

# ACT OF SHOOTING



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**EUROPE**

We Are Basketball

FIBA EUROPE clinic for Referees, Grand Canaria,  
May-June 2004

# ACT OF SHOOTING

## Main Goals

- ü Understand the **importance** of correct officiating in act of shooting situations
- ü Improve the **precision** in referees decisions during act of shooting situations
- ü Achieving **consistency**



# ACT OF SHOOTING

## The Importance

- ü Scoring a basket is the most important part in basketball game
- ü Both teams make an effort to score the Max. baskets and to reduce the amount of baskets made by opponent.
- ü People love the game because of the baskets scored.



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## The Importance

- ü Wrong judgment in act of shooting situations can:
  - ✓ Destroy the game
  - ✓ Create frustration (players, coaches)



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## The role of the Referees:

- ü To determine if an act of shooting has started.
- ü To protect the shooter (especially an air-born shooter).
- ü To encourage legal defense.
- ü To punish illegal contact which puts the shooter at a disadvantage



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## The rule

“The act of shooting starts when the player begins the motion normally preceding the release of the ball and, in the judgment of the official, he has started an attempt to score by **throwing**, **dunking** or **tapping** the ball towards the **opponents’** basket”



# ACT OF SHOOTING

## The rule

“The act of shooting **continues** until the ball has left the player’s hand(s)”.

“In the case of an **airborne shooter**, the act of shooting continues until the attempt is completed (the ball has left the player hand(s) and **both of the player’s feet** return to the floor)”.



# ACT OF SHOOTING

## The rule

“ For a foul to be considered as having been committed on a player in the act of shooting, the foul must occur after a player has, in the judgment of the official, started the **continuous movement** of his arm (s) and/or body in the attempt to shoot for a field goal”.



# ACT OF SHOOTING

## The rule

### “ Continuous movement:

- ✓ Begins when the ball comes to rest in the player's hand(s) and the shooting motion, usually upward, has started.
- ✓ May include the player's arm(s) and/or body movement in his attempt to shoot for a field goal.
- ✓ Ends, if an entirely new movement is made.



# ACT OF SHOOTING

## The rule

- ü The referees must always determine if an act of shooting has started or not.
- ü This judgment is important not only in cases of contact but related for other rules, such as:
  - ✓ 24 seconds
  - ✓ Goal tending
  - ✓ Dribbling
  - ✓ 3 seconds



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## The main difficulties

- ü To determine if an act of shooting has started, during a penetrating motion to the basket while illegal contact occurs by defensive player.
- ü To determine who is responsible for the contact that occurs between the shooter and the defender.
- ü To determine if the contact has an impact on the shot (advantage / disadvantage).



# ACT OF SHOOTING

## Points of Emphasizes

- ü In generally we have 3 kinds of act of shooting situations:
  - ✓ Dunking/Tapping
  - ✓ Set shots (jump shot)
  - ✓ Penetrations/Drives to basket
- ü We must analyse each act of shooting separately.



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## Points of Emphasizes

- ü The motion of shooting has some basic rules: stability, balance, direct view to the basket, correct hand(s) motion etc
- ü When either of this basics is missing, the shooter will find it quite difficult to make the attempt.
- ü Especially in a jump shot or penetration situation, when the shooter is in the air.
- ü Even a **slight contact** MAY impact the shot and prevent the shooter from making the basket.



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## Points of Emphasizes

- ü A **slight contact** on the shooting hand(s) and/or a slight pushing of the shooter's body can destroy the shooting motion which is essential for making the basket.
- ü Body contact with the feet, knees, hips - can put the shooter in an unbalanced position which will lead him to miss the shot.
- ü In a dunking/tapping situation you need more than a slight contact to influence the shooter.



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## Points of Emphasizes

- ü The further the shot is taken from the basket – the higher the impact/greater the disadvantage that any contact has, on the shooter.
- ü A slight contact on a 3 points field goal attempt can destroy the shot, when the same slight contact happens on a shooter under the basket, the less impact it has.



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## Points of Emphasizes

- ü Many times we stand quite close to a 3 point field goal attempt, without seeing any contact, when the shot is short (air ball). Then we know (feel) we may have missed a slight contact on the shooter which destroyed the shot.
- ü Knowing this can happen, we must be alert and watch very carefully all the long distance attempts, and find the best position to see the whole play and act of shooting.



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## Verticality

- ü It's not enough to recognise the contact during an act of shooting.
- ü We must apply the principal of verticality to define who is responsible for the contact.
- ü Sometimes the SHOOTER is the one who can violate the principal of verticality :
  - ✓ Clear out (in penetration)
  - ✓ Jumping into the opponent's cylinder (with top part of the body)
  - ✓ Throwing the legs forward during a jump shot, or long distance shot



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## Consistency

- ü As the act of shooting is one of the most important parts in the game, we must work hard to create a **consistent** criteria while judging:
  - ✓ Whether or not an act of shooting has started.
  - ✓ Which kind of contact impacts/affects the shot and justifies a foul being called.
  - ✓ Who is responsible for the contact.



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## Mechanic

- ü Correct decisions in act of shooting situations can be made only if we have reached the **right place** at the **right time** looking at the **right part of the action or motion**.



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## Mechanics

- ü Reaching the **right place** – looking for spaces.
- ü At the **right time** – we must understand the game and feel when a shot and/or a penetration to the basket is going to happen – and position ourselves in advance. Read the play.



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## Mechanic

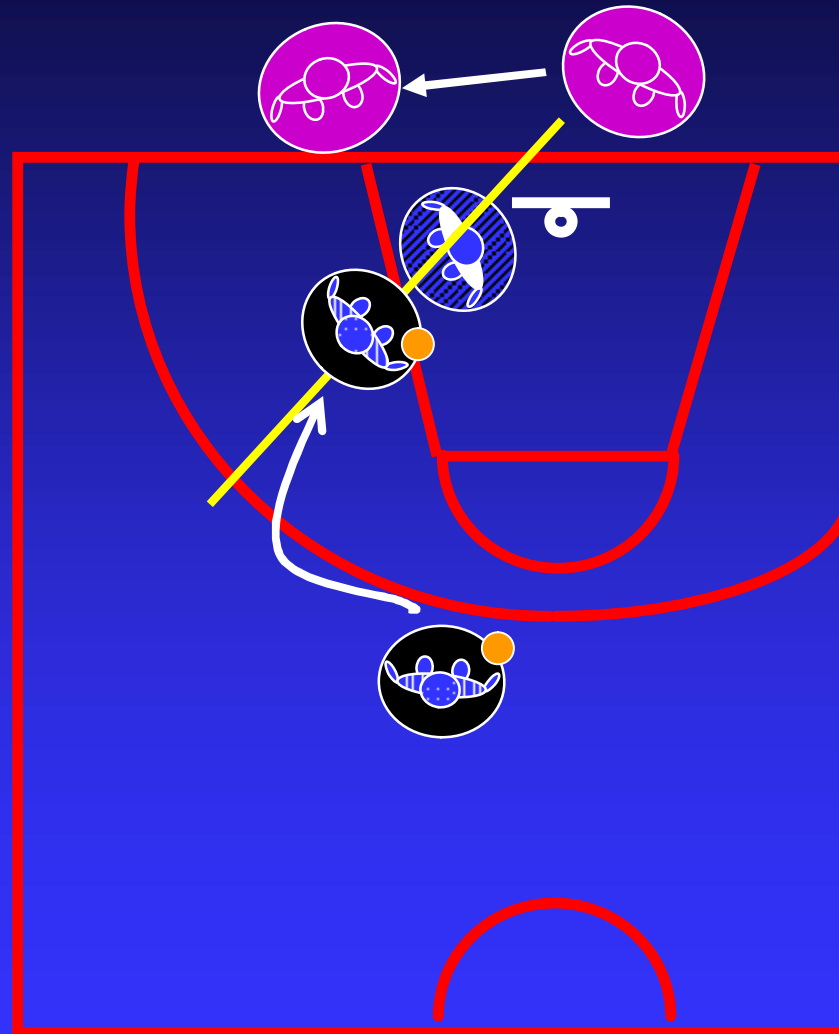
ü Looking at the **right part**:

- ✓ On a jump shot – look on the shooting hand (right/left hand) + verticality.
- ✓ In penetration – hands + body contact.
- ✓ In Dunking/tapping – mainly body contact.





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We must avoid "straight line" situation, when all we can see is the back of the guard player. We should improve our position quickly in order to see the space and the shooting hand.



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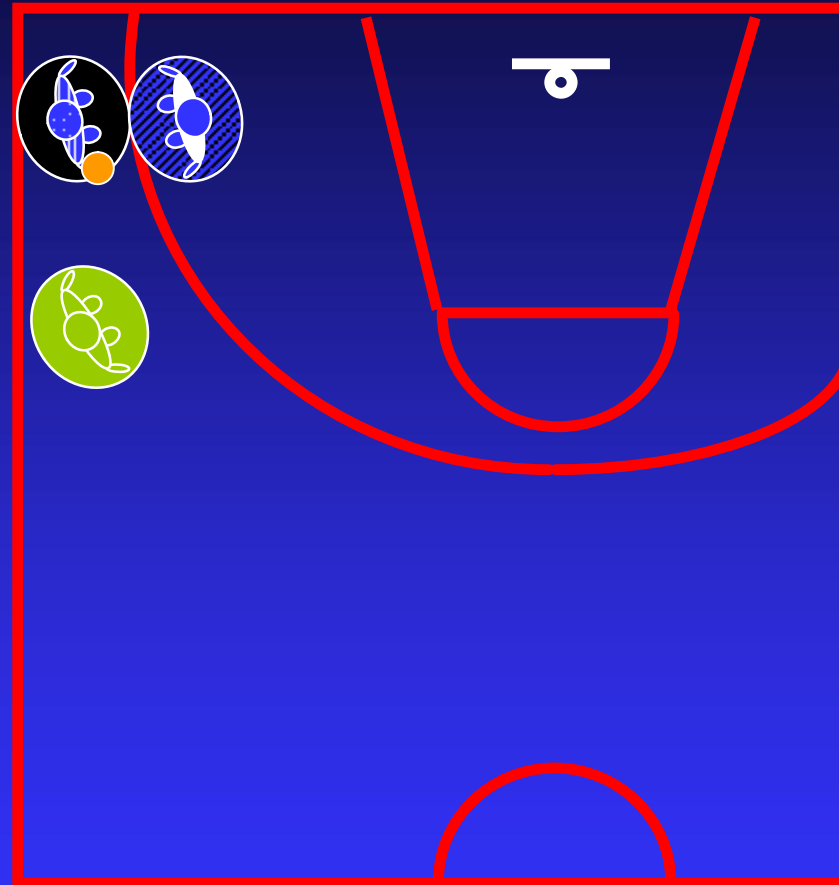
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## Mechanic

- ü In case of an airborne shooter, one of the officials must keep his eyes on the shooter until he lands on the floor with both feet.
- ü It doesn't mean we should call a foul for any slight contact which occurred after the ball has left the shooter's hand, and before he landed back on the floor. The act of shooting didn't end yet but we can use different criteria.



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The trail official must keep his eyes on the shooter until he returns to the floor with both feet.



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The lead official, while moving towards the basket, must keep his eyes on the shooter until he returned to the floor with both feet.



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There are situations when it's very difficult for both officials to see a slight contact on the shooting hand. Knowing this will help us to stay closer in order to have a better chance to see. In a three-man system this should be much easier.



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## Closing conclusions

- ü The act of shooting is a critical part of the basketball game.
- ü The officials must create a correct and consistent set of criteria to decide when the act of shooting has started, and whether or not a foul occurs.
- ü Good positioning & looking at the right part of the shooting motion are critical.



# THE END

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