FIBA
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FRIP LEVEL 1
HOME STUDY BOOK
BASKETBALL KNOWLEDGE

Home Study

TAKE A NOTE

BASKETBALL KNOWLEDGE - REFEREES (LEVEL 1)

PREFACE - BASKETBALL KNOWLEDGE – REFEREES (LEVEL 1)

This section has been written to provide prospective FIBA Referee Instructors with some information about basics of basketball terminology and individual offensive and defensive skills ending with basic team tactics. It is intended as part of the FIBA Referee Instructor Programme (FRIP) leading for Level 1 qualification.

It has been obvious that basketball understanding is one of the key issues for successful officiating. Step by step the referee environment has started to talked about the game instead of only the rules. This material has been created by World Association of Basketball Coaches (WABC) in close cooperation with FIBA Referee Department.

The part has been written in home study style, so that you can work through it in your own time and at your own pace through written material enriched with advanced more comprehensive material at WABC's on-line platform (http://wabc.fiba.com/).

The FRIP Basketball Knowledge includes 6 topic modules, with varying content in each 3 levels of the FRIP course:
1. Offensive Patterns of Play
2. Defensive Patterns of Play
3. Creating Contact
4. Game Tempo
5. Individual Offensive Skills
6. Coach-Referee Relationship and Player-Referee Relationship.

Example, a referees' ability to adjudicate situations of contact will be greatly enhanced by them understanding how team coaches deliberately create situations of contact both offensively (e.g. screening situations) and defensively (e.g. rebounding contest). However, it is not only situations of contact that are explained in the resource and the curriculum also explains the tactics utilised by teams to affect the tempo of the game and the teaching points when exercising the various skills of the game.

Referee instructor's task is not teaching referees how to coach or play basketball. However, by giving insight to referees on how the game is played, the referee instructors will assist the referees to anticipate what might happen and therefore better prepare to analyse the play situations leading to high likely correct decisions.

In brief, the Level 1 modules include:

Offensive Patterns of Play:	different styles of play lead to different movement and spacing on the court, which impacts the mechanics employed by the officials.
Defensive Patterns of Play:	understanding how teams move defensively will help referees to determine whether a defender has established position.
Creating Contact:	there are many situations where coaches specifically want to create contact. Being able to anticipate where that occurs will help referees to adjudicate the situation.
Game Tempo:	understanding how teams attempt to influence the tempo at which the game is played well help referees to anticipate when changes might be made and therefore be ready to adjudicate.

Individual Offensive Skills:	as different skills evolve it assist referees to review and discuss the application of those skills in a game.
Coach-Referee and Player-Referee Relationships:	Players are the game and referees and coaches "service" the game. Each role is different but all are equally important. Understanding the perspective of each other will help to form positive relationships and avoid situations of antagonism.

Next you will find some guidelines how to navigate at the WABC on-line platform to enrich your learning experience. At the end of some of the sections you will find links to advanced studying material provided by WABC.

WABC ON-LINE PLATFORM REFERENCES

Level 1 – Player
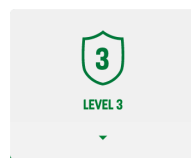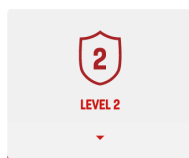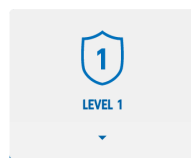   1.   Basketball Skills   **ADV**

Level 2 – Player
    1.   Basketball Skills

Level 3 – Player
    1.   Basketball Skills

The colors correspond to different levels of WABC Online Platform´s Material.

1 LEVEL 1   **2** LEVEL 2   **3** LEVEL 3

Symbols used in this material

ADV Advance studying material available to download

VID Video material available to download

EXT External material available to download

CONTENTS

MODULE B1   INTRODUCTION

B1.1.   BASIC BASKETBALL TERMINOLOGY

TERM	EXPLANATION	ABBRV
2 x 1	Refers to a fast-break situation when the offence is outnumbering the defence. In this case 2 offensive players and 1 defensive player.	2x1
3 x 2	Refers to a fast-break situation when offence is outnumbering the defence. In this case 3 offensive players and 2 defensive players.	3x2
4 x 3	Refers to a fast-break situation when offence is outnumbering the defence. In this case 4 offensive players and 3 defensive players.	4x3
Centre (Pivot)	A team's biggest, strongest player. Mainly plays in low post area near basket. Must be able to post up and be an offensive threat inside. Must be able to set solid screens for teammates. Must be able to defend the post area. Has primary defensive rebounding responsibilities. It is a definite advantage to have a dominate post player.	5
Action Area	Action Area may involve players with or without the ball. Knowledge on various play situations (pick & roll, screening, post-ups, rebounding) will help referees identify Action Areas in their primary, or when extending or expanding coverage.	AA
Double Team	When two (or more) defensive players take a close guarding position on the same offensive player (who normally has the ball).	DT
Fast Break	A quick change of the direction of the ball as the defensive team gains possession of the ball through a steal, rebound, violation or made shot and quickly attacks to the other end of the court hoping to gain numerical or positional advantage over the other team and a resultant high percentage shot.	FB
Frontcourt	A team's frontcourt consists of the opponents' basket, the inbounds part of the backboard and that part of the playing court limited by the endline behind the opponents' basket, the sidelines and the inner edge of the centre line nearest to the opponents' basket.	FC
Full-Court Press	A form of extended defence where the defenders guard their men over the entire court area. This method of pressure defence can be either based on man-to-man or zone-guarding principles. The purpose of the press is to attack the ball with the hope of causing a turnover before the offensive team can attempt a shot or to speed up the tempo of the game.	FCP
Jump Stop	A legal method of ending a dribble or receiving a pass in which the player stops his momentum with a one count stop, landing on two feet simultaneously. A player making a legal jump stop has the option of selecting either foot as his pivot foot.	JS

TERM	EXPLANATION	ABBRV
Loose Ball	When a live ball is not in possession of a player but is rolling or bouncing on the floor as players from both sides seek to gain control or as in a rebounding situation. Team control does not change until the opposition gains control, meaning for example, a shot clock violation can occur while the ball is loose.	LOB
Man-to-Man (defence)	The defensive tactic of making each defensive player responsible for guarding a specific offensive player.	MTM
Mid Court Line	The centre line, which divides the court in half.	
Offence	The team in possession of the ball is said to be on "offence". An offence refers to the pattern of play that the attacking team is using to beat the defence and get a good shot.	OFF
Pick	An offensive screen.	SC
Pick-n-Pop	Action of a offensive screen in the high post of perimeter play and the continuation motion of the same player to receive the ball for an open shot.	PNP
Pick-n-Roll	Action of a offensive screen in the high post or perimeter play and the continuation (roll) of the same player towards the basket in order to receive the ball for a lay up or shot.	PNR
Pivot (Player)	Normally the tallest player(s) on the team who offensively operate(s) around the keyhole area in order to best take advantage of their height.	
Pivot Foot	When a player is in possession of the ball and is not dribbling they are allowed to rotate around one foot providing that foot remains on the same spot on the floor – thus a pivot foot.	PF
Player	During playing time, a team member is a player when he is on the playing court and is entitled to play.	
Point	The point is the area at the top of the key directly in line with the basket. A player is operating from that area may be known as the point or point guard.	
Point Guard (1)	A team's playmaker (coach on the floor). Usually the shortest player on the team. Must possess good passing and dribbling skills. Must make good decisions taking advantage of each teammate's strengths and capabilities. Must have good court vision taking pride in passing and creating open shots for receivers. Rarely turns the ball over. Most shots will come off dribble penetration. Also, must be able to recognize opponents' defensive deployment and defensive mismatches along with being alert to the score, time, team foul situation and timeout remaining. Is responsible for defensive balance on teammate's shots.	1

TERM	EXPLANATION	ABBRV
Post (Player)	Same as pivot player	
Post-Up	An offensive manoeuvre where an offensive player establishes position next to the foul lane close to the basket and attempts to keep his defensive man behind him so that he can receive a pass in this high percentage shooting area.	
Power Forward (4)	A team's second biggest and strongest player. Must be able to post up as well as make 4-6m (15') medium range shots. Interchangeable with post. Must be able to set good screens on offence and has defensive rebounding responsibilities on defence.	4
Rebound	On a missed shot, the resultant contest between the two teams to gain possession of the ball is known as rebounding (the ball rebounds off the ring or backboard). Thus, to get a rebound means to secure the ball after a missed shot.	RB
Screening	Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the playing court.	SC
Shooting Guard (2)	A team's best outside shooter. Hard to guard. Must have the ability to create open shots within their range and not let ego or outside pressures take them outside their range. Knows how to use teammate's screens to get open shots. Must acknowledge teammate's feeds. Has offensive rebounding responsibilities along with secondary ballhanding responsibilities.	2
Small Forward (3)	A team's best all purpose player who can play inside and outside. Must be aggressive and strong enough to mix it up inside, but agile enough to play outside. Second best outside shooter and penetrator. Most shots will come from the baseline. Has primary offensive rebounding responsibilities along with being a team's defensive stopper.	3
Strong Side (basketball)	The ball side of the court when an imaginary line is drawn from the ring through the top of the key up to the centre jump circle in a team's front court. The other side is known as the weak or help side.	SSB
Tempo	The speed at which the game is being played: are teams both running up and down the court, fast-breaking and making a lot of mistakes; or, are the teams playing in a deliberate manner in order to make full use of the ball and the shot clock, etc.	
Wing	The wing area is located on the side of the court near the free throw line extended. Wing areas are designated "ball side" or "weak side" according to the location of the player with the ball. The wing on the same side as the ball handler is the "ball side" or "strong side" wing. The wing on the side away from the ball handler is the "weak side" wing.	WING
Weakside (basketball)	The half of the front court opposte to where the ball is located (taken from an imaginary line extending from the ring, through the top of the key to the centre jump circle).	WSB
Zone (defence)	A defensive tactic whereby the defensive players have the responsibility of guarding a certain area on the court as opposed to man-to-man defence where the defenders are give the responsibility of guarding a specific offensive player.	ZD

MODULE B2   OFFENSIVE PATTERNS OF PLAY

B2.1.   OFFENSIVE ALIGNMENTS

Broadly, there are 3 offensive alignments used in half court play:

- "5 Out" – where all players are on the perimeter, attempting to utilise "space" most effectively.
- "4 Out, 1 In" –   where one post player plays predominantly in the keyway, although increasingly these players are also able to step to the perimeter.
- "3 Out, 2 In" –   where two post players play predominantly in the keyway, often utilising a "high-low" alignment.

B2.1.1. Characteristics of 5 Out

All players play on the perimeter, although players certainly will cut to the basket. The precise alignment will differ, but the intent is to "stretch" the defence to have to cover the court. The "corner 3" is particularly important, as the shooting percentage from this position is higher than at the wing or top of the key. This may be a result of the corner being slightly closer, however it is more a reflection on this being the hardest area for the defence to cover.	
Most defensive teams, will have defenders move into the key and away from perimeter players that are on the side of the court opposite the ball. Here x3 is on the "split line" (a position that is in line with the basket), which places them in a good position to pressure any dribble penetration by 2.	

This "split line" positioning creates the opportunity for the offence to force a "long close-out", which is simply where x3 must move back to the perimeter to defend 3.

2 quickly passes to 3, who may catch and shoot or more likely will drive. Defensively this is very difficult as the player must sprint to get to the perimeter and then be able to move laterally.

Defensive players are taught to make this lateral movement by moving their feet, however commonly players may "bump" the dribbler or make contact with the hands. They may also reach in (even without making contact) to pressure the ball.

The shaded error shows the likely "contact point" – not where 3 catches the ball, but after they have taken a dribble.

The offence can also create a "long close-out" situation for the defence from dribble penetration.

As x3 moves into the keyway to stop 2 getting to the basket, a pass to 3 creates a very difficult situation to defend. Often, another defender (here x1) will "help the helper" and move to the perimeter. Again, the shaded area shows the likely contact area.

This "penetrate and pitch" is also more likely to create an open shot for 3, as defensive players move toward the ball and then out to the perimeter.

Dribble penetration also creates a likely contact point in the keyway, as a "helping" defender moves to stop the dribbler. The defender may only be moving 1 or 2 steps but may not be moving until relatively late, depending upon when their team mate was beating by the dribbler.

Another characteristic of "5 Out" is the prevalence of screens being set by one perimeter player for another and this often take place on the side opposite the ball.

The screener (here 3) is instructed to "find" the defender that they are screening, rather than simply screen at a particular spot on the floor. This increases the intensity of contact.

The perimeter screens are often set for a player that is moving away from the ball and then comes back to the ball. Often, a player will use more than one screen, creating multiple areas of contact – all well away from the ball.

WABC ON-LINE PLATFORM REFERENCES – 5 OUT

ADV

B2.1.2. Characteristics of 4 Out, 1 in

Four players on the perimeter and one player in a post position, at the keyway. Players may interchange during the offensive play, particularly after screening action.

Here, the post player is in the "low post" or "block".

The post player may be in a high position, at the free throw line. This particularly creates space for players to cut to the basket.	
The alignment of the perimeter players may change, particularly to take advantage of the "weakside" (opposite to the ball) corner. As with "5 Out", the offence looks to create opportunities where a defender may have a "long close-out" (if for example 1 passed to 4).	
In this alignment, the offence often divides the court into a strong side ("2 man" game) and the weakside ("3 man" game), with screens and interchange on the weakside.	

Screens on the ball are very common in 4 Out, 1 In, which creates a situation of contact at the screen. This contact often continues as the screener moves after the dribbler has gone.

This may be a movement toward the basket or may simply be to further interfere with the defensive player.

With a high post player, perimeter players will often cut (or "back cut") to the basket, which is a relatively open space. This can create situations of contact near the basket as defenders move across to help defend the cut.

The post player will often set a screen for a perimeter player to cut. Here the 1 cuts toward the basket.

Here, 3 cuts toward the perimeter using a "turn out" cut.	
Similarly, perimeter players may cut off the high post. Here, 4 cuts to the perimeter.	
Here, 2 cuts toward the basket. In this play, 3 may also move toward the wing, to take their defensive player away from the basket.	

WABC ON-LINE PLATFORM REFERENCES – 4 OUT, 1 IN

Level 2 – Team
    2.   Offensive Tactics and Strategies
        2.1   Offensive Movement
            2.1.3   Motion Offence with post – 4 out, 1 In

ADV

B2.1.3. Characteristics of 3 Out, 2 in

Three players on the perimeter and two players in post positions, at the keyway. Both post players may play in the "low post" or "block" or they may alternate with one post low and one player at the high post player.

The high post player may play anywhere along the free throw line.

The post players typically work together, so that when the ball is passed to the high post, the low post will present to receive the ball.

The low post player (5) may step high or may seal behind their defender to receive a lob pass, with the position of their defender determining which will be effective. If the offensive player can step past the "high" foot (i.e. foot closest to free throw line), they will usually step toward the ball.

With two post players, there is often a lot of screening action between the two of them. This is usually in the confined area of the key way, resulting in a lot of contact.

As it is a "big to big" screen, many team defences will switch automatically which can be effective to deny the cutter receiving a pass, but also gives the screener an advantage to then "seal" and establish position.

Also, common in the "3 Out, 2 In" alignment are the post players setting back screens for the perimeter players to cut toward the baskets. These screens are usually set behind the defensive player and as that player does not have vision of the screen, they are also called "blind" screens.

Often the post player will attempt to set the screen quite close to the defender – "headhunting" them and the amount of space is an important factor for referee consideration.

The post player will usually set the screen facing the defender they are screening, but may then reverse pivot to make further contact with the defender as they attempt to move around the initial screen.

A common tactic after an initial back screen (e.g. 5 screens for 3) is for the other post player to then "screen the screener" (4 screening for 5).

This often results in contact on players moving as the defence attempt to negotiate the first screen and then also deal with the second screen.

The first screen is typically on the "weakside" of the court (away from the ball) and then the second screen is "behind" the play as the first cutter is moving to the basket and the defence is moving to defend that cut.


The two post players will also set staggered screens for a shooter to attempt to get open. Here the two screens are set from the low post, as the cutter (3) cuts to the counter.

When the ball is on the wing, the posts may set staggered screens at both the low post and the high post, aiming to free the cutter at the top of the key.

The second screener often moves at a relatively late stage, as the gauge how the defenders have defended the initial screen.

As with most screens in a 3 Out, 2 In alignment, the contact areas are relatively close to the key.
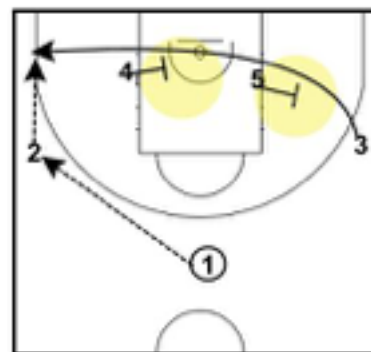
The offence may also use an alignment with two players on one side of the court and three players in a "triangle" on the other side. This is the basic alignment utilised by both the Chicago Bulls and Los Angeles Lakers under coach Phil Jackson.

There are numerous different options in this alignment, including setting screens on both sides of the court.

Another screening alignment is where the post players set a double screen – standing together to create a wide barrier for the defender to have to get past.

This can be set at either a low post or high post area.

After a double screen, one of the post players will generally cut toward the ball and whilst there may not be a screen between the two players there is likely to be a considerable amount of contact on this play.

WABC ON-LINE PLATFORM REFERENCES – 3 OUT, 2 IN

Level 3 – Team
2. Offensive Tactics and Strategies
2.2 Offensive movement
2.2.1 Motion Offence – 3 Out 2 In – screen the screener
2.2.2 Motion Offence – 3 Out 2 In – multiple screens for shooter
2.2.3 Motion Offence – 3 Out 2 In – double screens
2.2.4 Motion Offence – 3 Out 2 In – blind (back) screens
2.2.5 Motion Offence – 3 Out 2 In – Pick and Roll with Triangle on Help Side
2.2.6 Motion Offence – 3 Out 2 In – cuts off high post screen
2.2.7 Motion Offence – 3 Out 2 in – 1v1 isolation

ADV

B2.2. THE IMPORTANCE OF BALL REVERSAL – FORCING "CLOSE OUTS"

One of the most difficult defensive skills is to "close out", which occurs when a defender moves to defend an opponent who has the ball. The further the defender is away from the opponent the more difficult the skill is to execute as the defender must defend both a shot and the player dribbling.

"Close Outs" exist in both zone and man to man defences, as defenders move away from their player to be able to put some pressure on the player that has the ball.

Here, both players x2 and x3 would need to "close out" if the ball was thrown to their opponent. x3 has a short close-out and x2 would have a long close out.

The further the distance the more difficult to both defend a possible shot and any dribble.

The offensive team will attempt to "force" a close out situation by moving the ball from one side of the court to the other. This can be done after dribble penetration.	
Dribble penetration is particularly effective if it attracts a help defender (e.g. x2 moves to stop 1 getting into the keyway) and then a separate defender (e.g. x3) must "close out" to 2.	
Ball reversal can also be done by passing to a post player, who then passes to the opposite side of the court. As with dribble penetration, x2 may initially help to defend the post player which makes the close out more difficult.	

The ball reversal can also come after screening action, which again can be particularly effective if x2 stays inside the key to help to defend the dribble and then must close out "long".	
Some teams will use a "skip pass" which is to throw from one side of the court to the other. This is often relatively a relatively slow pass, which may not be as effective in creating the long "close out".	
"Ball reversal" can also be done with two passes, which will force a close out situation. The quicker the second pass (from 4 to 2) the longer the close out for x2 is likely to be. Particularly against a zone defence, if 4 dribbles toward the key to "freeze" x2 (staying in the key to help defend the dribble) this can be effective in creating a longer close out.	

On a close out, there are typically three potential areas of contact. First, where the player catches the ball is a potential contact area if they shoot the ball or if the defender attempts to intercept the pass near the player.

The other potential contact areas are to the left or right, if the player dribbles after catching the ball. This is a dynamic situation with players moving quickly and the defender often using their hands to an initial "bump" to slow the dribbler.

WABC ON-LINE PLATFORM REFERENCES – BALL REVERSAL AND CLOSE OUTS

Level 1 – Player
1. Defensive Basketball Skills
   1.1 Defensive Footwork
      1.1.2 Closing Out

Level 1 – Team
1. Defensive Tactics and Strategies
   1.1 Man to Man defence
      1.1.8 Help Defence – help to defend dribble penetration
      1.1.9 Help Defence – helping the helper / defensive rotation

2. Offensive Tactics and Strategies
   2.1 Offensive movement
      2.1.4 Motion Offence – 5 Out – ball reversal

ADV

MODULE B3   DEFENSIVE PATTERNS OF PLAY

B3.1.   HELP ROTATION ON DRIBBLE PENETRATION

The "split line" is fundamental to most defensive schemes and divides the court into two sides. The further a defender is away from the ball, the closer to the ball the defender is.

In the first diagram x4 and x3 are in a "split line" position, because their players are on the opposite side of the court to the ball. In the second diagram, x5 also has moved to the split line.

Zone defences similarly usually have defenders move to the "split line" once the ball is on one side.

The purpose of the "split line" defender is to help should the defender on the ball be beaten. The defender moves from the split line to stop the dribbler getting into the key.

This is a situation where contact is likely and it can be difficult to ascertain if the "rotating" defender has established legal guarding position prior to any contact.

Many teams will not have the centre (x5) rotate (often because they are slower), which means that the defender that does rotate (x4) may be in a less advantageous position.

This initial rotation leaves a player undefended and x1 is in a poor position to be able to switch onto that player. x5 may be able to help defend 4 when 4 cuts into the key, but it would be difficult for them to defend 5 and 4 whilst 4 remains on the perimeter.

Most teams will have a "secondary" rotation, shown as x3 rotating to defend 4 ("helping the helper") and x2 rotates to the top of the key and is responsible for both 3 and 2 (whichever player gets the ball).

As the ball is passed, the defenders have changed responsibility. x2 defends 3, x3 defends 4, x1 defends 2 and x4 remains with x1.

This "scramble" can create mismatches (such as x4 now defending 1).

To reduce the effectiveness of help defence, teams will often move players away from the split.

Here 5 cuts to the high post and 4 cuts to the corner – threatening positions and as their defenders move to defend them, there is now no low split line defenders to help on dribble penetration.

Another effective tactic used by offensive teams is "ball reversal" which can both create a long "close out" (as x2 as a long distance to defend 2) and creates a situation where there is limited help defence, as x1 has not been able to get to the split line before 2 dribbles.

WABC ON-LINE PLATFORM REFERENCES – DEFENSIVE ROTATION AGAINST DRIBBLE

Level 1 – Team
1. Defensive Tactics and Strategies
    1.1 Man to Man defence
        1.1.7 Help Defence – split line defence
        1.1.8 Help Defence – help to defend dribble penetration
        1.1.9 Help Defence – helping the helper / defensive rotation

ADV

B3.2.   FULL COURT TRAPPING DEFENCE

There are many reasons why a team may play a full court defence during a game, such as:

- To reduce the amount of time the offence has to create a good shot opportunity;
- To create easy shots through turnovers, such as 8 second violation (in the back court), stealing a pass or stealing the ball from the dribbler;
- To increase the tempo of the game, particularly when a team is behind toward the end of the game;
- Where the defence perceive an opportunity (e.g. the offensive point guard is off the court or the team is smaller (and faster) than their opponent.

"Trapping" is simply a situation where two defenders closely guard the player with the ball so that they cannot dribble. It can be particularly effective if the player has already dribbled.

Teams may play a full court defence throughout a game, although "trapping" is often most effective:

(a) After a team takes a free throw (whether it is made), because players can be ready in position to institute the "trap";

(b) After a team scores, because any delay in retrieving the ball and being ready to throw it in again gives the defence time to set up their "trap";

(c) Any possession where the referee administers the throw in (e.g. after a foul or violation), because the delay again gives the defenders time to ready their "trap".

Teams may switch to a full court defence after a time-out or may have a name to describe the defence and the coach may be able to make the change by calling for it from the sideline (e.g. "34" may be full court man to man defence).

Full court defence can be played with a man to man alignment (where each defender is responsible for defending a particular player) or in a zone alignment (where each defender is responsible for defending a particular area of the court).
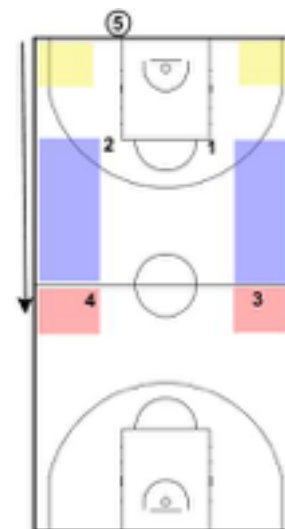
Trapping Areas

There are three typical trapping areas in a full court defence:

- Corners – shaded in yellow;
- Back court sideline – shaded in blue;
- Front court sideline, near half way – shaded in red

Trapping in the corners usually happens immediately after the first pass is made. The defender will deny their opponent from moving toward the middle of the court, so that they move toward the trapping area.

The defenders should stand close enough to each other so that the offensive player cannot step between them and should have their hands high to make any pass difficult. Players often though will try to grab the ball.

Trapping on the side lines in the back court is typically down when the on-ball defender "turns the dribbler" – forcing them to dribble toward the sideline and then change direction.

As they attempt to change direction a second defender moves toward them to trap or "double team". This defender usually comes from the "split line" or middle of the court. It is most effective if the dribbler turns without looking (using a reverse pivot).

The trap can also occur if the dribbler picks the ball up.

The reason for trapping on the sideline is because the sideline effectively acts as a third defender. The 8 second count (to move the ball into the front court) will also put additional pressure on the offensive player.

The third trapping area (front court sideline near half way) is perhaps the most effective as the sideline and half way line act as additional defenders – effectively meaning that the dribbler cannot move in any direction.

This trap often comes about by the on-ball defender "channelling" the dribbler (keeping them dribbling along the sideline) and a defender moving up the sideline to complete the trap.

The middle of the court is not an effective position to trap the dribbler unless the stop their dribbler.

Instead, the defence may "run and jump" or "switch" – in the diagram, x1 moves to defend the dribbler (and most likely make them change direction) and x2 moves to defend 1 (and remain able to potentially trap the dribbler).
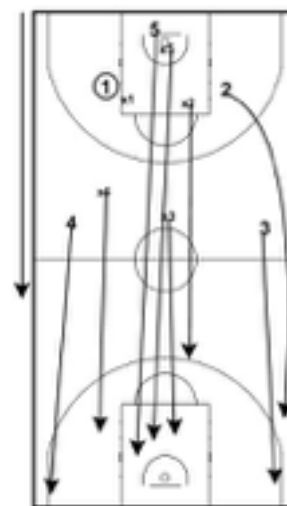
Although not being a "trapping" defence, "run and jump" can be effective at creating an 8 second violation.
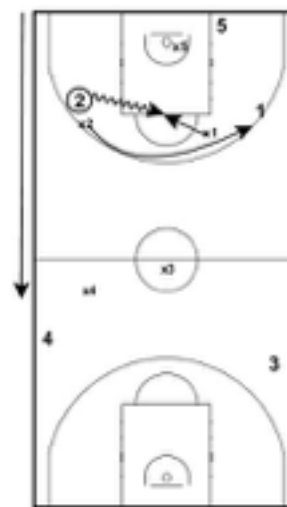
A particularly effective tactic for the offensive team against a full court man to man defence, is for the four players that do not have the ball to move into their front court.

The result of this is that the dribbler is now 1v1 against their defender and there is no defender able to be able to effectively "trap" the defender.

The offensive team may also have their centre move to set a screen for the dribbler, as the centre's defender may not have the athletic ability to be able to effectively trap the dribbler.

A full court zone defence negates the offence's strategy of having players move into the front court. In a zone defence, each defender is in a particular area of the court, whether there is an offensive player in that area.

In the diagram, x2 is able to help to trap if the dribbler is "turned" at the sideline and x4 is in position to trap if the dribbler is channelled along the sideline.

Offences will generally look to make longer passes against a zone defence, because it will quickly move the ball past the defenders, putting them in an ineffective position.

A full court trapping defence will generally increase the tempo of the game and referees must be particularly conscious of:

- 8 second violation in the back court;
- Having court coverage of where the offensive players (and any defenders) that have moved into the front court;

Any double team or trap is likely to have a lot of contact, particularly as the offensive player may pivot to pass and the defenders may move to attempt to close any space that the dribbler has (particularly once they stop dribbling).

WABC ON-LINE PLATFORM REFERENCES – FULL COURT TRAPPING DEFENCE

Level 1 – Team
1. Defensive Tactics and Strategies
    1.1 Man to Man defence
        1.1.12 Full court man to man defence

Level 2 – Team
1. Defensive Tactics and Strategies
    1.3 Zone defences
        1.3.1 Full court trapping zone (1-2-2)

ADV

MODULE B4   CREATING CONTACT

B4.1.   "BLOCKING OUT" – REBOUNDING CONTEST

Rebounding is not simply a matter of which player can jump or reach higher. Instead, the rebounding contest is likely to involve a high level of contact between players, specifically with defenders being taught to make contact! This will be particularly so when a defender is against a taller or more athletic player.

The key to blocking out is:

1. See your opponent. When a shot is taken, the defender should turn to face or see their opponent.
2. Balance. Players must have good balance with knees bent.
3. Contact with your opponent. The defender must move to establish contact with their opponent. This should be done using an "arm bar" that is kept close the body (within the "cylinder"), so it requires moving the feet! A defender that is on the "split line" may be a significant distance from their opponent. In this instance, step to the side of the key, so that if their opponent moves to rebound contact is made there.
4. Turn to the basket. After making initial contact, the player should then pivot to face the basket, again keeping contact with their opponent.
5. Hands Up and rebound. One of the most common mistakes players make is having their hands down. Hands should be just above shoulder height, elbows out, which makes the player "wider" and harder to get around.

Potentially there will be 5 separate rebounding contests after each shot and although they are in a relatively small area of the court (usually in the keyway) the angles of each contest are likely to be different. Accordingly, it can be difficult for referees to adjudicate all rebounding contests. There may also be contact with the shooter, particularly after the shot has been released.

Having regard to how players are taught to "block out", the referees need to consider:

*   Was the initial contact by the defender made from within their "cylinder";
*   Was the offensive player in the air when contact is made;
*   Does the defensive player attempt to move the offensive player after making contact (typically pushing into the player);
*   Did the offensive player make any contact with the defender (particularly pushing into their back)? If contact was made, was it from within the offensive player's "cylinder"?

WABC ON-LINE PLATFORM REFERENCES – THE REBOUNDING CONTEST

Level 1 – Player
   1.   Defensive Basketball Skills
      1.2   Individual defensive movement and position
         1.2.4   Blocking out an offensive rebounder

ADV

B4.2.   SCREENING

A "screen" is where an offensive player stands in the path of a defensive player to stop that defender from moving to defend a second offensive player. The purpose of the screen is to create contact – sometimes that contact will be the defensive player running into the stationary screener, however at times there will be contact as both screener and the defender are moving.

There are four broad types of screen:

- Down Screen
- Up Screen
- Back Screen
- Ball Screen

Screening brings 4 players very close together in one point on the court and the "vision angles" vary depending upon how the players cut and move. There are numerous different options of each screen.

Down Screen	
A Down Screen is set by a player that is moving toward the baseline and is usually set on the side of the court opposite the ball. After 3 cuts using the screener, the screener will then also present an option to receive a pass (here 2 moves to the basket). Typically, the screener has their back to the person with the ball when setting the screen.	

A down screen can be used between post players or between perimeter players. This perimeter screen differs from the previous one as it is set higher on the court.

The role of the screener is to move to wherever the defender is, not simply a spot on the floor. For example, x3 may be on the split line, meaning that the screen will be set in the key.

However, if 3 is a good outside shooter, x3 may be positioned closer to them so that the screen will be set outside the key. Referees accordingly need to be aware of where defenders are positioned to anticipate where a screen (and contact) may occur.

There are many different movements that can be made off a screen, and they are usually directed by what the defender does.

Here, 3 makes a straight cut as x3 also goes over the top of the screen. As 3 has cut to high, 2 moves toward the basket.

However, if x3 is behind 3 as they make the cut off the screen, 3 will curl to the basket and 2 will cut high.

If x3 gets in front of 3 as they move to cut over the top of the screen, 3 will then change direction and cut toward the basket (a "back door" cut).

2 will initially maintain their position, to remain in the way of x3, but will then cut high.

x3 may also cheat underneath the screen, anticipating that where the offensive player will cut. In this instance, 3 moves toward then screen and then makes a "flare cut" away from the screen. The screener, turns and steps toward x3

Back Screen / Up Screen
A back screen is set by a player that is stepping away from the basket and is generally set as the ball is moving away from the player for whom the screen is set.

The screen is set from behind the defensive player who will usually not have vision of the screener and accordingly the screener should give the defender more space to be able to avoid contact.

A similar screen is an up screen, where the screener is stepping "up" the floor, in contrast of a down screen.

Typically, a back screen or up screen is set by a post player, for a perimeter player that is moving toward the basket. However, it can also be used by a perimeter player moving to the perimeter.

Ball Screen
A ball screen is simply where a player screens the defender who is guarding the player with the ball. It may be set before the person has dribbled or can be set while they are dribbling.

After the dribbler uses the screen, the screener will often "roll" and move to the basket. This creates a lot of contact, which continues for several steps.

Ball screens are also commonly set in the middle of the court with the screener again "rolling" to the basket.

Sometimes the screener will "pop" or move to the perimeter.

Dribble Hand Off
A similar offensive movement to a ball screen is a dribble hand off, where a player moves past the player that has the ball to receive the ball, while their defender moves into the team mate.

This is often done with the dribbler moving toward their team mate and then coming to a stop and holding the ball at their hip so that the team mate may grab it as they run past.

A hand off can also be done when the person with the ball is stationary (e.g. a post player) and a team mate runs past them.	
Defending Off Ball Screens There are several methods used to defend an off-ball screen. x3 goes "over" the screener attempting to create enough space for them and the offensive player to both move past the screen. The defender will often push the cutter with an arm bar or their hip to help to make room. The screener's defender may also step so that they are in the way of the cutter, which is called "showing" (or "show your number").	
A second method is for x3 to go "under" moving behind both the screener and x2. Again, x2 will "show" to help to delay the cutter.	

Similarly, x3 may go "through" where x2 steps away from the screener to create a gap for x3 to move behind the screener but get to the cutter more quickly.

When "under" or "through" is used, the cutter may flare cut, and 2 may "re-screen".

Finally, x3 and x2 may switch and change who they are defending. This can be very effective to put pressure on the cutter (as x2 is in good position to move into their path), however 2 may "seal" x3 making it difficult for that defender to establish position.

Switching is mostly done when the two offensive players are of similar size otherwise it can create a mismatch for the defenders. However, some teams will also do it automatically when there is limited time left on the shot clock.

Defending Ball Screens

x1 will usually adjust position so that 1 must use the ball screen – denying them any dribble to the baseline.

x1 will also usually use an arm bar on the hip of the dribbler trying to force enough room for both players to go "over" the screen.

x5 may "show" their numbers however will usually also keep some contact with the screener.

x1 may also go "through" a gap created by x5 stepping away from the screener and going behind the screener. This is usually only done when 1 is not a good perimeter shooter.

x1 may also go "under" the screener, with x5 "showing" their number. Again, this is unlikely to be done if 1 is a good perimeter shooter.
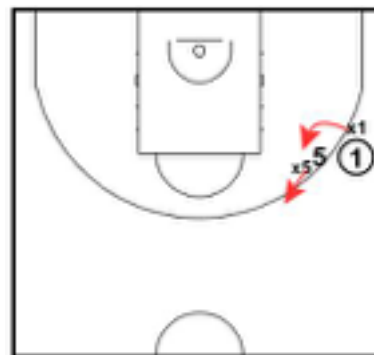
Switching is used by some teams, particularly if the screener and dribbler are similarly sized players. A switch can create two mismatches for the defence, with a "big" defending a dribbler and a guard defending the "big" (screener).

Particularly when there is limited time on the shot clock, a switch may be used to prevent an easy shot.

Teams will also double team the dribbler, with x5 stepping onto their path and x1 move over the top of the screen. This may be a "hard show" when x5 stays with the dribbler for one or two dribbles or can be a double team where the two defenders pressure the dribbler

On a ball screen, the screener often cuts hard to the basket, particularly when the screener's defender either "hard shows" or looks to double team.

To combat this, the defensive team will often rotate a third defender across to defend the "big", which can create a mismatch. This often creates significant contact in the keyway.

WABC ON-LINE PLATFORM REFERENCES – SCREENING

ADV

B4.3.   LOW POST BATTLE – GETTING POSITION AND DEFENDING

The low post or "block" is an area where there is considerable contact from both the offensive and defensive player. The "block" is on the side of the keyway, near where the rectangle is located. The offensive post player may also step to the short corner, approximately half way between the keyway and the 3-point line.
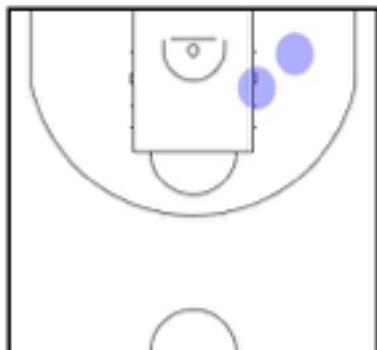
The defender often attempts to stop the offensive player from getting to the post area and may push with their hips, shoulders, an arm bar or with their hands. However, it is wrong to assume that any contact that occurs has been initiated by the defender.

Offensive players will initiate contact to get position to receive the ball. Typically:

- Offensive player will attempt to step across the foot of the defender and then face the passer. They will "sit" on the leg of the defender and use their arms to create an area for the passer to throw to. (need photo)
- If the offensive player cannot get a "front foot", they will often step into the defender, contacting an arm bar to the chest, and then reverse pivot to again have the defender on their back with arms high to clear a passing area. (need photos)
- The offensive player will use their arms to help to establish their position – often knocking their opponents arms out of the way. Typically, if the defender's arm is high (shoulder height) the offensive player will knock it up. Whilst if the defender's arm is low (waist/chest height) the offensive player will "swim over" pushing the arm down.

Contact in the low post is frequent and often both offence and defence are moving, which makes it important for the officials to see the "gap" between the two players so that they can correctly adjudicate the contact situation. The position that an official will need to take to "see the gap" will be influenced by the position that the defender adopts to defend the low post area:

x5 may play "high" (closer to the free throw line) of the post player. Often, they will keep one foot behind the post defender and one foot in front of them.

To make a successful pass, 1 tends to move closer to the baseline.

Alternatively, x5 may play on the low side (closer to the baseline) of the post player, again usually with one foot behind and one foot in front of them.

In this situation, 1 will tend to move up the court to have a successful passing angle.

x5 may also play from behind the post player, which may concede a pass into them but gives maximum 1 on 1 protection to defend any move to the basket.

x5 may also deny the post player by standing in front of them, which they may do facing the passer ("toes out") or facing the post player ("toes in"). This defence is not usually adopted unless there is a defender on the low split line to prevent any lob pass over x5.

Many teams will also double team the low post player as they catch the ball. If x5 was on the "high" side, the double team tends to come from the low split line (x2).

x3 then rotates down the key to "help the helper" and another player would rotate to the top of the key (not shown).

If x5 defends the post player from the low side, the double team is likely to come from the high split line, with x2 remaining in the low split line.

Once the post player receives the ball, they have several options:

- Face the basket (either with a forward or reverse pivot), which is usually done if the defender has "stepped off" leaving space between the defender and the offensive player.
- Use a drop step (either to the baseline or middle) – where the player will pivot on one foot and step past the defender (if the defender is playing high, the post player will step with the foot closest to the baseline). The post player will often then use a power dribble, where the take one bounce and either bring their feet together or jump further into the key. A drop step is usually used if the defender is playing to either the low or high side and is close enough that the post player can step past them.
- Forward spin move, where the post player pivots 180 degrees to step past the defender and to be moving to the basket. This is most successful when the defender is playing very close, but behind, the post player.

After their initial move, the post player may look to score (or pass). If they are inside the key, they may use a "counter move" where they will shot fake and then either forward or reverse pivot to get past a defender. When using a forward pivot, the player will usually pivot on their heel (lifting their toes).

The post player may also "step off" the block to receive a pass and then either face the basket or they may "back in", dribbling with their back to the basket. This move involves a lot of contact as the dribbler will attempt to "hit" the defender to move them backwards. The defender will most successfully be able to "hold" their ground, if they initiate the contact so it is a difficult situation for the referees to adjudicate.

WABC ON-LINE PLATFORM REFERENCES – LOW POST BATTLE

ADV

Level 1 – Player
1. Defensive Basketball Skills
   1.2 Individual defensive movement & position
      1.2.3 Defending in the low post

2. Offensive Basketball Skills
   2.8 Offensive Moves
      2.8.2 Getting post position
      2.8.3 Drop step
      2.8.4 Drop step – counter move

Level 2 – Player
1. Defensive Basketball Skills
   1.1 Individual Defensive Movement and Positions
      1.1.2 Off ball defence – fronting the post

2. Offensive Basketball Skills
   2.2 Catching
      2.2.2 Post catch

   2.6 Offensive Moves
      2.6.1 Post move – "backing in"
      2.6.2 Post move – "forward spin move"

Level 3 – Team
1. Defensive Tactics and Strategies
   1.4 Advanced defensive techniques
      1.4.2 Double team post players

MODULE B5   GAME TEMPO

Most teams will have a preference for the tempo at which they game is played and tempo is related to speed but it is not the same as speed. Tempo can be affected by factors such as:

- Whether a team "walks" the ball up the floor or attempts to quickly get from defence to offence;
- The type of defence a team plays – full court defence tends to quicken the tempo whilst a half court zone defence tends to slow the tempo. Teams often vary when they will play full court defence, some using it for a limited time or in response to particular situations;
- Foul trouble will often lead a coach to slow the tempo of a game to reduce the number of possessions without a particular player;
- How quickly a team takes the ball from the basket (when the opponent scores), steps out of bounds and throws it back into play. When playing an opponent that wishes to inbound quickly teams will attempt to interfere with the ball, by crowding into the player that is trying to take the ball from the net, particularly hoping that the ball may hit them and bounce away;
- When a team tends to shoot within its 24-shot clock count and also the type of shots taken in their offence. For example, 3 point shots often quicken the tempo because they result in "long rebounds" which can trigger an opponent's fast break.
- The relative advantage that a team may have against an opponent. A team that is taller may prefer a slower tempo focusing on post play, while a team that is smaller may prefer to "run the ball" looking to generate lay-ups against slower opponents. Similarly, a team may change their approach depending upon matchups between individual players;
- Players on the floor at a given time – some combinations of players will tend to be better suited to a certain tempo.

The pre-game meeting between officials and the coach can be a good way to gain information on the likely tempo of the game. The coach is likely to know both the tempo that their team prefers as well as what they expect the opposition to do. Referees should discuss the upcoming game with their partners, as one of them may have previously officiated the team.

A team may have set rules as to when they will change defence or offence and these may be constant or may change from game to game depending upon their opponent. The rules themselves may also change. For example, a team may slow the tempo of their offence if an opponent has scored three (for example) unanswered baskets.

During the game, the coach has three basic opportunities to change tactics and they will often use these to affect the tempo:

- Substitutions / changing "matchups" – for example, a coach may substitute a fast guard into the game to increase the tempo or may take "stars" out of the game shortly before the end of a period to get an extra-long rest (the time left in the quarter and the time between periods). When doing this, they will often look to slow the tempo to reduce the number of possessions;
- Time-outs – coaches often call a time-out to attempt to break an opponent's "momentum" and there will often be a change of tactic when a time-out is called.
- Breaks between periods of play – these are the longer breaks and particularly present an opportunity to re-jig the rules to be applied for the rest of the game.

A particular time that is likely to require a change of tempo is the last few minutes of the game. The team that has a lead may look to slow the tempo (and reduce the number of possessions left) while a team that is behind may look to quicken the tempo (and increase the number of possessions).

Quickening the tempo will usually involve extending defence and increasing the pressure to attempt to create turnovers. Teams may also use fouls to reduce the time their opponent spends in offence although that must be balanced with the increase in their score that may result from successful free throws.

WABC ON-LINE PLATFORM REFERENCES – GAME TEMPO

Level 2 – Team
    2.   Offensive Tactics and Strategies
        2.6 Changing Tempo

Level 3 – Team
    4.   Game Coaching
        4.1 Finishing the game
            4.1.1 Defending a lead

ADV

MODULE B6 INDIVIDUAL OFFENSIVE SKILLS

B6.1. LAY-UP FOOTWORK

The basic lay-up footwork simply stems from the travelling rule:

- Player catches the ball with feet in the air;
- First foot lands (which is pivot) foot;
- Second foot lands and then player jumps off that foot toward the basket to shoot;
- The player is usually moving in a continuous direction.

More experienced players often rely upon athleticism and intuition to be able to create shot opportunities. Many times, a move is spontaneous, however there are some that have become more commonly seen. Different moves may initially appear to be a travel or may change where likely contact will occur and accordingly can be problematic for officials

"Euro" Step The "Euro" step is an example of "normal" lay-up footwork that does look a little different. It is used to get past a defender. A dribbler first steps in one direction (blue dot) and then steps in the opposite direction to step past the player. The steps (particularly the first step) are often slow and the player may move the ball from one side of their body to the other in a high arc (to avoid defensive hands). If contact occurs on the first step it is in quite a different location on the floor than if contact occurred on the second step.	
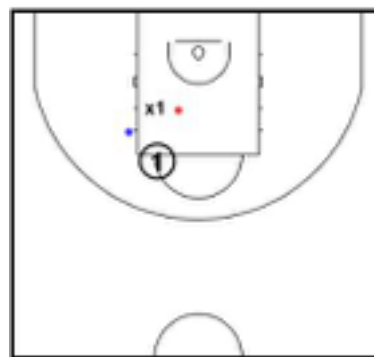
"Lateral" lay-up – "outside foot, inside foot"
Again, this is traditional lay-up footwork however the movement looks quite different. Typically, a player is moving toward the baseline, rather than directly at the basket (down the "seam" or side of keyway).

As they take their steps they move laterally toward the basket (blue dot representing their first step and red dot the second). This quick change of direction can lead to contact:

- With their own defender as they step across their path;
- With a help defender.

Attacking the Basket Defender
With the introduction of the "no charge" circle, many coaches now instruct players to aggressively drive toward a defender that is standing within the circle and to seek a level of contact (in the hope of drawing a foul).

Jump Stop and "Step Through"
This move utilises different footwork to a traditional lay-up and is often incorrectly called as a travelling violation. First, the offensive player finishes their dribble with a "jump stop" (both feet hitting the ground at the same time). Provided, that their feet are in the air when the picked up the ball, this means they now have a choice of pivot foot.

The player then takes a step forward (to move past a defender) and jumps off that foot (and lifts their pivot foot) to shoot a lay-up. This is a legal movement, as the player may pick up their pivot foot if they either pass or shoot before that foot hits the ground.

Players that are proficient at this movement cover a significant distance (e.g. their last dribble may have been outside the 3-point line), which may make it appear to be a travelling violation.

B6.2. DRIBBLING (PUSH DRIBBLE & THROW DOWN DRIBBLE)

The ball handling skills of players has improved greatly in recent years and several defensive systems have been devised (e.g. "Pack Line" defence) considering that it is now very hard for a single defender to contain a ball handler. Like lay-ups several dribbling techniques have developed through the innovation of players and are now taught by coaches.

Push Dribble

A "push" dribble is typically used when an offensive player faces a situation of moving past two defenders (e.g. their own defender and a help defender). Instead of attempting to dribble past in a controlled fashion, the offensive player pushes or throws the ball between the two defenders and then moves between them to continue their dribble. Because they are not directly controlling the ball, they are able to move their body through more easily.

A "throw down" dribble is a similar move, but occurs at the start of the dribble. Typically:
- Offensive will fake to drive in one direction, by taking a small step in that direction (and keeping pivot foot grounded);
- The defender reacts to stop them moving in that direction;
- The offensive player throws the ball to the floor, across their body to change the ball to the other side;
- The offensive player lifts their pivot foot to step past the defender and commence dribbling.

Prior to the development of the throw down dribble, players were taught to move (or "rip") the ball to the other side of their body and then make a cross-over step (i.e. move with the foot that they took the initial step with when faking). This can be difficult when defenders close the space between them and the offensive player and particularly "reach in" to knock the ball away.

B6.3. SHOOTING OFF THE DRIBBLE AND JUMP SHOT

Shooting off the dribble

There are many situations in a game when a player will take a shot at the end of their dribble. Key to the success of the shot is the player being balanced as they stop forward momentum and convert to upward momentum as they jump to shoot.

Players are encouraged to pick up the ball at the end of the dribble while their feet are in the air and then they may use a:
- jump stop (both feet landing at the same time);
- stride stop (one foot lands and then the second foot lands).

With a jump stop it can be difficult for the player to stop their forward momentum and they will often jump forward as they shoot – referee need to determine whether the defender was established in position prior to the player jumping to shoot and to then adjudicate any contact.

The stride stop often allows the player to establish their balance better as the knee of the first leg bends to bring momentum down and then the player jumps as their second foot touches the floor. Players will often pivot on their heel instead of their toe, which again assists with balance. This is permissible.

The offensive player should move the non-dribbling hand to the ball as they pick up the ball, however commonly the dribbler will move the ball across their body. Even a small amount of contact on the arm as the player is picking up the ball can have a significant effect on the shot.

Jump shot

A jump shot may occur at the end of the dribble (discussed above) or on catching the ball. Coaches encourage players to catch the ball with "momentum" and to take a small step as they receive it to create momentum. Some coaches prefer players to use a jump stop (jumping in the air as the ball is passed and landing on two feet), while others prefer a stride stop.

If the player has feet on the floor when they catch the ball, this limits what they can do without dribbling.

WABC ON-LINE PLATFORM REFERENCES – INDIVIDUAL OFFENSIVE SKILLS
Level 1 – Player
2.   Offensive Basketball Skills
2.7   Shooting
2.7.2   Basic shooting – teaching lay-up footwork
2.7.6   Basic shooting – shooting off the dribble
2.7.7   Basic shooting – jump shot
Level 2 – Player
2.   Offensive Basketball Skills
2.4   Dribbling
2.4.3   Advanced dribble – throw down dribble
2.4.6   Advanced dribble – push dribble
2.5   Shooting
2.5.1   Advanced lay-up techniques
2.5.2   Reverse lay-up

ADV

MODULE B7 COACH-REFEREE AND PLAYER-REFEREE RELATIONSHIPS

B7.1. COACH EXPECTATIONS

Both players and coaches (and indeed spectators and media) assume that officials will:

- Officiate fairly, impartially and to the best of their ability;
- Know, understand and consistently apply the rules of the game;
- Understand the game.

The first two of these expectations form the oath taken by a judge/official (on behalf of all officials) in the opening ceremony of the Olympic Games. The third expectation is somewhat problematic and is often the basis upon which coaches criticise referees – "they don't understand the game". This may arise simply because the coach disagrees with a call but can also arise when a literal interpretation of the rules may not necessarily be the best call (for example, calling travelling violation in the back court, when there is no defensive pressure).

Indeed, having a "feel for the game" is an asset for any official both in terms of understanding how the game is played and the perspective of players and coaches and the pressures that they are under.

Coaches will also complain when they believe that decisions are not "consistent" (e.g. significant contact being allowed at one end of the court but not at the other). Whilst this perception may arise because of the different perspective the coaches have (they are closer to one end of the court than the other) it can also arise if the officials are calling the game differently. This can be addressed by the officials having a productive pre-game meeting and having a high level of dialogue between themselves during the game.

Coaches also expect to be able to communicate with referees – to question why a call was made or to ask referees to pay attention to a specific situation of concern. The behaviour of some coaches in how they communicate with officials is inappropriate but officials should not fall into the trap of not communicating with coaches.

Some tips to follow when communicating with coaches:

- Introduce yourself before the game and try to establish a rapport with the coach – for example, ask how their season is going or what they expect the game to be like;
- Be prepared to acknowledge when exceptional things happen – funny things do happen during a game sometimes or players do exceptional things and officials should be prepared to acknowledge when they do occur;
- Speak to the coach in a conversational tone and stand beside them, not in front of them;
- Accept that the coach has a different perspective and they may have seen the play differently;
- Speak to the coach during breaks in play. If they raise something whilst the play is continuing, come back to them in the next break to discuss;

- Be prepared to briefly explain a rule or to explain the reason for a call;
- Do not let the coach continually complain or repeatedly ask the same question;
- Do not debate with the coach. Listen to their question. Give whatever explanation is required or acknowledge that you will "look at it" and then return to the game.

B7.2.   PLAYER EXPECTATIONS

Player's mostly have the same expectations as do coaches, wanting the officials to be consistent, fair and to "let the players' decide" the outcome of games. At times, players may become upset, which may be at a decision made by a referee but equally may be about their own performance or that of a team mate. Officials, should judge whether behaviour is aimed at the referee and act if it is, but show leniency if it isn't.

Officials should also be precise when making calls, for example if illegal contact is made with the defender's hip do not call it an "illegal hands" foul. Whilst the result is the same regardless of which foul is called it is frustrating for the players if the wrong foul is called.

Preventative officiating is certainly encouraged (e.g. calling "hands out" to stop defenders from reaching) however many players will continue to do it for as long as the referees continue to provide a warning. Accordingly, referees should warn but then be prepared to call if the behaviour persists.

WABC ON-LINE PLATFORM REFERENCES – COMMENTARY

Level 1 – Coach
   1.   Roles and Values
      1.2   Working with officials

ADV

Level 2 – Coach
   1.   Roles and Values
      1.2   Working with officials

Level 3 – Coach
   1.   Roles and Values
      1.2   Working with officials