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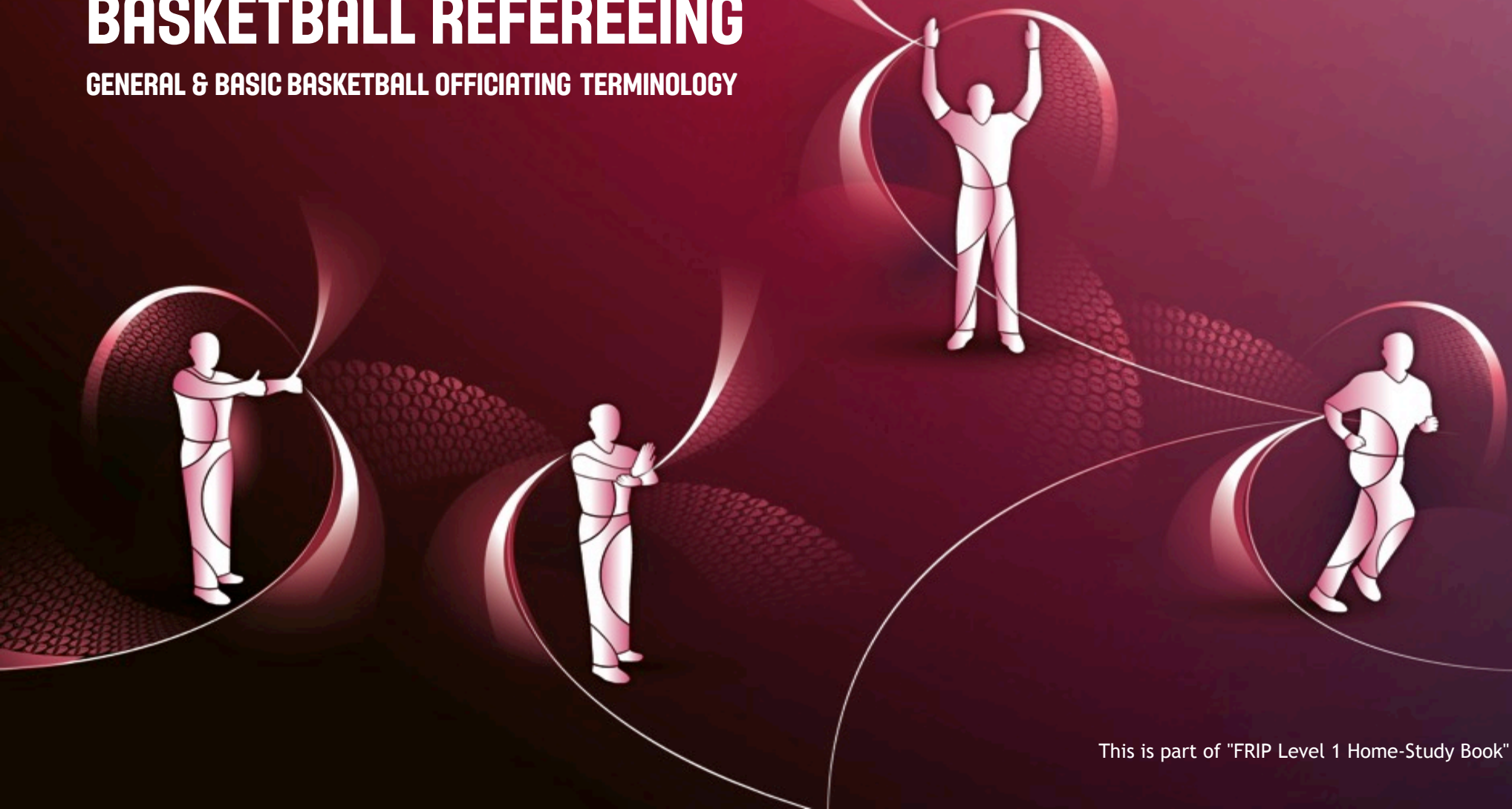
GLOBAL CONNECTION





# BASKETBALL REFEREEING

GENERAL & BASIC BASKETBALL OFFICIATING TERMINOLOGY



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



**FIBA**

We Are Basketball

**FRIP LEVEL 1  
HOME STUDY BOOK**

# *Home Study Book*

## **MODULE R1 INTRODUCTION & GENERAL**

**R1.1 BASKETBALL OFFICIATING**

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## **R1.1. BASKETBALL OFFICIATING**

Generally, sports officiating is challenging and more so in the game of basketball – especially where ten athletic players are moving fast in a restricted area. Naturally the game has changed and the court has actually become larger, not in actual court size but in the playing and refereeing sense. Play situations are spread all over the court with every player able to play in almost every position. Naturally this sets a new requirement for basketball refereeing. It is good to remember that improving daily should not be considered as actual progress but rather is only designed to keep pace with the game's development – this is called evolution and this will occur regardless if we want it or not.

Sometimes there is a tendency to define basketball officiating as a very complex combination of various skills. It is true it requires many abilities by the referee, but the bottom line is that all these skills aim to achieve one thing - being ready to referee the play or handle situations that may arise during the game. All the training should focus on game preparation to assist referees to address various situations in games.

### **Refereeing is:**

*Anticipate what will happen — Active mind-set*

*Understand what is happening — Basketball knowledge*

*React properly for what has happened — Mental Image Training*

## **R1.2. IMAGE OF AN ELITE BASKETBALL REFEREE**

FIBA has one golden rule when it comes to prioritising for referee training for FIBA games - Game Control. That is ensuring a smooth running and dynamic game where players are able to showcase their basketball skills. This is the image FIBA is looking for. The two or three appointed referees are the ones who are responsible for this game control.

It is good to define and remember that game control is different to game management. Ultimately, it is the Referees that are in charge of the game. They define what is allowed and what is not – nobody else.

Having said that, it is equally important that referees look and act like they are in charge. Referees should give a non-verbal message that they are ready and able to make decisions. The core function of refereeing is decision making. Referees need to feel comfortable in making decisions without hesitation in the decision making process. Of course, the correctness of these decisions can be analysed after the event and so referees must demonstrate confidence and trust or at the very least present so that others view them this way (perception).



Therefore, FIBA has added the topic of “court presence” to its training program. It includes mental training with an “I am in charge” concept. This will be combined with a physical training plan to create an image of a strong and athletic body, fitting into the image of professionalism and promoting game control.

*“Controlling is an attitude”*

### R1.3. BASIC BASKETBALL OFFICIATING TERMINOLOGY

TERM	ABBR	EXPLANATION
45° (Forty five degrees)	45°	This refers to the preferred angle of the referees' stance, especially in Lead and Trail positions and in some cases by Center as well. Referees in L and T position will normally face the basket and maintain a 45° angle in order to keep in his field of vision as many players as possible. The Center referee's basic stance is generally flat with his back to the sideline, but he will normally adjust position to approximately 45° during weak side drives.
Act of Shooting	AOS	A shot for a field goal or a free throw is when the ball is held in a player's hand(s) and is then thrown into the air towards the opponents' basket. A tap and a dunk are also considered as shots for a field goal.
Action Area	AA	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.
Active Mindset	AMI	Refereeing is nothing but being ready. Good referees are constantly analysing the movements and actions of the players in order to be in position to see something illegal. Look for reasons to call (illegal).
Active Referee	AR	The referee who hands the ball to a foul shooter or player for a throw-in, or to administer the jump ball to start the game.
Alternating Possession	AP	Alternating possession is a method of causing the ball to become live with a throw-in rather than a jump ball.
Alternating Possession Arrow	APA	The team entitled to the alternating possession throw-in shall be indicated by the alternating possession arrow in the direction of the opponents' basket. The direction of the alternating possession arrow will be reversed immediately when the alternating possession throw-in ends.



TERM	ABBR	EXPLANATION
Angle(s)	N/A	Working the angles; that is attempting to maintain a line of vision where the referee can see between players in order to keep vision on the areas of greatest potential contact.
Anticipate (call)	AC	Describes the situation when a referee anticipates that a certain event will occur and blows his whistle before actually seeing and reflecting on the event. Usually, this refers to the case when the referee makes a mistake because what they anticipated did not, in actuality, occur.
Anticipate (play)	APL	Describes the situation when a referee is able to read the play and anticipate the next moves to come and is able to adjust his position/angle properly in advance of covering the upcoming play.
Assistant Scorer	ASC	The assistant scorer shall operate the scoreboard and assist the scorer. In the case of any discrepancy between the scoreboard and the scoresheet which cannot be resolved, the scoresheet shall take precedence and the scoreboard shall be corrected accordingly.
At the Disposal (Ball)	BATD	When a referee hands the ball to a player making a throw-in or shooting a free throw or the referee is placing the ball at the disposal of the player.
Authorised Signals	N/A	"Authorised Signals: Those signals made by the referee for official communication to players or the bench as outlined by the FIBA Basketball Rules:"
Backboard	BB	The wood or glass rectangle on which the ring is suspended. The official size is 1.8m wide and 1.2m high. The ring is centred on the "board" 30cm from the base on the board.
Backcourt	BC	A team's backcourt consists of its team's own basket, the inbounds part of the backboard and that part of the playing court limited by the endline behind their own basket, the sidelines and the centre line.
Backcourt Violation	BCV	Where an offensive player with the ball in their frontcourt causes the ball to go into the backcourt where it is first touched by them or a teammate. Also called an "over and back" violation.
Ball Side	BS	This refers to the position of the ball. When the playing court is divided by an imaginary line extending from basket to basket, the side of the playing court on which the ball is located is called the "ball-side".
Baseline	N/A	The boundary lines marking both ends of the playing area. The line itself is considered to be out-of-bounds.





TERM	ABBR	EXPLANATION
Basket Interference	BI	<p>"Basket interference occurs when:</p> <ul style="list-style-type: none"> <li>• After a shot for a field goal or the last or only free throw a player touches the basket or the backboard while the ball is in contact with the ring.</li> <li>• After a free throw followed by an additional free throw(s), a player touches the ball, the basket or the backboard while there is still a possibility that the ball will enter the basket.</li> <li>• A player reaches through the basket from below and touches the ball.</li> <li>• A defensive player touches the ball or the basket while the ball is within the basket, thus preventing the ball from passing through the basket.</li> <li>• A player causes the basket to vibrate or grasps the basket in such a way that, in the judgement of an official, the ball has been prevented from entering the basket or has been caused to enter the basket.</li> <li>• A player grasps the basket to play the ball."</li> </ul>
Bench Control	N/A	Referees ensuring that the players and coaches sitting on the bench do not violate the rules of sportsmanship.
Blocking	BL	Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball.
Bonus	N/A	When two free throws are granted to a player when they have been fouled and their opponent's team has reached the limit of four team fouls in a period.
Boundary Lines	N/A	The playing court shall be limited by the boundary line, consisting of the endlines and the sidelines. These lines are not part of the playing court..
Buzzer	N/A	Signal from the scores table used to indicate substitutes, time outs, disqualifications. And end of playing periods, or may be used by table officials to summon a referee to confer in the case of a misunderstood ruling.
Cancel the Score (basket)	N/A	A referee signals that a basket which has been made is to be discounted i.e. when a player charges as he is shooting with contact occurring before the ball leaves his hand – the referee cancels the score indicating to the scorer's table that the basket does not count.
Centre Line	N/A	The line designating the halfway mark of the court.
Charge (Charging)	CH	Charging is illegal personal contact, with or without the ball, by pushing or moving into an opponent's torso.



TERM	ABBR	EXPLANATION
Close Down	CD	The position of the Lead where he should move before actual rotation starts.
Closed Angle	CA	A stacked or straight-lined view of the action area in a referee's primary / secondary coverage area.
Commissioner	COM	The commissioner shall sit between the scorer and the timer. His primary duty during the game is to supervise the work of the table officials and to assist the referee and umpire(s) in the smooth functioning of the game.
Consistency	N/A	A referee who interprets play situations and criteria exactly the same way throughout is said to be consistent.
Contact Foul	N/A	A personal foul resulting from a player illegally touching another player and putting him at a disadvantage.
Control of the Ball	COB	A team is said to be in control of the ball when a player of that team first has the ball in their possession inbounds or when the ball is placed at their disposal for a throw-in. It extends until the time a shot is taken, a whistle blows, or a player from the opposition side gains control. A player is in control of the ball when they are holding a live ball in their hands or dribbling it, or when the ball is at their disposal for a throw-in or a free throw.
Correctable Errors	CE	"Officials may correct an error if a rule is inadvertently disregarded in the following situations only: <ul style="list-style-type: none"> <li>• Awarding an unmerited free throw(s).</li> <li>• Failure to award a merited free throw(s).</li> <li>• Erroneous awarding or cancelling of a point(s).</li> <li>• Permitting the wrong player to attempt a free throw(s)."</li></ul>
Coverage	CG	The vision on the game of the two referees; good coverage means that the referees between them have all players in sight both on and off the ball.
Cross Step	CS	When play starts to progress in one direction and designated referee takes steps in the opposite direction. This adjustment can be done in all positions as Lead, Trail & Center.
Cylinder (Principle)	CP	The imaginary vertical extension of a player. Players are entitled to occupy a spot on the floor and also the cylinder above them (i.e. they can jump straight up without giving up position).





TERM	ABBR	EXPLANATION
Dead Ball	DB	The ball becomes dead when: 1) Any field goal or free throw is made. 2) An official blows his whistle while the ball is live. 3) It is apparent that the ball will not enter the basket on a free throw which is to be followed by: 3.1. Another free throw(s). 3.2. A further penalty (free throw(s) and/or possession). 4) The game clock signal sounds for the end of the period. 5) The shot clock signal sounds while a team is in control of the ball.
Dead Ball Officiating	DBO	Refers to any actions that take place after the referee makes the call and the ball becomes live again. Dead-ball officiating is primarily proactive and requires that the (two) other passive referee(s) become active during the dead ball period.
Disqualification	DQ	A disqualifying foul is any flagrant unsportsmanlike action by a player or team bench personnel.
Double Dribble	DD	An illegal dribble when a player discontinues his dribble action by allowing the ball to touch both hands on a dribble or allowing the ball to come to rest in one hand and then proceeds to dribble again.
Double Foul	DOF	A double foul is a situation in which 2 opponents commit personal fouls against each other at approximately the same time.
Double Whistle	DW	When two referees simultaneously blow their whistles.
Dual Coverage	DUCE	Area of responsibility and actions that two referees have overlapping primary responsibilities on the same area or play.
Edge of the Play	EPL	In Lead position it is crucial to adjust your positioning with the ball and to be in line with outside players in order to maintain the players in the field of vision and open look. When on the edge of the play, a referee is normally able to see more players and anticipate better next play situations to come. This position is linked with the term "45° angle".
Eight (8) Seconds Violation	8S	When a team gains new possession of the ball in their backcourt it has eight seconds to advance the ball over the centre line.
Ejection	N/A	When a referee orders a player off the court for a disqualifying foul or for a second technical or unsportsmanlike foul on the same player.



TERM	ABBR	EXPLANATION
Elbowing	ELW	Any hit or contact made with the elbow that imply a foul. Also - An action of excessive swinging of elbows by and offensive player with the ball (without contact).
EOG	EOG	End of the Game
EOP	EOP	End of the Period
Extended Coverage	EXCE	At the highest level of officiating, an official has to be able to extend coverage on two different play situations at the same time
Fantasy Call (Phantom Call)	FAC	Describes the situation when a referee makes a call for foul and actually there was not even contact on the play (problem with self-discipline / "I don't see, I don't call"). This is different than Marginal Contact that is incorrectly called as a foul (problem with criteria).
Fast Break	FB	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.
Feel for the Game	N/A	The referee's ability to be sense what's going on the court: are tempers getting high; is the pace fast; is there too much contact occurring, etc.? A referee with a good feel for the game is in the best position to maintain game control.
Fighting	FGT	Fighting is physical interaction between 2 or more opponents (players and/or team bench personnel).
Five (5) Fouls	5F	A player who has committed 5 fouls shall be informed by an official and must leave the game immediately. He must be substituted within 30 seconds.
Five (5) Seconds Violation	5S	Once a player has the ball at his disposal for a throw-in or a foul shot he has five seconds in which to release the ball. Also when a closely guarded player is in control of the ball, he has five seconds to pass, shoot or dribble - not to do so is a violation. A closely guarded player who is dribbling is not subject to a five second count.



TERM	ABBR	EXPLANATION
Flagrant Foul	FF	May be a personal or technical foul. It is always unsportsmanlike and may or may not be intentional. If personal, it involves violent or savage contact, such as striking with the fist or elbow, kicking, kneeling, or running under a player who is in the air, or crouching or hiping in a manner which might cause severe injury to an opponent. If it is a non-contact foul, it involves extreme and sometimes persistent vulgar and/or abusive conduct.
Flop (Refereeing)	FL	Any fake, pretend, or exaggerated action by a player with/without the ball - e.g. falling backwards, falling down, throwing the head, etc. - simulating contact by an opponent in an unnatural manner without actually being touched, or being contacted in only a marginal way.
Foot (Kick) Violation	FVI	"A player shall not run with the ball, deliberately kick or block it with any part of the leg or strike it with the fist. However, to accidentally come into contact with or touch the ball with any part of the leg is not a violation. (Deliberate Foot Ball)"
Foul	N/A	A foul is an infraction of the rules concerning illegal personal contact with an opponent and/or unsportsmanlike behaviour.
Foul Lane	N/A	The restricted area at both ends of the court circumscribed by the foul line, foul lanes and baselines. Also called the "key" or "paint".
Foul on no Act of Shooting	FNAOS	When a player is illegally contacted by the defence and foul is called, but not AOS.
Fouled in the Act of Shooting (AOS)	FAOS	When a player is illegally contacted by the defence when attempting a shot.
Free Throw Line Extended	FTEX	This imaginary line represents the extension of the free throw line across the width of the court. Most coaches use it to establish defensive coaching guidelines. When the ball is above the free throw line extended a certain guideline applies. When the ball is below it another guideline applies. It is also used as a reference for offensive player alignment. FTEX is also a set-up (basic) position for the Center referee on the court.



TERM	ABBR	EXPLANATION
Freedom of Movement	FOM	A cardinal term also in the rules denoting the ability of a player to move from one spot on the court to another without being unduly hindered. If contact caused by a player in any way restricts the freedom of movement of an opponent, such a contact is a foul.
Freeze	N/A	In the case of simultaneous whistles, the referee who feels he is in the least advantageous position to make the call (usually the referee furthest away from the incident) should remain stationary momentarily (freeze) in order to let his partner move toward the incident and begin administering the situation.
Frontcourt	FC	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.
Game Control	GC	A referee is said to be in control of a game when the game is operating smoothly under the rules as intended and, as well as, the rules of sportsmanship being rigidly but fairly enforced. This is different than Game Management.
Game Flow	GF	The speed or tempo at which the game is being played. This is determined by the two contesting teams and the referees should attempt as much as possible not to interrupt this flow.
Game Saver	GS	An important and correct decision made by a referee irrespective to his position or area of responsibility at the end of a game that is crucial to protecting the game's integrity (literally "saves the game"), and if otherwise not made, could create a situation whereby the team that deserves to win the game, may not.
Giving Help	GH	Referee who offers assistance outside his primary and makes a correct call after allowing his partner to make the call in his primary
Goal (field goal)	FG	A goal is made when a live ball enters the basket from above and remains within or passes through the basket. The ball is considered to be within the basket when the slightest part of the ball is within and below the level of the ring.



TERM	ABBR	EXPLANATION
Goaltending	GT	"Goaltending occurs during a shot for a field goal when a player touches the ball while it is completely above the level of the ring and: <ul style="list-style-type: none"><li>• It is on its downward flight to the basket, or</li><li>• After it has touched the backboard."</li></ul>
Hand Checking	HC	"Hand Checking / Illegal use of the hand(s) or extended arm(s) occurs when the defensive player is in a guarding position and his hand(s) or arm(s) is placed upon and remains in contact with an opponent with or without the ball, to impede his progress."
Held Ball	HB	A held ball occurs when one or more players from opposing teams have one or both hands firmly on the ball so that neither player can gain control without undue roughness.
Holding	HOL	Holding is illegal personal contact with an opponent that interferes with his freedom of movement. This contact (holding) can occur with any part of the body.
Hooking	HOK	When an offensive player "hooks" or wraps an arm or an elbow around a defensive player in order to prevent the defender from playing legal defence.
Illegal Dribble	IDR	A violation made by the dribbler either carrying the ball or making a double dribble.
Illegal Use of Hands	IUH	Illegally using the hands to impede the progress of an opposition player. Normally this foul is made on a dribbler and entails the defence hacking the arms of the dribbler in an attempt to bat the ball away.
Image of the Referee	IOR	How the referee is perceived by others. For example, if the referee is sloppy looking, the image they create may bias players and coaches to expect they will referee sloppily. A top referee's image is "Strong, Decisive & Approachable".
Individual Officiating Techniques	IOT	The technical aspects of individual refereeing how to referee the play using proper techniques such as Distance & Stationary, Refereeing the Defence, Active Mindset, "Staying with the play", Adjustment to maintain Open Angle, etc.
Infraction	N/A	Literally any infraction is a contravention of the rules. e.g. fouls (technical and contact) and violations. However, normally infractions refer to just violations (i.e. three seconds, travelling etc.).



TERM	ABBR	EXPLANATION
Inside-Out (Angle)	IN-O	This generally refers to the Lead referee who may not be on the edge of the play and instead is looking from the Inside-Out, instead of refereeing at a 45 degree angle with as many players as possible within his field of vision.
Instant Replay System	IRS	Refers to a video replay system what is possible to use in designated play situations. The IRS review will be conducted by the officials. If the call and the decision of the officials is subject to the IRS review, that initial decision must be shown by the officials on the playing court. Following the IRS review the initial decision of the official(s) can be corrected only if the IRS review provides the officials with clear and conclusive visual evidence for the correction.
Interpretation of the Rules	N/A	Good refereeing requires that an official not apply the rules literally (i.e. contact is not allowed), but rather, judge each situation in regards to its effect on the play, i.e. interpreting the rules by their spirit and intention.
Interval (of Play)	IOP	"There shall be an interval of play of 20 minutes before the game is scheduled to begin. There shall be intervals of play of 2 minutes between the first and second period (first half), between the third and fourth period (second half) and before each extra period. There shall be a half-time interval of play of 15 minutes. During an interval of play, all team members entitled to play are considered as players."
Jab (hand-checking)	JAB	To repeatedly touch or 'jab' an opponent with or without the ball is a foul, as it may lead to rough play.
Judgement	N/A	The ability of a referee to look at each situation as it arises and make a decision based on its effect or non-effect on play and to act accordingly.
Jump Ball (Situation)	JB	A jump ball occurs when an official tosses the ball in the centre circle between any 2 opponents at the beginning of the first period. Can also refer to a "jump ball situation."
Last Shot	LS	Refers to the play when team has a new control of the ball and the game clock shows 24.0 seconds or less, meaning it is possible that period will end with that team possession.
Lead (Referee)	L	The Lead (2PO/3PO) is the referee who leads the play up the court and whose responsibility includes coverage along the baseline at the attacking end of the court.





TERM	ABBR	EXPLANATION
Legal Guarding Position	LGP	"A defensive player has established an initial legal guarding position when: <ul style="list-style-type: none"><li>• He is facing his opponent, and</li><li>• He has both feet on the floor."</li></ul>
Line Up	N/A	During a foul shot players "line up" on either side of the foul lane.
Live Ball	LB	The ball becomes live when: 1) During the jump ball, the ball leaves the hand(s) of the referee on the toss. 2) During a free throw, the ball is at the disposal of the free-throw shooter. 3) During a throw-in, the ball is at the disposal of the player taking the throw-in.
Loose Ball	LOB	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.
Manufactured (Shot)	MS	Anytime that a player who is not in act of shooting when illegal contact occurs, but after the contact start a AOS movement hoping to have free throws awarded.
Marginal Contact	MC	Although basketball is a non-contact sport it is virtually impossible for players to move around the court without contacting each other. If the contact is seen to affect the play, then a foul should be called. Other contact which has no effect on the play is deemed marginal and can be ignored.
Mechanics	MEC	The technical aspects of refereeing i.e. how referees move, coverage, signals, administration of foul shots, jump ball situations, throw-ins, etc...
Media Time-Out(s)	MTO	The organising body of the competition may decide for itself whether media time- outs shall be applied and, if so, of what duration (e.g. 60, 75, 90 or 100 seconds).
No-Call	NC	Some of the best decisions a referee may make involve in refraining from blowing his whistle, when he judges a potential foul or violation does not contravene the spirit and intent of the rules.
Obvious Play	OP	Plays that are clearly visible to most of the participants in the game, including referees, coaches, players and spectators. Referees must be correct in these type of situations 100% of the time with no room for error.
Off the Ball	OFB	Concerns all aspects of play not directly involving the player with the ball and players closely adjacent to them.



TERM	ABBR	EXPLANATION
Offensive End	N/A	The end of the court to which a team attacks and attempts to score a basket (their front court).
Official Basketball Rules Interpretations (OBRI)	OBRI	A document that FIBA publishes, which includes all official interpretations defined by FIBA.
Official(s)	N/A	The officials shall be a referee and 1 or 2 umpire(s). They shall be assisted by the table officials and by a commissioner, if present.
Officials' Signals	N/A	"The hand signals officials use to communicate their decisions and reporting fouls to the scorer's table. While reporting to the scorer's table referees will verbally support the communication (in international games in the English language)."
Open Angle	OA	Clear view of the action in a referee's primary / secondary coverage area. Never leave an open look.
Opposite Side	OPS	This refers to the side of the playing court which is furthest away from the scorer's table.
Out-of-Bounds	OOB	That area outside of the playing court – radiating out from and including the boundary lines of the court.
Outside-In (Angle)	O-IN	The preferred position of the Lead referee who is standing at a 45 degree angle and has as many players as possible within his field of vision.
Palming (the ball)	PLM	See: carrying the ball.
Pass	N/A	A method of moving the ball by throwing it from one offensive player to another.
Pass-Off	POFF	A situation where a player has started his AOS and a foul is called, but he discontinues his shooting motion and ends up passing to his teammate. This is considered a regular and not AOS foul.
Passive Referee	PAR	The referee who is not administrating free throw or a throw-in, or to not tossing the ball during the jump ball in the start of the game.
Patience Whistle	PW	When referee is capable to process the entire play (start/middle/end) before making a call.
Peripheral Vision	PV	To see widely to either side while looking straight ahead.



TERM	ABBR	EXPLANATION
Personal Foul	PF	A personal foul is a player's illegal contact with an opponent, whether the ball is live or dead.
Phantom Call (Fantasy Call)	FAC	Describes the situation when a referee makes a call for foul and actually there was not even contact on the play (problem with self-discipline / "I don't see, I don't call"). This is different than Marginal Contact that is incorrectly called as a foul (problem with criteria).
Pick	SC	An offensive screen.
Pivot Foot	PFO	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.
Player	N/A	During playing time, a team member is a player when he is on the playing court and is entitled to play.
Pre-Game Conference	PGC	Before the start of important contests it is necessary for the referees to meet together to familiarise themselves and talk about their working mechanics and preparations for the game.
Pre-Game Routines	N/A	The routine the referees go through prior to the actual commencement of the game. This includes checking the scoresheet, making sure the timer understands the timing regulations of that particular contest, etc.
Preventative Officiating	PRO	Refers to actions by officials who prevent problems from occurring by communicating with players and/or coaches. It can happen during live ball (post, perimeter play) as well as during dead ball.
Primary (Coverage)	PCE	Area of responsibility and actions that referee has to be able to cover always.
Push-Off	PO	When an offensive player 'pushes off' to prevent the defensive player from playing or attempting to play the ball, or to create more space for himself.
Pushing	PU	Pushing is illegal personal contact with any part of the body where a player forcibly moves or attempts to move an opponent with or without the ball.
Quick Whistle	QW	When referee is not capable to process the entire play before making a call. Sometimes quick whistles lead to unnecessary calls.



TERM	ABBR	EXPLANATION
Rebound	RB	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.
Rectangle	RC	Refers to the frontcourt, which has been divided into 6 parts for the purpose of defining areas of responsibility.
Ref	N/A	Short for referee
Referee	R	Generally, the term used for two/three officials working a game. Technically, one official is a referee and the other(s) umpire(s). The referee is generally the more senior and/or experienced of the two officials. The referee's duties are the same as the umpires except that the referee: 1. Initiates the start of the game and of each period. 2. Inspects and approves all equipment to be used in the game. 3. Has the power to make the final decision on any point not specifically covered in the rules.
Refereeing Defence	RD	The priority when refereeing on ball is to focus the attention on the legality of the defensive player while keeping the offensive player with the ball in your field of vision
Regular call	RC	Considered to be normal call by designated referee (no assistance)
Rotation	ROT	This refers to a situation when the movement/location of the ball causes the Lead to initiate a change of position or "rotation" to the ball side in the frontcourt. The trigger for Lead to rotate is when ball moves to Center side (weak side) and stay there. A change in position by Lead affects changes in position by Center (to Trail) and Trail (to Center).
RSBQ	RSBQ	Definition for "Rhythm, Speed, Balance & Quickness". If contact is created between opponents and one of these parameters is affected, it generally means that "freedom of movement" is affected and thus, will normally be a foul.
Scan (the Paint)	SPA	When Lead rotates on the baseline, he needs to scan the paint for illegal off-ball activities or if no players, next action area.



TERM	ABBR	EXPLANATION
Score	FG	To make a basket or foul shot. It can also refer to the point totals of both teams – as in the score of the game was 50 to 47.
Scorer	SR	The scorer shall keep a record of the scoresheet according to the basketball rules.
Scoresheet	SS	The official record of the game details, which is kept throughout the game. The scoresheet records a running tally of the team and individual scores and fouls.
Screening	SC	Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the playing court.
Secondary (Coverage)	SCE	Area of responsibility and actions that referee is able to cover after ensuring that primary coverage is covered.
Self-Evaluation	SEF	The process of evaluation of your own performance.
Selling the Call	STC	Placing emphasis on a call with louder voice and whistle and slightly more demonstrative signals. It should happen only in close calls in order to help the call gain acceptance.
Semi-Circle (No-Charge)	NCSC	The no-charge semi-circle areas are drawn on the playing court for the purpose of designating a specific area for the interpretation of charge/block situations under the basket. The no-charge semi-circle lines are part of the no-charge semi-circle areas.
Shot Clock Operator	SCO	The shot clock operator shall be controlling the shot clock according to the basketball rules.
Shot Clock Violation	SCV	Once a team has gained possession of the live ball on the court it is required to attempt a shot within 24/14 seconds. Not to do so is a violation.
Sidelines	N/A	The boundary line inscribing a side of the playing court area.
Signals	N/A	The official communications as described in the rule book by which the referees explain their decisions to the players and score table.
Signals (communication among the crew)	N/A	Subtle gesturers made by one official to the other to help with game maintenance and teamwork – such as enquiring of the other official if they saw who last touched the ball before it went out of bounds.



TERM	ABBR	EXPLANATION
Special Situations	SPS	In the same stopped-clock period that follows an infraction, special situations may arise when additional foul(s) are committed.
Spirit and Intent of the Rules	N/A	The rules were not written to be interpreted literally, but rather, to stop players from gaining an advantage by using illegal methods. Thus, not all contact is a foul - only contact which causes a player to be disadvantaged by the initiator of that contact. Thus, each incident needs to be judged by the effect it has on the game and not in complete isolation. A flexible interpretation of the rules is what is necessary; calling the game by the "spirit and intent" of the rules.
Starting Five	SF	The coach shall indicate at least 10 minutes before the game the 5 players who are to start the game.
Stay with the Play	SWP	Refers to IOT that referee will not take his eyes and concentration off the play before it has ended.
Strong Side (Refereeing/3PO)	SSR	Side of the court where the Lead & Trail referees are located (3PO).
Substitution Opportunity	SUBO	<p>"A substitution opportunity begins when:</p> <ul style="list-style-type: none"> <li>• For both teams, the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.</li> <li>• For both teams, the ball becomes dead following a successful last or only free throw.</li> <li>• For the non-scoring team, a field goal is scored when the game clock shows 2:00 minutes or less in the fourth period and in each extra period.</li> </ul> <p>A substitution opportunity ends when the ball is at the disposal of a player for a throw-in or a first or only free throw."</p>
Substitution/Substitute	SUB	During playing time, a team member is a substitute when he is not on the playing court but he is entitled to play.
Switching (referees)	SW	Refers to switching the positions (roles) of the Lead, Trail and Center after reporting the foul to Score Table. The switch normally involves the calling official moving to a new position on the court.
Table Officials	TBO	The table officials shall be a scorer, an assistant scorer, a timer and a shot clock operator.





TERM	ABBR	EXPLANATION
Tap	N/A	A tap is when the ball is directed with the hand(s) towards the opponents' basket.
Team / Team Member	TM	<p>"Each team shall consist of:</p> <ul style="list-style-type: none"> <li>• No more than 12 team members entitled to play, including a captain.</li> <li>• A coach and, if a team wishes, an assistant coach.</li> <li>• A maximum of 5 team followers who may sit on the team bench and have special responsibilities, e.g. manager, doctor, physiotherapist, statistician, interpreter, etc." </li></ul>
Team Bench Areas	TBA	The team bench areas shall be marked outside the playing court limited by 2 lines. There must be 14 seats available in the team bench area for the team bench personnel which consists of the coaches, the assistant coaches, the substitutes, the excluded players and the team followers. Any other persons shall be at least 2 m behind the team bench.
Team Control (Ball)	TC	<p>"Team control starts when a player of that team is in control of a live ball by holding or dribbling it or has a live ball at his disposal.</p> <p>Team control continues when:</p> <ol style="list-style-type: none"> <li>1) A player of that team is in control of a live ball.</li> <li>2) The ball is being passed between team-mates.</li> </ol> <p>Team control ends when:</p> <ol style="list-style-type: none"> <li>1) An opponent gains control.</li> <li>2) The ball becomes dead.</li> <li>3) The ball has left the player's hand(s) on a shot for a field goal or for a free throw." </li></ol>
Team Control Foul	TCF	An offensive foul. A foul made by a player whose team is in control of the ball at the time.
Team Foul(s)	TFO	A team foul is a personal, technical, unsportsmanlike or disqualifying foul committed by a player. A team is in the team foul penalty situation when it has committed 4 team fouls in a period
Teamwork	N/A	The smooth functioning of the referee team to provide proper coverage and control to a game.



TERM	ABBR	EXPLANATION
Technical Foul	TF	A foul called on a player, coach or a substitute or team follower on the bench for unsportsmanlike conduct that involves no contact.
Tempo	N/A	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.
Three (3) Person Officiating	3PO	An officiating concept where three officials are working in the game. The terms for the 3 officials are Referee (Crew Chief), Umpire 1 (U1) and Umpire 2 (U2), and all officials are working during the game in Lead, Trail & Center positions.
Three (3) seconds	3S	A player shall not remain in the opponents' restricted area for more than 3 consecutive seconds while his team is in control of a live ball in the frontcourt and the game clock is running.
Throw-in	T-IN	A throw-in occurs when the ball is passed into the playing court by the out-of- bounds player taking the throw-in.
Time & Distance (Basketball)	T&D	When guarding a player who does not control the ball, the elements of time and distance shall apply. A defensive player cannot take a position so near and/or so quickly in the path of a moving opponent that the latter does not have sufficient time or distance either to stop or change his direction. The distance is directly proportional to the speed of the opponent, but never less than 1 normal step.
Time-Out (Officials)	RTO	Referees may also call an official time-out when a player has been injured or if they wish to confer with each other, a player, the scorer's table, or team bench.
Time-Out (Team)	TO	A time-out is a one minute break in play where the coach may address their team. Teams may call two time-outs at any time in the first half, three during the second half and 1 per each overtime period.



TERM	ABBR	EXPLANATION
Time-Out Opportunity	TOO	<p>"A time-out opportunity begins when:</p> <ul style="list-style-type: none"> <li>• For both teams, the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.</li> <li>• For both teams, the ball becomes dead following a successful last or only free throw.</li> <li>• For the non-scoring team, a field goal is scored.</li> </ul> <p>A time-out opportunity ends when the ball is at the disposal of a player for a throw-in or for a first or only free throw."</p>
Timer	TR	The timer shall measure playing time, time-outs and an interval of play according the Rules of Basketball.
Trail (Referee)	T	Under the dual referee system one official always leads the play down to the end of the court and the other official remains close to by slightly behind the play in order to maintain the sandwich principle. It is always the trail official's responsibility to detect basket interference and to notice whether a shot has gone in or not.
Travelling Violations	TV	When a player with the ball lifts or moves his pivot foot from its spot on the floor before releasing the ball from his hands for a dribble, or takes too many steps after picking up the ball when stopping, passing or shooting. It is not possible to travel while dribbling the ball. During a dribble, there is no limit to the number of steps a player may take when the ball is not in contact with his hands.
Triple Whistle	3W	When three referees simultaneously blow their whistles on a same play.
Turnover	TOR	When the offensive team loses possession of the ball other than from a missed or made shot; i.e. an interception, violation or offensive foul.
Two (2) Person Officiating	2PO	A officiating concept where two officials are working in the game. The officials are Referee and Umpire and they are working during the game in Lead and Trail position.
Umpire	U (U1, U2)	Under 2PO, one official is designated the referee and the other the umpire. The umpire is normally the younger and/or less experienced of the two officials. The umpire's duties and prerogatives are the same as the referee's with the exceptions noted under the Referee heading in this glossary. Under 3PO, there is a Referee and two umpires (U1 & U2).



TERM	ABBR	EXPLANATION
Unsportsmanlike Conduct (Behaviour)	UC	To be unsportsmanlike is to act in a manner unbecoming a fair, ethical, honourable individual. It consists of acts of deceit such as knowingly accepting a foul shot that should be taken by a team-mate; disrespect, such as making debasing or critical remarks about or to an official or an opponent; vulgarity - such as the use of profanity whether or not directed at someone. The penalty for unsportsmanlike conduct by a player on the court, coach or team member/follower is a technical foul.
Unsportsmanlike Foul	UF	<ul style="list-style-type: none"> <li>• Not a legitimate attempt to directly play the ball within the spirit and intent of the rules.</li> <li>• Excessive, hard contact caused by a player in an effort to play the ball.</li> <li>• Contact by the defensive player 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.</li> <li>• Contact by the defensive player on an opponent on the court during the last 2 minutes in the fourth period and in each extra period, when the ball is out-of- bounds for a throw-in and still in the hands of the official or at the disposal of the player taking the throw-in.</li> </ul>
Violation	N/A	A violation is an infraction of the rules. Penalty: The ball shall be awarded to the opponents for a throw-in at the place nearest to the infraction, except directly behind the backboard, unless otherwise stated in the rules.
Warning	WAR	It refers to any situation when the officials determinate that a head coach or player should be warned for an incorrect conduct: normally behaviour or fake/flop.
Weak Side (Refereeing)	WSR	Side of the court where the Center referee is located (in 3PO).
Wiping the Basket	N/A	Cancelling the score.
Working Area	WA	Area in which a referee in any given position normally operates.



# STANDARD QUALITY

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