



Individual Officiating Techniques (IOT) - Basics

FIBA introduced Individual Officiating Techniques (IOT) as the most important foundation for either 2 Person Officiating (2PO) or 3 Person Officiating (3PO). The IOTs are the fundamental skills that referees need to possess in order to process and facilitate correct decisions.

When analyzing play phases during the game, some basic principles are necessary to follow:

- a) Have proper distance from the play - keep an open angle and remain stationary. Do not move too close to the play as this narrows your field of vision (Distance and Stationary)
- b) Referee the defense
- c) Always look for illegal actions to call (Active mind-set)
- d) Have the key players (1 on 1) or as many players as possible in your field of vision in order to see any illegal actions (45° and Open angle)
- e) Understand when the play has ended so you can move to the next play - mentally/physically (Stay with the play until it is over)

The failure to adhere to the above-mentioned principles are the main reasons why officials make incorrect decisions on the floor.

When referees have proper primary coverage for all obvious plays, it substantially increases call accuracy and decision making. These obvious plays, if missed, are the determining factors in peoples' mind as to what constitutes an acceptable level of officiating.

List of Individual Officiating Techniques (IOT):

1. Distance & Stationary
2. Referee the Defense
3. Stay with the Play
4. Positioning, open angle (45°) and adjustments
5. Making a call, decision making and communication
6. Signals & Reporting
- 7a. Jump ball / Active Referee (tossing the ball)
- 7b. Jump ball / Non-active Referee(s)
8. Throw-in administration (general & frontcourt endline)
9. Control of the Game and Shot Clock
10. Deadball Efficiency (**Canadian modification**)

(Information from the *New 2017 FRIP L1 Home Study Book 4 Refereeing*)