INTRODUCING

BASKETBALL

REFEREES
**FOR REFEREES**

To become a good referee it requires **FITNESS**, **GOOD EYES** and **GOOD REFLEXES**, plus a great deal of **COMMON SENSE** arising from a basic understanding of the game.

You can almost guarantee that for every decision you make during a game about half the players, coaches and spectators will disagree. Still there can be great rewards in terms of self-satisfaction of doing your best and maintaining control in sometimes, difficult circumstances.

Should you decide that ’Refereeing Is for you’ then there is a career path for referees up throughout a local Association (NPBA), to leagues such as NBL, ABL - (Breakers), World Champs, Commonwealth games and even up to the Olympic Games.

This booklet will attempt to simplify the job of refereeing to a bare minimum, providing a starting point for those interested in refereeing. It glosses over a lot of the rules and attempts only to give you enough to GET STARTED.

Be flexible out there and learn as you go, and have FUN!!!
THE JOB

To ensure that the game is played by the rules, while emphasizing fairness and safety.

THE RULES

Games are defined by rules. Rules are defined by:

1. The legality of the game
2. The nature of the competition
3. The skills to be tested

THE PRINCIPLES

COMPETENCY - know the rules and mechanics

INTEGRITY - base decisions on respect of the rules

IMPARTIALITY - be fair and show no favouritism

CONSISTENCY - have a continuous steady presence in the game

MORAL COURAGE - enforce the spirit and intent of the game

RESTRAINT - control your emotions

DIPLOMACY - appropriate communication

HUMILITY - do not compromise your position of authority by arrogance

FUN - play a part in ensuring the game is an enjoyable experience for all.
THE GAME OF BASKETBALL

PURPOSE OF THE GAME

The object of the game is to throw the ball into the opponent’s basket and prevent the opposing team from securing the ball or scoring, subject to the limit of the rules of the game. MOST POINTS SCORED WINS!!

THE TEAMS

Each team is made up of a maximum of 12 players

Five players on the court and the others are substitutes - "On the BENCH"

The Coach

The coach is the leader of the team.

They give advice to their players at courtside and arrange Players' substitutions, "On and off the Bench".
THE OFFICIALS

THE REFEREE - YOUR ROLE

- Officiate the game
- Call violations and fouls
- Award or cancel baskets when they are made
- Administer penalties according to the rules.

THE SCOREKEEPER

It is the responsibility of the scorekeeper to accurately record all details of the game on the scoresheet, especially all points and fouls committed. The scorekeeper must work in tandem with you, the referee.

THE TIME KEEPER

It is the Timekeeper's responsibility to accurately time each period of play. The Timekeeper starts the clock at the “jump ball” when the ball is first touched by one of the jumping players.

The Timekeeper stops the clock:

- Anytime the referee's blow their whistle, violation or foul.
- At the end of each period, when they sound the horn to indicate the end of playing time.
- If instructed to do so by you, the Referee. (The clock restarts when the ball is passed on to the court and is touched by a player.)

The Timekeeper also assists the scorer by watching the game at all times and confirming who has scored or committed a foul.

As with the Scorer, the Timekeeper must work in tandem with you, the Referee.
**START OF GAME**

The game commences with a “JUMP BALL” at the start of the game this is the only time that this is done.

Each team puts a player in the centre circle facing the direction they are attacking.

The other players must remain outside the circle until a player in the “Jump Ball” touches the ball, but they need not line up around the circle.

The players jumping must tap the ball to the other players, they may not catch the ball nor are they allowed to punch it with a closed hand.

Once the players team mate has possession of the ball that has just been tapped the POSSESSION ARROW will be placed in the direction of the opposite team to determine whose ball it is in the event of further Jump balls, whose throw in it is at the start of each quarter.

“Jump Balls” also occur

- When there is a held ball situation (when 2 opponents hold the ball at the same time)
- When the Referee does not know which team caused the ball to go “Out of Bounds”.
- When the ball lodges in the basket supports.

**COMMUNICATION**

Officials communicate to players, co-officials and coaches in three ways:

- With a whistle—which must be kept in the mouth and when the whistle is blown it should be modulated to show the severity of the Violation.
- It must be a HARD BLOW, with the voice – explain the violation
- With signals - SLOWLY, CLEARLY, SMARTLY and CONFIDENTLY performed.
**SUBSTITUTIONS**

It is vital that all players receive as much playing time as possible. The Team Coach can make substitutions freely, usually when there is any break in play.

A break in play occurs when the Referee blows their whistle to indicate a rule violation, foul or time out.

**HOW THE BALL IS PLAYED**

In basket ball, the ball is played with the hands.

It may be passed, shot or dribbled in any direction within the limits of the Rules of the Game.

It is a violation to run with the ball, intentionally kick the ball, or strike the ball with the fist.

To accidentally touch the basketball with the foot or leg is NOT a violation.
**OUT OF BOUNDS**

The basketball is "Out-Of-Bounds" when it touches a player, spectator, the floor, or any object, including the support, back or top of the backboard, on or outside of the boundary lines.

To cause the ball to go out-of-bounds is a violation and is penalized by awarding the ball to the opponents for a throw-in.

When the ball goes out-of-bounds the Referee must blow the whistle and point in the offensive direction of the team to get the ball.

If the Referee is in doubt concerning which player touched the ball last, causing the ball to go out-of-bounds, a "jump ball" will be conducted and the ball will be given to the team the direction the possession arrow is pointing.

(A player is out-of-bounds when they touch the floor on or outside the court boundary lines).

**THROW IN**

A player shall take a throw-in from out-of-bounds at the closest point to the infraction (foul or violation) at the place indicated by the Referee.

From the moment the ball is at the disposal of the player they have five (5) seconds to throw the ball to another player on the court.

When a throw-in is being taken, no other player may have any part of their body on or over the side or end line, otherwise the throw-in is retaken.

The referee is required to handle the ball when the throw-in is taken from out-of-bounds.
**PROGRESSING WITH THE BALL**

A player may not move (run) while carrying the basketball. (Travel)

If a player wishes to progress the ball they may dribble, that is, bounce the ball with one hand onto the ground.

A player who receives the ball whilst standing still may pivot, using either foot as the pivot foot.

“PIVOTING” means moving one foot in any direction whilst the other remains in contact with the ground.

A player who receives the ball whilst they are progressing, or upon completion of a dribble, may use a two-count rhythm in coming to a stop or releasing the ball.

A player who receives the ball whilst standing still or comes to a legal stop holding the ball:

- May lift the pivot foot or jump, when they shoot for goal, or passes, but the ball must leave their hands before one or both feet touch the floor again
- May not lift the pivot foot in starting a dribble before the ball leaves their hands.

To progress with the ball in excess of these limits is a violation, and the ball is awarded to the opponents for a throw-in.

A player is not allowed to:

- Dribble the ball with hands at the one time
- Let the ball come to rest in the hand(s) and then continue to dribble.
**THREE SECOND RULE**

A player is forbidden to remain **LONGER THAN THREE SECONDS** in the opponents “Restricted area” when their team has possession of the basketball.

The “Restricted area” is the surface limited by the baseline, the free throw line and the two zone lines. The line forms part of the “Restricted area”.

It is recommended that this rule be applied with the greatest tolerance.

The three-second rule must be enforced rigorously when a player intentionally stays inside the area in order to receive the ball.

On the contrary, it is not necessary to enforce it when a player who takes no part directly in their team’s play stays accidentally inside the area.

An infraction of this rule is a violation and the ball is awarded to the opponents for a throw-in.

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**COMMUNICATION**

*In many games you quite possibly could call a foul or violation every trip down the court – don’t!*

*Pick the significant ones, let the rest go.*

*Give a little coaching to the players and let them have FUN.*

*The less experienced the players, the more flexible you may be with your calls.*
**BEHAVIOUR RULES**

**THE SPIRIT OF THE GAME**

In Basketball, players should always show **THE BEST SPIRIT of CO-OPERATION and SPORTSMANSHIP.**

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**ALL THOSE PLAYERS WHO ACT DELIBERATELY IN AN UNSPORTSMANLIKE OR INCORRECT MANNER MUST BE EXPELLED FROM THE GAME!**

Basketball is in essence a NON CONTACT game.

Players, when either defending or attacking, should make every effort to avoid contact with their opponents.

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**TYPES OF FOULS**

- Pushing or charging without the basketball
- Holding
- Illegal use of the hands
- Blocking
- Charging
- Excessive swinging of elbows
- Foul by team in control of basketball
- Double Foul & Technical Foul
- Unsportsmanlike Foul & Disqualifying Foul
**Rules on Contact**

**General Rule:**

When contact occurs between two opponents, it is the Referee’s duty to determine the responsibility for this contact, been made intentionally or not, and to administer the proper penalty.

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Most of the fouls, which occur in a game, involve the person with the basketball and the majority of them are obvious.

Basically, the player with the ball cannot be touched by an opponent unless it is on the hand holding the ball.

Illegal use of hands, contact on the arms, holding, pushing, tripping, etc, are fouls.

Focus on situations where there are body collisions between an offensive and a defensive player.

Remember, the defensive player has a right to be at any spot on the court and is under no obligation to move just because the ball carrier wants to go through.

The defensive player cannot use arms or legs to impede the ball carrier, but if the centre of the body is in the offensive player’s way, the offensive player fouls if they run into the defensive player. (Offensive, charging foul).

If the contact is minor however, just ignore it providing the offensive player seeks to find a new path.
**PRINCIPLE PERSONAL FOULS**

**DEFENSIVE FOULS**

BLOCKING consists of impeding the progress of a player who is not in possession of the basketball with the extended arms, or the hips and knees.

HOLDING consists of reducing an opponent’s freedom of movement.

PUSHING consists, particularly, of causing contact by approaching an opponent from behind.

**OFFENSIVE FOULS**

CHARGING is the type of contact caused by the forward movement of a player who has just taken a shot at the basket and does not try to avoid an opponent.

THE CHARGING DRIVE consists of the dribbler causing contact with an opponent situated in their path or trying to drive between two defenders when they have no room to do so.

The job of the Referee when the ball is in play is basically to protect the rights of both the “offensive” and “defensive” players.

All players should be able to move or stand anywhere they like on the court providing they do not displace an opposition player in doing so.

A fair degree of contact between players occurs in any game of basketball but the Referee needs only to get concerned about it when the player causing the contact gets some sort of advantage out of it. If this happens, a ‘foul’ has occurred and the Referee then must make a decision.

The “foul” is recorded next to the players name on the scoresheet. Any player who gets five fouls is no longer able to participate in the game. A substitute from “the bench” may take their place.
PERSONAL FOULS

SIMPLE or NORMAL FOUL

Personal contact occurs and results in an advantage not intended by the Rules, the Referee shall call a personal foul against the player responsible for the contact.

When the foul is committed on a player NOT in the act of shooting, the ball is awarded as a throw-in to the player of the offensive team or one of their teammates.

When a foul is committed on a player in the act of shooting, that player is awarded two (2) free throws if the shot for goal is not successful. One (1) free throw is awarded if the shot is successful.

When free throws are awarded and the last free throw is successful the game is restarted with a throw-in by the opponents from the end line.

DOUBLE FOUL

A “double foul” is a situation in which two (2) opponents commit fouls against each other at approximately the same time.

A personal foul shall be recorded against each of the offending players and the game is resumed with a throw in by the team whom the possession arrow is pointing to at that time.

JUMP BALL

When two opposing players have equal possession of the basketball, rather than following a tug-of-war to develop, where a foul will inevitably occur, the Referee should blow the whistle to stop play and call a “Jump Ball.”

This is administered just as in the jump ball to start play with the team who has the direction of the possession arrow.
UNSPORTSMANLIKE FOUL

An unsportsmanlike foul is a personal foul, which in the opinion of the Referee was deliberately committed by a player who repeatedly commits unsportsmanlike fouls may be disqualified.

Two free throws are awarded to the player who was fouled by an unsportsmanlike foul, unless this player was shooting and succeeded in scoring.

After the free throws, whether or not the last free throw was successful, the ball shall be thrown back into play by any player of the free thrower’s team from out-of-bounds at mid-point (halfway line) of the sideline.

DISQUALIFYING FOUL

This is a flagrant, unsportsmanlike foul, committed by a player on an opponent with the deliberate intention to contact them roughly.

The Referee immediately expels a player who commits a disqualifying foul from the game. A substitute from “the bench” may take their place.

Two free throws are awarded to the player who was fouled, unless this player was shooting and succeeded in scoring then one free throw will be awarded. After the last free throw whether or not it was successful, the ball shall be thrown back into play by any player of the free thrower’s team from out-of-bounds at mid-point (halfway line) of the sideline.

A player whom has been disqualified must leave the court area all together. They are no longer allowed to watch or play any part in that game.
THE FREE THROW

If a player is fouled in the act of shooting and the shot misses, the shooter is awarded two free throws or three free throws if the shot was taken beyond the three-point line.

If the shot is successful one free throw is awarded.

When free throws are awarded, the must be taken by the player who is fouled.

The player stands behind the free throw line while the teams line up and is handed the ball by the referee.

Whilst the player is attempting the free throw, the player must not touch the free throw line or the playing court beyond.

Only players from the defending team may occupy the two places nearest the basket.

Players who occupy lane places shall take up alternative positions.

Successful foul shot scores one point.

After the foul shot the ball is returned to the foul shooter by the referees.

After the second shot, the ball is in play. If it misses, the game proceeds as it would after any missed shot with both teams attempting to rebound the ball.

The players lining up on either side of the foul lane may rebound a missed shot as soon as the ball leaves the foul shooters hand.

If the second shot goes in, the team not shooting the foul shot takes the ball behind the end line and throws it into play, the same as after a successful basket in normal play.
Introduction to Basketball - Referees

There are many, many aspects of refereeing a game of Basketball, which you will pick up as you gain experience.

The following are some “Good Calls” which will assist you as you learn.

1. The team with the ball is attacking on “Offense” and the other team is defending it’s basket on “Defence”.

2. If a foul is made on an “Offensive” player who is not shooting, the foul is counted and the team is given back the ball to pass in at the line nearest to where the foul or violation occurred.

3. Once they have “left the ground”, a player in the air with the basketball must be allowed a place to land providing their path was clear at “take off”.

4. This means a defensive player cannot move into the offensive player’s path after they have left the ground. If the defender was in position before the player left the ground, they have a perfect right to be there.

5. You should watch carefully when a player is taking a shot. Even very slight contact is liable to put off the shooter and fouls should be called. At the same time remember defensive players have the right to an established position and may legally lift their hands straight above and even jump straight up.

6. If the defender is stationary in the vertical position and a bit of “chesting” occurs or the shooter comes into contact with the defenders hands or arms, this is the offensive players problem. Defenders in these situations are within their rights and it is normally a “play-on” decision. Of course, the defensive player may also block the shot but if the arms move out of the vertical, contact is illegal.

7. Two officials usually referee games but often there may only be one referee. If you Referee alone, you should keep a position on the court where you can best see the play, stay out of the player’s way and be able to quickly get to the other half of the court when the directions of play changes.

8. Normally, a single official will operate on the scorebench sideline in the half court area between the foul lines.

9. When two officials are present they should try and “sandwich” the action between them so one is ahead of the play and on behind, and on opposite sidelines. There are some rather complex rules about the mechanics of how the two officials interact but basically if you can maintain the “sandwich” principle you are doing okay. The rest will come in time.

10. The Referee whom is in front of the play is the “Lead official” and the Referee behind the play is the “Trail official”.

11. A successful shot scores two points for the team, which “made the basket” or three points if the shot was taken from behind the three point line. When this occurs the other team must take the basketball out behind their end line, and then throw it back into play. The referee does not need to touch the basketball or blow the whistle after a score but signal a successful basket to the people recording the scores on the score table. Three fingers (both hands up) “three points” – Two fingers “two points”.

12. A Referee is greatly aided through the ability to “sell” decisions by learning the basic signals which communicate decisions to everyone in a professional, calm way. If you do not know the correct signal, do not hesitate to use you voice.

13. There is a sequence in which signals should be given but to start off just worry about letting the person who fouled know what you called on them. (If you don’t know the signal – tell them). Make certain the score table knows who the foul is on so that it can be recorded against their name.

14. Make certain you blow your whistle – that will stop the action and give you everyone’s undivided attention so that you can indicate just what happened.

“Call ‘em as you see them is a pretty good philosophy for a Referee to abide by. Do not anticipate or call what you “think might have happened”. If you see it, CALL IT, do not guess!
### Official's Signals

<table>
<thead>
<tr>
<th>Action</th>
<th>Signal Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>TWO POINTS</strong></td>
<td>Sift arms across body</td>
</tr>
<tr>
<td><strong>CANCEL SCORE</strong></td>
<td>Open palms, Fingers together</td>
</tr>
<tr>
<td><strong>STOP THE CLOCK</strong></td>
<td>Rotate fists</td>
</tr>
<tr>
<td><strong>TRAVELLING</strong></td>
<td>Hold up number of player</td>
</tr>
<tr>
<td><strong>ILLEGAL DRIBBLE</strong></td>
<td>3 SECOND RULE INFRINGEMENT</td>
</tr>
<tr>
<td><strong>PERSONAL FOUL</strong></td>
<td>Clenched fist</td>
</tr>
<tr>
<td><strong>TO DESIGNATE OFFENDER</strong></td>
<td>Hold up number of player</td>
</tr>
<tr>
<td><strong>PUSHING</strong></td>
<td>Signal foul, imitate pushing</td>
</tr>
<tr>
<td><strong>ILLEGAL USE OF HANDS</strong></td>
<td>Signal foul, strike wrist</td>
</tr>
<tr>
<td><strong>HOLDING</strong></td>
<td>Signal foul, grasp wrist</td>
</tr>
<tr>
<td><strong>BLOCKING</strong></td>
<td>Both hands on hips</td>
</tr>
<tr>
<td><strong>BALL RETURNED TO BACK COURT</strong></td>
<td>Finger extended</td>
</tr>
<tr>
<td><strong>UNSPORTSMANLIKE FOUL</strong></td>
<td>Grasp wrist</td>
</tr>
<tr>
<td><strong>DOUBLE FOUL</strong></td>
<td>Waving clenched fists</td>
</tr>
<tr>
<td><strong>VIOLATION OUT OF BOUNDS</strong></td>
<td>A. Violation signal</td>
</tr>
<tr>
<td><strong>CHARGING</strong></td>
<td>B. Direction of play</td>
</tr>
<tr>
<td><strong>TWO FREE THROWS</strong></td>
<td>Clenched fists striking open palm</td>
</tr>
<tr>
<td><strong>ONE FREE THROW</strong></td>
<td>Fingers together</td>
</tr>
<tr>
<td><strong>JUMP BALL</strong></td>
<td>Index finger</td>
</tr>
<tr>
<td><strong>THUMBS UP</strong></td>
<td>Thumbs up</td>
</tr>
</tbody>
</table>

**Legend:**
- "One Finger, one Point" "Flag" from wrist