

Officiating Reminders for Ontario Cups (Mar 2017)

The following are intended as reminders and recommendations for Ontario Cups.

Uniforms and Equipment

Please refer to published OABO Uniform/Equipment Chart for full details. Several highlights below:

- **T-shirts and short sleeve compression shirts: permitted** up to and including U17. No restriction on color if only a small portion is showing at neckline. Otherwise, shall be black, white, or same dominant color as the uniform. All players must be wearing the same colour.
- **Compression sleeves: legal** if black, white, or predominant colour of jersey. All players must be wearing the same colour.
- **Compression underwear extending below shorts: legal** if black or dominant color of shorts
- **Knee pads: legal** with no color restriction. Any sleeve or other that incorporates a knee pad is to be considered a knee pad.
- **Finger, hand, wrist, elbow or forearm guards or casts made of any hard material**, even if covered by soft padding are **illegal**.
- **Knee braces: legal**, allowed to be uncovered if it has no sharp and/or protruding edges. If there are any sharp and/or protruding edges they must be properly covered. Note: if a brace is specifically designed to eliminate/minimize edges/lips and observed scrapping the lower legs of the opponents when not covered, it should then be covered.

Administrative Reminders

1. Coaches

- Coach, assistant(s), trainer, statistician or manager must have proper accredited identification to be on the bench
- Coaches are to sign score sheet before game
- Assistant coaches should be listed on score sheet
Comment: verify they are on scoresheet before starting game
- Head coach or assistant must request a time-out by making visual contact with scorer and signaling for time-out or go to the table and request it
Comment: look to educate and/or forewarn table when a coach may call a time-out (i.e. last 2 minute situations)

2. Players

- Player arriving late and is not on the score sheet, the player is added to the score sheet without penalty
- Players must request to substitute (not the coaches), be at the table and ready to enter to be beckoned
- Disqualified players (2 'T' fouls or 1 'D' foul or 2 'U' fouls should leave the gym if there is appropriate adult supervision to accompany. If there is no appropriate supervision, then they can remain on bench. If they remain on bench, they are to be considered as bench personnel and subject to further penalization if warranted
Comment: a player with 5 fouls is not a disqualified player. He/she is considered an excluded player and subject to

3. Benches/home team

- team with the higher seeding is considered the home team and therefore
 - will wear the light/home jersey.
 - have the option of selecting which bench they would prefer to sit on

4. Forfeit

- At Ontario Cups, an OBA staff member shall decide if a forfeit is to be called after the 15-minute grace period has expired and/or how long the grace period shall be
- In a forfeited game, the score shall be recorded as 2-0. If both teams forfeit (due to insufficient players), the score shall be recorded as 0-0.

5. Technical fouls

- All technical fouls to be noted in the 'notes' section on score sheet including the period and time
- 2 head coach technical fouls 'C' results in coach disqualification
- any combination of 3 - 'C' and 'B' type fouls results in head coach disqualification
- If there is no team staff with proper accredited identification to take over for the head coach, the game is defaulted
- A head coach disqualified in an Ontario Cup is disqualified for the remainder of the tournament
- 2 player technical fouls 'T' results in player disqualification

6. **Unsportsmanlike and disqualifying fouls**

- All unsportsmanlike and disqualifying fouls to be noted in the 'notes' section on score sheet including period and time
- 2 unsportsmanlike fouls 'U' on a player and they are disqualified
- 1 disqualifying foul 'D' on a player and they are disqualified

7. **Time-outs**

- Educate and ensure that scorer crosses out a timeout at 2:00 of 4th period if a team has not yet taken a timeout
- If a team requests an excessive timeout
 - The table should ignore the request
 - If the horn does sound and officials stop game. Ascertain that the team has none left, do not allow time-out, and get players back on court as quickly as possible and continue play from the point it was stopped
 - without penalty assessed to team that requested excessive time-out

8. **Last two minutes of 4th period and any extra periods**

- Verbally and visually indicate when 2 minutes left to partner(s)
- Ensure game clock is stopped after a made basket
- Lead raises arm in stop clock signal
- Make sure that an official immediately checks the game clock when a basket is scored in last two minutes
- Ensure the table doesn't stop clock if basket is scored before 2:00 showing and clock is running

9. The **officials must sign the score sheet** after verifying the score at the end of the game

- Game officially ends when the officials sign the score sheet
- Comment: Make sure you verify the score before signing

10. **Noisemakers**

- mechanical air horns, electronic devices) are allowed but must be used only in a positive manner and in line with OBA's Fair Play Policy and guidelines.
- Noisemakers should not be used to distract the opposing team (i.e., during foul shots).
- Should the tournament convener or game officials deem the noise to be excessive, spectator(s) will be asked to refrain from further distraction.

Comments on above:

Work to educate the table, coaches, and players

- **to have the 'subs' ask for the substitution.** Set the standard and expectation early. The table should not be sounding horn when a coach yells out "Sub" and a player is getting up from the bench.
- **as to when a time-out can be granted.** In particular, the opportunity for a time-out ends when scored upon when the ball is at the disposal of the team scored upon. Don't 'split hairs' but at same time, don't allow a team to run several steps along the endline with the ball, have no immediate pass and then the coach asks for and is granted a time-out. Be consistent.
- Being extra vigilant in last two minutes can go a long way to ensuring a well run and controlled game in respect to:
 - Game clock starting and stopping
 - Time-out and substitution requests

Reminders Specific to U10-U12

Comment: The areas that potentially create the most problems/situations are:

- Person-to-person defense
- Equal Participation

The recommended defense is person-to-person. That said, there is no enforcement by the officials of this. It is recommended that this is reviewed with the coaches before the game and informing them that any concerns should be dealt with between the coaches and if felt needed, be addressed through OBA staff. It should be made clear that:

- Their conduct towards each other, officials and other must be done in accordance with the rules and subject to sanctions such as technical foul(s) and disqualification should it come to that
- That the game will not be unduly (in the judgment of the officials) delayed in dealing with the situation

Although, the officials are not responsible for equal participation, consider being pro-active to prevent problems:

- Check with table or/or remind benches to verify everyone has at least one shift 1st half
- Check with table or/or remind benches to verify their equal participation before 7th and/or 8th shift
- In case of injury or other valid substitution, ensure that the table correctly allocates the shift to the player that plays most the shift

Be a little more patient with the 15 second injured player recovery time as appropriate considering the possible impact to equal participation. That said, don't allow unreasonable delay nor coaches not acting when instructed by an official.

Rule Reminders - Violations

Closely Guarded (U10-U14 Without Shot clock in operation)

Closely guarded is applied as per FIBA rules (Article 27.1, 27.2). Count applied to holding the ball, playing active defense within 1 meter anywhere on the court at all levels.

If there is no shot clock the same rule is applied with the following added proviso/modification:

- If in the judgement of the officials, a team is withholding the ball from play and/or delaying, closely guarded will be applied to actively guarding within one metre both holding AND dribbling the ball.
- i.e. player is holding the ball and being closely guarded for 3 seconds then starts a dribble and defender maintains 1 meter playing active defense for 2 seconds then it would be a violation

This may be applied **at any time during the game** if the officials feel that a team is delaying as a tactic.

Recommendations:

- review rule with coaches before the game
- Make it clear at the time, if /when it occurs during the game that there is a count on

Shot Clock Reminders (for U15 and above)

Review when the shot clock is

- Started, re-started
 - on a new team control (gains possession of a live ball on the playing court)
 - when legally touched/touches a player in-bounds on a throw-in)
- Stopped and reset to 24 seconds
 - Ball legally enters the basket
 - Ball touches the ring of opponent's basket
 - Team is awarded a backcourt because of
 - Foul or violation (not for ball simply being touched and going out-of-bounds) by opponents
 - Game is stopped for a reason for a reason not connected with team in control of ball
 - Game is stopped for a reason not connected with either team (unless opponents placed at a disadvantage)
 - Team in control of ball commits an infraction (foul or violation – creates a change of possession)
- Reset to 14 seconds when
 - team which regains control of the ball is the same team that was in control of the ball before the ball touched the ring (i.e. offensive rebound or rebound tipped out-of-bounds without a new team control awarded to same team that shot)
- Stopped but not reset (time left as showing)
 - Team in control is awarded a backcourt throw-in due to opponents last touching ball and it going out-of-bounds
 - Team in control of ball is awarded a front court throw-in with 14 or more seconds showing on shot clock as a result of
 - Foul or violation by opponents including a foul committed after the release of the ball on a shot
 - Game is stopped for a reason for a reason not connected with team in control of ball
 - Game is stopped for a reason not connected with either team (unless opponents placed at a disadvantage)

- Team in control awarded a frontcourt throw-in because of opponents tipping ball out-of-bounds
- Team in control of ball is awarded a throw-in and maintains control because of a
 - player of same team being injured
 - held ball situation
 - double foul
 - cancellation of equal penalties
- Stopped and reset to 14 seconds
 - Team in control of ball is awarded a front court throw-in with 13 or less seconds showing on shot clock resulting from
 - Foul or violation by opponents including a foul committed after the release of the ball on a shot
 - Game is stopped for a reason for a reason not connected with team in control of ball
 - Game is stopped for a reason not connected with either team (unless opponents placed at a disadvantage)

Make it a habit to checking the shot clock and making a mental note of the time

- Before putting the ball in play
- As soon as the ball is legally touched or touches a player on the playing court to make sure it is started/running
- Whenever the whistle blows
- Whenever there is a change of possession
- Whenever there is a situation that may be mistaken as a change of possession and lead to an incorrect reset:
 - Shot missing the rim but same team that shot it gains possession
 - Loose ball touched by different players without the opponents gaining control and same team retains control of ball

Instruct the table that if in doubt, don't reset until told.

Other

1. A violation for returning the ball to the back court always results in a front court throw-in for the opponents with 24 seconds on the shot clock (unless less than 24 seconds left in period).
Reminder: for the ball to be returned to the backcourt, the offensive team must establish control of the ball in the frontcourt by:
 - an offensive player holding, catching or dribbling the ball with both feet touching the frontcourt or
 - ball is being passed between offensive players in frontcourt
2. The only player who can violate to nullify a successful free throw is the shooter. The free throw is completed whether the offense (unless its shooter) or defense violates. Let the free throw be taken and determine course of action after seeing if ball goes in or not.
 - A double violation (not involving shooter) on a missed last/only free throw results in a alternating possession throw-in
 - A double violation involving shooter is an offensive violation, no point scored and throw-in to opponents
3. A reminder that in the judgement of the official that slapping the backboard such that it prevents the ball from going in or causes it to go in is defensive or offensive interference respectively. Award 1, 2 or 3 points accordingly for defensive interference.
Note: There are situations that slapping the backboard could be penalized with a technical foul
4. A player fouled in the act of shooting and is unable to release the ball toward the basket is awarded appropriate free throw(s). A player fouled in the act of shooting and is able to release the ball toward the basket but does not, is deemed to not have been in the act of shooting and ball is awarded out-of-bounds unless penalty is in effect.

Reminders - Fouls

1. Be vigilant to not allow a player to continue to play/play when they have 5 fouls. Have table inform you when a player has 4 fouls and then to get your attention when 5. Try to keep track yourself.
 - If the table doesn't inform the officials and the officials don't inform the player and the player continues to play, there is no penalty assessed for continuing to play when discovered and all activity that has transpired until informed stands including points scored by that player
 - If a player has been informed and then is found to be playing after being disqualified, again, the transpired activity stands and a "B" type technical is assessed against that player's team coach
2. An unsporting foul results in 2 free throws followed by a throw-in straddling the center line (not at spot closest to infraction) for the opponents with 24 seconds on the shot clock

3. Unsporting fouls on in-bounds or anywhere are not reserved for the last two minutes. Pay attention to excessive/hard contact and to fouls at the onset of 'clear path' plays meant to prevent a fast break.
4. Technical fouls are 1 free throw this year followed by a throw-in straddling the center line for the opponents with 24 seconds on the shot clock
5. Remember that a technical foul assessed against the coach "C" or the bench/bench personnel "B" doesn't count towards a team's total for penalty but a technical foul against a player "T" does.
6. In charging situations, release of try then contact by player who shot that is deemed a foul, results in count the try if made and shot penalty if it is the team's fifth or more foul in period. If unsure, if the charging foul was before or after release, get together with partner to get it right.
7. FIBA specifies that if a foul is committed when or just before the game clock sounds at the end of playing time that any eventual free throws are administered.

A reminder that in tournament play such as the Championships where plus and minus can be the difference between a team moving on or not, not awarding a team the merited free throws before signing the sheet can have ramifications and have.

Other

1. To piggy back on the previous point; simply referee to the end. There was another situation where a team up by double digits purposefully held the ball with 23 seconds left to attempt a 3 point try playing with the plus minus in mind and then when (reportedly) clearly fouled it was ignored. On the other hand, there has been coach feedback specifically complimenting the officials for officiating 'until the end'.
2. In FIBA, you can catch the ball and shoot with 0:00.3 seconds on the clock if deemed it was released in time by officials. The ball must be tapped or directly dunked if 0:00.2 or 0:00.1 shows on the clock.
3. **Injured Player:** reminder that if an injury occurs when the ball is live that play is to be stopped when
 - a. Team in control of ball has shot for a field goal
 - b. Team in control of ball has lost control of the ball
 - c. The ball has become dead OR
 - d. Team in control of the ball has withheld the ball from play OR
 - e. Immediately if necessary to protect an injured player

Interaction with Coaches

It is recommended that you introduce yourself to the coaches before the game. Ensure that you identify the head coach of each team. Remember that either the head coach or assistant coach may stand to coach but that only the head coach can address the officials.

In general:

- Be cordial, yet firm
- Lend an ear
- Try to facilitate before control behaviour (warning, penalization) if/as possible
- Set standards earlier than later

Special comment in respect to U10-U12

- Do not allow person-to-person or equal playing regulations become game disrupters
- Ensure that the coaches understand the officials do not enforce these rules
- but that the coaches behaviour in respect to these rules is still under the officials' jurisdiction
- it may be prudent to discuss those aspects of the game as well as closely guarded in those age groups with the coaches beforehand

Things not to say (reportedly said to coaches)

- "Do you want me to call everything?" "We'll be here all day."
- "I am not going to call any of that. We will be here all day".
- "if I call any more fouls the game will never end"
- "Coach the foul count is even, stop complaining!"

- "we don't want to determine the outcome of the game by fouling out players"
- "it's not my call"
- "shut-up, coach"
- "not another word coach"
- "look at the scoreboard, the game is over"

Interaction with Spectators

Some officials are very good at interacting with crowd and diffusing things. Be judicious in doing so, if you attempt to. The standard procedure is to have the site convenor deal with the spectators.

- There should be a Fair Play/Behaviour statement made before games
- Deal with things proactively, earlier than later; before emotions rise (including yours) and/or behaviours are escalating and taking away from the game and sporting environment
- Normally the procedure is warning then removal from gym but an act may warrant immediate removal without warning

Some examples of things that have not panned out so far:

- Declaring to crowd before game has started that you will clear the gym if any problems
- Running by crowd with your finger to your mouth going "shhhhhhhhhh"

Avoid getting in confrontations with spectators in-between periods/after the game. If approached, stay calm and remove yourself from the situation as soon as possible. The less said the better and avoid getting into an argument and resist defending yourself if confronted.

Relationship with site convenor

The site convenor acts as a Commissionaire. He/she is on your side and works to keep the administration of the game and gymnasium environment on track. He/she (with exception of YPD rules) has authority in respect to the officiating on the floor (can't over rule officials or direct them in how to officiate the game). The officials are in charge of the game. That said:

- get them to work with/supervise table as needed
- as stated previously, get them to deal with spectators
- some site convenors are not always in the gym nor have extensive basketball knowledge. That said, as officials, take the time to process information they give you. There have been a number of reports that site administrators have reported possible scoring errors or other to the officials and the information was not properly considered or ignored. Get together with your partner if needed. There was a case where the convenor informed the officials that the technical against the coach didn't count towards penalty but was ignored and it affected the game.
- Do not allow coaches to interact with site convenor during the game in an unsportsmanlike manner or create undue delay to the game with their interaction. Warn and/or penalize as appropriate. The officials are responsible for the behaviour of the participants during a game and that includes with you the officials, with each other, with the table and the convenor.

Perception of bias

There have been a number of reports of bias by officials. Always be mindful of the perception your actions may be giving. For example:

- Being seen as too familiar with one coach
 - Spending too much time with them before, during or after a game
 - Not addressing inappropriate interactions from a coach; having to repeatedly interrupt the game to interact with a coach without penalization
 - Using their first names
- Being seen as too familiar with the spectators of one team
- Asking about fouls on one team and not the other