

A stylized sun graphic with a large yellow circle and three yellow curved lines above it, set against an orange background.

# **Mid-Season Clinic**

## **All referees**

# General

- **Unavailability** must be submitted by **Monday** evening via Interactif (for everybody)  
**Ex.: Monday 26.01** for Sat. 07.02 – Fri. 13.02  
Last 2 weeks = 30+ games rescheduled because of  
“Sorry, I forgot...”
- **Not available after a nomination?**  
At least communicate:
  - Date & Game n° & Gym / Homeclub
  - or **forward** nomination  
(a reply doesn't send back the attached pdf)
- **Without this info: Refusal to referee**



PARAMETRES

MENU DES ARBITRES

MENU FORMATION

CHAMPIONNATS

CV

Désignations

Liste arbitres

Liste commissaires

Vos matches

Vos disponibilités

**ARBITRE**

- Pas de match à arbitrer
- 1 match(es) à arbitrer dans les prochains jours.

No. Match	Cat.	Equipe A	Equipe B	Date	Heure	Lieu	Week-end
10.01.26 - Samedi							
4013004	CD	Musel Pikes	Gréngewald Hueschtert	10.01.26	14.00	<a href="#">stadtbred.</a>	10.01.26

- 3 évaluations formatives. [Afficher les évaluations.](#)
- 2 vidéos de formation. [Afficher les vidéos.](#)



## Desiderata arbitre

### Disponibilités générales

Accepte

2 convocations par we ▾



Arbitre des matches Bascol  
(basket corporatif)



Arbitre des matches Lasel  
(basket estudiantin)



Arbitre des matches 3x3



Arbitre des matches Luxrollers  
(basket en chaise roulante)



Arbitre des matches des  
cadres nationaux

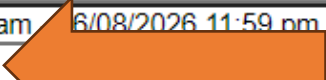
Lundi	Mardi	Mercredi	Jeudi	Vendredi	Samedi matin	Samedi après-midi	Samedi soir	Dimanche matin	Dimanche après-midi	Dimanche soir
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Confirmer changement

## Absences de la saison

- Du 10.10.2025 au 10.10.2025 (jusqu'à 23.59 heures)
- Du 11.10.2025 (à partir de 18.00 heures) au 11.10.2025 (jusqu'à 23.00 heures)
- Du 24.10.2025 au 26.10.2025 (jusqu'à 23.59 heures)
- Du 16.11.2025 au 16.11.2025 (jusqu'à 23.59 heures)
- Du 29.11.2025 au 29.11.2025 (jusqu'à 23.59 heures)
- Du 07.12.2025 au 07.12.2025 (jusqu'à 23.59 heures)
- Du 19.12.2025 au 19.12.2025 (jusqu'à 23.59 heures)

11/01/2026 12:00 am - 11/01/2026 11:59 am	Confirmer changement	Effacer absence
24/01/2026 12:00 am - 24/01/2026 11:59 am	Confirmer changement	Effacer absence
13/02/2026 12:00 am - 22/02/2026 11:59 pm	Confirmer changement	Effacer absence
03/05/2026 12:00 am - 03/05/2026 11:59 pm	Confirmer changement	Effacer absence
29/06/2026 12:00 am - 06/08/2026 11:59 pm	Confirmer changement	Effacer absence
Ajouter absence		



05/01/2026 12:00 am - 06/01/2026 11:59 pm

Confirmer ajouter



Janvier 2026

Février 2026



Lu	Ma	Me	Je	Ve	Sa	Di	Lu	Ma	Me	Je	Ve	Sa	Di
29	30	31	1	2	3	4	26	27	28	29	30	31	1
5	6	7	8	9	10	11	2	3	4	5	6	7	8
12	13	14	15	16	17	18	9	10	11	12	13	14	15
19	20	21	22	23	24	25	16	17	18	19	20	21	22
26	27	28	29	30	31	1	23	24	25	26	27	28	1
2	3	4	5	6	7	8	2	3	4	5	6	7	8

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23



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59



24/01/2026 12:00 am - 25/01/2026 11:59 pm

Annuler

Appliquer



# General

- **Not paid?**
  - Send signed bill to [org@flbb.lu](mailto:org@flbb.lu)
- **Medico sportif :**
  - Examinations during the calendar year in which you turn 12, 15, 20, 30, 40, 45, and 50 years old.
- **Referee Teams:** Only LBBL Men's League referees must referee games in 3PO, unless **explicitly** authorized and with **experienced** partners (also for tournaments).

# General

- **Digibou:** Don't refuse, if coaches want to add injured players or protest or ...
- **Players not in the official lists:**
  - If players are not in the lists on de Digibou, **it's likely that they didn't pass** the medical check-up.
  - **Coaches** can decide to let them play anyway but risk a forfeited game.
  - **WE, as referees, don't add a player** manually to the list and distance ourselves from this decision.



# General

- **Youth Rules Summary:** Reference sheet available (important details included)
    - For the last 2 years: OT in ALL categories
    - U16 don't have to play during a game
    - IMPORTANT: Read the rules!
  - **Communication during youth games:**
    - Unclear or unexpected situation
    - Get together
    - Find and communicate solution
- ▶▶ High acceptance by coaches and players

# Youth Rules



## Youth Basketball Rules - U14 Filettes/Minis & U16 (Filles-) Scolaires

		U14 - Minis/Filettes	U16 - (Filles-) Scolaires
1	Game length	4 x 10 minutes	
2	Half-time break	Maximum 5 minutes!	Maximum 10 minutes
3	Overtime	5 minutes	
4	Ball size	Size 6 for everyone	Girls: Size 6 / Boys: Size 7
5	Free throw line	Normal Free Throw line Closer (4 meters) if marked	Normal free throw line
6	Defense type	ONLY man-to-man double teaming & helpside are allowed	
7	Zone defense or mixed defenses (e.g., Box-and-One)	✗ NOT allowed	
8	+30 points rule ONLY (Div. 3 & below)	Halfcourt Defense If not respected repeatedly → Warning → Technical Foul (C1) MAY be called	
9	Quick inbound allowed?	✔ Yes, after violations 🟡 (also in the last 2min)	
10	Quick inbound NOT allowed	✗ Exceptions: After free throws violations or jump balls	
11	Substitutions & Timeouts	Sub. only if no quick inbound (after foul 🟡, timeout, long stop) Timeout is ALWAYS possible if the clock is stopped	
12	Girls playing with boys	✔ Allowed	✗ Not allowed
13	Minimum players (Div. 1-2)	minimum 8 players	5 players
14	Minimum players (Div. 3 & below)	5 players	5 players
15	Every player must play	✔ Pl. must play in Q1 or Q2 or has to play <u>whole</u> Q3	✗ No obligations

Note for Rules 12-15 → ONLY the coach is responsible

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January 2026

## U16 (Filles-) Scolaires

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## Youth Basketball Rules

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January 2026

# Referee Courses

- **C-Level-Licence**
  - **February 2026**
  - **English**
- **B-Level-Licence**
  - **November 2026**
  - **Minimum 24BBAI1 or 24BBAI2**



# What is a Foul?

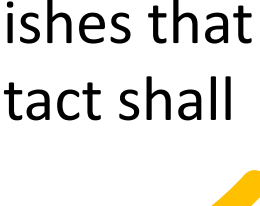
A foul is **personal contact** between players that violates the rules.

# Main criteria for calling fouls

## Contact—Physical Presence vs Causal Responsibility

Not all contact is illegal, and not all illegal contact calls for a foul.

Article 33.1.1 defines contact as "any physical interaction between players", but Article 33.5 establishes that "the player who causes the contact shall be penalized".





# Main criteria for calling fouls

**Marginal/Incidental Contact:** Contact that does not affect a player's Rhythm, Speed, Balance, or Quickness should be ignored. Blow your whistle for a foul only when it affects the action. Incidental / marginal contact should be ignored.

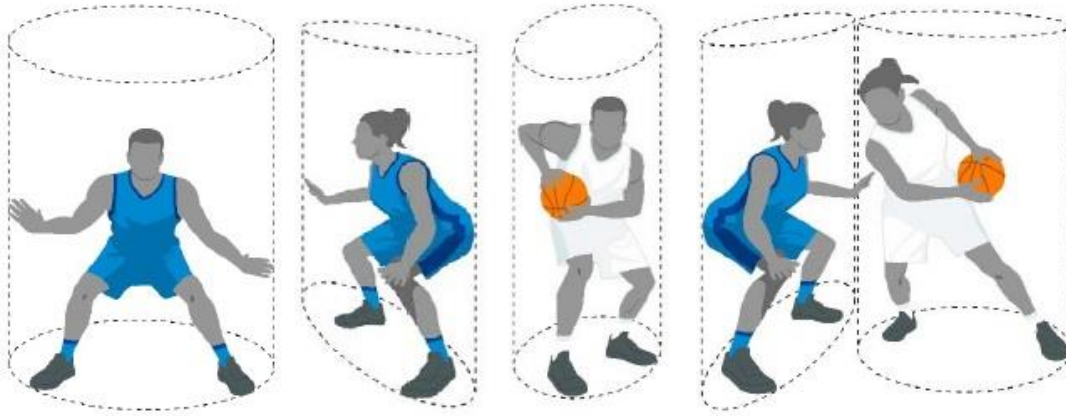
**Restrictive Contact:** Contact that restricts freedom of movement constitutes a personal foul regardless of intent. This includes, but isn't limited to:

- Hand-checking that impedes progress
- Body displacement via pushing or holding

## Cylinder Principle Violation:

Each player occupies a vertical cylinder from feet to ceiling.

Extending body parts outside this cylinder creates illegal contact liability.



# Offensive Foul

**Contact initiated by the team WITH the ball**

**Charging:** Running into a defender in Legal Guarding Position


**Moving Screen:** Setting a screen while moving

**Pushing Off:** Using arms to create space

# Defensive Foul

## Contact initiated by the DEFENDING player

- **Blocking:** Making contact without legal guarding position
- **Hand Check:** Using hands to guide the opponent
- **Reaching Foul:** Reaching in while trying to steal
- **Holding:** Grabbing or restricting movement
- **Pushing:** Initiating illegal contact with arms/body



# Legal Guarding Position (LGP)

**Both feet on the court** (inside the court)

**Face the opponent** (with torso toward him)

**Before contact occurs** (defender must be set first)

**Be in the opponent's path** (line of movement –  
NOT line from basket to basket)

# LGP - After Establishing Position

Once legal position is established, the defender may:

- Move laterally or backward to maintain defensive position (in relation to his cylinder)
- Raise hands vertically
- Jump vertically
- Turn to absorb contact



**CANNOT:** Move **INTO** the path of an airborne shooter





# The Charge/Block Decision

## CHARGE (Offensive)

Offensive player runs into defender who:

- has established position
- is stationary, jumping vertically, in lateral or backward movement
- has 1 or 2 feet on the floor = OK for lateral/backward movement

+

- Contact zone on torso

also: defender can turn within cylinder to avoid injury

## BLOCK (Defensive)

Defender makes contact:

- no LGP
- established position AFTER contact occurs
- is in LGP but moving forward

# Application: From Theory to Court

## **Distance & Stationary:**

- 3-6 meters from the play.
- Be stationary: reduces emotional calls & increases perspective
- Movement makes contact appear faster and more severe

## **Referee the Defense:**

- Primary focus on the defensive player's actions
- Keep offensive player in field of vision




# Application: From Theory to Court

## **45° Open Angle:**

- Position at the edge of the play to maximize players in your vision (up to 89% of players vs. 72% with straight-line view).
- This reveals position and direction better.

## **Stay with the Play:**


- Process entire play from start to finish before deciding

- 
- Position yourself to see contact clearly
  - Determine if contact is legitimate attempt to play the ball
  - Identify legal guarding position BEFORE calling
  - Let the game flow - call only clear fouls



**Best  
Practices:  
What to  
Watch**

# Key Takeaways

- Know the difference: Offensive vs Defensive fouls
  - Master LGP (Legal Guarding Position)
  - Know the youth rules!
  - Communicate with your referee partner
- 

# Common Referee Mistakes

- 🦊 Calling block when defender had legal position = 🙅
- 🦊 Calling charge when defender was not set = 🙅
- 💪 Calling fouls on legitimate tough defense
- 🦊 🦊 **Inconsistent** foul calling between teams



# Questions?

Open Discussion & Clarifications

Remember: The goal is fair play  
and youth development



**AdABL**

WhatsApp community



# Merci - Thanks!

Good Luck Refereeing!