

#5 JUNIOR REFEREES TRAINING SHEET

Travelling:

RULE:

Establishing a pivot foot by a player who catches a live ball on the playing court:

- A player who catches the ball while standing with both feet on the floor:
 - The moment one foot is lifted, the other foot becomes the pivot foot.
 - To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s).
 - To pass or shoot for a field goal, the player may jump off a pivot foot, but neither foot may be returned to the floor before the ball is released from the hand(s)

- A player who catches the ball while he is progressing or upon completion of a dribble may take two steps in coming to a stop, passing or shooting the ball:
 - If receiving the ball, the player shall release the ball to start his dribble before his second step.
 - The first step occurs when one foot or both feet touch the floor after gaining control of the ball.
 - The second step occurs after the first step when the other foot touches the floor or both feet touch the floor simultaneously.
 - If the player who comes to a stop on his first step has both feet on the floor or they touch the floor simultaneously he may pivot using either foot as his pivot foot. If he then jumps with both feet no foot may return to the floor before the ball is released from the hand(s).
 - If a player lands with one foot he may only pivot using that foot.
 - If a player jumps off one foot on the first step, he may land with both feet simultaneously for the second step. In this situation, the player may not pivot with either foot. If one foot or both feet then leave the floor no foot may return to the floor before the ball is released from the hand(s).
 - If both feet are off the floor and the player lands on both feet simultaneously, the moment one foot is lifted the other foot becomes the pivot foot.
 - A player may not touch the floor consecutively with the same foot or both feet after ending his dribble or gaining control of the ball.

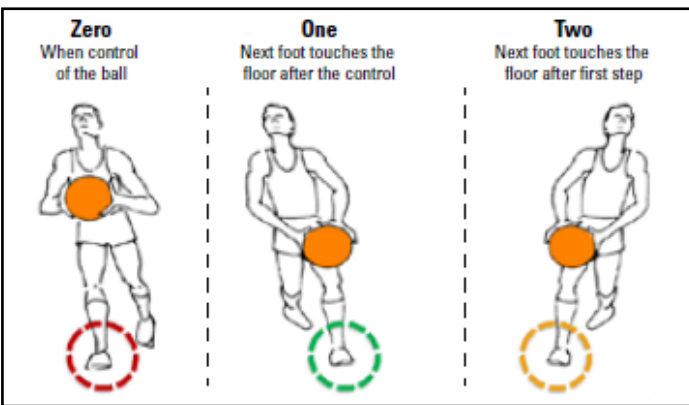
A player falling, lying or sitting on the floor:

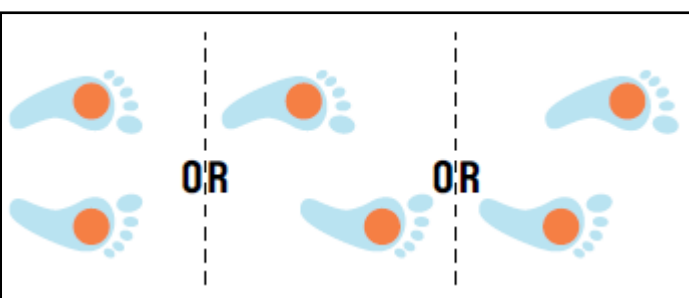
- It is **legal** when a player falls and slides on the floor while holding the ball or, while lying or sitting on the floor, gains control of the ball.
- It is a violation if the player then rolls or attempts to stand up while holding the ball.


Travelling is the illegal movement of one foot or both feet beyond the limits outlined above, in any direction, while holding a live ball on the playing court.


A **pivot** is the legal movement in which a player who is holding a live ball on the playing court steps once or more than once in any direction with the same foot, while the other foot, called the pivot foot, is kept in contact with the floor.

Players on the court move very dynamically, especially when they have the ball. Taking control of a ball or commencing a dribble can occur by a player from a stationary position or whilst moving. Recent changes to the travel rule require greater attention and accuracy by referees in identifying the pivot foot of the player when they have the ball. The below diagram identifies the different cases:

<p>The Principle – “Zero Step”</p>	<p>Using a term “Zero Step” is only for the sake of clarity in training the referees. It is not mentioned in the rule text.</p>	 <p>Zero When control of the ball</p> <p>One Next foot touches the floor after the control</p> <p>Two Next foot touches the floor after first step</p>
--	---	---

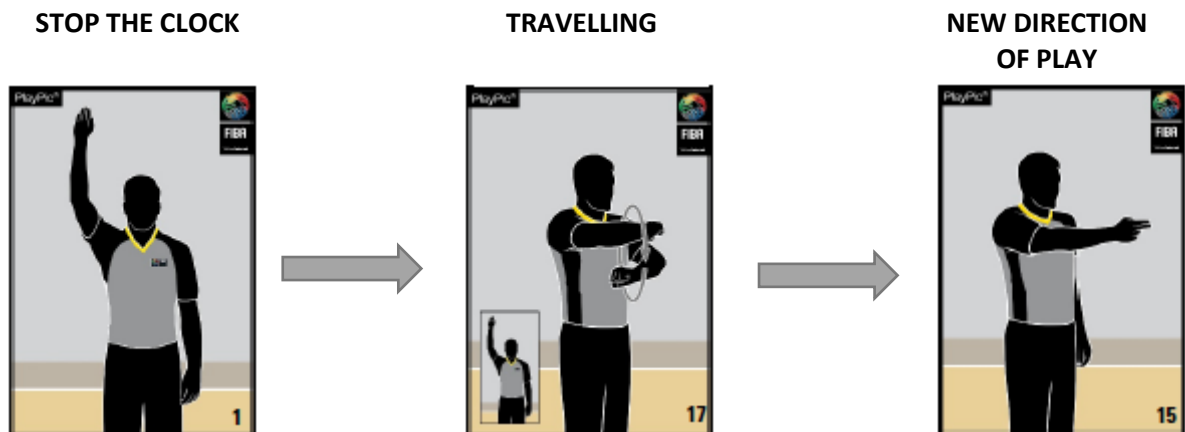
<p>While Standing with Both Feet on The Floor</p>	<p>A player who catches the ball with both feet on the floor.</p>	 <p>O/R</p> <p>O/R</p>
---	---	---

<p>Start Dribble – Stationary Legal</p>	<p>To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s)</p>	
---	--	--

<p>Start Dribble – Stationary Illegal</p>	<p>A player who catches the ball with both feet on the floor.</p>	
---	---	--

Signals:

Below are the FIBA signals for calling a travelling violation.



When signalling a travelling call, always remember to use verbal support, so the players can hear it. *e.g. "Travel, Red ball"*.

This is done so that the players know what just happened.