



# STANDARD QUALITY

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# **BASKETBALL REFEREEING**

## **BASIC BASKETBALL TERMINOLOGY**



This is part of "FRIP Level 1 Home-Study Book"



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# *Home Study Book*

## **BASKETBALL KNOWLEDGE - BASIC TERMINOLOGY**



## MODULE B1 INTRODUCTION

### B1.1. BASIC BASKETBALL TERMINOLOGY

TERM	EXPLANATION	ABBREV
2 x 1	Refers to a fast-break situation when the offence is outnumbering the defence. In this case 2 offensive players and 1 defensive player.	2x1
3 x 2	Refers to a fast-break situation when offence is outnumbering the defence. In this case 3 offensive players and 2 defensive players.	3x2
4 x 3	Refers to a fast-break situation when offence is outnumbering the defence. In this case 4 offensive players and 3 defensive players.	4x3
Centre (Pivot)	A team's biggest, strongest player. Mainly plays in low post area near basket. Must be able to post up and be an offensive threat inside. Must be able to set solid screens for teammates. Must be able to defend the post area. Has primary defensive rebounding responsibilities. It is a definite advantage to have a dominate post player.	5
Action Area	Action Area may involve players with or without the ball. Knowledge on various play situations (pick & roll, screening, post-ups, rebounding) will help referees identify Action Areas in their primary, or when extending or expanding coverage.	AA
Double Team	When two (or more) defensive players take a close guarding position on the same offensive player (who normally has the ball).	DT
Fast Break	A quick change of the direction of the ball as the defensive team gains possession of the ball through a steal, rebound, violation or made shot and quickly attacks to the other end of the court hoping to gain numerical or positional advantage over the other team and a resultant high percentage shot.	FB

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Frontcourt	A team's frontcourt consists of the opponents' basket, the inbounds part of the backboard and that part of the playing court limited by the endline behind the opponents' basket, the sidelines and the inner edge of the centre line nearest to the opponents' basket.	FC
Full-Court Press	A form of extended defence where the defenders guard their men over the entire court area. This method of pressure defence can be either based on man-to-man or zone-guarding principles. The purpose of the press is to attack the ball with the hope of causing a turnover before the offensive team can attempt a shot or to speed up the tempo of the game.	FCP
Jump Stop	A legal method of ending a dribble or receiving a pass in which the player stops his momentum with a one count stop, landing on two feet simultaneously. A player making a legal jump stop has the option of selecting either foot as his pivot foot.	JS
Loose Ball	When a live ball is not in possession of a player but is rolling or bouncing on the floor as players from both sides seek to gain control or as in a rebounding situation. Team control does not change until the opposition gains control, meaning for example, a shot clock violation can occur while the ball is loose.	LOB
Man-to-Man (defence)	The defensive tactic of making each defensive player responsible for guarding a specific offensive player.	MTM
Mid Court Line	The centre line, which divides the court in half.	
Offence	The team in possession of the ball is said to be on "offence". An offence refers to the pattern of play that the attacking team is using to beat the defence and get a good shot.	OFF
Pick	An offensive screen.	SC
Pick-n-Pop	Action of a offensive screen in the high post of perimeter play and the continuation motion of the same player to receive the ball for an open shot.	PNP
Pick-n-Roll	Action of a offensive screen in the high post or perimeter play and the continuation (roll) of the same player towards the basket in order to receive the ball for a lay up or shot.	PNR



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Pivot (Player)	Normally the tallest player(s) on the team who offensively operate(s) around the keyhole area in order to best take advantage of their height.	
Pivot Foot	When a player is in possession of the ball and is not dribbling they are allowed to rotate around one foot providing that foot remains on the same spot on the floor – thus a pivot foot.	PF
Player	During playing time, a team member is a player when he is on the playing court and is entitled to play.	
Point	The point is the area at the top of the key directly in line with the basket. A player is operating from that area may be known as the point or point guard.	
Point Guard (1)	A team's playmaker (coach on the floor). Usually the shortest player on the team. Must possess good passing and dribbling skills. Must make good decisions taking advantage of each teammate's strengths and capabilities. Must have good court vision taking pride in passing and creating open shots for receivers. Rarely turns the ball over. Most shots will come off dribble penetration. Also, must be able to recognize opponents' defensive deployment and defensive mismatches along with being alert to the score, time, team foul situation and timeout remaining. Is responsible for defensive balance on teammate's shots.	1
Post (Player)	Same as pivot player	
Post-Up	An offensive manoeuvre where an offensive player establishes position next to the foul lane close to the basket and attempts to keep his defensive man behind him so that he can receive a pass in this high percentage shooting area.	
Power Forward (4)	A team's second biggest and strongest player. Must be able to post up as well as make 4-6m (15') medium range shots. Interchangeable with post. Must be able to set good screens on offence and has defensive rebounding responsibilities on defence.	4
Rebound	On a missed shot, the resultant contest between the two teams to gain possession of the ball is known as rebounding (the ball rebounds off the ring or backboard). Thus, to get a rebound means to secure the ball after a missed shot.	RB
Screening	Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the playing court.	SC



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Shooting Guard (2)	A team's best outside shooter. Hard to guard. Must have the ability to create open shots within their range and not let ego or outside pressures take them outside their range. Knows how to use teammate's screens to get open shots. Must acknowledge teammate's feeds. Has offensive rebounding responsibilities along with secondary ballhandling responsibilities.	2
Small Forward (3)	A team's best all purpose player who can play inside and outside. Must be aggressive and strong enough to mix it up inside, but agile enough to play outside. Second best outside shooter and penetrator. Most shots will come from the baseline. Has primary offensive rebounding responsibilities along with being a team's defensive stopper.	3
Strong Side (basketball)	The ball side of the court when an imaginary line is drawn from the ring through the top of the key up to the centre jump circle in a team's front court. The other side is known as the weak or help side.	SSB
Tempo	The speed at which the game is being played: are teams both running up and down the court, fast-breaking and making a lot of mistakes; or, are the teams playing in a deliberate manner in order to make full use of the ball and the shot clock, etc.	
Wing	The wing area is located on the side of the court near the free throw line extended. Wing areas are designated "ball side" or "weak side" according to the location of the player with the ball. The wing on the same side as the ball handler is the "ball side" or "strong side" wing. The wing on the side away from the ball handler is the "weak side" wing.	WING
Weakside (basketball)	The half of the front court opposite to where the ball is located (taken from an imaginary line extending from the ring, through the top of the key to the centre jump circle).	WSB
Zone (defence)	A defensive tactic whereby the defensive players have the responsibility of guarding a certain area on the court as opposed to man-to-man defence where the defenders are give the responsibility of guarding a specific offensive player.	ZD



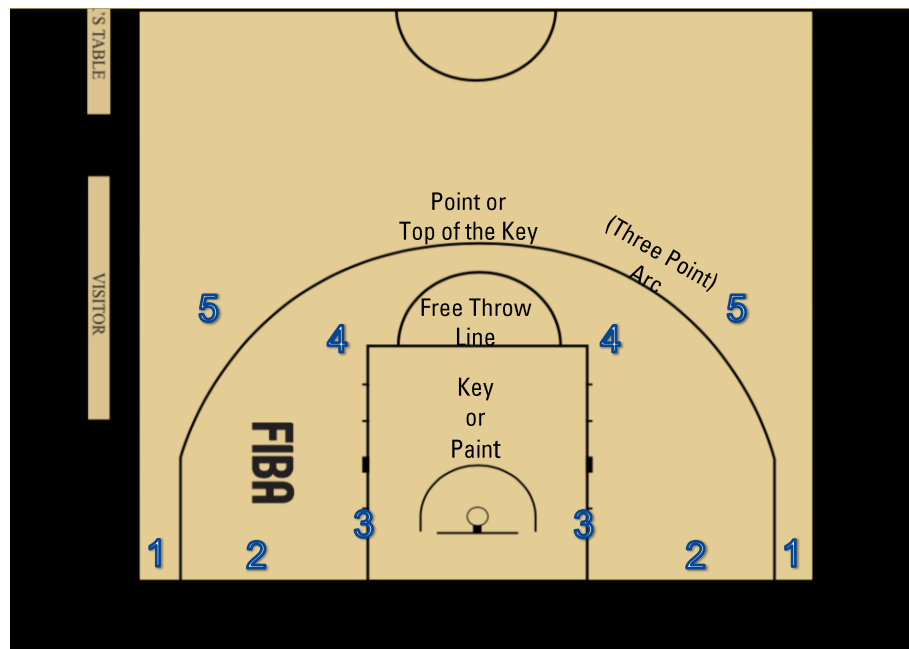
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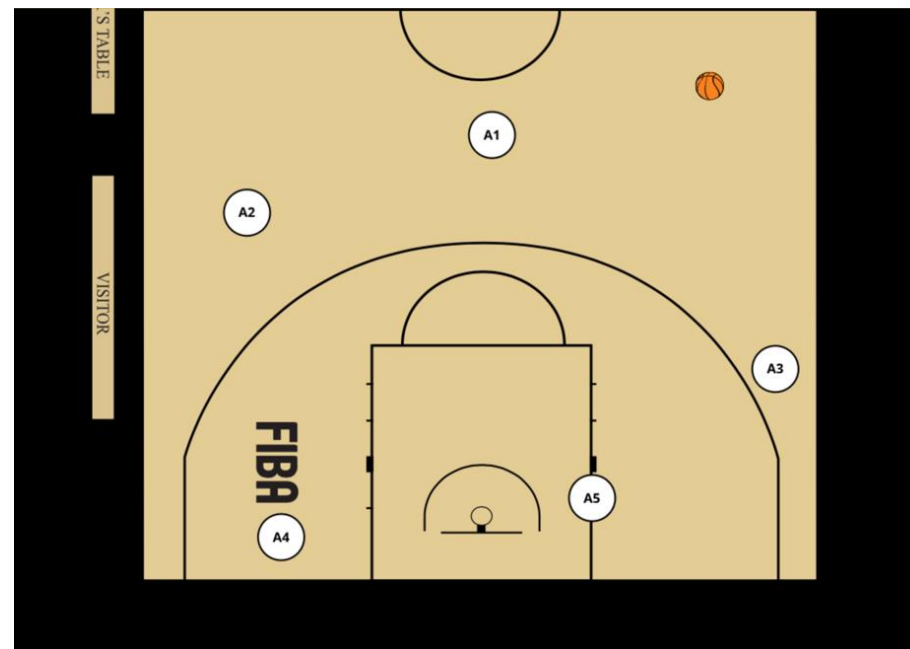
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## B1.2. BASKETBALL COURT



- 1 = Corner
- 2 = Short Corner
- 3 = Low Post
- 4 = Elbow
- 5 = Wing
- 6 = (Three Point) Arc
- 7 = Point or Top of the Key
- 8 = Free Throw line
- 9 = Key or Paint

## B1.3. BASKETBALL COURT / PLAYERS



- A1 = Point (Playmaker)
- A2 = Point Guard
- A3 = Small Forward
- A4 = Power Forward
- A5 = Pivot (Center)





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