



1. Use of Voice

Officials are expected to preventatively officiate the game with effective voice. This is a proactive approach to prevent illegal contact from occurring rather than being a reactive measure after contact has occurred. The use of the voice however is not intended to replace the calling of fouls that would ordinarily have been called.

Officials must verbally support their calls and signals during the game.

2. Contact and Criteria

Officials shall decide whether illegal contact caused by a player 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, such contact is a foul.

When deciding on a personal contact or violation, the officials shall, in each instance, have regard to and weigh up the following fundamental principles:

- The spirit and intent of the rules and the need to uphold the integrity of the game
- Consistency in application of the concept of illegal contact and effect on the play. The officials should not seek to interrupt the flow of the game unnecessarily in order to penalise incidental personal contact which does not give the player responsible an advantage nor place his opponent at a disadvantage
- Consistency in the application of common sense to each game, bearing in mind the abilities of the players concerned and their attitude and conduct during the game
- Consistency in the maintenance of 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.

3. Hand Checking

- Hand checking is the illegal use of hands/arms to impede/influence the movement/progress of an opponent with or without the ball.
- A defensive player may not affect an opponent’s freedom of movement. A foul is to be called if the opponent’s rhythm, speed, balance and quickness (RSBQ) is effected by hand and/or body checks.
- A foul is to be called if the defensive player places two hands on an opponent dribbler.

4. Shooter Protection

- **Illegal** contact on the shooter is to be called a foul.
- A defensive player must not be penalised for leaving the floor vertically (within their cylinder) or having their hands or arms extended above them within their own cylinder.

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 player's 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.

6. 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).
- Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the court.
- Officials are to ensure that screens are stationary with both feet on the floor (and within their cylinder) if contact occurs.
- Officials are encouraged to eliminate screens where the backside and or extended arms are used to cause to contact.
- Players who deliberately run through legally set screens should be penalised.

7. Faking a Foul

- A fake is an action by a player to simulate that they have been fouled or to make theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an advantage
- Often this could occur in charging, screening and shooting situations.
- This type of behaviour does not fit within the spirit of sportsmanship and fair play and if identified should be managed early.
- If a player:
 - a) contacts incidentally 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) fakes generating illegal contact, a foul is to be called on the faker. If there is a foul on the play there cannot be a fake on the same play
 - c) fakes but does not generate any illegal contact and the official shows the fake signal:
 - i) an official warning is to be given to the player and the warning must also be communicated to the head coach during the next game interruption. This serves as a warning for that team.
 - ii) a technical foul is to be issued to members of the warned team for any repetition of faking; each team is entitled to one warning.
 - d) A player who fakes **excessively** (without any contact with an opponent) and does not generate any illegal contact is to be issued with a technical foul.

8. Post Play

- The principle of verticality also applies to post play.
- Offensive and defensive players in the post must respect each other's right to a vertical position.
- It is a foul by any player in the post to shoulder or hip his opponent **out of position** or to **interfere** with his **opponent's 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) match-up between two opponents.
- There can be no allowances to "let them play" when the contact is excessive or rough.

8. Unsportsmanlike Fouls

- Unsportsmanlike fouls occur in five instances. These instances are where a player contact foul which, **in the judgment of the official is:**
 - No effort to play the ball and no legitimate basketball play.
 - Excessive, hard contact in an effort to play the ball.
 - A "last player" situation where:

- a. Contact by the defensive player occurs 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.
 - b. This is valid until the player is in the act of shooting (**unless there is no effort to play the ball or there is excessive contact**).
- In the last two minutes of the fourth period/extra period before the ball has been released for the throw in.

Contact by the defensive player on an opponent on the court during the last two minutes of the fourth period/extra period, when the ball is out of bounds for a throw in and still in the hands of the official or already at the disposal of the player taking the throw in. If at this moment a **defensive player causes contact** with a player of the offensive team, **and a foul is called**, it is to be called as unsportsmanlike foul.

- 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 their act of shooting.

9. Player/Coach Behaviour

- 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 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 players 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. Referees 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 referee decisions.**
- Officials should not allow coaches to become the centre of attention with **theatrical gestures and constant complaining.**

PROCEDURE

- Officials are encouraged to try where possible, to prevent from calling a technical foul by anticipating and reading the problem and consequently addressing the coach's behaviour before having to deal with it with a technical foul. Officials are to use a three-step process:

STEP 1:

- Officials are encouraged to attempt to de-escalate the situation with effective communication techniques; clearly articulating the behaviour is not acceptable.

STEP 2:

- If the inappropriate or unacceptable behaviour continues, the referee is to issue a formal warning.
- This will involve the officials 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 officials will use words similar to "Coach / Player, your behaviour is unacceptable / inappropriate and this is a warning for you to stop that behaviour. If you continue, next time will be 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 "technical foul" signal.

STEP 3:

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

NOTE: In the event that the behaviour of the coach/player is at such an unacceptable level, referees are entitled to progress immediately to either Step 2 or Step 3.

For any further information regarding this please contact referees@basketball.org.nz