

BIG V 2021

SECTION 1: GENERAL PRINCIPLES

A good official has been defined as an official who possess all of the following;

- A knowledge of the rules,
- The mechanics to work the game,
- The appearance and physical condition that is commensurate with the demands of the game,
- Sound judgement,
- Co-operation with his/her fellow official,
- An air of confidence and calmness,
- Consistency with calls.

Each year we distribute the annual Officiating Guidelines which are designed to reinforce what all referee should striving to achieve and maintain in every game.

Referees are expected to call the game within the following principles:

Create an even contest by:

- Allowing players to be athletic,
- Allowing players to use their strength and skill,
- Allowing players to play within the boundaries of what is legal within the spirit and intent of the rules,
- Officiating the game with consistency from call to call and end to end,
- Ensuring players have a freedom of movement (on ball and away from the ball)
- Making decisions based on cause and effect.

Referees need to continually:

- See the whole play
- Identify who causes illegal contact in the contest
- Penalize the player who restricts movement illegally
- Do not reward the offensive player who tries to draw contact and accentuates contact that is minimal or marginal
- Balance the rights of offence and defence
- Do not penalize legal defence
- Reward offense where defence is illegal
- Be active and communicate proactively with players to avoid unnecessary fouls
- Use voice to prevent illegal contact from occurring (early intervention and prevention) However, do not over communicate.
- Where preventative officiating does not prevent illegal contact then referees are expected to become active and call the game
- Call the game per the Basketball Victoria league directions for officiating

SECTION 2: CALLING

GUIDELINES (POINTS OF EMPHASIS)

1. SHOOTER PROTECTION

- Shooter Protection is a constant Point of Emphasis as it such a significant component of the game.
- Contact on a shooter is not subject to “cause and effect” as contact on the shooter is a foul. (The concept of incidental contact on a shooter must be viewed in different light to, say contact on a player dribbling the ball).
- Shooter protection involves an offensive player who has gathered the ball in a normal shooting motion, and contact occurs. It includes the shooting motion, until the shooter returns with both feet to the floor.
- Areas to focus on are.
 - Tapping the arm of the shooter. Even Michael Jordan be effected by just a slight tap on the elbow.
 - Stomach jabs. The shooter shouldn’t be touched while shooting with a short jab to the stomach.
 - Moving under the shooter. If the defence hasn’t established a legal guarding position in the shooter’s path prior to him leaving the floor, the shooter must be allowed to return to the floor.
 - Defenders are becoming very good at having their arms up vertically within their cylinder, but “belly up” with their body while the shooter is airborne. This is a foul.
 - Defenders often start with their arms up vertically, within their cylinder, but then bring their arms down out of the vertical, contacting the arm of the shooter. This is a foul.

2. VERTICALITY:

- Greater athleticism of players, results in legal, vertical defence becoming more prevalent in our games. Players are becoming so capable of jumping from unusual positions to block a shot or rebound a ball, without making illegal contact.
- Legal Vertical Defence is determined by the defender’s cylinder. Each player has the right to a position from the floor to the ceiling, while considering each player’s cylinder being determined by the width of their body. (width of shoulders and length of feet)
- All players (especially defenders) are entitled to jump directly up and as long as they remain within their cylinder. If contact occurs, it is not their responsibility if they have jumped straight.
- Adjudicate which players cylinder, if any, either body or arm, has encroached on the other by going outside their cylinder.
- Officials do not want to split hairs with how straight the defender’s arms are. (Consider the point of contact - does the defender move their arms (usually down) and create contact with the offensive player? Or does the defender maintain their position and the offensive player initiates the contact into the defender’s arms?)
- Be mindful that a defender getting hit in the chest is possibly going to react by bringing their arms down to collapse into the defender. This natural reaction is not a foul, as the offensive player has initiated such contact thus creating a collapse of the arms.

- If both cylinders are legal, a no call is the best call. Don't penalise the offence or defence unjustly.
- In rebound situations, wait an extra second just to see if the players involved have "cleaned off" each other, and the contact can be regarded as incidental.

Please Note;

As Part of the 2021 New Rules the definition of the player's "cylinder" now includes an offensive player with or without the ball, therefore allowing officials to adjudicate who is responsible for going outside of their cylinder when contact occurs.

Referees are encouraged;

- Not to anticipate the call
- Be patient and observe the entire play
- Do not be concerned about being late on a call - it is better to be late on the call, than call a verticality foul incorrectly.
- Referee the defence
- Be prepared for verticality situations (avoid surprises) which usually occur.
- On a pull up jump shot
- Big players making a move close to the basket
- After an offensive rebound is gathered.

3. DRIBBLER PROTECTION:

- Ensure the dribbler is not unfairly and illegally man-handled by the defender. – this type of contact becomes an advantage to the defence.
- Two hands on by the defender is usually a foul.
- Continual jabbing with the one hand or arm is usually a foul.
- Extending a forearm away from the body by the defender onto the offensive player is usually a foul.
- Using one straight arm or both straight arms to defend a player is usually a foul.
- If an offensive player is forcibly displaced or their freedom of movement is restricted by body contact from the defender, this is usually a foul.
- Referees need to be diligent in this aspect of the play, as if you let it go it can often develop and create problems later in the game.

4. CONTACT - CAUSE AND EFFECT & GAME CONTROL:

- The purpose of the rules is basically to penalize a player who by reason of an illegal act has placed an opponent at a disadvantage, or their action has given them a distinct advantage – Cause and Effect
- "Effective officiating requires the ability to bring order to inherently chaotic activities without smothering the participants."
- In the game of basketball in which 10 players are moving at speed in a limited space, personal contact cannot be avoided.
- Officials need to take a realistic and common-sense approach to calling contact in the game, otherwise it can result in continued unnecessary whistling and interruptions.
- Referees need to determine the level of contact appropriate to the level of skill of the players – (e.g., low level VJBL, next level BIGV as compared to NBL1).

- Officials must use discretion in applying rule infractions. Effective officials know their role is not to interject their whistle at every opportunity, but only when necessary.
- As stated in the Rule Book, Article 47 – Officials Duties and Power: In determining whether or not to penalise such contact, the officials shall in each instance regard and weigh up the following fundamental principles.
 - Consistency in applying common sense to each game, bearing in mind the abilities of the players concerned and their attitude and conduct during the game.
 - Consistency in maintaining a balance between game control and game flow, having a ‘feeling’ for what the participants are trying to do and calling what is right for the game.
 - The spirit and intent of the rules and the need to uphold the integrity of the game.
 - Consistency in applying the concept of ‘advantage/disadvantage’, whereby the officials should not seek to interrupt the flow of the game unnecessarily, in order to penalise personal contact that is incidental, and which does not give the player responsible an advantage nor place his opponent at a disadvantage.
- It is important to note that this philosophy should be adopted when possible, but not at the expense of Game Control. Game control requires an official to make decisions that will bring “order to inherently chaotic activities without smothering the participants”.
- When there is heavy contact, and clearly a foul is needed to be called, it must be called.
- Occasionally the call maybe questionable but a call was necessary to maintain control of the game. Call what the majority would want to see called.
- Physical post play is an area that requires close attention, along with size mismatches, and too much contact off the ball. Referees need to continue to ensure they are in control of the game.

5. TRAVELLING:

- Travelling is a constant area of concern and particularly with the most recent changes to the travel rule, regarding the player receiving the ball on the move (progressing) or on completion of a dribble. This change has resulted in players being given more latitude with their movement around the floor.
- If a player receives the ball when stationary – with both feet on the floor, immediately one foot is lifted, the other foot becomes the pivot foot. The previous travel rules then apply.
- If a player receives the ball when stationary – with one foot on the floor, that foot immediately becomes the pivot foot. The previous travel rules then apply.
- If a player receives the ball while progressing (moving) or on completion of a dribble, they may take two steps in coming to a stop, in passing or shooting the ball. The player has an additional Zero step, before the traditional two count rhythm.
- When judging a moving player, the first foot to hit the floor is the Zero Step – the next step is Step One, (the pivot foot). The player may lift the pivot foot, but not return it to the floor, to pass or shoot. If they wish to commence a dribble, they must release the ball prior to lifting the pivot foot.
- The moving player has the Zero Step, Step One (the first foot to hit the floor after gaining control of the ball) and Step Two to pass or shoot.
- Reward good defensive pressure, if it causes a player to gain an advantage by travelling.
- Anticipate the possible violations when an offensive player has stopped his dribble and is closely guarded – often results in moving the pivot foot.

- Closely observe a stationary player when they commence a dribble, paying attention to either shuffling the pivot foot, or clearly lifting and re-establishing the pivot foot before releasing the ball.
- Remember when a stationary player is commencing a dribble, they must release the ball before lifting the pivot foot. Officials do not want to split hairs with the ball being released from the hand before lifting the pivot foot.

Referees are encouraged.

- To make it a habit to identify the player's pivot foot as soon as the player gathers the ball or comes to a legal stop with the ball, either while on the move or while stationary.
- When a player gathers the stationary ball consciously observe which is his pivot foot.
- If the pivot a) Lifts b) Returns without a pass or shot – it is a travel.
- Obtain a wide angle to see the complete play from the beginning. (The closer you are to the action, the more difficult it is to observe foot movement).
- Ensure to reward good defensive pressure, if it causes a player to gain an advantage by travelling.
- Anticipate the possible violations when an offensive player has stopped his dribble and is closely guarded.
- When judging a moving player, the first foot to hit the floor is Zero – now he can then establish a pivot foot, (one) can step (two) and pass or shoot, before the pivot foot returns to the floor.

6. PLAYER / COACH BEHAVIOUR - Respect for Our Game

- Officials are encouraged to have open and respectful communication with players and coaches.
- Conversations should be short, sharp and to the point and without debate.
- All attempts should be made to resolve any conflict in a timely and professional manner, ensuring the game is not unnecessarily delayed.
- Inappropriate and unacceptable behaviour by a player or coach will not be tolerated.
- Mistakes made by coaches, players, administrators and officials are a part of the game.
- Disrespectful, inappropriate and unacceptable behaviour when mistakes are made will not be tolerated.
- Either the coach or the assistant coach, but only one of them at any given time, is permitted to remain standing during the game. They may address the officials verbally during the game provided they remain within the team bench area. **The assistant coach shall not address the officials.**
- Officials should not allow coaches to enter the court or leave the team bench area. Except;
 - a. During a charged time-out to address the team (provided they remain within the vicinity of their team bench area).
 - b. Attending to an injured player.
 - c. Courteously requesting a time-out or statistical information from the score table.
- Respectful questions asked in a calm manner by a player or a coach are to be answered by the official when an opportunity permits.
- Officials are to **listen, understand, respect** and **respond** accordingly. Officials are to provide short, sharp responses to ensure that the game is not unnecessarily delayed.
- At no time shall a player or coach be disrespectful to officials and/or table officials.

- A player/coach is not allowed an objectionable initial reaction to a call, including:
 - a. Any **obvious or blatant verbal or non-verbal disputation** of an official's decision.
 - b. Any action that **belittles or demeans an official**.
 - c. Any **obvious non-verbal reactions** which may incite the crowd.
 - d. Any use of **audible foul language**.
- Officials should not allow any **continuous questioning towards the officials or continual commentary on the game**.
- Officials should not allow assistant coaches or bench players rising to their feet to **complain about an official's decisions**.
- Officials should not allow coaches to become the centre of attention with **theatrical gestures and constant complaining**.

IN ADDITION BIGV & VJBL (BASKETBALL VICTORIA) HAVE A BEHAVIOURAL – RESPECT FOR OUR GAME PROCEDURE:

Behavioural Technical Foul on Player, Coach or Bench

Basketball Victoria have agreed to adopt the term “Respect for the Game” when dealing with officials, players, coaches and spectators.

A Behavioural Technical Foul – Obvious Negative Behaviour

- Shows some form of dissent (by word or action) towards a referee or their calls.
- Shows some form of disrespect (by word or action) towards any match officials

Warnings can be issued for the following:

In cases like these, the referee will attempt to issue a warning to the player/coach although they are not required to do so.

- Continuing to discuss a call after the referee has responded
- Holding arms in the air following a call for a prolonged period
- Attempting to demonstrate actions such as traveling etc.
- Repeatedly asking questions, making comments, or gesturing in response to calls.

Behavioural Technical Foul without warning:

In cases like these, the referee will consider issuing a Technical Foul without a warning;

- Wave offs, aggressive or excessive motioning of the arms,
- Aggressive hand claps directed at an official or showing resentment for a call or non-call,
- Running towards or aggressively approaching a referee,
- Shouting a reaction to a call or using profanity,

- Extended or prolonged complaining about a call, particularly after being told to stop,
- Not responding to a warning by repeating the action (or some other disrespectful action).

Referees are Encouraged to Use Three Step Process when Dealing with Behavioural Issues:

Officials are encouraged to try where possible, to prevent from calling a technical foul by anticipating and reading the problem and consequently addressing the coaches' behaviour before having to deal with it with a technical foul.

The Three Step Approach

Step 1:

- Officials are encouraged to attempt to de-escalate the situation with effective communication techniques; clearly articulating that the behaviour is not acceptable.
- Give the coach respect by acknowledging you have heard their comments.

Step 2:

- If the inappropriate or unacceptable behaviour continues, the referee is to issue a warning.
- This will involve the referee blowing their whistle and giving an obvious, clear and audible warning to the player / coach in a way that everyone knows a warning has been given.
- The official will use words like “Coach / Player, your behaviour is unacceptable / inappropriate, and this is a warning for you to stop that behaviour. If you continue, next time will have to consider a technical foul.” The official is to ensure that their partners are aware of this warning.
- At the same time, the official will reinforce this verbal warning with visual signals. This includes a ‘continuation / next time’ hand gesture and a possible “technical foul” signal.

Step 3:

- If the inappropriate / unacceptable behaviour continues, issue a technical foul.

NOTE:

If the behaviour of the coach / player is at such an unacceptable level, officials are entitled to progress immediately to either Step 2 or Step 3.

The process described does not preclude the possibility of the Player/Coach being reported directly to the League Tribunal using existing systems.

Behavioural Technical Fouls are centrally recorded by League administration. Repeat offenders may receive additional penalties involving match suspension and/or fines.

Permissible, Under the Respect for Our Game rules

Coaches and Team Captains can:

- Question a call, if the reaction is not aggressive, overly demonstrative nor prolonged.
- Approach the referee to ask a question, if it’s done in a courteous manner, is not prolonged and ends when the official has provided an answer.
- Communicate with the referee to obtain information, only when the ball is dead and the game clock is stopped.

The above will result in the calling of a **Technical Foul** – the penalty is **2 shots plus possession**. The actions listed above are classified as Behavioral Technical Fouls.

Team Benches

- Teams are expected to remain seated whilst the game is in motion.
- It is understood that teams will stand to acknowledge their teammates or exciting play from time to time.
- Teams are expected to remain seated and comply with requests from officials to be seated.
- Coaches are expected to keep their teams seated.
- At no time, shall a player or coach be disrespectful to the technical officials (score bench and statisticians).
- Players and coaches are asked to approach and engage with technical officials in a positive manner and be respectful of the supporting role they play in the delivery of the game.