

SCANIA CUP 2022 SESSION 1



Euroleague
Basketball

WELCOME !



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OFFICIATING STANDARDS

- ⌚ Standards in 5 Key Areas in which all officials will be assessed and measured:
 - ⌚ Court Presence
 - ⌚ Play Calling
 - ⌚ Personal Qualities
 - ⌚ Off-Court Duties
 - ⌚ Fitness

EARLY GAME MIND-SET

- Visualise plays before you call them
- Plays that happen less often need practice
- Some plays have a greater chance of occurring, depending on the time/score/physicality of the game
- How you start and finish a game has an impact

USE YOUR INSTINCTS

- Be in a position to see when/how the contact occurs, always work for an open angle
- Understand what defence is being played as it requires different focus
- Read the offensive team's strategy (shooters, inbound plays), to anticipate the play - not the call!
- Focus on the competitive match-ups

CONTACT

- To rule on any contact, first of all you must see it
- Focus on the play in your primary coverage area (PCA)
- The ball is a magnet for our eyes, so make sure you recognise when you should be on/off-ball
- For example, when an unguarded player appears under the basket, was it from a legal screening/cutting play?

CONTACT

- Who is responsible for the contact?
- Shooters can also initiate contact to gain an advantage (POE for unnatural extensions/actions)
- Shooters or rebounders that create space to shoot
- Do not penalise legal defenders

CONTACT

- Be ready for rough play, in the post or off-ball
- Defenders can move after establishing a LGP and may turn or twist to absorb contact/protect themselves
- The defender is entitled to the spot if they get there first (not tied!)
- When there is contact in the screen play and the screener is moving – its illegal. Look for actions that impede/restrict FOM

FOULS

- Fouls designed/committed to 'STC' or have no attempt to play the ball are UF's
- Non-basketball plays, excessive contact etc., are not common/regular fouls
- Look at ball-body vs. body-ball to determine if a post play is legal with entry pass defence
- Ball then body is most times a NC, e.g., unless the opponent is dislodged/knocked to the floor!

START, DEVELOP AND FINISH

- Patient whistles give a split second of reflection providing the opportunity to see the outcome of the play before ruling on it
- Rebounding – contact may be cleaned off, or players that were clamped, release each other
- Did the contact prevent the development of the play, affecting the RSBQ?
- See the entire play

FUMBLE, LOOSE BALLS, TRAVELS.....

- Look at the direction of the player/movement, to help find the pivot foot
- The step creates the separation from the defender, so this cannot be a change of pivot, OR a lift before releasing the ball (clear and obvious)
- Without control a player cannot travel & fumbles can occur at the start/end of a dribble
- Kick-balls are foot to ball, not ball to foot

GOALTENDING & BASKET INTERFERENCE

- Get a good look at the flight of the ball in determining any GT violation
- Know where the defender is, in relation to the Basket
- The closer to the shooter = more legal, closer to the Basket is a greater chance of illegal
- BI occurs, even if the ball is not touched so know what the players are doing

CONTINUOUS MOTION

- Try to use the phrase “No Shot”. (On the floor does not recognise if the AOS has started!)
- Being on the floor has no bearing on whether the AOS has started, or a player has begun his AOS action
- Allow the play to develop/finish before ruling shot or no shot
- Many officials start to cancel almost as an instinctive reaction!

END OF PLAY/QUARTER/GAME

- Freeze on dead-ball action to ensure there is no conflict or additional problems
- Look for players walking past each other and saying things, trashing, taunting, or using a push, nudge, elbow, stare etc.

END OF PLAY/QUARTER/GAME

- Anticipate plays a team will use to set up a final shot
- Coverage trumps the mechanics manual
- Be aware of double picks, OOB actions, off-ball contact

THANK YOU!

QUESTIONS?



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