

CALLING THE FIBA GAME

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To be a successful official, you need to get the balls and strikes called correctly. It is important for the official to have a plan and know in advance what he/she wants to call. We only want referees to interfere with the play when necessary. It is important for all referees to call the obvious and not the obscure. The official needs to realize that the quality of his calls is more important than the quantity.

EMPHASIS (Making a Plan)

- 1. Make sure your first whistle is needed and correct. Verbal communication critical.**
- 2. Call all fouls that lead to rough play. Holding and clutching fouls must be penalized immediately.**
- 3. All unsportsmanlike fouls will be called at any time during the game, regardless of score or time.**
- 4. Rebounding action that hinders the play must be called.**
- 5. Call fouls on all dribbling situations that force the dribbler to be knocked off his or her dribble line.**
- 6. Wrecks with bodies on the floor require a whistle. (Avoid blarges.) Give way to the calling official.**
- 7. Call only what you see. Eliminate guessing.**
- 8. Don't call anything you need a long time to explain or you cannot administer properly.**
- 9. Eliminate the cheap « and-one » play.**
- 10. Illegal screens and elbowing fouls shall not be tolerated.**
- 11. Fouls that cause an injury cannot be missed. Protecting players from injuries is a priority.**
- 12. Coaches, players and referees must not display negative gestures, bad language or unprofessional conduct.**
- 13. Good communication skills and preventative officiating techniques are important.**
- 14. Referees must be vocal on all calls. Inform everyone of the reason for your whistle and what is to happen next.**
- 15. Be efficient during dead balls.**
- 16. Be receptive to coaches' comments when appropriate. Do not initiate the discussion. There should be no delays.**
- 17. Travelling must be called by the rule book. Do not permit players to get away with bad footwork.**
- 18. Call all palming situations.**

19. It is a foul when a defensive playere xtends his/her arms out of his/her cylinder and makes contact with the jump shooter.

20. Call a foul when a player jumps on top of another player especially during a scramble for a loose ball.