

Game Calling 2026 -2027

We want our first call of every quarter to be needed. No guessing on our calls. Call the obvious not the obscure. Be crew consistent and apply the three types of whistles. The new 2026 FIBA rules have removed the term unsportsmanlike foul.

1. Two hands on the dribblers are fouls.
 2. Defensive forearm on the offensive player above the free throw lane with the ball is a foul.
 3. Contact that forces the dribbler off their dribble line is a foul.
 4. Contact foul is called on the defense player if playing from an unnatural position. On a charge\block call the defense must establish a legal guarding position. {50\50 call goes on the defense}
 5. Contact that causes the cutter to reroute is a foul.
 6. Illegal contact to the head is a foul.
 7. Excessive contact (watch for wind up, impact and follow through] must be called'
 8. Non basketball plays and rough plays are called immediately.
 9. Illegal contact on screening is a foul. Stay in your cylinder.
 10. Technical fouls will be given for profanity, baiting, and racist comments.
1. Jumping on top of a player during a tie up is a foul. An immediate whistle is required.
 2. Only reward a shooting foul when there is an upward or gathering motion by the shooter.
 3. Protect the landing area of the shooter. Apply the 1 2-3 technique h\b\f. Do not allow the defense player to jump forward in a reckless manner nor the offense player to kick out at a defense player.

4. Give the warnings for faking\flopping and delay of game. Note flopping during the dribble action. The head bob.
5. Keep the benches in good working order. Communication should be short and done only when the clock is stopped. Respond only to questions.
6. Protecting the shooter-If the ball has not left the shooters hands, get to the defender's hands to see where the point of contact occurs If the ball has left the shooters hands, judge whether the contact matters.
7. If an offensive player is plowing through a player and the defensive player is leaning in a bit, this is a charge! The defense has not left their cylinder; they are permitted to brace themselves for significant contact by the offensive player. Contact may be on the defensive shoulder. Offensive foul.
8. At the end of the game, all crew members need to be prepared to help. At these crucial points, it is the crew's call and not just the cc.
9. Do not allow players to play with shirts untucked. Make sure subs are beckoned into the game by the proper official.
- 10.** Note when to use the verticality signal. Pre and post dribble., Piling on top of players when the action is on the floor, defense pushing out the shooter with their chest, and the defense contacting the overlapping the offensive pivot leg.
- 11. Marginal contact can be passed on. The soft whistle can hurt the rhythm of the game. Examples below.**
 - Soft And One's on made baskets.
 - Transition drives where player breaks free. Down hill officiating
 - Rebounding play where clear possession is gained, the outlet is not affected.
 - On drives and kicks, where the passes are completed.
- 23. Two types of travels we can not miss.**
 - the running start and the extra steps on shots.