



Mount Isa Basketball Association Apprentice Referee

Name: _____

Team: _____

Today we're going to learn:

- About the basketball court
- How a referee prepares for a game
- How a referee gets to the right position to make the right call
- The basic rules of basketball
- The basic signals used by referees

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Preparing for a Game

What to do:

- Be on time! 5 minutes early is even better
- Let the supervisor know you're there

What to bring:

- Whistle
- Drink bottle
- Ref Shirt
- Appropriate Footwear



Preparing for a Game

- **Are the teams ready?**

1. Ensure names are on the scoresheet
2. Ensure both teams have paid court fees
3. Make sure game ball is ready to use
4. Check both teams have appropriate uniforms
5. Someone is there to do the score table

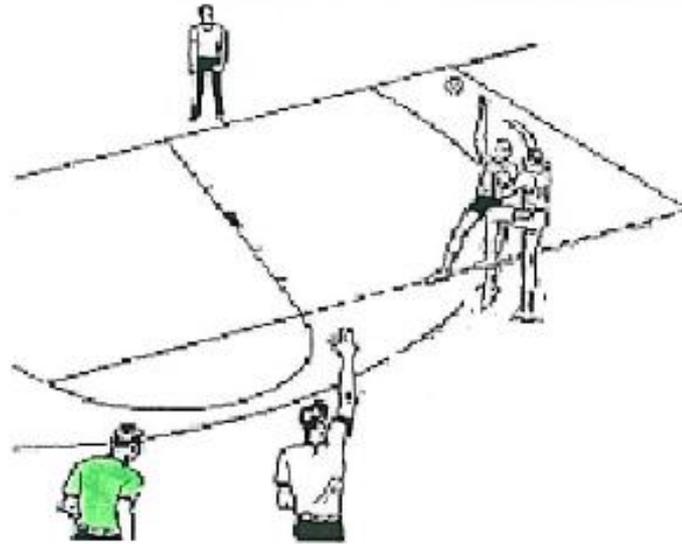
Is it safe to play?

1. Make sure no one is wearing jewellery (e.g. watches, chains)
2. Make sure the court is not slippery

Workbook

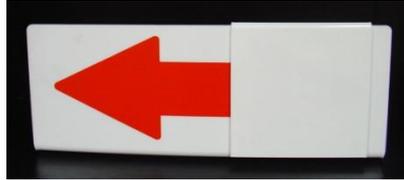
- 1. What will I need to bring to referee a game of basketball?
 - a. _____
 - b. _____
 - c. _____
 - d. _____

- 2. How do I know if the game is ready to start?
 - a. _____
 - b. _____
 - c. _____
 - d. _____



The coloured shirt referee should follow close behind the experienced official to observe their movements and to hear instructions that may be given to them.

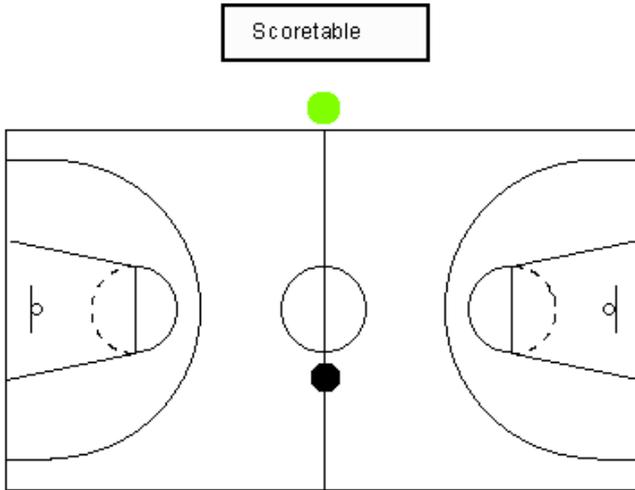
Starting other quarters



- Other quarters start with a team throwing the ball in from $\frac{1}{2}$ way.
- The possession arrow sits on the score table to remind everyone who gets the ball at the next held ball or start of a quarter.
- The team that did not get possession from the jump ball will get the ball at the next held ball or start of a quarter.
- After the throw in is taken, the arrow is changed to show that the next time the other team will get the ball.

Starting the Game - The Jump Ball

Positions at the start of the game



- The person tossing the ball stands at the jump ball circle, facing the score table. This person is the game “referee”.
- The other referee stands in front of the score table facing their partner. This person is the game “umpire”.

The person tossing the ball:

- Usually the more experienced referee will toss the ball to start the game
- They should check that their partner and the teams are ready before stepping into the circle
- The referee should not have the whistle in their mouth in case they get hit in the mouth by the ball



The Jump Ball



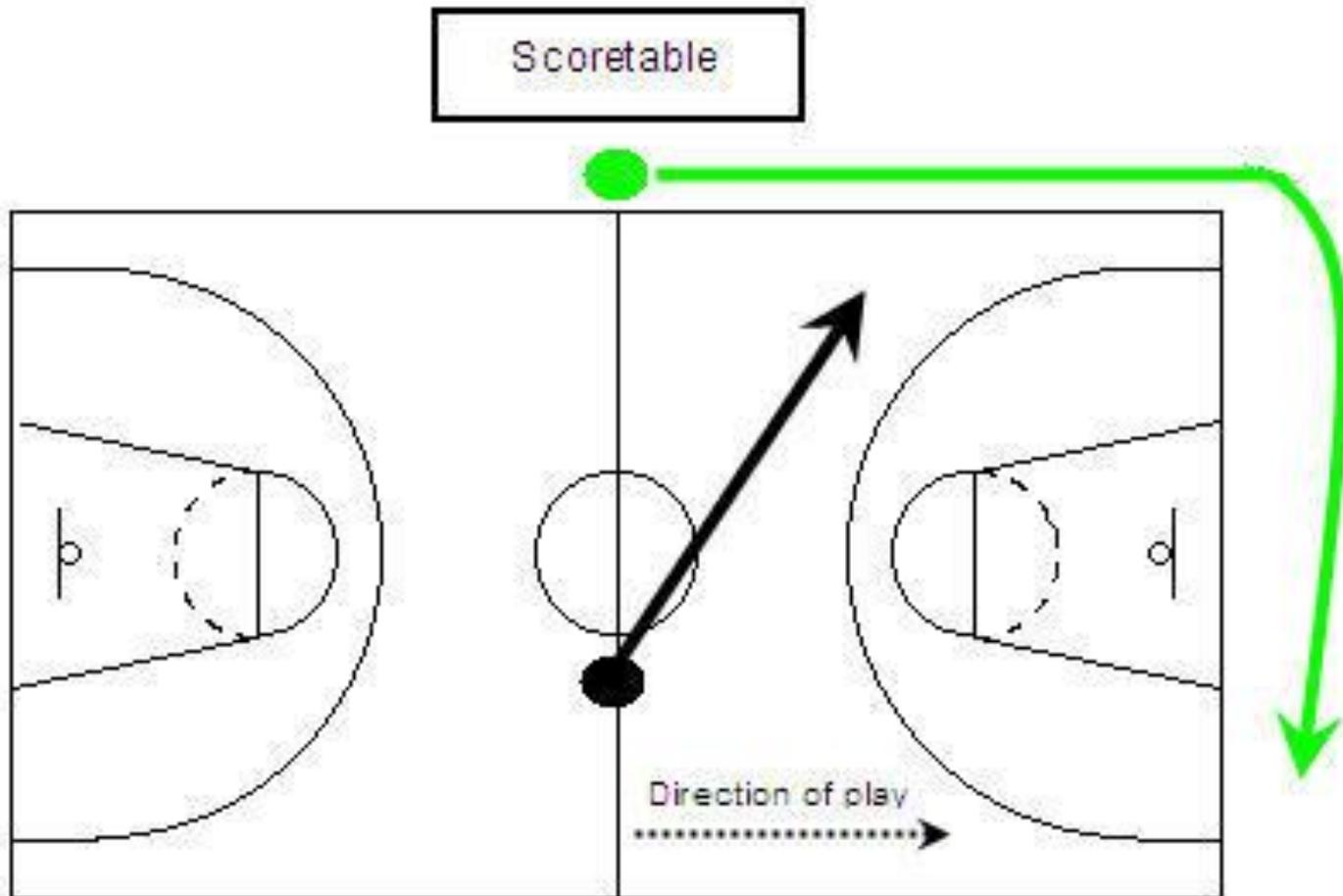
The ball is tossed higher than either player can reach to make sure they have to jump.



The umpire must signal that the clock is stopped and verify that the tap was legal.

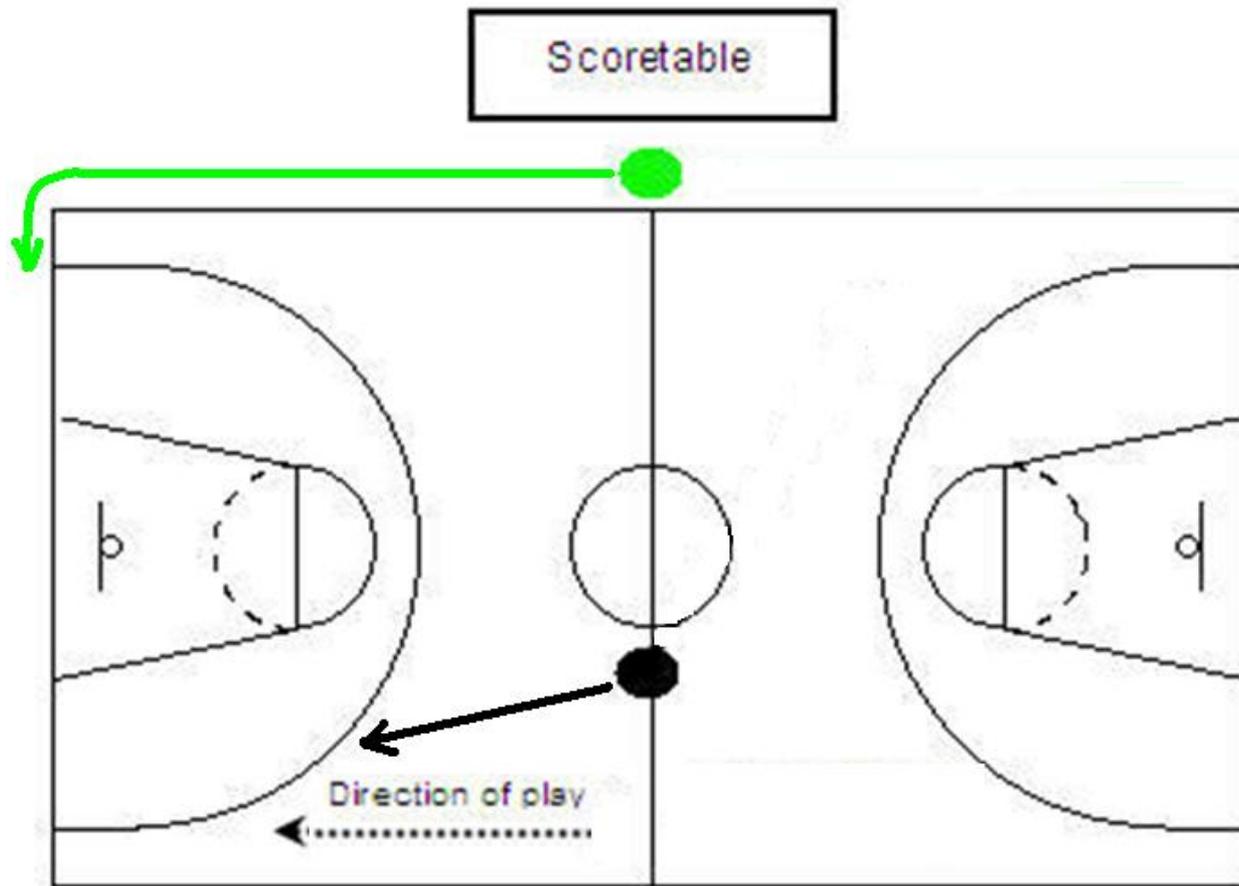
Position after the jump ball

The referee tossing the ball follows the direction of the ball and is behind the play.



Position after the jump ball

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Moving around the court

- Do NOT run backwards during a game as you may trip over.
- Run forwards and look back over your shoulder to see where the play is.
- The referees work as a team – one in front of the play and one behind the play.

“One in Front & One Behind” (or “Sandwich”) Principle



Referees adjust their position to the movement of the players. To cover the whole court the referees are on opposite sides of the court.

Use of the Whistle

- Blow your whistle in a short, sharp and strong manner to stop play.



Stopping the game

- **You should stop the game when:**
- There is any chance a player may be injured
- When the ball goes out of bounds
- When the siren sounds
- If you see a violation or a foul

Stopping the game

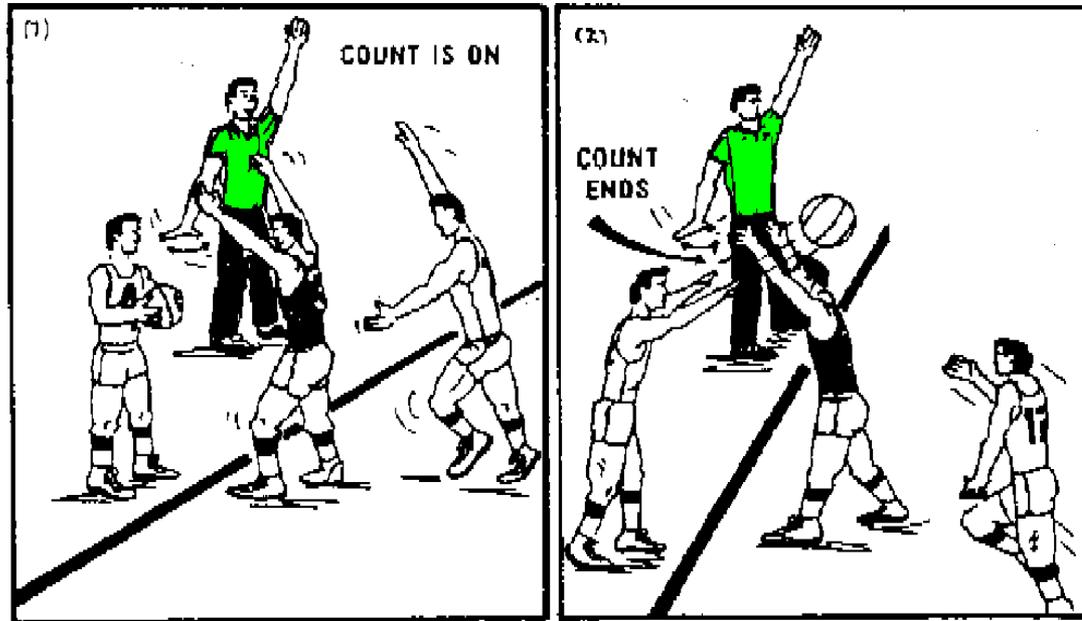


Stop Clock: The referee blows the whistle raising one arm. As soon as the arm is raised the clock stops. (Timing rules will vary in competitions).



Stop Clock for Foul: The referee blows their whistle raising their arm with a clenched fist. As soon as the arm is raised the clock stops (timing rules will vary in competitions).

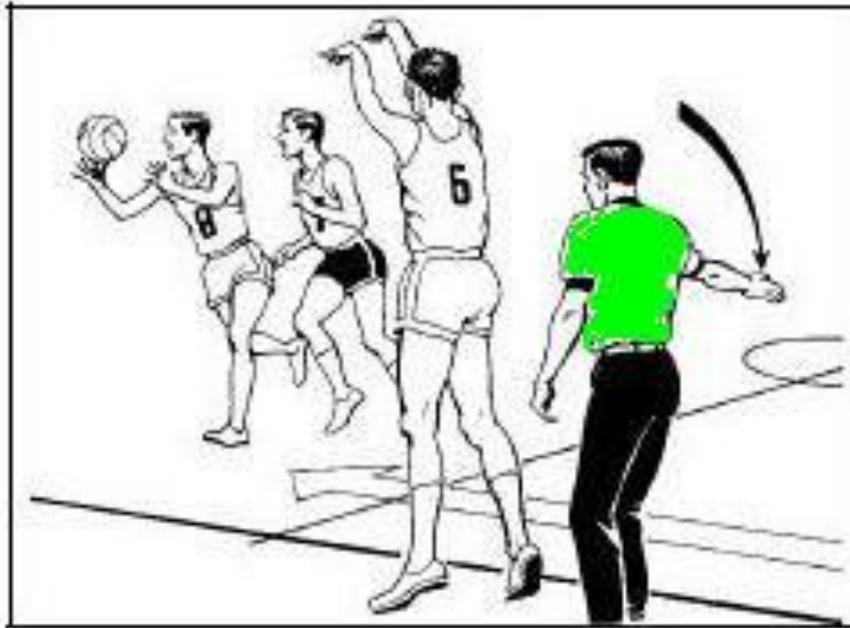
Restarting the Game



The referee hands the ball to the player and then does a visual count to five. If the ball is still in the player's hands a five then it is a violation.

The count ends when the ball is released

Restarting the Game



Once the ball touches a player on the court the referee signals the game clock to start by using a chopping action of his arm.

Using Signals

- During the game you will use signals to show what's happened



Scoring Signals

- The official behind the play signifies points scored:



One Point: This is awarded for a successful foul shot.



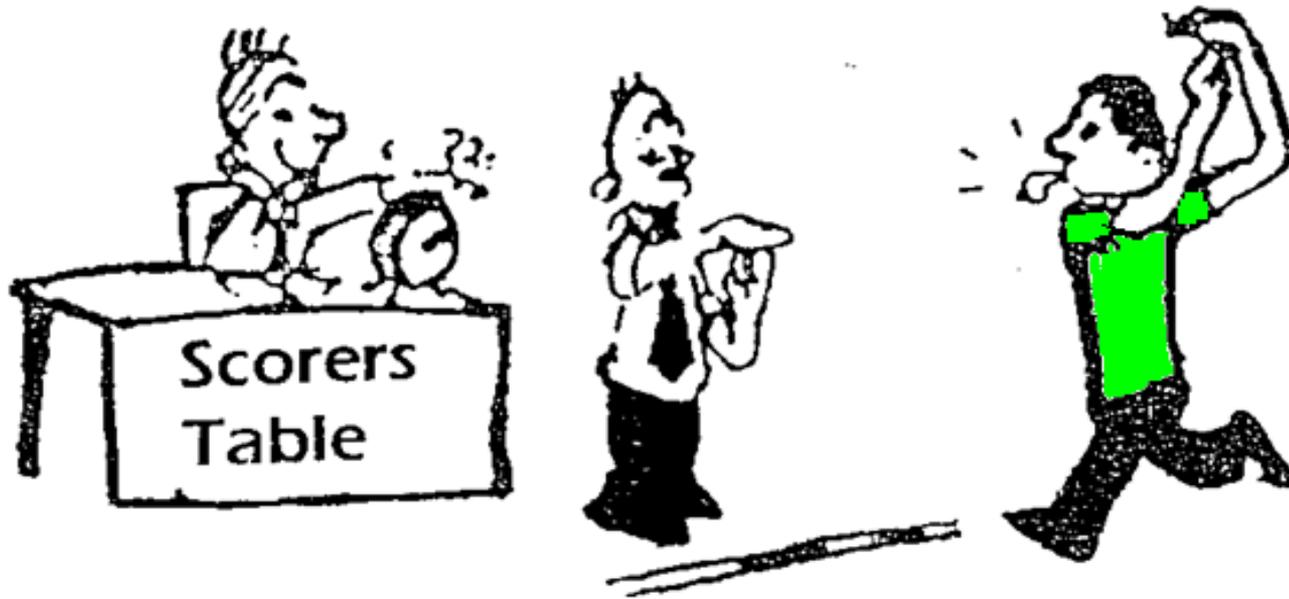
Two Points: Are awarded for baskets scored within the 3 point line.



Three Points: Awarded for a successful basket from behind the 3 point line.

Time Outs

- A time out is an opportunity for a team to have a rest or discuss team tactics. A time out lasts one (1) minute.
- A team can have a time out whenever the whistle has blown. The team wanting a timeout asks the score table who tells the referees at the next whistle.



Calling a Time out



Time out signal

The score table tells the referee that a time out has been requested by blowing the siren and making the time out signal. The referee blows their whistle and signals time out.

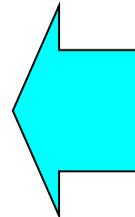
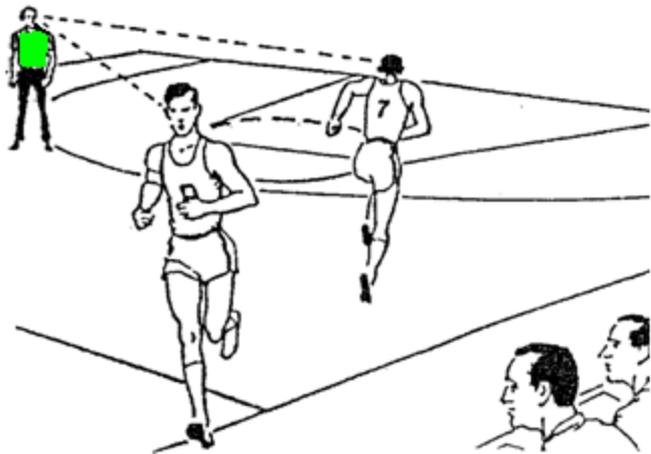
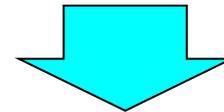
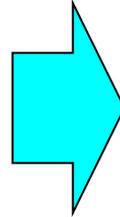
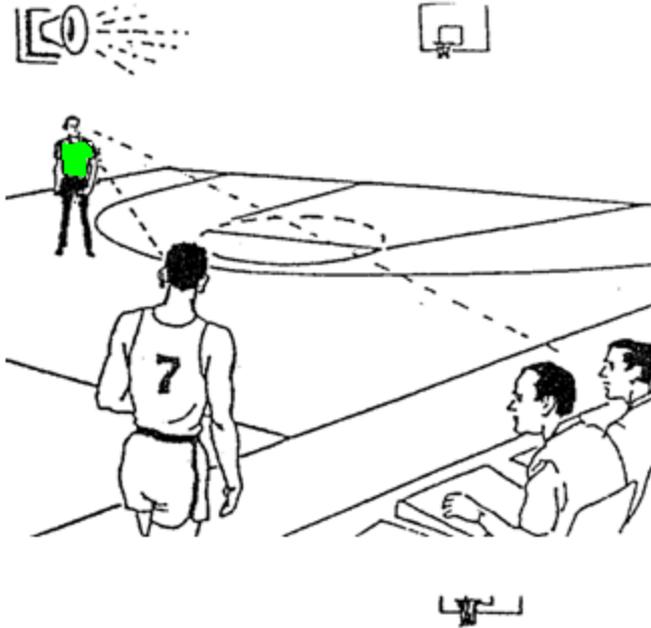
Substitutions

A substitution is when players can change on any whistle.



Substitution signal

Substitution Sequence



Workbook

- 3. How does the referee start the game of basketball?

- ---

- 4. Describe the signal for Time Out.

- ---

- 5. Describe the action the referee takes when a substitution is to happen.

- ---

Workbook

- 7. Describe the signal for a stop clock.

-

- 8. Describe the signal for a foul call stop clock.

-

A



B



- 9. What is the difference between the above diagrams?

-

Workbook

A



B



10. What is the difference between the above diagrams?

Common Foul Signals

Holding



Illegal use
of hands



Pushing



Grasp wrist

Strike wrist

Imitate push

Sequence for Calling a Foul



Referee sees the foul, blows their whistle while using the foul signal



Referee comes to the score table, indicates the player's team, number, the type of foul and the penalty.

Workbook



11. Label the foul signals in the above diagrams.

Workbook

A



B



C

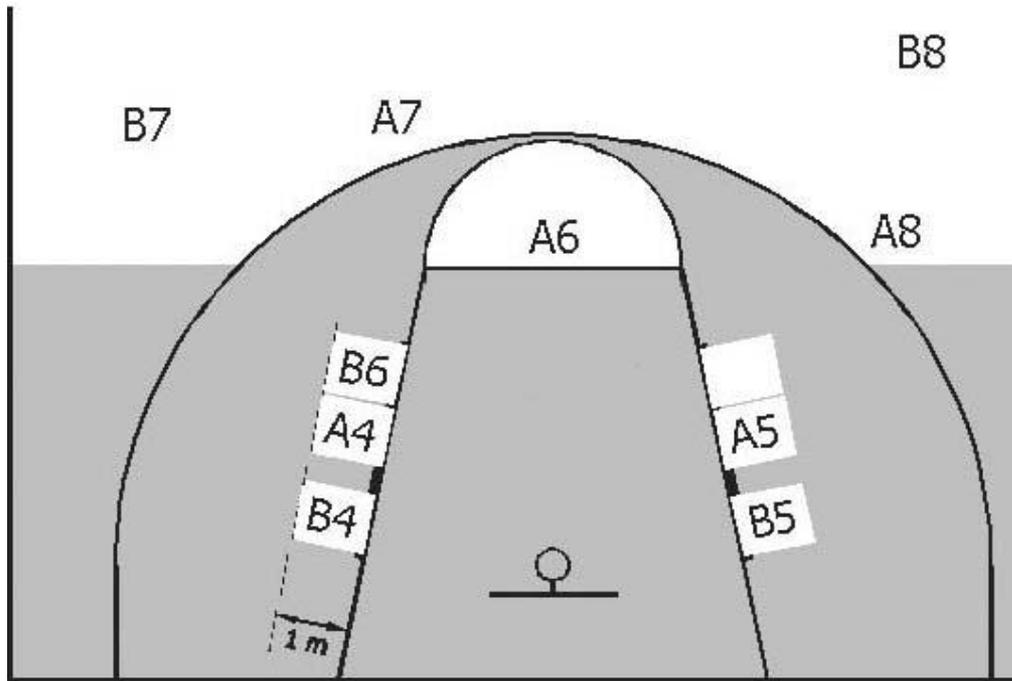


D



12. Label the hand signals in the above diagrams.

Free Throw Positioning



The players must line up in the illustrated positions with team A shooting the ball.

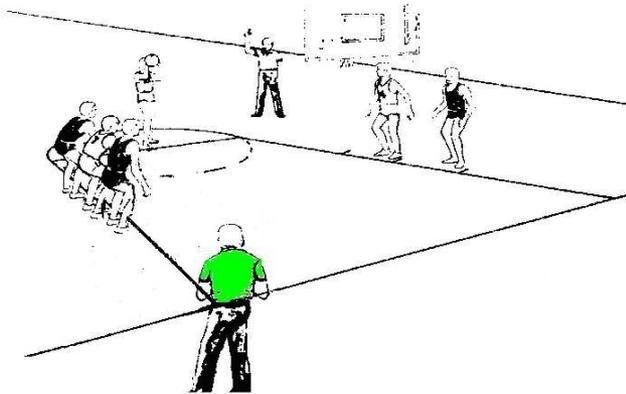
All players not lined up next to the key must stand behind the Free Throw line extended.

Free Throw Positioning



The referees are to watch the players to ensure they don't step over the line too early.

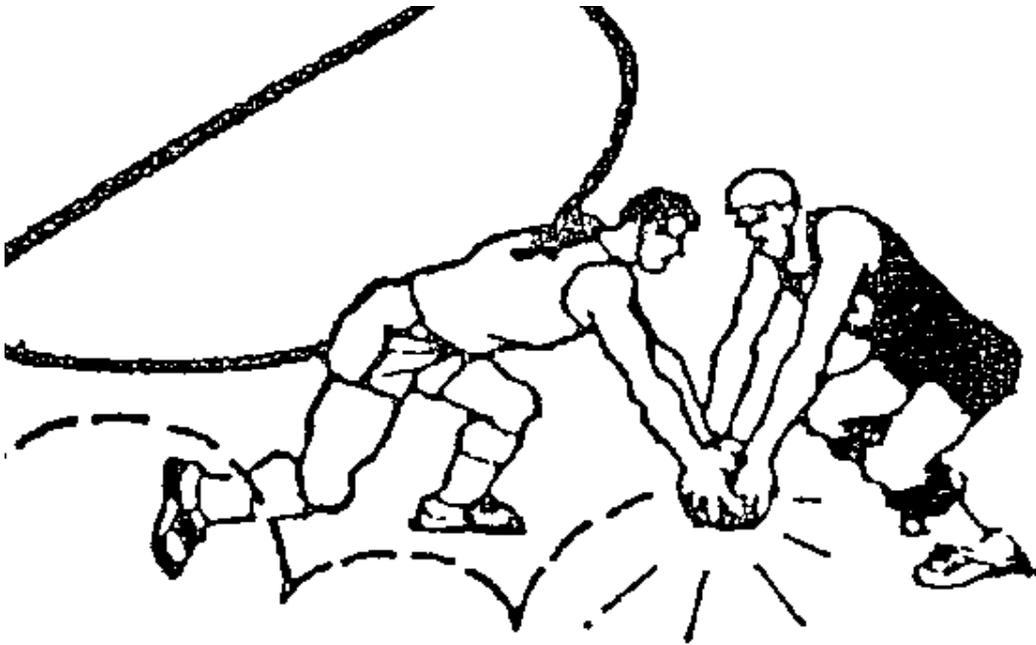
The following is when the players are allowed to step over the line:



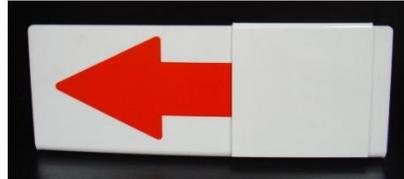
1. Shooter – Ball hits the ring
2. Players on key – When ball is released by the shooter
3. Players outside 3 point line – When the ball hits the ring

Held Ball Sequence and Alternating Possession

A held ball situation is called when opponents have hands so firmly on the ball that neither can gain control without roughness.



Possession Arrow



The *Possession Arrow* not only shows who gets to throw the ball in at the start of a quarter, it also shows who will get the ball in a held ball situation.

In a held ball situation, the team takes the throw-in at the spot nearest to where the held ball was called.

Common Violation Signals

Stop the clock
(together with whistle)
OR
Do not start clock



Out of bounds and/or
Direction of play



Travelling



Illegal Dribble



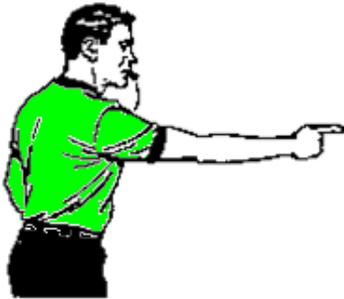
Sequence for Calling a Violation



Referee sees the violation, blows their whistle while using the violation signal



Referee signals the type of violation

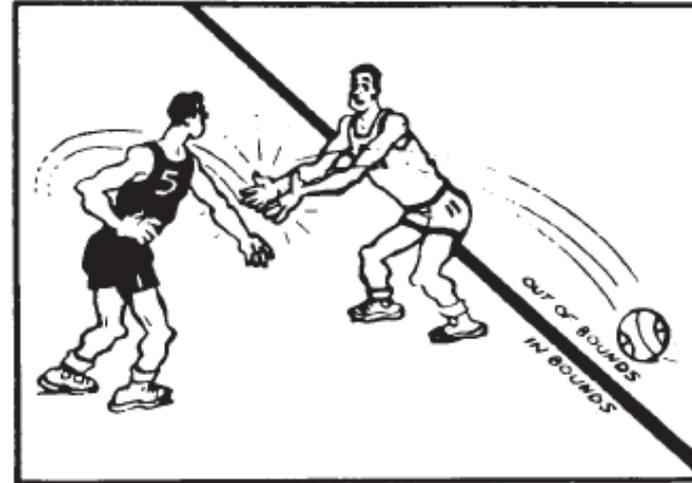


Referee indicates the new direction of play



Referee hands the ball to the player

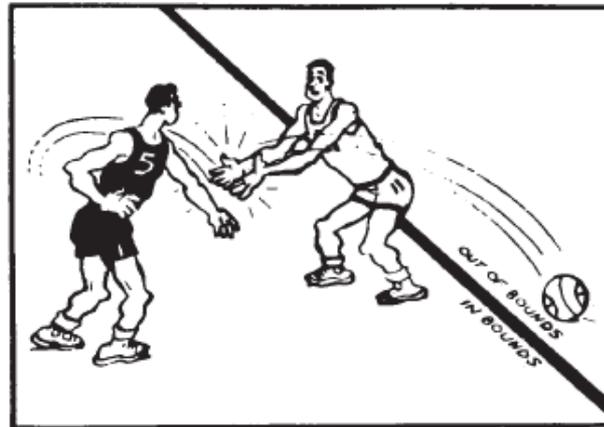
Out of Bounds



Workbook

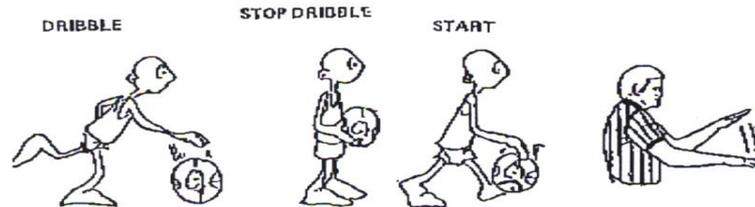


13. Label the violation signals in the above diagrams.



14. In the above diagram, who's ball is it?

Workbook



15. In the above diagram, what is the correct call?



16. In the above diagram, what should the referee call?