



Junior Referee Training Sheets



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Signals

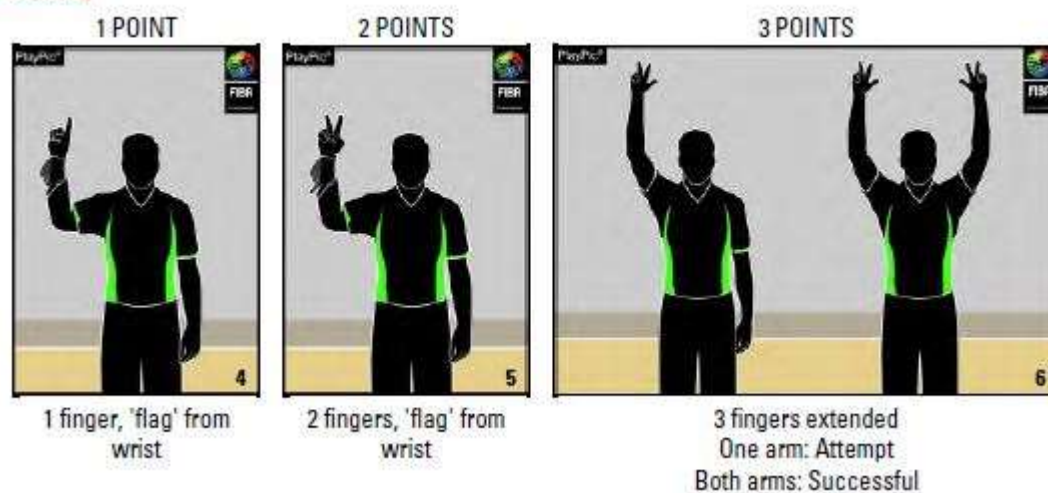
Game Clock Signals

Game clock signals



Scoring Signals

Scoring



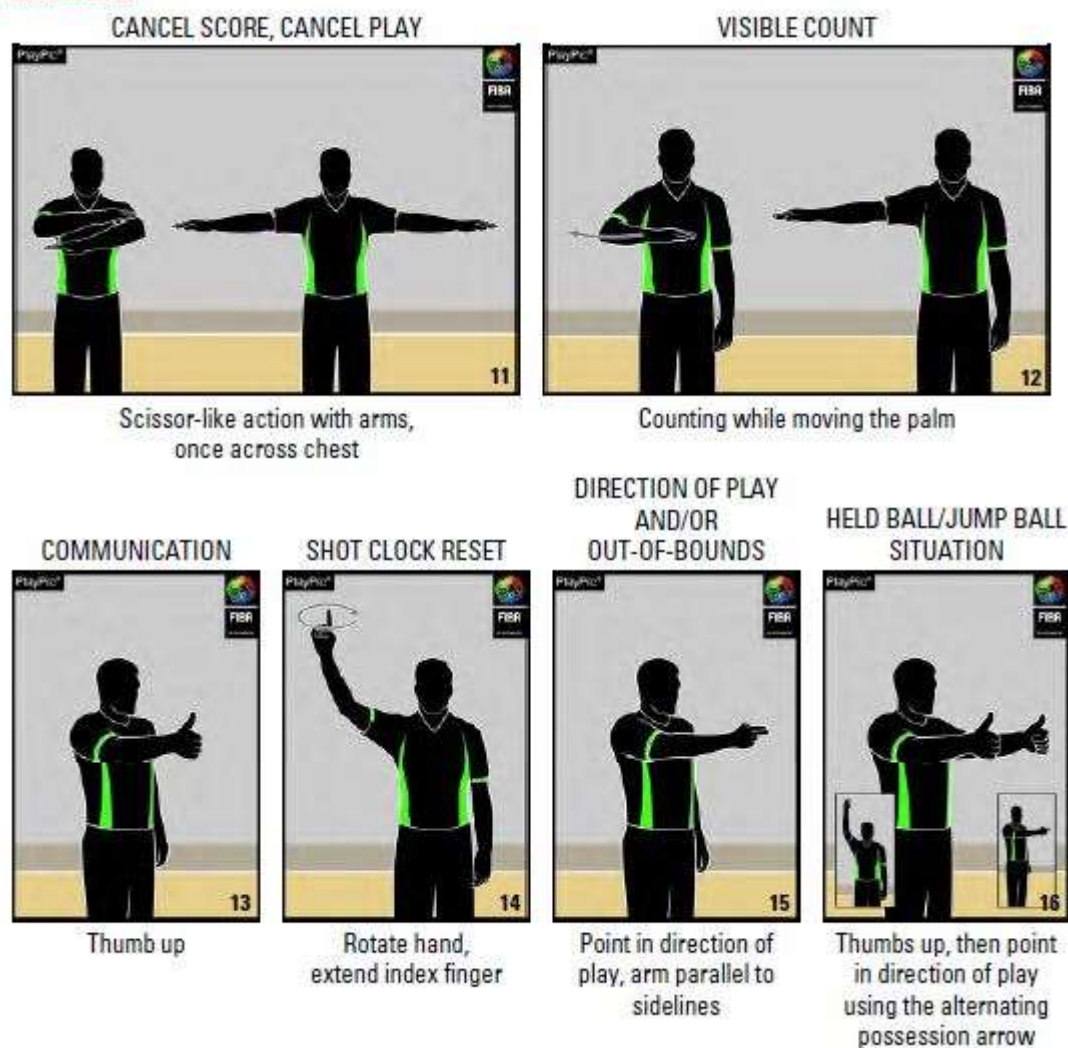
Substitution and Time-out Signals

Substitution and Time-out



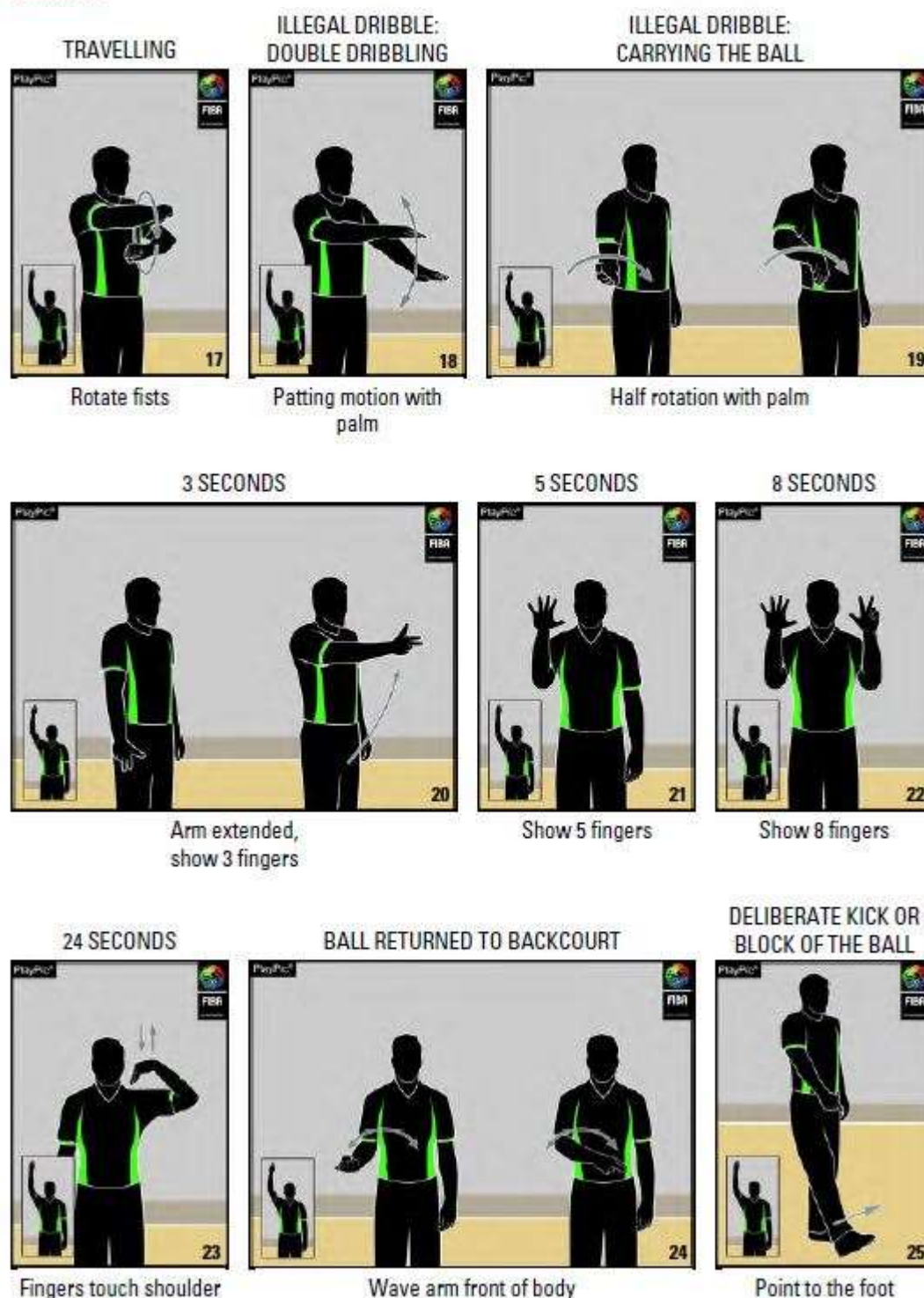
Informative Signals

Informative



Violations Signals

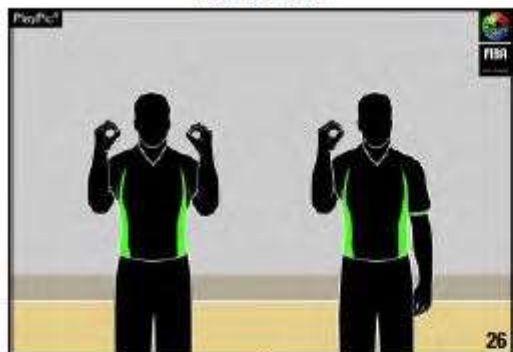
Violations



Number of Players

Number of Players

No. 00 and 0



Both hands show
number 0

Right hand shows
number 0

No. 1 - 5



Right hand shows
number 1 to 5

No. 6 - 10



Right hand shows
number 5,
left hand shows
number 1 to 5

No. 11 - 15



Right hand shows
clenched fist,
left hand shows
number 1 to 5

No. 16



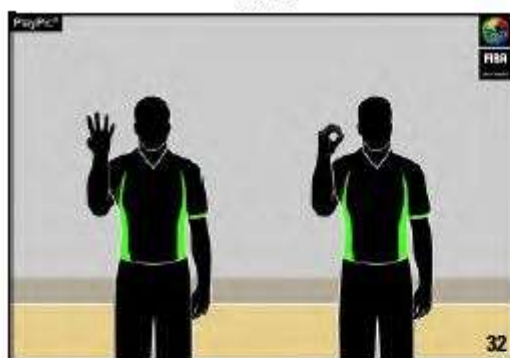
First reverse hand shows number 1 for the
decade digit - then open hands show number 6
for the units digit

No. 24



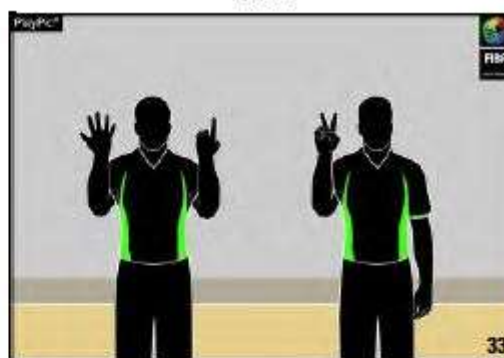
First reverse hand shows number 2 for the
decade digit - then open hand shows number 4
for the units digit

No. 40



First reverse hand shows number 4 for the decade digit - then open hand shows 0 for the units digit

No. 62



First reverse hands show number 6 for the decade digit - then open hand shows 2 for the units digit

No. 78



First reverse hands show number 7 for the decade digit - then open hands show number 8 for the units digit

No. 99



First reverse hands show number 9 for the decade digit - then open hands show number 9 for the units digit

Fouls Signals

Type of Fouls

HOLDING



Grasp wrist downward

BLOCKING (DEFENSE), ILLEGAL SCREEN (OFFENSE)



Both hands on hips

PUSHING OR CHARGING WITHOUT THE BALL



Imitate push

HANDCHECKING



Grab palm and forward motion

ILLEGAL USE OF HANDS



Strike wrist

CHARGING WITH THE BALL



Clenched fist strike open palm

ILLEGAL CONTACT TO THE HAND



Strike the palm towards the other forearm

HOOKING



Move lower arm backwards

EXCESSIVE SWINGING OF ELBOW



Swing elbow backwards

HIT TO THE HEAD



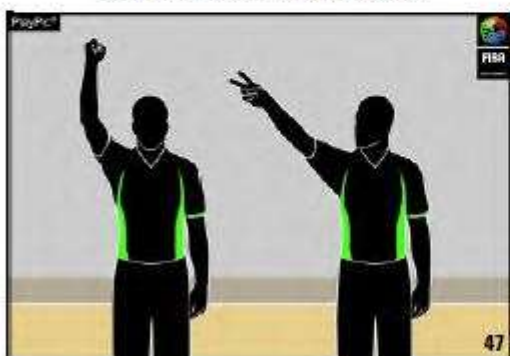
Imitate the contact to the head

FOUL BY TEAM IN CONTROL OF THE BALL



Point clenched fist towards basket of offending team

FOUL ON THE ACT OF SHOOTING



One arm with clenched fist, followed by indication of the number of free throws

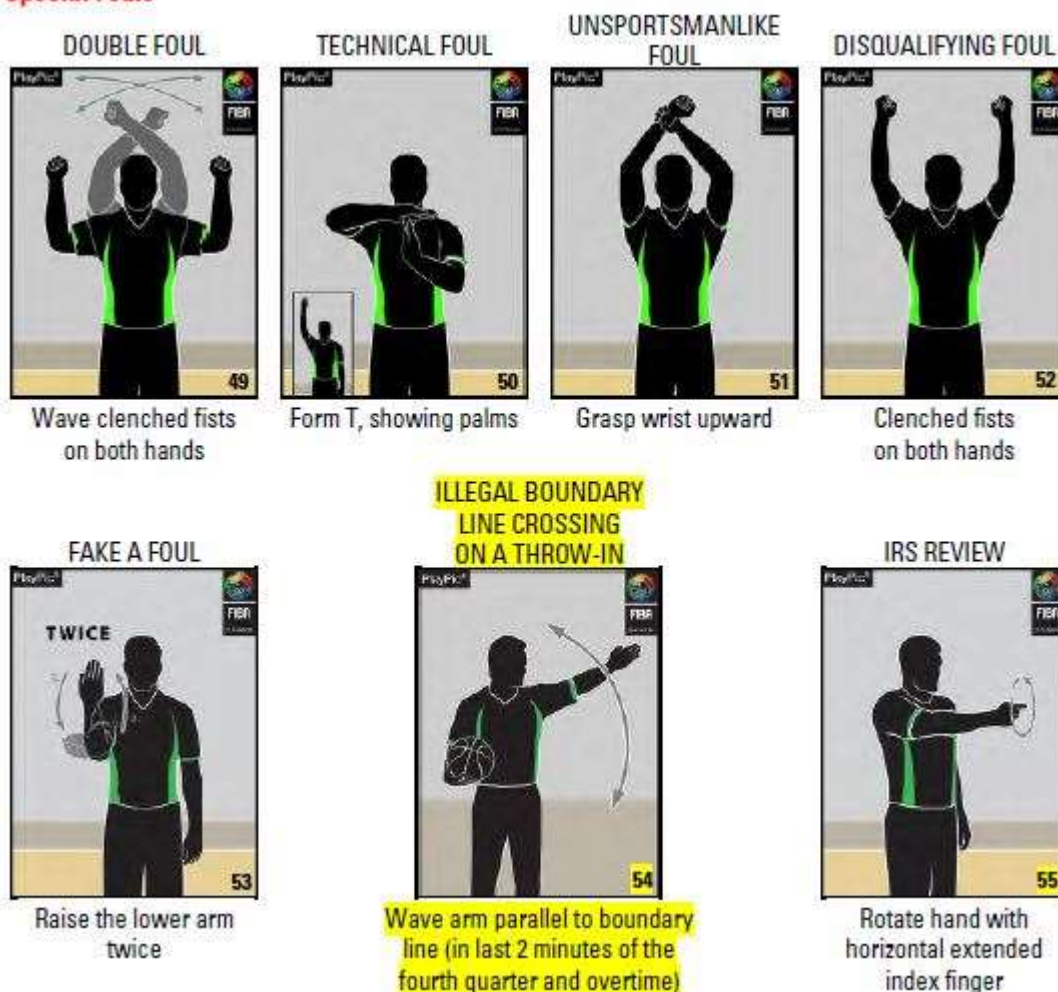
FOUL NOT ON THE ACT OF SHOOTING



One arm with clenched fist, followed by pointing to the floor

Special Fouls Signals

Special Fouls



Foul Penalty Administration – Reporting to Table

Foul Penalty Administration Reporting to Table





Administrating Free Throws – Active Official (Lead)

Administrating Free Throws – Active Official (Lead)



Administrating Free Throws – Passive Official (Trail)

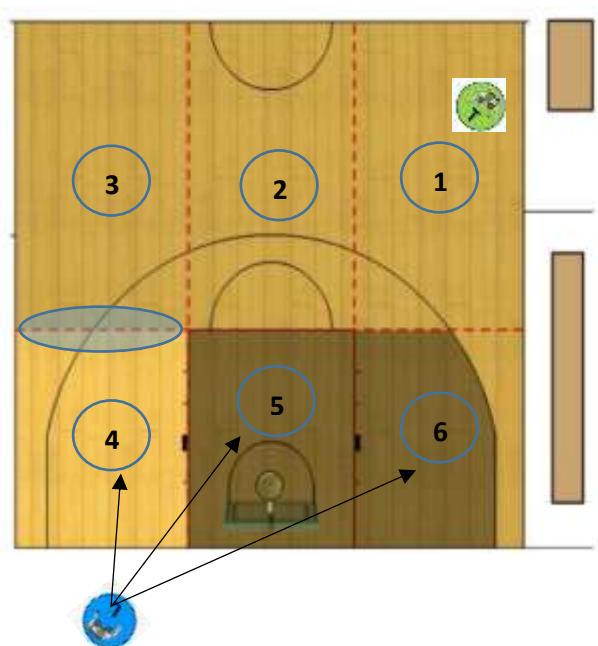
Administrating Free Throws – Passive Official (Trail & Centre)



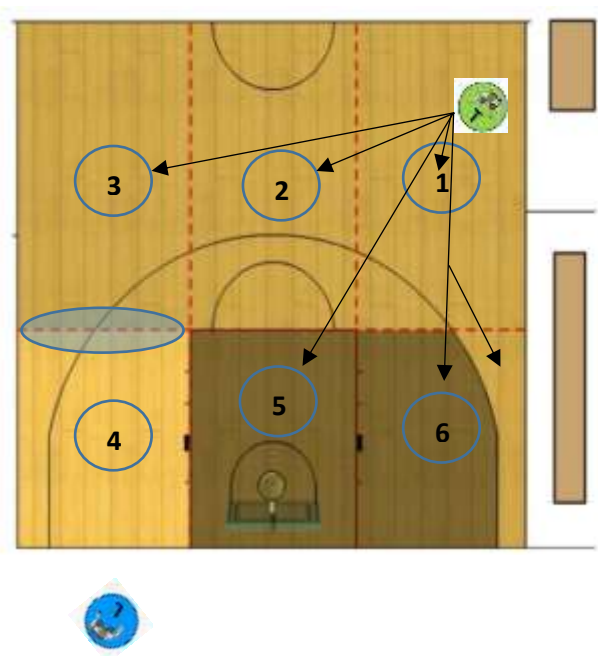
Area of Responsibilities (AOR)

1-Area of responsibilities (AOR):

LEAD:



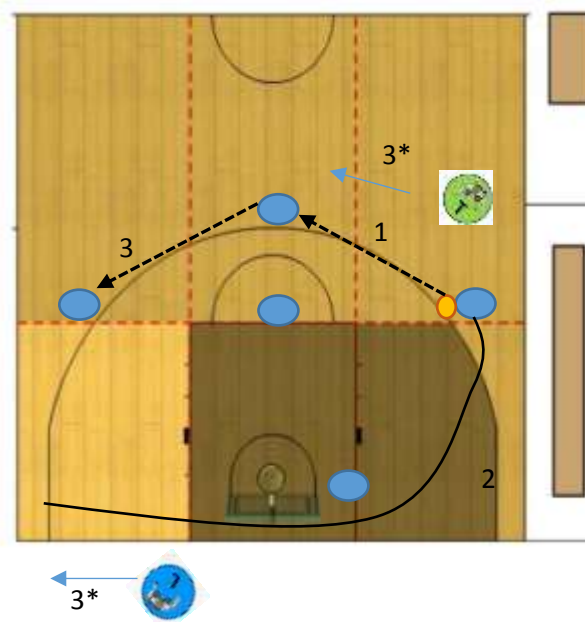
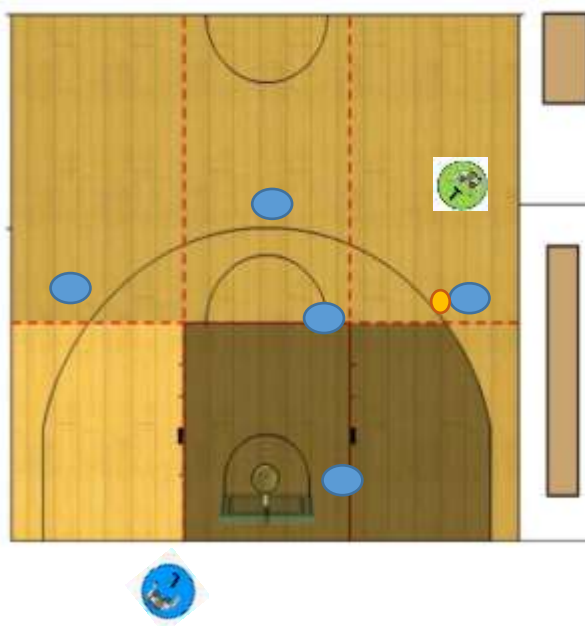
TRAIL:



2-Areas 3/4:

Game situation: Simple Swing and post play to introduce $\frac{3}{4}$ area cut off

Initial positions:

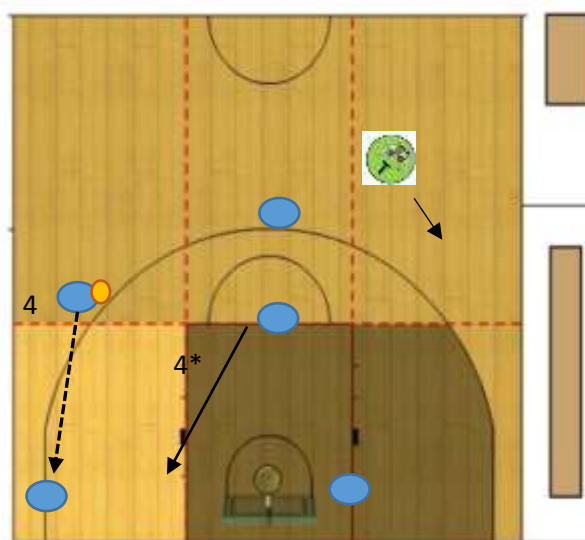


1-Pass

2-Cut

3-Pass

Trail and Lead adjust their position as indicated at number 3* during the movement as indicated at number 3.

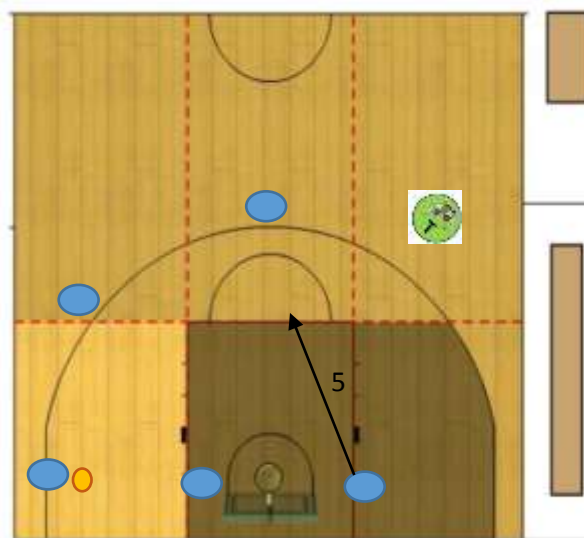


4-Pass

4*-Cut

When Lead takes $\frac{3}{4}$ area, trail goes back and adjusts positioning with the play (Key)

Eye contact



Trail officiates the movement as indicated at number 5.



Final positions:



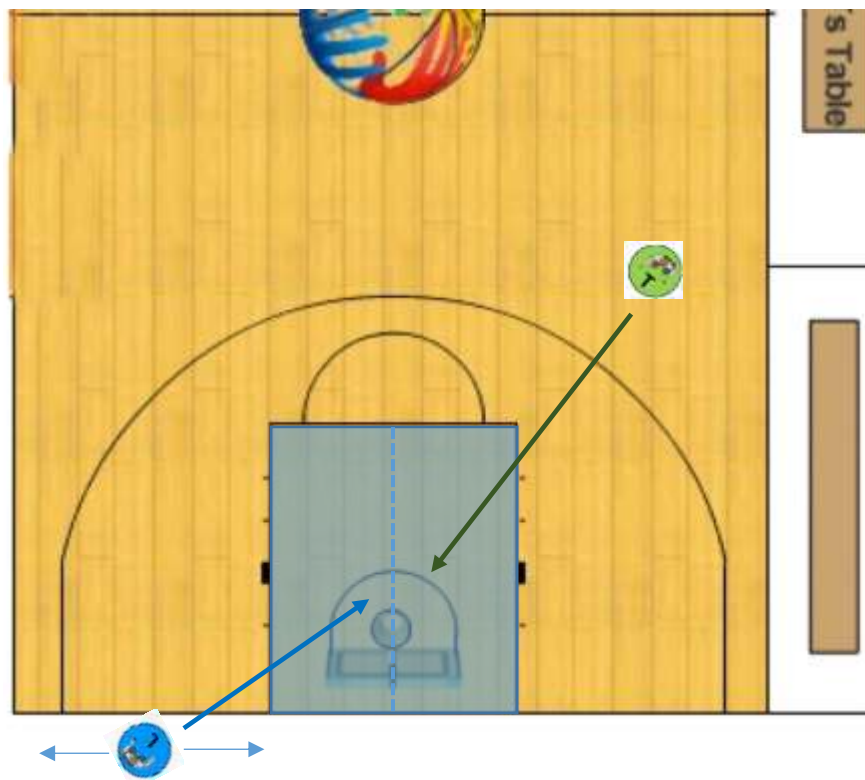
NB: At all time officials shall keep a 45 degree angle from the play

Area 5 (AOR)

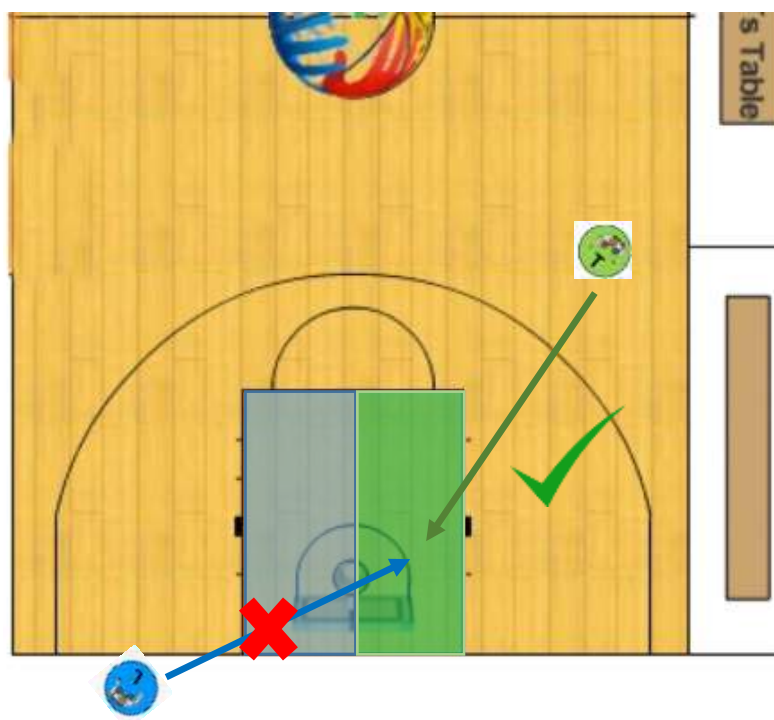
Area 5:

Area 5 is a shared area. Both referees (Trail and Lead) can call in this area. However with the new Lead mechanic, the position is now wider and this allows Lead to cover play that occurs higher in Area 5.

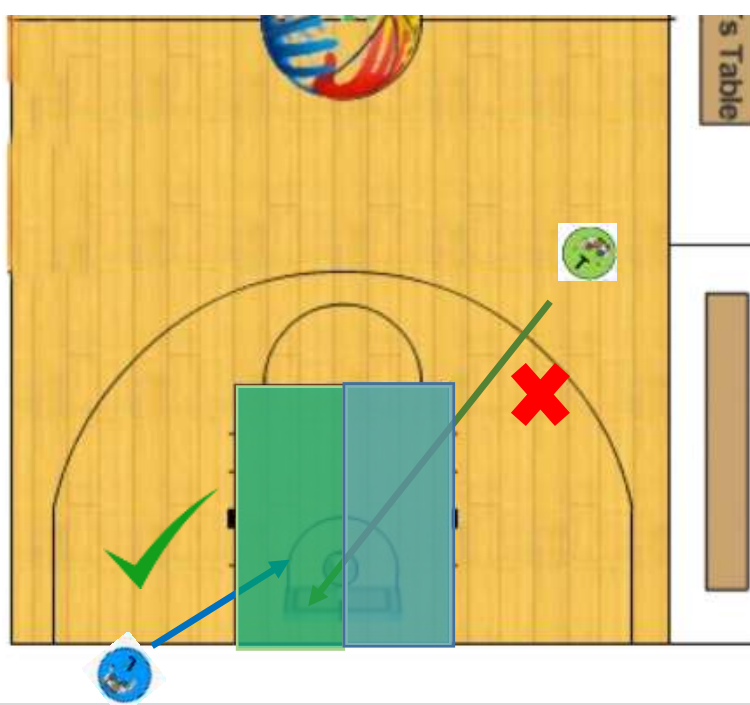
In order to ensure accurate coverage of a variety of play situations. Lead and Trail should divide the court down the middle of the key, and each referee will take primary responsibility for high action that is closest to them



NO CROSS CALLS ON HIGH ACTION PLAY FROM LEAD ON RIGHT SIDE OF AREA 5. (FOR LEAD) IT IS TRAIL'S PRIMARY COVERAGE AREA and LEAD'S SECONDARY.



NO CROSS CALLS ON HIGH ACTION PLAY FROM TRAIL ON RIGHT SIDE OF AREA 5. (FOR TRAIL) IT IS LEAD'S PRIMARY COVERAGE AREA and TRAIL'S SECONDARY.



Free Throws

1-Free Throws:

The positions of the officials are shown on the diagram below

Trail official takes a position at the intersection of the free throw line extended and the 3 point line.



Trail (T) is responsible for giving the correct free throw signals and awarding successful free throws.



Official (L) is responsible for administrating all free throws.

For sets of free throws to be followed by possession or further sets of free throws, players do not line up along the free throw lanes.

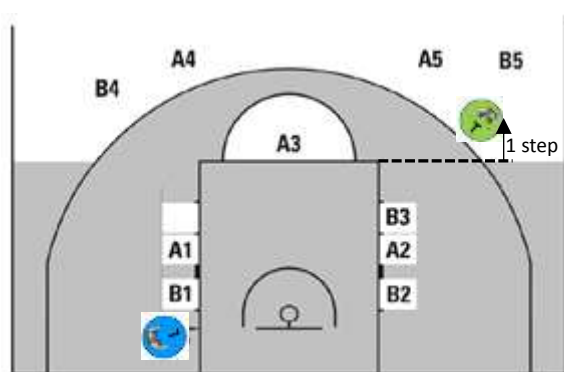
Both officials are required to look for violations:

Trail:

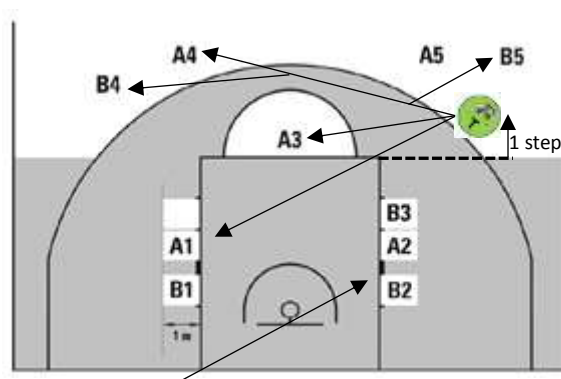
- Outside players
- Free Throw Shooter
- Opposite rebounders

Lead:

- Opposite rebounders



More than one FT positioning



Last or only FT positioning

2-Rules:

Free throw shooter (A3):

- Stays behind the Free Throw line until the ball touches the ring
- Release the ball within 5 seconds
- Not fake Free Throw
- The ball must touch the ring during the last or only Free Throw
- (During the last or only free throw this is a violation)

Restricted area free throw rebounder: (B3-A1-B1-A2-B2)

- Enter in the restricted area before the ball has left the hands of the free throw shooter
- Not distract the free throw shooter

3 point line free throw rebounder: (B4-A4-B5-A5)

- Remain behind the free throw line extended and behind the 3 point field goal line until the ball touches the ring.

3-FT Violations:

- **If missed**

Violation by the shooter or team-mate - opponent's ball out of bounds free throw line extended.

Violation by opponent of free throw shooter - Substitute free throw is awarded.

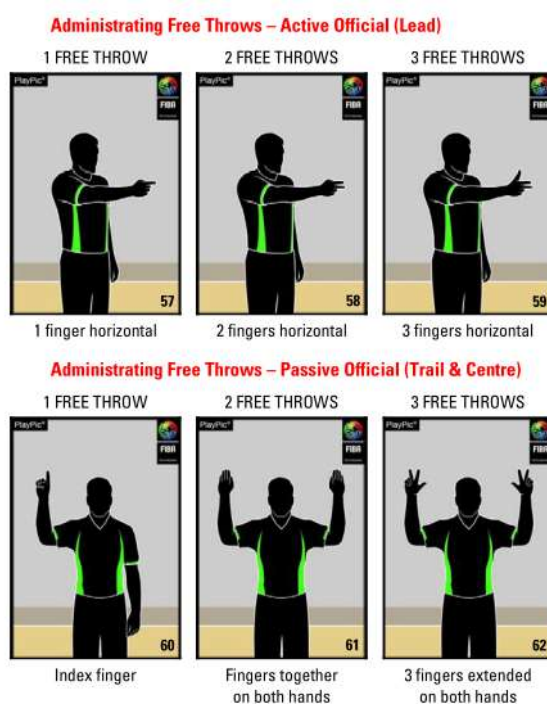
Violation by both teams - jump ball situation.

- **If successful**

Violation by the shooter - cancel the basket - opponent's ball out of bounds free throw line extended.

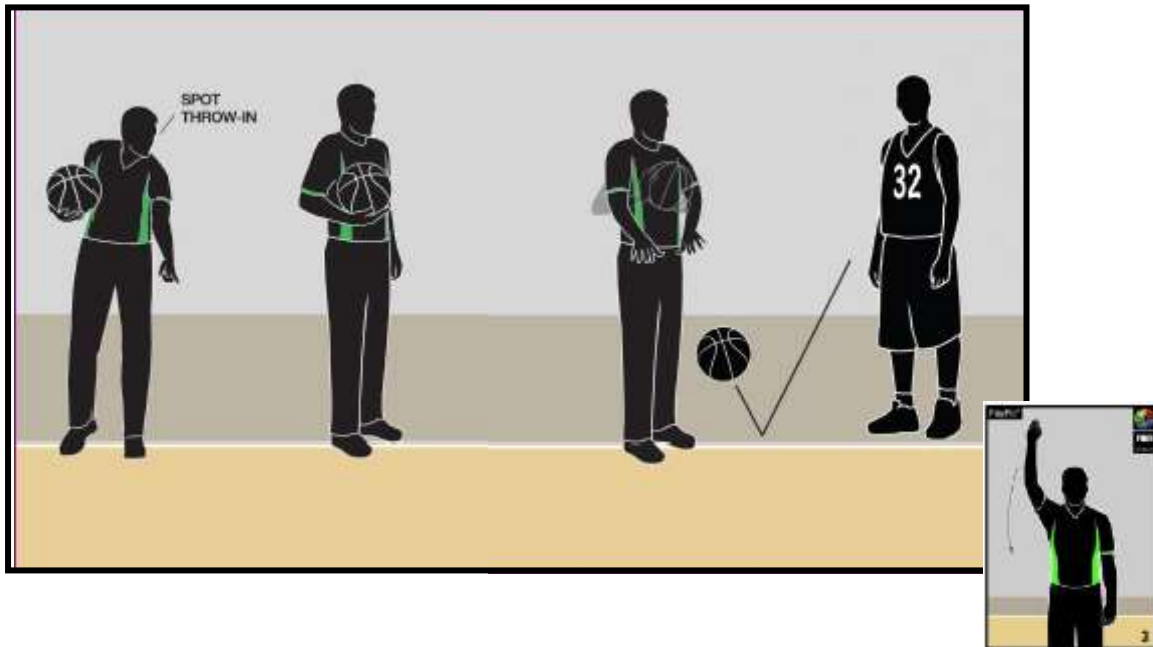
Violation by team-mate or opposition - award one point and ignore the violation.

4-Signals:



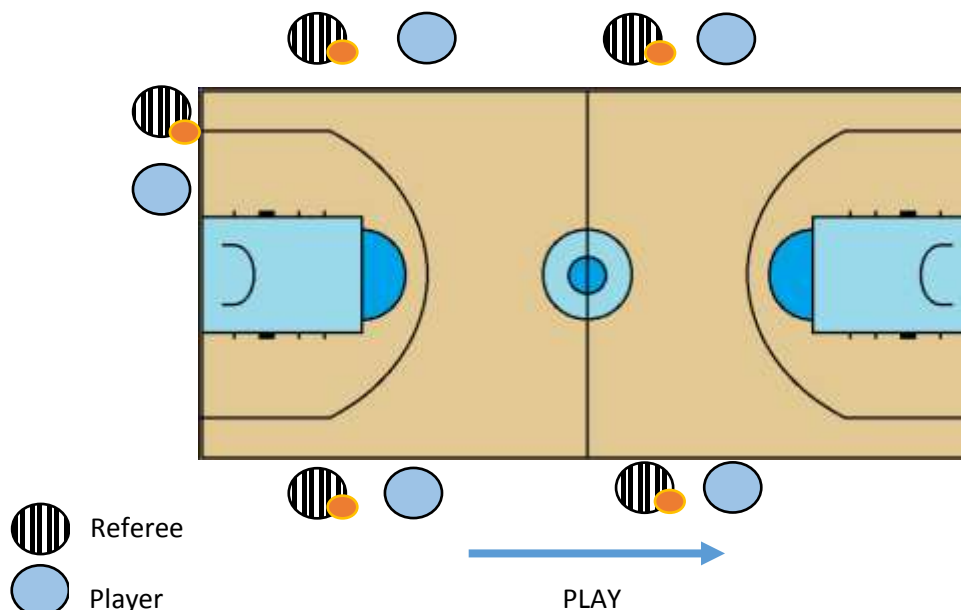
Throw In

Throw in:

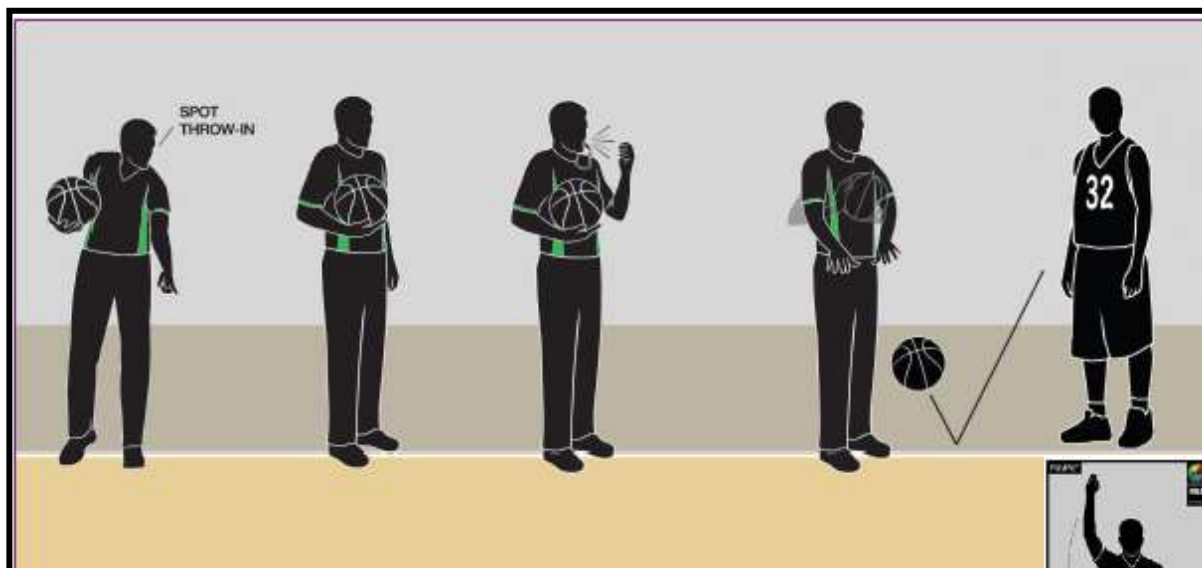


1. Designate the throw-in spot
2. Ensure player is at the right spot
3. Create distance with the thrower
4. Bounce/Handle the ball to the player for throw-in.
- 5-5 **second** count, hold stop clock signal and start the clock

During a throw-in, remain behind/outside the play:

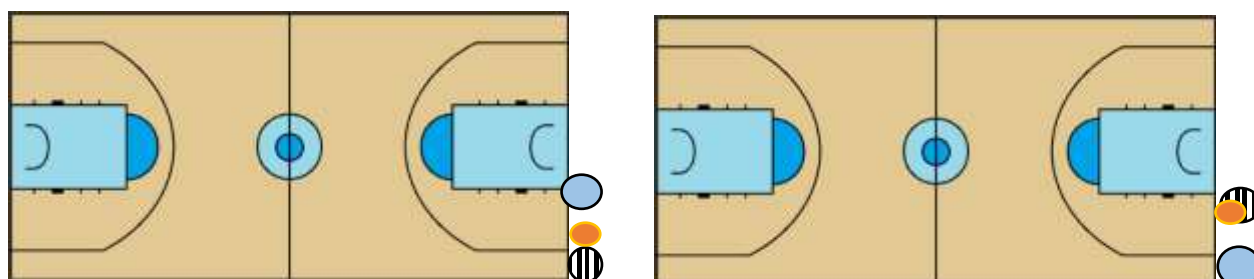


WARNING WHISTLE: ONLY ENDLINE FRONTCOURT THROW-IN.



1. Designate the throw-in spot
2. Ensure thrower is at the right spot
3. Create distance with the thrower
4. Blow the whistle before placing the ball at the player's disposal for the throw-in.
5. Bounce/Handle the ball to the player for throw-in
6. **5 second count**, hold stop clock signal and start the clock

On the base line, adjust your positioning to the game:



If thrower is inside, be outside and if the thrower is outside, be inside.

THROW-IN VIOLATION:

A-THROWER:

- 5 seconds
- Step into the playing court while having the ball in his hands
- Cause the ball to touch out of bounds, after it has been released on the free throw-in
- Touch the ball on the playing court before it has touched another player
- Cause the ball to enter the basket the basket directly
- Move laterally (one or both direction) from the designated spot for more than 1 meter before releasing the ball.

B-OTHER PLAYERS:

- Have any part of their bodies over the boundary line before the ball has been throw-in across the boundary line.
- Be closer than 1 m to the thrower when the throw-in place has less than 2m distance between the boundary line and any out-of-bounds obstructions.

Travelling

RULE:

Establishing a pivot foot by a player who catches a live ball on the playing court:

- A player who catches the ball while standing with both feet on the floor:
 - The moment one foot is lifted, the other foot becomes the pivot foot.
 - To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s).
 - To pass or shoot for a field goal, the player may jump off a pivot foot, but neither foot may be returned to the floor before the ball is released from the hand(s)
- A player who catches the ball while he is progressing or upon completion of a dribble may take two steps in coming to a stop, passing or shooting the ball:
 - If receiving the ball the player shall release the ball to start his dribble before his second step.
 - The first step occurs when one foot or both feet touch the floor after gaining control of the ball.
 - The second step occurs after the first step when the other foot touches the floor or both feet touch the floor simultaneously.
 - If the player who comes to a stop on his first step has both feet on the floor or they touch the floor simultaneously he may pivot using either foot as his pivot foot. If he then jumps with both feet no foot may return to the floor before the ball is released from the hand(s).
 - If a player lands with one foot he may only pivot using that foot.
 - If a player jumps off one foot on the first step he may land with both feet simultaneously for the second step. In this situation, the player may not pivot with either foot. If one foot or both feet then leave the floor no foot may return to the floor before the ball is released from the hand(s).
 - If both feet are off the floor and the player lands on both feet simultaneously, the moment one foot is lifted the other foot becomes the pivot foot.
 - A player may not touch the floor consecutively with the same foot or both feet after ending his dribble or gaining control of the ball.

A player falling, lying or sitting on the floor:

- It is **legal** when a player falls and slides on the floor while holding the ball or, while lying or sitting on the floor, gains control of the ball.
- It is a violation if the player then rolls or attempts to stand up while holding the ball.

Travelling:

Travelling is the illegal movement of one foot or both feet beyond the limits outlined above, in any direction, while holding a live ball on the playing court.

A **pivot** is the legal movement in which a player who is holding a live ball on the playing court steps once or more than once in any direction with the same foot, while the other foot, called the pivot foot, is kept in contact with the floor.

Signals:

Below are the FIBA signals for calling a travelling violation.



Illegal Dribble (Double Dribble)

RULE:

A player shall not dribble for a second time after his first dribble has ended unless between the 2 dribbles he has lost control of a live ball on the playing court because of:

- A shot for a field goal.
- A touch of the ball by an opponent.
- A pass or fumble that has touched or been touched by another player.

Dribbling:

Dribbling is the movement of a live ball caused by a player in control of that ball who throws, taps, rolls the ball on the floor or deliberately throws it against the backboard.

A dribble starts when a player, having gained control of a live ball on the playing court, throws, rolls, dribbles it on the floor and touches it again before it touches another player.

A dribble ends when the player touches the ball with both hands simultaneously or permits the ball to come to rest in one or both hands.

During a dribble the ball may be thrown into the air provided the ball touches the floor or another player before the player who threw it touches it again with his/her hand. There is no limit to the number of steps a player takes when the ball is not in contact with his/her hand.

A player who accidentally loses and then regains control of a live ball on the playing court is considered to be fumbling the ball. (Fumbling the ball is not deemed to be a dribble)

The following are not considered to be dribbles:

- Successive shots for a field goal.
- Fumbling the ball at the beginning or at the end of a dribble.
- Attempts to gain control of the ball by tapping it from the vicinity of other players.
- Tapping the ball from the control of another player.
- Deflecting a pass and gaining control of the ball.
- Tossing the ball from hand to hand and allowing it to come to rest in one or both hands before touching the floor, provided that no travelling violation is committed.

Signals:

Below are the FIBA signals for calling a dribbling violation.



Ball Return to the Back Court

(Cross Court)

RULE:

A team which is in control of a live ball in their frontcourt may not cause the ball to be illegally returned to their backcourt.

Ball returned to the backcourt:

A team is in control of a live ball in their frontcourt if:

- A player of that team is touching his frontcourt with both feet while holding, catching or dribbling the ball in his frontcourt, or
- The ball is passed between the players of that team in their frontcourt.

A team in control of a live ball in the frontcourt has caused the ball to be illegally returned to their backcourt if a player of the team is the last to touch the ball in his/her frontcourt and the ball is then first touched by a player of that team

- Who has part of his/her body in contact with the backcourt or
- After the ball has touched the backcourt of that team.

This restriction applies to all situations in a team's frontcourt, including throw-ins.

However, it does not apply to a player who jumps from his/her frontcourt establishes new team control while still airborne and then lands with the ball in his/her team's backcourt.

Penalty

The ball shall be awarded to the opponents for a throw-in in their frontcourt at the place **nearest** to the infraction except directly behind the backboard.

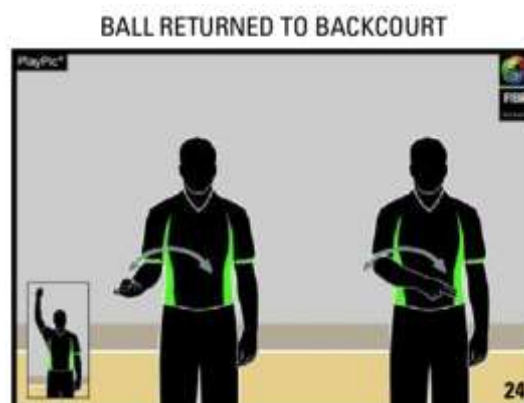
Referees need to ensure that for the ball to be in the front court all 3 points of contact need to be in the front court (i.e. Both feet and the ball need to be in the front court, once all 3 points are in the front court they cannot return to the back court).

Signals:

Below are the FIBA signals for calling a ball returned to backcourt (cross court) violation.



Open palm



Wave arm front of body

3 Seconds

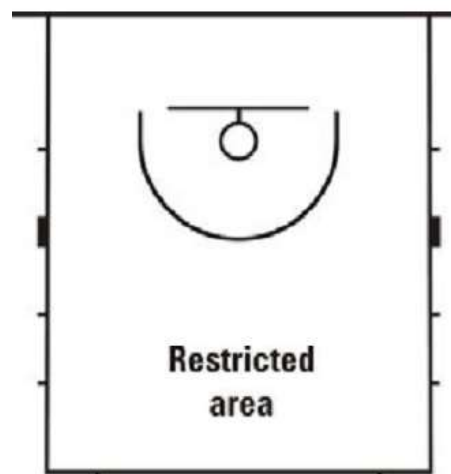
RULE:

A player shall **not** remain in the opponent's restricted area for more than 3 consecutive seconds while his/her team is in control of a live ball in the frontcourt and the game clock is running.

Allowances must be made for a player who:

- Makes an attempt to leave the restricted area.
- Is in the restricted area when he/she or his/her team-mate is in the act of shooting and the ball is leaving or has just left the player's hand(s) on a shot for a field goal.
- Dribbles in the restricted area to shoot for a field goal after having been there for less than 3 consecutive seconds.

To establish himself/herself outside the restricted area, the player **must place both feet** on the floor **outside** the restricted area, **but not across the baseline**.



Referees need to use voice to prevent the player staying inside the restricted area. Before making a 3 second violation call.

Referees are not to call a 3 second violation once a shot attempt has been released.

The count should be 1 one thousand, 2 one one thousand, 3 one one thousand.

Signals:

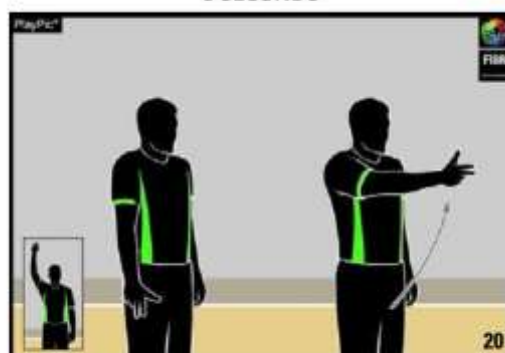
Below are the FIBA signals for calling a 3 second violation.

STOP THE CLOCK



Open palm

3 SECONDS



Arm extended,
show 3 fingers

Closely Guarded Player (5 Seconds)

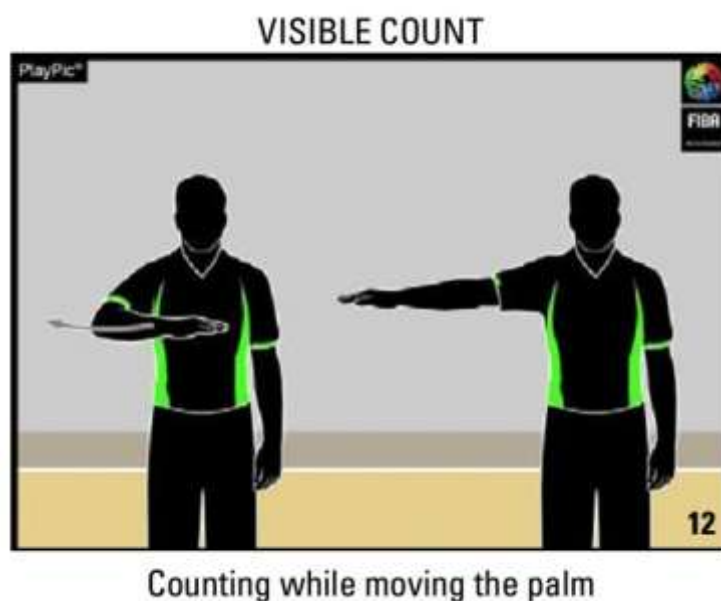
RULE:

A closely guarded player must pass, shoot or dribble the ball within 5 seconds.

Closely guarded player:

A player who is holding a live ball on the playing court is closely guarded when an opponent is in an active guarding position at a distance of no more than 1 m.

Referees need to show a visible count when the offensive player is being closely guarded by an opponent.



Signals:

Below are the FIBA signals for calling a 5 second violation.

STOP THE CLOCK



Open palm

5 SECONDS



Show 5 fingers

8 Seconds (In the Back Court)

RULE:

Whenever:

- A player in the backcourt gains control of a live ball.
- On a throw-in, the ball touches or is legally touched by any player in the backcourt and the team of that player taking the throw-in remains in control of the ball in its backcourt.

That team must cause the ball to go into its frontcourt within 8 seconds.

The team has caused the ball to go into its frontcourt whenever:

- The ball, not in control of any player, touches the frontcourt.
- The ball touches or is legally touched by an offensive player who has both feet completely in contact with his/her frontcourt.
- The ball touches or is legally touched by a defensive player who has part of his body in contact with his/her backcourt.
- The ball touches an official who has part of his body in contact with the frontcourt of the team in control of the ball.
- During a dribble from the backcourt to the frontcourt, the ball and both feet of the dribbler are completely in contact with the frontcourt.

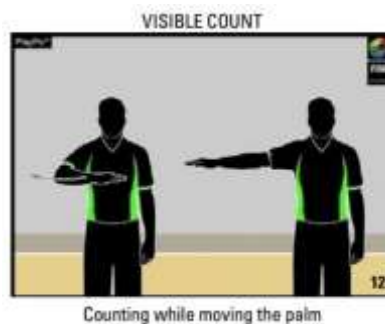
The 8 second period will continue with any time remaining when the same team that previously had control of the ball is awarded a throw-in in the backcourt, as a result of:

- A ball having gone out-of-bounds.
- A player of the same team having been injured.
- A Jump ball situation.
- A double foul.
- A cancellation of equal penalties against both teams.

Referees need to ensure they use a visible count. Also Referees need to ensure when the count is the last 4 seconds that they use their voice as well as a visible count.

Referees need to be aware that if the ball goes out of bounds and the same team remains in control the 8 second count continues with the time remaining. (i.e. Ball goes out with 6 seconds used of the count, the team has 2 seconds to get the ball into the front court).

The count should be 1 one thousand, 2 one one thousand etc



Signals:

Below are the FIBA signals for calling an 8 Second violation.



Fouls

Personal Fouls

A personal foul is a player's illegal contact with an opponent, whether the ball is alive or dead.

A player shall not hold, block, push, charge, trip or impede the progress of an opponent by extending his/her hand, arm, elbow, shoulder, hip, leg, knee or foot, nor by bending his/her body into an *abnormal* position (outside his/her cylinder), nor shall he/she indulge in any rough or violent play.

Types of Fouls

Holding:

Holding is illegal personal contact with an opponent that interferes with his/her freedom of movement. This contact (holding) can occur with any part of the body.

Pushing:

Pushing is illegal personal contact with any part of the body where a player forcibly moves or attempts to move an opponent with or without the ball.

Hands:

The touching of an opponent with a hand(s) is, in itself, not necessarily a foul.

The officials shall decide whether the player who caused the contact has gained an advantage. If contact caused by a player in any way restricts the freedom of movement of an opponent, such contact is a foul.

Illegal use of the hand(s) or extended arm(s) occurs when the defensive player is in a guarding position and his/her hand(s) or arm(s) is placed upon and remains in contact with an opponent **with** or **without** the ball, to impede his/her progress.

To repeatedly touch or "jab" an opponent with or without the ball is a foul, as it may lead to rough play.

Officials should be using their voice to try and prevent having to call fouls before contact occurs. Referee's also need to ensure they call the obvious illegal contact (call what everyone sees).

Signals:

Below are the FIBA signals for calling holding, pushing and hands fouls.



Screening:

Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the playing court. (Free up the ball carrier, or a post rolling to the basket)

Legal Screens:

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

- **Was Stationary** (inside his/her cylinder) when contact occurs.
- Has both feet on the floor when contact occurs.

Illegal Screens:

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

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

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

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

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

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

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

Officials should be using their voice to try and prevent having to call fouls before contact occurs.

Key phrases such as: Set the screen, Don't Move, Don't Push, Don't Hold.

Referee's also need to ensure they call the obvious illegal contact (call what everyone sees).

Signals:

Below are the FIBA signals for calling Illegal Screen fouls.



Procedure for Reporting Fouls to the Bench

1-Use official and authorized FIBA signals

2-Rhythm (Start and Stop) but not too quick

3-Strong, Crisp, Visible and decisive

4-REPORTING FOUL:

- JOG
- STOP
- TWO FEET ON THE FLOOR
- BREATHE
- START TO REPORT
- LEAVE WHEN COMPLETELY FINISHED

REPORTING FOUL SEQUENCE:

EXAMPLE A-Personal foul with no validation of points and no free throws:



1- Signal clearly the colour and number of the player who has committed the foul

2-Indicate type of foul

3-Indicate the direction of play and state which team will be entitled to the ball.

EXAMPLE B-Personal foul with validation of points with a free throw:



1-Confirm that a field goal has been scored

2- Signal clearly the colour and number of the player who has committed the foul

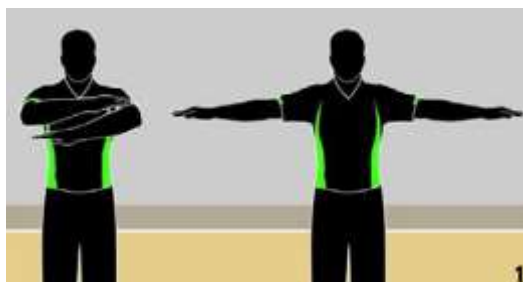
3-Indicate type of foul

4-Indicate that one free throw will be rewarded.

NB-1: If three points field goal has been scored, first confirm that it has been scored with the following signal. Then continue the procedure from example B step 2:



NB-2: If a successful field goal has been cancelled, start the procedure with the following signal. Then continue the procedure from Example A step 1:



Technical Foul

A technical foul is a player non-contact foul of a behavioural nature including, but not limited to:

- Disregarding warnings given by officials.
- Disrespectfully dealing with the officials, the commissioner, the table officials or the team bench personnel.
- Disrespectfully communicating with the officials, the commissioner, the table officials or the opponents.
- Using language or gestures likely to offend or incite the spectators.
- Baiting and taunting an opponent
- Obstructing the vision of an opponent by waving/placing his hand(s) near his eyes.
- Excessive swinging of elbows.
- Delaying the game by deliberately touching the ball after it passes through the basket or by preventing a throw-in from being taken promptly.
- Fake being fouled.
- Hanging on the ring in such a way that the weight of the player is supported by the ring, unless a player grasps the ring momentarily following a dunk shot or, in the judgement of an official, is trying to prevent injury to himself or to another player.
- Goaltending during the last free throw by a defensive player. The offensive team shall be awarded 1 point, followed by the technical foul penalty charged against the defensive player.

PROCEDURE

- Officials are to consider using a 3-step process:

STEP 1:

- Officials are encouraged to attempt to de-escalate the situation with effective communication techniques; clearly articulating the behaviour is not acceptable.

STEP 2:

- If the inappropriate or unacceptable behaviour continues, the referee is to issue a warning.
- This will involve the referee blowing their whistle and giving an obvious, clear and audible warning to the player / coach in a way that everyone knows a warning has been given.
- The official will use words similar to “Coach / Player, your behaviour is unacceptable / inappropriate and this is a warning for you to stop that behaviour. If you continue, next time will be a technical foul.” The official is to ensure that their partners are aware of this warning. At the same time, the official will reinforce this verbal warning with visual signals. This includes a ‘continuation / next time’ hand gesture and a “technical foul” signal.

STEP 3:

- If the inappropriate / unacceptable behaviour continues, issue a technical foul.

NOTE - In the event that the behaviour of the coach / player is at such an unacceptable level, officials are entitled to progress immediately to either Step 2 or Step 3.

A player shall be disqualified for the remainder of the game when he is charged with 2 technical fouls, or 2 unsportsmanlike fouls, or with 1 unsportsmanlike foul and 1 technical foul.

A coach shall be disqualified for the remainder of the game when:

- He is charged with 2 technical fouls ('C') as a result of his personal unsportsmanlike behaviour.
- He is charged with 3 technical fouls, either all of them ('B') or one of them ('C'), as a result of the unsportsmanlike behaviour of other persons permitted to sit on the team bench.

Penalty: If a technical foul is committed:

1 free throw shall be awarded. After the free throw,

- The game shall be resumed by the team which had control of the ball or was entitled to the ball from the point when the technical foul was called.
- If neither team had control of the ball nor was entitled to the ball, a jump ball situation occurs.
- With a jump ball in the centre circle to begin the first quarter

Signal:

Below is the FIBA signal for calling a Technical foul.



Faking

RULE:

Fake is any action by a player to simulate that he has been fouled or to make theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an advantage.

Whenever a player fakes a foul the following procedure shall be applied:

- Without interrupting the game the official signals the fake with showing twice the “raise the-lower-arm” signal, saying “Faking, Colour, & Number”.
- As soon as the game is stopped the next time a warning shall be communicated to the player and the coach of this team. Each team is entitled to 1 warning.
- The next time a player of this team fakes a foul a technical foul shall be called. This applies also if the game was not stopped to communicate the warning.
- In an excessive case without any contact a technical foul may be called immediately without a warning.

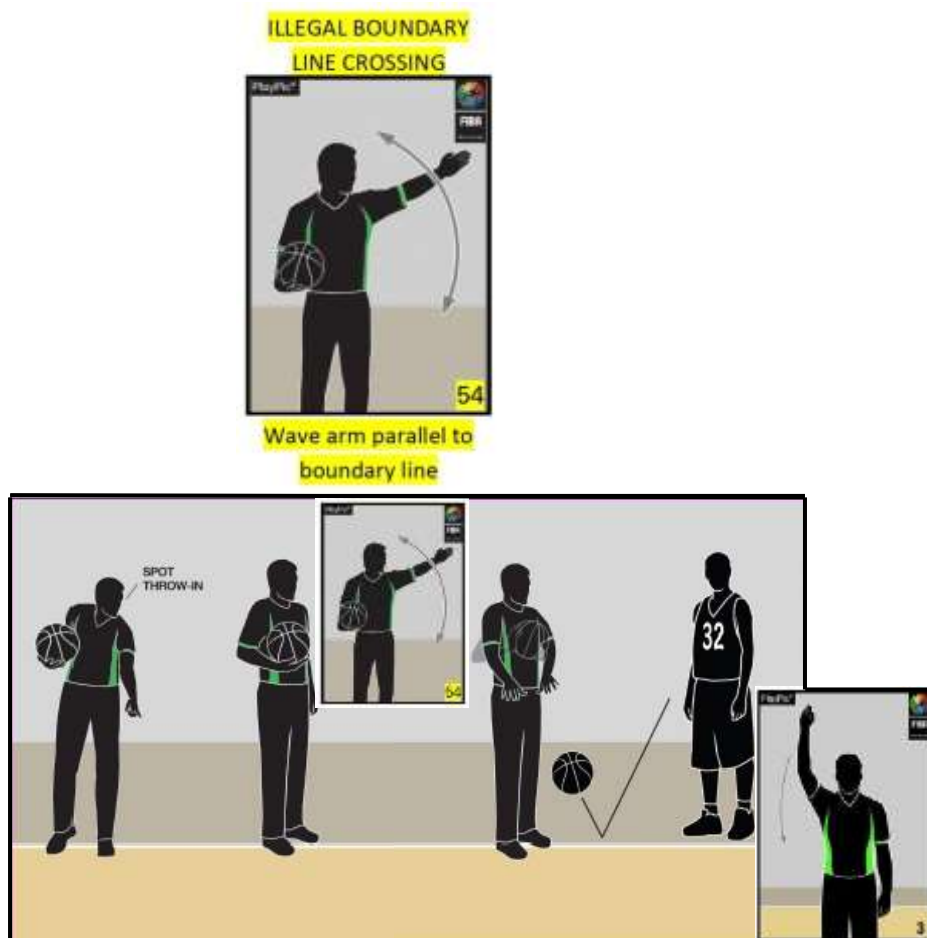


Last 2 Minutes of 4th Quarter and Overtime: (Throw In)

Throw in: Last 2 Minutes of 4TH Quarter and Overtime (*Only to be used at this time*)

Reason: To prevent the throw-in violations and delay during the last 2 minutes of the game.

Rule: When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, on a throw-in the defensive player shall not move any part of his body over the boundary line to interfere with the throw-in. The official shall use a preventative signal as a warning while administering the throw-in. A violation after the warning shall lead to a technical foul.



Unsportsmanlike Fouls

An unsportsmanlike foul is a player contact foul which, in the judgement of an official is:

- (C.1) Not a legitimate attempt to directly play the ball within the spirit and intent of the rules.
- (C.2) Excessive, hard contact caused by a player in an effort to play the ball or an opponent.
- (C.3) An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition.
(This applies until the offensive player begins his act of shooting).
- (C.4) Contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break and there is no defensive player between the offensive player and the opponent's basket.
(This applies until the offensive player begins his act of shooting).
- (C.5) Contact by the defensive player on an opponent on the playing court during the last 2 minutes in the fourth quarter and in each overtime, when the ball is out-of-bounds for a throw-in and still in the hands of the official or at the disposal of the player taking the throw-in.

The official must interpret the unsportsmanlike fouls consistently throughout the game and to judge only the action.

An unsportsmanlike foul shall be charged against the offender.

Free throw(s) shall be awarded to the player who was fouled, followed by:

- A throw-in at the throw-in line, in the team's frontcourt.
- The throw-in to start any quarter other than the first quarter and any overtime shall be from the centre line, opposite the scoretable.
- A jump ball in the centre circle to begin the first quarter.

The number of free throws shall be awarded as follows:

- If the foul is committed on a player not in the act of shooting: 2 free throws.
- If the foul is committed on a player in the act of shooting: the goal, if made, shall count and, in addition, 1 free throw.
- If the foul is committed on a player in the act of shooting and the goal is not made, 2 or 3 free throws.

A player shall be disqualified for the remainder of the game when he is charged with 2 unsportsmanlike fouls or 2 technical fouls, or with 1 technical foul and 1 unsportsmanlike foul.

If a player is disqualified, the unsportsmanlike foul shall be the only foul to be penalised and no additional penalty for the disqualification shall be administered.

Signals:

Below is the FIBA signal for calling an Unsportsmanlike foul.



Notes

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