



OFFICIATING GUIDELINES 2022



Section 1: General Principles

These officiating guidelines are applicable to the NBL1 North and QSL competitions for the 2022 season. Referees are instructed to call the game according to the calling instructions outlined in Section 2. Personal philosophy is not to be used to replace calling instructions. Any judgment is to be called within the parameters of the calling instructions.

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

- **Create a contest by**

- Allowing players to be athletic, and use their strength and skill
- Allowing play within the boundaries of what is legal

- **Make the contest look the same at each end**

- Consistent look from call-to-call and end-to-end

- **Freedom of movement (on-ball and off-ball)**

- 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 reaches for contact and accentuates contact that is minimal or marginal

- **Balance the rights of offense 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 occurring (early intervention and prevention)
- Do not over communicate and allow the game to suffer or degenerate
- Where preventative officiating does not prevent illegal contact then referees are expected to become active and call the game

- **Assessing ILLEGAL contact referees should consider if the contact**

- Effects the movement and progress of the player
- Dislodges the player
- Redirects or reroutes the player
- Impedes or restricts the player

Section 2: Calling Instructions

1. FREEDOM OF MOVEMENT

Hand Checking – Back Court

- Two (2) hands on the ball carrier to be called immediately
- Use of illegal hands or arm in the back court needs to be called immediately
- Call illegal body checks
- Encourage legal body-to-body contact
- A defensive player may not affect an opponent's freedom of movement. A foul is to be called if the opponent's movement is illegally affected by hand and/or body checks

Hand Checking – Front Court

- Two (2) hands on the ball carrier to be called immediately
- The 'hot iron' approach to one (1) hand by the defence will be assessed according to the impact:
 - One hand cannot be used to guide, push, steer the offence
 - Full extension of an arm will be a trigger for referees to call a foul
 - One hand can only remain on momentarily (hot iron)
- Illegal use of hand/s, extended arms bars, or arm/s that cross over the body or arms of the offence must be called immediately
- Encourage legal body to body contact (active voice early)
- Call illegal body checks earlier in the play action
- Hand checking is the illegal use of hands/arms to impede/influence the movement/progress of an opponent with or without the ball

Off Ball

A defensive player may not affect an opponent's freedom of movement. A foul is to be called if the opponent's movement is illegally restricted.

- Identify play action and who is responsible for initiating contact
 - Is the defence legal or not?
 - Is the offence initiating contact?
- Balance the rights of the offence and defence
- Where appropriate use preventative techniques to call off any contact
 - Preventative techniques **prior to any contact**
 - If not immediately successful, then calls must be made to penalize illegal acts
- Penalize illegal defence immediately if
 - A player is grabbed, bumped or elbowed
 - The player needs to be protected and a call made
- The objective is to create space and freedom of movement – this must be balanced with rights of legal defence and offence

2. SHOOTER PROTECTION

Principles to guide referees' decision making:

- Illegal contact on the shooter is to be called a foul
- A defensive player must not be penalised for leaving the floor vertically or having their hands or arms extended above them within their cylinder
- Athletic play should be encouraged, and legal play rewarded
- Referees are to show patience to ensure they assess the play from start to finish
- Referees must identify the shooting contest sooner to ensure they see both offensive and defensive positions on the floor, prior to the shot/shooting motion
 - Where defence jumps A to A (same spot) this should be rewarded as good defensive play
 - Where defence jumps A to B (elevates and lands on new spot and takes the landing spot of the offence) this should be penalized

Shooter Kickouts:

Some shooters tend to swing their legs through on a shot for goal as part of a natural shooting motion, but some may attempt to kick their legs out to cause contact with the defender and draw a foul. It is important that shooters are still subject to the cylinder rule and that kicking other players is illegal. Incorporate the following principles:

- If a shooter kicks their leg(s) out of their cylinder, either in a natural shooting motion or searching for contact, and minimal contact occurs with the feet/legs of the defender, then a no call shall be made.
- If this same action occurs and there is significant contact, or the contact causes the defender to go to the ground, this must be called as a kickout foul on the shooter.

3. ACT OF SHOOTING

The act of shooting (stationary/static/jump shooter):

- Begins when the player starts to move the ball upwards towards the 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
- Ends if the player decides to pass

Continuous movement on drives to the basket or other moving shots:

- Begins when the **ball has come to rest in the player's hand/s** upon completion of a dribble or a catch in the air and the player starts the shooting motion preceding the release of the ball for a field goal
- Ends when the ball has left the player's hand/s, or if an entirely new act of shooting is made and, in the case of an airborne shooter, both feet have returned to the floor
- Ends if the player decides to pass

Where doubt exists, the player is deemed to be in the act of shooting

4. SCREENS

- Each player has the right to occupy any position (cylinder) on the court not already occupied by an opponent (i.e. be the first to establish the position)
- Referees are to ensure the following:
 - Screeners are stationary at the point of contact with both feet on the floor
 - Screeners are within their cylinder (no arms or legs extended out of the cylinder)
 - Screeners comply with elements of time and distance
- Referees are encouraged to eliminate screens where the backside is used to shift the defender illegally off their line. Secondary movement or late repositioning is to be assessed
- Dribble Hand Off (DHO) screens are becoming more prevalent. The ball handler involved in a DHO is judged by the same principles as any screener. They must be stationary at the point of contact, be within their cylinder and comply with elements of time and distance
- Extended arms/legs used to cause contact and move the defender are to be eliminated
- Defensive players who make no attempt to avoid contact and deliberately run through a legal screen must be penalized

Referees must assess the whole play action and the contact that occurs as a result of an illegal screen. If the contact has an effect on the defensive player, a foul must be called. If the contact is marginal and has no effect on the play or defensive player, a no call is best.

5. CHARGE / BLOCK CALLS

Charge

- Defence must establish an initial legal guarding position without causing contact. In establishing the legal guarding position, the defensive player must face the player with the ball and have both feet on the floor
- Once established, defence may move to guard their opponent. Offence must expect to be guarded and must be prepared to stop or change direction whenever a defensive player establishes a legal guarding position. The defensive player may remain stationary, jump vertically, move laterally or backwards to maintain the initial legal guarding position
- When moving laterally or backwards to maintain a legal guarding position, the defensive player may have one/both feet off the floor for an instant as long as the movement is not towards the player with the ball
- Contact must occur on the torso, in which case the defensive player would be considered to have been at the place of contact first
- Having established a legal guarding position, the defensive player may turn within his cylinder to avoid injury
- In any of the above situations, the contact should be considered as having been caused by the player with the ball
- Officials are to take into consideration whether the offensive player has entered the defensive players cylinder during the contact (i.e. broken the plane)

Block

- Blocking is illegal contact that impedes the path of an opponent with or without the ball
- It is illegal to extend arms/elbows outside of the cylinder. If the arms/elbows are outside the cylinder and contact occurs, this is blocking or holding
- Where a player flops and causes illegal contact, a block is to be called

6. FLOPPING / FAKING

This is an attempt to trick referees into calling a foul (either by flopping/faking and/or exaggerating incidental contact). Often this occurs in charging, screening and shooting situations.

If identified, this type of behaviour should be managed early. If a player:

- a) Makes incidental contact with an opponent as a consequence of a regular play and it does not produce any alteration in the rhythm of the play, it is deemed to be a no call.
- b) Flops/fakes generating an illegal contact, a foul is to be called on the flopper.
- c) Flops/fakes but does not generate any illegal contact.
 - An official warning is to be given to the player and the warning must also be communicated to the head coach
 - A technical foul is to be issued to members of the warned team for any repetition of flopping. Each team is entitled to one warning
- d) A player who fakes **EXCESSIVELY** and does not generate **ANY** illegal contact is to be issued with a technical foul (unsportsmanlike behaviour).

7. UNSPORTSMANLIKE FOULS (USF)

Referees must follow the five USF criteria set out in the rules and not apply their own personal beliefs. These criteria must be applied for the full 40 minutes of all games. Referee crews must work together to arrive at the right outcome for an USF. If a foul needs to be upgraded to an USF, the crew must come together and discuss prior to the foul being administered to the score bench.

An USF is a player contact which, in the judgement of a referee is:

- Contact with an opponent and not legitimately attempting to directly play the ball within the spirit and intent of the rules (Criteria 1)
- Excessive, hard contact caused by a player in an effort to play the ball or an opponent (Criteria 2)
- 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 (Criteria 3)
- An illegal contact caused by the player from behind or laterally on an opponent, who is progressing towards the opponent's basket and there are no other players between the progressing player, the ball and the basket. This applies until the offensive player begins his act of shooting (Criteria 4)
- Contact by the defensive player on an opponent on the playing court when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, when the ball is out-of-bounds for a throw-in and still in the hands of the referee or at the disposal of the player taking the throw-in (Criteria 5)

8. POST PLAY

Post play can be the most difficult part of the game to call. Balancing the rights of the offence and defence whilst not penalizing players who are physically larger and stronger than others is a challenging task. Allowing players to play with skill and athleticism is critical to ensuring a contest.

The following principles will apply:

- Post play should be viewed as a contest
 - Physical with the expectation of contact
 - Not aggressive and rough through illegal play
 - Referees must call any physical play that is excessive, rough or overtly aggressive
- Offensive and defensive players in the post must respect each other's right to a vertical position
- Verticality also applies to post play
- Double arm bars are to be called a foul immediately
- Two hands (open palms) extended is to be called a foul immediately
- An arm bar is legal if kept within the verticality/cylinder of the player
- An extension of the arm bar from the elbow is to be called a foul
- An open palm in combination with an arm bar is to be called off initially and then called a foul if there is no positive action to remove the open palm that is contacting the player
- It is a foul by any player in the post to shoulder or hip his opponent out of position or to interfere with his opponents' freedom of movement using extended arms, shoulders, hips, legs or other parts of the body
- Post play should be viewed and anticipated as a physical (not rough) matchup between two opponents
- There can be no allowances to "let them play" when the contact is excessive or rough

9. PLAYER/COACH BEHAVIOUR

Communication is critical to a successful game. Referees need to be proactive and demonstrate responsibility for the game, their calls, and the calls of their crew. Referees will communicate at the appropriate time either during a pause in the game or at a stop clock period where necessary.

Coaches and players should acknowledge their role in the communication transaction with referees. Whilst the game is emotional and human reactions are expected in some situations, this does not mean coaches and players can act without regard for the integrity of the game.

Positive Behaviours

Generally, our interactions with players and coaches will allow the following to occur:

- Express disagreement with a call as long as the reaction is not aggressive, not overly demonstrative, and dissolves quickly
- Approach a referee to ask a question as long as it is done in a civil manner and ends when the official has given an answer

Negative Behaviours

Generally, our objective is to ensure respect for the game and reduce negative reactions to calls that take the focus away from the game. We also want a respectful approach to referees. Behaviours that are disrespectful, whether direct or indirect, are not acceptable and need to be eliminated. Making inferences and mocking a referee indirectly is not acceptable behaviour.

These behaviours need to be controlled:

- Running towards or aggressively approaching a referee
- Air punches, 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
- Shouting a reaction to a call or using profanity
- Extended or prolonged complaining about a call, particularly after being told to stop
- Frantically running away from play after a call or no-call (visual disagreement)

Assistant Coaches and Team Benches

Assistant coaches must remain seated at all times. They can stand to instruct their team during play but then must sit again. At no stage can assistant coaches address the referees or dispute calls – either verbally or visibly using body gestures. Team benches are also expected to remain seated whilst the game is in motion. It is understood that bench players will stand to acknowledge their teammates, or an exciting play from time to time. But they are expected to remain seated and comply with requests from officials to be seated. The head coach is responsible for keeping their assistant coaches and teams seated.

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