



**CBOC PREGAME MEETING
PROTOCOL: CCAA &
U SPORTS COMPETITION**

JOHN MCFARLAND



RATIONALE

- The recently completed basketball competition at the Paris 2024 Olympics featured a captain's meeting with the officiating crew.
- The purpose of the meeting was to enhance communication and to develop relationships between the crew and the competitors.
- The pregame meetings were found to be very successful in enhancing communication and this season CBOC would like to make this a standard protocol at all CCAA and U SPORTS games.



PROTOCOL

- At the 7-minute mark, U1 and U2 will bring the captains together at the center jump circle. The Crew Chief will go through the following points:
 - Crew chief will introduce crew to captains
 - Tell captains to be ready to play at the buzzer as game flow is important.
 - Jerseys to be tucked in before entering the game.
 - After the time outs please return to the floor at horn ready to play.
 - Respect for the game: Communicate respectfully with us if you have any questions.
 - Good luck



IMPLEMENTATION

- Effective September 16, 2024, the captains meeting should be established at each game. Reference to the new protocol will be shared at the “Points of Emphasis”





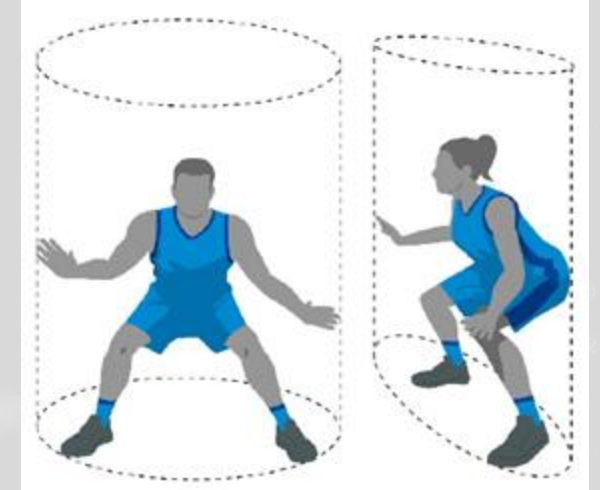
PRINCIPLE OF VERTICALITY

SCOTT CRITCH



Defensive Player / Offensive Player without the ball

- The cylinder includes the space above the player defined by these limits:
- The front by the palms of the hands
- The rear by the buttocks
- The sides by the outer edge of the arms and the legs



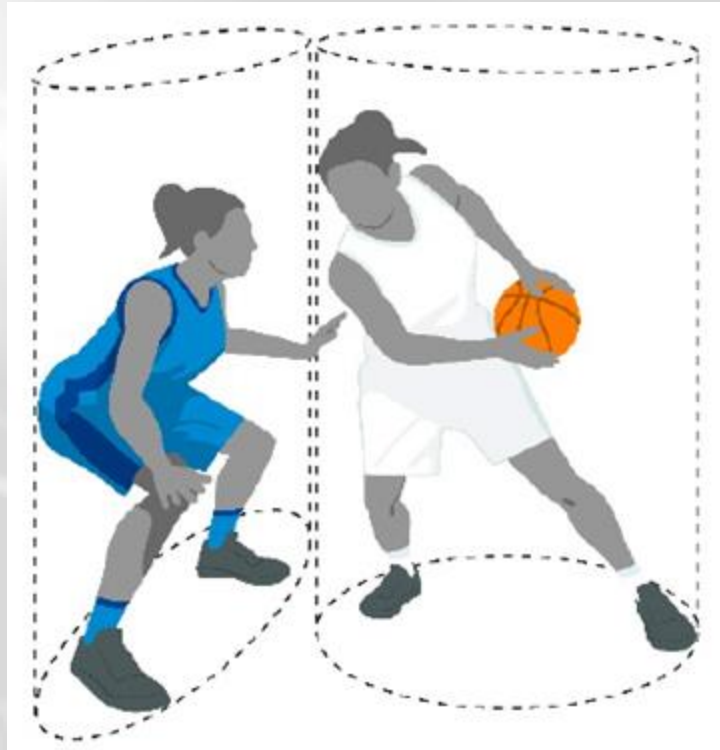
Offensive Player with the ball

- The cylinder includes the space above the player defined by these limits:
- The front by the feet, bent arms and knees, holding the ball above the hips
- The rear by the buttocks
- The sides by the outer edge of the arms and the legs



A normal basketball play includes starting a dribble, pivoting, shooting or passing.

The defensive player may not enter the cylinder of the offensive player with the ball and cause illegal contact when the offensive player is attempting a normal basketball play inside their cylinder



The offensive player with the ball must be allowed enough space within their cylinder for a normal basketball play.

The offensive player cannot spread their arms or legs outside of their cylinder and cause an illegal contact with a defensive player in order to gain additional space

Principle of Verticality

- Each player has a right to occupy any position (cylinder) on the court not already occupied by an opponent.
- This principle protects the space on the court and the space above when jumping vertically.
- A player who leaves their cylinder and makes contact with an opponent who has already established their cylinder is responsible for the contact.
- Defenders should not be penalized for leaving the court while remaining inside their cylinder.
- The offensive player, whether on the court or airborne shall not cause contact with a defensive player in a legal guarding position by
 - using arms to create more space
 - spreading the arms or legs immediately after a shot for goal



Airborne Players

- A player that has jumped in the air from a place on the court has the right to land at the same place.
- A player that jumps has a right to land at another place on the court not already occupied by an opponent at the time of take-off provided the path between the take-off and landing places is not already occupied by an opponent.



Relevant IOTs

2.3 REFEREEING THE DEFENCE

Target: To identify the primary focus when analysing a 1 on 1 play.

The concept of refereeing the defence is one of the corner stones for accurate basketball refereeing. Essentially, it means that the priority of the referee in an on ball competitive match-up is to focus the attention on the illegality of the defensive player whilst keeping the offensive ball handler in your field of vision. The referee is required to get into a position that allows them to clearly see the defensive player.

Note: We are not refereeing the space between the players, we are refereeing the defence itself - but you need to have a position where you see the space between players in order to referee the defence.

When refereeing on ball focus your attention on the illegality of the defensive player!

2.11 COVERING A SHOT (PROTECT THE SHOOTER)

Target: To have full coverage on all act of shooting situations.

Referees should have full coverage on obvious situations in their primary. A shot is an obvious play – always! The correct way to referee a shooting situation is to use a 1-2-3 technique for shooting situations. When used properly this technique provides the details for possible foul or fake call. The action need to have contact to be illegal

1-2-3 technique on shooting situations

- a. Referee defense all the time.
- b. Check the play in following order: **1.** hands **2.** body **3.** feet (landing).
- c. Stay with the play until shooter has returned to the floor.
- d. Only then turn your attention to ball & rebounds.

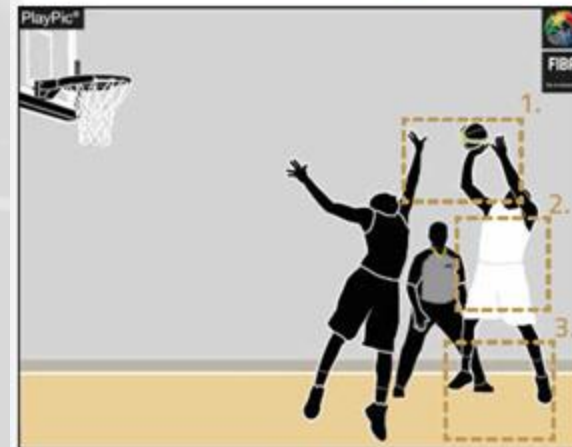


Diagram 4:
The 1-2-3 technique covering act of shooting situations.

CLIPS

- The Principles of Verticality in Basketball
- Stand Straight Up on Defense in Basketball
- Airborne Shooter: Defensive Foul, Offensive Foul or No Call?





REBOUNDING

JEN MCKENZIE



U Sport and CCAA athletes are:

- Faster
- Stronger
- More athletic

Than EVER before!!

There will be more rebounding action between players with SIMILAR athletic abilities

Therefore, we need to be PATIENT and in good POSITION to make decisions regarding rebounding calls / no call decisions.



Which IOTs will help us?



Distance & Stationary

- When refereeing the play, it is important to maintain an appropriate distance from the play, without getting too close. The referee can lose perspective, as all movements appear to look faster and vision is narrowed. Imagine yourself watching the game from the upper deck of the stand and you will see that the players' movements look slower than at the court level. They only appear to look that way, but obviously, they are not.
 - a. The possibility of an emotional or reaction call decreases.
 - b. maintain a perspective as movements look slower
 - c. maintain an OPEN angle.
- b. If a referee is stationary when they are making a judgment:
 - Their eyes are not bouncing and concentration increases
 - A correct decision is more likely due to being focused and concentrated.



Referee the Defense

The concept of refereeing the defence is one of the cornerstones for accurate basketball refereeing. Essentially, it means that the priority of the referee in a PCA competitive match-up is to focus the attention on the illegality of the defensive player whilst keeping the offensive rebounder in your field of vision. The referee is required to get into a position that allows them to clearly see the defensive player. Note: We are not refereeing the space between the players, we are refereeing the defence itself - but you need to have a position where you see the space between players in order to referee the defence.



Stay with the Play

- Before blowing their whistle referees should process the entire play from the start - through the development - until the finish before deciding to make a call. This will produce more analytical decisions instead of only seeing the end of the play and reacting to it (emotional decision).
- This also applies to an off ball action area; where 2 players might be battling for position and the “clamp” or “lock up” of arms may occur.

Positioning, open angle and position adjustments

- As we know, these are VITAL to making correct calls for rebounding activity.
- Be COMMITTED to working hard to set up, maintain, and stay in optimal position during EVERY play.

Process the play and have a PATIENT WHISTLE





BENCH DECORUM

PIERRE MARION



OFFICIAL BASKETBALL RULES 2024

- **2.5.5 Team bench areas**
- There must be 16 seats available in each team bench area for the head coach,
- the substitutes, the excluded players and the accompanying delegation members including assistants coaches.
- Any other persons shall be located at least 2m behind the team bench
- Recommendation to involve conference leaders in site preparation
- Officials crew must address situations when this POE is not respected and take the proper action
- Coach must respect bench area
- Players, team personal must remain seated





LEGAL GUARDING POSITION (LGP) – OBLIQUE CONTACT

DAVID MAXIN



33.3 Legal guarding position

- A defensive player has established an initial legal guarding position when:
 - facing his/her opponent, and
 - having both feet on the court.



- The legal guarding position extends vertically above (within the cylinder) from the court to the ceiling. The defensive player may raise the arms and hands above the head or jump vertically but that player must maintain them in a vertical position inside the imaginary cylinder.

33.4

..... Once the defensive player has established an initial legal guarding position, that player may move to guard the opponent, but not extend the arms, shoulder, hips or legs to prevent the dribbler from passing by.

When judging a block/charge situation involving a player with the ball, a referee shall use the following principles:

- The defensive player must establish an initial legal guarding position by facing the player with the ball having both feet on the court.
- The defensive player may remain stationary, jump vertically, move laterally or backwards in order to maintain the initial legal guarding position.
- When moving to maintain the initial legal guarding position, one foot or both feet maybe off the floor for an instant, as long as the movement is lateral or backwards, but not towards the player with the ball.
- Contact must occur on the torso, in which case the defensive player would be considered as having been at the place of first contact.
- Having established a legal guarding position, the defensive player may turn within the cylinder to avoid injury.



- The defensive player must establish an initial legal guarding position by facing the player with the ball having both feet on the court.
- The defensive player may remain stationary, jump vertically, move laterally or backwards in order to maintain the initial legal guarding position.



- When moving to maintain the initial legal guarding position, one foot or both feet maybe off the floor for an instant, as long as the movement is lateral or backwards, but not towards the player with the ball.



• CLIP 1



• CLIP 2

LOSING LGP



DEFENDER ESTABLISHES LGP



DEFENDER LOSES LGP

THEY MUST RE-ESTABLISH LGP





- CLIP 3



- CLIP 4



COMMON SENSE – BASIC OFFICIATING PRINCIPLES

WHO IS RESPONSIBLE FOR CONTACT?



• CLIP 5





COVERING A SHOT: PROTECT THE SHOOTER

NADINE CROWLEY



LEARNING OBJECTIVES



- Basic Principles - Discipline
- Rule – Art. 15
- 1-2-3 Technique
- Actions related with shots by Defender
- Actions related with shots by Offender

PROTECT THE SHOOTER – ART 15

PLAYER IN THE ACT OF SHOOTING

NEW DEFINITION: SHOT

- ▶ Stationary shot (example jump shot)
- ▶ Player is NOT dribbling or progressing

Shot	Begins	Ends
AOS	<ul style="list-style-type: none">• When a player moves the ball upwards towards the opponent's basket	<ul style="list-style-type: none">• The ball has left the player's hands and, in the case of an airborne shooter, both feet returned to the floor.• Pass-Off after being fouled



1-2-3 TECHNIQUE FOR SHOTS

“A shot is an obvious play”

- Referee the Defence
- 1-2-3 – Follow the order: 1. Hands / 2. Body / 3. Feet
- Stay with the play (SWP) until shooter has returned to the floor.
- Focus on shot, then turn your attention to ball/rebound.



PROCESSING THE SHOT

Need to have patient whistles

START = HANDS

DEVELOP = BODY

FINISH = FEET – LANDING

DECISION = LEGAL VS
ILLEGAL



ACTIONS RELATED WITH SHOTS

CHECK LIST – DEFENDER

1. CONTACT WITH HAND (WRIST & BELOW vs HIGH FIVE)
2. CONTACT WITH BODY (A TO B)
3. CONTACT WHEN SHOOTER IS LANDING (BY BOTH PLAYERS)



ACTIONS RELATED WITH SHOTS

CHECK LIST – SHOOTER

1. CONTACT BY THE SHOOTER (MARGINAL VS ILLEGAL)
2. FAKE BY SHOOTER (2ND ACTION – FALLING DOWN IS NOT A FAKE)



PROTECT THE SHOOTER



PROTECT THE SHOOTER

- Referee the defence
- 1. Hands / 2. Body / 3. Feet
- Stay with the play until shooter has returned to the floor.
- Focus on shooting, secondary = flight of the ball.



NEW FIBA WEBSITE





RUN THE GAME DEADBALL EFFICIENCY

MIKE THOMSON



RUN THE GAME – DEADBALL EFFICIENCY

We ask our officials to be:

- Strong and decisive, yet approachable; and
- To officiate with an: **I am in charge attitude**
- When you accept an assignment:
 - You accept the responsibility to run the game
 - With deadball efficiency you run the game



CONUNDRUM

- Games are taking too long to play
 - Over 1hr 40 min is too long
- Time wasting by players – substitutes – coaches – table officials is out of control
 - Has the world become lazy? It is an athletic contest – let's move.
- For a master's class in time-wasting watch Q3 of the USA vs. SRB men's Olympic semi-final
- Jokic alone took 7 or more possessions out of the game
 - But what an intelligent player.



RUN THE GAME – DEADBALL EFFICIENCY

- It is your responsibility to run the game
- Pre-game:
 - Scoresheet ready on time – do not accept delays
 - Starters in on time
 - Check the floor – are all lines on the floor
 - 4 throw-in lines
 - Bench area lines
 - Team benches
 - 16 chairs – maximum – see Pierre's presentation
 - 21 team members maximum
 - It is the rule



RUN THE GAME – DEADBALL EFFICIENCY

- It is your responsibility to run the game
- Intervals:
 - Before the jump ball
 - Whistle at 3 minutes
 - Whistle at 1 minute 30 seconds
 - Whistle at 30 seconds – players come to play
 - Toss immediately after the horn
 - If this is (then) when anthems or line-ups are announced
 - Fine – but this procedure starts on the horn



RUN THE GAME – DEADBALL EFFICIENCY

- It is your responsibility to run the game
- Intervals:
 - Quarter intervals (these are 2 minutes long)
 - 30 second horn
 - Play on the 2 minute horn
 - Halftime
 - Whistle at 1 minute 30 seconds
 - Whistle at 30 seconds – players come to play
 - Throw-in immediately after the horn



RUN THE GAME – DEADBALL EFFICIENCY

- It is your responsibility to run the game
- In game:
 - Deadball administration
 - Partners be ready to go
 - Minimize all deadball periods
 - Throw-in after a violation (OOB) or foul should occur with pace
 - Substitutes
 - They must be ready – if not they don't enter
 - Don't hold-up game for a substitute that is not ready
- **Communicate using a strong voice**
 - **Clear and concise**



RUN THE GAME – DEADBALL EFFICIENCY

- It is your responsibility to run the game
 - TIME-OUTS – 1 minute
 - 50 second horn
 - Play on 1 minute horn
 - Warn – 1st through captains – then if necessary head coaches
 - Free throws
 - Use your voice
 - Administering referee has players ready by the time foul is reported
 - In lane huddle is not to be allowed
 - If players choose not to occupy lane spaces on 1st free throw fine – but don't wait
 - **Communicate using a strong voice**
 - **Clear and concise**



RUN THE GAME – DEADBALL EFFICIENCY

- The pre-game captains meeting sets the tone for running the game and deadball efficiency
- Expect players will tell coaches your message
- The whistle can not be your only tool
- Your voice is your best tool
- **Run the game**



RUN THE GAME – DEADBALL EFFICIENCY

- **When You Accept An Assignment:**
 - **You Accept The Responsibility To Run The Game**
 - **With Deadball Efficiency You Run The Game**





NEW INTERPRETATION FOUL & FAKE

MIKE THOMSON



NEW INTERPRETATION FOUL & FAKE

- **OBRI 2024: NEW INTERPRETATION FOUL AND FAKE**
 - Faking to be fouled actions do not respect the game and create an unwanted image and atmosphere for the game.
 - A few years ago, we introduced the fake a foul warning – and it was successful in eliminating many fake a foul situations.
 - Our protocol was if we call a foul on a play – we could not also call a fake a foul warning.



NEW INTERPRETATION FOUL & FAKE - WHY?

- **OBRI 2024: NEW INTERPRETATION FOUL AND FAKE**

- Players and teams have adjusted and we are experiencing more situations where:

- A player who is about to commit a foul will fake – trying to pretend they are the one that has been fouled.
- A player who is about to be fouled on the arm will demonstrate theatrically, snapping their head, to pretend the foul is harder than it is trying to gain an unsportsmanlike foul against the opponent.
- A player who runs into a legal screen theatrically throws themselves to the floor, trying to demonstrate they were fouled by the legal screener.

- **We are therefore adjusting the interpretation of a Foul and a Fake – on the same play - because:**



NEW INTERPRETATION FOUL & FAKE

- Faking to be fouled actions do not respect the game and create an unwanted image and atmosphere for the game
- The new interpretation is intended to protect the fairness and image of the game by eliminating the situations where a faking to be fouled warning is not accessed.
- **WE CAN (NOW) HAVE BOTH A FOUL or VIOLATION & A FAKE A FOUL WARNING ON THE SAME PLAY**
- The Fake a Foul Warning can be on either the player who fouls, or the player fouled.



PLAY SITUATIONS

- **Case 1: A player fouls and fakes in the same play:**

Example:

B1 defends dribbler A1. A1 pushes B1 and makes a sudden move with the head (head fake) trying to give an impression of being fouled by B1. Referee calls a foul on A1.

Interpretation:

The referee reports the foul on A1 and charges A1 with a fake warning (if the team's first fake warning) or a Technical Foul (if the team's second fake warning).



PLAY SITUATIONS

- **Case 2: A player fouls and the opponent player who is fouled fakes in the same play:**

Example:

B1 defends dribbler A1. B1 pushes A1 and A1 makes a sudden move with the head (head fake) trying to give an impression of being fouled by B1. The referee calls a foul on B1.

Interpretation:

The referee reports the foul on B1 and charges A1 with a fake warning (if the team's first fake warning) or a Technical Foul (if the team's second fake warning).



PLAY SITUATIONS

- **Case 3: Two fakes by the same player in the same game clock running period:**

Example:

B1 defends dribbler A1. A1 makes a sudden move with the head trying to give an impression of being fouled by B1. A1 is shown twice the 'lower the forearm' signal by the referee. Later, within the same game clock running period:

- a. A1 falls on the court trying to give an impression of being pushed by B1.
- b. B2 falls on the court trying to give an impression of being pushed by A2.

Interpretation:

- a. The referee gave a warning to A1 for the first fake with the head, showing twice the 'lower the forearm' signal. A1 shall be charged with a technical foul for the second fake action by falling on the court, even though the game was not stopped to communicate the warning for A1's first fake to either A1 or to the team A head coach.
- b. The referee shall give the first warnings to both A1 and B2 for their fakes by showing them twice the 'lower the forearm' signal. The warnings shall be communicated to A1, B2 and both teams' head coaches, when the game clock shall be stopped.



PLAY SITUATIONS

- **Case 4: Two players fake in the same play:**

Example:

B1 defends dribbler A1. B1 falls down trying to give an impression of being fouled by A1. At the same time A1 makes a sudden move with the head (head fake) trying to give an impression of being fouled by B1.

Interpretation:

The referee charges both A1 and B1 with a fake warning (if the team's first fake warning) or a Technical Foul (if the team's second fake warning).

