

#12 JUNIOR REFEREES TRAINING SHEET

Fouls:

Personal Foul:

A personal foul is a player's illegal contact with an opponent, whether the ball is live or dead.

A player shall not hold, block, push, charge, trip or impede the progress of an opponent by extending his/her hand, arm, elbow, shoulder, hip, leg, knee or foot, nor by bending his/her body into an *abnormal* position (outside his/her cylinder), nor shall he/she indulge in any rough or violent play.

Referees should be using their voice to try and prevent having to call fouls before contact occurs (we call this preventative officiating).

Referees also need to ensure they call the obvious illegal contact (call what everyone sees).

Types of Fouls:

Blocking

When a player impedes illegally the progress of an opponent with or without the ball.

BLOCKING (DEFENSE), ILLEGAL SCREEN (OFFENSE)



Both hands on hips

Hooking

When an offensive player hooks or wraps an arm or an elbow around a defensive player in order to take an advantage.



Move lower arm
backwards

Charging

When the player with the ball forcibly pushed into an opponent's torso who is in a legal guarding position.

Excessive swinging of elbows

When an offensive player illegally creates more space using their elbows.

But remember that if a player swings excessively their elbows WITHOUT CREATING CONTACT, they may be charged with a technical foul.

Team Control – Offensive Foul

A player on the offensive team commits any foul it is a team control foul.

It is signalled to the scoretable using a regular pushing, holding, blocking, signal followed by the team control signal.

Illegal Cylinder

Cylinder foul is when an opponent encroaches in to an opponent's cylinder while stationary and makes illegal contact.

CHARGING WITH THE BALL



Clenched fist strike open palm

EXCESSIVE SWINGING OF ELBOW



Swing elbow backwards

FOUL BY TEAM IN CONTROL OF THE BALL



Point clenched fist towards basket of offending team

ILLEGAL CYLINDER



Move both arms with open palm vertically down and up