



FIBA

We Are Basketball

FIBA MANUAL FOR REFEREES ADVANCED 3 PERSON OFFICIATING

VERSION 1.0

This Referees Manual is based on FIBA Official Basketball Rules 2020.

In case of discrepancy between different language editions on the meaning or interpretation of a word or phrase, the English text prevails.

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Throughout the Referees Manual, all references made to a player, coach, referee, etc., in the male gender also apply to the female gender. It must be understood that this is done for practical reasons only.

November 2020,
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STANDARD QUALITY GLOBAL CONNECTION

FOREWORD

Basketball, as a game, is progressing in skill and speed every day. It is a natural environmental development process that takes place unconditionally and it is called evolution. The game and more so refereeing has completely changed from 10 years ago. Presently, top level refereeing is improving at least at the same speed as the game itself and higher standards of performance are expected every year. The pace of change has necessitated the adoption of a motto: "What was considered exceptionally good yesterday, is considered standard quality today and below average quality tomorrow".

This FIBA Advanced 3 Person Officiating Manual presents more in depth mechanics for successful basketball refereeing at the elite level. To successfully operate in higher levels of basketball, referees are expected to train and use these mechanics in all games. To use the advanced content, referees are required to first master the FIBA Basic 3PO Manual knowledge in order to build a solid and lasting foundation.

This advanced manual complements other FIBA technical manuals for officiating. FIBA basic technical manuals offer entry level training content for minimum standards of FIBA officiating, while FIBA Advanced technical manuals give a more in-depth look and are targeted to a more advanced group of referees. Advanced materials include all the same information that can be found in a Basic Manual plus additional and more detailed instructions on the subject. It is important for referees to refer to the most appropriate manual based upon their existing skill level.

In addition, the FIBA Referee Operations produces a variety of supporting material, namely "Improve Your..." series (for example 'Improve Your... Rotation'). These brief guides provide more insight and details on how to work with the content mentioned in this manual.

In the case of a discrepancy between any guidelines in the Manual and the Official Basketball Rules (OBR) and/or the Official Basketball Rules Interpretations (OBRI), the latter (OBR and OBRI) will prevail.

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INTRODUCTION & GENERAL



CHAPTER 1

1. INTRODUCTION & GENERAL

1.1 BASKETBALL OFFICIATING

Generally, sports officiating is challenging and more so in the game of basketball – especially where ten athletic players are moving fast in a restricted area. Naturally the game has changed and the court has actually become larger, not in actual court size but in the playing and refereeing sense. Play situations are spread all over the court with every player able to play in almost every position. Naturally this sets a new requirement for basketball refereeing. It is good to remember that improving daily should not be considered as actual progress but rather is only designed to keep pace with the game's development – this is called evolution and this will occur regardless if we want it or not.

Sometimes there is a tendency to define basketball officiating as a very complex combination of various skills. It is true it requires many abilities by the referee, but the bottom line is that all these skills aim to achieve one thing - being ready to referee the play or handle situations that may arise during the game.

Refereeing is:

Anticipate what will happen — Active mind-set
Understand what is happening — Basketball knowledge
React properly for what has happened — Mental Image Training

1.2 IMAGE OF AN ELITE BASKETBALL REFEREE

FIBA has one golden rule when it comes to prioritising referee training for FIBA games - Game Control. The intent is to ensure a smooth running and dynamic game where players are able to showcase their basketball skills. This is the image FIBA is looking for. The two or three appointed referees are the ones who are responsible for this game control.

It is good to define and remember that game control is different to game management. Ultimately, it is the Referees that are in charge of the game. They define what is allowed and what is not – nobody else.

Having said that, it is equally important that referees look and act like they are in charge. Referees should give a non-verbal message that they are ready and able to make decisions. The core function of refereeing is decision making. Referees need to feel comfortable in making decisions without hesitation in the decision making process. Of course, the correctness of these decisions can be analysed after the event and so referees must demonstrate confidence and trust or at the very least present so that others view them this way (perception).

Therefore, FIBA has added the topic of “court presence” to its training program. It includes mental training with an “I am in charge” concept. This will be combined with a physical training plan to create an image of a strong and athletic body, fitting into the image of professionalism and promoting game control.

“Controlling is an attitude”