

BASKETBALL NEW ZEALAND

LEVEL 1 REFEREE

MODULE 11

FOULS

Learner Materials



BASKETBALL
New Zealand

This material is an extract from the Level 1, 2 and 3 manuals of the FIBA National Referee Curriculum, © 2019, FIBA-WABC.

Copies of the full manuals are available on the BBNZ website: nz.basketball/get-involved/officials/education-resources-rules

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4.1 CONTACT AND CRITERIA – WHEN TO CALL

“A foul is an infraction of the rules concerning illegal personal contact with an opponent and/or unsportsmanlike behaviour”

TARGET:

TO UNDERSTAND THE PRINCIPLES OF WHEN TO CALL A FOUL.

Reference OBR Art 32, p37

“There is one game, two referees but still only one set of criteria (refereeing)”

A player who has committed 5 fouls shall be informed by the referee and must leave the game immediately. The player is to be substituted as quickly as possible.

The touching of an opponent is, in itself, not necessarily a foul.

- Officials shall decide whether the illegal contact has had an effect on the play. If contact caused by a player in any way restricts the freedom of movement of an opponent or forcibly moves an opponent, it is a foul.

- When deciding on contact, the officials should weigh up the following fundamental principles:
 - The spirit and intent of the rules.
 - Consistency and effect on the play. Establishing early and maintaining the criteria from the first call to the last call.
 - Should not interrupt the flow of the game unnecessarily to penalise marginal contact. Call what is obvious, and do not miss the big one (flies and elephants).

Consistency in maintaining a balance between game control and game flow, having a ‘feeling’ for what the players are trying to do and calling what is right for the game.

4.2 CYLINDER PRINCIPLES

TARGET:

TO UNDERSTAND THE CYLINDER PRINCIPLES AND THE SPACE OCCUPIED BY A PLAYER ON THE COURT (PRINCIPLE OF VERTICALITY)

Reference OBR Art 33.1 and 33.2, p37

As a referee it is important to understand the cylinder principles when determining the cause of illegal contact. The game of basketball is constantly evolving and so is the manner in which it is being played. With the increase in player speed and physicality, it is even more critical for referees to have a greater understanding of who caused the illegal contact, why and how.

In understanding that any player can occupy any space on the court (as long as he got there first), together with employing good officiating techniques, a referee will be best placed to see and subsequently determine who caused the illegal contact.

As a general rule a player is entitled to the space on the floor he occupies and the space above him (his cylinder). So, if a player jumps in the air from a place on the court he is occupying, he has the right to land again in that space. Often players will enter the cylinder of an opponent player and this by itself is not necessarily a foul. However, if illegal contact occurs, the official will need to judge who is responsible and whether it should be called as a foul.



D48 - cylinder

4.3 LEGAL GUARDING POSITION

TARGET:**TO UNDERSTAND THE PRINCIPLES OF THE LEGAL GUARDING POSITION**

Reference OBR Art 33.3, 33.4 and 33.5, p38

A defensive player has established an initial and legal guarding position when:

- He is facing his opponent and
- He has both feet on the floor

This position extends vertically above him (cylinder) from the floor to the ceiling.

When guarding a player who controls the ball, the elements of time and distance do NOT apply. That means that the player with the ball must expect to be guarded and must be prepared to stop or change his direction whenever an opponent takes an initial legal guarding position in front of him. The defensive player can move backwards or laterally, but not towards the player with the ball.

When guarding a player who does not control the ball, the elements of time and distance shall apply. That means that the defensive player cannot take a position so near and/or quickly in the path of a moving opponent. The distance is proportional to the speed, but never less than one normal step.

4.4 SCREENING PRINCIPLES

TARGET:

**TO UNDERSTAND THE CRITERIA
TO KNOW WHETHER A SCREEN
IS LEGAL OR NOT**

Reference OBR Art 33.7, p39

A player setting a screen is to establish a legal position on the floor and remain within his cylinder.

Illegal Screens

- Extended arms or a wide position out of his cylinder.
- Moving outside the cylinder to create illegal contact.
- Moving parts of the body outside the cylinder to create illegal contact.

Time and distance apply to players without the ball. Those with the ball should expect to be guarded.

Officiating Tips

- Position yourself to see where the screener is coming from
- Check the feet of the screener to make sure he is set and within his cylinder (stationary)
- Look for illegal actions
- Anticipate the screen rolling
- Use your voice to prevent illegal contact
- See the whole play, from screener coming, to being set, to the release of the screen.

4.5 NO-CHARGE SEMI-CIRCLE

TARGET:

TO UNDERSTAND THE PRINCIPLES IN OFFICIATING THE NO-CHARGE SEMI-CIRCLE (IF THERE IS ONE THE PLAYING COURT)

Reference OBR Art 33.10, p40

In 2-person officiating, it is the responsibility of both officials to referee the action relating to the no-charge semi-circle – subject to where the action is occurring.

In assessing a charge / block / no call relating to the no-charge semi-circle, officials should consider the following principles if contact occurs:

1. Is the offensive player in the air
2. Is the defensive player inside the no-charge semi-circle area.

Adopting good officiating techniques and refereeing the defence will allow officials to identify the location of the defender early and as such will increase the accuracy in judging illegal contact.

As a general guide, where illegal contact occurs in the restricted area, officials are encouraged to signal the foul without showing a secondary signal. This will remove any chance of conflicting calls signalled during double call situations. It is the responsibility of the officiating team to determine in the pre-game conference the protocol of which official will report to the scorer's table.



Inside



Inside



Inside



Outside

D49

4.6.4 POST PLAY

Reference OBR Art 33.12, p41

The principles of verticality apply and each player (offensive and defence) must respect each other's rights to a vertical position.

Should be viewed as a physical (not rough) contact between two opponents (especially big players). There can be no 'let them play' attitude when the contact is excessive or rough.

3.11 REFEREEING THE DEFENCE

TARGET:

TO IDENTIFY THE PRIMARY FOCUS WHEN ANALYSING A 1 ON 1 PLAY.

The concept of refereeing the defence is one of the corner stones for accurate basketball refereeing. Essentially, it means that the priority of the referee in an on ball competitive match-up is to focus the attention on the legality of the defensive player whilst keeping the offensive ball handler in your field of vision. The referee is required to get into a position that allows them to clearly see the defensive player.

Note: We are not refereeing the space between the players, we are refereeing the defence itself - but you need to have a position where you can see the space between players in order to referee the defence.

When refereeing on ball, focus your attention on the illegality of the defensive player!

4.6 TYPES OF FOULS

4.6.1 CHARGING

Reference OBR Art 33.8, p40



D50 - When the player with the ball forcibly pushed into an opponent's torso who is in a legal guarding position.

4.6.2 BLOCKING

Reference OBR 33.9, p40



D51 - When a player impedes illegally the progress of an opponent.

Signal: Both hands on hips.

4.6.3 CONTACTING AN OPPONENT WITH THE HAND AND/OR ARM

Reference OBR Art 33.11, p41

Both offence and defence have the same rights. A defensive player can momentarily touch an opponent as long as it does not restrict his freedom of movement.

ILLEGAL USE OF HANDS



D52 - When using hands to strike an opponent in an attempt to play the ball.

Signal: Strike wrist.

ILLEGAL CONTACT TO THE HAND



D53 - When using hands to strike an opponent during the act of shooting.

Signal: Strike the palm towards the other forearm.

HAND-CHECKING



D54 - When a defensive player is in a guarding position and his hand(s) or arm(s) is placed upon and remains in contact with an opponent with or without the ball, to impede his progress.

Signal: Grab palm and forward motion.

4.6.5 HOLDING

Reference OBR Art 33.14, p41



D55 - When using hands, arms or legs to stop illegally the movement of an opponent.

Signal: Grasp wrist downward.

4.6.6 PUSHING

Reference OBR Art 33.15, p41



D56 - When using any part of the body to forcibly move or attempt to move an opponent.

Signal: Imitate push.

4.6.7 HIT TO THE HEAD



D57 - When a player hits his opponent's head with the hand.

Signal: Imitate the contact to the head.

4.6.8 EXCESSIVE SWINGING OF ELBOWS

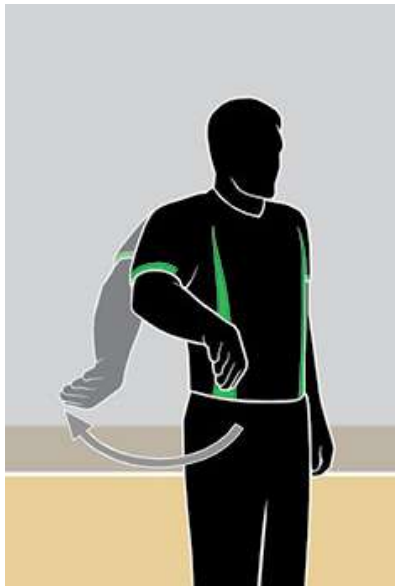


D58 - When an *offensive* player illegally creates more space using his elbows.

Signal: Swing elbow backwards.

But remember that if a player swings excessively his elbows WITHOUT CREATING CONTACT, he should be called a technical foul.

4.6.9 HOOKING



D59 - When an *offensive* player hooks or wraps an arm or an elbow around a defensive player in order to take an advantage.

Signal: Move lower arm backwards.

4.6.10 FOUL BY TEAM IN CONTROL OF THE BALL



D60 - When a player from the team in offence commits a foul.
Signal: Point clenched fist towards basket of offending team.

2.7 PLAYER IN THE ACT OF SHOOTING

“The act of shooting:

- *Begins when the player starts the continuous movement normally preceding the release of the ball and, in the judgement of an official, he has started an attempt to score by throwing, tapping or dunking the ball towards the opponents’ basket.*
- *Ends when the ball has left the player’s hand(s) and, in the case of an airborne shooter, both feet have returned to the floor”*

Reference OBR Art 15, p21

The concept of the game is for one team to score more points than the other team to win the game. To achieve this, players are encouraged to attempt shots and to do so often with a variety of techniques; lay- ups, jump shots and dunks to name just a few.

Witnessing the skills of the athletes is obviously the largest part of the game and of course, remains as one of the most entertaining aspects for spectators.

Referees play a large role in ensuring the game is played fairly and that players can attempt to score baskets without illegal activity or if there is illegal activity it will be identified and actioned by the referees. The IOT principles are critical in assisting referees in identifying when a player has the ball in his hands and is attempting a shot for goal.

By identifying the concepts of when a player is in the act of shooting (as defined in OBR Article 15), a referee can apply the most appropriate outcome to any decision made regarding illegal or legal actions. Contact during the act of shooting can be a source of frustration or conflict with players if it is not officiated correctly.

By adopting correct IOT and understanding the principles outlined in the rule, together with accurately officiating this type of play, will no doubt help minimise any conflict that may arise. It further allows the referee to communicate with players and coaches more effectively about what he ‘saw’ and what he ‘judged’ and why a decision was made.

4.6.11 UNSPORTSMANLIKE FOUL (UF)

Reference OBR Art 37, p 44

Rough, severe, dangerous, flagrant contact should not be tolerated at any time. Detect the players who do not play basketball.

The official must interpret the unsportsmanlike fouls consistently throughout the game and to judge only the action and not be concerned about the penalty. In analysing the action, referees need to process the sub elements of each criteria.




CRITERIA:

C1	Not a legitimate attempt to play the ball within the spirit and intent of the rules.
C2	Excessive, hard contact caused by a player in an effort to play the ball or an opponent.
C3	An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition: This applies until the offensive player begins his act of shooting.
C4	Contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break and there is no defensive player between the offensive player and the opponent's basket: This applies until the offensive player begins his act of shooting.
C5	Contact by the defensive player on an opponent on the playing court during the last 2 minutes in the 4th period and in each extra period, when the ball is out-of-bounds for a throw-in and still in the hands of the official or at the disposal of the player taking the throw-in.

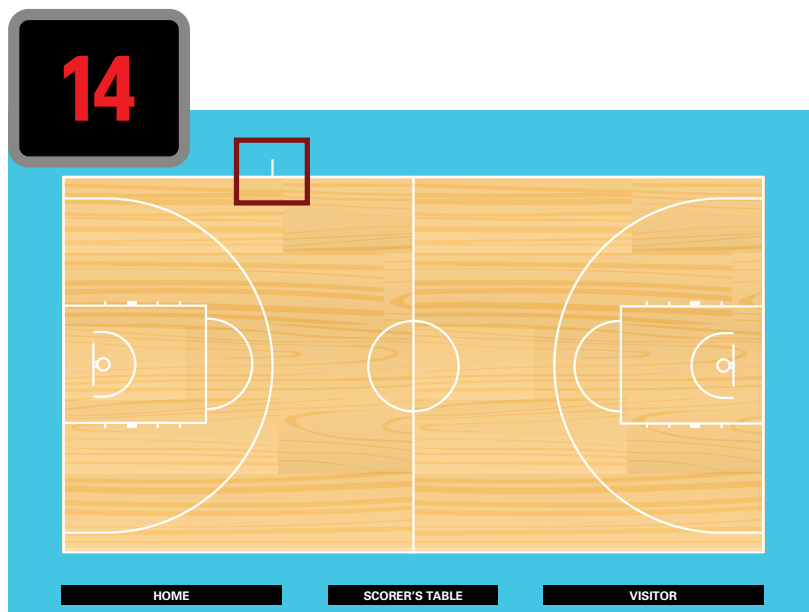
Protocol for calling a UF:

- 0 – See the action and make a decision (call)
- 1 – Show the decision (personal foul signal), re-process the play (analyse the criteria)
- 2 – Upgrade the signal to UF if necessary

PROCEDURE:

GAME CLOCK STOPS (1)	UPGRADE TO UF (2)	PENALTY: 1, 2 OR 3 FREE-THROWS + POSSESSION
 <p>D61 - Stop the clock (foul).</p>	 <p>D62 - UF (Grasp wrist upward).</p>	 <p>D63 - Two free-throws.</p>

TO RESUME THE GAME:



D64 - UF throw-in frontcourt.
 All throw-ins as part of an UF shall be administered from the throw-in line in the team's frontcourt. In all cases, the team shall have 14 seconds on the shot clock.

4.6.12 TECHNICAL FOUL (TF)

Reference OBR Art 36, p 43




A technical foul is a player non-contact foul of a behavioural nature including, but not limited to:

- Disregarding warnings given by officials
- Disrespectfully dealing and/or communicating with the officials, the commissioner, the table officials, the opponents or persons permitted to sit on the team benches
- Using language or gestures likely to offend or incite the spectators
- Baiting and taunting an opponent
- Obstructing the vision of an opponent by waving/placing his hand(s) near his eyes
- Excessive swinging of elbows
- Delaying the game by deliberately touching the ball after it passes through the basket or by preventing a throw-in from being taken promptly
- Fake being fouled

- Hanging on the ring in such a way that the weight of the player is supported by the ring, unless a player grasps the ring momentarily following a dunk shot or, in the judgement of an official, is trying to prevent injury to himself or to another player
- Goaltending during the last free throw by a defensive player. The offensive team shall be awarded 1 point, followed by the technical foul penalty charged against the defensive player”

Referees are to deal with inappropriate behaviour rather than ignoring it and letting it affect the control and spectacle of the game. Referees may prevent technical fouls by giving a warning or even overlooking minor infractions which are obviously unintentional and have no direct effect upon the game, unless there is repetition of the same action after a warning has been given. Where a warning has been given for inappropriate behaviour, any repetition of this behaviour should be dealt with by way of technical foul.

PROCEDURE:

TECHNICAL FOUL CALLED	PENALTY: ONE FREE-THROW	TO RESUME: BALL RETURNS TO THE TEAM WHICH WAS CONTROLLING THE BALL OR WAS ENTITLED TO THE BALL
 <p data-bbox="156 1048 437 1077">D65 - Form T, showing palms.</p>	 <p data-bbox="571 1048 772 1077">D66 - One free throw.</p>	 <p data-bbox="986 1048 1203 1077">D67 - Direction of play.</p>

Players cannot have many technical or unsportsmanlike fouls

T + T = Game disqualification

T + U = Game disqualification

U + U = Game disqualification

3.1 DOUBLE FOUL

TARGET:

TO IDENTIFY WHAT IS A DOUBLE FOUL AND HOW TO RESUME THE GAME.

REFERENCE OBR ART 35

Where 2 opponents commit fouls on each other at approximately the same time. Referees are to consider the sub elements:

1. Both fouls are player fouls.
2. Both fouls involve physical contact.
3. Both fouls are between the same 2 opponents fouling each other.
4. Both fouls are either 2 personal or any combination of unsportsmanlike and disqualifying fouls.



After a double foul is called, the game shall be resumed where it was stopped.

Signal: Double foul signal (wave clenched fists on both hands).

3.2 DISQUALIFYING FOUL

TARGET:

TO IDENTIFY WHEN A DISQUALIFYING FOUL OCCURS AND WHAT ARE THE CONSEQUENCES.

Reference OBR Art 38, p45

A disqualifying foul (DF) is any flagrant unsportsmanlike action not only by players, but also substitutes, coaches, excluded players or accompanying delegation members.

Any of the above persons who are guilty of flagrant acts of aggression against opponents or officials shall be disqualified and the crew chief must report the incident to the organizing body of the competition.

Whenever the offender is disqualified, he shall go to and remain in his team's dressing room or shall leave the building until the end of the game.

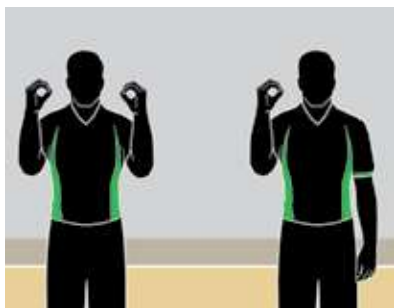
Two free-throws + possession shall be awarded to the opponent team for each DF called.



D3 - Disqualifying foul.

Signal: Clenched fists on both hands.

4.7 FOULS NUMBERING



D68

Signal: Number 0 and 00: right hand or both hands show number 0.



D69

Signal: Number 1 to 5: right hand shows number 1 to 5.



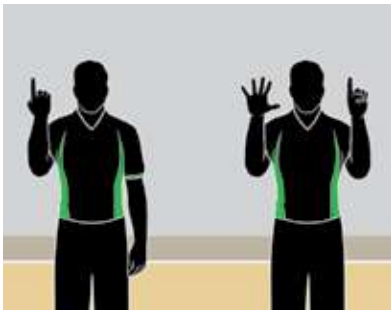
D70

Signal: Number 6 to 10: right hand shows number 5, left hand shows number 1 to 5.



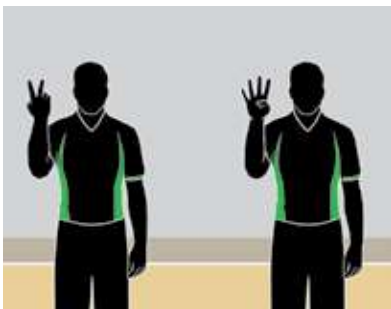
D71

Signal: Number 11 to 15: right hand shows clenched fist, left hand shows number 1 to 5.



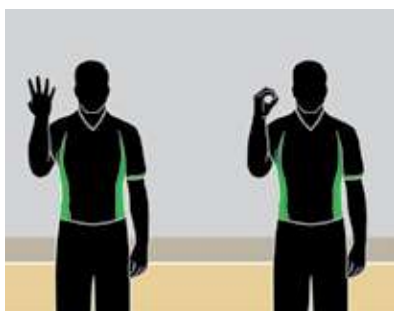
D72

Signal: Number 16: first reverse hand shows number 1 for the decade digit – then open hands show number 6 for the units digit.



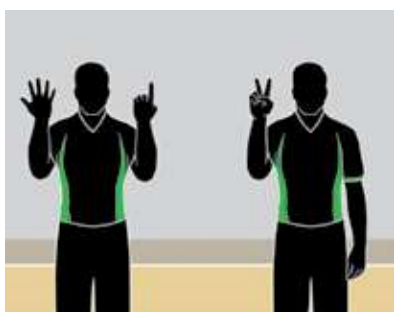
D73

Signal: Number 24: first reverse hand shows number 2 for the decade digit – then open hand shows number 4 for the units 5.



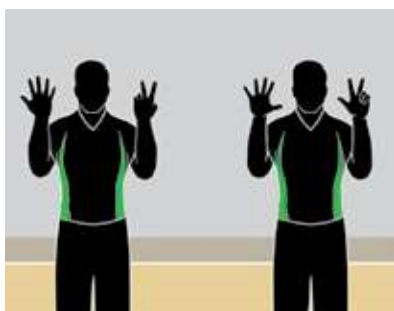
D74

Signal: Number 40: first reverse hand shows number 4 for the decade digit – then open hand shows 0 for the units digit.



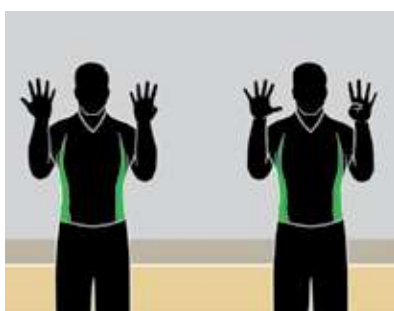
D75

Signal: Number 62: first reverse hands show number 6 for the decade digit – then open hand show number 2 for the units digit.



D76

Signal: Number 78: first reverse hands show number 7 for the decade digit – then open hands show number 8 for the units digit.



D77

Signal: Number 99: first reverse hands show number 9 for the decade digit – then open hands show number 9 for the units digit.

4.8 REPORTING TO THE SCORER'S TABLE

- Walk sharply or run where there are no players between you and the scorer's table
- Come to a stop and take a breath
- Signal clearly and slowly the number of the player who has committed the foul
- Then signal the type of the foul
- Indicating the number of free throws or the direction of play that is to follow
- During this process use your voice, for example: "Blue 7 pushing, white ball OR Blue 7 pushing, 2 shots white".
- Run to the next position



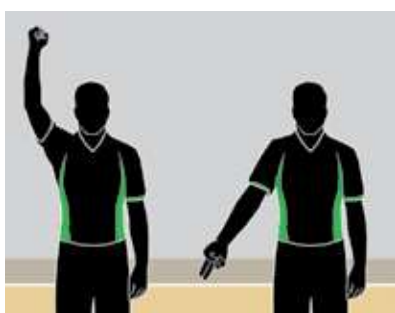
D78 - Signal to stop the clock:

Signal: One clenched fist.



D79 - If a foul is committed during the act of shooting (2 free-throws granted):

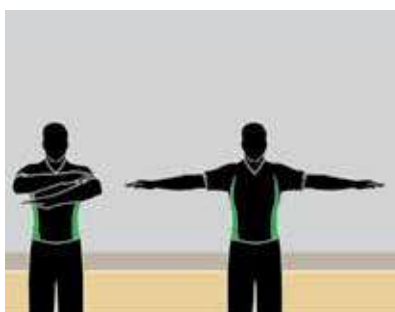
Signal: One arm with clenched fist, followed by indication of the number of free-throws). Ensure each signal is individually shown. It should be seen as two separate signals and not one. This means there is a pause between the two signals.



D80 - If a player is fouled before he starts his act of shooting:

Signal: One arm clenched fist, followed by pointing to the floor. Ensure each signal is individually shown. It should be seen as two separate signals and not one. This means there is a pause between the two signals.






Remember that there is no need to point the floor if the foul is not followed by an act of shooting. For example, when a player is fouled when dribbling in the backcourt.



D81 - If a foul is committed before an act of shooting but the player scores a field goal, then the basket has to be cancelled and the referee shall signal as below:



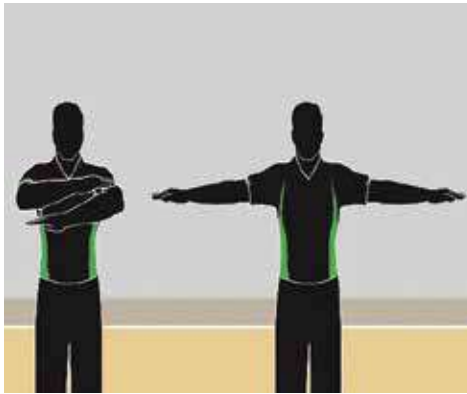
Signal: Scissor-like action with arms, once across chest.

EXAMPLE 1: A FOUL IS CALLED AGAINST A DEFENSIVE PLAYER (NUMBER 6) WHO PUSHED HIS OPPONENT DURING THE ACT OF SHOOTING (2-POINT SHOT). THE SEQUENCE SHOULD BE THE FOLLOWING:

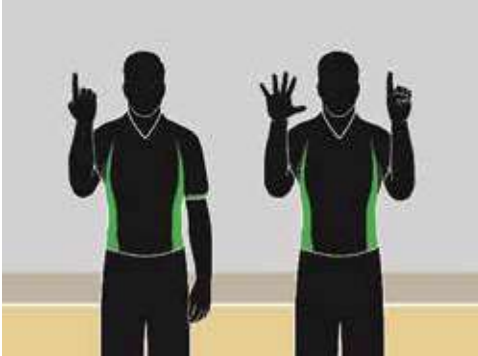
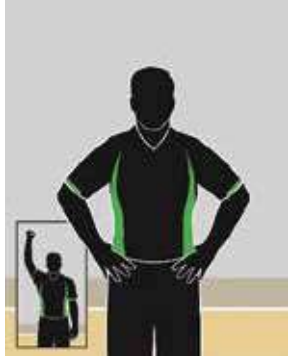

CALLING		REPORTING		
Game clock stops		Number of the player	Foul nature	Penalty = 2 free-throws
				
D82 - Stop the clock.	D79	D83 - Number 6 (right hand shows number 5, left hand shows number 1).	D84 - Pushing.	D85 - Two free-throws.

EXAMPLE 2: A FOUL IS CALLED AGAINST A DEFENSIVE PLAYER (NUMBER 16) WHO BLOCKS HIS OPPONENT DURING THE DRIBBLE: AFTER THIS, THE OFFENSIVE PLAYER CONTINUES HIS DRIBBLE TO THE BASKET AND SCORES.

CALLING

As the referee calls the foul	Points the floor	and cancels the basket
 <p>D86 - Stop the clock (foul).</p>	 <p>D80</p>	 <p>D87</p>

REPORTING

Number of the player	Foul nature	Penalty = throw-in
 <p>D88 - Number 16 (first reverse hand shows number 1 for the decade digit – then open hands show number 6 for the units digit)</p>	 <p>D89 - Blocking</p>	 <p>D90 - Direction of play</p>