

MMBRA

POINTS OF EMPHASIS 2017-2018



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“Either you are competent and you decide, or either you are not. (...) Give the impression you are competent.”

- Lubomir Kotleba



Goal:

To introduce and implement 3 points of emphasis (POEs) across all leagues officiated by the membership.

Why?

To help standardize play calling from game to game based on a set criteria

Result:

Players and coaches will be developing an expectation as to what will be called and will adjust

2017 – 2018

MMBRA POINT OF EMPASIS #1

HAND CHECKING



HAND CHECKING

- Defined as illegal contact by a defensive player which impedes the forward and/or lateral movement of the offensive player.
- “North → South” principle
- The use of the forearm on an active dribbler
- Hands-on in the backcourt/above the 3pt arc
- Repeated touching
- RYTHYM. SPEED. BALANCE. QUICKNESS.

HAND CHECKING – EXAMPLE #1



HAND CHECKING – EXAMPLE #2



HAND CHECKING – EXAMPLE #3



2017 – 2018 MMBRA POINT OF EMPASIS #2

BENCH DECORUM



BENCH DECORUM

- Either the coach or the assistant coach, but only one of them at any given time, is permitted to remain standing during the game.
- Players, coaches, substitutes and team bench personnel must remain (seated) within their team bench area.
- The assistant coach shall not address the officials.
- Coaches and players must not display negative gestures, bad language or unprofessional conduct. Coaching is not a spectacle.

BENCH DECORUM – EXAMPLE #1



BENCH DECORUM – EXAMPLE #2



2017 – 2018 MMBRA POINT OF EMPASIS #3

**Game
management**



GAME MANAGEMENT

- “The referee must have **total control** of the game.” – Lubomir Kotleba
- Be receptive to players’ comments **when appropriate**. Do not initiate the discussion. There should be no delays.
- Call ALL FOULS that lead to ROUGH PLAY. Holding and clutching fouls must be penalized immediately.
- Call a foul when a player jumps on top of another player especially during a scrum.
- All unsportsmanlike fouls will be called at **any time** during the game, **regardless** of score or time (excessive contact, failure to play the ball, last defender, etc.)

GAME MANAGEMENT

- Hit to the head/face
- Tripping
- Elbowing
- Shirt holding

**Automatic
FOULS**

- Shouting in a shooters face
- Eye guarding
- Taunting
- Flopping
- Touching the ball after a scored basket

**WARNING
required**

GAME MANAGEMENT

Fouls that create an injury cannot be missed. Protecting players from injuries is a **PRIORITY**.



GAME MANAGEMENT

Be **AWARE** of situations that frustrate players and coaches:

- Dangerous play without a whistle/consequence
- Inconsistencies
- Defenders being handsy on dribblers
- Missed out-of-bounds or incorrectly signaled 2/3-pt attempts
- Missed substitution opportunities / timeout requests
- Others...?

GAME MANAGEMENT

When possible, attempt to issue a **warning** to the player although know that *you are not required to do so*. Persisting in any similar actions after being issued a warning **MUST** result in a technical foul.



GAME MANAGEMENT

These types of acts are deemed impermissible:

- Air punches, wave offs, aggressive or excessive motioning of the arms
- Aggressive hand claps directed at an official or showing resentment for a call or non-call
- Running towards or aggressively approaching a referee
- Shouting a reaction to a call or using profanity
- Extended or prolonged complaining about a call, particularly after being told to stop

GAME MANAGEMENT

- **ADAPT**: you can't call each game the same; each game is different - "feel it"
- Let the game flow... Referee don't interfere!
- Have fun out there 😊

