



IMPROVE YOUR... TIMING OF THE WHISTLE

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FIBA Official Basketball Rules 2024.

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IMPROVE YOUR... TIMING OF THE WHISTLE

Making quality decisions is the heart of refereeing. It's not just about speed but about understanding the game. Knowing when to blow your whistle is key. This guide will help you process your timing and make more accurate decisions.

The main idea: The whole story matters

Think of it like this: you wouldn't judge a film by just one part of one scene of it. Same goes for refereeing. If you only catch a quick part of an action, you're missing the whole picture. You've got to watch the play from the very start, see how it develops, and wait until it's finished. That's how you get the real story, and that's how you make the right call. We call this 'processing the play'.

- Snapshot – 'Just a moment': deciding based on one quick action you see.
- Processing – 'The whole play': watching from the start, through develop, and to the finish that comes to the decision.

Quality calls come from watching the whole play. This happens fast, often in less than half a second, but it takes practice. Remember, a "call" means either blowing the whistle or deciding not to (no call). The main thing is to see the entire play before you decide.

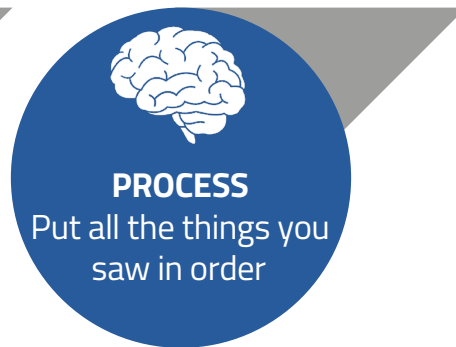
A Snapshot or a Film?



Start – Develop – Finish – Decision



'PROCESS THE PLAY'



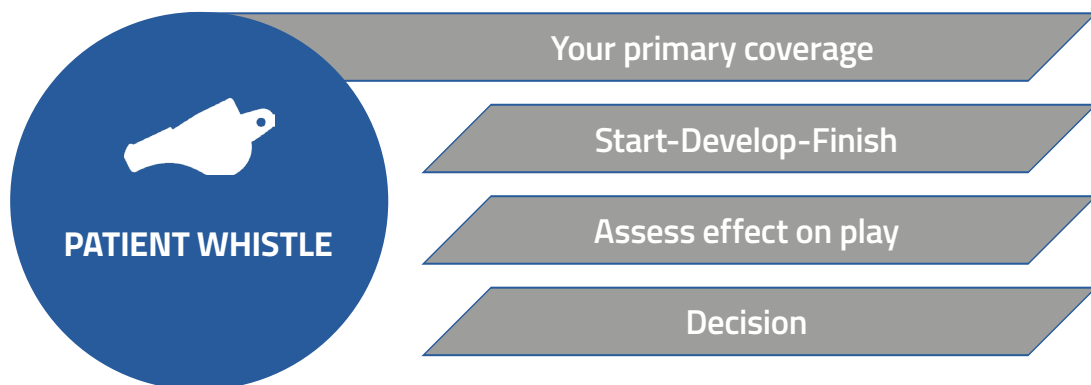
- 1) See: Watch everything that happens, from the start to the finish. Don't decide too quickly.
- 2) Process: Put all the things you saw in order.
- 3) Decide: Make a decision – call or no call, based on what you saw. Decide after the play finishes.

To improve your refereeing skills, you need to see the whole play and only call the actions that have a significant effect on the plays. Let the game flow by avoiding whistles after small, marginal actions. Know your areas and work closely with your partners, talking before the game to be on the same page. Always bear in mind to referee the defense.

TIMING OF THE WHISTLE

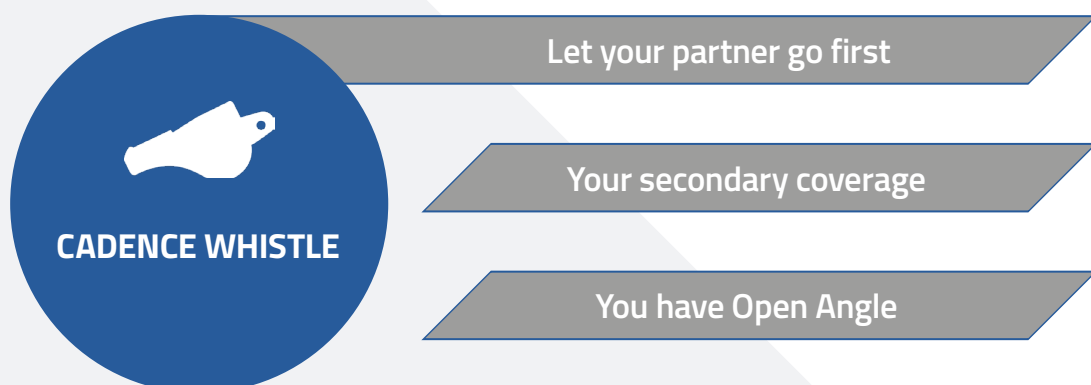
Patient Whistle – ‘Wait and see’: It is more than just delaying a call; it’s a strategic approach to refereeing that prioritizes accuracy and understanding. It demonstrates the principle of “Start – Develop – Finish → Decision,” ensuring that every call is based on a view of the play. It is the standard decision-making technique from your primary area.

VID PATIENT WHISTLE



Cadence Whistle – ‘Let your partner go first’: Use this when you’re helping your partner out of your AOR but with an Open Angle. Let them call it first. If they don’t, it means that they have a Closed Angle, and you have a clear view (Open Angle) and see a contact that needs to be called (Point of Contact), then you call it.

VID CADENCE WHISTLE



Immediate Whistle – ‘Whistle right away’: Use this for dangerous movements that can escalate (a hit on the head, a big push, swinging elbows and invading offensive player’s cylinder).

- In case you see an illegal action that can be followed by a fast reaction, we use Immediate Whistle.

VID IMMEDIATE WHISTLE

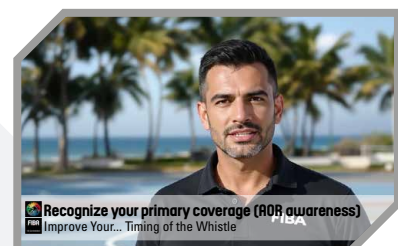
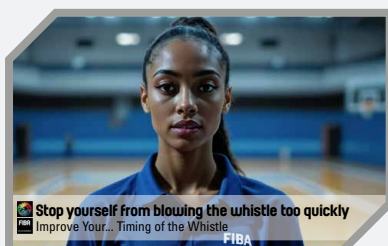
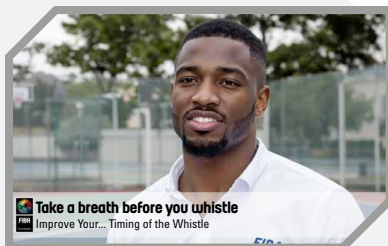


Call it right away!

Actions that can escalate

Elbow, hit on head, big push, cylinder

TIPS AND TRICKS



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