

BASKETBALL NEW ZEALAND

LEVEL 1 REFEREE

MODULE 10

VIOLATIONS

Learner Materials



BASKETBALL
New Zealand

This material is an extract from the Level 1 manual 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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3. VIOLATIONS

"A violation is an infraction to the rules"

Reference OBR Art 22, p29



D28 - When it occurs, the referee shall blow his whistle to stop the clock.

Signal: Show the type of violation signal.

3.1 OUT-OF-BOUNDS

“A player is out-of-bounds when any part of his body is in contact with the floor, or any object other than a player above, on or outside the boundary line.”

Reference OBR Art 23, p28

The ball is out-of-bounds when it touches:

- A player or any other person who is out-of-bounds
- The floor or any object above, on or outside the boundary line
- The backboard supports, the back of the backboards or any object above the playing court



D29 - Direction of play.

Signal: Point in direction of play, arm parallel to sidelines.

Remember that the location of a player is determined by where he is touching the floor, and if he is airborne, by where he last touched the floor (OBR Art 11, p19).

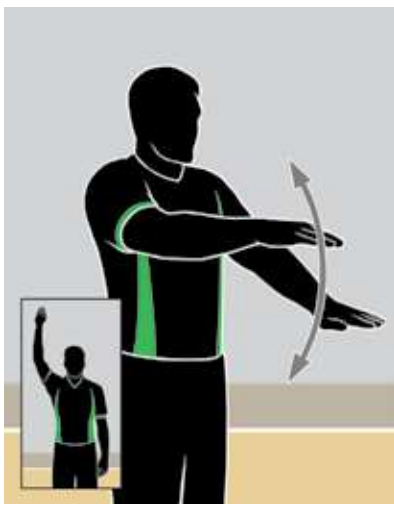
3.2 DOUBLE DRIBBLING / CARRYING THE BALL (OR PALMING)

Reference OBR Art 24, p29

DOUBLE DRIBBLING

A player shall not dribble for a second time after his first dribble has ended unless between the 2 dribbles, he has lost control of a live ball on the playing court because of:

- A shot for a field goal
- A touch of the ball by an opponent
- A pass or fumble that has touched or been touched by another player"



D30 - Double dribbling.

Signal: Patting motion with palm.

Remember that a player can *accidentally* lose and then regain control of a live ball *at the beginning or at the end of a dribble*, this is called a "fumble" and it is a legal action.

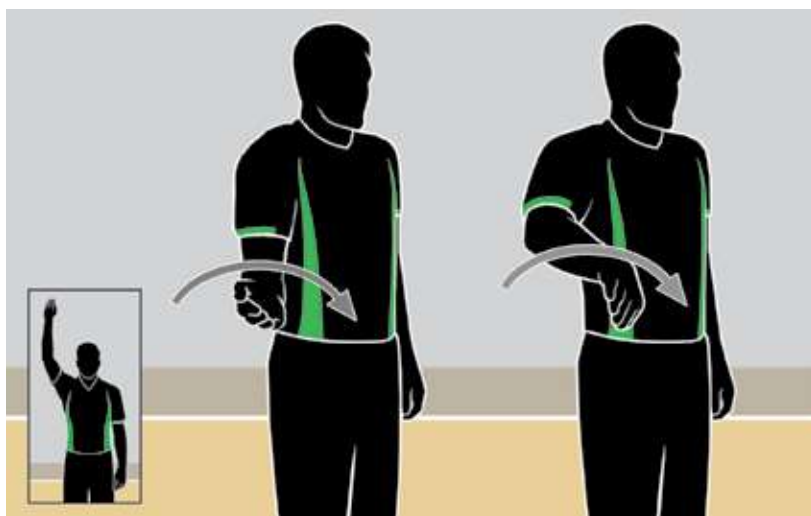
CARRYING THE BALL

Occurs when the dribbling player continues to dribble after allowing the ball to come to rest in one or both hands.

This is also referred to as 'palming' the ball because the ball comes to rest in the palm of the hand.

D31 - Carrying the ball

Signal: Half rotation with palm.






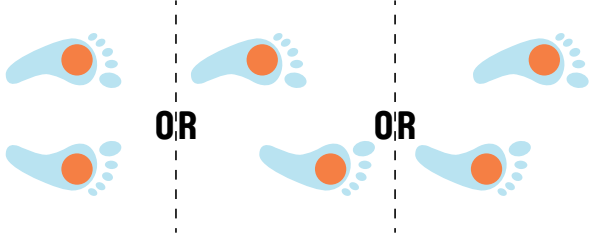
3.3 TRAVELLING

“Travelling is the illegal movement of one foot or both feet beyond the limits outlined in this article, in any direction, while holding a live ball on the playing court”

Reference OBR Art 25, p30

Players on the court move very dynamically, especially when they have the ball. Taking control of a ball or commencing a dribble can occur by a player from a stationary position or whilst moving.

Recent changes to the travel rule require greater attention and accuracy by referees in identifying the pivot foot of the player when they have the ball. The below diagram identifies the different cases:

<p>THE PRINCIPLE – “ZERO STEP”</p>	<p>D32 - Using a term “Zero Step” is only for the sake of the clarity in training the referees. It is not mentioned in the rule text.</p>	<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p>Zero When control of the ball</p>  </div> <div style="text-align: center;"> <p>One Next foot touches the floor after the control</p>  </div> <div style="text-align: center;"> <p>Two Next foot touches the floor after first step</p>  </div> </div>
<p>WHILE STANDING WITH BOTH FEET ON THE FLOOR</p>	<p>D33 - A player who catches the ball with both feet on the floor.</p>	

<p>START DRIBBLE - STATIONARY LEGAL</p>	<p>D34 - To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s).</p>	
<p>START DRIBBLE - STATIONARY ILLEGAL</p>	<p>D35 - To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s).</p>	

	<p>D36 - Travelling Signal: Rotate fists.</p>
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3.4 3 SECONDS

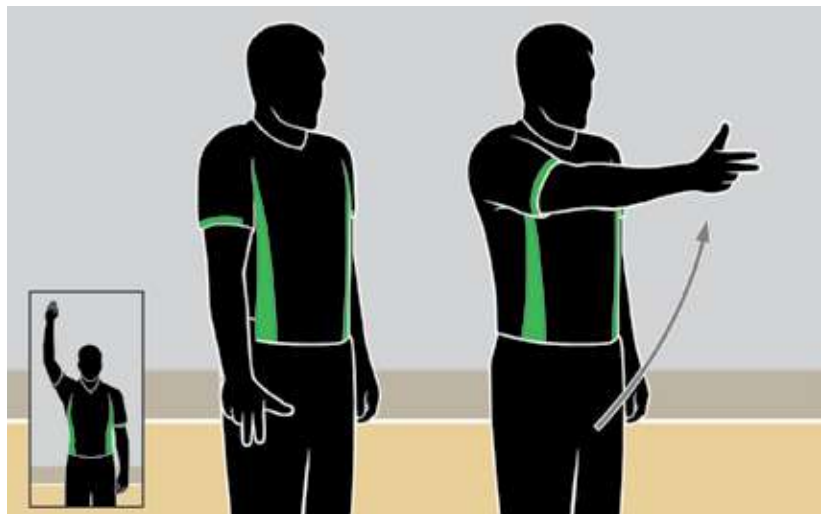
“A player cannot remain in his opponent’s restricted area for more than three seconds”

Reference OBR Art 26, p31

Referees shall have in mind that there are allowances when a player who is in the restricted area:

- Makes an attempt to leave it
- Has one of his team-mates in the act of shooting
- Dribbles to shoot for a field goal after having been there for less than 3 consecutive seconds

D37 – Arm extended,
Signal: Show 3 fingers.

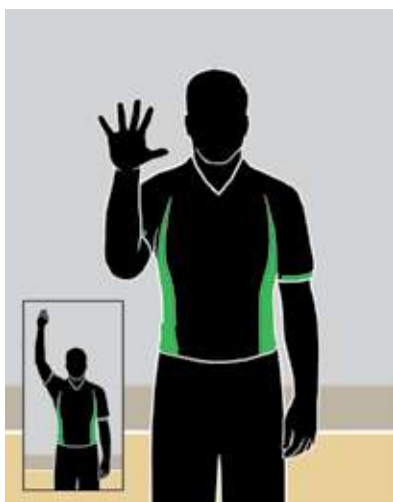


3.5 CLOSELY GUARDED PLAYER

“A closely guarded player must pass, shoot or dribble the ball within 5 seconds”

Referees are encouraged to referee the defence and look for illegal actions. This however cannot be at the expense of recognising active legal defence whilst closely guarding a player with the ball. In such instances, referees are encouraged to signal a visible count using the arm on the outside of the play, together with verbally supporting the signal.

By doing so, it is providing a visual image to other players and participants that a person with the ball is being closely guarded and if a five-second violation occurs, it does not come as a surprise when the referee makes the call.



D38 - 5 seconds violation signal.

Signal: Show 5 fingers.

3.6 8 SECONDS

Whenever:

- *A player in the backcourt gains control of a live ball, or*
- *On a throw-in, the ball touches or is legally touched by any player in the backcourt and the team of that player taking the throw-in remains in control of the ball in its backcourt,*

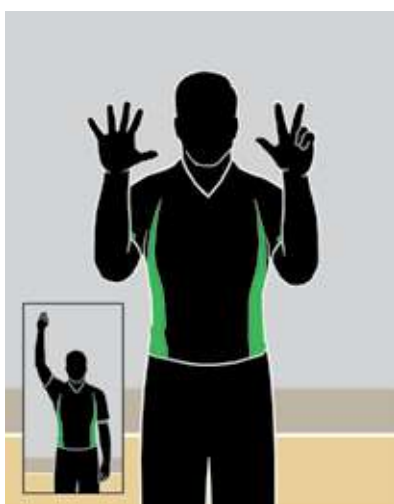
That team must cause the ball to go into its frontcourt within 8 seconds.

Reference OBR Art 28, p31

The Trail official is responsible for officiating the backcourt and for determining whether the team in control of the ball has caused the ball to go into their frontcourt within 8 seconds.

The Trail referee is encouraged to adopt the following procedures:

1. Check the game clock and shot clock to ensure it is running.
2. Where a shot clock is clearly visible to all participants, it is not necessary for the trail official to signal a visual count in the backcourt. Trail is still required to maintain a mental count. If a violation occurs, make the call when the shot clock is on 15 seconds.
3. Where a shot clock is not visible or not being used, the Trail official should signal a visible count with the outside arm whilst maintaining a mental count. Officials are encouraged to regularly practice their mental counting and to measure their mental count against a clock.



D39 - 8 seconds violation signal.

Signal: Show 8 fingers.

3.7 24 SECONDS

Whenever:

- *A player gains control of a live ball on the playing court,*
- *On a throw-in, the ball touches or is legally touched by any player on the playing court and the team of that player taking the throw-in remains in control of the ball,*

That team must attempt a shot for a field goal within 24 seconds.

Reference OBR Art 29, p32

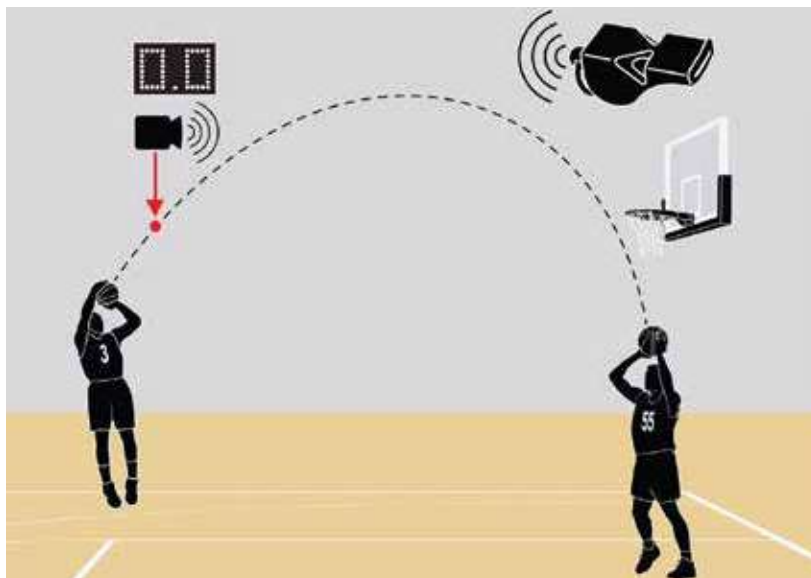
Prior to the commencement of the game, referees are encouraged to check all equipment and, in particular, the shot clock and associated equipment if there are any.

In general, it is the responsibility of the Trail to call shot clock violations. The Trail should be mindful of the shot clock, especially when it counts down below 10 seconds, meaning the team in control of the ball is likely to shoot the ball very quickly.

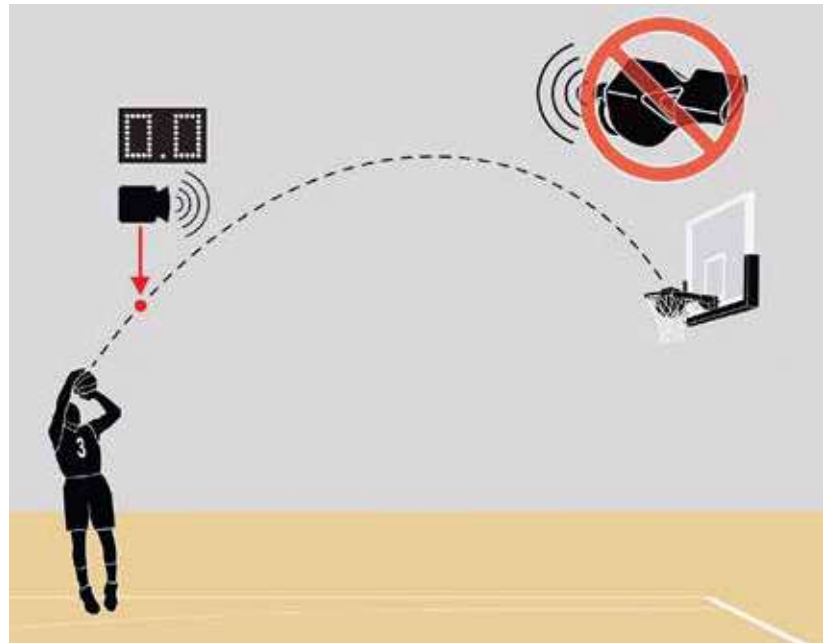
Of course, there are some countries where local rules apply to shot clocks and whether they are even used at all. Referees should adapt to the local playing rules.

For countries that enforce the shot clock rule (but there is no shot clock available for that court), the most practical solution would be that the referee who is in front of the scoreboard (generally the Trail) should count and announce clearly by using his voice when there are only 10 seconds left to release the ball for a shot. He shall shout "ten" so that all the players and coaches can hear him and then count down the remainder of the shot clock period with one of his hands. If a shot is not attempted when the referee gets to 0, a violation should be called.

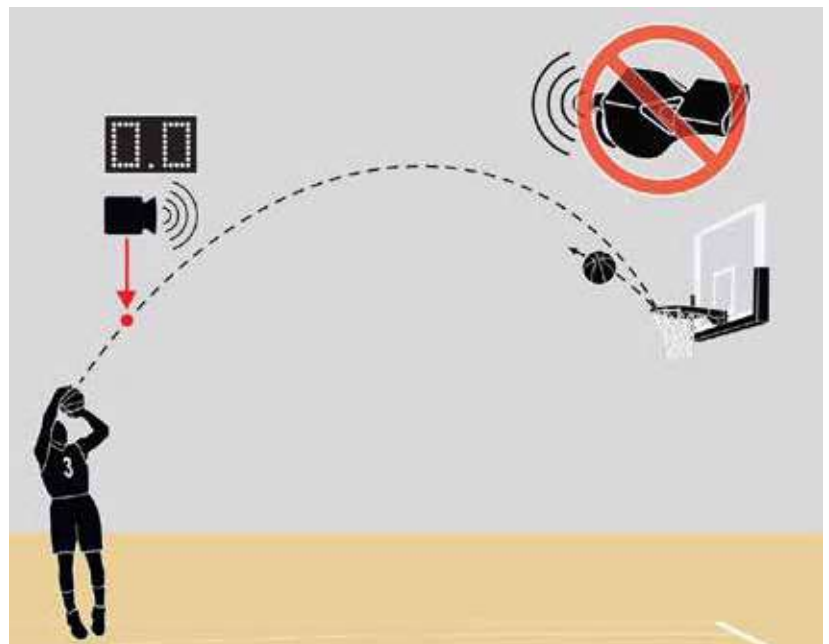
D40 - The signal sounds when the ball is in the air, the ball does not touch the ring and an offensive player gets the ball = SHOT CLOCK VIOLATION, THE REFEREE SHALL BLOW HIS WHISTLE.



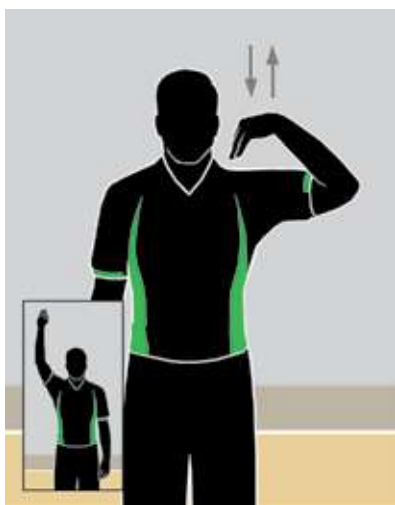
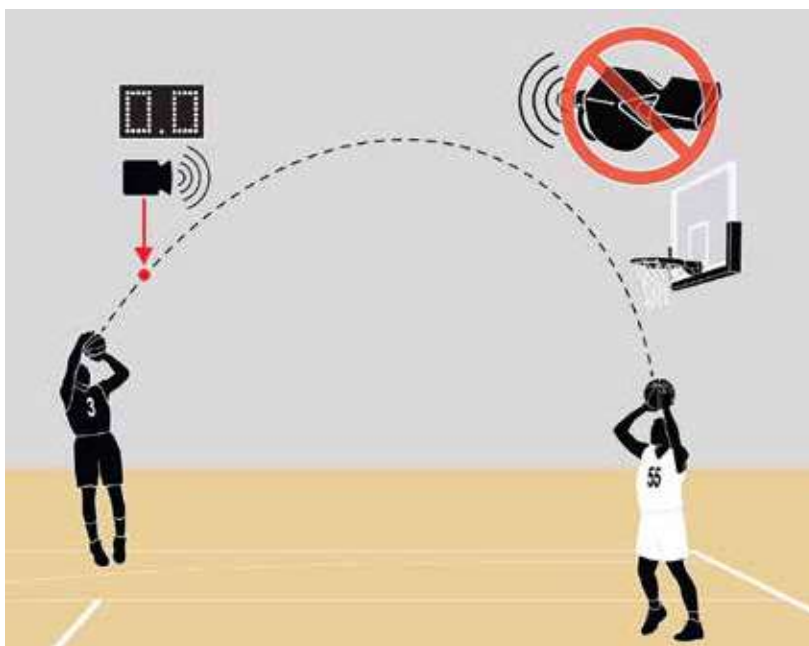
D41 - The signal sounds when the ball is in the air and then the ball enters the basket = GOAL MADE, NO CALL.



D42 - The signal sounds when the ball is in the air, the ball touches the ring but does not enter the basket = NO CALL.



D43 - The signal sounds when the ball is in the air, the ball does not touch the ring and the defensive player gains immediately and clearly the control of the ball = NO CALL.



D44
Signal: Fingers touch shoulder.

3.8 BALL RETURNED TO BACKCOURT

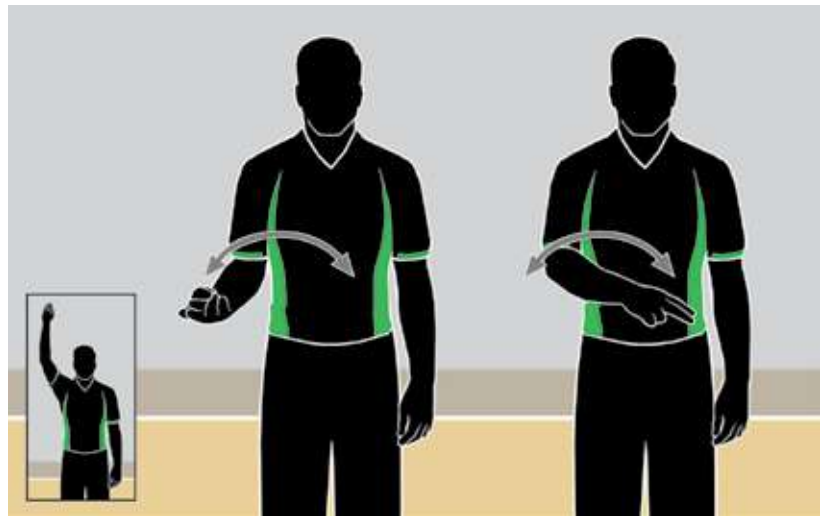
Reference OBR Art 30, p34

A team is in control of a live ball in its frontcourt when:

- A player of that team is touching his frontcourt with both feet while holding, catching or dribbling the ball in his frontcourt, or
- The ball is passed between the players of that team in its frontcourt.

D45

Signal: Wave arm in front of body.



3.9 GOALTENDING AND INTERFERENCE

Reference OBR Art 31, p35

Goaltending occurs during a shot for a field goal when a player touches the ball while it is completely above the level of the ring and:

- It is on its downward flight to the basket, or
- After it has touched the backboard.

In general play, whilst referees are encouraged to stay with the play to ensure a player in the act of shooting is not illegally contacted, it is also important to understand the next action that needs to be officiated. One of those actions is ensuring that illegal activity does not occur that will affect the ball from legally entering the basket.

In general play, this will usually be the responsibility of the Trail. However, in some cases, such as fast break situations, the Lead, during transition should have an awareness of where the play is at and can assist in judging goaltending and interference on his side of the basket.

For Trail and Lead, during such situations, both officials should be considering the rules and be clear on the differences between the two.

If the violation is committed by an **offensive** player:

- The basket is cancelled (if the ball has entered the basket).
- The ball is awarded to the opponents for a throw-in.

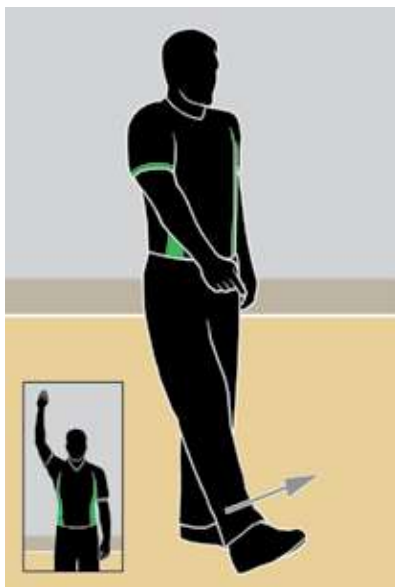
If the violation is committed by a **defensive** player:

- 1,2 or 3 points are awarded to the offensive team.

3.10 DELIBERATE KICK

"A player cannot deliberately kick the ball or block it with his leg"

Reference OBR Art 13, p21



D46

Signal: Point to the foot.



D47 -If 13 seconds or less are remaining on the shot clock (if any), the referee shall show the "reset" signal to reset the device to 14 seconds.

Signal: Rotate hand, extend index finger.