

Officiating

Modifications

for Officiating Wheelchair Basketball



Mechanics

INTERNATIONAL WHEELCHAIR BASKETBALL FEDERATION

TECHNICAL COMMISSION

November 2016

Introduction

This document intends to inform all officials in wheelchair basketball about some basic modifications and several adaptations the Technical Commission decided to use as standard mechanic skills and techniques for the successful conduct of wheelchair basketball games as a referee.

The following summary of the expectations for modern officiating complement the basic standards of refereeing wheelchair basketball and will be the basis for all international referees and supervisors.

The starting point is the new information about three person officiating in Fiba and the experiences of three person officiating adopted to the special needs of wheelchair basketball from IWBF which have been taught for a number of years in clinics and briefing meetings for international competitions.

This working paper shall fill the lack of information and as well as clarifying the demands of wheelchair basketball officials.

Individual Officiating Technique

Individual Officiating Technique (IOT) - OVERVIEW

is the foundation for a modern officiating - either in 2 PO or 3 PO. Inherent skills of the IOT are:

- a) Have proper distance from the play – keeping an open angle and remaining stationary. Do not move too close to the play and narrow your field of vision - (Distance & Stationary)
- b) Referee the defence
- c) Always look for illegal actions to call (Active Mindset).
- d) Have the key players (1 on 1) or as many players as possible in your field of vision in order to see any illegal action (45° and Open angle)
- e) Understand when the play has ended so you can move to the next play –mentally / physically (Stay with the play until it is over).

MAKING A CALL, DECISION MAKING AND COMMUNICATION

Target:

To know how to make the call and being able to immediately communicate the decision verbally and with standard hand signals.

Sometimes we underestimate the value of simple basic techniques in creating the solid foundations of successful basketball officiating at the top level

When blowing the pea-less whistle it is important to have enough air (force) in a short period to enter into whistle. This creates the strong decisive sound. Given the need to communicate verbally the decision after making the call, it is imperative we retain some air in our lungs.

Therefore, following key points are important:

- 1. Technique how to blow the whistle – strong short blow (“spit”) into the whistle - one time.
- 2. Release the whistle out of the mouth after making a call.
- 3. Indicating the relevant signals for the decision.
- 4. Support your decision verbally “Foul blue 5, offensive foul; Travelling etc...”
- 5. Less is more – remember less and once you indicate/state something, the power of the message is stronger (practice the key words and how to articulate them clearly).

SIGNALS & REPORTING

Target:

To identify the different phases and techniques of having strong and decisive signals as part of court presence.

A checklist for successful use of the signals:

- 1. Use official and authorized FIBA & IWBF signals
- 2. Rhythm
 - a) Each signal has a start and a stop
 - b) When finishing the signal, freeze it and count “one-two” in your mind
- 3. Strong, Sharp, Visible and Decisive signals (practice this in front of the mirror)

- 4. Use both hands for direction, depending which shoulder is in the front.
- 5. Treat each team, player and play with the same standard (no histrionics)
- 6. Remember less is more (no repetition, one clear and strong signal)
- 7. Verbally support the signal at all times.

A checklist for successful reporting to the scorers' table:

- 1. Run to a spot where you have visual contact with the table
- 2. Stop, both feet side by side on the floor and breathe (body balance – shoulder level)
- 3. Rhythm (start - stop -"one - two" / start - stop-"one -two"/ start - stop-"one - two")
- 4. Identify: Number, nature of foul and penalty (throw in or free throws)
- 5. Nature of the foul must be the same as what really happened in the play
- 6. Verbally support the reporting to the scorer's table.

Court Positioning

Let's start with some key terms regarding the court positions.

Term	Explanation
Strong side – refereeing (SSR)	Side of the court where the Lead & Trail referees are located (in 3PO).
Weak side – refereeing (WSR)	Side of the court where the Centre referee is located (in 3PO).
Ball-side (BS)	This refers to the position of the ball. When the playing court is divided by an imaginary line extending from basket to basket, the side of the playing court on which the ball is located is called the "ball-side".

Opposite side (OPS)	This refers to the side of the playing court which is furthest away from the scorer's table.
Trail (T)	The Trail official is the official who is positioned approximately at the edge of the team bench area nearer to the centre line and on the same side as the L (always strong side).
Lead (L)	The Lead official is the official who is positioned at the endline. The Lead should be always on the ball-side as much of possible (strong side).
Centre (C)	The Centre official is the official who is positioned on the opposite side of the frontcourt from the L (usually opposite ball-side) at the free-throw line extended (set-up position). Depending on the location of the ball, C may be on either side of the frontcourt.



Diagram 1:

Trail, Lead, Centre, Strong-side, Weak-side, Ball-side and Opposite side

BEFORE THE GAME:

The standard positioning before the game and during the half time is described in Diagram 2

If the referees are warming-up properly, one referee observes the court while the other two warm-up on the outside of the sideline (Diagram 3). The referees should rotate into different positions in order to have a proper warm-up and to observe the teams.

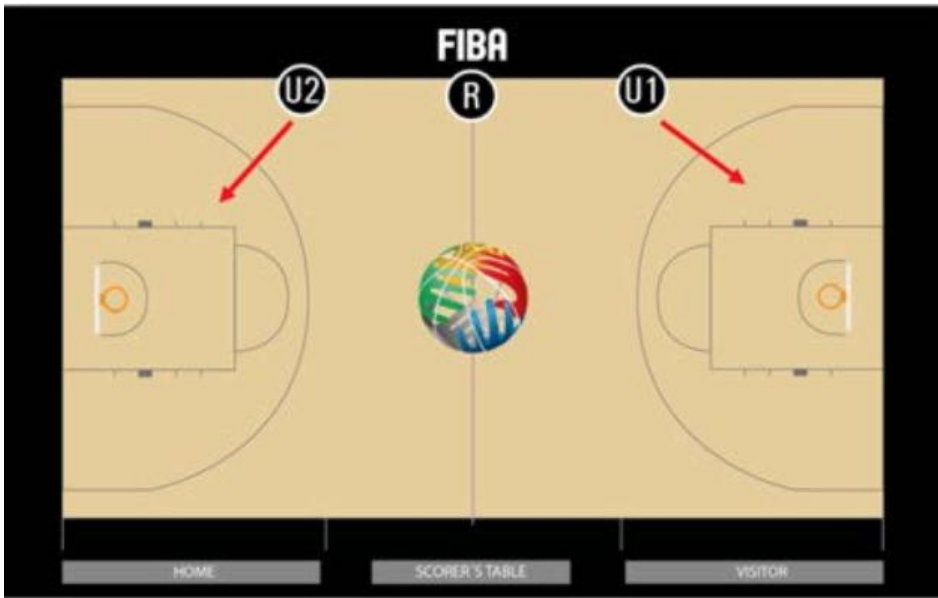


Diagram 2:
Standard pre-game position

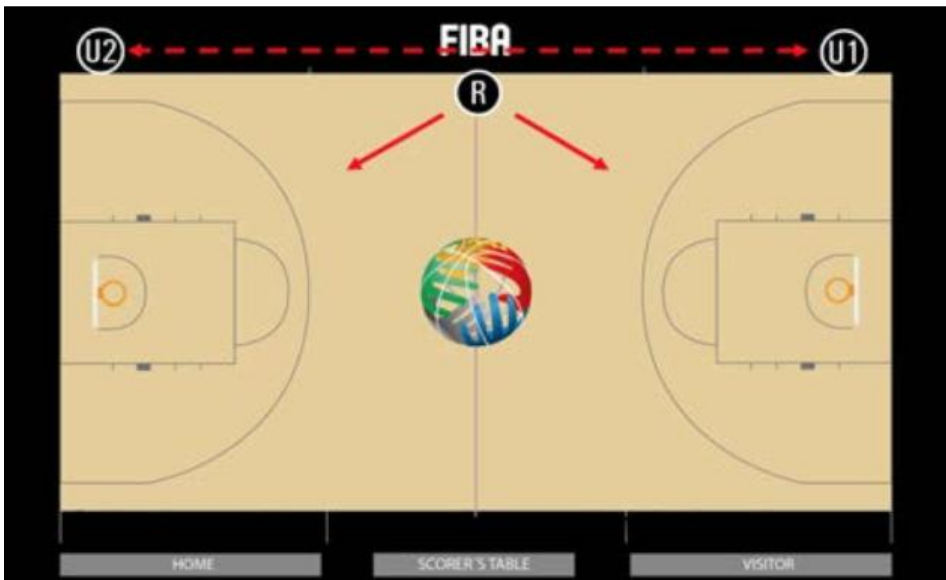


Diagram 3:
Optional pre-game position
when two referees can warm-up
all the time.

DURING TIME-OUT

The officials positioning during the time-outs:

Referees have three standard positions during the time-outs (always on the opposite side). They can select any of the three positions they feel are the most appropriate (Note: leave the ball on the court where the game will be resumed). (Diagram 4)



Diagram 4:
The three standard time-out positions, always in the opposite side.



Due to the fact that the wheelchairs need more space and to make communication possible in wbb the time-out area is extended on the field. It is limited by the three-point line extended and ends at the ends with the team bench area near the scorer's table. (Diagram 5)

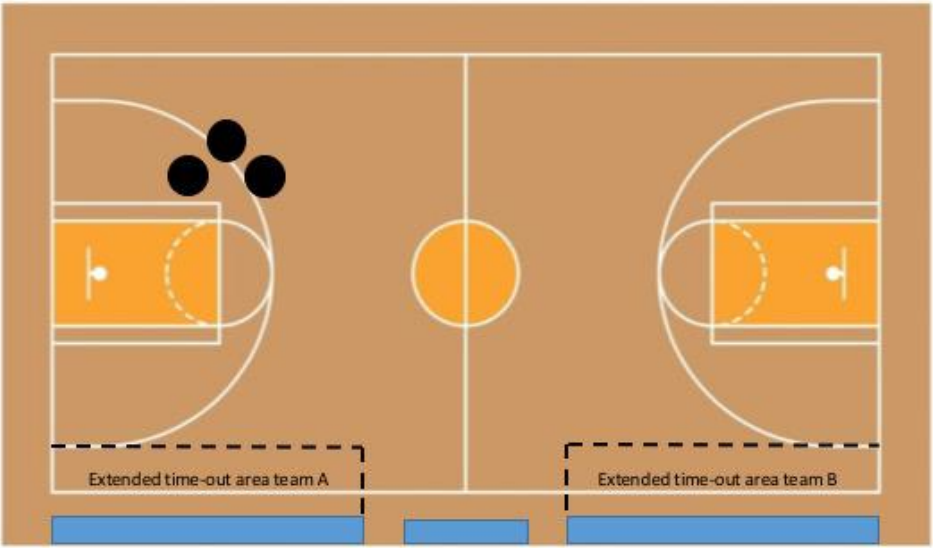


Diagram 5:
Extended time-out areas.

When a time-out has 20 seconds remaining, two referees will move close to the extended time-out areas in order to be ready to activate the teams to return back to the court when the 50 seconds warning signal sounds.



As well the referees have to control that no players leave the extended time-out area and take positions on court before the 50 second warning signal sounds.

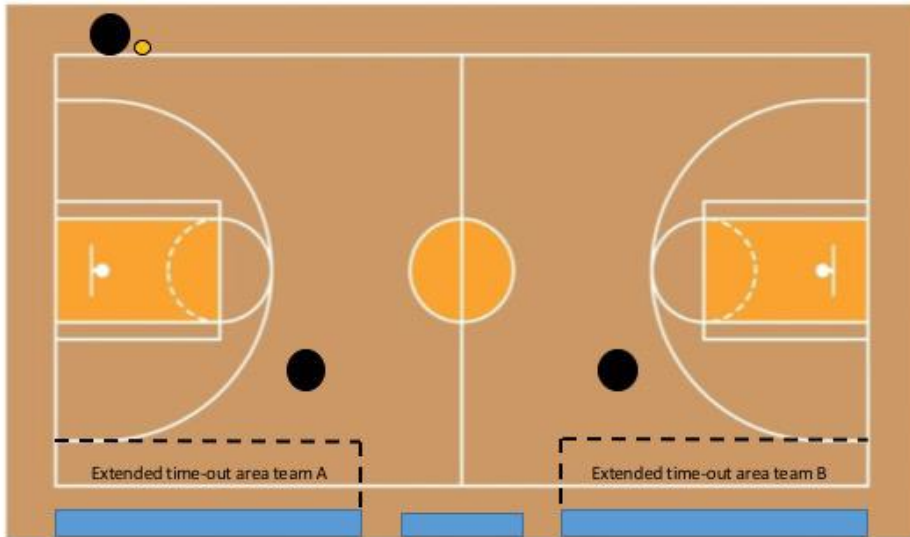


Diagram 6:

With 20 seconds remaining of the time-out, two referees move close to the extended time-out areas.

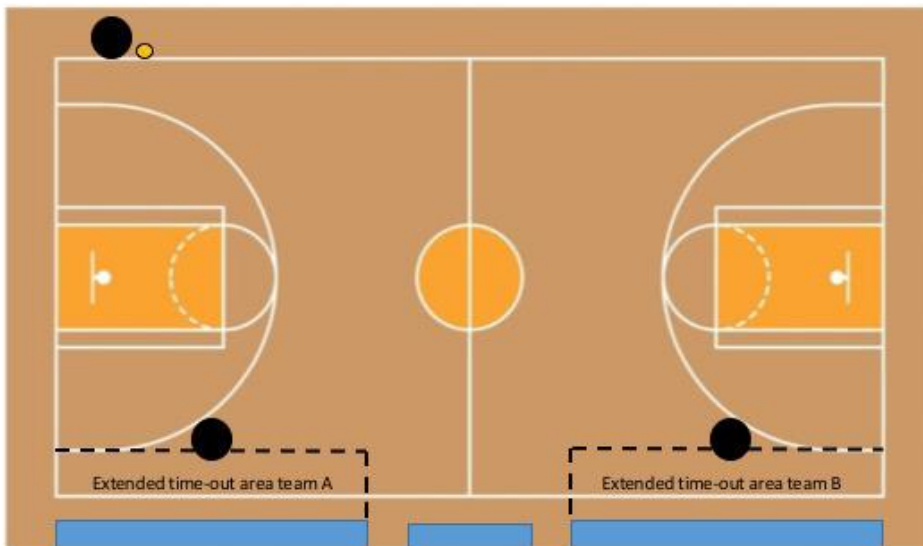


Diagram 7:

When the 50 seconds warning signal sounds the referees near the team bench area activate the teams to be ready to continue play.

Tap-Off position:

Tap-off & START OF THE PERIODS

Target:

To identify and understand the procedures during the opening tap-off and start of the periods. The position of the referees during the opening tap-off:

- 1.) The Referee (R) is responsible for tossing the tap-off from a position facing the scorer's table.
- 2.) The umpires take positions on the opposite sidelines. U1 is table-side close to midcourt line and U2 is opposite side even with the edge of the team bench area.
- 3) U1 responsibilities:
 - a) Calling for a re-tap-off on a poor toss or a violation of a player involved in the tap-off.
 - b) Giving the time-in signal to start the game clock when the ball is legally tapped.
- 4.) U2 responsibility: observing the eight (8) other players not involved in the tap-off for possible violations and fouls.



Diagram 8: The Referee administers the toss and U1 is located close to midcourt line to observe possible poor toss and violations by players involved in the tap-off, U2 is located opposite side observing the possible violations by the other 8 players.

Court COVERAGE

COURT COVERAGE

Target:

To identify and understand the basic coverage in the frontcourt.

When 3PO works optimally with experienced, professional referees, they will only need to officiate in their own primaries. If all 3 referees cover their primaries, there is in theory no need for any secondary coverage. The basic principle is that a referee should have an open look on the play, and should be in position to referee where his partner is unable to observe.



Diagram 9: Court coverage in principle by all T, L and C when the L is located on the table-side.

Diagram 10: Court coverage in principle by all T, L and C when the L is located on opposite-side.



Remark (wbb): In diagram 9 and 10 the C should be positioned in principle at the imaginary bottom of the free-throw line circle. The T should be positioned in principle 4-5 m down the frontcourt at a level of the team-bench area line extended. The L should start "outside" as per the diagram, but also be aware of the need to move "inside" to see the gaps between chairs.

Rotation

ROTATION

Target:

To identify the need, time and proper techniques of rotation.

The successful outcome of 3PO depends on how many of the play situations involving the ball are covered by the strong side officials (L & T). For that reason, 3PO has rotational movement that allows the Lead to change his position (rotate) on the endline to the other side of the court.

Lead always initiates and dictates the rotation. It is very important that Lead is always looking for reasons to rotate (not reasons not to rotate). This active mindset keeps 3PO coverage active in the frontcourt ensuring two referees are on ball side as much as possible.

The keys to the successful technique of a proper rotation, especially by L who initiates it, are (1) proper distance to rotate (close down), (2) proper timing to rotate (when ball moves to the weak side), and (3) proper technique (assess, *move sharply, no hesitation*).

1. Phase 1: Close Down

When the ball is in the middle of the court (rectangle 2), Lead should move to the close down position in order to be ready to rotate when the ball moves to the weak side.

If ball returns back to the strong side, Lead will kick out to the normal set-up position.



Diagram 11: Ball moves and remains at rectangle 2 – Lead moves to close down position.



Diagram 12: If ball moves back to the strong side – Lead moves back to his initial position.

2. Phase 2: Rotation by Lead & Trail

When the ball moves to the weak side, Lead starts the rotation as soon as possible. **At the same time**, Trail moves into the new Centre position.

a) **Phase 2a: Rotation by Lead – Pause**

When the ball has arrived to the weak side, the Lead should analyse if there is a chance for a quick shot or a drive from the weak side. This one second (“one breath”) delay is called Pause. If a player with the ball takes a shot or drives to the basket, there will be no rotation and the Centre needs to cover the play on the weak side. Why – the principles of distance & stationary refereeing an individual play still need to be respected (above all).

b) **Phase 2b: Rotation by Lead – Scan the Paint**

When Lead rotates he should walk straight and sharply, while actively refereeing all the time. If there are players in the paint, they are Lead’s primary and if not, Lead looks for the next active matchup(s) or players that might arrive to the action area (bus station) on the new strong side.

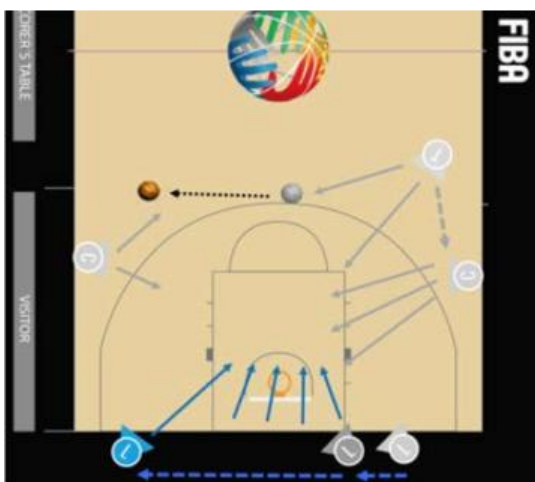


Diagram 13: Ball moves to the middle of the court, L closes down. C prepares to move his coverage on the ball.

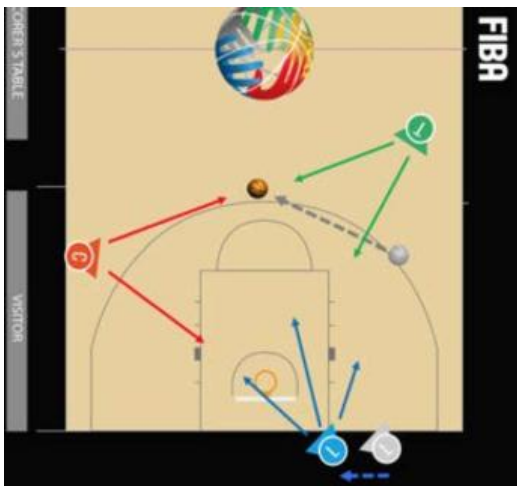


Diagram 14: Ball moves to the weak side, L rotates and scan the paint or closest match-up.

c) Phase 2c: Rotation by Trail to Centre position

As soon as the Trail has ensured that the Centre has picked up the ball on the weak side, the Trail should move his eyes off the ball and pick-up the new weak side (his side) post play. Studies have indicated that this is one of the weakest links during the rotation procedure, because often the Trail is “locked-in” with the ball.

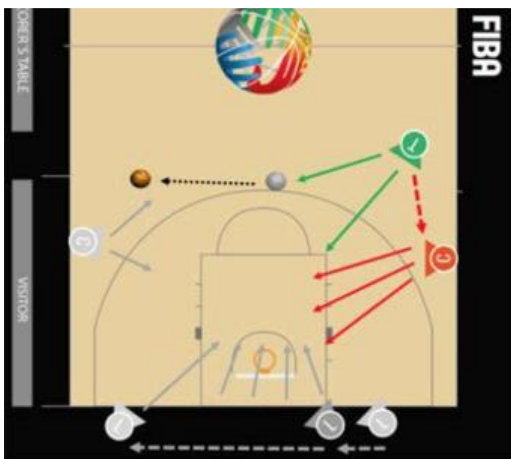


Diagram 15: When Centre has picked-up the ball, Trail shall pick-up the new weak side post play asap.

3. Phase 3: Lead arrives to the ball side and Centre rotates to new Trail position

After Lead has completed his rotation, Centre is the last person to rotate to the new Trail position.

a) Phase 3a: Coverage by Centre & Lead

Centre will stay in his position and mentally with the ball and any play around it until Lead has completed his rotation, is ready to referee the play, and the play is no longer active. If the play is progressing during the Lead rotation, Centre will stay with the play until it is completed and no longer active. Our primary target is to continue to referee any play and then to move to the new position (rotate). As a result, there will always be two Centres momentarily

b) Phase 3b: Rotation by Centre to the Trail position

When Centre moves up to the Trail position he should move backwards, facing the basket all the time (45°).

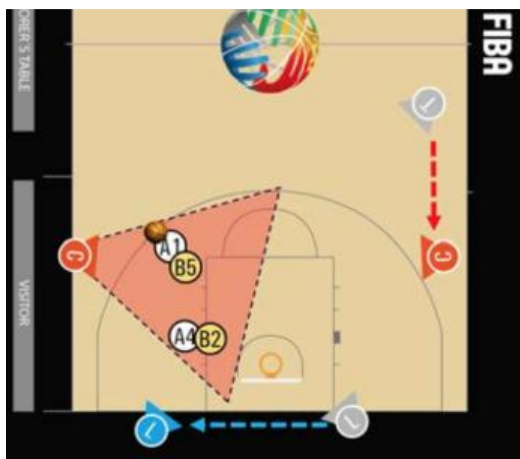


Diagram 16: C will stay with the play until L has completed his rotation and ready to referee.



Diagram 17: Old C is always the last one to move to the new T position (moving backwards) and now the rotation is completed.

Transition

LEAD POSITION & TRANSITION

Target:

To identify proper working area and coverage in the Lead position



During transition, the new Lead should typically arrive to the baseline in **eight seconds** or less, and should be in a position ready to referee. The new Lead should also be in good position to referee the play throughout transition down the floor (This may mean not reaching the baseline until after eight seconds has expired). This is only possible when the following correct techniques are applied:

- a) Stay with the previous play before the new transition – namely, wait until the ball has entered the basket in the case of a successful shot for goal or when a defensive player has gained control of a rebound;
- b) After turning with a power step, be sure to face the court all the time (when done properly, the referee should also be able to pick-up the game clock);



- c) Start transition with **appropriate** speed and maintain it until arriving at the baseline;
- d) Face the court during the entire transition (actively looking for next play to come and refereeing defence);
- e) Run straight to the baseline to set-up position (keeping same distance from the play all the way) – “outside/outside” angle;
- f) Stop on the baseline with “one-two” count in a stationary position, and be ready to referee the play when it starts.

TRAIL POSITION & TRANSITION

Target:

To identify proper working area and coverage in the Trail position

During transition, the new Trail should always trail the play (behind the play – not in line or in front of the play). This way the Trail is able to easily control the clocks and analyse the next possible plays to come.

This is only possible when the following correct techniques are implemented:

- a) Wait behind the baseline until the ball is either passed to a teammate on the court after a made basket and the thrower-in has advanced on to the court (the new Trail should wait to have a minimum of 3 meters distance from the ball before they step on to the court);
- b) Always maintain a proper distance behind the play – 1-2 steps (no yo-yo running);
- c) Be the last to arrive in the front court, and have a 45° angle facing the basket (all players should be between straight arms extended = right/left side sideline & left/right side centre line).



d) **(wbb)** The trail is responsible to cover back court play (eg. backcourt holding). He may cross the imaginary basket-basket line if necessary. He must return back to his original position in front court.

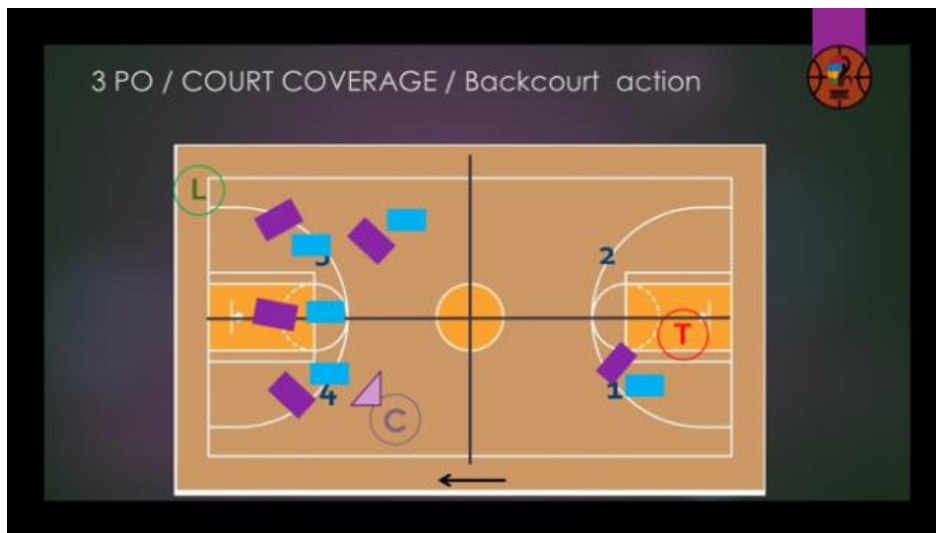


Diagram 18: Trail stays in backcourt and cover play. He may cross the imaginary basket-basket line if necessary. Center and Lead are covering the frontcourt with 2 PO mechanics until Trail returns to his original position in frontcourt.

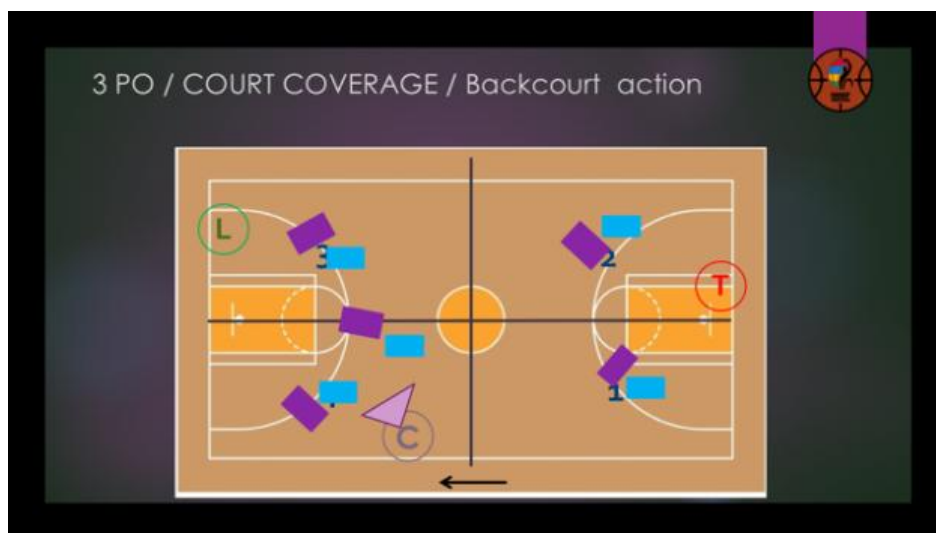



Diagram 19: Trail stays in backcourt and covers play. Center and Lead are covering frontcourt play with 2 PO mechanics until Trail returns back to his original position in frontcourt.

CENTRE POSITION & TRANSITION

Target:


To identify proper working area and coverage in the Centre position

During the transition from Centre to Centre, the referee in question has to follow these techniques:

- a) Stay with the previous play before the new transition. Namely, wait until the ball has entered the basket in the case of a successful attempt for goal, or until a defensive player has gained control of a rebound;
- b) Face the court during the entire transition (actively looking for next play to come and refereeing defence);
- c) Run straight to the frontcourt imaginary bottom of the free-throw-line circle (set-up position);
- d) When a transition play is advancing on the weak side, Centre might need to stop momentarily and referee the play (keep distance from the play – anticipate).
- e)  **(wbb)** If the Trail has to stay in the backcourt to cover backcourt play the Center should take a higher Center position in the frontcourt and cover the frontcourt play together with the Lead with 2PO mechanics. (See diagrams 16 and 17 for Center)

When the Trail returns back to his original position in frontcourt, Center moves to his original (lower) position as Center in the 3 PO mechanics.

CENTRE POSITION & PRESS SITUATIONS

- a) Stay with the previous play before the new transition. Namely, wait until the ball has entered the basket in the case of a successful attempt for goal, or until a defensive player has gained control of a rebound;
- b) Face the court during the entire transition (actively looking for next play to come and refereeing defence);
- c)  **(wbb)** If there is a press played in the backcourt, the Center turns to the backcourt with a 45° angle and covers play with the Trail in 2 PO mechanics until play is solved (ball goes to frontcourt) or 4 players or less are in the backcourt. The Lead official covers play in frontcourt.

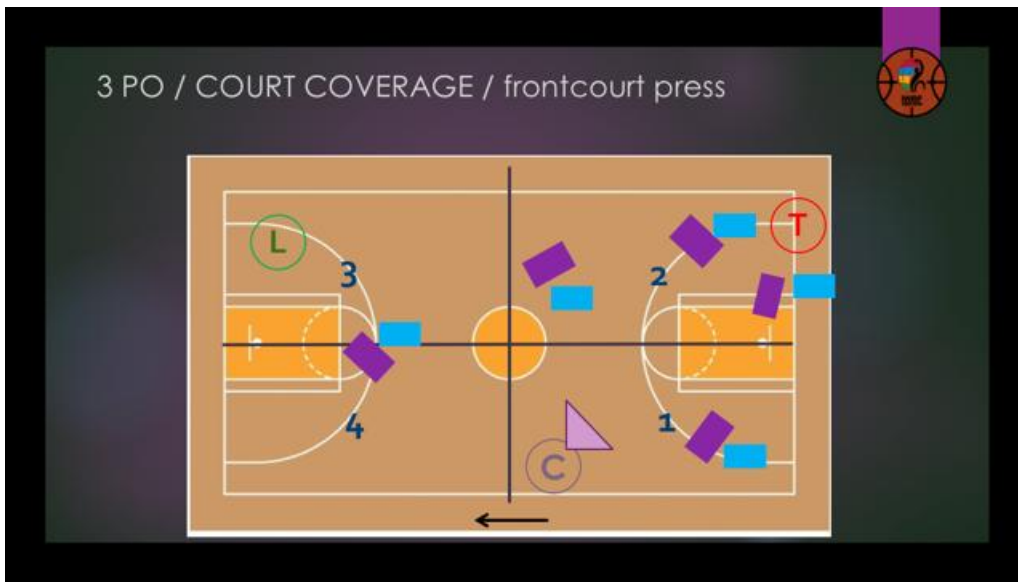


Diagram 20: Press-situation in backcourt in transition. Center stays and turns to the press play. Trail and Center are working in 2 PO mechanics until play is solved (ball goes to frontcourt) or 6 players are in frontcourt. Lead covers frontcourt action and is ready to cover play in the frontcourt whit Center when ball comes to frontcourt or 6 or more players are in the frontcourt. (See diagram 19)

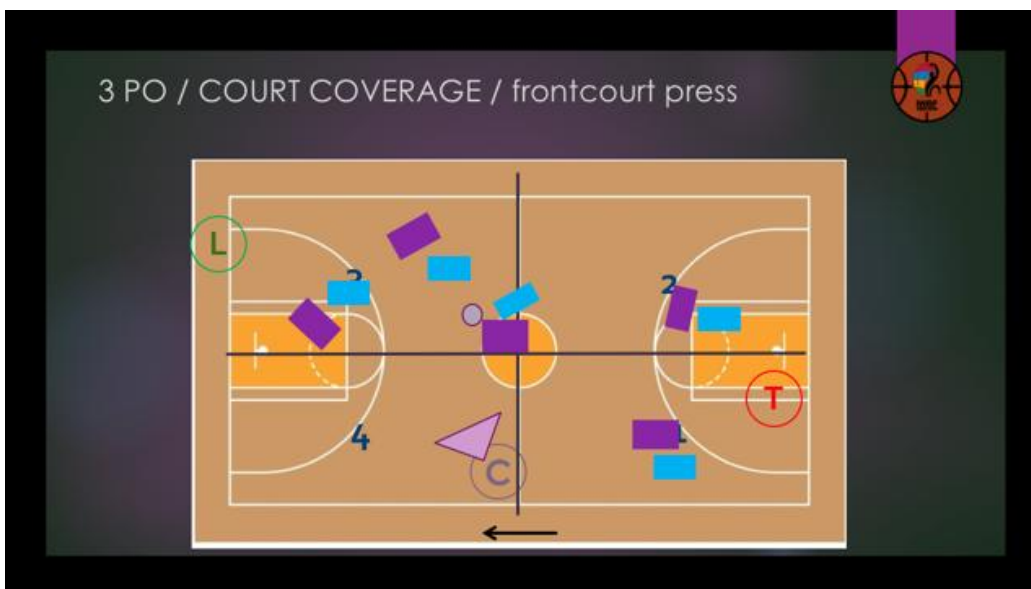


Diagram 21: Ball and/or 6 players or more are in frontcourt. Center switch from covering the press situation in the backcourt to cover action in the frontcourt. Lead and Center may temporarily use 2 PO mechanics until Trail is back to his original position in frontcourt.

END OF DOCUMENT