

Category	Protocol
UF	<p>0. Make a decision to call something</p> <p>1. Indicate foul signal first</p> <p>2. Upgrade the signal for UF</p> <p>Call UF only if 1000% UF</p> <p>Two referees calling UF on the court = no need for IRS</p> <p>If other referees do not have additional information, calling referee should not approach asking for a meeting. If you call UF, means you know this is UF. Don't ask for a meeting.</p> <p><u>UF Decision making:</u></p> <ul style="list-style-type: none"> - initial decision - point of contact - criteria - scale 0-10
IRS	<p>1. Initial decision. Show normal signal (except violent act)</p> <p>2. Communication with crew</p> <p>3. Decision to use IRS (CC IRS signal)</p> <p>4. More info. Play reviewed</p> <p>5. Clear visual evidence</p> <p>6. Final decision</p> <p><u>Communication before IRS:</u></p> <ul style="list-style-type: none"> - what was the play we are discussing - can we use IRS for this situation? - is it necessary to use IRS? - what is the decision we need to make? <p><u>Communication at IRS:</u></p> <p>Verbalize which case is used. Min. 2 referees</p> <p><u>Contact situations:</u></p> <ul style="list-style-type: none"> - point of contact - who initiated the contact - when the contact occurred (not when called) - is this a normal basketball play? (if yes- only C2, C4) - if no- criteria (eliminate)

	<p>- scale 0-10</p> <p><u>Shot before signal:</u></p> <ul style="list-style-type: none"> - when the ball was released - red light on scoreboard and time when ball released? <p><u>Fighting:</u></p> <ul style="list-style-type: none"> - seen players leave the bench - seen direct aggression - coaches helped during fight <p><u>Timing:</u></p> <ul style="list-style-type: none"> - violation: moment of referee decision - foul: moment of illegal contact <p><u>Video procedure:</u></p> <ul style="list-style-type: none"> - -10 sec - main camera, normal speed - detailed cameras - main camera <p>Final decision communicated by referee who made initial decision; Fighting CC CC verbalize final decision</p>
SC	<p>Last 2 GC digits on start of possession</p> <p>Correction when ball enters the front court. Correction counted to beginning of possession</p> <p>50/50 shot is a violation</p> <p>Foul / violation & SCV 50/50 is a violation</p>
GT	<p>L2M 50/50: Call GT and go to IRS</p> <p>50/50 GT or no = GT</p>
FTV	<p>Kill the doubt, call immediately</p>
EOQ	<p>See the light- call</p> <p>Kill the doubt, call immediately</p> <p>50/50 is too late</p>

EOG	Everybody is responsible for the shot
AOS	50/50 is AOS One referee calling AOS, other NAOS = AOS
GC	Last 2 digits EOQ / EOG: +0,3 sec to make a shot - 0,2 sec is only a tip
GC L2M (ball clears the net)	after basket: +0,2 sec
OOB	Verbalize colour Give help when asked. If you have other information, provide in AND CHANGE THE DECISION. Need to be 100%. Asking for help: L ask (Shout: HELP!)-> C or T call and verbalize colour. No additional info = jump ball Intervention / change partner decision — call and verbalize colour, referee in primary reconfirms (call and verbalize). No meeting. If one has information that nobody else has, make attention call and take the decision.
Shot coverage (PS)	1. Hands 2. Body 3. Feet Hand above or below the ball / coming from the side?
Drive / HD	Defender – defender Open angle / who stays with the defender the longest (mainly lead)
Beginning of quarter	Verbalize colour of team in possession

TV	Catch – pivot – release
Crisis	Stop & breathe
FK	<p>Standard FK:</p> <ul style="list-style-type: none"> - signal on the court + verbal support + remember the time - inform player and coach on first dead ball - if repetition before dead ball = TF <p>Excessive FK (without contact mainly) or repetition standard FK:</p> <ul style="list-style-type: none"> - stop the clock - signal + verbal support <p>Fake + foul = foul Only 100% FK is fake (clear the feet)</p> <p>Signs of the fake:</p> <ul style="list-style-type: none"> - Head fake (no contact on the head) - Jumping = landing spot - For fake, player will first create the contact
Level of contact	For certain level of contact we need a call
BL / CH	50/50 is Block
Cylinder	<p>Who is closing the gap</p> <p>Movement:</p> <ul style="list-style-type: none"> - High to high - Low to low - Chest level - Forearms horizontal vs vertical
Money time communication	<ul style="list-style-type: none"> - Facts - Positions - Scenarios
Responsibility switch	Check in- check in- check out
T->L	Power step