



GAME RULES

The International Basketball League will follow basic basketball rules (most similar to NCAA Rules) with the following variations and points of emphasis. What you are reading is the same as what was written for 2005, but with exceptions and clarifications heading into 2006 in gold.

1. VARIATION: Immediate Inbound Rule: Referees are instructed to give the ball to the player ready to inbound the basketball immediately/quickly; however--referees will not appear hurried physically or verbally. Restated: referees are instructed to use their best judgment to inbound the ball quickly. Substitutions will not be allowed unless the player is at the scorers table before the dead ball occurs, except on shooting fouls a player may substitute in without being at the scorer's table prior to the whistle. **Immediate Inbound rule clarification:** Referees are not to appear rushed, but referees must keep game moving along... a good rule of thumb- a regulation game should not last a minute longer than 2 hours and 15 minutes from tip-off till the end of the game, if you are moving things along. **2006 Change- About the inbound spot- On all violations and non-shooting fouls the ball will be inbounded at the free throw line extended on the sideline. The only time the ball will be inbounded underneath the basket is when a player steps out of bounds or when the ball is thrown out of bounds under the basket.**

2. VARIATION: The second rule is that the **IBL only allows one time out per quarter:** Each team will be allowed only one time out per quarter. Time outs do not accumulate, they are 'use or lose' timeouts.

POINTS OF EMPHASIS

1. EMPHASIS: Referees must be conscious of game flow. IBL rules are designed to speed up the game and eliminate dead time. This does not mean ignoring fouls, but it does mean calling advantage/disadvantage correctly, it does mean inbounding the ball quickly, speeding up free throws. Game flow means avoiding lengthy discussions of calls with coaches and players and fellow referees, but at the same time that we say this, get the call right, discuss if you have to, but be aware of game flow. Keep the game moving, entertain the crowd and keep the game of basketball in perspective-- Basketball is a fun sport, key words--fun and a sport, basketball is not life and death and therefore this 48-minute event should take place in two hours and 15 minutes tops. It is important to the IBL philosophy that all those participating keep basketball in perspective. Continual action fosters an environment of intensity, excitement and high scores and continual action helps people to keep things in perspective, that this is just a fun sport. The IBL fan will see a fast, high scoring 48-minute game in two hours as opposed to the typical pro game that drags on for nearly three hours. The IBL is about keeping basketball in perspective--there should be very little time spent arguing and debating calls.

2. RULE: Game Length: Games will consist of 4 twelve-minute quarters. Overtime will be 5 minutes in length.

3. RULE: Time Outs: Each team will be allowed 1 ninety-second time out per quarter. Time outs do not roll over into the next quarter.

4. RULE: Shot Clock: There will be a 22-second shot clock. A kick ball resets the clock to 12 if there were less than 12 seconds on the shot clock. If the shot clock is over 12, the clock stays the same.

5. RULE: Back Court: Teams will have 8 seconds to advance the ball into the front court.

6. RULE: Personal Fouls: A player will be disqualified on the 5th personal foul. A technical foul does not count as a personal foul. **Bonus:** Bonus will be shot on the 5th team foul per quarter. **2006 Change- There will be two shots on the fifth foul (this is a change from 2005).** Team fouls will reset to zero at the end of



each quarter. **Offensive fouls:** Offensive fouls will be counted towards team's fouls and personal fouls. Bonus will not be shot on any offensive fouls. **Free throw lining up:** There will only be 5 players allowed in the lane on free throws. (3 defensive 2 offensive.)

7. RULE: Stop the clock after a made basket: The clock will stop after a made basket the last 1 minute of each quarter and the last 2 minutes of the fourth quarter.

8. RULE: Half Time & between quarters: The length of time between quarters will be 2 minutes and 30 seconds. Halftimes are to be 10 minutes unless there is significant entertainment in which case a halftime can be extended up to 25 minutes maximum.

9. VARIATION: Substitutions: Substitutions will not be allowed unless the player is at the scorers table before the dead ball. In the case of injury, a substitution is allowed. Referees will miss this rule a lot; teams do not have the right to demand substitution retractions.

10. VARIATION: Jump Ball: Jump balls will be thrown up. **2006 Change- We will use the NBA standard which is that the team that wins the opening jump will get the ball to start the fourth quarter, while the team that lost opening tip will get the ball to start the second and third quarter. Restated: We will only use the alternate possession arrow for inbounding the ball at the beginning of each quarter, otherwise—like the NBA we will actually jump it up. If the jump ball occurs below the 28ft line, it will be tossed back into play at the free throw line circle. If it is above the 28ft line, the jump ball will occur at the half court circle.**

11. RULE: Flagrant-1- a flagrant 1 foul will yield two shots and the ball and will be noted in the scorebook as such. The Flagrant 1 definition is as follows:

- a. an intentional foul can be called either 'Intentional' or flagrant 1.
- b. An excessively hard foul can be called a Flagrant 1 foul
- c. A dangerous play or dangerous foul can be called a Flagrant 1 foul
- d. Swinging of the elbows illegally (note- it is legal for your elbows to move 'with' the torso; however, if the elbows move independently of the torso (faster than the torso), it will be considered 'swinging' and this can be called a flagrant 1 foul.

12. RULE: Flagrant-2: Flagrant-2 definition: Any foul meeting the Flagrant 1 definition found in b, c, and d (above) but combined with intent shall be called a Flagrant 2 foul. Restated: Hard fouls, dangerous plays, and swinging elbows can all be done accidentally and can be called a foul or a Flagrant 1 foul, but if the action is intentional, this should be called a Flagrant 2 foul. Flagrant 2 fouls are not a part of the game and the penalty for a Flagrant-2 foul is an ejection and probable suspension.

13. EMPHASIS: Legal position defined--Keeping your shoulders square with your opponent (facing your opponent) is good defensive position, if you obtained the spot on the floor before your opponent's final step/move in his direction/shot. RESTATED: If you are square with your opponent before his final step or move to the hoop, and there is contact, it can be legal contact (maybe even an offensive foul).

14. TEST: Test on your refereeing knowledge: A defender can be square and set before contact is made from the offensive player, but this can still be deemed a defensive foul...How? Answer: The defensive player must be square and set before the offensive player's final step (key words, square and set before the 'final step', not square and set before--'contact').

15. EMPHASIS: Legal position defined in regards to the 'rule of verticality': A defensive player is entitled to the area directly above himself if he got to that space on the floor before the offensive player's final step towards that space. If a defensive player leans or jumps into an offensive player's legally obtained area or



path, that defensive player would be in illegal defensive position, and with the combination of contact and also a disadvantage created, the defender may be called for a foul. Conversely, good defensive position should be rewarded. If a defender jumps to block a shot and the defender lands pretty close to where he/she took off from, this may prove that he/she did indeed go straight up; assuming the defender in this case was also in front and on time, this defender might get the 'no call' on all contact, because he/she owns everything to the ceiling and behind themselves.

16. EMPHASIS: Fans and Spectators: The IBL is a family friendly league and does not allow spectators to degrade players or officials. If a fan is unruly towards officials or players the procedure is as follows: This league was created as a family friendly league where my daughter and son could go and get nothing but a positive experience.

Step 1: Stop the game and ask the home team coach and owner to have an usher or someone from the team talk to the fan in a casual manner about the IBL being a family friendly environment. Do not single out the individual. The fan must not be singled out or publicly humiliated. The representative of the home team must wait until the game is being played to go over to talk to the fan.

Step 2: If this does not stop the person, then the referee will stop the game and have the fan removed from the building

17. EMPHASIS: Legal position defined in regards to moving backwards: A defensive player who got there first--is entitled to the area directly behind them and is allowed to back peddle. The contact that occurs with a legally set defender can be a no-call or charge. The contact with a back peddling (legally positioned) player can also be a no-call or charge, but it is typically just a no-call.

18. EMPHASIS: Note for offensive players about drawing fouls: An offensive player must try to avoid a defensive player who has obtained legal position. An offensive player who leans or jumps into a defensive player with legal guarding position will result in at least a 'no-call' and perhaps an offensive foul, typically a "no call".

a. If an offensive player jumps into a player who was late getting there, the call can be a foul or a no-call, kind of depends if the referee views the offensive player as trying to score or if the referee views the offensive player as not initiating his move to score, but rather initiating contact, hoping to get a foul.

b. If an offensive player sees a player who is in illegal position, the offensive player may initiate the offensive move in that defender's path and the offensive player can get the foul call. The difference in this example (b) is that the offensive player is initiating his move to score, not just trying to get fouled; in other words, if the offensive player is smart enough to see bad defense and this player initiates his shot accordingly, referees should not take this away from the offensive player (Karl Malone used to do this all the time and people thought he was getting favoritism, but in reality he was catching slower power forwards a step behind and he used to initiate his move to score based on seeing them a step behind).

19. EMPHASIS: The hand is considered part of the ball when in contact with the ball.

20. EMPHASIS: Unique criteria for a Technical foul: If a player is degrading or demeaning towards the referee, this is grounds for a technical foul.

Example: If a player accuses a ref of "cheating them" and the statement can be heard from the crowd. Even though the player does not really think he is cheating him, this is not the NBA. If the crowd can hear a demeaning or degrading remark and you would not want a child hearing this, a technical foul is warranted.

21. CLARIFICATION: Administering Technical Fouls: **2006 Change: If a technical is given the team receiving free throws will shoot 1 free throws and the ball will come into play at the point of interruption. If the ball was to be inbounded in the backcourt the shot clock would reset to 22 seconds. Should the ball be inbounded in the front court- the shot clock would be reset to 12 seconds.**

Situation Example: Player A is fouled in the act of shooting by player B. After disagreeing with the



referee, Player B receives a technical foul. How to administer free throws: Clarification for 2006- A player (any player) from team A will shoot 1 free throw for the technical foul, with the lanes empty. Then the player A who was fouled will come in to shoot his free throws with lanes filled (resumed play at point of interruption).

22. CLARIFICATION: Double Foul: If a double foul is called, the team with possession of the ball during the double foul will maintain possession of the basketball. If neither team had possession of the ball during the double foul, the alternating possession arrow will be used to decide who will receive possession.

23. EMPHASIS: Unique criteria for a Technical foul: If a player is degrading or demeaning towards the referee, this is grounds for a technical foul. **Example:** If a player accuses a ref of "cheating them" and the statement can be heard from the crowd. Even though the player does not really think he is cheating him, this is not the NBA. If the crowd can hear a demeaning or degrading remark and you would not want a child hearing this, a technical foul is warranted.

24. EMPHASIS: To get over the back calls you must a) have obtained position, and b) be fouled. It is legal to reach cleanly over a player's back; however, it is very difficult to reach over the back without bumping the interior rebounders lumbar region of his/her back. The best referees will watch for these 'body' fouls. Players can fool weaker referees, as they disguise this 'pressuring into the back' by holding their arms straight up and then walking into the lumbar region of the opponent's back.

25. EMPHASIS: There are 3 criteria you must meet to get a foul: **Illegal position, Contact and Disadvantage.** Restated: the **illegal position** and **contact** has to create a **disadvantage** in order for a foul to be called. Many referees do not know that disadvantage is required by rule--some referees mistakenly describe some of their no-calls as 'letting them play', but that would be a totally incorrect reason for a no-call; a referee that makes a no call when there is contact and illegal position does so--because that referee did not find the disadvantage.

26. EMPHASIS: Legal rebounding position needs to be understood. National High School Federation rules read: "To maintain a legal rebounding position, a player may not a) displace or charge or push an opponent, b) extend shoulders, hips, knees, or extended arms or elbows fully or partially, in a position other than vertically, so that the freedom of movement of an opponent is hindered when contact with the arms or elbows occurs, c) bend his or her body in an abnormal position to hold or displace an opponent, d) violate the principal of verticality." Every player is entitled to a spot on the floor, provided that player gets there first. **Referees should penalize players who have poor rebounding position.** Note that the '*over the back*' phrase is not an actual call; the proper call--and mechanic--is a push. By saying 'over the back' a referee is not educating the player correctly, as it is not illegal to reach cleanly over the back. Protect the inside rebounder, especially on free throws. Protect the inside spot on free throws to the point of calling any contact from behind a foul. Any bump down low, or any early entrance into the lane causes an unfair advantage to the outside player on free throws.



IBL OFFICIAL'S GUIDELINES

Concept—an entertaining game:

An entertaining game will be achieved by allowing only **one timeout per quarter** and by speeding up the time between plays with an **immediate inbounds**. Also, the foul out rule is five. The IBL 2005 result: IBL games were fast and entertaining; the 2005 team scoring average was 127 points per game. Almost as importantly, this high scoring game occurred in just two hours. The referees can call their game, what keeps the game moving is the one timeout per quarter, the immediate inbounds and the fact that players fear fouling out.

Concept—low operating budgets:

IBL teams have very low expenses and that is how they gain respect, by paying bills, by surviving financially, etc. The IBL has no desire to see 'flashes in the pan' teams that do not last. The IBL is here to last. Referee rates are \$60 for the crew chief who calls in the box scores and \$50 for the referee partners. If only two officials are present, the pay is still \$60 and \$50.

To read more about the IBL as a league or about the Commissioner's background, check out various articles online at www.IBLhoopsOnline.com

Three man versus two man debate:

The IBL will have both three man crews and two man crews. IBL Commissioner is in favor of two man crews, because those games are not 'overcalled'; however assigners are in favor of three man crews because the supply of great referees is better (there are few referees that are both fast enough to cover the court and good enough to do professional basketball when you go to two-man). Both arguments are valid. IBL assigners Vernon Onick and Larry Babcock have assured me that rather than going to two officials to make sure the games are not overcalled, we can stay with three officials but with more organization and communication, we can get the referees to call it the way the IBL intends. The short of our goal with this—the game moves along, calls are even and from time to time referees miss a call—yes, they miss a call; Referee crews who refuse to miss a call are prone to overcall the game (watch an NBA game) killing all flow. A good measure of flow is that the game should not last more than two hours (assuming you have a 15-minute half time). Most games will be with three man crews.

Schedulers:

Schedulers must avoid officials refereeing a certain team in that team's home venue more than three consecutive times. Away games will not have such guidelines.

General Procedures/Assignments:

The officiating assignments you receive are confidential. Only the Commissioner, IBL Director of Officiating, Regional Assignors, and your fellow officials should know where you are working. If for some reason a fellow official does not show the remaining officials will work a two-person crew. Games will start with one Referee within 15 minutes of listed game time. A crew will consist of a Crew Chief (CC) Referee 1 (R1) Referee 2 (R2).

Game Reports come from the Crew Chief

The following report is due to the IBL Media Director or Commissioner.

1. Box Score preview: Five minutes before tip-off the Crew Chief will call in the individual players and the spelling of their names per team (right out of the book and in the book order). The first reaction of someone reading this is to say—let's do this an hour before. This is not what I want as commissioner; I want it to be ten minutes before the game so it is accurate. Remember—this is the IBL—a league with certain budgetary constraints where we have to do things a bit differently.
2. Box Score after the game: Five minutes after the final horn, the Crew Chief will call in the individual players name and how many points they scored. The Crew Chief will be loud and slow.



3. The Crew Chief will explain how the first half went in one sentence, how the second half went in one sentence, one interesting note about the game and then describe crowd size.

The Media Director, minutes from the voicemail, will fill in the scores and story from a pre-written template (we already have the names from the pre-game call) and literally have the story and box score to about 20 media sources within ten minutes of the game report. If the media director has a question, the crew chief will need to leave a return cell phone number. The Crew Chief need not worry about being on call all night. The IBL will write the report and issue the news release about the game— within twenty minutes of the game ending.

Media Contact

No Official is to have media contact after any ball game. Any questions about the game need to be referred to Mike Duilio IBL Commissioner.

Notification between Officials

All officials will contact each other prior to their assignment. The R1 and R2 **MUST** contact the crew chief 48 hours prior to the contest. The crew chief will then contact the regional assignor with crew verification. Note: All Regional Assignors must contact the Director of Officiating 24 hours prior to the assignments with the crews for each contest.

Pre-Game Procedures and Arrival at Arenas

This is time for final preparation. Official are to arrive no later than one hour prior to their scheduled game time. If you have family coming to the game and you need to reserve tickets, you need to arrive one hour and fifteen minutes ahead of the scheduled start time. You must be in the dressing room one-hour prior to the scheduled game time.

Dressing Room

Unauthorized visitors are not to be in the locker room at anytime. Any unauthorized visitors will be asked to leave by the crew chief. During pre-game meetings all cell phones **MUST** be off. This is a time to get game ready and no distractions need to occur during this time.

Arrival onto the Floor

The officiating crew will arrive on the floor immediately following the arrival of the first team. At the 12-minute mark one of the officials will conduct the table briefing (preferably the crew chief). At the 8 Minute mark the crew chief will conduct the captain meeting. **ONLY TWO** captains will be allowed in this meeting. The crew chief will then select two basketballs and approve them for use on the court. Exception: If you have a big arena the crew chief should select a minimum of 4 game balls to keep the game moving.

Performance Standards

The IBL expects the following performance standards:

- Actual Calls: Accurate Calls (see Game Rules 17- 26)
- Court Presence and Professionalism
- Game Awareness, Communication and Control
- Physically Fit

Crew Chief 2006 Season

Each Crew Chief will be an extension of the IBL league office. The crew chief will have a complete understanding of these rules and these referee procedures; as well, the crew chiefs need to have a document from the IBL called Team Rules (rules for game night).

Game Preparation:

- A. Coordinate hotel and travel plans for the crew (This will likely only be in the IBL Playoffs)
- B. Review Coverage fundamentals
- C. Lead the crew on fundamentals impossible game sets you will see.



- D. Do what is needed to get the three officials to work together.
- E. Have a strong work ethic and passion for the game. If you lead others will follow.
- F. Always reflect total respect for your partners. Back each other up both on and off the floor.

Rules Committee

Jackie Sanders, Vernon Onick and Larry Babcock will make recommendations to the IBL Commissioner.

About IBL Camps (Referee Recruiting and Development):

Referee camps will be run by Larry Babcock—Director of Officials with assistance from Vernon Onick. The Camps are designed for any referee that wants to get better (any referee aiming for the NBA). You can assume any referee camp will go as follows and that the cost will be \$50:

7:30am 9:00am Check in, materials, discussions of rules, procedures, this document.
9:00am Noon Games to referee
12:30pm 2:00pm Lunch/Classroom Session
2:00pm 4:00pm Film

Larry Babcock will try to run a camp in all regions to make the league officiating uniform. Larry Babcock “my goal is that if a game occurs in Indiana, it is called the same as it is called in California”. Larry Babcock email is IBLRefereeCamps@yahoo.com and Larry.Babcock@nextel.com. His phone number is 219-608-6858

Pre-Season referee meeting in March TBA

To discuss all rules in this document, all procedures in this document, to discuss mechanics, protocol, procedures and style of officiating, a meeting will occur pre-season. This meeting will take place in March most likely in Chicago and will be attended by IBL Commissioner Mikal Duilio. Mikal Duilio has trained over 100 referees in a previous business (13 years). The IBL goal is to have our officials at the NBA level of skill especially with regards to advantage—disadvantage.

Post-Season referee meeting on Thursday July 13th

To discuss all rules in this document, all procedures in this document, to discuss mechanics, protocol, procedures and style of officiating, a meeting will occur post-season. This meeting will take place on Thursday July 13th at 3:00pm. This meeting will be attended by IBL Commissioner Mikal Duilio. This meeting will primarily be to prepare for the Championship Weekend’s games. For those that come to this meeting, they will be scheduled games to referee in this four day event. The officials who fly in will be given a few extra games in the rotation. Assignments for this four day event will be worked out in June of 2006.

