

SBL Philosophy Statement & 2018 League Directions

SBL Philosophy Statement

The purpose of this document is to ensure there is a clear and consistent understanding of the way in which the WA State Basketball League is to be officiated in 2018.

The following document has been prepared by the SBL Referees Advisory Group and will be adopted for the 2018 SBL Season.

Unless otherwise stated, all references to “the rules” in these points of emphasis are to the “Basketball Rules and Referee Manual” as adopted by FIBA as at January 2018.

Expectations

The State Basketball League in an Association context has three main objectives of what it aims to achieve through its competitions;

Development

- Suitable environment for the healthy development of our players.
- An environment to development high skill levels.
- Creation of positive game style.

Entertainment

- Broad based appeal to our families and communities.
- Discouragement of unattractive/negative behaviour.
- A spectacular and exciting event.

Act as WA’s Elite Basketball Competition

- It is the highest level of basketball in our state.
- It is the highest level the majority of these players will play.
- It is elite and in part semi-professional.

The SBL prioritises itself as a league that encourages the development of its players, coaches and officials, the way in which the league is officiated **will** have a significant impact on the three outlined objectives. The SBL is a separate product with varied objectives to that of other competitions such as the NBL or the NBA.

To aid in the viability of the league it is important that spectators, families and sponsors continue to support games. The game itself needs to be an attractive spectacle and how games are refereed, played and coached has an impact on this.

The SBL Referee Advisory Group has put together this year's Points of Emphasis aligning with the three clear objectives of Development, Entertainment and Acting as WA's Elite Basketball Competition.

2018 SBL Referee Advisory Group Members;

- Adam Bowler – *SBL General Manager*
- Bret Campbell – *Current SBL and Former NBL Referee*
- Stephen Charlton – *Former SBL Player and Head Coach*
- Steve Di Conza - *Current SBL and NBL Referee*
- Fleur McIntyre – *Former SBL Player and Head Coach*
- Geoff Schulz – *Former SBL/NBL Referee and Current SBL Referee Coach*

It is essential all SBL & D-League officials, coaches and players familiarise themselves with this document to ensure there is a clear understanding of the expectations for 2018.

1. General Principles

It is the referee's responsibility in all competitions to uphold the integrity of the rules while applying the spirit and intent of the rules.

Referees are expected to call the game within the following principles:

- Create a contest
 - Allowing players to be athletic
 - Allowing players to use their strength and skill
 - Playing within the boundaries of what is legal
- Make the contest look the same at each end
 - Consistent look from call to call and end to end
- Freedom of movement (on ball and away from the ball)
 - See the whole play
 - Identify who causes contact in the contest
 - Penalize the player who restricts movement illegally
 - Do not reward the offensive player who reaches for contact and accentuates contact that is minimal or marginal
- Balance the rights of offense and defense
 - Do not penalize legal defense
 - Reward offense where defense is illegal
- Be active and communicate proactively with players to avoid unnecessary fouls
 - Use voice to prevent illegal contact from occurring (early intervention and prevention)
 - Do not over communicate and allow the game to suffer or degenerate
 - Where preventative officiating does not prevent illegal contact then referees are expected to become active and call the game
- Illegal contact that affects an opponent should be penalised
- Call the game according to the SBL league philosophies and directions for officiating
 - Personal philosophy is not to be used to replace league directions
 - Any use of judgement is to be called within the parameters of league directions

2. Calling Instructions

2.1. Freedom of Movement

Hand Checking – Back Court

A defensive player may not affect an opponent's freedom of movement. A foul is to be called if the opponent's speed, quickness, balance and rhythm is effected by hand and / or body checks

Hand checking is the illegal use of hands / arms to impede / influence the movement / progress of an opponent with or without the ball

Encourage legal body to body contact

- Two (2) hands on the ball carrier to be called immediately it causes an effect

If the opponent is effected by hand and / or body checks

- Use of hands or arm in the back court needs to be called immediately
- Call illegal body checks

Hand Checking – Front Court

A defensive player may not affect an opponent's freedom of movement. A foul is to be called if the opponent's speed, quickness, balance and rhythm is effected by hand and / or body checks

Hand checking is the illegal use of hands / arms to impede / influence the movement / progress of an opponent with or without the ball

- Two (2) hands on the ball carrier to be called immediately the ball carrier is affected
- The 'hot iron' approach to one (1) hand by the defense will be assessed according the impact on the play
 - One hand cannot be used to guide, push, steer the offense
 - Full extension of an arm will be a trigger for referees to call a foul
 - One hand can only remain on momentarily (hot iron) once – repeated touching or jabbing is a foul
- Illegal use of hand/s, extended arms bars, or arm/s that cross over the body or arms of the offense must be called immediately
- Encourage legal body to body contact (active voice early)
- Call illegal body checks earlier in the play action
- On drives to basket while the offensive player is dribbling judgement needs to allow marginal contact that does NOT impact the player so they can have the opportunity to score. This does not continue for a player in the act of shooting.

Off Ball

- Identify play action and who is responsible for initiating contact
 - Is the defense legal or not
 - Is the offense initiating contact
- Balance the rights of the offense and defense
- Where appropriate use preventative techniques to call off any contact
 - If not immediately successful then calls must be made to penalize illegal acts
- Penalize illegal defence immediately if –
 - A player is grabbed, bumped or elbowed
 - The player needs to be protected and a call made
- Affect or impact on play is to be considered
- The objective is to create space and freedom of movement – this must be balanced with rights of legal defense and offense

2.2. Shooter Protection

Principles to guide referees' decision making:

- Illegal contact on the shooter is to be called a foul
- A defensive player must not be penalised for leaving the floor vertically or having their hands or arms extended above them within their cylinder
- Athletic play should be encouraged and legal play rewarded
- Referees are to show patience to ensure they assess the play from start to finish
- Referees must identify the shooting contest sooner to ensure they see both offensive and defensive positions on the floor, prior to the shot/shooting motion
 - Where defense jumps A to A (same spot) this should be rewarded as good defensive play
 - Where defense jumps A to B (elevates and lands on new spot and takes the landing spot of the offense) this should be penalized

2.2.1. Act of Shooting

The act of shooting:

- Begins when the player starts the **continuous movement** normally preceding the release of the ball for a shot
- Ends when the ball has left the players hand/s and, in the case of an airborne shooter, both feet have returned to the floor

- Ends if the player decides to pass

Continuous movement in the act of shooting:

- Begins when the **ball has come to rest in the player's hand/s** and the shooting motion, usually upward, has started
- Ends when the ball has left the player's hand/s, or if an entirely new act of shooting is made
- Where doubt exists, the player is deemed to be in the act of shooting

2.3. Post Play

Post play can be the most difficult part of the game to call. Balancing the rights of the offense and defense whilst not penalizing players who are physically larger and stronger than others is a challenging task. Allowing players to play with skill and athleticism is critical to ensuring a contest.

The following principles will apply:

- Post play should be viewed as a contest
 - Physical with the expectation of contact
 - Not aggressive and rough through illegal play
 - Referees must call any physical play that is excessive, rough or overtly aggressive
 - Referees should allow an initial brace by defence to hold position
- Offensive and defensive players in the post must respect each other's right to a vertical position
- Verticality also applies to post play
- Double arm bars are to be called a foul immediately
- Two hands (open palms) extended is to be called a foul immediately
- An arm bar is legal if kept within the verticality/cylinder of the player
- An extension of the arm bar from the elbow is to be called a foul
- An open palm in combination with an arm bar is to be called off initially and then called a foul if there is no positive action to remove the open palm that is contacting the player
- It is a foul by any player in the post to shoulder or hip his opponent out of position or to interfere with his opponents' freedom of movement using extended arms, shoulders, hips, legs or other parts of the body
- There can be no allowances to "let them play" when the contact is excessive or rough

2.4. Charge / Block Calls

Charge

- Defence must establish an initial legal guarding position without causing contact. In establishing the legal guarding position, the defensive player must face the player with the ball and have both feet on the floor
- Once established, defense may move to guard their opponent. Offence must expect to be guarded and must be prepared to stop or change direction whenever a defensive player establishes a legal guarding position. The defensive player may remain stationary, jump vertically, move laterally or backwards to maintain the initial legal guarding position
- When moving laterally or backwards to maintain a legal guarding position, the defensive player may have one/both feet off the floor for an instant as long as the movement is not towards the player with the ball
- Contact must occur on the torso, in which case the defensive player would be considered to have been at the place of contact first
- Having established a legal guarding position, the defensive player may turn within his cylinder to avoid injury
- In any of the above situations, the contact should be considered as having been caused by the player with the ball
- Officials are to take into consideration whether the offensive player has entered the defensive players cylinder during the contact (i.e. broken the plane)

Block

- Blocking is illegal contact that impedes the path of an opponent with or without the ball
- It is illegal to extend arms / elbows or legs outside of the cylinder. If the arms/elbows or legs are outside the cylinder and contact occurs, this is blocking or holding
- Where a player flops and causes illegal contact a block is to be called

2.5. Screens

- Each player has the right to occupy any position (cylinder) on the court not already occupied by an opponent (i.e. be the first to establish the position)
- Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the court
- Referees are to ensure that screens are stationary with both feet on the floor (and within their cylinder) if contact occurs
 - Referees are to assess the whole play action
 - Referees must assess if the screen is legal initially
 - Legal screening is when the player who is screening an opponent:

- Was stationary (inside his cylinder) when contact occurs.
- Had both feet on the floor when contact occurs.
- 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.
- Referees are encouraged to eliminate screens where the backside and or extended arms are used to cause to contact
- Players who deliberately run through legally set screens should be penalized

2.6. Player / Coach Behaviour

Referee Responsibilities

- Communication is critical to a successful game. Referees need to be proactive and demonstrate responsibility for the game, their calls, and the calls of their crew. Where a referee answers a question and does not know the answer, they are to be honest and provide a response that reflects this knowledge.
- Referee communication principles and responsibilities will be:
- Referees are to engage in conversations but not debates
 - Referees are to avoid trying to win the discussion and focus on a positive answer to the specific situation
- Referees are to engage positively and professionally
 - Referees are to be assertive and direct but not aggressive
 - Referees are to provide a response to ensure that the game is not unnecessarily delayed. This will be completed at a time that does not impact the flow and tempo of the game
- Disrespectful, inappropriate and unacceptable behaviour by a player or coach will not be tolerated
- Referees will not engage in ongoing discussions and where an explanation has been provided the referee will move on and focus on the game
- Referees should not allow any continuous questioning towards the officials or continual commentary on the game
- Referees should not allow assistant coaches or bench players rising to their feet to complain about referee decisions
- Referees should not allow coaches to become the centre of attention with theatrical gestures and constant complaining

- Referees are to listen, understand, respect and respond accordingly

Coach and Player Responsibilities

- Coaches and players should acknowledge their role in the communication transaction with referees. Whilst the game is emotional and human reactions are expected in some situations this does not mean coaches and players can act without regard for the integrity of the game.
- Coach and Player communication principles and responsibilities:
- Respectful questions asked in a calm/controlled manner by a player or a coach are to be answered by the referee when an opportunity permits
- Where appropriate, questions or clarifications should be requested at a point in the game where it is not in motion and does not interrupt the tempo and flow of the game
- A player/coach is not allowed an objectionable initial reaction to a call, including:
 - Any obvious or blatant verbal or non-verbal dispute of a referee decision
 - Any action that belittles or demeans a referee
 - Any obvious non-verbal reactions which may incite the crowd
 - Any use of audible foul language
- Either the coach or the assistant coach, but only one of them at any given time, is permitted to remain standing during the game. All other players/coaches must remain seated during the play.
- They may address their own players verbally during the game provided they remain within the team bench area
- The assistant coach shall not address the officials.
- Coaches are directed to not enter the court, or leave the team bench area. Except:
 - During a charged time-out to address the team (provided they remain within the vicinity of their team bench area)
 - Attending to an injured player
 - Courteously requesting a time-out or statistical information from the score table

Score Bench Interaction:

- At no time shall a player or coach be disrespectful to the technical officials (score bench and statisticians). Players and coaches are asked to approach and engage with technical officials in a positive manner and respectful of the supporting role they play in the delivery of the game.

2.7. Flopping / Faking

This is an attempt to trick referees into calling a foul (either by flopping / faking and / or exaggerating incidental contact). Often this could occur in charging, screening and shooting situations.

This type of behaviour does not fit within the spirit of sportsmanship and fair play and if identified should be managed early.

If a player;

- Contacts incidentally with an opponent as a consequence of a regular play and it does not produce any alteration in the rhythm of the play, it is deemed to be a no call.
- Flops / fakes generating an illegal contact, a foul is to be called on the flopper.
- Flops / fakes but does not generate any illegal contact.
 - An official warning is to be given to the player and the warning must also be communicated to the head coach and, where practicable, to the court announcer.
 - A technical foul is to be issued to members of the warned team for any repetition of flopping. Each team is entitled to one warning.
 - A player who fakes **flagrantly** and does not generate any illegal contact is to be issued with a technical foul.