

PROTOCOLS CHECKLIST FOR REFEREES

FIBA COMPETITIONS

version 1.1

This Manual is based on
FIBA Official Basketball Rules 2026.

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PROTOCOLS CHECKLIST

Basketball referees depend on protocols for consistent decision-making, ensuring consistency for the teams. This standardization minimizes personal interpretation, especially in 50-50 decisions.

This handbook covers the checklist of the basic protocols every basketball referee should know. Most of them are followed by a video demonstration. By adopting these protocols and using them on the court, you will make better decisions therefore you will have a better-quality officiating.

Making a call

- Clear verbal communication
- Clear non-verbal communication
- Self-talk
- Official signals

VIDEO

Trail to Lead

- Power step
- Face the court all the time & pick up the game clock
- Look at the defender
- 2-count stop at endline

VIDEO

Lead to Trail

- Stay behind the endline until all players are on court
- Wait until players are at the free-throw line extended
- Keep distance (3-5 meters)
- Trail the play at all times

VIDEO

Out-of-bounds

- Call the colour (Red ball!)
- Asking for Help (OOBH)
  - Partner gives direction (or if no info - jump ball)
- Intervention (OOBI)
  - Non-calling partner gives help (1000% sure)

VIDEO

EXT

Time control

- Control of Game* and shot clock *pick up the last 2 digits (with new possession)
- EOQ protocol (blow the whistle - kill the doubt)
- 50-50 protocol - no basket (SCV / EOQ)
- Clock malfunction in transition - let play be advanced to frontcourt

VIDEO

Time-out

- Time-out signal, point at bench and say colour
- Leave the ball where game resumes - communication (how game resumes, time-out spots)
- 20" remaining 2 refs move near bench areas
- 10" bring teams back (proactivity) - don't enter team area

Time-out L2M

- L2M - throw-in in backcourt / advance to frontcourt
- Leave the ball at original throw-in spot
- CC asks decision from HC, then points at the spot

Throw-in

Designate spot, take distance, whistle in mouth, bounce ball, visual 5" count (outside hand)

L2M 'boundary line' signal

Warning whistle (when needed)

VIDEO

Free-throw violation

Talk to rebounders 'not too early'

Fake by shooter

If FTV occurs - immediate call after ball is released

VIDEO

Block/charge

Level of contact - requires a call or not

No-charge semi-circle (airborne players only)

50-50 protocol --> BLOCK (unless knee/elbow by offensive player)

VIDEO

Act of Shooting

Make the call (with verbal support)

FAOS / FNAOS - signal the actions in case of a shot (incl. pass-off)

Kill the doubt - 50-50 protocol -> FAOS

VIDEO

DI / FL 1

Only clear and conclusive situation - any doubt -> PF

Call and verbal support with 0-1-2 technique

Intervention (DII/FLI) by non-calling referee - 1000% sure

VIDEO

DI / FL 2

Define criteria (C1-C3)

Protocol with multiple criteria on the same play

- DI & FL -> FL
- FL & DQF -> DQF

Disruptive:

- C1 & C2 -> C2
- C2 & C3 -> C3

Flagrant:

- C1 & C2 -> C1
- C1 & C3 -> C3

EXT

STANDARD
QUALITY
GLOBAL CONNECTION



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