

2025-26 EUROLEAGUE BASKETBALL OFFICIATING MANUAL



Euroleague
Basketball

Version 1.0 – September 2025

CONTENTS

1	EB RULES, GUIDELINES AND PROTOCOLS.....	6
1.1	EB ADAPTED RULES	6
1.1.1	Art 3. Equipment.....	6
1.1.2	Art. 6 Protest Procedure	6
1.1.3	Art. 9 Beginning of a quarter or overtime.....	6
1.1.4	Art. 12 Jump ball	7
1.1.5	Art. 17 Throw-in	7
1.1.6	Art. 33 General Principles	8
1.1.7	Art. 36. Technical foul	9
1.1.8	Art. 38. Disqualifying foul.....	9
1.1.9	Art. 39 Fighting	9
1.1.10	Art. 41 Team Foul.....	9
1.1.11	Art. 44 Correctable Errors	9
1.1.12	Art. 46 Crew chief	9
1.1.13	Art. 50 Shot clock operator.....	10
1.2	EB CASEBOOK.....	11
1.2.1	Art. 12 Jump ball	11
1.2.2	Art. 17. Throw-in	15
1.2.3	Art. 28. 8 seconds.....	16
1.2.4	Art. 29/50. 24 seconds.....	16
1.2.5	Art. 31. Goaltending and Interference	17
1.2.6	Art. 33 Contact: General principles.....	19
1.2.7	Art. 35. Double foul	19
1.2.8	Art. 36. Technical foul	19
1.2.9	Art. 38. Disqualifying foul.....	21
1.2.10	Art. 39. Fighting.....	22
1.2.11	Art. 42. Special situations.....	22
1.2.12	Art. 44. Correctable errors.....	23
1.2.13	Art. 46. Crew Chief: Duties and powers.....	23
1.3	OFFICIATING TERMINOLOGY, PROTOCOLS & GUIDELINES.....	30
1.3.1	Terminology.....	30
1.3.2	General protocols.....	32
1.3.3	Jump ball guidelines.....	33
1.3.4	Mechanics guidelines.....	35
1.3.5	Post play guidelines.....	51

1.3.6	Act of shooting guidelines.....	52
1.3.7	Block / charge guidelines.....	54
1.3.8	Unsportsmanlike foul & act of violence guidelines.....	55
1.3.9	Travelling guidelines.....	56
1.3.10	Game management guidelines.....	56
1.4	PREGAME PROCEDURES FOR REFEREES.....	59
1.4.1	Arrival to the arena.....	59
1.4.2	Locker room.....	59
1.4.3	Instant replay system check & sync test.....	59
1.4.4	Unified scorers crew meeting.....	60
1.4.5	Pregame referees & team captains meeting.....	62
1.5	REFEREE COACHING PROTOCOL & GUIDELINES	64
1.5.1	Video coaching protocol.....	64
1.5.2	Live coaching protocol.....	64
1.5.3	Post-game coaching guidelines.....	65
1.5.4	8by8 survey playlist.....	65
1.5.5	Report timelines.....	65
1.5.6	Guidelines for completing the reports.....	66
2	INSTANT REPLAY SYSTEM.....	75
2.1	INTRODUCTION – INSTANT REPLAY SYSTEM.....	75
2.2	EUROLEAGUE COMPETITION IRS SYSTEM.....	76
2.2.1	Introduction.....	76
2.2.2	Camera plan.....	76
2.2.3	Responsibilities.....	78
2.2.4	TV graphics.....	80
2.3	EUROCUP COMPETITION IRS SYSTEM.....	81
2.3.1	Introduction.....	81
2.3.2	Camera plan.....	81
2.3.3	Responsibilities.....	82
2.4	IRS RULES AND PROTOCOLS.....	84
2.4.1	IRS rules.....	84
2.4.2	Checking the irs equipmment.....	85
2.4.3	IRS review steps.....	86
2.4.4	Referee individual responsibilities during the game	86
2.4.5	Further general guidelines.....	87
2.4.6	Guidelines for each review type	88

The **blue highlight** demonstrates the content that was updated from 2024-25 v1.0 to 2025-26 v1.0

Version 1.0 – September 2025

ABBREVIATIONS

- **AOS** – Act of Shooting
- **AOV** – Act of Violence
- **DQ** – Disqualifying Foul
- **EB** – Euroleague Basketball
- **EOG** – End of Game
- **EOQ** – End of Quarter
- **FT** – Free Throw
- **HCC** – Head Coach’s Challenge
- **IRS** – Instant Replay System
- **L2M** – Last 2 minutes of the 4th quarter or overtime
- **OB van** – Outside Broadcasting van
- **TF** – Technical Foul
- **UF** – Unsportsmanlike Foul
- **USC** – Unified Scorers Crew

1 EB RULES, GUIDELINES AND PROTOCOLS

1.1 EB ADAPTED RULES

1.1.1 ART 3. EQUIPMENT

In the Euroleague Basketball competitions, the alternating possession arrow is not used.

1.1.2 ART. 6 PROTEST PROCEDURE

The team head coach may sign the official scoresheet of a game in protest of an event that took place during the game that in the opinion of the club may have adversely affected the result of the game and therefore the interests of the club. The procedure for the protest will be as follows:

In order to be valid, a protest must:

- a) be made during the first time the ball is dead following the decision or incident that is the reason for the protest. If the incident to be protested occurs whilst the ball is dead, the protest must be made at this moment. When the protest is regarding an incident that occurred in the last game action, it must be made before the crew chief signs the scoresheet.
- b) be signed in the space provided on the scoresheet. Detailed explanations are not necessary. It is sufficient that the club, identifying itself correctly, explains briefly that the protest is against the result of the game or against an event that took place during the game.

1.1.3 ART. 9 BEGINNING OF A QUARTER OR OVERTIME

9.1 The first quarter and all overtimes begin when the ball leaves the hand(s) of the referee on a toss for the jump ball.

9.2 All other quarters begin when the ball is at the disposal of the player taking the throw-in.

1.1.4 ART. 12 JUMP BALL

12.1 Jump ball definition

12.1.1 A jump ball occurs when a referee tosses the ball in the centre circle between two opponents at the beginning of the first quarter and all overtimes, or at any other circle when any jump ball situation occurs.

12.1.2 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.

12.3 Jump ball situations

A jump ball situation occurs when:

- A held ball is called.
- The ball goes out-of-bounds, and the referees are in doubt or disagree about which of the opponents last touched the ball.
- A double free-throw violation occurs during an unsuccessful last free throw.
- A live ball lodges between the ring and the backboard except:
 - Between free throws,
 - After the last free throw followed by a throw-in from the throw-in line in the team's frontcourt.
- The ball becomes dead when neither team has control of the ball nor is entitled to the ball.
- After the cancellation of equal penalties on both teams, if there are no other foul penalties remaining for administration and neither team had control of the ball nor was entitled to the ball before the first foul or violation.

For all jump ball situations, the ball shall be put into play by a jump ball at the circle which is closest to the position where the action occurred.

For jump ball situations that are due to a held ball or the ball going out of bounds and the referees are in doubt who touched the ball last, the jump ball will be between the two involved players.

1.1.5 ART. 17 THROW-IN

17.1 The throw-in at the beginning of all quarters other than the first one and all overtimes shall be administered as follows:

- The team that gains the first possession of the game will take a throw-in behind its own endline to begin the fourth quarter.
- The opposing team will take a throw-in behind its own endline to begin the second and third quarter.

The player taking the throw-in may move laterally and/or backwards and the ball may be passed between team-mates behind the endline, but the 5-second count starts when the ball is at the disposal of the first player out-of-bounds.

1.1.6 ART. 33 GENERAL PRINCIPLES

33.10 Defensive Semi-circle Areas

The Defensive Semi-circle Areas (DSC) are drawn on the playing court for the purpose of designating a specific area for the interpretation of charge/block situations under the basket.

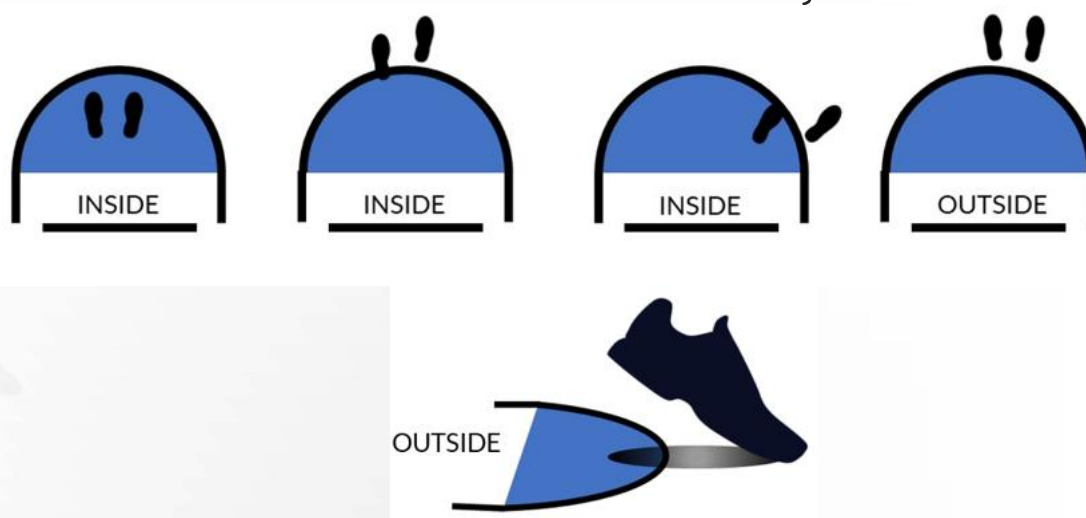
On any penetration play to the basket, when an offensive player becomes airborne outside the DSC, the player shall not be called for an offensive foul for charging during a shot or a pass if the contact is with a secondary defensive player who has established a position within the DSC. If the defensive player does not make a legal attempt to defend the basket, he shall be charged with a blocking foul.

The DSC shall not apply, and contact will be judged by the general principles of contact if:

- the offensive player is not airborne when contact occurs.
- the offensive player receives the ball initially within the DSC.
- the defensive player jumps from the floor within the DSC in an attempt to defend against the shot.

An offensive foul shall be called if the player initiates contact in a non-basketball manner (e.g., leads unnaturally with his foot, extended knee, elbow, etc.).

A defensive player is considered to have established a position within the DSC when one or both feet are in contact with the DSC line. See diagrams below.



1.1.7 ART. 36. TECHNICAL FOUL

Statement: The referees will not give a warning for technical fouls related to behaviour and faking being fouled. For all other situations, such as delay of game, actions that disconcert an opponent in the act of shooting, or hanging from the ring, the referees could give warning for minor infractions, unless there is a repetition of the same infraction after the warning.

1.1.8 ART. 38. DISQUALIFYING FOUL

Statement: If the head coach or any other member of the team included in the game list enters the playing court and interferes with a fastbreak/transition opportunity, the head coach will be automatically disqualified.

1.1.9 ART. 39 FIGHTING

39.2.1. Substitutes, excluded players or accompanying delegation members who leave the team bench area during a fight, or during a situation that may lead to a fight, and do not get actively involved in the fight shall not be disqualified, as long as IRS is available to review the physical altercation. If IRS is not available, the physical altercation situation will be ruled according to the FIBA Official Basketball Rules.

1.1.10 ART. 41 TEAM FOUL

41.1.1. A team foul is a personal, unsportsmanlike or disqualifying foul committed by a player. A team is in the team foul penalty situation after it has committed 4 team fouls in a quarter. Player technical fouls will not count as team fouls.

1.1.11 ART. 44 CORRECTABLE ERRORS

Reporting a foul on the wrong player, coach, or team and scorekeeping errors can be corrected at any time during the game. All other errors shall be corrected according to article 44 of the FIBA Official Basketball Rules.

1.1.12 ART. 46 CREW CHIEF

The crew chief shall administer a jump ball to begin the first quarter, all overtimes and the throw-in to begin all other quarters. Nevertheless, the crew chief will decide before the game who will administer the ball toss.

1.1.13 ART. 50 SHOT CLOCK OPERATOR

If there is a held ball or an out-of-bounds and the referees are unsure about who touched the ball last, the shot clock will be held at the same value. If the team that was previously in possession regains control of the ball, the shot clock will continue from where it was stopped. If the opposing team gains control of the ball, the shot clock will be reset to 24 seconds.

When a goaltending or basket interference violation is called that is then reviewed by use of the IRS and the decision is overturned, if neither team had gained an immediate and clear control of the ball when the violation was called, the game will be restarted with a jump ball at the circle closest to where the violation occurred:

- If the team that attempted the shot restarts the game with the ball in their possession, they will have the remaining amount of time in the shot clock as when the violation was called.
- If the team that did not attempt the shot restarts the game with the ball in their possession, the shot clock will be reset to 24 seconds.

If there are less than 14 seconds or 24 seconds remaining on the game clock respectively, the shot clock will be switched off.

1.2 EB CASEBOOK

1.2.1 ART. 12 JUMP BALL

12.A: The crew chief tosses the ball for the opening jump ball. Immediately after the ball is legally tapped by jumper A1, B1 is charged with a technical foul.

Ruling: Any team A player shall attempt 1 free throw with no line-up. The game shall resume with a jump ball at the centre circle with the time remaining on the game clock. Any player can be the jumper.

12.B: Simultaneously with the game clock signal for the end of the first quarter, B1 is charged with an unsportsmanlike foul on A1. The referees are unsure whether the foul occurred before the expiration of the game clock and decide to use IRS. After reviewing the play, the referees decide that the game clock signal sounded before B1's foul occurred. Team A won the opening jump ball, so team B has the right of the second and third initial quarter throw-in.

Ruling: Before the start of the second quarter, A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock. Team B loses its right of the throw-in to start the second quarter.

12.C: Shortly after the game clock signal for the end of the third quarter, B1 is charged with an unsportsmanlike foul on A1. Team B won the opening jump ball, so they have the right to the throw-in at the beginning of the fourth quarter.

Ruling: A1 shall attempt 2 free throws before the beginning of the fourth quarter with no line-up. The fourth quarter shall begin with a team A throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock. Team B loses its right of the throw-in to start the fourth quarter.

Statement: A held ball occurs when 1 or more players from opposing teams have 1 hand or both hands firmly on the ball so that neither player can gain control without undue roughness.

12.D: A1 jumps with the ball in his hands and is legally blocked by B1. Both players then return to the playing court with both having one hand or both hands firmly on the ball.

Ruling: A held ball shall be called, and a jump ball shall be administered at the closest circle between A1 and B1.

- a) If team A regains control of the live ball, they will have the same time remaining on the shot clock.

- b) If team B gains control of the live ball, the shot clock will be reset to 24 seconds.

12.E: A1 and B1 in the air have their hands firmly on the ball. After returning to the playing court, A1 lands with 1 foot on the boundary line.

Ruling: A held ball shall be called, and a jump ball shall be administered at the closest circle between A1 and B1.

- a) If team A regains control of the live ball, they will have the same time remaining on the shot clock.
- b) If team B gains control of the live ball, the shot clock will be reset to 24 seconds.

12.F: A1 jumps with the ball in his hands from his frontcourt and is legally blocked by B1. Both players then return to the playing court with both having one hand or both hands firmly on the ball. A1 lands with one foot in his backcourt.

Ruling: A held ball shall be called, and a jump ball shall be administered at the closest circle between A1 and B1.

- a) If team A regains control of the live ball, they will have the same time remaining on the shot clock.
- b) If team B gains control of the live ball, the shot clock will be reset to 24 seconds.

12.G: With 4 seconds remaining on the shot clock, A1 with the ball in his hands is in the continuous motion towards the basket to score. At this moment, B1 places his hands firmly on the ball and A1 takes now more steps than allowed by the travelling rule.

Ruling: A held ball shall be called, and a jump ball shall be administered at the closest circle.

- a) If team A regains control of the live ball, they will have 4 seconds remaining on the shot clock.
- b) If team B gains control of the live ball, the shot clock will be reset to 24 seconds.

12.H: A1 is dribbling the ball at the free throw line in his frontcourt and a held ball is called between A1 and B1 with 20 seconds on the shot clock.

Ruling: This is a jump ball situation between A1 and B1. The jump ball shall be administered at the jump ball circle in team A's front court. Following the jump ball:

- a) Team A gains control of the live ball and shall have 20 seconds on the shot clock.
- b) Team B gains control of the live ball and shall have 24 seconds on the shot clock.
- c) B1 taps the ball directly out-of-bounds in A's frontcourt. The game shall be resumed with a throw-in for team A with 20 seconds on the shot clock.

- d) A1 taps the ball directly out-of-bounds in Team B's frontcourt. The game shall be resumed with a throw-in for team B with 14 seconds on the shot clock.

12.I: With 10 seconds on the shot clock, a held ball occurs between A1 and B1 in team A's frontcourt. During the jump ball administered in team A's frontcourt:

- a) A1 does not stand with both feet inside the circle; or taps the ball before it reaches its highest point; or leaves his position before the ball has been legally tapped; or catches the ball or taps it more than twice before it has touched one of the non-jumpers on the floor.
- b) A2 is on or over the circle line (cylinder) before the ball has been tapped.
- c) B1 does not stand with both feet inside the circle; or taps the ball before it reaches its highest point; or leaves his position before the ball has been legally tapped; or catches the ball or taps it more than twice before it has touched one of the non-jumpers on the floor.
- d) B2 is on or over the circle line (cylinder) before the ball has been tapped.

Ruling: This is a violation:

- a) and b) The game will resume with a Team B throw-in in its backcourt free-throw line extended with 24 seconds on the shot clock.
- c) and d) The game will resume with a Team A throw-in in its frontcourt free-throw line extended with 14 seconds on the shot clock.

Statement: It is a jump ball situation whenever a live ball lodges between the ring and the backboard, unless between free throws and unless after the last free throw followed by a possession of the ball as part of the foul penalty.

12.J: During A1's shot for a field goal, the ball lodges between the ring and the backboard.

Ruling: It is a jump ball situation, and it should be administered at the closest circle.

- a) If team A regains control of the live ball, the shot-clock will be reset to 14 seconds.
- b) If team B gains control of the live ball, the shot clock will be reset to 24 seconds.

12.K: The ball is in the air during A1's shot for a field goal when the shot clock signal sounds, followed by the ball lodging between the ring and the backboard.

Ruling: It is a jump ball situation, and it shall be administered at the closest circle.

- a) If team A regains control of the live ball, the shot-clock will be reset to 14 seconds.
- b) If team B gains control of the live ball, the shot clock will be reset to 24 seconds.

12.L: After A1's throw-in from the endline to begin the second quarter, the ball lodges between the ring and the backboard in team A's frontcourt. The referee calls a jump ball situation.

Ruling: It is a jump ball situation, and it shall be administered at the closest circle.

- a) If team A regains control of the live ball, the shot-clock will be reset to 14 seconds.
- b) If team B gains control of the live ball, the shot clock will be reset to 24 seconds.

12.M: One of the referees tosses the ball for a jump ball at the left circle. As the ball is legally tapped by jumper A1, he is fouled by B2 and the ball:

- a) Falls to the floor away from the basket.
- b) Goes into the team B basket.
- c) Is directed with A1's hand towards team B basket but does not go in.

Ruling:

- a) A foul shall be charged to B2, and the ball shall be brought into play at the point closest to where the foul occurred.
- b) The basket shall count and A1 will shoot one free throw.
- c) A foul shall be charged to B2 and A1 shall attempt two free throws.

12.N: Following the last unsuccessful free throw, rebounders A1 and B1 both commit a violation at the same time.

Ruling: This is a jump ball situation, and the jump ball shall be administered at the closest circle.

- a) If team A regains control of the live ball, the shot-clock will be reset to 14 seconds.
- b) If team B gains control of the live ball, the shot clock will be reset to 24 seconds.

Statement: During a jump ball play and until one team gains team control, no team has control of the ball.

12.O: A1 is dribbling the ball in his backcourt close to the free-throw line and a held ball is called between A1 and B1 with 20 seconds on the shot clock.

Ruling: This is a jump ball situation. The jump ball shall be administered at the closest circle in Team A's backcourt. Following the jump ball:

- a) Team A gains control of the live ball and shall have 20 seconds on the shot clock.
- b) Team B gains control of the live ball and shall have 24 seconds on the shot clock.
- c) Jumper A1 taps the ball directly out of bounds in team A's backcourt. The game shall be resumed with a throw-in for team B with 14 seconds on the shot clock.

- d) Jumper A1 taps the ball directly out of bounds in team A's frontcourt. The game shall be resumed with a throw-in for team B with 24 seconds on the shot clock.
- e) While the ball is in the air for the jump ball, A3 is called for a foul on B3. This is team A's 6th foul in the quarter. Two free throws will be awarded to B3 as the foul is committed by a team without control of the ball.

12.P: A1 is dribbling the ball in his frontcourt close to the free-throw line and a held ball is called between A1 and B1 with 10 seconds on the shot clock. This is a jump ball situation. The jump ball shall be administered at the closest circle in Team A's frontcourt. During the jump ball, jumper A1 taps the ball to Team A's backcourt and A2 catches the ball and starts dribbling.

Ruling: This is a legal play. Team A's control ends when the referee calls the jump ball since the ball becomes dead. Therefore, during a jump ball, no team has control of the ball. When jumper A1 taps the ball, the game clock will start, and as soon as A2 controls the ball in his backcourt, the shot clock will start from 10 seconds and team A will have a new 8-second period to pass the ball to its frontcourt.

1.2.2 ART. 17. THROW-IN

17.A: Thrower-in A1 passes the ball towards team B's basket and it lodges between the ring and the backboard.

Ruling: This is a jump ball situation. The game shall be resumed with a jump ball at the closest circle.

- If team A gains control of the live ball, they shall have 14 seconds on the shot clock.
- If team B gains control of the live ball, they shall have 24 seconds on the shot clock.

17.B: During the throw-in from the endline to begin the second quarter, thrower-in A1 steps on the playing court.

Ruling: The game shall be resumed with a throw-in for team B from the place of the original throw-in at the endline, with 10:00 on the game clock and 14 seconds on the shot clock.

17.C: A1 is charged with an unsportsmanlike foul on B1 during the interval of play between the first and second quarter.

Ruling: B1 shall attempt 2 free throws with no line-up, before the beginning of the second quarter. The game shall be resumed with a throw-in from the throw-in line in team B frontcourt. Team B shall have 14 seconds on the shot clock. If team A was entitled to possession of the ball for the start of the second quarter, team A now loses this right.

- 17.D:** Thrower-in A1 has received the ball from the referee to start the quarter at his endline and he:
- a) Places the ball on the floor after which the ball is taken by A2.
 - b) Hands the ball to A2 in the out-of-bounds area.

Ruling: In both cases, this is a legal play. The only restriction for team A is that its players must pass the ball on the playing court within 5 seconds to start the quarter.

1.2.3 ART. 28. 8 SECONDS

Statement: The shot clock is stopped because of a jump ball situation. If the team that was controlling the ball regains control of the live ball, that team shall have only the remaining time in the 8-second period.

- 28.A:** A1 dribbles in his backcourt for 5 seconds when a held ball occurs. Team A wins the following jump ball.

Ruling: Team A shall have only 3 seconds to move the ball to its frontcourt.

- 28.B:** With 19 seconds on the shot clock, a held ball occurs between A1 and B1 in team A's backcourt near the centre line. The game is resumed with a jump ball between A1 and B1 in the centre circle. B1, who has both feet in team A's frontcourt, taps the ball to team A's backcourt and A2 controls the ball and starts bouncing.

Ruling: Team A shall have 8 new seconds to pass the ball to its frontcourt because B1 touches the ball in team A's frontcourt. The shot clock shall not be reset, and it will continue when A2 controls the ball.

1.2.4 ART. 29/50. 24 SECONDS

Statement: If a team that was in control of the ball wins a jump ball, that team shall have only the remaining time on the shot clock at the time the jump ball situation occurred.

- 29/50.A:** Team A is in control of the ball in its frontcourt with 10 seconds on the shot clock when a held ball occurs. Following the jump ball, the live ball is controlled by:
- a) Team A
 - b) Team B

Ruling:

- a) Team A shall have 10 seconds remaining on the shot clock.
- b) Team B shall have 24 seconds on the shot clock.

- 29/50.B:** Team A is in control of the ball in its frontcourt with 10 seconds on the shot clock when the ball goes out-of-bounds. The referees cannot decide on whether it was A1 or B1 who was the last to touch the ball before it went out-

of-bounds. This is a jump ball situation at the closest circle between A1 and B1. Following the jump ball, the live ball is controlled by:

- a) Team A
- b) Team B

Ruling:

- a) Team A shall have 10 seconds remaining on the shot clock.
- b) Team B shall have 24 seconds on the shot clock.

29/50.C: With 6 seconds on the shot clock, A1's shot for a field goal is in the air when a double foul with the same penalties on A2 and B2 occurs. The ball misses the ring. This is a jump ball situation at the closest circle (in Team A's frontcourt). Following the jump ball, the live ball is controlled by:

- a) Team A
- b) Team B

Ruling:

- a) Team A shall have 6 seconds remaining on the shot clock.
- b) Team B shall have 24 seconds on the shot clock.

29/50.D: A1 attempts a shot for a field goal. The ball touches the ring and on the rebound a held ball between A2 and B2 occurs. This is a jump ball situation at the closest circle. Following the jump ball, the live ball is controlled by:

- a) Team A
- b) Team B

Ruling:

- a) Team A shall have 14 seconds on the shot clock.
- b) Team B shall have 24 seconds on the shot clock.

1.2.5 ART. 31. GOALTENDING AND INTERFERENCE

31.A: After A1's last free throw, the ball rebounds from the ring. During the rebound, B2 fouls A2. This is team B's third team foul. The ball still has a chance to enter and is touched by:

- a) A3
- b) B3

Ruling: This is an interference violation.

- a) No points shall be awarded. Both penalties shall cancel each other. The game shall be resumed with a jump ball at the closest circle.
- b) A1 shall be awarded 1 point. The game shall be resumed with a team A throw-in from the endline nearest to where the foul has occurred, except directly behind the backboard.

Statement: When a goaltending or basket interference violation is called that is then reviewed by use of the IRS and the decision is overturned, if neither team had gained

an immediate and clear control of the ball when the violation was called, the game will be restarted with a jump ball at the closest circle where the violation occurred.

Immediate and clear control of the ball occurs when, after the call is made, a player directly gains possession of the ball on the court. The immediate and clear control of the ball must be the first action after the whistle. Any illegal contact to gain possession of the ball or the ball touching or being touched by multiple players is not an immediate and clear control of the ball.

When the ball goes out of bounds without a player of either team having gained possession of the ball, the opponent of the team that causes the ball to go out of bounds is considered as having gained an immediate and clear control of the ball.

- 31.B:** With 1:58 in quarter four and with 5 seconds remaining on the shot clock, A1's shot for a field goal is in the air when a goaltending violation is called by the referee. The referees are unsure as to whether the ball was on its downward flight and the action is reviewed. After the IRS review, the decision is overturned.
- a) Team A gained an immediate and clear control of the ball.
 - b) Team B gained an immediate and clear control of the ball.
 - c) Neither team gained an immediate and clear control of the ball.

Ruling:

- a) The game shall be resumed with a throw-in by team A closest to where the ball was when the game was stopped with 5 seconds on the shot clock and 1:58 on the game clock.
- b) The game shall be resumed with a throw-in by team B closest to where the ball was when the game was stopped with 1:58 on the game clock and the shot clock will be reset to 24 seconds.
- c) The game shall be resumed with a jump ball at the closest circle (in Team A's frontcourt). If team A gains control of the live ball, the shot clock will remain at 5 seconds. If team B gains control of the live ball, the shot clock will be reset to 24 seconds. In both cases, the game clock will remain at 1:58.

- 31.C:** With 00:48 in quarter four and with 5 seconds remaining on the shot clock, A1's shot for a field goal is in the air when a goaltending violation by B1 occurs which is called by the referee at 00:47. The referees are unsure as to whether the ball was on its downward flight and the action is reviewed. After the IRS review, the decision remains.

Ruling: The game shall be resumed with a Team B throw-in from behind its endline, with 24 seconds on the shot clock. The game clock must be adjusted to the moment that the violation occurred, not to the moment that it was called. The game clock shall be set to 00:48.

1.2.6 ART. 33 CONTACT: GENERAL PRINCIPLES

33.A: A1 leaves the floor on a lay-up and secondary defender B2 who is contact with the defensive semicircle (DSC) with his heels, then lifts his heels off the floor so he is no longer in contact with the DSC, before A1 charges into him.

Ruling: This is an offensive foul by A1 as neither foot of the defender is touching the DSC line when the contact occurred.

33.B: A1 is guarded by B1 outside the 3pt line. A1 now drives to the basket and remains closely guarded by B1. During A1's layup, A1 contacts B1 who has established a LGP inside the DSC.

Ruling: As the contact is with the primary defender, the DSC rule does not apply, and the play shall be judged as any other contact situation.

1.2.7 ART. 35. DOUBLE FOUL

35.A: Team A has 2 team fouls and team B has 3 team fouls in the quarter. Then:

- a) In contesting the post position, A1 and B1 are pushing each other while team A is in control of the ball.
- b) During the rebound from a missed shot, A1 and B1 are pushing each other.
- c) During A1 receiving a pass from A2, A1 and B1 are pushing each other.

Ruling: In all cases, this is a double foul. The game shall be resumed with:

- a) and c) A team A throw-in from the place nearest to where the fouls have occurred.
- b) A jump ball at the closest circle.

1.2.8 ART. 36. TECHNICAL FOUL

36.A: With 5 seconds on the shot clock, A1's shot for a field goal is in the air when a technical foul is called on:

- a) B1.
- b) A2.

Ruling: After the administration of the free throw by:

- a) Any team A player for B1 technical foul
- b) Any team B player for A2 technical foul

If A1's shot enters the basket, the goal shall count. The game shall be resumed with a team B throw-in from any place behind the endline with 24 seconds on the shot clock.

If A1's shot does not enter the basket but hits the ring, the game shall be resumed with a jump ball at the closest circle. If team B wins the jump ball, they will have 24 seconds on the shot clock.

If team A wins the jump ball:

- a) They shall have 14 seconds on the shot clock.
- b) They shall have 14 seconds on the shot clock.

If A1's shot does not enter the basket and misses the ring, the game shall be resumed with a jump ball at the closest circle. If team B wins the jump ball, they will have 24 seconds on the shot clock.

If team A wins the jump ball:

- a) They shall have 14 seconds on the shot clock.
- b) They shall have 5 seconds on the shot clock.

36.B: A1's shot for a field goal is in the air when a technical foul is called on the doctor of:

- a) Team B.
- b) Team A.

Ruling: After the administration of the free throw by:

- a) Any team A player for team B doctor's technical foul,
- b) Any team B player for team A doctor's technical foul,

If A1's shot enters the basket, the goal shall count. The game shall be resumed with a team B throw-in from any place behind the endline.

If A1's shot does not enter the basket, the game shall be resumed with a jump ball at the closest circle.

36.C: During transition, A1 is dribbling the ball and is closely guarded by B1 who reaches in and makes contact and A1 exaggerates the contact. The referee calls a foul on B1.

Ruling: The referee will not call a technical foul to A1 because he was fouled, and the referee called the foul.

Statement: The referees do not need to show the 'illegal boundary line crossing' signal after a made basket in the last two minutes of Q4 or overtime. It is assumed that the signal is made and if there is an infraction by a defensive player, he will be charged with a technical foul.

36.D: With 1:58 on the game clock in quarter 4, A1 scores a basket. B1 is holding the ball behind the endline for a throw-in and A1 then moves his hand over or steps on the boundary line. The referee did not previously show the 'illegal boundary line crossing' signal.

Ruling: A1 shall be charged with a technical foul since the referees do not need to show the signal after a made basket in the last two minutes of quarter 4 or overtime.

Statement: The referees will not give a warning for technical fouls related to behaviour and faking being fouled. For all other situations, such as delay of game, actions that disconcert an opponent in the act of shooting, or hanging from the ring, the referees could give warning for minor infractions, unless there is a repetition of the same infraction after the warning.

36.E: After an unsuccessful shot, A1 follows the referee towards the other side of the court continuously and visually protesting for being fouled on the shot.

Ruling: The referee will call a technical foul to A1 even if this was the first time that any member of team A demonstrated this kind of misbehaviour.

36.F: A1 is driving to the basket being guarded by B1. B1 falls on the floor with minimal contact trying to give an impression of being fouled.

Ruling: The referee will call a technical foul to B1 for faking even if this was the first time that any team B player faked being fouled.

1.2.9 **ART. 38. DISQUALIFYING FOUL**

Statement: If the head coach or any other member of the team included in the game list enters the playing court and interferes with a fastbreak/transition opportunity, the head coach will be automatically disqualified.

38.A: The head coach or another member of team A that is included in the game list:

- a) Enters the court and interferes with team B's fastbreak opportunity.
- b) Enters the court and interferes with team A's transition opportunity.
- c) Does not enter the court (stays inside or outside his box) and excessively protests to the referee during team B's fastbreak opportunity.
- d) Enters the court after a foul called and protests to the referee.

Ruling:

- a) and b) The team A head coach will be penalised with a disqualifying foul as soon as he or another member of team A enters the court.
- c) The head coach will be penalised with a coach technical foul as soon as team B's fastbreak opportunity finishes or with a bench technical foul as soon as team B's fastbreak opportunity finishes for a member of team A protesting excessively.
- d) The head coach will be penalised with a coach technical foul or with a bench technical foul (for a member of team A protesting inside the court).

1.2.10 ART. 39. FIGHTING

- 39.A:** A1 and B1 start a fight on the court and IRS is available.
- a) A6 and a team A accompanying delegation member enter the court and remain within the vicinity of their team bench area.
 - b) A6 and the team A accompanying delegation member enter the court and assist the referees to maintain or restore order.
 - c) A6 and the team A accompanying delegation member enter the court and are actively involved in the fight.

Ruling: A1 and B1 shall be disqualified, entered against them as a 'Dc'. The penalties for both disqualifying fouls (A1, B1) shall cancel each other.

a) and b) A6 and the team A accompanying delegation member will not be penalised as they were not actively involved in the fight.

c) A6 and the team A accompanying delegation member will be penalised for their active involvement in the fight. The team A head coach shall be charged with a technical foul, entered against that head coach as 'B2'. A6 shall be disqualified entered as a 'D2'. A6's remaining foul spaces shall be entered on the scoresheet as an 'F'. The accompanying delegation member's disqualifying foul shall be charged against the head coach and entered against that head coach on the scoresheet as a circled 'B2' and shall not count towards the head coach's possible game disqualification. Any team B player(s) shall attempt 6 free throws with no line up (2 free throws for the team A head coach technical foul for A6 and the team A accompanying delegation member being actively involved in the fight; 2 free throws for A6's disqualification; and 2 free throws for the team A head coach's technical foul for the team A accompanying delegation member's disqualification. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

1.2.11 ART. 42. SPECIAL SITUATIONS

Statement: In the case of double fouls and after cancellation of equal penalties on both teams, if there are no other penalties remaining for administration, the game shall be resumed with a throw-in by the team that had control of the ball or was entitled to the ball before the first infraction.

In the case neither team had control of the ball, nor was entitled to the ball before the first infraction, this is a jump ball situation. The game shall be resumed with a jump ball at the closest circle.

- 42.A:** During the interval of play between the first and second quarter, A1 and B1 are charged with disqualifying fouls or head coach A and head coach B are charged with technical fouls.

Ruling: The team that did not gain control of the live ball at the opening jump ball will put the ball into play at the start of the second and third quarter on the endline in their backcourt.

1.2.12 ART. 44. CORRECTABLE ERRORS

Statement: Reporting a foul on the wrong player, coach, or team and scorekeeping errors can be corrected at any time during the game.

44.A: With 1:58 remaining on the game clock in Q4, the referee incorrectly reports a foul on B1 instead of B2. The error is identified at 00:50 and the game clock has been stopped several times.

Ruling: The error is still correctable. The foul on B1 shall be removed and a foul on B2 shall be given.

1.2.13 ART. 46. CREW CHIEF: DUTIES AND POWERS

46.A: With 3:02 remaining on the game clock in the fourth quarter, A1 scores a basket and the referee counts it for 3 points. The referee is unsure whether the basket is for 2 or 3 points.

Ruling: If there is no time-out or no other review to check, the referees must check the basket value review at the first opportunity the game clock is stopped when the game clock shows 2 minutes or less.

46.B: A1 attempts a shot close to the expiration of the shot clock. The basket is successful and the referee calls a shot clock violation and cancels the basket. The referees decided to review the play under the trigger of 'Basket 24s'. During the review, the referees find clear and conclusive evidence that the ball was in the air when the fully yellow light is on and that A1 stepped out of bounds during his first dribble, then took another dribble and then released the ball for a shot.

Ruling: A1 committed an out of bounds violation but this is not considered immediately prior to the release of the shot. Therefore, the referees must disregard the violation and count the basket.

46.C: A1 attempts a shot close to the expiration of the shot clock. The basket is successful and the referee calls a shot clock violation and cancels the basket. The referees decided to review the play under the trigger of 'Basket 24s'. During the review, the referees find clear and conclusive evidence that the ball was in the air when the fully yellow light is on and that A1 stepped out of bounds on his last dribble, then caught the ball and released the ball for a shot.

Ruling: A1 committed an out of bounds violation immediately prior to the release of the shot. Therefore, the referees must cancel the basket.

46.D: A1 attempts a shot close to the expiration of the game (quarter 4 or overtime). The basket is successful, but the referees are unsure if the basket should

count or not. The referees decide to review the play under the trigger of 'Basket EOQ'. During the review, the referees find clear and conclusive evidence that the ball was in the air when the fully red light is on and that

- a) A1 stepped out of bounds 3 seconds before starting his act of shooting.
- b) A2 stepped out of bounds just before passing the ball to A1 2 seconds before A1's shot.
- c) A1 stepped out of bounds 4 seconds before starting his act of shooting.

Ruling:

- a) The referees must call the out of bounds violation and cancel the basket because the guideline allows for this to be corrected as long as we are at the end of the game and the shooter committed the out of bounds violation within the last 3 seconds before his shot. The game will restart with a team B throw-in closest to where the out of bounds violation occurred with the correct time left in the game clock.
- b) An out of bounds violation cannot be called after the review because it is not the shooter himself who committed the out of bounds violation. The guideline is specific to the shooter. The referees must count the basket.
- c) An out of bounds violation cannot be called because it happened more than 3 seconds before A1 started his act of shooting. The referees must count the basket.

46.E: With 1:02 remaining on the game clock in the fourth quarter, A1 leaves the floor for a lay-up and there is contact with B2. The referee makes a defensive foul call. The referees are unsure as to whether B2 was inside or outside the DSC.

Ruling: The IRS may be used after the foul call to check the position and legality of the players.

46.F: With 1:02 remaining on the game clock in the fourth quarter, A1 drives to the basket and secondary defender B2 attempts to take a charge. The referee calls an offensive foul, and the ball enters the basket. The referees are unsure whether B2 was inside or outside the DSC.

Ruling: The IRS may be used after the foul call to check the position and legality of the players. The IRS review provides that the defender was inside the DSC and the ball was released after the contact occurred. The referees decide to change the decision to a defensive foul on B2 and award one free throw to A1.

46.G: With 1:02 remaining on the game clock in the fourth quarter, A1 leaves the floor for a lay-up and there is contact with B2. The referee makes a defensive foul call. The referees are unsure as to whether the defensive player was inside or outside the DSC. Upon review they see that B2 has flopped.

Ruling: The IRS may only be used to judge the legality of the players in terms of position and illegal contact. It cannot be used to identify a technical foul for faking.

46.H: With 0:10 remaining on the game clock of the first quarter, A1 attempts his last free throw. The ball touches the ring and when the ball is still above the level of the ring, B3 tries to clear the ball but causes the ball to enter the basket. The referee awards 2 points to team A and the game clock starts and the quarter finishes before team B has the opportunity to inbound the ball. The referees are unsure whether the ball was within the basket to award 1 or 2 points, or the referees are unsure whether the game clock has started correctly.

Ruling: In the last 24 seconds of any quarter, after the last free throw and with the ball being around the ring, if the referees are unsure if the ball has been touched by any player, or if the clock has started correctly, the referees must stop the game immediately and review the value of the basket and also check the correct time on the clock.

46.I: With 51 seconds on the game clock in the fourth quarter, thrower-in A1 has the ball in his hands or at his disposal when B2 contacts A2 on the playing court. B2 is charged with a foul on A2. The referees are unsure whether the foul called is a personal or a throw-in foul.

Ruling: The referees will review the footage using the IRS trigger of 'Foul Review' to determine whether the foul that was called occurred before or after the release of the ball from the hands of the thrower-in.

46.J: With 4:40 remaining on the game clock in the fourth quarter, A1 drives to the basket and is fouled by B1 and whilst the ball is in the air, it is blocked by B2. The referee calls a foul on B1 and awards 2 free throws to A1. Team A coach then requests a challenge for a potential goaltending violation.

Ruling: The referees will accept the challenge by the team A coach. After a foul called, a potential goaltending/interference violation is reviewable even if the referees did not call the violation. This is also reviewable by the referees under the Goaltending/Interference trigger in the last 2 minutes of Q4 and in the last 2 minutes of overtime.

46.K: With 5:30 remaining on the game clock in the second quarter, A1 is dribbling the ball in Team A's frontcourt when B1 reaches in and creates contact, and the referee calls a defensive foul on B1. Then A1 still in motion reacts to the contact and swings the elbow in the direction of B1's head. The referee who called the defensive foul is unsure if A1's elbow made contact with B1. The referees come together and decide:

- a) To give a defensive foul on B1 and an unsportsmanlike foul on A1. The head coach of team A then requests a challenge to review A1's unsportsmanlike foul.
- b) To give only a defensive foul on B1. The referees saw that A1's elbow did not make contact with B1. The head coach of team B then requests a challenge saying that A1's elbow injured B1.

Ruling:

- a) The team A's head coach challenge for foul review will be accepted as there was a call made by the referees on the court. If the referees during the review recognise that there was no contact with the elbow or that the foul does not meet the criteria for an unsportsmanlike foul, the UF will be downgraded and thus the foul will be disregarded. Note: the foul review is not reviewable by the referees as the game clock shows Q2 5:30. The referees could review this foul situation only in the last 2 minutes of Q4 and in the last 2 minutes of overtime.
- b) If the referees consider that there is a potential act of violence, they should review the play by themselves. However, if the referees are sure that there was no harm or injury caused to B1, then the team B's head coach challenge will be accepted under the trigger of Act of violence.

46.L: With 7:36 remaining on the game clock in the third quarter, A1 makes an unsuccessful shot. The shot clock operator could not see whether the ball touched the ring and when A2 gets the rebound, team A has 9 seconds on the shot clock. Team A continues its offence, and the Team A head coach is asking for a coach challenge for shot clock reset.

Ruling: The referees cannot accept the coach challenge as a call was not made in the same offence following the shot, and the game clock is not stopped.

46.M: With 1:38 remaining on the game clock in the fourth quarter, A1 makes an unsuccessful shot. The shot clock operator could not see whether the ball touched the ring and when A2 gets the rebound, team A has 2 seconds on the shot clock. A2 is dribbling the ball when the shot clock signal sounds and the referee calls a shot clock violation. The referees are unsure if the ball for A1's shot had touched the ring or not.

Ruling: The referees can review this play under the trigger of 'Shot clock reset' because the game clock is stopped, and the game is in the last 2 minutes of quarter 4. Note: The head coach can challenge this play at any time during the game.

46.N: With 4:20 remaining on the game clock in the first quarter, A1 makes an unsuccessful shot. The shot clock operator could not see whether the ball touched the ring and B2 attempts to get the rebound but throws the ball out of bounds. The referee calls the violation and shows that the ball should be for Team A with 2 seconds on the shot clock. At this point, the team A head coach requests a challenge for a shot clock reset.

Ruling: The referees must accept the coach challenge under the trigger of 'Shot clock reset' because an out of bounds violation has been called in the same offence after A1's shot, and the game clock is stopped.

46.O: With 2:30 remaining on the game clock in the second quarter, A1 has the ball in his hands and is closely guarded by B1. A1 then makes contact with his elbow to B1's head and the referee calls an unsportsmanlike foul on A1. The referee then is unsure as to whether the contact is excessive or dangerous and wants to review it as a potential act of violence.

Ruling: This play is not reviewable by the referees because an unsportsmanlike foul has been called. The play can only be reviewed if the team A head coach requests a foul review challenge. This play would be reviewable by the referees under the trigger of Foul review if the game was in the last 2 minutes of Q4 or overtime.

46.P: With 1:30 remaining on the game clock in the second quarter, A1 attempts a 3-point shot being defended by B1. The shot is not successful, A1 falls on the floor holding his ankle, B2 takes a rebound and dribbles the ball to his frontcourt. The referee then decides to stop the game without putting either team at a disadvantage.

Ruling: This play is reviewable by the referees under the trigger of Act of violence since the referees did not call a foul during the shot. If the referees see clear and conclusive evidence in the IRS that B1 went into the landing space of A1 and that A1's foot landed on top of B1's foot, an unsportsmanlike foul should be given to B1. A1 will attempt 3 free throws (since the foul occurred during the act of shooting from the 3-point area) and the right to possession as part of the unsportsmanlike foul will be lost. The game will resume with a team B throw-in closest to where the ball was when the game was stopped with the remaining time on the game and shot clock.

46.Q: A1 attempts a 3-point shot being defended by B1. The shot is successful and A1 falls on the floor holding his ankle. Following that, B2 is dribbling the ball in his frontcourt with 12 seconds on the shot clock and A1 receives a technical foul for his behaviour.

Ruling: This play is reviewable by the referees under the trigger of Act of violence since the referees did not call a foul during the shot. If the referees see clear and conclusive evidence in the IRS that B1 went into the landing space of A1 and that A1's foot landed on top of B1's foot, an unsportsmanlike foul should be given to B1. The penalties in this case are equal since there is 1 free throw for the technical foul and 1 free throw for the unsportsmanlike foul (the right to possession as part of the UF penalty is lost). Therefore, the equal penalties cancel each other out. The game will resume with a team B throw-in closest to where the ball was when the game was stopped with the remaining time on the game clock and shot clock. The shot clock should not reset to 14s.

46.R: A1 dribbles when A2 hits B2 with an elbow. The referees do not call a foul against A2. After another 5 seconds, B3 fouls dribbler A1. This is the fifth team B foul in the quarter.

Ruling: This play is reviewable by the referees under the trigger of Act of violence. If the review provides evidence that A2 has hit B2 with an elbow, the referees can charge A2 with an unsportsmanlike foul. The penalties in this case are equal since there are 2 free throws for the unsportsmanlike foul (the right to possession as part of the UF penalty is lost) and 2 free throws for B3's foul. Therefore, the equal penalties cancel each other out. The game will resume with a team A throw-in closest to where the ball was when the game was stopped with the remaining time on the game clock and shot clock. (If no team had control of the ball or was entitled to the ball when the game was stopped to check for the act of violence, the game shall resume with a jump ball at the closest circle).

46.S: A1 drives to the basket and B1 is called for a foul in the act of shooting. A1 scores the basket. The team B head coach then requests a challenge for a foul on the floor. During the AOS review, the referees find clear evidence that B1's foul was in the act of shooting and that A1 committed a travelling violation after the contact and before releasing the ball.

Ruling: The referees must cancel the basket due to the travelling violation and award 2 free throws to A1. (If the referees find evidence during the review that A1 committed a travelling violation prior to the illegal contact, this is not reviewable and the foul cannot be cancelled.)

46.T: A1 drives to the basket and B1 is called for a personal foul in the act of shooting. A1 scores the basket. The team B head coach then requests a challenge for a foul review. During the foul review, the referees find clear evidence that B1's foul was a personal foul in the act of shooting and that A1 committed an out of bounds violation after the contact and before releasing the ball.

Ruling: The referees must cancel the basket due to the out of bounds violation and award 2 free throws to A1. (If the referees find evidence during the review that A1 committed an out of bounds violation prior to the illegal contact, this is not reviewable and the foul cannot be cancelled.)

46.U: A1 drives to the basket being defended by B1, A1 releases the ball for a shot and B2 blocks the ball. The referee calls a personal foul in the act of shooting on B1. The team B head coach then requests a challenge for a foul in the act of shooting. During the review, the referees find clear evidence that B1's foul was a personal foul in the act of shooting and that B2 committed a goaltending violation.

Ruling: The referees must count the basket due to B2's goaltending violation and award 1 free throw to A1.

46.V: A1 attempts a 3-point shot and his defender B1 is called for an unsportsmanlike foul in the act of shooting for a foot-under-foot landing space foul. The team B coach requests a challenge for foul review. During the

review, the referees find clear and conclusive evidence that the B1's foot landed on top of A1's foot, and A1 had already landed on the floor.

Ruling: The referees must change their initial decision and give B1 a personal foul on the floor. The game will be restarted with two free throws by A1 if team B is in team fouls or a team A throw-in if team B is not in team fouls.

Statement: When there is a time-out requested by a coach, a coach challenge request can be made until the moment that the referee asks the USC to start the time-out clock. Once the time-out clock has started counting down, the coach can no longer request a challenge.

46.W: B1 is called for a personal foul and the game clock is stopped. The team A head coach then requests a time-out.

- a) The team B head coach requests a foul review challenge before the USC sounds the buzzer for the time-out request.
- b) The team B head coach requests a foul review challenge after the USC sounds the buzzer for the time-out request and the referee shows the time-out signal but before showing the signal to the table to start the count down.
- c) The team B head coach requests a foul review challenge after the referee has shown the signal to the table to start the count down and the time has started counting down.

Ruling:

- a) and b) The team B head coach challenge shall be accepted.
- c) The team B head coach challenge shall be rejected.

46.X: A1 is driving to the basket being defended by B1. B falls on the floor and the referee calls a technical foul for faking. The team B head coach then asks for a challenge for a potential act of violence saying that B1 got hit on the head by A1 and did not exaggerate the contact.

Ruling: This play is not reviewable as a potential act of violence. Calling a technical foul is considered as making a call immediately.

1.3 OFFICIATING TERMINOLOGY, PROTOCOLS & GUIDELINES

1.3.1 TERMINOLOGY

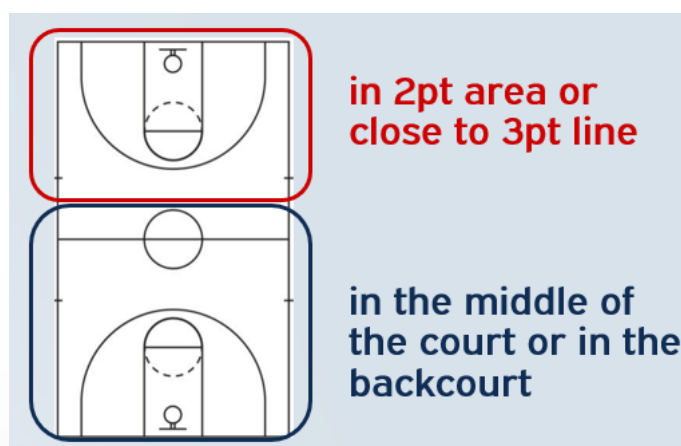
- **Cadence Whistle (CW)** – A call outside of primary coverage and having a delay to allow the partner to make the call in their primary first. The referee has the secondary coverage and needs to give time in order to avoid a double whistle.
- **Cross Step (CS)** – When play starts to progress in one direction and designated referee takes steps in the opposite direction. This adjustment can be done in all positions as Lead, Trail and Centre.
- **Distance & Stationary (DS)** – When refereeing a play situation, it is important to maintain an appropriate distance from the play, without getting too close and, to be stationary when analysing and judging the play situation.
- **Extended Coverage (EXCE)** – At the highest level of officiating, a referee has to be able to extend coverage on two different play situations at the same time.
- **Gather the ball** – “Gather the ball” refers to the moment the player is placing two hands on the ball or placing their hand under the ball in a way that they can't legally continue to dribble anymore.
- **Giving Help (GH)** – Referee who offers assistance outside his/her primary and makes a correct call after allowing his/her partner to make the call in his/her primary. Also refers in situations of out of bounds when the referee in primary is not able to see who the player is who touched the ball last.
- **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.
- **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 types of situations 100% of the time with no room for error.
- **Open Angle (OA)** – Clear view of the action in a referee's primary or secondary coverage area. Never leave an open look on your position.
- **Patient Whistle (PW)** – When referee is capable to process the entire play (start/development/end) before making the call. This happens when the referee has the primary coverage in the play situation, and he/she is able to understand if the contact affects the RSBQ of the opponent.

- **Processing the Play (PPL)** – Refers to a referee being able to pick up the play situation from the start, analyse it through the development phase and until the finish of the play – and only then make the decision to call or not call.
- **Preventative Officiating (PRO)** – Refers to actions by referees 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.
- **Quick Whistle (QW)** – When referee is not capable to process the entire play before making a call. Sometimes quick whistles lead to unnecessary calls.
- **Refereeing Defence (RD)** – The priority when refereeing on ball is to focus the attention on the illegality of the defensive player while keeping the offensive player with the ball in your field of vision.
- **Scan the Paint (SPA)** – When Lead rotates on the baseline, he/she needs to scan the paint for illegal off-ball actions or if there no players, he/she needs to extend coverage to the next action area.
- **Secondary Coverage (SCE)** – Area of responsibility and actions that referee is able to cover after ensuring that the primary area is covered.
- **Spirit and Intent of the Rules** – 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.
- **Stay with the Play (SWP)** – Refers to Individual Officiating Techniques that referee will not take his/her eyes and concentration off the play before it has ended.
- **Time and Distance (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/her direction. The distance is directly proportional to the speed of the opponent, but never less than 1 normal step.
- **“Normal basketball move” vs “Normal basketball play”** – Referees and Referee Coaches shouldn’t use “Normal basketball move” because it is not written in the rules. Instead, they should use “Normal Basketball play” or “Normal basketball play within the cylinder”.

1.3.2 GENERAL PROTOCOLS

In situations during the game where there is a 50/50 action, the referees should follow the same principles which allow them to have better consistency, avoid subjectivity and work as a group.

- **Goaltending/Interference** – If in doubt, the referee needs to call the violation. With this procedure it is possible to have a coach challenge (during entire game) or a referee review (last 2 minutes of Q4/overtime).
- **Block/Charge** – In 50/50 situations, in case of doubt, the referees should call a blocking foul.
- **Act of shooting (AOS) in 2-point area or close to 3-point area** – When there is a 50/50 situation, the referee should call a foul in the AOS.
- **Act of shooting (AOS) in the middle of the court or in the backcourt** – When there is a 50/50 situation, the referee should call a foul on the floor.



- **Shot clock violation (SCV)** – In situations where the referees are not sure if the ball is in the hand of the shooter or is already in the air when the fully yellow led light is on, the referee should call a SCV violation. If the ball enters in the basket, it's now possible to check in IRS if the call is correct.
- **End of quarter (EOQ)/End of game (EOG)** – In situations where the referees have a doubt if the ball is in the hand of the shooter or is already in the air when the fully red led light is on, the referees should decide immediately that the basket should not count. After that they should go to IRS and verify if the decision was correct or not.
- **Foul before expiration of time** – If the IRS is not working the referees must decide together if the foul was during the game time or after. In case they decide that the foul occurred before but very close to the expiration of time, they should put 0:00.02 (2 tenths of second) on the game clock.

- **Game Clock and Shot Clock Control** – The referees should always memorize the last two digits of the game clock when the game stops and/or when the game restarts. With this procedure, the referees will know when there is a 14/24-second violation and how many seconds should be on the game clock.

1.3.3 JUMP BALL GUIDELINES

A. Responsibilities and Preparation

Although the crew chief has the duty to start the game, it is more important that the jump ball is correctly tossed/administered. The crew chief will decide before the game who will administer the ball toss.

- If the ball toss is not legal or if there is any violation or foul by the jumpers or other players, these must be called.
- Use preventative officiating to keep the players honest and fair.
- Practice your ball toss – we have a big responsibility to get this correct.
- If you are the non-active officials, do not be afraid to call a violation to retake the jump ball if it is not fair/straight.
- Control the non-jumpers' illegal actions.
- Keep the players off balance to control any anticipation.
- Get the ball up quick.

B. Active referee (tossing the ball)

Target: To identify the different phases and correct techniques during the ball toss.

Jump-ball situations are exciting, but unfortunately sometimes the administrating referee is unable to toss the ball properly. Analysis indicates that 50% of the violations during the jump-ball are caused by a poor toss by the referee. In other words, they could have been avoided. Tossing the ball is something that needs to be trained on a regular basis, which is not the current/common practice. It is crucial to understand that the jumpers are tense and will react easily on any movement caused by the referee. Therefore, it is crucial to avoid any unnecessary movements.

A checklist for a successful ball toss:

- Players are tense - avoid any extra movements.
- Style of tossing the ball is irrelevant (two hands - low or high, one hand - low or high).
- What is more important is to have one solid upward movement to toss the ball.
- Level of the ball at the start – the lower the ball is – the longer it has to travel to reach the “highest point”).
- Speed & intensity of the toss (lower starting point – more intensive and faster)
- No whistle in the mouth when administrating the toss.

C. Non-active referee(s)

Target: To identify the different tasks and techniques for non-administrating referees during the ball toss.

The non-administrating referee(s) have only very limited duties during the jump-ball situations. Even so, from time to time we still witness obvious violations or administrating error(s) that are not officiated properly. A possible reason is that the non-active referee(s) is not ready to react to any illegal actions by the players or administrating errors by their partner. The active mind-set is the key for appropriate coverage. The non-active referee(s) should remind themselves (self-talking) to identify illegal actions and the proper procedures that follow in case they take place.

A checklist for a successful coverage by non-active referee(s):

- Call back the poor toss (too low, not straight, incorrect timing)
- Call the violation if the ball is touched by jumpers on the way up (stealing the tap)
- Call the violation if the non-jumpers are not staying outside the circle until ball is tapped legally by the jumper(s).
- Controlling the game clock (10:00) and the shot clock (24') – ensuring they are reset where a violation is called before the ball is legally tapped.

The jump ball should be a 'red flag' for the crew. There are multiple opportunities for players to commit violations, and all three officials must be focused and accurately watch the players in these situations.

D. Mechanics Diagrams – Jump Ball

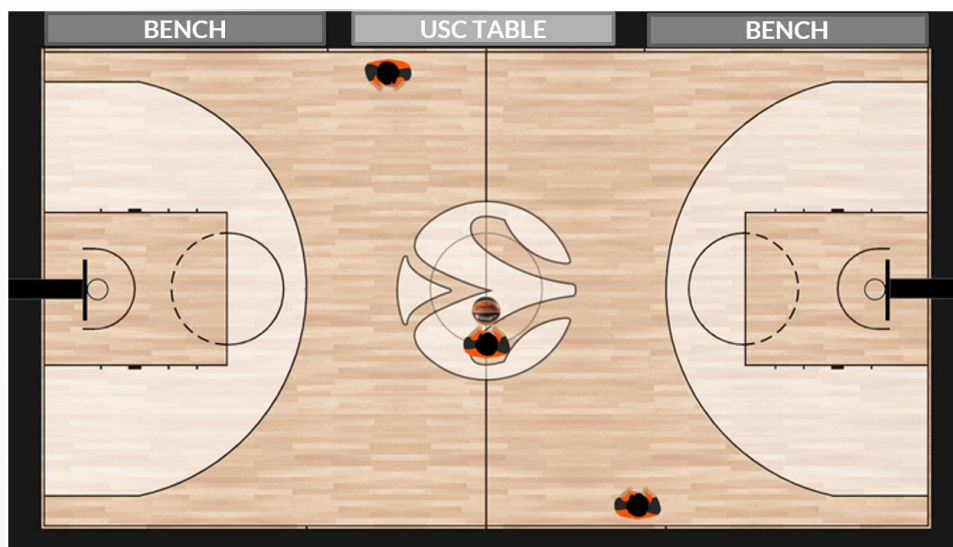


Figure 1. Referees position for a jump ball in the centre circle

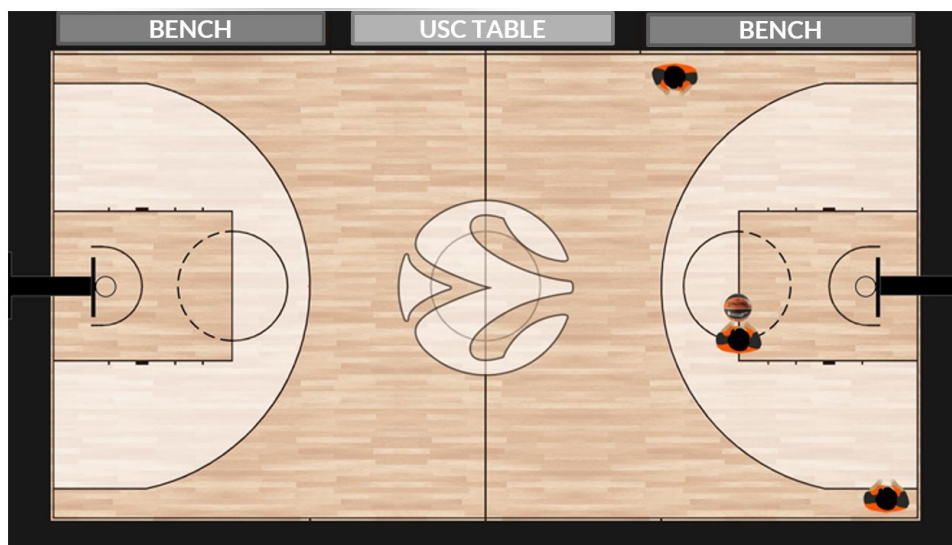


Figure 2. Referees position for a jump ball in the right circle

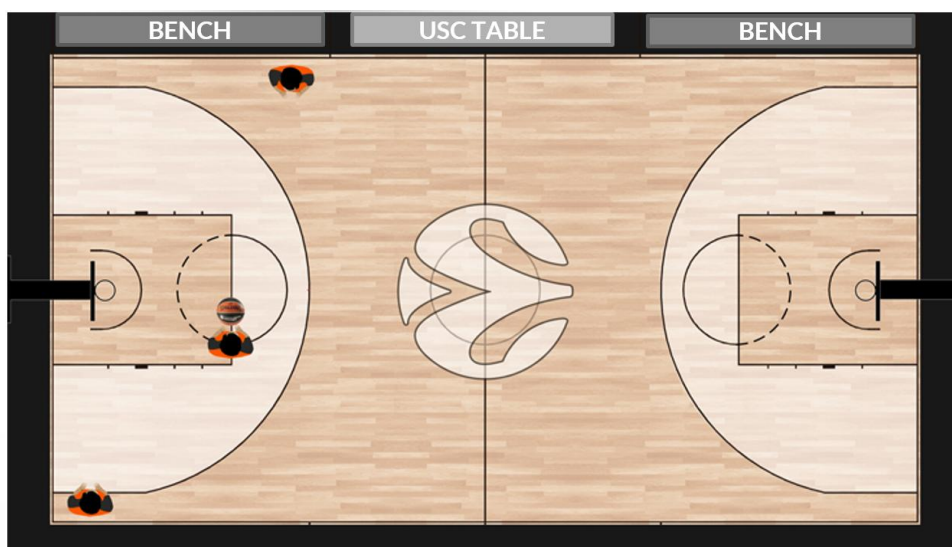


Figure 3. Referees position for a jump ball in the left circle

1.3.4 MECHANICS GUIDELINES

Mechanics is the key to getting better at play calling. There is no place for egos between the crew. Learning from each other and group work is the best way of going forward and improving.

The Euroleague three person mechanics system is predicated on the principle of “refereeing the defender” in all one-on-one situations when refereeing on-ball and maximizing coverage of action areas when refereeing off-ball.

The priority when refereeing on-ball is to focus the primary attention on the legality of the defensive player while keeping the offensive player with the ball in your field of vision. The priority when refereeing off-ball is to focus attention on the legality of the competitive match-up(s) in the action area in your primary coverage area.

The initial positioning and the continuous position adjustments to maintain open angles of the 3 officials – Lead, Trail and Center – is key to the success of the Euroleague mechanics system. Knowledge of the entire mechanics system and why it works gives an official the ability and confidence to make correct decisions. The emphasis is on making quality calls that are obvious in a referee's primary coverage area (Potential minus Distractions equals Performance).

Bring FACE (Focus-Awareness-Concentration-Experience) to every game, every possession!

Key Points

- Teamwork and trust are a priority.
- Being disciplined in mechanics is a must.
- Learn from each other.
- Know where to stand (positioning).
- Know where to look (action area).
- Know what to look for (sequence).

Rotation

Rotation with an emphasis on having two referees ball-side whenever possible is the key to successful coverage. The referee in the lead position will dictate rotation based on the position of the ball. It is important to note that the pacing of the lead does not necessarily dictate the pacing of the center or trail. Each referee will move into their new positions, whether quickly or slowly, based on the need to maintain open angles on the competitive match-up(s) in their primary coverage area. However, the position of the ball also dictates the pace in which the lead rotates.

Each referee must know the position of the ball and the location of their partners at all times. This is absolutely essential because it enables that referee to change from off-ball to on-ball coverage immediately when the ball enters their primary coverage area. The position of the lead referee dictates a referee's primary coverage area. The position of the ball dictates whether a referee officiates on-ball or off-ball.

On-Ball Coverage

A referee will officiate on-ball when the ball is in their primary coverage area. The priority when refereeing on-ball is to focus attention on the legality of the defensive player while keeping the offensive player with the ball in the field of vision. The on-ball referee is also responsible for competitive match-ups immediately surrounding the ball in their primary coverage area.

Off-Ball Coverage

A referee will officiate off-ball when the ball is not in their coverage area. The priority when refereeing off-ball is to focus attention on the legality of the competitive match-up(s) in the action area in their primary coverage area. The referee should officiate 'big'

off ball with awareness for defenders (stationary & moving) because this gets him/her to secondary defenders earlier.

Strong-side Half-court Coverage

All three referees must start in a dependable position on plays starting on strong side. When the ball is in their side, all officials must referee on-ball. With the ball in the middle of the court, the lead referee will assume a closed-down position opposite from the center referee. The middle of the court is defined as the area between the two imaginary lines of the side of the restricted area extending from the baseline to mid-court. All three referees must start in a dependable position on plays starting on strong side. Lead should be in line with the ball, center should be free throw line extended, and trail should protect his/her sideline unless he/she is forced to go on the floor by the offensive player's position.

The lead referee is responsible for on-ball coverage when the ball is at or below the free throw line extended. The lead referee is responsible for off-ball coverage when the ball is above the free throw line extended.

The center referee is primarily responsible for off-ball coverage. The center referee is responsible for on-ball coverage when the ball is at the free throw line extended nearest his/her position and below the free throw line extended before the lead has completed the rotation and has accepted the on-ball coverage. There are times when the center referee has an open angle and must extend coverage to the opposite restricted area line on obvious plays that require a whistle.

The trail and the center officials must referee where the lead cannot.

The trail referee is responsible for on-ball coverage when the ball is above the free throw line extended on the strong side and also before the ball crosses the imaginary line between the responsibility areas on the center side. The trail referee is responsible for off-ball coverage when the ball is at or below the free throw line extended when the lead accepts the play (ball) and when the ball swings to the weak-side and the center accepts the play (ball).

Whenever the ball leaves a referee's primary area of coverage, they will stay with the ball until the new primary referee accepts responsibility for the coverage.

Lead

The lead, following transition from trail to lead, should be positioned on the baseline, according to the position of the ball. After their transition movement, the lead is in a position to view all play coming in his direction.

The lead should look to rotate once the ball enters frontcourt, on the center side, and there is a **pause** in the action. They should delay rotating until the trail enters the frontcourt. If the ball stays in the middle of the court, within the imaginary lines extended from the free throw line to mid-court, the lead should stay on close down position outside the restricted area.

Post-play concerns for the lead while in rotation:

- Use an accelerated pace, when needed, to be in an outside-in position.
- View the contact of post players while crossing the restricted area into the new strong side position (scan the paint).
- Continue to make position adjustments to read the defence if the offensive post player makes curls into the baseline or reverse-pivots for a jump shot or a drive. Trust the center and trail on plays that curl away from the lead.
- If the ball swings quickly from a strong side location to a weak side post, and there is an immediate shot or drive to the basket, there will be no rotation. Center will cover the play.

When the ball crosses the opposite imaginary line of the restricted area until the mid-court and comes to a pause (other aspects involved), the lead should move into a new strongside position. If there are no post players on the strong side, the lead should look for action areas in the restricted area during rotation. The lead should obtain a position to best read the developing play. If there are post players on the new strong side, the lead must immediately pick up that match-up during rotation.

The lead must re-position/adjust to get an open look on all drives to the basket from the weak side and down the middle of the restricted area. Normally, there is no need for the lead to go further towards the corner between sideline and the endline in situations where the ball is above the free throw line extended. However, the lead is responsible for accelerating his/her pace to cover all on-ball action that is below the free throw line extended. The lead must extend his/her secondary coverage in areas where illegal contact is unaddressed by the center or trail referee (do not guess).

The lead is responsible for the following:

- Illegal screens
- Strong side rebounding
- Goaltending on fast breaks or flicks off the glass
- Illegal contact by post players
- Status of game clock and shot clock
- 3-second violations
- Pick and roll plays at the elbow
- Assist on 3-point field goal attempts
- Illegal screens during a throw-in
- Opposite rebound spots coverage on free throws until the ball is released
- 5-second count after a basket
- Out of bounds plays that occur on the baseline
- Help (if needed) on out of bounds plays that occur below the free throw line extended on the strong side
- On all drives down the free throw line extended, referee the secondary defender on all block/charge type plays
- In drives from weak side with contact plays, the lead needs to get to outside restricted area on baseline, in close-down position, to see all contact below the basket that is front side to him/ her and backside to the center. This does not include any plays at basket height.

Floor Coverage: Lead Position

Once a referee assumes the lead position, all guidelines of rotation will be followed until a new possession is obtained. The referees in the lead and trail positions will normally referee all the play on the strong side in a half-court game.

Rotation is dictated by the movement of the referee in the lead position, based on the position of the ball. Rotation will start when the ball crosses the mid-court line and comes to a pause (other aspects involved) in the frontcourt on the center side and the trail enters the frontcourt. When arriving to the baseline, the lead must create a big picture mentality upon receiving the play action that is coming towards him/her. In most situations, the lead will assume a position in line with the ball on the baseline.

The lead should consider the following:

- Look for reasons to rotate.
- Adjust position to dictate open angles. His/her field of vision should enable him/her to see horizontally and vertically as clearly as possible.
- When the shot clock is at 4.9 or less, lead should not rotate, but should look for a quick shot, pass, or drive to the basket from the center side. If the ball is located in the middle of the court, the lead will assume a close-down position. The trail and center must be aware of the lead's movement at all times.
- Referee off-ball when the ball is above the free throw line extended. If the ball is passed around the perimeter above the free throw line extended, and it appears that the offensive player will, immediately, attempt a field goal or perform a quick drive to the basket, the lead official will hold and allow the referee in the center position to referee on-ball and cover the backside. On most occasions when this occurs, there will be no offensive player posted up. This procedure may also be used when a team is performing a passing game. However, whenever there's a pause (other aspects involved) by the offensive player with the ball on the center side, with 5.0 seconds or more on the shot clock, the lead should look to rotate.
- If the lead starts a rotation and the offensive player attempts a shot, passes or immediately drives to the basket, the lead will stop, back out and allow the center to cover the weak side play. It is important the center holds his position at or near the free throw line extended to make sure this type of play is covered properly.
- When the ball moves towards the area nearest to the center position, the referee in the lead position must move laterally to maintain a strong side position. During rotation, if there are no post players on the center side, the lead will referee the "action area" in the restricted area. If there are post players on the center side, the lead must immediately referee that action area.
- With the ball at or below the free throw line extended, the location of the ball now dictates the positioning of the lead referee since he/she must referee on-ball. The lead must acquire an outside-in position and make sure they are able to observe the defensive player by maintaining an open angle on both opponents.

Center

The center is most traditionally found during the half-court game or after transitioning from the backcourt to the frontcourt at the free-throw line extended. However, the center must be aware of position adjustments upon arriving to the frontcourt necessitated by the position of the ball.

The center is responsible for the following:

- Offensive picks on the baseline
- Weak side rebounding
- Assist on perimeter rebounding
- Goaltending and basket interference
- 8-second and backcourt violations
- 3-second violations
- Illegal contact on curl plays across the 3-point line
- Assisting on 3-point field goal attempts
- Knowing the status on the game clock and shot clock
- Refereeing the opposite side (rebound) on all free-throw attempts until the ball is released
- 5-second free throw violations or any other violations by the shooter
- Out of bounds plays that occur on the weak side sidelines
- Assisting on out of bounds plays that occur on the weak side on the baseline, if the lead asks for help.
- On all plays which originate in their primary, refereeing the primary defender on all drives down the 3-point line. The center must the lead on all block/charge plays, but must be prepared to assist, with a cadence whistle if needed.
- Be prepared to assist on plays to the basket where the defender clearly moves from point A to point B and the lead cannot determine that the contact was illegal.

Floor Coverage: Center Position

Once the referee determines that he/she is in the center position, the guidelines for rotation will be followed until a new possession has been obtained. A position in the area of the free-throw line extended, parallel to the sideline will be assumed. Movement toward the top and bottom tips of the circle may be necessary to cover primary and secondary areas of coverage.

The center referee's primary responsibility is off-ball coverage until the ball crosses the imaginary line extended between baskets nearest him. While the lead is in rotation, the center will be refereeing on-ball for a period of time. The center must stay engaged until the lead arrives in his/her new position and can referee on-ball and accepts the play (ball).

The following examples demonstrate position adjustments for the center referee:

- While in transition, the center must be aware to hold in the backcourt after rebounds and scored baskets and maintain this backcourt position whenever is needed in that area. They must move to the frontcourt when only one-on-one coverage in the backcourt exists.
- During the end of this transition movement, the center must become aware of half-court presses that more frequently occur at the mid-court line. They must hold their position and view the action at the mid-court area.
- The center must adjust their free-throw line extended position to create "open looks" based on the position of the players in the half court set. This will allow the center to view the high post cuts/screens by players at either elbow.
- The center must recognize high pick and roll action areas and covers the bottom side of the play.

- The center must adjust their position not lower to the bottom of the circle at the action area coverage to have an open angle.
- The center must hold their free-throw line extended position when the ball swings quickly into their primary area and cover the on-ball action area until the lead is able to rotate and clears the imaginary line extended between the baskets and referees on-ball. Once there is a pause in the offensive player's action, the center will assume the trail position after the lead has arrived at the new position. There is no need to rotate, or position adjust, if they already have an open look.
- The center must extend into their secondary coverage area to the distant 3-point line and above, on any imminent one-on-one jump shots taken above the free throw line extended or on drives resulting from the coverage of this action area where illegal contact is unaddressed by the trail and lead (do not guess).
- Whenever the play starts in the center's primary and either goes directly to the basket, or diagonally toward the basket, the center must "position adjust" by stepping on the floor with a 45-degree angle and stay engaged with the play until its conclusion.

Trail

The referee in the trail position must create a big picture mentality. The trail official must adjust position to see the on-ball defender, when in the trail's primary, and as many of the other players as possible. However, when there is strong defensive pressure on the ball, they must primarily focus on those two players.

The trail position must continue to work from the backcourt behind and to the left or right of the dribbler, moving, in general, no further than the middle of the court width wise, whether the ball is rebounded or thrown in from a backcourt possession. This allows the trail to see their primary area and beyond into the secondary. They can also view the formations of offensive sets in the frontcourt as they arrive at the appropriate position to view situations i.e.- high post cuts, pick and rolls, guard play, etc. They must also be able to recognise pressure defences formulating from the backcourt or into the frontcourt.

Floor Coverage: Trail Position

The referees in the trail and lead positions will normally referee all play in half-court games on the strong side. With the ball in the frontcourt, above the free-throw line extended, the referee in the trail position is responsible for on-ball coverage. The referee will officiate from the outside-in, assuming a position to the left/right of the ball whenever possible. When the ball is too near the sideline, the referee will move on the court and officiate from the inside-out.

Refereeing from the outside-in allows the referees to see their primary match-up and as many of the other eight players as possible. This is called big picture mentality. When the ball is clearly below the free throw line extended (and the lead has accepted the ball match-up), the trail is responsible for off-ball coverage. The key is finding the next competitive match-up which may include, post play, off-ball cutters and top-side defenders, and then moving to get an open look to that match-up.

During rotation, the trail to center must cover where the lead cannot. The position of the ball will dictate the position of the trail referee in order to maintain an outside-in open look to referee the on-ball defender. They must maintain the trail position until the lead begins his lateral movement to the opposite side of the floor. With this action occurring, the referee in the trail position rotates to the new center area and picks up their new focus area while moving into position.

Whenever the play starts in the trail's primary and either goes directly or diagonally to the basket, the trail must "position adjust" and stay engaged with the play until its conclusion.

The trail is responsible for the following:

- Post play curls
- Weak side defensive, secondary player help in the post
- High post sets where making position adjustments is necessary
- Illegal screens
- Hand checking or forearm checking
- Traveling violations on:
 - Post-up plays (pivot slide up and under)
 - Face-up triple threat (pivot lift on pre-dribble)
 - Hop and skip (dribble and drive)
 - Splitting feet (raising both feet before dribble)
- Goaltending and basket interference
- Perimeter rebounding while assisting with weak side rebounding
- Status of game clock and shot clock
- 3-second violations
- Signalling 3-point field goal attempts, successful or not
- All illegal contact on pick and roll plays
- Referee where the lead cannot
- 8-second and backcourt violations
- Out of bounds plays that occur on the strong side sideline
- On all plays which originate in their primary, they must referee the primary defender on all drives down to the basket. They must trust the lead on all block/charge plays, but be prepared to assist, with a cadence whistle if needed.
- Be prepared to assist on plays to the basket where the defender clearly moves from point A to point B and the lead cannot determine that the contact was illegal.
- Be prepared to position adjust on the floor to help center cover on inside and outside 3-point plays center side. Do not stay attached to the sideline on these contact plays.

Transition: Lead to Trail

Following a change of possession, the referee must maintain a position behind the on-ball defender without overrunning the ball. They must be prepared to retreat immediately in the event of a sudden change of possession. The referee in transition from lead to trail is responsible for the ball exclusively until it reaches the frontcourt. The trail referee must be making position adjustments in the backcourt as needed.

Transition: Center to Center

The referee in transition from center to center must hold their position momentarily after a field goal/free throw attempt, or any change of possession. They must be in position to observe all activity which may occur. They are responsible for the players in transition and not turn their back to the ball, since they must know its status at all times. The speed of this transition shall be determined by the speed of the defensive players proceeding down the floor. The center should stay in front of the ball as they work to obtain their free-throw line or frontcourt position.

The referee in transition from center to center must be prepared to hold their position at mid-court if there is any defensive pressure in the backcourt. They will be responsible for a backcourt violation or an 8-second violation which may occur. The referee in transition from lead to trail may be unable to observe the plane of the mid-court line if defensive pressure keeps them deep in the backcourt.

During normal transition the referee going from center to center should take a position at the free-throw line extended with their shoulders parallel to the sideline. The referee in transition from center to center is responsible for on-ball coverage as soon as the ball crosses mid-court, if the ball is at the free-throw line extended nearest his position. They must not ignore the ball, and they must not stop and assume the trail position. The position of the ball dictates whether they referee on-ball or off-ball. They must referee this type of play all the way from the mid-court line to the basket if the ball never slows down or comes to a stop, allowing the referee in the lead position to rotate. This will assure that backside coverage is maintained.

Transition: Trail to Lead

As soon as a new possession by the defensive team occurs, the trail to lead referee must move quickly toward the opposite baseline. Look back over their shoulder and observe the status of the game clock, shot clock and the ball. While in transition, the lead should take the most direct route while going to the baseline and await the formation of the play from that position. The start position on the baseline shall be determined by which side of the floor the ball is being advanced. If the ball is coming up the floor on the trail side, the lead should start approximately half the distance between the sideline and the restricted area line. If the ball is coming up the middle of the floor or on the center side, the lead should start in a closed-down position opposite the center and be prepared to rotate once the ball advances into frontcourt and the trail enters the frontcourt and the ball comes to a pause.

The trail should maintain a position that is not squared-up or parallel to the free throw line but, rather maintain a 45-degree angle to the sideline so they can be quickly in place to retreat during transition play.

If defensive pressure is applied, which causes the referee in the center position to assist in the backcourt, the referee in transition from trail to lead must stop, near the tip of the circle in the frontcourt and assist with any action, when necessary. Once the pressure subsides, the referee will acquire a position on the endline determined by the position of the ball. Once the lead has assumed a position on the endline, they will not rotate until

the ball crosses the mid-court line on the center side and comes to a pause (other aspects involved), and the trail enters the frontcourt.

Dead Ball Switches: Personal Fouls

On all personal fouls committed in the frontcourt, the calling referee will go to the trail position or center position depending on the inbounds situation and the non-calling referees will vacate their positions. On all personal fouls committed in the backcourt, the referee who calls the foul will go to the opposite side of the table.

Dead Ball Switches: Violations

On all violations committed by the offensive team, the referees will slide to the frontcourt with the new trail administering the throw-in. On all violations committed by the defensive team, the referees will remain in the same position and be prepared to rotate during the live ball.

Boundary Coverage

The trail referee is responsible for the mid-court line and the sideline nearest their position. The lead referee is responsible for the endline. The center referee is responsible for the sideline nearest their position. Although the boundary responsibility is clearly defined, there are occasions when the responsible referee cannot determine which team caused the ball to go out of bounds. When this occurs, that referee must not guess! They must look immediately to one of their partners for assistance. The referee who is assisting must call the colour of the team and point immediately. If they cannot help, the calling referee will look to the third partner. If the third partner does not know either, the calling referee will give the jump ball signal and assist his/her partners in selecting the two players involved.

If the ball goes out of bounds on the endline on the center's side of the basket, the lead should look for help if he/she is not sure who caused the ball to go out of bounds.

Out Of Bounds: Administration Of Throw-In

When a team is being awarded possession of the ball in their frontcourt, they referee must ensure that the defensive team is ready to play. On all violations which necessitate administering a throw-in in the backcourt, the ball must be given to the player for the throw-in as soon as he is out of bounds and ready to accept the ball.

On any backcourt endline throw-in, if the ball is awarded to the team going the full length of the court, the lead to trail will administer the throw-in and remain on the same side of the court as when the ball went out of bounds.

When the ball goes out-of-bounds on the center's sideline and the ball is awarded to the team going to the other end of the court, the lead will assume the trail position on that side of the floor and administer the throw-in. The center will assume the lead position in the new frontcourt on the ball side. The trail will assume the center position in the new frontcourt.

When the ball goes out-of-bounds on the trail's sideline and the ball is awarded to the team going to the other end of the court, the lead will assume the trail position on that side of the floor and administer the throw-in. The center will assume the center position

in the new frontcourt. The trail will assume the lead position on the ball side in the new front court.

Throw-in Coverage: Frontcourt Endline

The lead referee will administer all the throw-ins on the endline.

On such a throw-in the lead referee will:

- sound the whistle prior to handing the ball to the thrower-in.
- start a visual 5-second count at shoulder level, using the arm farthest from the thrower-in and
- chop the time in and start the timing device when the ball is touched by any player on the court and verify the clocks start properly.

The trail referee will also chop the time in when the ball is touched by any player on the court. The trail and center will observe all players not involved in the throw-in and are within their primary.

Throw-In Coverage: Front-court Sideline

The trail referee will administer all throw-ins on the sideline. They will:

- bounce the ball to the thrower-in or hand the ball. Start the 5-second count when the thrower-in has full possession of the ball.
- start a visual 5-second count at shoulder level, using the arm farthest from the thrower-in, and
- chop the time in and start the timing device when the ball is touched by any player on the court and verify the clocks start properly.

The lead and center referees will observe all players not involved in the throw-in and are within their primary.

Throw-In Coverage: Backcourt

The trail referee will handle all throw-ins in the backcourt. They will:

- bounce the ball to the thrower-in or hand the ball
- start a visual 5-second count at shoulder level, using the arm farthest from the thrower-in and
- chop the time in and start the timing device when the ball is touched by any player on the court and verify the clocks start properly.

If the ball is put into play on the endline in the backcourt, the trail referee will stay out of bounds until the ball is inbounded.

Starting of Game Clock: Any Throw-In

On all throw-ins, the active referee will be primarily responsible for verifying that the game clock and shot clock start properly by chopping in the time and starting the timing device. The other referees will have secondary responsibility to verify the clocks start properly, especially when the throw-in is possessed outside of the active referee's primary, and/or there is immediate pressure on the inbound throw-in.

3-Point Field Goal Coverage

The trail referee or the center referee is responsible for signalling a 3-point field goal attempt (one arm raised) and a successful 3-point field goal (two arms raised). When the shot is in the trail's primary, the center official should always be prepared to assist, especially when the shot is being contested. All referees must help in their secondary or in dual coverage action areas momentarily on all 3-point attempts whenever and wherever possible.

On a field goal attempt which is very close to a 3-point line, the referees will display two fingers pointing to the floor at a 45-degree angle and then they will review the value of the basket using the IRS.

Rebounding Coverage

Weak side, strong side, and perimeter rebounding are determined by the following factors:

- The side of the basket that the referee in the lead position occupies is referred to as the strong side.
- The side of the basket which is opposite the strong side is referred to as the weak side.
- The area located directly in front of the basket which extends toward the bottom tip of the circle is referred to as the perimeter.
- Whenever there is a jump shot taken, the primary referee must stay with the shooter until he returns to the floor, therefore their rebounding coverage will be delayed and must be covered by their partners. For example, if a shot is taken in the trail's primary, either the lead or the center must also cover perimeter rebounding. If a shot is taken in the center's primary, the trail or the lead must assist in weak side rebounding. If the shot is taken in the lead's primary, the center or the trail must cover strong side rebounding.

These definitions are different than when we refer to the strong side being the side of the court where the ball is located and the weak side being the side away from the ball. All three referees must find competitive rebounding matchups in their primary immediately:

- Lead referee must focus on rebounding on the strong side.
- Center referee must focus on rebounding the weak side/perimeter.
- The Trail referee must focus on rebounding on the perimeter/weak side.

Positions During Free Throw Attempts

For a free throw followed by another free throw, the lead referee will stand at the intersection of the restricted area line and the endline opposite the table side.

For a last free throw, the lead will take a normal lead position.

The center referee will be at the free-throw line extended.

The trail referee will take a position at or near the throw-in mark. However, if opponents take a position at or near the mid-court or in the backcourt, the trail referee will adjust their position near the mid-court or even the backcourt if necessary. The trail must also be ready to get an open angle whenever the free-throw shooter may intentionally miss the free throw due to the time and the score at the end of a game.

Free Throw Attempts (Responsibilities)

Line up the players as soon as possible. The referee in the lead position will administer all free throws. He/she must make certain that there are two offensive and three defensive players on the rebound spots before passing the ball to the free-throw shooter. Once the ball has been awarded to the free throw shooter, the players on the rebound spots cannot change positions until the free throw attempt is released.

The lead is responsible for the players on the opposite rebound spots prior to the release of the free throw. Once the ball is released by the free throw shooter, the lead is responsible for the strong side rebounding coverage.

The center is responsible for players on the opposite rebound spots prior to the release of the free throw. Once the ball is released by the free throw shooter, the center is responsible for the weak side rebounding coverage. The center is also responsible for the 5 second count by the free throw shooter.

The trail will primarily view the players located at the 3-point line to ensure that their movement to the basket doesn't occur prior to the ball touching the ring. The trail is also responsible for the legality of the free throw shooter after the release of the ball on the free throw. If the trail is in the backcourt due to the players' positions, the center will also be responsible for the legality of the free throw shooter. Trail and center, due to the potential of an intentionally missed free throw, due to time and score, at the end of the game, are responsible for the legality of the shooter, the legality of the ball hitting the rim, and all rebounding.

Jump Ball: Tossing Referee

Each jumper shall stand with both feet inside the half of the circle nearest to the players own basket with one foot close to the line. The tossing referee should not back-out as this can cause to pull the ball towards him/her, resulting in a poor toss. Be reminded to re-toss any ball that is improperly thrown. Remind the jumpers prior to the toss, not to get the ball on the way up and wait until the ball reaches the top.

The tossing referee will face the scorer's table and is primarily responsible for an accurate toss. The tossing referee will hold his position, momentarily. They will assume the trail position, as soon as the players' positioning allows. The referees will decide on each occasion who will make the toss.

Non-Tossing Referees

The non-tossing referees will primarily focus on all violations by the non-jumpers. They can also call any bad tosses or violations committed by the jumpers. On a legal tap, the referee nearest the scorer's table will chop the time in and start the timing device.

Jump Ball: Center Circle

One non-tossing referee will assume a position nearest the scorer's table, on the right-hand side near the throw-in mark. They will be responsible for the legality of the tap, personal fouls, and violations which occur on their side of the floor. On a legal touch this referee will chop the time in, start the timing device and verify the clocks start properly. They will assume the lead or center position depending on which team secures possession. The other non-tossing referee will assume a position on the sideline farthest from the scorer's table at the throw-in mark in the other half of the court. They will be responsible for personal fouls and violations which occur on their side of the floor. They will assume the lead or center position, depending on which team secures possession.

Jump Ball: Free-throw Circle

One non-tossing referee will assume a position nearest the scorer's table at the throw-in mark. They will be responsible for the legality of the tap, personal fouls, and violations which occur on their side of the floor. They will chop the time in and start the timing device on a legal tap. If the ball is tossed improperly, they will signal for a new toss. They will assume the center position if the ball remains at that half of the court, or the lead position if the ball goes to the other half of the court. The other non-tossing referee will assume a position close to the endline inside the court on the opposite sideline. They will be responsible for personal fouls and violations which occur on their side of the floor. They will assume the lead position if the ball remains at that half of the court, or the center position if the ball goes to the other half of the court.

Positions During and After a Timeout or Between Quarters

Referees must not allow players to come on the court prior to the horn sounding. During a regular timeout or between quarters, referees will assume a position on the court, away from the benches. This positioning is designed to keep referees away from the spectators seated on the endline and sideline or personnel seated on the benches. It is done with protection and professionalism in mind. The nearest referee will remind the players to stay in the immediate vicinity of the bench until the horn sounds if they prematurely return to the court. Upon the sounding of the first horn, the nearest referee will inform the players and team personnel that the first horn sounded. At the sounding of the second horn, players should be returning to the game.

Basket Count/Basket Does Not Count Responsibility

On any new possession which occurs with 5 seconds or less remaining in any quarter, the referee in transition from center to center or the center referee will determine if any field goal shall be counted, if successful. The referee in transition from trail to lead will go to the endline.

The referee responsible for counting a basket or not will sound a whistle and signal that the end of the quarter has occurred. Referees who are not primarily responsible for counting the basket must be prepared to assist, if necessary.

SUMMARY

All Positions:

- 3-second violations.
- Follow the procedure in quarter ending score/no score.
- Referee the defence in all 1-on-1 situations when refereeing on-ball. However, once a shooter leaves the floor, you should be in position to focus on elbow-to-wrist contact by the defender. Also, be certain the defender does not step into the space of the shooter.
- On all personal fouls which are called by your partner(s), hold your position momentarily to observe any unsportsmanlike acts.
- Allow all plays to the basket to start, develop and finish.
- Stay with the offensive and defensive players when the ball is released on an attempt for a field goal.
- Make position adjustments to maintain open angles.
- Referee where your partner cannot (blind spots on the court).

Lead:

- Transition from trail to lead as quickly as possible, positioning yourself on the baseline allowing the play to come towards you. Look over your shoulder for status of the ball and clocks while in transition. The start position will be determined according to the position of the ball once it enters the frontcourt.
- Strong side rebounding.
- Do not stand squared-up with the baseline.
- Keep the post play clean and under control. Strong play is permitted, but rough play is not.
- Referee from an outside-in position when appropriate and move no closer than half the distance to the sideline except when you must go the entire distance towards the corner to officiate a player with the ball below the free-throw line extended (corner shots).
- Do not acquire a position directly under the basket. Stay at or outside the restricted area line depending on the action being observed.
- You must referee off-ball, when the ball is above the free-throw line extended.
- Rotation will commence when the ball crosses the mid-court line on the center side and comes to a pause (other aspects involved), and the trail enters the frontcourt.
- The pace of the lead is dictated by the position of the ball.
- Look for a reason to rotate.
- Have a big picture mentality while viewing the oncoming offensive formulation in the frontcourt.
- Accept the ball and match-up when it is at or below the free throw line extended.
- During rotation, if there are no post players on the center side, you must referee the action area in the paint.
- During rotation, if there are post players on the center side, you must immediately referee that action area.
- Pinch the paint when appropriate on weak-side drives to the basket.
- Use a closed-down technique to assist in the rotation based on the position of the ball.

Lead and Center:

- Assist on 3-point field goal attempts which occur in your primary coverage area.
- Assist on last-second field goal attempts in a period and/or shot clock violations.

Center:

- Make sure you turn your head to the ball when in transition from center to center.
- Make sure you do not retreat to a new position prior to a new possession being defined.
- Assist the lead to trail referee if any pressure is applied by the defence. Proceed to your normal position when the pressure subsides.
- Following transition, the center should start at the free-throw line extended with their shoulders parallel to the sideline.
- Be especially aware of illegal contact on plays coming across the key area. The lead and/or trail referee may have difficulty acquiring the proper angle on this play.
- Be ready to call travelling violations which may occur on the pump fake by the player who is posted up or on the perimeter.
- During an altercation which occurs on the strong side of the court, hold your position and observe the entire sequence of events.
- Whenever you recognise a pause in the offensive player's action, you will become the trail only after the lead has clearly arrive to the new position.
- Follow weak side drives all the way to the basket.
- Whenever the play starts in your primary and goes either directly or diagonally to the basket, you must adjust your position and stay engaged until the play ends.
- On all plays which originate in your primary, referee the primary defender on all drives down to the basket. Trust the lead on all block/charge plays but be prepared to assist with a cadence whistle if needed.
- Be prepared to assist on plays to the basket where the defender clearly moves from point A to point B and the lead cannot determine that the contact was illegal.

Center and Trail:

- Goaltending and basket interference.
- Weak side and perimeter rebounding.
- Be aware of possible substitutions.
- Be aware of the amount of time left on the game clock and the shot clock.

Trail:

- Be behind the ball 2 to 3 steps while in transition from lead to trail. Stay to the left/right of the ball, away from the center referee. Do not overrun the ball.
- Anticipate when a player is preparing to attempt a field goal. Acquire a position to referee the defence, observe a jump shooter from elbow to wrist and determine if a 3-point field goal is attempted.
- Make certain you turn your head to the ball when in transition from trail to lead.

- Do not stand squared up with the backboard or sideline.
- Do not retreat to the other end of the floor before a new possession is gained.
- With the ball below the free-throw line extended, you should adjust your position so that you can referee the action in the low post.
- Final decision on 3-point field goal attempts.
- Signalling of successful 3-point field goal attempts.
- Big picture mentality.
- Whenever the play starts in your primary and either goes directly or diagonally to the basket, you must adjust your position and stay engaged until the play ends.
- On all plays which originate in your primary, referee the primary defender on all drives down to the basket. Trust the lead on all block/charge plays but be prepared to assist with a cadence whistle if needed.
- Be prepared to assist on plays to the basket where the defender clearly moves from point A to point B and the lead cannot determine that the contact was illegal.

1.3.5 POST PLAY GUIDELINES

- A defender may apply contact with a forearm and/or one hand with a bent elbow ("arm bar") to an offensive player who has his back to the basket below the free throw line extended for the purpose of maintaining a defensive position, this hand cannot be used to redirect/reroute the offensive player.
- A defender may position his leg between the legs of an offensive player with his back to the basket below the free throw line extended for the purpose of maintaining a defensive position. If his foot leaves the floor in an attempt to dislodge/lift the opponent, it is a foul.
- After the arm bar is established, it may not be used to "jab" an opponent.
- Using one/two extended hand/s or arm/s, shoulders, hips, legs or other parts of the body to interfere with the post player's freedom of movement is illegal. That being said, if the offensive player is backing down, the defender may use 1/2 hand tight to his body to protect himself. He may not extend/straighten the arm/s.
- If the offensive player turns and establishes a position facing the basket, the defender must remove the arm bar. Keeping the arm bar after the offensive player has turned and faced the basket can lead to a defensive foul.
- After a legal arm bar has been established, it is illegal for the offensive player to gain an advantage by "wiping" or otherwise "knocking away" a legal arm bar.
- It is recognised that there are elements of post play action that include physical play. Incidental contact, whether by the defensive or offensive player, shall be ignored if it does not affect the player's rhythm, speed, balance or quickness.

1.3.6 ACT OF SHOOTING GUIDELINES

Types of shooting actions

SHOT	<ul style="list-style-type: none"> • The ball held in a player's hand(s) • Thrown towards opponent's basket
TAP	<ul style="list-style-type: none"> • Directed with the hand(s) towards opponent's basket
DUNK	<ul style="list-style-type: none"> • Forced downwards into the opponent's basket • With one or both hands
CONTINUOUS MOVEMENT	<ul style="list-style-type: none"> • Drive to the basket • Other moving shots

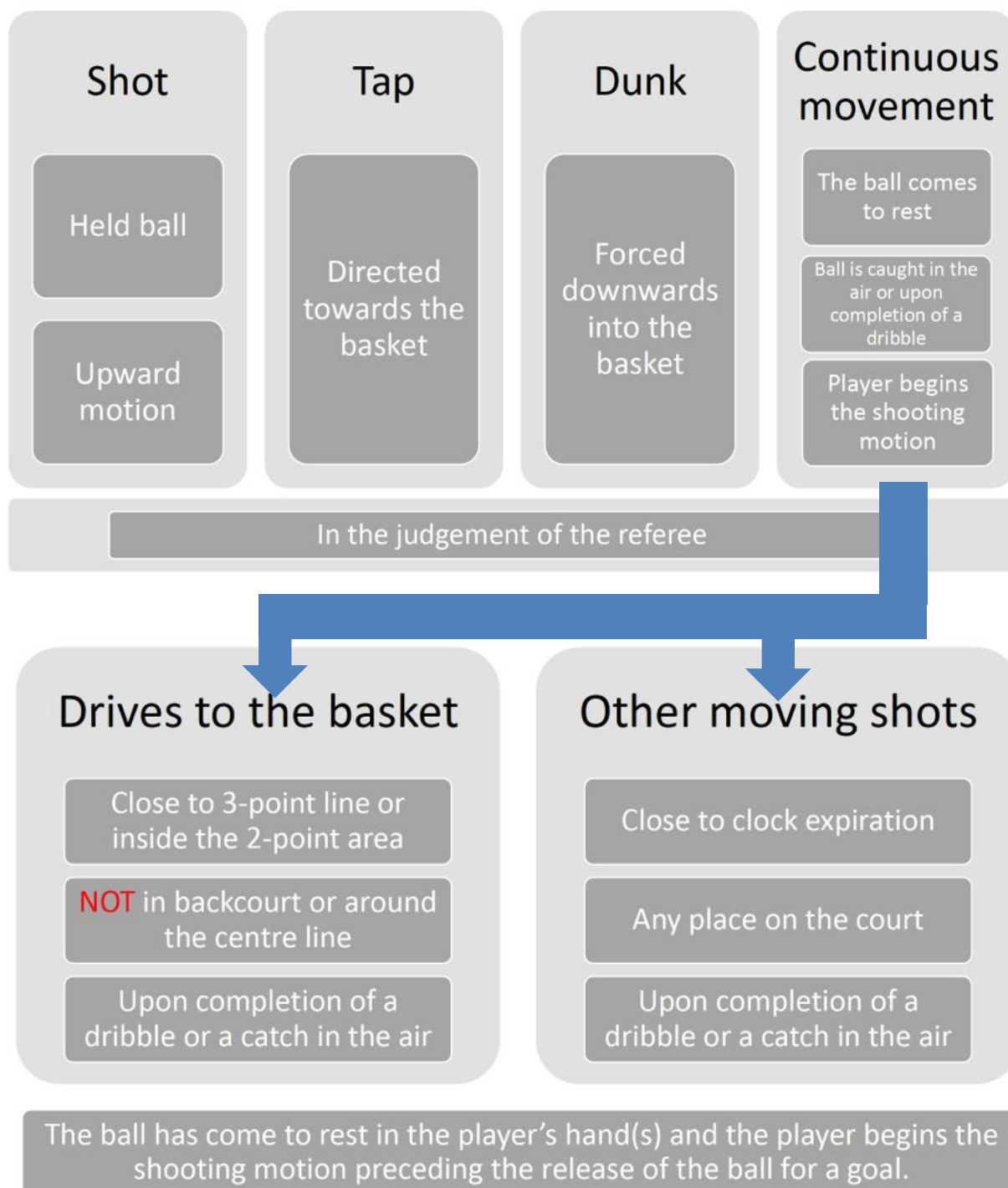
Concept for a shot

- No matter the place on the court.
- The ball is held in the player's hand(s).
- Player begins to move the ball upwards towards the opponent's basket.
- In the judgement of a referee.

Concept for continuous movement - drive or shot

- Drive to the basket is an action close to the 3-point line or inside the 2-point goal area.
- Other moving shot is defined as when the clocks are about to expire.
- The ball rests in the player's hand(s).
- Any action in the backcourt or around the centreline when the clocks are not about to expire must be judged as a shot, not as a continuous movement.

Criteria for a player being fouled in the AOS



Key points to analyse to protect the integrity of the shooter.

1. Principle of verticality

- This principle protects the space on the court which is occupied and the space above when a player jumps vertically within that space.
- When the player leaves his vertical position (cylinder) and body contact occurs with an opponent who had already established his own vertical position (cylinder), the player who left his vertical position (cylinder) is responsible for the contact.
- The defensive player **MUST NOT** be penalized for leaving the court vertically or having his hands and arms extended above him within his own cylinder.
- The offensive player, whether on the court or airborne, shall not cause contact with the defensive player in a legal guarding position by:
 - Using his arms to create more space for himself (pushing off).
 - Spreading his legs or arms during or immediately after a shot for a goal.

2. Airborne player

- A player who has jumped into the air from a place on the court has the right to land again at the same place.
- A player has the right to land on another place on the court provided that the landing space and direct path between the take-off and landing place is not already occupied by an opponent(s) at the time of take-off.
- If a player has taken off and landed but his momentum causes him to contact an opponent who has taken a legal guarding position beyond the landing place, the jumper is responsible for the contact.
- An opponent may not move into the path of a player after that player has jumped into the air.
- Moving under a player who is in the air and causing contact is usually an unsportsmanlike foul and in certain circumstances may be a disqualifying foul.

3. Fake being fouled

- Fake is any action by a player to simulate that the player has been fouled or to make theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an advantage.
- A technical foul is a player non-contact foul of a behavioural nature including, fake being fouled.

1.3.7 BLOCK / CHARGE GUIDELINES

Key Points

- Player's cylinder
- Guarding a player who controls the ball – the elements of time and distance do not apply.

- Guarding a player without the ball – the elements of time and distance apply.
- Facing the opponent.
- Both feet on the floor when contact occurs, small adjustment inside the cylinder is allowed.
- Defender can move laterally and backwards.
- Contact is in the torso.
- **The torso is not just the center of the chest. The torso is from shoulder to shoulder, and from hip to hip.**

DSC

- Only applies to secondary defenders.
- Is the offensive player airborne for a shot or a pass?
- Does the offensive player receive the ball initially within the DSC?
- Does the offensive player initiate contact in a non-basketball manner (e.g. leads unnaturally with his foot, an extended knee, elbow, etc.)?
- Does the defensive player have one foot or both feet in contact with the DSC?
- Does the defensive player jump from the floor within the DSC in an attempt to defend against the shot?

FAKE / FLOP

- When the shooter initiates contact by extending parts of his body outside of his cylinder during a shot:
 - If the defender is put at a disadvantage, the shooter must be penalised with a personal foul (non-control or offensive foul depending on the position of the ball when the contact occurred).
 - If the defender is not put at a disadvantage, the shooter must be penalised with a technical foul for faking.

1.3.8 UNSPORTSMANLIKE FOUL & ACT OF VIOLENCE GUIDELINES

UNSPORTSMANLIKE FOUL

An unsportsmanlike foul is a player's contact which is:

- C1 – Not legitimately attempting to directly play the ball within the spirit and intent of the rules.
- C2 – Excessive, hard contact in an effort to play the ball or an opponent.
- C3 – An unnecessary contact caused by the defender to stop the progress of the offensive team in transition. This applies until the offensive player starts the act of shooting.
- C4 – An illegal contact from behind or laterally on an opponent progressing towards the basket and without opponents between him and the basket. This applies until the offensive player starts the act of shooting.

Foot under foot landing foul will always be called as a UF.

ACT OF VIOLENCE

- An act of violence is an act of force that causes or is intended to cause harm, or an act that results or could result in a risk of injury.
- In situations when a potential act of violence occurs which is not called immediately, the referees are authorised to stop the game without putting any team at a disadvantage to review any potential act of violence.
- A foot under foot landing space foul results or could result in an injury, and therefore it is considered an act of violence and can be reviewed only if it has not been called.
- The coaches can challenge a potential act of violence situation only if a call has not been made. If a foul has been called, the coaches can challenge this under the trigger of foul review.
- The only possible penalties are a disqualifying foul, an unsportsmanlike foul or a no call. A technical foul is not a possible penalty when checking an act of violence.

1.3.9 TRAVELLING GUIDELINES

Key Points

- Illegal movement of one foot or both feet ... while holding a live ball on the court.
- Two main reasons for incorrect decisions (IC & INC):
 - Lack of concentration and therefore no reaction.
 - Too quick reaction
- Apply the mental map for travelling: **Gather-Pivot-Release**
- On perimeter plays, be ready for:
 - On the start of a penetration, the offensive player moving his pivot foot off the floor before releasing the ball. Take into consideration that the player should have clearly the ball in the hands when lifting the pivot foot and not referee the play in the action of releasing.
 - Receiving the ball from a pass or a handoff and taking more steps than allowed before dribbling. Even when a player moves away from the 3-point line towards the center line, they might take advantage of a press defence.
 - On 50/50 plays, we should not call any violation.
- On drives to the basket, be ready for 'hop' step (L-L-R or R-R-L).
- It is legal when a player falls and slides on the court while holding the ball or while lying or sitting on the court, gains control of the ball, but it is a violation if the player then rolls or attempts to stand up.

1.3.10 GAME MANAGEMENT GUIDELINES

Key Points

- Great game management skills can play a huge role in your acceptance and ability to be a leader on the court.

- Look at the most successful people in officiating and life, and they will have this common trait – their ability to handle people in a respectful manner. You earn respect by giving respect.
- A critical factor to being a successful official is your game management or 'people' skills.
- Despite your good intentions, sometimes there will be disagreements between people involved in the game, and how well you handle these at an early stage will have a direct impact on stopping these situations from escalating.
- An important part of officiating is good communication. Communication is undertaken with:
 - Voice
 - Tone
 - Body language
- A confident and decisive verbal communication style includes the official using:
 - A clear voice
 - Appropriately chosen words
- Coaches and referees are not perfect, they are human. Referees do not succeed 100% on their calls. Coaches do not succeed 100% on their decisions.
- Referees need to have a firm manner with direct eye contact and sufficient strength of voice to convey the message.
- The different positions on the court contribute to having different opinions about certain situations.
- It's a dialogue between humans; no one is more important than the other.
- Dialogue should be based on:
 - Mutual respect
 - Confidence
 - Honesty
- Above all is the respect for the game. Both coaches and referees have a common ground and are professionals.
- Coaches know ways to put pressure on the referees. Their goal is to lead their team to the win. A coach is also a role model for his players and the fans.
- Coaches can recognise a 'weak' referee.
- Referees cannot be influenced by coaches and players. We must be **STRONG**.
- It is the duty of the referee to communicate with dignity, fairness and impartiality.
- It is often said that how an official 'sells' their decision is the most important thing. Participants and coaches are looking for an official who communicates in a confident and decisive manner. This shows a person in control of themselves and the game. The opposite style conveys uncertainty.
- Referees must manage their own mistakes.
- Do not take criticism personally. Remember that coaches and participants are seeing the game from a different perspective to the officials.
- The first step to listening is to **STOP TALKING**.
- 'Listen and Respond', not 'Tell and Walk'.
- Failing to listen will lead to misunderstandings and assumptions of bias on the players and coaches.
- Stay composed in heated situations. Avoid argument or debate, and don't try to bluff through with unjustified rulings.

- Remain calm. Do not over-react. Stay relaxed and adopt a confident body language.
- Use objective, neutral language.
- Be fair.
- Be confident and open.
- Be firm.
- Remember that 90% of conflict occurs not because of what was said, but the tone and manner in which it was said!

Things to avoid when communicating with coaches

- "Would you like to officiate?"
- Laughing at a comment made by a coach.
- Insulting or disrespecting a coach.
- "It is not me who called this."
- "Are you serious?"
- "You are wrong, you are wrong."
- "Shut up!"
- "Another word and you are out!"

Summary

- As an official, you have three responsibilities:
 - Keep the game safe
 - Keep the game fair
 - Act in a professional manner
- To manage a game effectively, you need to manage players, coaches, bench, table officials and sometimes spectators.
- The first thing you need to realise is that officials manage the game. They do not control it. We react to what happens. If we are lucky, sometimes we react before something bad happens. But most of the times, we react after an incident occurs.
- To manage a game, we have a number of tools in our toolbox. The most obvious being your whistle. Less obvious but more important are your communication skills.
- You must act like a group within the guidelines, showing consistency, fairness, impartiality and strength.

1.4 PREGAME PROCEDURES FOR REFEREES

Referees must recognize that the approach given to the preparation of games reflects professionalism in procedures and tasks, which will be directly reflected in the set-up of the game and its subsequent development.

1.4.1 ARRIVAL TO THE ARENA

Make your transportation arrangements so that you arrive at the game with enough time to be able to carry out the tasks and procedures of the referees that are requested for this. Plan your transportation in advance depending on the circumstances of the city, weather, traffic, and distance from the hotel to the arena. Referees must be in the arena at least 105 minutes before the scheduled time as the game begins. During that time, the referees must follow some protocols and meetings that are defined in this document and must be approached with the standards of Euroleague Basketball, with professionalism and willingness to work.

Please be considerate of your co-officials, scorers, and other arena staff by limiting cell phone use during time in meetings, in the arena, or on the way to the game.

If any member of the team requires medical treatment from the local club's medical staff (physiotherapist, physical trainer, or doctor), this must be arranged as soon as possible with the EB Delegate upon arrival at the arena, preferably before the arrival time.

1.4.2 LOCKER ROOM

Unauthorized visitors are not admitted in the locker room, including the half time, without the Officiating Director's approval. The Crew Chief will ask security to prohibit the admission of any individual (including the Referee Coach) 60 minutes before the game is scheduled to begin, and/or once the USC pre-game meeting has been carried out. The officials must coordinate any matter (medical treatment, tickets, and others) prior to this time, as all referees are expected to see that this restriction is carried out.

This rule applies until the game has finished and the scoresheet has been reviewed - 15:00 minutes after the game's conclusion by the Crew Chief as well as signed by the Crew Chief, umpire 1 and umpire 2.

1.4.3 INSTANT REPLAY SYSTEM CHECK & SYNC TEST

The IRS Check meeting may be conducted at -90:00 minutes prior to the initial jump ball, the three officials must attend the meeting together with the IRS Operator (IRSO).

The subjects listed below are to be checked with the IRSO before the game starts:

1. System Works Correctly (Mouse, Keyboard, Controller, Touchscreen)
2. Synchronization of Cameras (All Cameras Must Show the Same Frame (Red))
3. Clocks and LED Lights Synchronization (Frame by Frame Check Red & Yellow LED Lights, both Baskets)
4. Check Number of Cameras available (EL) Master, Closeup, UB Right, UB Left, Ring Right, Ring Left, Slow Mo, Mid-Court & Clocks. (EC) Master, Closeup, UB Right, UB Left, Clocks.
5. Camera Speed (Frame by Frame, Slow Motion, Normal Speed, High Speed)
6. Take referee control and check that everything is working correctly.

Any issue on the above subjects must be reported in the scoresheet.

1.4.4 UNIFIED SCORERS CREW MEETING

Prior to the meeting, the Timer, Shot Clock Operator, and Data Entry Scorer must verify that the electronic equipment is working correctly, and the Timer starts the game clock (-90:00) countdown.

The USC Meeting may be conducted at -75:00 minutes before the game is scheduled to begin. It is necessary that the Timer, Shot Clock Operator, Data Entry Scorer, caller, backup, IRSO and EB Delegate are present at this briefing.

The subjects listed below are to be covered with the USC during the meeting:

- 1) Check to ensure that the Timer knows how to adjust the game clock to a new tenth of a second easily and that the red light operates and that it does so, simultaneously, with the horn and the 0:00 shown on the device.
- 2) Check to ensure that the Shot Clock Operator knows how to reset the shot clock to a new tenth of a second easily and that the yellow light operates and that it does so, simultaneously, with the horn and the 0:00 shown on the device.
- 3) Review and advice about the shot clock reset for 24-seconds' rule:
 - a. At jump balls, the referees will inform the Shot Clock Operator about how many seconds would be displayed in the device depending on the team who wins the toss. There is no alternative arrow in our competitions.
 - b. At technical fouls, unsportsmanlike fouls, disqualifying fouls, non-control fouls and double fouls, there must be proper communication between referees and Shot Clock Operator, as well as when the inbound takes place in backcourt or frontcourt.
 - c. When the Shot Clock Operator has tough angles to identify a new control of the ball, or the ball touches the ring, advise to not reset in case of hesitation.
 - d. The shot clock must be switched off during free throws.
- 4) Make certain that the shot clock and the game clock are dependent on its functionality. The shot clock cannot run if the game clock is not running.

Whether the game clock and/or the shot clock suddenly stop during the game, the Timer or Shot Clock Operator will not resume the clock and it will start an independent count with a digital stopwatch to assist the official when the situation is managed. The Timer or Shot Clock Operator will try to catch the officials' attention to stop the game when any of the teams is not at any disadvantage.

- 5) Check to ensure that the game clock and the shot clock horns sound differently.
- 6) Advice that whistles are not allowed on the table.
- 7) Time outs:
 - a. Advice the Timer about the time-outs available for each team as well as the TV time-outs (see the chart below).
 - b. Advice the Timer to begin timing of the time-outs on signal from the officials.
 - c. Advice the Timer to begin timing the intervals on signal from the officials.
- 8) Instruct the USC that following the fourth team foul by any team at any quarter, should be shown the bonus signal in the score and assist the officials indicating team fouls when reporting to the table.
- 9) Instruct the USC that when players have been charged with two technical or unsportsmanlike foul and their combination, must be game disqualified and they must leave the court area. Remind the penalty of any of those fouls in the half time to the officials.
- 10) Remind the Data Entry Scorer to inform the Crew Chief if the head coach is asking for a challenge but does not have any challenges left.
- 11) Make certain that the Data Entry Scorer has the backup laptop located at hand and available at any time in the game.
- 12) Remind the Timer that referees will arrive to the court -20:00 minutes prior to the initial jump ball, and the Precision Time System will be tested with each official's whistle.
 - a. Intensity / Calibration / Referees Names must be registered in the console.
- 13) Advice the Data Entry Scorer that any issue with the reporting numbers for the players who commit any foul in the game must be managed immediately. The scorers can use the IRS during the game to check any missing data to be registered in the game stats.
- 14) Game Officials and USC must work as a team, and any issue must be shared amongst the team to solve it as soon as possible.

As the competition progresses during the season, there are some points that will not have the same effect on the Unified Scorers Crew due to number of games all individuals have been involved in the same pre-game meeting. The following subjects must be considered:

1. Recognise whether there is a new scorer doing their job for the first time. If so, referees should be focused on their role and share the proper expectations.

2. Ask whether there were any issues or specific situations in the previous games, regarding the equipment, protocols and/or functionality of the crew. If so, find out solutions for that type of situation that everyone would feel comfortable to apply.
3. Insist in the cooperation between Referees and Unified Scorers Crew, make certain with the group how to proceed in case of any situation happens.
4. Referees & USC have their responsibilities. In case of protest by a team, there may be a meeting after the game in the referees' locker room to clarify the sequence of the situation.

1.4.5 PREGAME REFEREES & TEAM CAPTAINS MEETING

The referees will go out onto the court 20 minutes before the start of the game and identify the captains of both teams, reminding them that 10 minutes before the start of the game they must meet in the centre of the court.

10 minutes before the start of the game, the three referees will go to the centre of the court to meet the captains of both teams. In the event that cameras and microphones want to record this meeting, we will allow access, bearing in mind that it is possible that this conversation will be published on TV or social networks.

The referees will start the meeting by introducing their names and greeting both players.

They will check the game ball and ask questions to both players. Referees will remind the players to play within the spirit of the rules and with an appropriate sportsmanlike behaviour.

If there are no doubts, they will wish them good luck and return to the sideline to wait for the official presentation to start.

Standard Pre-Game Timing & Time Out Clock – Summary table

Time-out / Period	EuroLeague	EuroCup
Court available for Teams / IRS Check	-90:00	-90:00
USC Meeting	-75:00	-75:00
Referees at the locker room	-60:00	-60:00
Arrival of referees to the court	-20:00	-20:00
Starting Five to Scoresheet	-15:00	-15:00
<i>Referees & Team Captains Meeting</i>	<i>-10:00</i>	<i>-10:00</i>
Horn Sounds and Teams to Benches	-6:30	-6:30
Teams Presentation	-6:00	-6:00
Last Warm-Up Period	N/A	-3:00

Teams to Bench Area	-2:00	-1:30
Players & Referees Enter Court	-0:45	-0:30
Initial Jump Ball	Scheduled time	Scheduled time
Interval between Q1-Q2 & Q3-Q4	2:00	2:00
Half Time duration	15:00	15:00
Interval Prior Overtime	2:00	2:00
Overtime Duration	5:00	5:00
Team Time Outs duration	60 seconds	60 seconds
TV Time Outs duration	60 seconds	60 seconds
TV Time Opportunity	At any quarter, first dead ball after 5:00 if no timeouts have been requested by any team	At any quarter, first dead ball after 5:00 if no timeouts have been requested by any team

1.5 REFEREE COACHING PROTOCOL & GUIDELINES

1.5.1 VIDEO COACHING PROTOCOL

A-Before the game

During the pre-game morning meeting of the referees or at the end of it, the Crew Chief with the rest of the co-officials present, should get in contact with the assigned Referee Coach and briefly inform them about the main points of preparation for the game, and if they wish so can ask the Referee Coach if he wants to add anything else. The referee coach's contribution to the pre-game meeting must be brief and should avoid repeating the same concepts that have already been discussed by the crew. Also, they will all schedule the location and time for the post-game meeting. The pre-game morning meeting must always be in a private space (at the hotel, in the reception area - quiet space, private room, or meeting room).

The participation of the RC in the pre-game meeting is not obligatory.

B-After the game

Once the game has finished and the referees have completed all their duties, the Crew Chief together with the co-officials will contact the Referee Coach from the designated place to do the post-game meeting before or after dinner. The meeting cannot be held in the referee's locker room or in the restaurant. In any case, the designated place must be quiet and private.

If the game ends too late, or if the referees have a very early departure the following day, then it would be necessary to schedule an online meeting the following day via Teams.

1.5.2 LIVE COACHING PROTOCOL

A-Before the game

If the Referee Coach is already at the city where the game takes place, or lives close by, it is recommended that the Referee Coach physically attends the morning pre-game meeting at the hotel with the crew. If for any reason, this is not possible, then the same guidelines as for video coaching will be followed. In addition, the following matters will need to be discussed and agreed upon in the pre-game meeting: post-game transportation, meeting, dinner, and travel plans.

The referee coach just needs to listen without interfering during the pre-game of the crew. Only if the crew chief or referees ask him about his opinion or if he has something to add will he express himself to help the crew.

The participation of the RC in the pre-game meeting is not obligatory.

B-After the game

Once the game has finished and the referees have completed all their duties, the Crew Chief together with the co-officials will meet the Referee Coach at the agreed place to do the post-game meeting before or after dinner. The meeting cannot be held in the referee's locker room or at the restaurant. In any case, the designated place must be quiet and private. If the

game ends too late, or if the referees have a very early departure the following day, then it would be necessary to schedule an online meeting the following day via Teams.

1.5.3 POST-GAME COACHING GUIDELINES

The main points of the post-game meeting should be the same regardless of whether it is video or live coaching.

The conversation must include the points that need to be improved and the points that have been improved and should be reinforced. The referee coach should start the discussion and express his opinion in general about the performance of the crew.

The Referee Coach will emphasise their point of view about game management, game control, teamwork, mechanics, consistency, accuracy in the play calling and communication inside the crew and the participants. The meeting does not have to be too long, and only the most important situations that had an impact on the game should be mentioned and commented on. All relevant plays will be evaluated on the video-scouting platform (8by8) after the game by the Referee Coach.

After the end of the game, and before the post-game meeting the Referee Coach and/or the Crew Chief will contact the Officiating Director only if, by the opinion of the Referee Coach, there were important issues that the Officiating Director needs to be aware as soon as possible.

1.5.4 8BY8 SURVEY PLAYLIST

The 8by8 system offers you the ability to create a 'survey' playlist and gather responses to clips. This feature is not mandatory. The Referee Coaches and the referees can use it if they want to.

1.5.5 REPORT TIMELINES

The Referee Coach must complete the crew and referee reports in Refbook after having evaluated the game in 8by8 (within 72 hours after the end of the game).

The Referee Coach needs to check if the referees have completed their self-reflection forms within 48 hours after the end of the game. If not, he must send an email to remind them of their obligation.

If after 24 hours, the referee/s have not completed their self-reflection forms, the Referee Coach must send an email to the Officiating Department (For EL games: to C. Christodoulou and F. Rocha and for EC games: to D. Medan and A. Jersan).

In addition, if the Referee Coaches believe that a referee has not completed their self-reflection report according to the required standard, the RC must send an email to the Officiating Department (For EL games: to C. Christodoulou and F. Rocha and for EC games: to D. Medan and A. Jersan) to notify us of this.

1.5.6 GUIDELINES FOR COMPLETING THE REPORTS

Section 1 – Rules Knowledge & Primary Coverage

1.1 Knowledge and application of the rules (including IRS rules)

Rating	Descriptor	What This Looks in Practice
Below Standard	Insufficient or inconsistent application of the rules.	<ul style="list-style-type: none"> - Makes one or more incorrect rule applications that affect play. - Shows visible uncertainty or hesitation in applying a rule. - Relies on partners to correct or cover for missed knowledge. - Provides incomplete or unclear explanations when asked about a decision.
Meets Standard	Applies the rules correctly and confidently in all expected situations.	<ul style="list-style-type: none"> - Applies all rules correctly throughout the game. - Handles routine and moderately complex situations with confidence and consistency. - Provides clear and accurate explanations when required. - Demonstrates a solid and reliable understanding expected of a professional referee.
Exceeds Standard	Demonstrates exceptional mastery and leadership in applying the rules.	<ul style="list-style-type: none"> - Applies rules flawlessly, including in rare, unusual, or complex situations. - Anticipates and manages difficult rule scenarios proactively and without hesitation. - Provides clear, calm, and authoritative explanations to coaches, players, and table officials under pressure. - Assists and guides crew members in ensuring consistent and correct application of the rules without overstepping.

1.2 Demonstrates confidence and accountability by making calls within his/her primary coverage area, limiting unnecessary reliance on partners.

Rating	Descriptor	What This Looks in Practice
Below Standard	Frequently avoids making calls in own primary area, leading to over-reliance on partners and gaps in coverage.	<ul style="list-style-type: none"> - Hesitates or fails to blow the whistle on clear infractions in primary. - Regularly relies on partners to make calls that are his/her responsibility. - Appears uncertain or reluctant when action is required. - Creates additional pressure on the rest of the crew.
Meets Standard	Consistently makes appropriate calls in own primary, showing confidence and accountability.	<ul style="list-style-type: none"> - Blows whistle promptly on clear infractions in primary area. - Relies on partners only when the angle is truly obstructed. - Demonstrates readiness and confidence in primary coverage. - Partners can trust coverage responsibilities are being fulfilled.
Exceeds Standard	Demonstrates exceptional ownership of primary coverage, enhancing crew trust and overall game control.	<ul style="list-style-type: none"> - Anticipates and decisively makes all necessary calls in primary with excellent judgment. - Rarely requires partner intervention, while remaining open to support when truly needed. - Shows confidence and composure that reinforces partner trust. - Performance strengthens the crew's overall credibility and game flow.

Section 2 – Game Management

2.1 Displays self-control; calm but assertive body language that demonstrates authority and confidence, but not arrogance

Rating	Descriptor	What This Looks in Practice
Below Standard	Inconsistent or inappropriate body language; undermines credibility.	<ul style="list-style-type: none"> - Shows visible frustration, anger, or defensiveness toward players and/or coaches. - Body language appears hesitant, passive, or overly aggressive. - Tone or gestures escalate tension instead of calming it. - Loses composure in challenging moments.
Meets Standard	Maintains calm, confident, and assertive presence that supports effective game control.	<ul style="list-style-type: none"> - Consistently remains composed, even in tense or heated situations. - Uses firm, respectful, and professional body language and tone. - Demonstrates authority without appearing arrogant or confrontational. - Projects confidence that helps diffuse potential conflict.
Exceeds Standard	Exemplary poise and leadership; body language actively enhances credibility and game flow.	<ul style="list-style-type: none"> - Demonstrates outstanding composure in high-pressure or contentious situations. - Uses calm but assertive gestures and tone that defuse conflict and foster respect. - Inspires confidence in players and coaches through presence alone. - Serves as a role model for body language and self-control at the professional level.

2.2 Effectively manages interactions and misconduct involving players, coaches and bench personnel (including any physical altercations).

Rating	Descriptor	What This Looks in Practice
Below Standard	Interactions or dealing with misconduct are ineffective, inconsistent, or undermine authority.	<ul style="list-style-type: none"> - Engages in excessive arguments or debates with players/coaches. - Appears dismissive, confrontational, or unapproachable. - Fails to communicate when needed, leading to confusion or frustration. - Hesitates or fails to act when misconduct occurs. - Response is overly harsh, lenient, or inconsistent with the severity of the behaviour.
Meets Standard	Maintains respectful and professional interaction and responds firmly and appropriately to misconduct.	<ul style="list-style-type: none"> - Interacts with players and coaches when appropriate, keeping communication brief and focused. - Listens respectfully but does not allow debate to delay or disrupt the game. - De-escalates potential tensions through tone and manner. - Identifies misconduct promptly and acts without hesitation. - Applies the correct penalties or sanctions according to the rules.
Exceeds Standard	Anticipates, diffuses, manages conflict and misconduct in such a way that builds respect and enhances authority and game integrity.	<ul style="list-style-type: none"> - Handles challenging conversations calmly and with authority, even under pressure. - Uses interaction strategically to prevent issues before they escalate. - Gains cooperation and respect through clear, calm, and confident communication. - Serves as a role model in balancing authority with approachability and in setting a clear standard for managing misconduct. - Identifies misconduct promptly and acts without hesitation. - Applies the correct penalties or sanctions according to the rules in even complex or heated situations.

Note: If a referee did not have to deal with any misconduct during the game (because all participants were behaving correctly) or if it was not visible from the video, then you can still evaluate the above based on the communication and interactions that the referee had with the players and the coaches throughout the game.

Section 3 – Positioning, Fitness & Work Rate

3.1 Sustains movement quality (explosiveness for sprinting, recovering between plays etc.) throughout the game; no visible fatigue impacting movement.

Rating	Descriptor	What This Looks in Practice
Below Standard	Movement quality declines; visible fatigue impacts officiating effectiveness.	<ul style="list-style-type: none"> - Noticeable fatigue leads to slower recovery between plays or missed coverage. - Reduced explosiveness affects ability to reach optimal positions. - Becomes less mobile late in the game. - Fitness level negatively impacts accuracy of positioning and court coverage.
Meets Standard	Maintains movement quality and endurance needed for effective officiating.	<ul style="list-style-type: none"> - Shows consistent mobility and explosiveness across all four quarters. - Recovers quickly between plays to maintain good positioning. - Sustains a reliable work rate with no significant drop-off. - Fitness fully supports the demands of the game.
Exceeds Standard	Exceptional endurance and movement quality; sets a professional benchmark.	<ul style="list-style-type: none"> - Demonstrates outstanding explosiveness and mobility throughout, even in high-intensity moments. - Never shows visible fatigue; movement remains sharp until the final whistle. - Work rate enhances ability to anticipate play and maintain optimal positioning consistently. - Sets the pace for fitness and effort expected at top professional level.

Note: This is about the referee's fitness (physical capacity).

3.2 Moves effectively to obtain the right position on the court to have an open angle to the play considering distance as well (not too close that narrows the view and not too far to lose visual clarity).

Rating	Descriptor	What This Looks in Practice
Below Standard	Positioning frequently limits ability to see plays clearly; angles and distances are inappropriate.	<ul style="list-style-type: none"> - Often too close to or too far from the action, resulting in restricted vision. - Angles do not provide a clear, open look at the play. - Relies on guesswork when not in proper position. - Misses key elements of plays due to poor court coverage.
Meets Standard	Positions self effectively for a clear, open angle and appropriate distance on most plays.	<ul style="list-style-type: none"> - Regularly obtains an open angle that allows clear judgment of contact and violations. - Maintains appropriate distance — close enough to see detail but not crowding the play. - Transitions smoothly with play to remain in good position. - Rarely loses sight lines or clarity of the action.
Exceeds Standard	Consistently outstanding positioning; anticipates play to achieve the best angle and distance without hesitation.	<ul style="list-style-type: none"> - Anticipates play developments and adjusts proactively to secure optimal angles. - Maintains textbook distance for clarity and perspective on every possession. - Rarely, if ever, caught out of position; transitions seamlessly with the flow. - Positioning actively enhances credibility and decision-making accuracy.

Note: This is about positioning themselves correctly. A referee can be fit and keep up with the play but not position himself/herself correctly to have an open angle.

3.3 Demonstrates consistent and visible work rate; avoids ball-watching and remains concentrated in every play.

Rating	Descriptor	What This Looks in Practice
Below Standard	Work rate is inconsistent; periods of disengagement or ball-watching reduce effectiveness.	<ul style="list-style-type: none"> - Caught ball-watching, leading to missed off-ball actions. - Concentration level appears to decline during the game.
Meets Standard	Maintains steady, reliable work rate and engagement throughout the game.	<ul style="list-style-type: none"> - Stays consistently active and attentive on every possession. Concentration level does not decline during the game. - Keeps eyes active to cover both on-ball and off-ball activity. - Rarely is caught ball-watching.
Exceeds Standard	Exceptional work rate and engagement; sets the tone for coverage and concentration.	<ul style="list-style-type: none"> - Demonstrates relentless effort and concentration across the entire game. - Rarely ball-watches; always scanning for off-ball activity.

Note: This is about mental effort and remaining focused throughout the game. A referee can be fit, he/she can also be obtaining open angles but maybe he/she loses focus at certain points during the game or maybe he/she is ball watching too much.

Section 4 – Communication & Teamwork

4.1 Correct and clear signals; use of voice and whistle, arm signals etc.

Rating	Descriptor	What This Looks in Practice
Below Standard	Signals and communication are inconsistent or unclear, creating confusion.	<ul style="list-style-type: none"> - Whistle tone lacks strength, clarity, or consistency. - Arm/hand signals are hesitant, incorrect, or poorly visible. - Voice commands are hard to hear or unclear. - Timing of signals causes confusion or delay.
Meets Standard	Uses whistle, voice, and arm signals correctly and clearly to communicate decisions.	<ul style="list-style-type: none"> - Whistle is strong and distinct, drawing immediate attention. - Uses correct signals according to each situation consistently. - Signals are clear, visible, and timed appropriately. - Voice commands are assertive and easy to understand.
Exceeds Standard	Exemplary clarity and authority in signals; enhances credibility and game flow.	<ul style="list-style-type: none"> - Whistle tone is firm, immediate, and perfectly suited to each situation. - Signals are textbook: crisp, confident, and highly visible to players, coaches, and spectators. - Voice commands are calm, authoritative, and perfectly timed.

4.2 Communicates and collaborates effectively with the crew — maintains eye contact, communicates clearly with partners, offers and accepts support appropriately, and contributes to correct decision-making (including correcting errors when he/she is very sure and providing help in others' primary area when needed).

Rating	Descriptor	What This Looks in Practice
Below Standard	Communication and teamwork are limited or ineffective which can undermine crew performance.	<ul style="list-style-type: none"> - Infrequent or absent eye contact. - Misses opportunities or hesitates to enter face-to-face dialogue when needed. - Dialogue, when attempted, is unclear, lengthy, or confusing. - Rarely offers input when asked, or input lacks clarity/confidence. - Does not intervene when an obvious error occurs or intervenes inappropriately. - Makes an unnecessary double whistle on a partner's primary area too often, disrupting coverage balance.
Meets Standard	Communicates clearly and works well with partners which helps with enhancing crew performance.	<ul style="list-style-type: none"> - Maintains regular eye contact during transitions and stoppages. - Recognises and initiates timely dialogue when needed to confirm or clarify. - Dialogue is brief, relevant, and easy to understand. - Offers clear, confident input when asked. - Intervenes and offers help when very certain an incorrect decision has occurred. - Respects primary coverage areas while recognising legitimate situations to assist with a patient whistle.
Exceeds Standard	Demonstrates outstanding communication and teamwork that elevate crew performance.	<ul style="list-style-type: none"> - Dialogue is exceptionally clear, calm, and authoritative, resolving issues quickly. - Manages team dynamics within a crew. - Uses eye contact seamlessly to signal readiness and alignment. - Anticipates when a partner may need support and provides it calmly and effectively. - Intervenes and offers help when very certain an incorrect decision has occurred. - Actively reinforces colleague confidence during challenging moments. - Respects primary coverage areas while recognising legitimate situations to assist with a patient whistle. - Provides clear leadership that contributes to the effectiveness, cohesion and credibility of the crew.

2 INSTANT REPLAY SYSTEM

2.1 INTRODUCTION – INSTANT REPLAY SYSTEM

The IRS was introduced in the 2007 Final Four in Prague. With every year passing, the IRS rules and guidelines are expanding to include additional reviewable matters as well as introducing the head coach challenge. In addition, the technical set-up and technology used has been improving with the years resulting in more accurate decisions in a shorter time.

The use of the IRS must be limited to the permitted cases as stated in the EuroLeague and EuroCup ByLaws. The key factors to a successful review are:

- Effective Crew Communication – the crew needs to have proper and sharp communication before the review, to clarify if the IRS can and should be used. During the review, the crew needs to communicate effectively when analysing the play to reach a correct final decision.
- Good knowledge of the rules, protocols and system by the referees – What can be reviewed and how to use the system.
- Good knowledge of the rules, protocols and system by the IRS operators – What is the key frame of the review that the referees want to check and how to use the system.
- Effective communication between the referees and the IRS operator.
- Effective communication of the IRS operator with the OB van.

2.2 EUROLEAGUE COMPETITION IRS SYSTEM

2.2.1 INTRODUCTION

In the EuroLeague competition, Euroleague Basketball (EB) has partnered with Hawk-Eye to provide a video replay solution called SMART. The SMART system is a powerful video analysis tool designed to put control of video replays into the hands of the referees. Hawk-Eye has worked with EB to design a bespoke configuration to make the IRS process as efficient and effective as possible. The system has also been designed to provide easy installation and integration with an existing broadcast operation.

There are two main components for the SMART system:

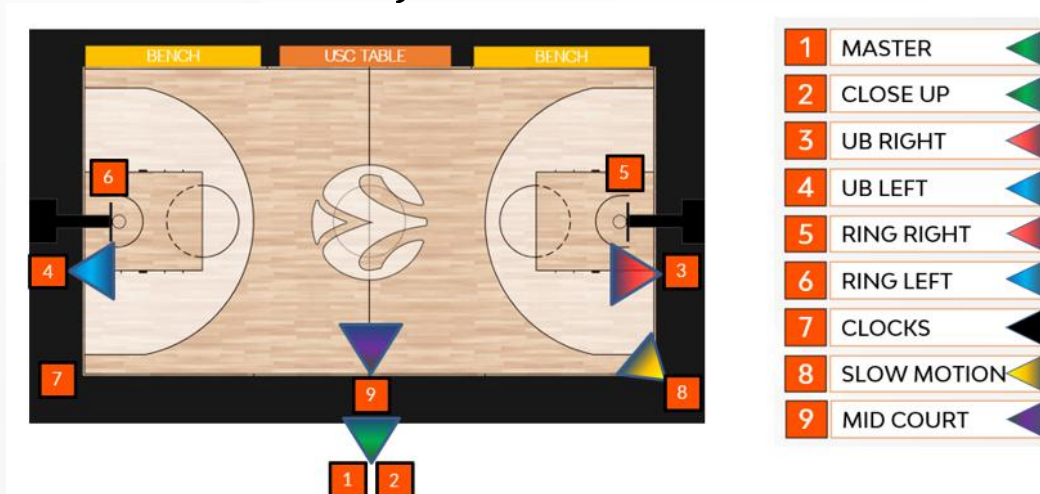
1. SMART Server Rack that must be kept in the OB van.
2. SMART Client that needs to be installed in the allotted IRS space on the Unified Scorers Crew (USC) table. Two touch screens are provided, one for the IRS operator and one for the referees.

2.2.2 CAMERA PLAN

Each camera used by the broadcaster during a game has a different name that identifies its position in the set-up. The referees and the IRS operators must know the name and position of each camera so that they can choose the right one/s depending on the play they are reviewing.

In every EuroLeague venue, there are 9 cameras that are used as part of the IRS. In Final Four competitions, the camera plan is more advanced, and the IRS uses around 13 cameras.

EuroLeague Standard Camera Plan



MASTER

Located high up in the stands, on an elevated platform, on the side of the playing court opposite the team benches exactly at the center line of the court. The camera will maintain the entirety of the game action, including ball and basket.

CLOSE UP

This camera provides a clear view of the court, must be next to the Master camera and will follow the player with the ball in action. In general terms, it will do the same movements as the Master camera but zoomed in on the main action: player and ball.

UNDER BASKET (UB) RIGHT AND LEFT

Two hand-held cameras, on one side of the basket support structure on each end. These cameras may move between the pre-assigned position on one side of each basket support structure and a pre-assigned position along the endline, on the same side as the main TV camera positions and will respect the escape lane spaces. These camera operators may move only during time-outs, breaks between periods and at the beginning of free throws.

RING RIGHT AND LEFT

Two mini cameras on each of the backboards (left and right). These cameras must be positioned at the best possible angle on the backboard with a view of the ring and the restricted area. Also, these two cameras should have some pan and tilt control.

CLOCKS

This camera will be used for both the shot clock and the game clock. The images of these clocks will be shown inserted on screen in the graphic template when any malfunctions occur at the scorer's table console and may also be used for the Instant Replay System.

SLOW MOTION

This camera will be in the end zone of the lower seating level on the same side of the arena as the mid-level centre court cameras, in a place that is approximately 20°-25° from the centre of the playing court. It will be in line (approximately parallel) with the near sideline and will follow the player with the ball in action, mainly used for replays.

MID COURT

Located at courtside opposite the team benches, at the mid court, close to the players. This camera will be positioned in a space of 3m in width in the centre of the sideline (a space of 1.5m in width from each side of the centre line).

2.2.3 RESPONSIBILITIES

Broadcast Engineer

5 hours before tip-off, the broadcast engineer is responsible for installing the equipment and powering it on. He/she also needs to plug in the video feeds.

4 hours before tip-off, he/she has to perform a test record.

3 hours before tip-off, he/she has to perform a sync test.

After the game, once the IRS operator has performed all his duties, the broadcast engineer packs up the equipment.

IRS operator

2 hours before tip-off, the IRS operator contacts Hawk-Eye remote support to confirm they have arrived at the venue. He/she communicates with the broadcast engineer to receive a 30 second countdown until the red light displays on the basket backboards. The IRS operator complete the interface checklist which includes a sync test.

1 hour 30 minutes before tip-off, the IRS operator shows the sync test to the referees.

1 hour 15 minutes before tip-off, the IRS operator participates in the USC/Referees pregame meeting.

10 minutes before tip-off, he/she turns the 'Recording to Disk' on and the system is ready for the game.

During the game, the IRS operator:

- Creates bookmarks.
- Selects the type of review and if it is a head coach challenge (HCC) or referee review based on the communication he/she receives from the crew chief.
- Prepares the play according to the EB guidelines.
- Gives control to the referees.
- Provides assistance with camera selection, moving the timeline etc. if required.
- Ends the review.
- Keeps a record of the review types and duration and passes this information to the EB delegate.

After the game, the IRS operator:

- Turns 'Recording to Disk' off.
- Exports all camera angles for certain reviews or play situations based on the EB guidelines.
- Renames the sync test clip and all the reviews.

- Notifies Hawk-Eye that he/she has performed all the required tasks.

Referees

1 hour 30 minutes before tip-off, the referees check the sync test and approve it. They also check that the system works correctly.

1 hour 15 minutes before tip-off, the referees conduct a pregame meeting with the USC.

During the game:

- Referees inform the EB delegate of the type of review.
- Referees inform the IRS operator of the type of review and if it is an HCC or referee review.
- Once the play is ready, the referees can use their screen to review the play.
- The referees report the final decision in front of the table.

After 48 hours from the completion of the game, the crew chief submits a report to the Officiating department with information about the reviews conducted during the game.

Coaches

During the game:

- The head coach must signal for a challenge by utilising the head coach's challenge signal (creating an imaginary square with both index fingers) towards the referees, during the dead ball.
- The head coach shall then notify the referees of the specific type of review that the team is challenging.
- The head coach request for the HCC can be cancelled until the referee grants the request with the HCC signal.



USC

During the game, the USC are responsible for recording HCC on the scoresheet and notifying the referees if a coach does not have a challenge left.

2.2.4 TV GRAPHICS

No.	STAGE	SMARTREPLAY BOOKMARK	TV GRAPHIC
1	EOQ	BASKET EOQ	BASKET BEFORE EXPIRATION OF TIME
2	EOQ	FOUL EOQ	FOUL BEFORE EXPIRATION OF TIME
3	L2M	OUT OF BOUNDS	OUT OF BOUNDS
4	L2M	GOALTENDING	GOALTENDING/INTERFERENCE
5	L2M	DF SEMICIRCLE	DEFENSIVE SEMICIRCLE
6	L2M	AOS FOUL	FOUL IN ACT OF SHOOTING REVIEW
7	L2M	SHOT CLOCK RESET	SHOT CLOCK RESET REVIEW
8	L2M	FOUL REVIEW	FOUL REVIEW
9	L2M	BACKCOURT VIOLATION	BACKCOURT VIOLATION
10	L2M	8-SEC VIOLATION	8-SECOND VIOLATION
11	Any time	GAME CLOCK	GAME CLOCK REVIEW
12	Any time	SHOT CLOCK	SHOT CLOCK REVIEW
13	Any time	PHYSICAL ALTERCATION	PHYSICAL ALTERCATION
14	Any time	ACT OF VIOLENCE	ACT OF VIOLENCE
15	Any time	NUMBER OF FTs	NUMBER OF FREE THROWS
16	Any time	BASKET VALUE	BASKET VALUE REVIEW
17	Any time	BASKET 24S	BASKET BEFORE EXPIRATION OF TIME
18	Any time	FOUL 24S	FOUL BEFORE EXPIRATION OF TIME
19	Any time	BASKET DF	BASKET PRIOR TO OFF BALL FOUL
20	Any time	BASKET OF	BASKET PRIOR TO OFF BALL FOUL
21	Any time	FT SHOOTER	IDENTIFY FREE THROW SHOOTER
22	Any time	IDENTITY FOUL	IDENTIFY PLAYER WHO COMMITTED FOUL
-	-	COACH CHALLENGE	COACH CHALLENGE + REVIEW NAME

2.3 EUROCUP COMPETITION IRS SYSTEM

2.3.1 INTRODUCTION

In the BKT EuroCup, Euroleague Basketball agrees with the host broadcasters in each country on the installation of an IRS system.

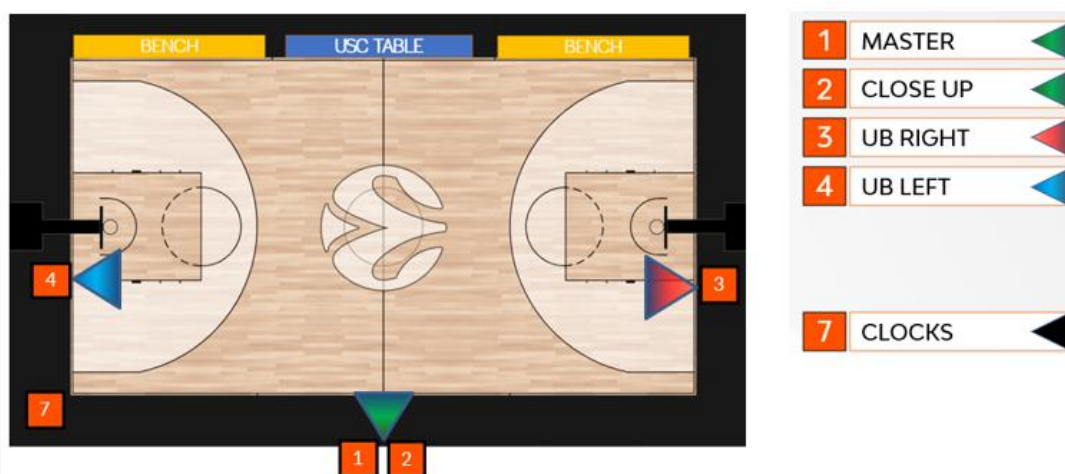
The system implemented is an EVS + MULTISPLIT MONITOR + CLOCK INSERTED. This consists of four camera angles which are put in a four-window split signal. The fixed image of the game clock is embedded (and resized) in the central area of the screen.

2.3.2 CAMERA PLAN

Each camera used by the broadcaster during a game has a different name that identifies its position in the set-up. The referees and the IRS operators must know the name and position of each camera so that they can choose the right one/s depending on the play they are reviewing.

In every EuroCup venue, there are 5 cameras that are used as part of the IRS. In the EuroCup finals, the Hawk-Eye SMART system is used as described in the section above.

EuroCup Standard Camera Plan



MASTER

Located high up in the stands, on an elevated platform, on the side of the playing court opposite the team benches exactly at the center line of the court. The camera will maintain the entirety of the game action, including ball and basket.

CLOSE UP

This camera provides a clear view of the court, must be next to the Master camera and will follow the player with the ball in action. In general terms, it will do the same movements as the Master camera but zoomed in on the main action: player and ball.

UNDER BASKET (UB) RIGHT AND LEFT

Two hand-held cameras, on one side of the basket support structure on each end. These cameras may move between the pre-assigned position on one side of each basket support structure and a pre-assigned position along the endline, on the same side as the main TV camera positions and will respect the escape lane spaces. These camera operators may move only during time-outs, breaks between periods and at the beginning of free throws.

CLOCKS

This camera will be used for both the shot clock and the game clock. The images of these clocks will be shown inserted on screen in the graphic template when any malfunctions occur at the scorer's table console and may also be used for the Instant Replay System.

2.3.3 RESPONSIBILITIES

Broadcast Engineer

The host broadcaster is responsible for the rigging, set up and synchronisation of the IRS system. This must be completed in good time ahead of the pre-game test at -90:00 to tip-off.

IRS operator

The IRS operator will be in position for the pre-game test (-90:00), as well as throughout the entire game. Their primary responsibility is to operate the IRS.

Referees

1 hour 30 minutes before tip-off, the referees check the sync test and approve it. They also check that the system works correctly.

1 hour 15 minutes before tip-off, the referees conduct a pregame meeting with the USC.

During the game:

- Referees inform the EB delegate of the type of review and if it is an HCC or referee review.

- Referees inform the IRS operator of the type of review.
- Once the play is ready, the referees review the play and provide instructions as to what they want to see (which cameras, what speed, etc.)
- The referees report the final decision in front of the table.

After 48 hours from the completion of the game, the crew chief submits a report to the Officiating department with information about the reviews conducted during the game.

Coaches

During the game:

- The head coach must signal for a challenge by utilising the head coach's challenge signal (creating an imaginary square with both index fingers) towards the referees, during the dead ball.
- The head coach shall then notify the referees of the specific type of review that the team is challenging.
- The head coach request for the HCC can be cancelled until the referee grants the request with the HCC signal.



USC

During the game, the USC are responsible for recording HCC on the scoresheet and notifying the referees if a coach does not have a challenge left.

2.4 IRS RULES AND PROTOCOLS

2.4.1 IRS RULES

Referees are required to follow the approved rules as set out in the EuroLeague and EuroCup ByLaws under Appendix XII – Instant Replay.

There are two challenges per coach per game. However, one of the two challenges of each coach must be requested within the first 38 minutes of the game.

The head coaches are permitted to challenge any reviewable situation that is covered under the current rules (except for 'Identify player who committed a foul') without time restrictions being applicable as per the diagram below.

ANY TIME					
GAME / SHOT CLOCK	BASKET 24s	BASKET VALUE	BASKET DEFENSIVE FOUL	FOUL REVIEW	FREE THROW SHOOTER
ACT OF VIOLENCE	FOUL 24s	NUMBER OF FREE THROWS	BASKET OFFENSIVE FOUL	PHYSICAL ALTERCATION	OUT OF BOUNDS
GOALTEND / INTERFE- RENCE	DEFENSIVE SEMI- CIRCLE	AOS FOUL	SHOT CLOCK RESET	8-SECOND VIOLATION	BACK- COURT VIOLATION

END OF QUARTER OR END OF OVERTIME	
BASKET EOQ	FOUL EOQ

The referees, however, can only review certain matters at three different games stages as per the diagram below.

ANY TIME					
GAME / SHOT CLOCK	BASKET 24s	BASKET VALUE	BASKET DEFENSIVE FOUL	PHYSICAL ALTERCATION	FREE-THROW SHOOTER
IDENTITY FOUL	FOUL 24s	NUMBER OF FREE THROWS	BASKET OFFENSIVE FOUL	ACT OF VIOLENCE	

L2M 4 TH QUARTER OR L2M OVERTIME				END OF QUARTER OR END OF OVERTIME	
OUT OF BOUNDS	GOALTEND / INTERFERENCE	DEFENSIVE SEMI-CIRCLE	BACK-COURT VIOLATION	BASKET EOQ	FOUL EOQ
FOUL REVIEW	AOS FOUL	SHOT CLOCK RESET	8-SECOND VIOLATION		

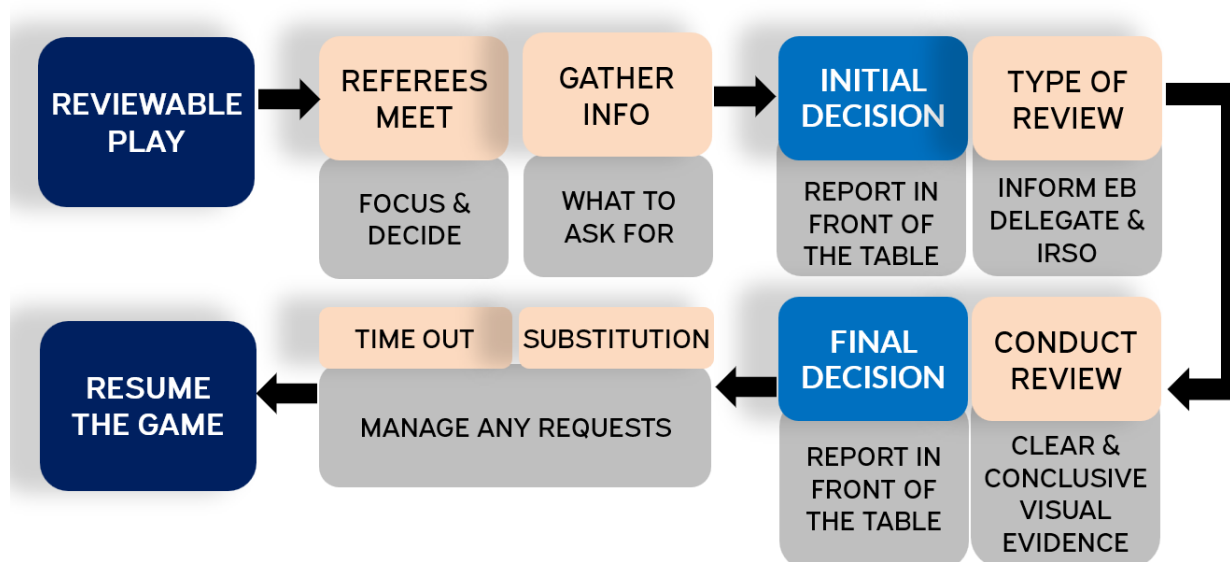
2.4.2 CHECKING THE IRS EQUIPMENT

Upon arrival to the venue, prior to the game, the referees must check the IRS equipment. Together with the IRS operator, they will check the following:

- The sync test – all cameras must show the same frame (fully illuminated red light).
- All cameras are synchronised with the fully illuminated yellow light.
- The number of camera feeds.
- All functionality from the IRS operator's side works correctly (mouse, keyboard, jog wheel and touchscreen).
- All functionality in the referees' monitor works correctly (feed, buttons and TV graphic).

2.4.3 IRS REVIEW STEPS

The referees are required to follow certain steps whenever they need to use the IRS.



2.4.4 REFEREE INDIVIDUAL RESPONSIBILITIES DURING THE GAME

DURING THE GAME		
<p>Crew Chief is responsible for:</p> <ol style="list-style-type: none"> 1. Seeking information from the referee who made the initial decision and the third referee, where necessary. If he/she has made the decision, then he/she is responsible for sharing information about the decision with the other referees. 2. Assessing the information and making the decision to use the IRS. 3. Making the signal to use the IRS. 	<p>Umpire making initial decision is responsible for:</p> <ol style="list-style-type: none"> 1. Submitting information to the crew chief to make the decision to use the IRS. 2. Signalling the initial decision in front of the table. 3. Accompanying the crew chief to review the decision. 	<p>Non-active referee is responsible for:</p> <ol style="list-style-type: none"> 1. Submitting information to the crew chief to make the decision to use the IRS, if they have information.

AT THE REVIEW

Crew Chief is responsible for:

1. **Communicating the nature and type** of review to the EB delegate and then to the IRSO.
2. **Checking the TV graphic.**
3. **Asking the other referee to analyse the play first** if they made the decision or analyses the play first if the other referee made the initial decision.
4. **Assessing all the information and making the final decision.**
5. **Administering the final decision** in front of the table if they made the initial decision.
6. **Communicates with head coaches** if necessary.

Umpire making initial decision is responsible for:

1. **Checking the TV graphic.**
2. Asking the crew chief to analyse the play first.
3. **Providing information** to the crew chief.
4. **Administering the final decision** in front of the table.

Non-active referee is responsible for:

1. **Managing the players** on the court and **holding the ball.**
2. **Ensuring that nobody is trying to interfere** with the review process when the referees are in front of the monitor.
3. **Participating in the review** and analysing the play, **only if asked.**

2.4.5 FURTHER GENERAL GUIDELINES

- During the pregame meeting, the crew will decide who will be responsible for taking control of the system during IRS reviews.
- Only the referees and the IRS operator will be present in the review.
- One person at a time talking to the operator.
- All communication will be conducted using the English language.
- The referees will analyse the play using official rules and guidelines terminology.
- When there is an initial decision, the referee who did not make the call will provide his/her opinion first.
- When there is no initial decision, the umpire 1 or umpire 2 will provide his/her opinion first.
- If there is a disagreement between the two referees in front of the monitor or if they need the opinion of the third referee, the third referee can join the review but U1 or U2 should take his/her place.
- The initial decision can only be changed if there is clear and conclusive visual evidence to do so.
- The referees do not need to check and adjust the clocks for every review. Only in situations where it matters like close to the end of quarter, end of game or if they had a very delayed whistle.
- If the IRS system stops working during the game, the IRSO will notify as quickly as possible the USC who will then notify the crew chief at the next dead ball. The

crew chief is then responsible for informing the head coaches. If the system recovers afterwards, the same procedure must be followed.

2.4.6 GUIDELINES FOR EACH REVIEW TYPE

GAME CLOCK/SHOT CLOCK

- An error / malfunction occurs in the game clock or shot clock, and it does not start/stop correctly at any time in the game before or after the ball is in play.
- The referees can review the footage to adjust the time.
- If there is evidence of an invalid made basket, it can be cancelled as per the correctable error rules.
- The clock calculation tool can be used to assist the referees in adjusting the time.

NUMBER OF FREE THROWS

- A player is fouled in the act of shooting for a field goal.
- The referees will review the footage to determine the following issues only:
 - Whether the field goal attempt was for two or three points.

BASKET VALUE

- The referees are unsure whether a made basket was worth one, two or three points.
- The referees will review the footage to determine the following issues only:
 - The value of the basket.
 - Whether the shooter committed an out of bounds violation immediately prior to the release of the shot.
 - Whether a 24-second violation occurred.
- The review will take place at the following time-out, interval or if another review occurs. However, a basket value review will take place immediately as soon as a basket is made in the following situations:
 - If there is a made basket in the L2M of the 4th quarter or the L2M of overtime.
 - In the last 24 seconds of any quarter, after the last free throw and with the ball being around the ring, if the referees are unsure if the ball has been touched by any player, or if the clock has started correctly, the referees must stop the game immediately and review the value of the basket and also put the correct time on the clock.
- If there is a basket value review pending to be checked, and during the game another reviewable situation occurs, the pending basket value review will be checked first followed by the other review.
- If there is a basket value review pending to be checked and the game enters the last 2 minutes of quarter 4 or last 2 minutes of overtime, the pending review must be checked at the first opportunity when the game clock is stopped.

BASKET 24S

- During a dead ball due to a 24-second violation, the referees are unsure whether the violation occurred immediately prior to a made basket.
- The referees will review the footage to determine the following issues only:
 - Whether the ball left the hands prior to the illumination of the fully yellow light.
 - If so, whether the basket was a 2-point or 3-point field goal.
 - Whether the shooter committed an out of bounds violation immediately prior to the release of the shot.

FOUL 24S

- During a dead ball due to a 24-second violation or a foul called, the referees are unsure whether the violation occurred immediately prior to a foul called.
- The referees will review the footage to determine the following issues only:
 - Whether the foul that was called occurred prior to the illumination of the fully yellow LED light.
 - If the foul is on the floor or in the AOS.
 - The number of free throws.
 - If basket is valid, the basket value.
 - If the foul is in the AOS and the basket is made, whether there was a violation that cancels the basket.
 - If the foul is in the AOS and the basket is not made, whether there was a goaltending/interference violation by the defensive team that should make the basket valid.

FREE-THROW SHOOTER

- The referees are unsure who the correct free-throw shooter is.
- The referees will review the footage to determine the following issues only:
 - The identity of the correct free-throw shooter.
 - The correct number of free throws.

IDENTIFY PLAYER WHO COMMITTED FOUL

- The referees are unsure who the correct player that committed a foul is. The referees will review the footage to determine the following only:
 - The identity of the correct player who committed a foul. If the error is still correctable, it will be corrected on the scoresheet.
- This review will be initiated by the EB headquarters, USC or referees. The coaches cannot use a challenge for this, but they can notify the referees if they believe a foul was appointed to the wrong player.

BASKET DEFENSIVE FOUL

- The referees are unsure whether a foul off the ball called on the team without control of the ball occurred immediately prior to a made basket.
- The referees will review the footage to determine the following issues only:
 - Whether the foul that was called occurred prior to the shooter commencing the AOS.
 - If the basket is made, the value of the basket.

BASKET OFFENSIVE FOUL

- The referees are unsure whether a foul off the ball called on the team with control of the ball occurred immediately prior to a made basket.
- The referees will review the footage to determine the following issues only:
 - Whether the foul that was called occurred prior to the ball leaving the hands of the shooter.
 - If the basket is made, the value of the basket.

PHYSICAL ALTERCATION

- Individuals engage in physical altercation.
- The referees will review the footage to determine the following issues only:
 - the identity of all individuals involved in the physical altercation, as well as the appropriate penalty for each one.

ACT OF VIOLENCE

- The referees are unsure whether an act of violence has occurred.
- The referees will review the footage to determine the following issues only:
 - The identity of all individuals involved in the act of violence, as well as the appropriate penalty for each one and how the game will be resumed.
- An act of violence is an act of force that causes or is intended to cause harm, or an act that results or could result in a risk of injury.
- In situations when a potential act of violence occurs which is not called immediately, referees are authorised to stop the game without putting any team at a disadvantage to review any potential act of violence.
- As per EB guidelines, a foot under foot landing space foul results or could result in an injury, and therefore it is considered an act of violence and can be reviewed only if it has not been called.
- Head coaches can challenge a potential act of violence situation only if a call has not been made. If a foul has been called, head coaches can challenge this play under the trigger of foul review.
- The only possible penalties are a disqualifying foul, an unsportsmanlike foul or a no call. A technical foul is not a possible penalty when checking an act of violence.

FOUL REVIEW

- The referees are unsure whether a foul called is a personal, unsportsmanlike or disqualifying foul. The referees will review the footage to determine the following only:
 - If the foul called should be maintained, upgraded, downgraded or considered a technical foul.
 - If the foul is on the floor or in the AOS.
 - The number of free throws.
 - If basket is valid, the basket value.
 - If the foul is in the AOS and the basket is made, whether there was a violation that cancels the basket.
 - If the foul is in the AOS and the basket is not made, whether there was a goaltending/interference violation by the defensive team that should make the basket valid.
- When the referees call a foul because of an elbow swing, if during the IRS they identify that there was no contact, **they can change the foul to a technical foul** if they believe there was **excessive swinging of the elbow**.

FOUL IN ACT OF SHOOTING

- The referees are unsure whether a foul called is a shooting or a foul on the floor. The referees will review the footage to determine:
 - Whether the foul that was called occurred prior to the shooter commencing the AOS or whether the player passed the ball off after being fouled.
 - Whether the foul should be upgraded or downgraded.
 - If the foul is in the AOS and:
 - There is a made basket, whether the value is 2 or 3 points.
 - There is a made basket, whether there was a violation that cancels the basket.
 - The basket was not made, whether it should be 2 or 3 FTs.
 - The basket was not made, whether there was a goaltending/interference violation by the defensive team that should make the basket valid.

SHOT CLOCK RESET

- The referees are unsure whether the ball touched the ring on a field goal attempt. The referees will review the footage to determine:
 - Whether the ball touched the ring or not and if so, the shot clock was administered properly.
- The review can only take place if a call is made and the game clock is stopped. In the last 2 minutes of quarter 4 or overtime, the referees can check a shot clock reset after a made basket since the game is already stopped.

BACKCOURT VIOLATION

- The referees are unsure whether a backcourt violation was committed by the team in control of the ball. The referees will review the footage to determine the following issue only:
 - Whether the violation occurred, always after a backcourt violation has been called by one of the referees.

8-SECOND VIOLATION

- The referees are unsure whether an 8-second violation was committed by the team in control of the ball. The referees will review the footage to determine the following only:
 - Whether the violation occurred, always after an 8-second violation has been called by one of the referees.
- The referees will use the clock calculation tool and start counting when the player in the backcourt gains control of a live ball or on a throw-in, the ball touches or is legally touched by any player in the backcourt.
- The referees will use the clock calculation tool and stop counting when the team in control of the ball causes the ball to go to its frontcourt.
- If the time shown in the clock calculation tool is more than 8 seconds, then it is a violation.

OUT OF BOUNDS

- The referees are unsure which team committed an OOB violation, or whether an OOB violation occurred. The referees will review the footage to determine the following only:
 - Identify which player touched the ball last.
 - If the player / ball was actually OOB.

GOALTENDING / INTERFERENCE

- The referees are unsure whether a goaltending or interference violation occurred. The referees will review the footage to determine the following only:
 - Whether the violation occurred, always after a goaltending or interference call has previously been made by one of the referees.
 - Whether a violation occurred that was not called as part of a foul in the act of shooting.
- If a GT/BI violation is overturned after an IRS review, the referees must determine how the game will resume:
 - If a player had gained immediate and clear control of the ball (including out of bounds) when the violation was called, that same team will resume the game with a throw-in from the place nearest to where the ball was when the game was stopped.

- If neither team had gained immediate and clear control of the ball when the violation was called, the game will be resumed with a jump ball at the closest circle where the violation was called between any two opponents.

DEFENSIVE SEMI-CIRCLE

- The referees are unsure whether the defender is inside or outside the DSC for a block / charge foul. The referees will review the footage to determine the following only:
 - Whether the defender was outside the DSC and had not established a legal guarding position.
 - If the offensive player led with an unnatural knee, foot, elbow or arm regardless of the location of the defender.
 - If the ball left the hand of the shooter prior to the contact.
 - If the defender was a secondary defender.
- If during a DSC review, the referees establish that the defensive player was outside the DSC, they can then review the play as a normal block/charge situation and change their initial decision if they have clear and conclusive evidence to do so.
- When the referees are reviewing a DSC play, they have the option to upgrade to a UF or DQ if they find clear and conclusive evidence.

BASKET EOQ

- A field goal made with no time remaining on the game clock (00:00) at the end of any quarter or any overtime. The referees will review the footage to determine the following only:
 - Whether the ball left the hands of the shooter prior to the illumination of the fully red light.
 - If the shot was released on time, whether the successful field goal was a two-point or three-point.
 - If the shot was released on time, whether the shooter committed an out-of-bounds violation immediately prior to the release.
 - Whether a shot clock violation occurred before the ball left the hands of the shooter.
 - Whether an 8-second violation occurred before the ball left the shooter's hands.
 - END OF GAME ONLY: If the shot was released on time, whether the shooter committed an out-of-bounds violation within the last 3 seconds prior to the shot.

FOUL EOQ

- A foul called with no time remaining on the game clock (00:00) at the end of any quarter or any overtime. The referees will review the footage to determine the following only:

- Whether the foul that was called occurred prior to the illumination of the fully red LED lights (signalling the end of playing time).
- If the foul is on the floor or in the AOS.
- The number of free throws.
- If basket is valid, the basket value.
- If the foul is in the AOS and the basket is made, whether there was a violation that cancels the basket.
- If the foul is in the AOS and the basket is not made, whether there was a goaltending/interference violation by the defensive team that should make the basket valid.