



**STAGE NBB
LANDELIJK EN AFDELING
SEIZOEN 2023-2024**



FIBA POINTS OF EMPHASIS 2023-2024

- > Geen (grote) veranderingen in spelregels, interpretaties of criteria
- > Illegal use of hands
- > **Act of shooting - covering a shot**
- > Block vs charge
- > **Screening**
- > Unsportsmanlike foul
- > Travel violation
- > **Fake being fouled**
- > **Relationship referee - coach - players**



MAAR HOE KOM JE TOT EEN JUISTE BESLISSING? IOT

- > 'Distance & stationary'
- > 'Processing the play'
- > 'Area of responsibility & open angle' (AOR & OA)
- > 'No guessing' - 'Trust is key in officiating'
- > 'Active mindset'
- > 'Anticipate the play'
- > 'Referee the defense'
- > 'Stay with the play'
- > 'Primary coverage in obvious plays'



**FIBA REFEREES
MANUAL
INDIVIDUAL OFFICIATING
TECHNIQUES (IOT)**

VERSION 2.0

<https://fiba-library-frame.nubedemos.com/>



Download Now! FIBA iRef Academy Apps



FIBA iRef Academy Library App

Gives you access to all public material published by FIBA.

It contains a wide range of topics from grassroots to the elite level. The App includes videos, manuals and guidelines published by FIBA Referee Operations for referees, commissioners, table officials, referee instructors, video operators.

It also contains the latest Basketball Rules with Interpretations available.

FIBA iRef Academy Pre-Game App

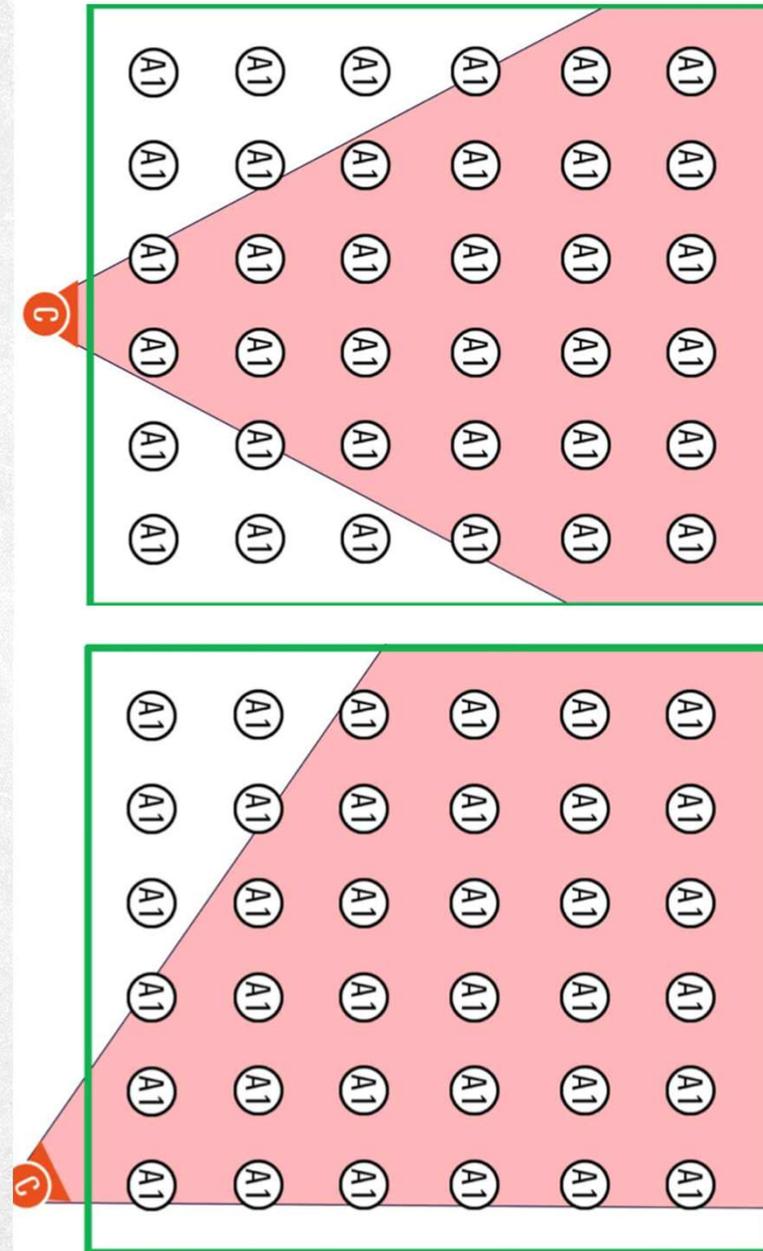
Specialised App for pre-game preparation of the basketball referees developed by FIBA.

It contains videos, pre-game checklist, technical manuals, FIBA basketball rules and official interpretations (OBRI), full & half court with referees, players, coverage area symbols, drawing tool, able to save your own play-situations.



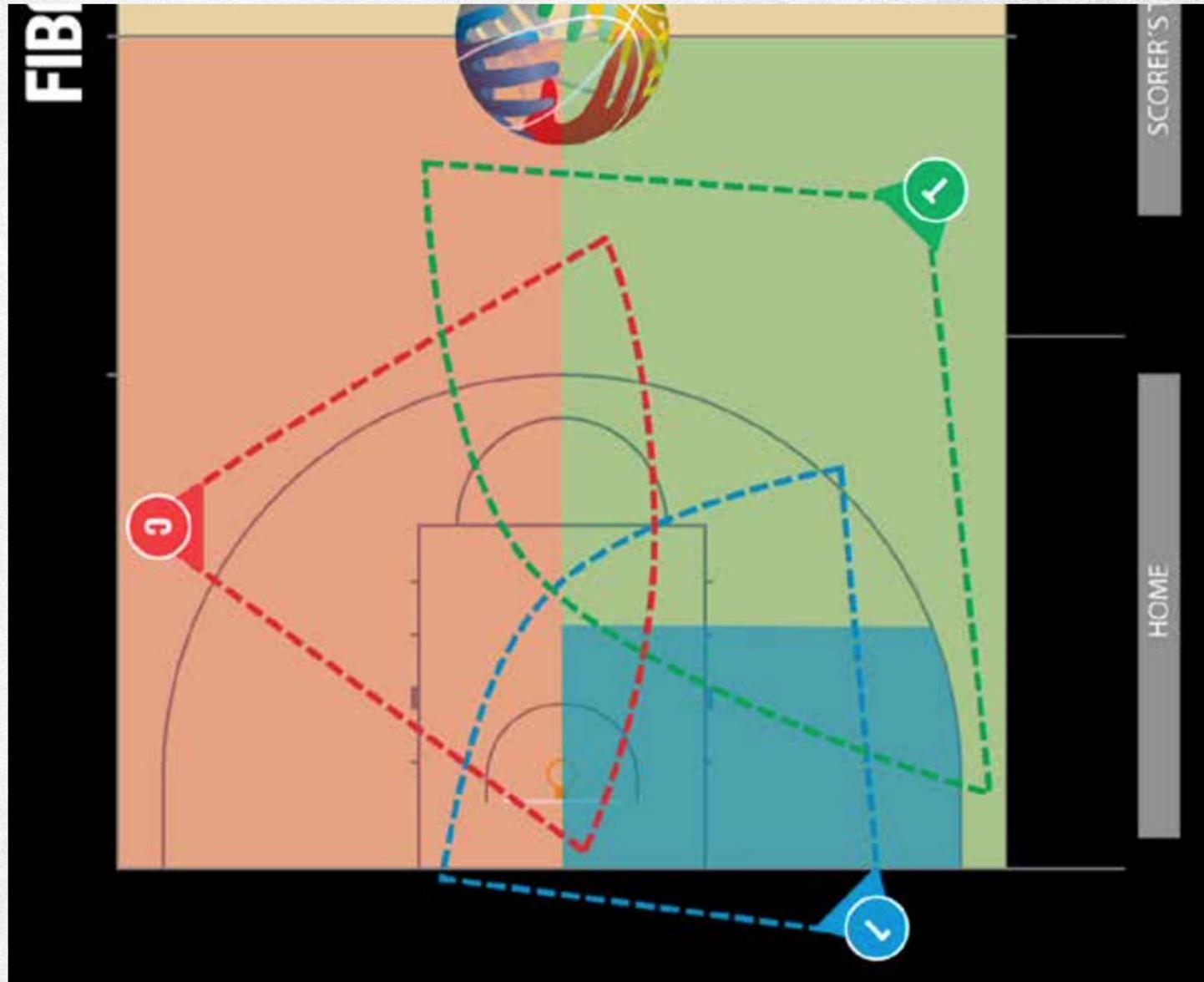
DISTANCE & STATIONARY, OA

- > **Distance**
 - Proper distance = 3-6 meters
 - Less emotional calls
 - Maintain perspective
 - Maintain wide angle (=more players)
 - See big picture (next play, clocks, partners)
- > **Stationary**
 - Better vision
 - Higher concentration
- > **45 degree open angle**



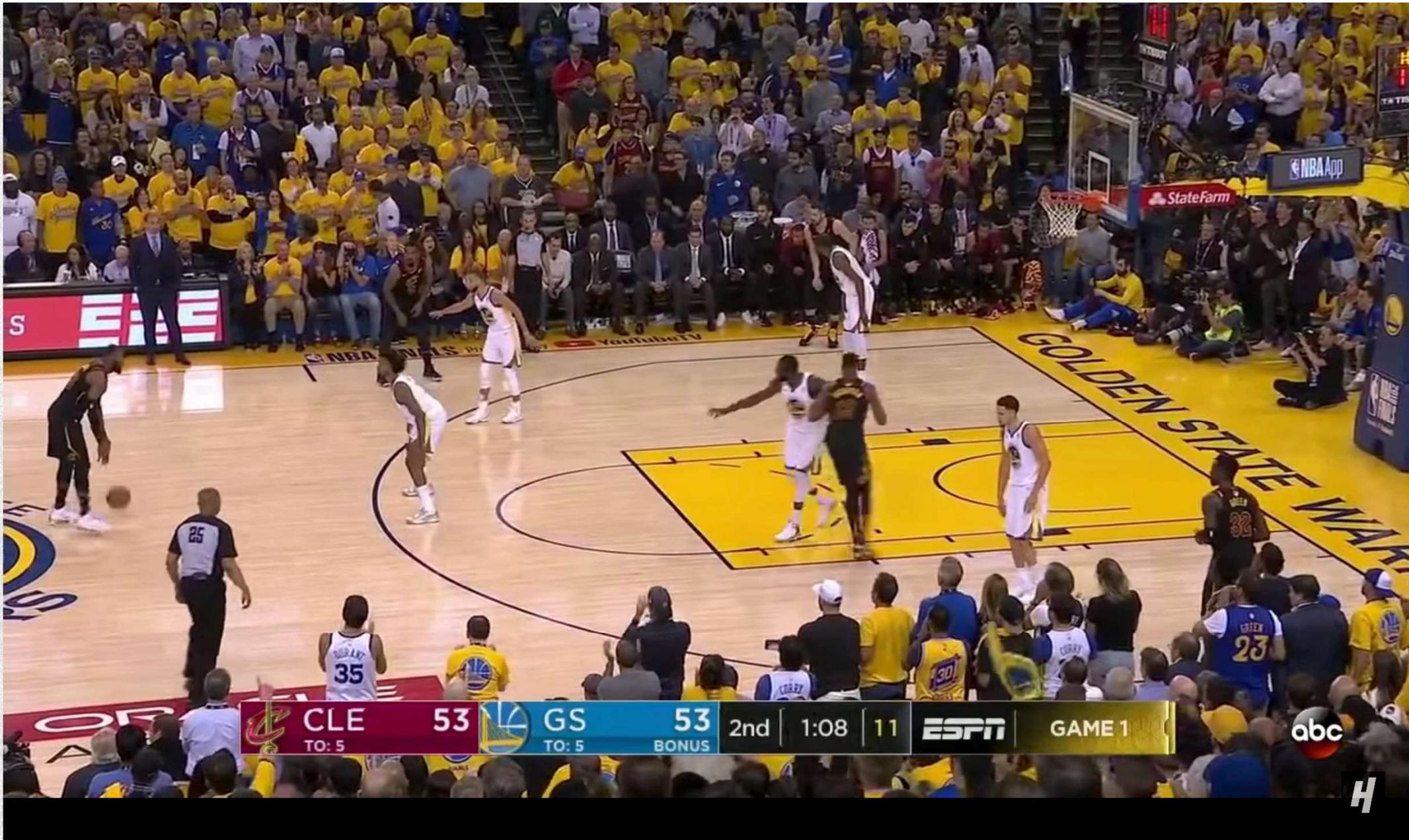
AOR & OA

- > Area of responsibility
 - My AOR
- > Open angle!
 - My position
 - My vision









 CLE 53 TO: 5	 GS 53 TO: 5 BONUS	2nd 1:08 11	ESPN	GAME 1
---	---	-----------------	-------------	---------------

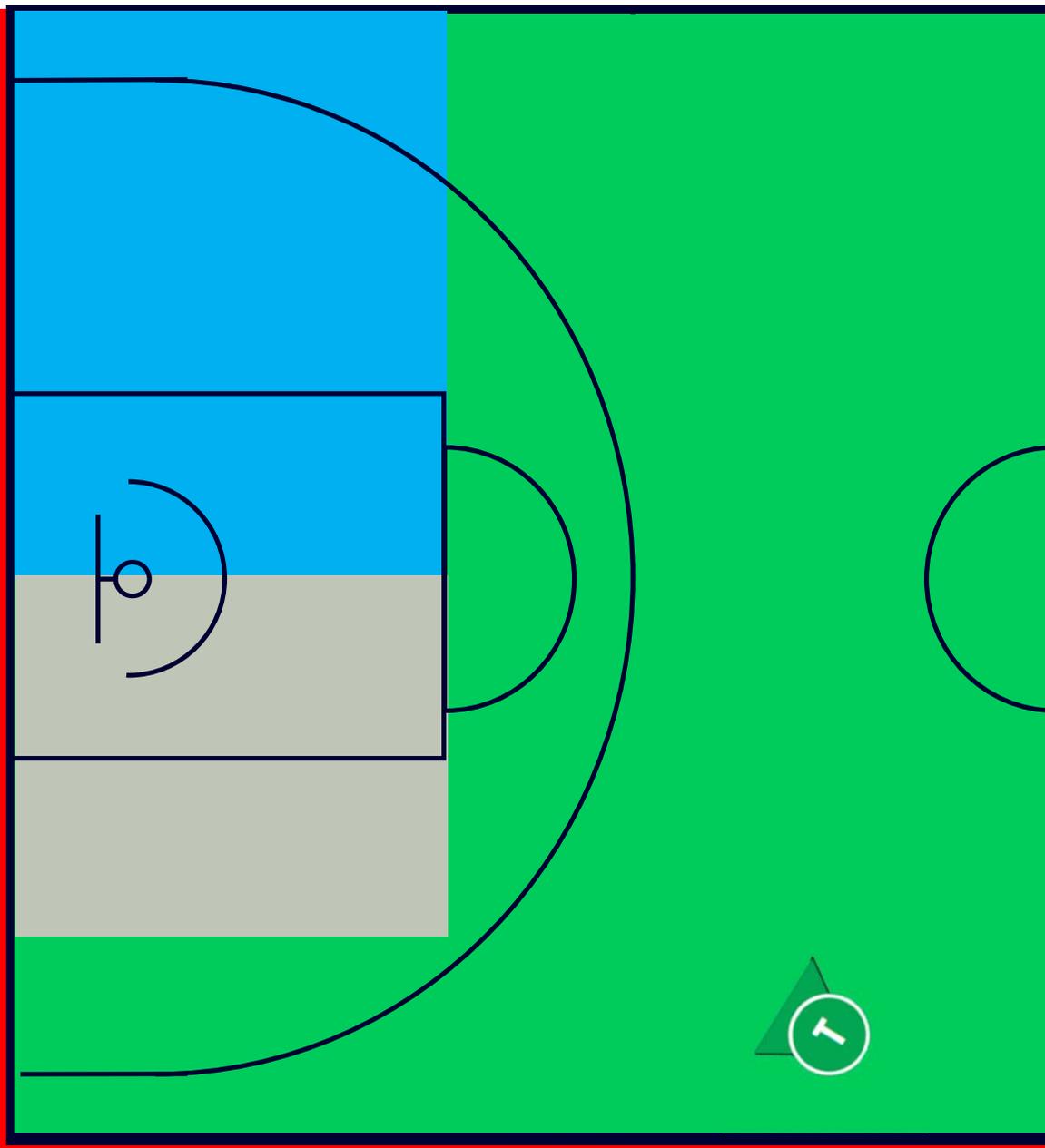
abc

H



abc

H



**Verantwoordelijk
voor de bal**

LEAD

TRAIL

DUAL

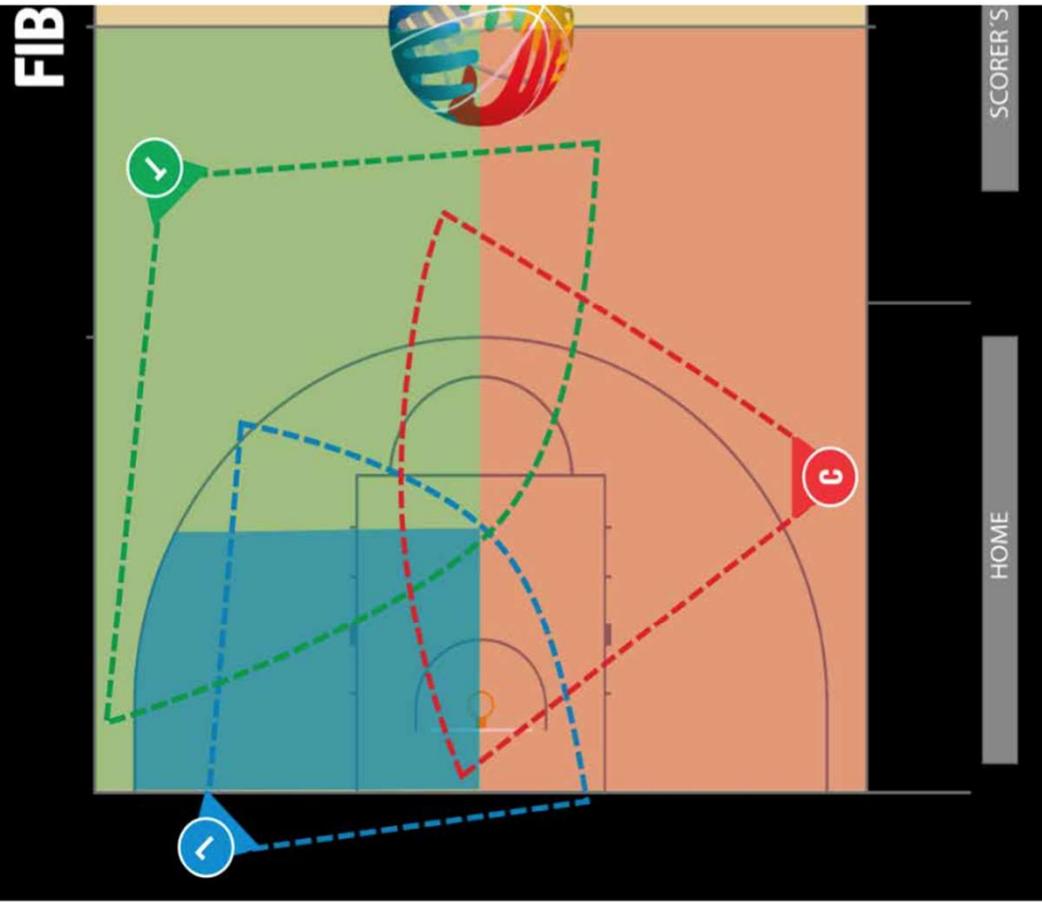


Diagram 49:
 L has normally the primary coverage in blue area, T in green area and C in red area.

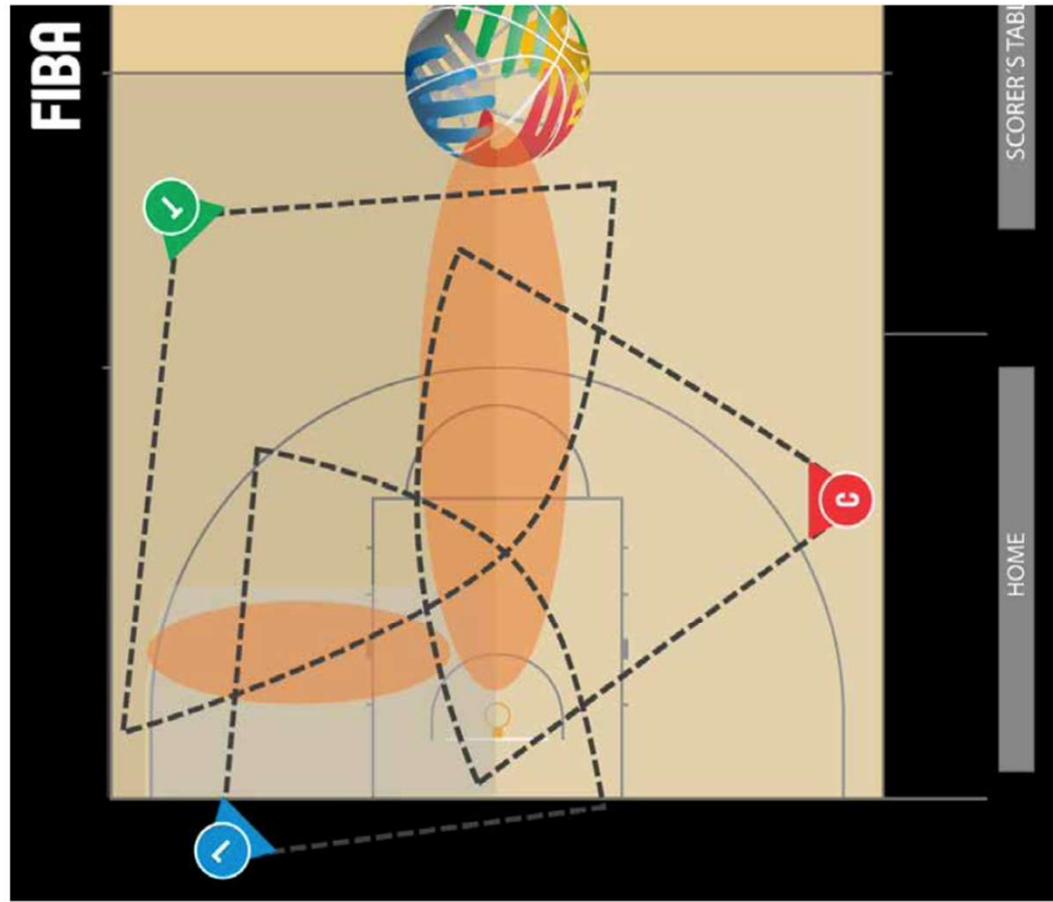


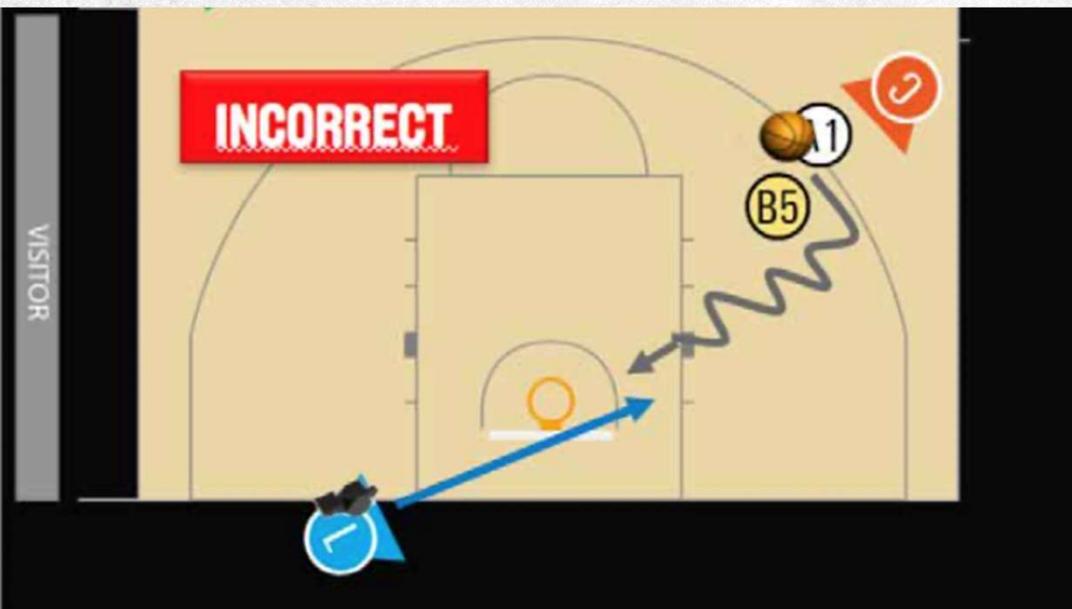
Diagram 50:
 In dual coverage areas it is important that both referees have the discipline to process the entire play and try to focus only for their side of the defensive players.

AOR & OA

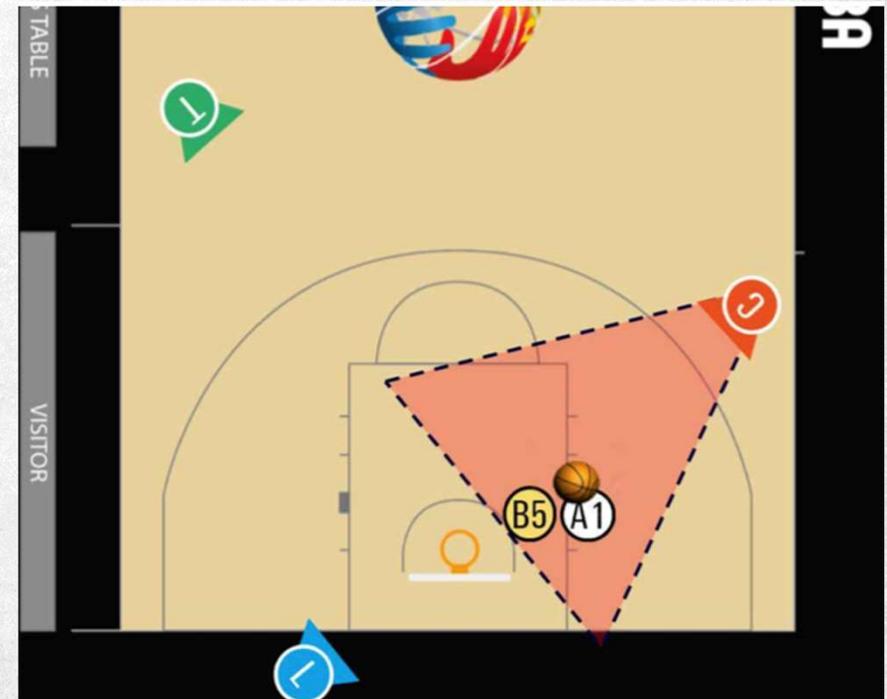


AOR

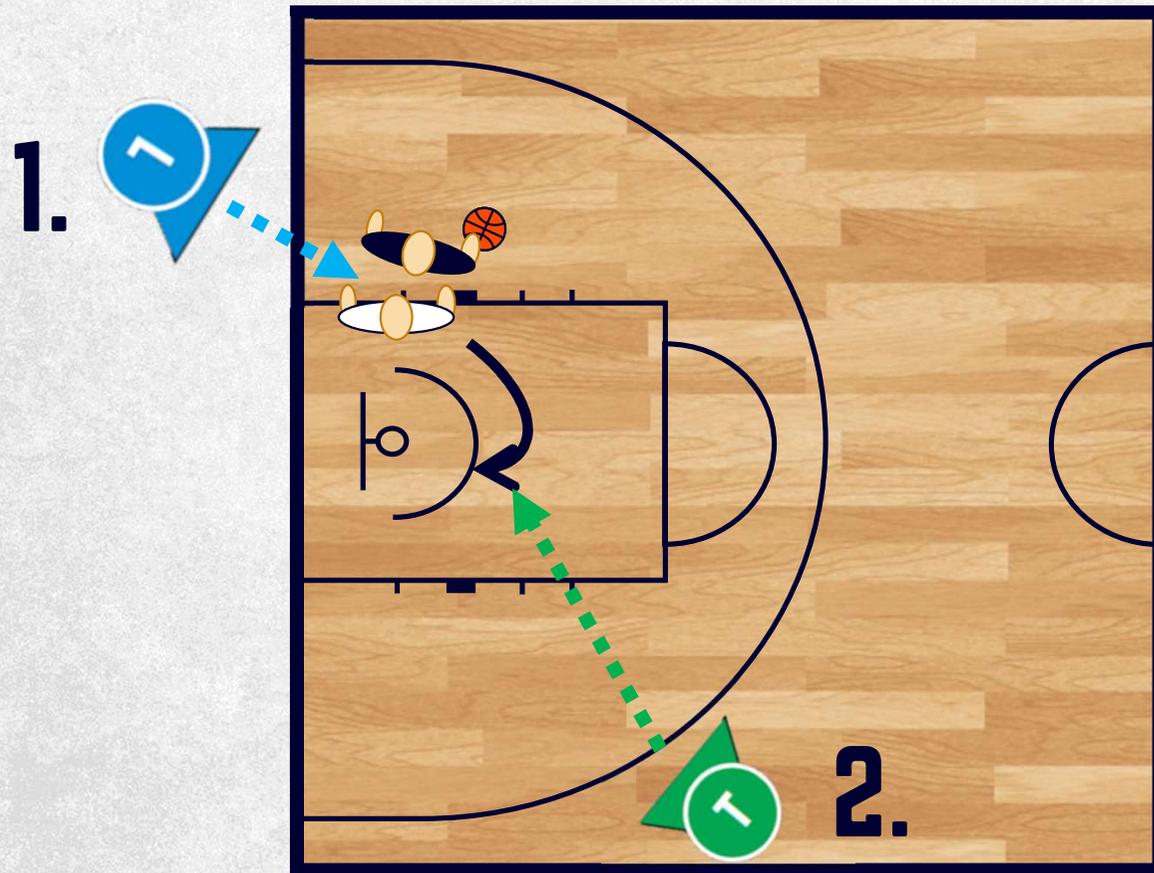
OA



Maar: 'On weak side drives Lead may call low and front swipes and illegal hand contacts from Lead's side and **which Centre is unable to see.**'



1-2-3 PLAY



1. Lead - begin

2. Trail - einde



ZZL



34

- 36



OOS



Q3

8:51

18



38.5
20

SUPERSOUND.NL

AutoLeaseTeam
bringt je verder

AutoLeaseTeam
bringt je verder

AutoLeaseTeam
bringt je verder

Zorg en Zekerheid

Zorg en Zekerheid
LEIDEN



ZZL



84 - 68



GRO

Q4

38:3

19

LEAGUE



PROCESSING THE PLAY - QUALITY DECISION

1. See – Gather all relevant information
2. Process – Organise all relevant information
3. Decide – Define the needed action



Diagram: See the whole play before making a decision

Goal: to prevent emotional calls/marginal calls



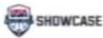
TIMING VAN EEN CALL

- > Quick whistle (game control / game management)
- > **Patient whistle** - Primary
- > Cadence whistle - Secondary



TRT 54 - 59 **SOP** 4th 8:59 11 European North Basketball League



	8		2	
1st	7:11			11



U20 EUROPE DIVISION A  **SOPRON 2022**

IRL	4	13	LAT	1st	1:54	10
■■■■		■■■■■		#FIBAU20Europe		

 **Subscribe NOW**



WORLD CUP 2023

GAME DAY 1

FIN

38

35

AUS

2nd

2:39

1.4

#WINFORALL



REFEREE THE DEFENSE

- > Focus your attention on the **illegality of the defensive player**
- > **But**, keep the ball handler in your field of vision (missed travel violations → determine pivot foot first)
- > Find a position where you see the **space between the players** in order to referee the defense



U18 EUROPE DIVISION B	UKR 52	66	NED	4th	6:20	18
MATOSINHOS 2023						#FIBAU18Europe



Foul Vincent. AOS?

LONGOMATCH
BY FLUENDO



Q1



ZZL

21

24

GRO



1.31

17



#zzleiden

PEAK SPORT

PEAK SPORT



Q3

4 PF



ZZL

57

57

DBO



2 PF

2.53 · 23



#zzleiden

△ PEAK SPORT

△ PEAK SPORT



U18 EUROPE
DIVISION B
MATOSINHOS 2023

SUI 65 74 LAT 4th 1:02 17

#FIBAU18Europe



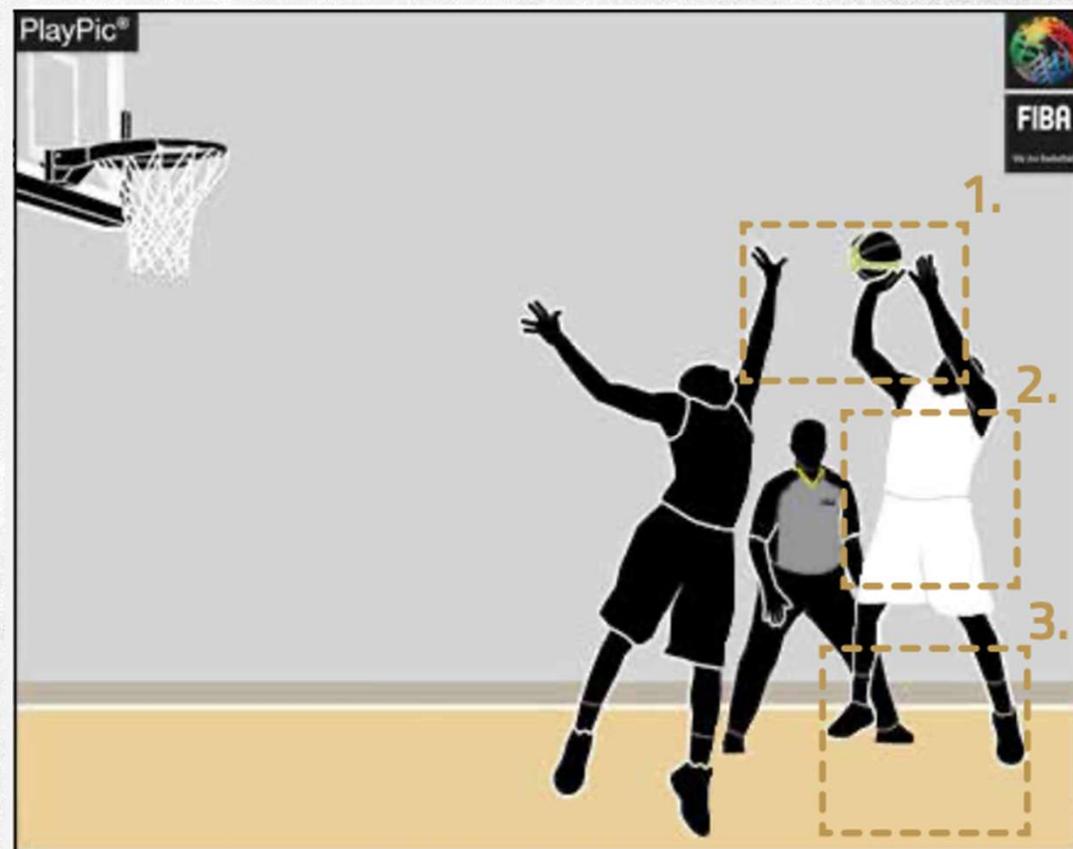


SUBSCRIBE

COVERING A SHOT – PROTECT THE SHOOTER

Regarding fouls on AOS
(**'stay with the play'**)

0. (Take off spot)
1. Hand
2. Body
3. Landing/feet
4. Contact by shooter/shooter foul
(marginal vs illegal)
5. Fake





FAKE BEING FOULED

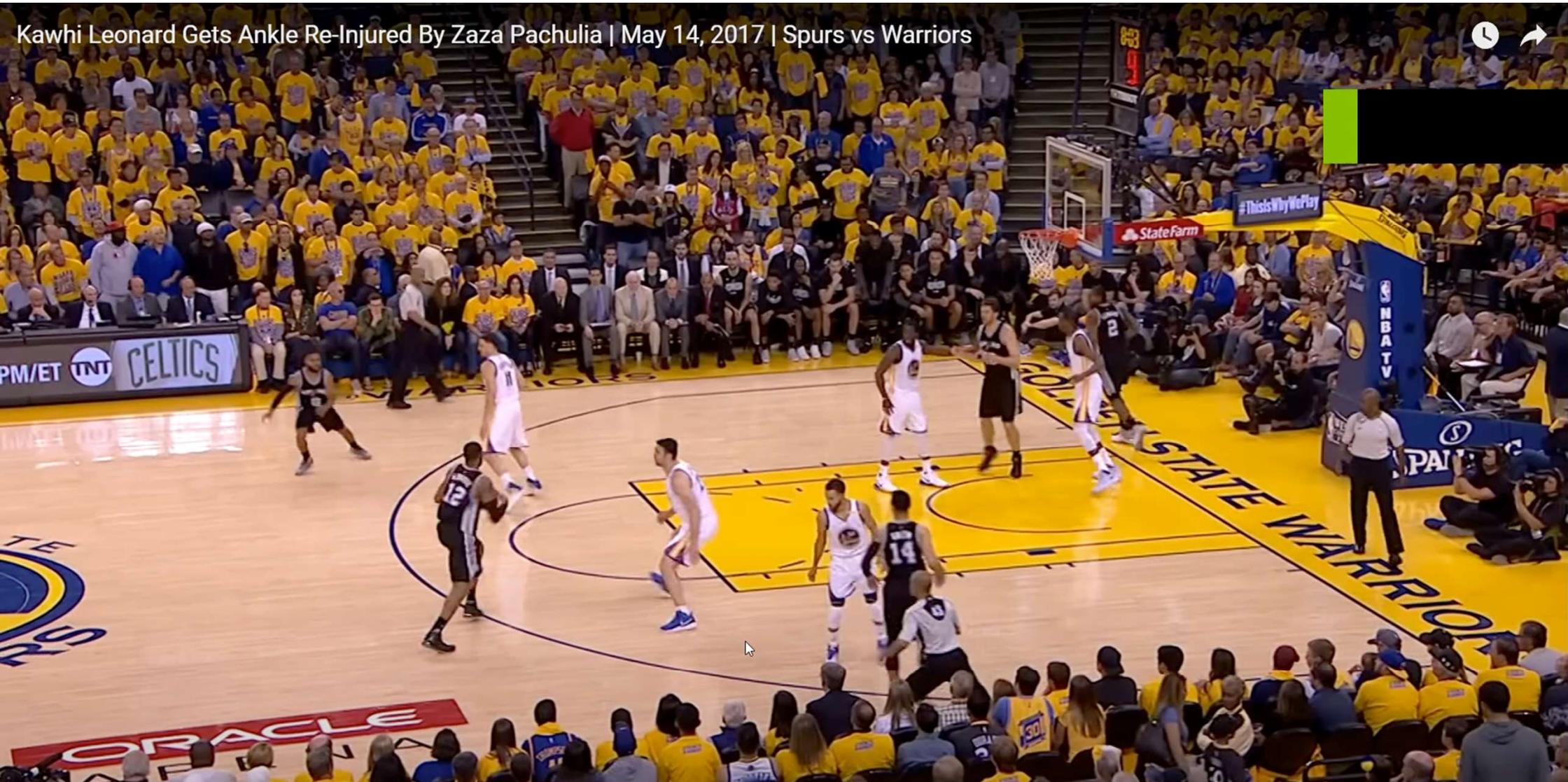
- > Signs of faking:
 - Faker is looking for/needs contact
 - Head goes up
 - Feet go up
 - Jump-off and landing spot are close to each other

- > Types of fake being fouled:
 - Standard/normal (warning) vs excessive (direct T-foul)

- > When:
 - 1. transition 2. rebounding 3. AOS 4. Charging/screening

- > But: only when 100% (e.g. tripping)

Kawhi Leonard Gets Ankle Re-Injured By Zaza Pachulia | May 14, 2017 | Spurs vs Warriors



SA	76	GS	55	3rd 8:03	9	WCF	Game 1
TIMEOUTS: 4		TIMEOUTS: 5					



14	ASSISTS	20
LAKERS	63	MAVERICKS
	72	3RD QTR 10:05 :15



BRN 62 - 81 ZIO

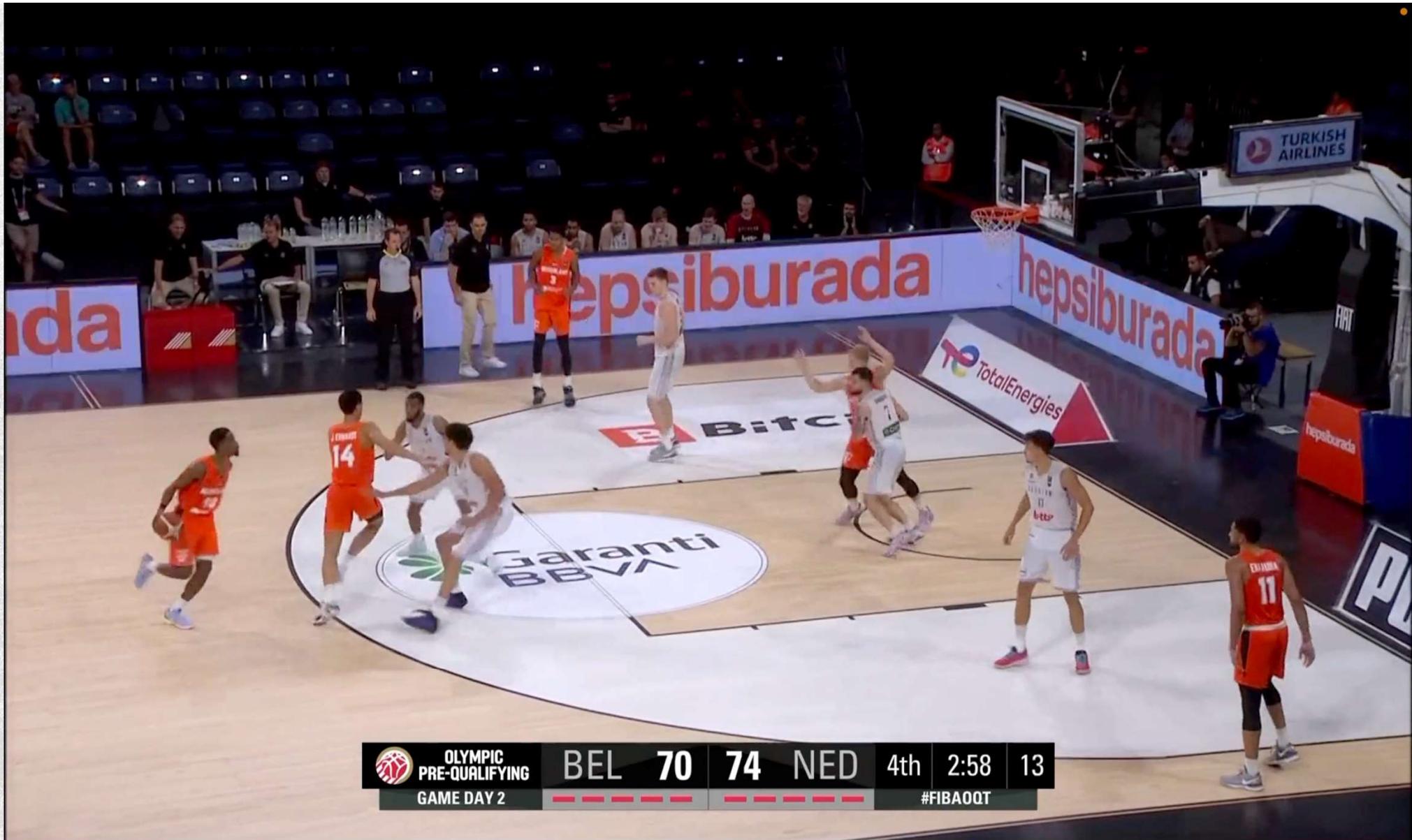
3rd

0:10

0

European North Basketball League





	OLYMPIC PRE-QUALIFYING GAME DAY 2	BEL 70	74 NED	4th	2:58	13
		-----			#FIBAOQT	



STAY WITH THE PLAY

- > '**Stay with the play** until the end of the action'
- > **Physically:** Do not start to move (e.g. T/C stepping backwards on a shot)
- > **Mentally:** Focus on defender until the play has ended (e.g. shooter had landed)





ESPN  SA **16**  MIA **18** 2ND 11:28 19
The Finals GAME 7



EUROLEAGUE WOMEN



BASKET LANDES

41

53

MECHELEN



3rd

2:14

17

GAME DAY 12 #EuroLeagueWomen

SCREENING

- > *Legal screen* when screener is/has:
 - > **Stationary**
 - > **Both feet on the court**

- > *Illegal screen* when screener is/did:
 - > Moving
 - > Not give sufficient **distance outside the field of vision** of a **stationary** opponent
 - > Not respect the elements of **time & distance** of an opponent **in motion**



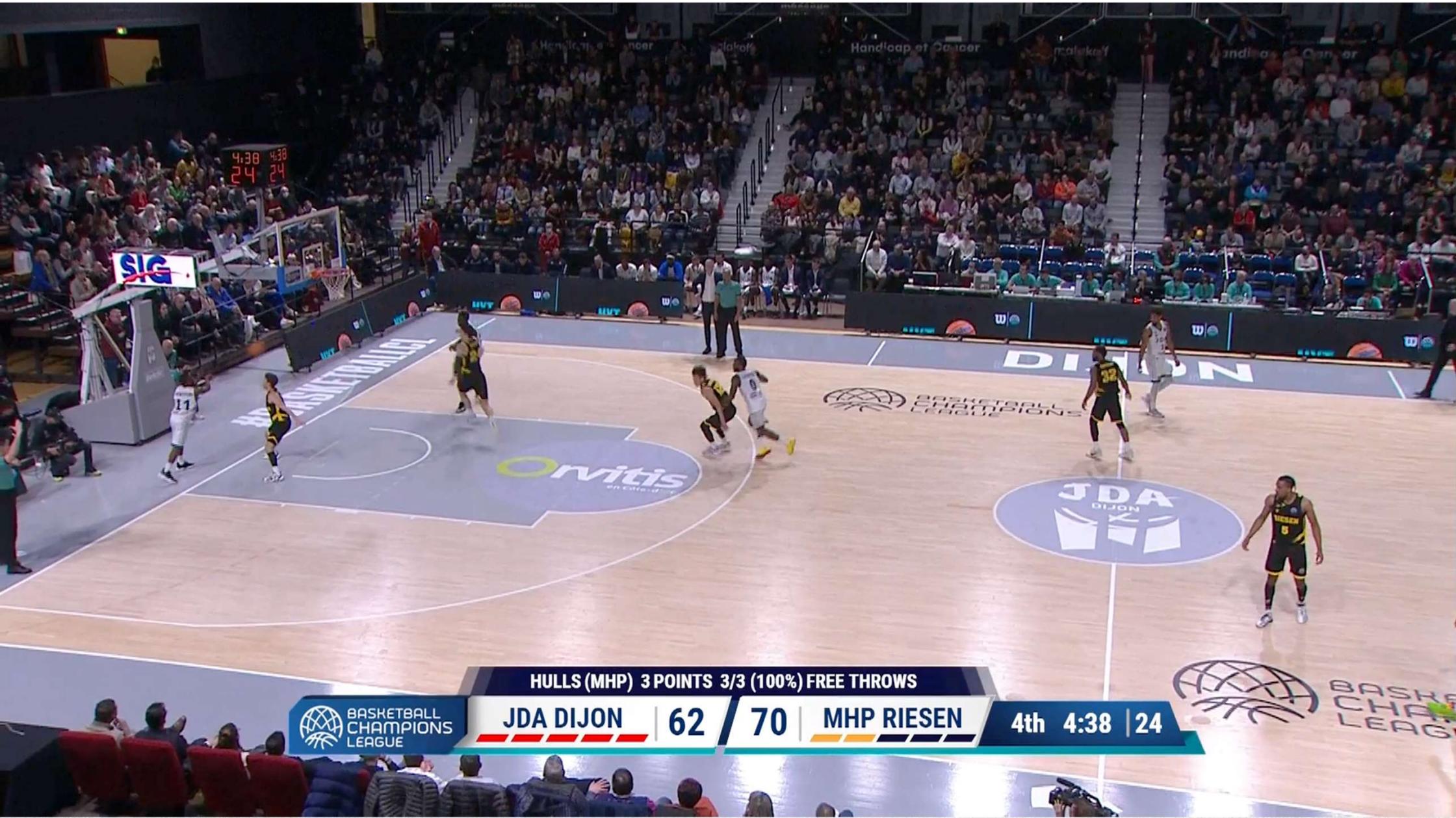


ANTICIPATE THE PLAY (APL)

- > Basketball IQ
- > Know where to look and what to expect
- > Game looks 'slower'

- > Where are passes going to?
- > Where can I expect open shooters?
- > Where can I expect screeners?
- > Etc. → Right time, right spot, distance, stationary





4:38 4:38
24 24

SIG

HULLS (MHP) 3 POINTS 3/3 (100%) FREE THROWS

BASKETBALL CHAMPIONS LEAGUE

JDA DIJON

62

70

MHP RIESEN

4th 4:38 | 24

DIJON

BASKETBALL CHAMPIONS LEAGUE

ovitis

JDA DIJON

BASKETBALL CHAMPIONS LEAGUE

BASKETBALL CHAMPIONS LEAGUE



Theater

Theater

MariniP

FLOER

Jo

4th QTR 04:13

	GRO	87	75	LIM	
				21	

TCOIN AL SAT!

GÜVENLE BITCOIN AL

İST

HDI



BESIKTAS

31 / 15

H. HOLON

2nd 7:36

BJK LEAD 1-0

LIVE



		LTU	39		ESP	52	3RD	4:00	24	
FIBA EUROBASKET 2015 FINAL										

NFL NE 21 BUF 7 2ND 9:05 NE 1st & 10 on BUF 12

ESPN 2



Article 47 Referees: Duties and powers

47.1 The referees shall have the power to make decisions on infractions of the rules committed either within or outside the boundary lines including the areas of the floor near the scorer's table, the team benches and the areas immediately behind the lines.

47.2 The referees shall blow their whistles when an infraction of the rules occurs, a quarter or overtime ends or the referees find it necessary to stop the game. The

47.3 When deciding on an infraction, the referees shall, in each instance, have regard for and consider 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 'advantage/disadvantage'. The referees 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/her 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.

the organising body of the competition.



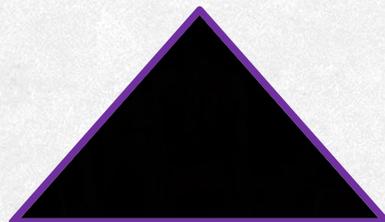
RELATIONSHIP REFEREE – COACH - PLAYERS

- > Ready to communicate – but in balance
- > Coach is responsible for (bench) behaviour
- > Coach works inside bench area
- > We can have a different opinion
- > Mutual respect
- > Image of the sport

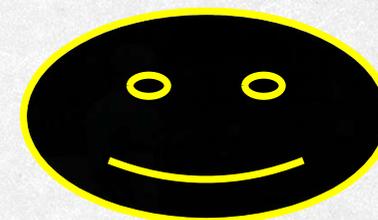
- > "We'll try to manage the game in the best possible way"



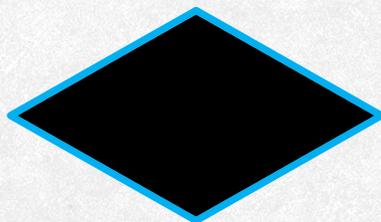
COMMUNICATIE



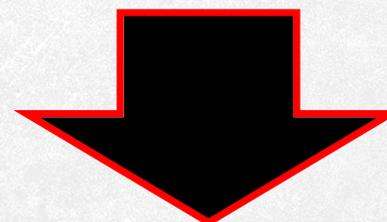
COACH BEHAVIOUR



HUMOR



GAMEMANAGEMENT



MISTAKE

[HTTPS://WWW.YOUTUBE.COM/WATCH?V=qBM47-Dz91s](https://www.youtube.com/watch?v=qBM47-Dz91s) - **YOHAN ROSSO**



DISCUSSIE - VRAGEN

then thrown into the air towards the opponents' basket.

A tap for a goal is when the ball is directed with the hand(s) towards the opponents' basket.

A dunk for a goal is when the ball is forced downwards into the opponents' basket with one or both hands.

A continuous movement on drives to the basket or other moving shots is an action of a player who catches the ball while he/she is progressing or upon completion of the dribble and then continues with the shooting motion, usually upwards.

15.1.2 The act of shooting:

- Starts when the player begins, in the judgement of a referee, to move the ball upwards towards the opponents' basket.
- Ends when the ball has left the player's hand(s), or if an entirely new act of shooting is made and, in case of an airborne shooter, both feet have returned to the floor.



15.1.3 The act of shooting in a continuous movement on a drive to the basket or other moving shot:

- Starts 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 begins, in the judgment of the referee, the shooting motion preceding the release of the ball for a goal.
- Ends when the ball has left the player's hand(s), or if an entirely new act of shooting is made and, in case of an airborne shooter, both feet have returned to the floor.

15.1.4 There is no relationship between the number of legal steps taken and the act of shooting.

15.1.5 During the act of shooting the player might have his/her arm(s) held by an opponent, thus preventing him/her from scoring. In this case it is not essential that the player leaves the player's hand(s)

33.7 Screening: Legal and illegal

Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the court.

Legal screening is when the player who is screening an opponent:

- **Was stationary** (inside his/her cylinder) when contact occurred.
- Had both feet on the court when contact occurred.

Illegal screening is when the player who is screening an opponent:

- **Was moving** when contact occurred.
- Did not give sufficient distance in setting a screen outside the field of vision of a **stationary** opponent when contact occurred.
- Did not respect the elements of time and distance of an opponent **in motion** when contact occurred.

If the screen is set **within** the field of vision of a stationary opponent (front or lateral), the screener may establish the screen as close to him/her as he/she wishes, provided there is no contact.

If the screen is set **outside** the field of vision of a stationary opponent, the screener must permit the opponent to take 1 normal step towards the screen without making contact.

If the opponent is **in motion**, the elements of time and distance shall apply. The screener must leave enough space so that the player who is being screened is able to avoid the screen by stopping or changing direction.

The distance required is never less than 1 and never more than 2 normal steps.

A player who is legally screened is responsible for any contact with the player who has set the screen.

