

REFEREE



**KIWI
HOOPS**



KIWI HOOPS REFEREE

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WELCOME

Welcome to the Basketball New Zealand Guide to the Rules of Junior Basketball. You're one step away from helping provide a fantastic experience for young players.

This guide is for everyone involved with junior basketball for young people under 13 years of age. If you're a player, parent, coach, volunteer or new referee this guide will teach you the rules of junior basketball. These rules are used in BBNZ's junior basketball programme Kiwi Hoops.

Kiwi Hoops is the BBNZ junior basketball programme for young people under 13 years of age. Kiwi Hoops modifies the adult game of basketball to meet the development needs of young players. This includes smaller courts, smaller balls, lower hoops and simple rules.

Referees play an important role in the long term development of players and it is important that referees understand how competition is being used to develop players at the different stages of the Kiwi Hoops programme.

This guide presents the rules for junior basketball, based on the FIBA Rules of Mini-Basketball. As the introduction of rules needs to match the physical and mental development of the young players, it also suggests the most appropriate time to introduce each rule.

BBNZ encourages all junior basketball to follow these guidelines. Enjoy reading and we'll see you out on the court helping our kids have fun playing basketball including course content and outcomes and assessment details.

THE ROLE OF THE REFEREE

Referees have a huge role in providing a great experience for young players. Junior basketball is all about the fun of playing sport and developing skills. The focus of the referee is to help provide a fun experience for the players. This requires an understanding of the players' physical and mental development. This course has been designed to provide simple rules for junior basketball that can be applied to games as players develop greater understanding and ability.

In many ways the role of the referee in junior basketball is more of a coach, helping the players to enjoy playing and gain a basic understanding of the key rules of the game. Referees should use common sense in applying the rules to each game, giving consideration to the ability and attitude of the players. When judging personal contact and violations, referees should not stop the flow of the game unnecessarily, maintaining a balance between game control and game flow.

There is the need to find a balance between educating the players to play within the rules and contributing to their enjoyment of playing the game. Talking to players at this level is a better approach than blowing the whistle. This practise is particularly encouraged when dealing with violations. Encouraging players to "mind your feet", "get the ball over half" or "get out of the three second area" both draws the attention of a player to the potential violation yet allows them to continue playing. When time allows, such as breakages in play, it may make sense to talk directly to a player who may be constantly infringing.

The following section outlines the different stages of the Kiwi Hoops programme. As a referee it is important to familiarise yourself with the different stages so that you are able to provide the most appropriate support and guidance to the young people on court.

KIWI HOOPS JUNIOR BASKETBALL PROGRAMME

Junior basketball is played in lots of different ways by young people. Kiwi Hoops provides a standard recommended way to play depending on the age and stage of the players. There are four stages to the Kiwi Hoops programme.

Kiwi Hoops: Bounce Ball (Ages 5 - 7)

| | |
|---|--|
| Game format | 3 v 3 |
| Game Duration | 15 minutes (2 x 7 minute halves, one minute break). Running clock only, no time outs. |
| Court Size | 1/2 court , or 1/3 court |
| Court Set Up | 2 hoops at each end of each court (netball hoops or hula hoops can be used if no basketball hoops are available) |
| Hoop Height | 8 foot |
| Ball Size | 3 or 5 |
| Positions | No positions, encourage players to spread out on the court. Use colour bands for player to player defence |
| Scoring | Score will not be kept |
| Substitutions & Player Rotations | Rolling substitutions to ensure all players get equal court time. No rotations required |
| Start of Play | Ball toss for each half |
| Referee | Kiwi Hoops Coach |
| Rules | The role of the Kiwi Hoops Coach is to help players learn these rules as their development allows. Playing the Ball Out of Bounds Illegal Dribble Travelling Defensive Retreat Personal Foul |

Please note: Game format may vary due to available time, space, equipment and conditions.
Please check with your provider.

Kiwi Hoops: Mini Ball (Ages 7 - 9)

| | |
|---|--|
| Game format | 5 v 5 |
| Game Duration | 20 minutes (2 x 10 minute halves, two minute break). Running clock only, no time outs |
| Court Size | 1/2 court , or smaller court 22m x 12m or similar dimensions |
| Court Set Up | 2 hoops at each end of each court |
| Hoop Height | 8 foot |
| Ball Size | 5 |
| Positions | No positions, encourage players to spread out on the court. Use colour bands for player to player defence |
| Scoring | Score will be kept but not be visible Free throws 1 point, field goals 2 points (no 3 point goals) |
| Substitutions & Player Rotations | Rolling substitutions to ensure all players get equal court time No rotations required |
| Start of Play | Ball toss for each half |
| Referee | Kiwi Hoops Coach |
| Rules | The role of the Kiwi Hoops Coach is to help players learn these rules as their development allows. Playing the Ball Out of Bounds Illegal Dribble Travelling Defensive Retreat Personal Foul Technical Foul |

Please note: Game format may vary due to available time, space, equipment and conditions.
Please check with your provider.

Kiwi Hoops: Pro Ball (Ages 9 - 11)

| | |
|---|---|
| Game format | 5 v 5 |
| Game Duration | 32 minutes (2 x 16 minute halves, two minute break) Running clock only, one time out per half |
| Court Size | Full court , or smaller court 22m x 12m or similar dimensions |
| Court Set Up | 2 hoops at each end of each court |
| Hoop Height | 10 foot (full size) |
| Ball Size | 5 |
| Positions | No positions, encourage players to spread out on the court. Use colour bands for player to player defence |
| Scoring | Score will be kept Free throws 1 point, field goals 2 points (no 3 point goals) |
| Substitutions & Player Rotations | Rolling substitutions to ensure all players get equal court time No rotations required |
| Start of Play | Ball toss for each half |
| Referee | Kiwi Hoops Coach, Kiwi Hoops Referee or Community Referee |
| Rules | The role of the Referee is to help players learn these rules as their development allows. Playing the Ball Out of Bounds Illegal Dribble Travelling Return to Back Court Three second Rule Five Second Rule Personal Fouls Technical Fouls |

Please note: Game format may vary due to available time, space, equipment and conditions.
Please check with your provider.

Kiwi Hoops: All-Star Ball (Ages 11 - 13)

| | |
|---|--|
| Game format | 5 v 5 |
| Game Duration | 32 minutes (2 x 16 minute halves, two minute break; or 4 X 8 minute quarters) Running clock only, one time out per half (last minute of play in the second half the clock is stopped for violations) |
| Court Size | Full court (28m x 15m) |
| Court Set Up | 2 hoops at each end of each court |
| Hoop Height | 10 foot (full size) |
| Ball Size | Size 6 for boys, size 5 for girls |
| Positions | Guard x 2, forward x 2, centre x 1 Player to player defence |
| Scoring | Score will be kept Free throws 1 point, field goals 2 points and 3 points |
| Substitutions & Player Rotations | Substitutions to scorebench Rotations throughout the game to ensure equal opportunities for all |
| Start of Play | Ball toss and then possession arrow |
| Referee | Two Kiwi Hoops or Community Referees per game if available. |
| Rules | The role of the Referee is to help players learn and apply these rules as their development allows. Playing the Ball Out of Bounds Illegal Dribble Travelling Return to Back Court Three second Rule Five Second Rule Eight Second Rule Personal Fouls Technical Fouls |

Please note: Game format may vary due to available time, space, equipment and conditions.
Please check with your provider.

HOW THE GAME IS PLAYED

Playing time

The length of the game is determined by the stage of the programme or level of the competition. For 5 to 8 year olds the recommended game length is 20 minutes (2x 10 minute halves). For 9 to 12 year olds the recommended length is 32 minutes (either in 2 x 16 minute halves or 4 x 8 minute quarters).

Beginning the game

The game is started by a jump ball in the centre circle and begins when the ball is tapped by one of the jumpers. The referee makes the toss between any two opponents.

Jump Ball

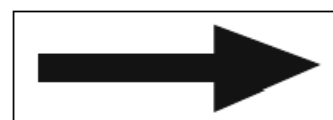
A jump ball occurs when the referee tosses the ball in the centre circle between any two opponents at the beginning of the game. During a jump ball, the two jumpers stand inside the half of the circle nearest to their own basket. The non-jumpers remain outside the circle until the ball has been tapped. Other players may take any position on the court outside of the centre circle and do not have to stand still during the jump ball.



Alternating Possession Procedure

After the start of the game possession alternates between teams at the start of each period and in the following situations:

- Held ball (occurs when two opponents have one or both hands firmly on the ball so that neither can gain control without undue roughness).
- Unknown out of bounds.
- Ball lodges between the backboard and the ring.
- Game is stopped with neither team in control.



ALTERNATING POSSESSION ARROW

Scoring

The winner of a game of basketball is determined by the team scoring the greater number of points.

Goals from the field score 2 points. It is recommended that for 11 and 12 year olds the three point line is also introduced and 3 points are awarded if the ball is released from outside the three point line.

Free throws may be awarded to a player resulting from a foul committed by the opposing team. Each successful free throw scores 1 point.

If the ball passes through the basket from below no points are scored and a violation is called.

If a team accidentally scores a goal in the wrong basket, the points are awarded to the captain of the opposing team (if a score sheet is being used).

Substitutions

It's recommended that rolling substitutions are allowed throughout the game to help ensure equal opportunities for all players.

For 11 and 12 year old competitive games with a score bench substitutions may be made by request when a substitute goes to the score-table and asks for a substitution. Substitutions are permitted by either team when the whistle is blown to stop the game and after a successful free throw.

Player to player defence

For player development and game enjoyment players under 15 years of age must play "Player to player" defence – i.e. they must defend one player, not an area on the court, or gravitate to defending the player with the ball.

Generally in junior basketball, this is up to the referees to monitor. Rather than calling a violation, referees should talk and inform players about this. Words such as "find your player" and "who are you marking" may be a means of dealing with this. Continued infringement of this may require a whistle and a general talk to all players, or alternatively approach the coach. If infringing continues the referee may call a violation on the defending team.

RULES OF THE GAME

There are two types of rules used in junior basketball, violations and fouls. There are 11 rules in total that may be applied to junior basketball games.

FIBA provides a good guide to the introduction of rules for junior basketball:

When the children are ready the game would start with the following basic rules:

- To win the game you must score more baskets than your opponents.
- You need to keep yourself and the ball inside the playing area (player out of bounds & ball out of bounds rule).
- You cannot walk or run while holding the ball; so in order to move on court you must dribble (travelling rule).
- You cannot dribble with two hands at the same time or dribble again after catching the ball (illegal dribble).
- You cannot make unfair contact (personal foul).

The introduction of rules needs to match the physical and mental development of the young players. This guide recommends the most appropriate time to introduce each rule in the Kiwi Hoops programme.

The full set of rules in this guide applies to teams which are playing at a competent or advanced level of junior basketball.

VIOLATIONS

Violations are infringements of the rules. When one of the following violations occur, the ball is awarded to the opposition team at the nearest point to where the violation occurred out of bounds.

When a violation occurs directly behind the backboard the opposition team should throw the ball in from the side of the backboard.

The following eight rule violations are introduced progressively as players develop their physical and mental skills.

PLAYING THE BALL (RULE 1)

Violation: When a player intentionally uses their leg or feet to contact the ball or strikes it with the fist.

During the game the ball is played with the hand(s) only. However, to accidentally come in contact with the ball with any part of the leg is not a violation.

Apply from age 5. Young and new players may need help from the referee to learn this rule.



OUT OF BOUNDS (RULE 2)

Violation: When a player with possession of the ball, or the ball, is out of bounds.

Out of bounds includes the side-lines and end-lines, the floor and objects outside of these lines. Any structures, supports, lights, overhangs and the back of the backboard are also considered out of bounds.

A player is out of bounds when they contact any of the above.

The ball is out of bounds if it touches any of the above or a player who is out of bounds.

Throw in from Out of Bounds

A throw-in occurs when the ball is passed into the court from out-of-bounds, at the place indicated by a referee, except if it is after a field goal or a last successful free throw. A referee must hand or toss the ball to the player who is to take the throw-in. Once they have the ball from the referee, the player:

- Must release the ball within 5 seconds.
- Must not touch the ball on the court until it has touched another player.
- Must not step into the court before releasing the ball.

For a throw in following a field goal or free throw the player can move anywhere along the baseline before throwing in. At all other times players must not move more than a metre to either side of the place indicated by the referee.

Other players may not have any part of their body over the boundary line.

The player throwing in may move backwards without restrictions. If the distance available out of bounds is less than two metres back from the line then defensive players must remain at least one metre back from the line. This is to ensure the player throwing in has sufficient space to make a pass.

Apply from age 5. Young and new players may need help from the referee to learn this rule.

ILLEGAL DRIBBLE (RULE 3)

Violation: When a player dribbles the ball with two hands or dribbles, stops and begins to dribble again.

If a player in control of the ball wants to move with it, they may dribble, that is to bounce the ball on the floor with one hand.

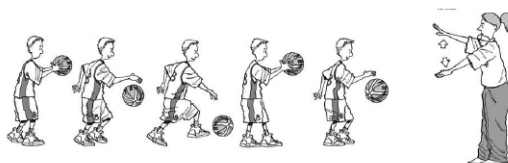
A dribble is made when a player in control of the ball bounces, throws, taps or rolls the ball on the floor or deliberately throws the ball against the backboard. The dribble ends when the player touches the ball with both hands simultaneously or rests the ball in one or both hands. A player may not dribble again a dribble unless a shot is attempted, the ball is batted away by an opponent, or a pass or fumble is touched by another player.

A player is not allowed to:

- Dribble the ball with two hands at the same time.
- Let the ball come to rest on the hand(s) and then continue to dribble.

To dribble a second time after the first dribble has ended is a violation and the ball is awarded to the opposition for a throw-in.

The following are not considered dribbles: fumbles (when a player accidentally loses control of the ball) at the beginning or end of a dribble, successive shots for goal or attempts to gain control of the ball by tapping the ball from another player.



DOUBLE DRIBBLE

Apply from age 5. Young and new players will need help from the referee to learn this rule.

At a beginner level referees should encourage players to bounce the ball with one hand. As players develop physical and mental skills for the game then referees can help players understand this rule.

TRAVELLING (RULE 4)

Violation: When a player holding the ball lifts their pivot foot before dribbling the ball, or takes more than two steps after dribbling.

A pivot is the legal movement which allows a player holding the ball on the court to step in any direction with the same foot while the other foot, called the pivot foot, remains at the point of contact with the floor. Once a pivot foot is established the player may then jump off the pivot foot to pass or shoot for a field goal, but neither foot may be returned to the floor before the ball is released from the hand.

Establishing a Pivot Foot

- If a player catches the ball while standing with both feet on the floor they may use either foot as the pivot foot.
- If a player catches the ball while moving, if one foot is touching the floor this foot becomes the pivot foot.
- If both feet are off the floor and the player catches the ball then lands on both feet simultaneously, the moment one foot is lifted the other becomes the pivot.
- If both feet are off the floor and the player lands on one foot, then that foot becomes the pivot.



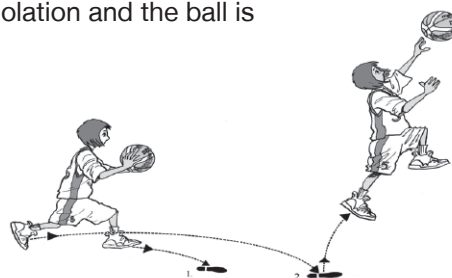
Example: Player 10 has legally established a pivot foot. In order to protect the ball from an opponent they may rotate around their pivot foot as shown. There is no limit to the pivots they can make as long as their pivot foot remains on the same spot.

To start a dribble, the pivot foot must not be lifted before the ball is released from the hand(s).

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

Apply from age 5. Young and new players will need help from the referee to learn this rule.

At a beginner level this rule is simply that players cannot run with the ball. As players develop physical and mental skills for the game then referees can help players understand this rule.



DEFENSIVE RETREAT (RULE 5)

The defensive retreat rule is a special rule for young players.

Its main objective is to assist with the development of skills and the transition of the game from one end to the other.

Players will retreat to touch half way (with their foot) when the following occurs:

- Their own team scores a basket
- Their own team loses possession in the attacking half.
- If their team has fouled in the offensive end they must retreat and wait at half way until the ball is handed to the opposition to throw in.

Apply from age 5 to age 9. Young and new players may need help from the referee to learn this rule.

ADVANCED TIME VIOLATIONS

RETURN TO BACKCOURT (RULE 6)

Violation: Touching the ball in the backcourt after it has entered the frontcourt and was not last touched by the other team.

Once the ball is in a team's frontcourt it cannot be returned to the backcourt unless it is touched by a player in the other team. The ball is in a team's frontcourt when it touches an offensive player who has both feet completely in contact with their frontcourt. During a dribble the ball is not in the team's frontcourt until both feet of the dribbler and the ball are in contact with the frontcourt.

Apply from age 9. Young and new players may need help from the referee to learn this rule.

THREE SECOND RULE (RULE 7)

Violation: An offensive player remains in the restricted area for more than three seconds when the team has the ball in their frontcourt.

Offensive players must move out of the restricted area after three seconds when the ball is in their frontcourt.

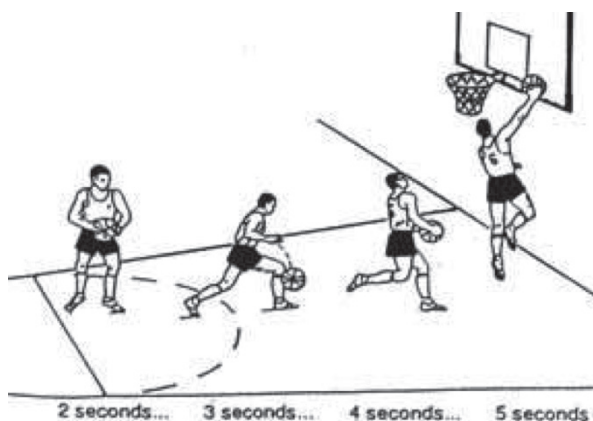
Allowances must be made for a player who:

- Makes an attempt to leave the restricted area.
- Is in the restricted area when their team-mate is in the act of shooting and the ball is leaving or has just left the player's hand(s) on the shot for a field goal.
- Dribbles in to shoot for a field goal after having been in the restricted area for less than three seconds.

When play is in and around the restricted area, the referees must be constantly aware of the possibility of three second lane violations so that the offence doesn't gain an unfair advantage. The call only needs to be made if a player has clearly gained an advantage for being in the area for more than three seconds, for example if they then receive the ball, or set an effective screen enabling their team mate to score.

The whistle should be blown as soon as they receive the ball, or set the screen. Once the player is allowed to receive the ball, the opportunity to call the violation is over. The violation cannot be called while the ball is in the air during a shot or rebounding situation because neither team controls the ball. It is not a violation if a player with the ball has been in the restricted area for less than 3 seconds and dribbles in to shoot for goal, even though more than 3 seconds has elapsed.

Apply from age 9. Young and new players may need help from the referee to learn this rule.



FIVE SECOND RULE (RULE 8)

Violation: A player holds the ball for more than five seconds while being closely guarded.

A player holding the ball on court and being closely guarded by an opponent, must pass, shoot or dribble the ball within five seconds.

To be closely guarded, the opponent must be within one metre and actively guarding the player.

The five second rule also applies when shooting free throws and when throwing the ball into court.

Apply from age 9. Young and new players may need help from the referee to learn this rule.

EIGHT SECOND RULE (IN THE BACKCOURT) (RULE 9)

Violation: The ball remains in the backcourt for eight seconds.

A team in control of the ball in the backcourt must get the ball to go into the frontcourt within eight seconds. The ball enters the frontcourt when all three points i.e. both feet and the ball, are in the frontcourt. The eight second period will continue with any time remaining if that team is awarded a throw-in in the backcourt as a result of:

- A ball having gone out of bounds.
- A player in that team having been injured.
- An Alternative Possession situation.

The player throwing in the ball in these instances should be advised of the time remaining on the eight seconds to progress the ball to the front court.

Apply from age 11. Young and new players may need help from the referee to learn this rule.

FOULS

A foul is a breach of the rules concerning illegal personal contact with an opponent and/or unsportsmanlike behaviour.

A foul committed on a player not in the act of shooting will result in the ball being awarded to the team of this player at the nearest point out of bounds.

A foul committed on a player in the act of shooting will result in the following:

- The goal counts if successful and a free throw awarded.
- If the goal is not successful, then the player is awarded either two or three free throws (depending on the value of the shot they were attempting).

Where a score bench is used and fouls are recorded, any player who obtains five fouls must leave the game immediately.

PERSONAL FOUL (RULE 10)

Foul: A Personal Foul involves illegal contact on an opponent. Illegal contact occurs when the player responsible for the contact gains an advantage and/ or the player contacted is disadvantaged.

A player cannot hold, block, push, charge, trip or impede the progress of an opponent by extending their hand, arm, elbow, shoulder, hip, knee or foot, nor by bending their body into an “abnormal” position, nor use any rough tactics. There are five main personal fouls:

HOLDING - when a player uses any part of their body to stop the movement of an opponent.

BLOCKING - occurs when a player causes contact which impedes the progress of an opponent. This usually occurs when a player fails to gain or maintain a **Legal Guarding Position** and stops the player with their body or legs. The **Legal Guarding Position** is explained at the end of this section.

From 11 years old blocking also includes illegal screens (when the player attempting to screen an opponent is moving and the opponent is stationary or retreating from them, and contact occurs that disadvantages the opponent).

PUSHING - illegal contact in which a player forcibly moves or attempts to move an opponent with or without the ball with any part of their body.

HANDS - occurs when a player uses their hand(s) to make contact with an opponent in such a way that this player gains an advantage or restrict the freedom of movement of the opponent.

CHARGING - occurs when a player with or without the ball, forcibly pushes (or moves) into the torso of an opponent, who is in a **Legal Guarding Position**.



When judging a charging foul, the following must occur:

- Defensive player must establish a **Legal Guarding Position**.
- Defensive player may remain stationary, jump vertically, move laterally or backwards and,
- Contact must be on the torso (although the defensive player may turn within their cylinder to avoid injury).

Apply from age 5. At a beginner level referees should encourage players to avoid contact with opponents. Young and new players will need help from the referee to learn this rule.

As players develop physical and mental skills for the game then referees can help players understand this rule.

LEGAL GUARDING POSITION

A player gains an initial Legal Guarding Position on the court by being first to the position, facing the opponent, with both feet on the floor (in a normal stance) without causing contact. A player may maintain this position by moving backwards or sideways as the opponent moves.

An opponent **with the ball** may be guarded as closely as possible without causing contact.

An opponent **without the ball** must be allowed sufficient space to stop or change direction. The maximum distance for a fast moving player is two normal paces.

Players have the right to a position on the floor and the space above them (cylinder). A player may not leave their vertical position (cylinder) and cause contact with an opponent in a legal position.

The cylinder is limited by the palms of the hands to the front, the back of the buttocks to the rear and the outside edges of the arms and legs to the sides of a player in normal basketball stance. The hands and arms may be extended in front of the body no further than the position of the feet. The distance between the feet is proportional to the height of the player.

When officiating, a referee needs to decide if the defender is in a Legal Guarding Position when contact occurs between players. To decide look at where the contact occurs, if the defender is legal, the contact will be in their torso. Provided the defender does not step forward, the contact is the responsibility of the offensive player. Contact on any other part of the defender's body, becomes the responsibility of the defender. Not all contact warrants a foul to be called and it is up to the referee to determine whether the effect of the contact justifies a whistle.

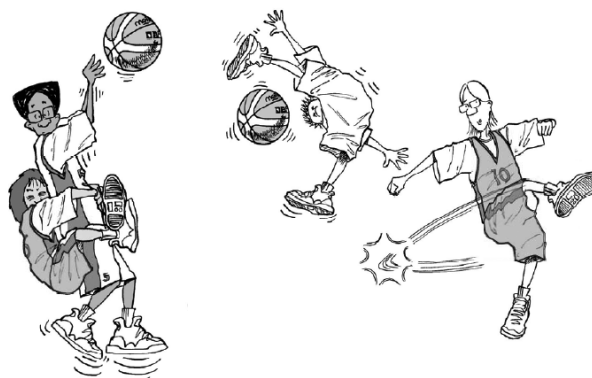
UNSPORTSMANLIKE FOUL

An Unsportsmanlike foul is a player contact foul, which in the judgement of an official, is not a legitimate attempt to directly play the ball within the spirit and intent of the rules. If a player, in an effort to play the ball, causes excessive contact (hard foul), it is also an Unsportsmanlike Foul. A player receiving two unsportsmanlike fouls is automatically disqualified.

DISQUALIFYING FOUL

A Disqualifying foul is any serious unsportsmanlike action by a player, substitute or coach. It results in automatic disqualification. A minimum one game suspension is also recommended.

The opposing player is awarded two free throws and possession at the centre-line.



TECHNICAL FOUL (RULE 11)

A Technical Foul involves unsportsmanlike behaviour by a player, coach or substitute that does not involve contact.

The opposing team is awarded one free throw and possession at the centre-line. The shots can be taken by any player of the team.

Technical Foul examples include:

- Disrespectfully addressing an official.
- Using abusive or obscene language or gestures.
- Delaying the game by preventing the ball from being thrown-in.
- Hanging on the ring (or damaging equipment).

In many circumstances a warning is sufficient unless the action is to gain an unfair advantage, is deliberate or a repetition after a warning.

A player who has committed two technical fouls is disqualified from the game.



FREE THROWS

The shooter:

- Takes a position behind the free throw line;
- Shoots the ball within five seconds;
- Must ensure the ball hits the ring or enters the basket and
- Cannot touch the free throw line or restricted area until the ball hits the ring.

Players along the free throw lanes:

- A maximum of three defensive players and two offensive players may occupy the rebound positions outside the restricted area.
- Players may not enter the restricted area until the ball has left the shooter's hand.
- Other players may occupy any other position on the court behind the free throw line extended and outside the 3-point line and must remain there until the ball hits the ring. They do not have to be standing still.
- Opponents may not distract the shooter by waving hands or making noises.

If there is no rebound after the last free throw (i.e. end of a period or a foul awarding possession after the free throw), there is no line up along the free throw lanes.

Any infringement of the above conditions is considered a violation. Violations by the shooter are to be called immediately and are the only violation that can disallow a successful free throw. If the last free throw is unsuccessful, referees may call any violations. If the last free throw is successful referees ignore the violation (except by the shooter).

Please note: It is important to apply common sense when calling violations on junior players. For many young players it is difficult to attempt a free throw without stepping on the line. As a guide do not call a violation if the shooter has released the ball before they stand on the line.

Please note: Game format may vary due to available time, space, equipment and conditions.
Please check with your provider.

REFEREE DUTIES

The role of the referee is to officiate the game by applying the appropriate rules for the age and level of competition. With new and young players the role of the referee is more to help players enjoy the game and develop a basic understanding of key rules. As players develop, more rules can be applied as recommended.

Organised competitions are likely to have two referees on a game. In other settings such as schools, clubs or casual games there may only be one referee, or a teacher, coach, volunteer or student may take the role of the referee.

Making a Call

When a call is required, the whistle should be blown in a short, sharp manner to stop the game. Do not blow the whistle when a goal is scored unless there is a time-out by the opposing team or a foul called.

Positioning

In order to make accurate calls, it is important that referees keep up with play and are moving to obtain the best position on court to see the action. When the ball is in your area of responsibility position yourself where you can see the gap between the player with the ball and their defender. Given the need to determine whether a defender is in a Legal Guarding Position, your focus should predominantly be directed at the defender. Should the gap between the two players close and contact occur, this position enables you to more easily determine where the contact occurred and therefore who was responsible for it.

To start your refereeing career with good practises, it is important to position yourself correctly and not follow the ball. Talk to players in the key hole to avoid calling three second violations. This will assist referees in the Lead Position to remain in their area of responsibility and not follow the ball.

Signalling of Violations

On each violation the official must blow the whistle and give the following signals:

- Stop the clock (only if a stop clock is being used for the competition)
- Reason for the violation (not required for out of bounds calls).
- New direction of play.

If the ball enters the basket (except on defensive basket interference) the goal must be cancelled.

At junior level it is helpful to also tell the player what the violation is for to help them learn the rules.

Signalling of Fouls

On each foul the official must blow the whistle and give the following signals:

To the player –

- Give the foul signal to the player
- Award or cancel any goal made and
- Signal the penalty: direction of play or number of free throws or team control signal.

To the Score Table (if in use)–

- Award or cancel any goal made;
- Verbally state the offending player's team colour and signal their number
- Signal the reason for the foul and
- Signal the penalty (direction of play or number of free throws or team control signal).

It is essential that the official calling the foul comes clear of the players (6m-8m from the score table) before signalling to the score table. The other official should 'freeze' and observe the players before swapping positions if required.

At junior level it is helpful to also tell the player what the violation is for to help them learn the rules.

Out of Bounds

The nearest official is responsible for handing the ball to the player out of bounds. In some circumstances a bounce pass to the player is permitted. Do not handle the ball when a goal is scored nor blow your whistle to signal the goal.

In local competitions where the clock is not stopped it may not be practical to always handle the ball. Should this be the case ensure that no team obtains an unfair advantage by being able to inbound the ball quickly.

Jump Balls

At the beginning of the game the referee takes their position outside the centre circle, facing the score table (if in use). The referee is responsible for tossing the ball. If there are two referees on the game the other referee takes a position on the sideline on the same side as the score table, and will take the Lead Position. The ball should be thrown up straight and higher than either player can reach when jumping.

Signalling Goals

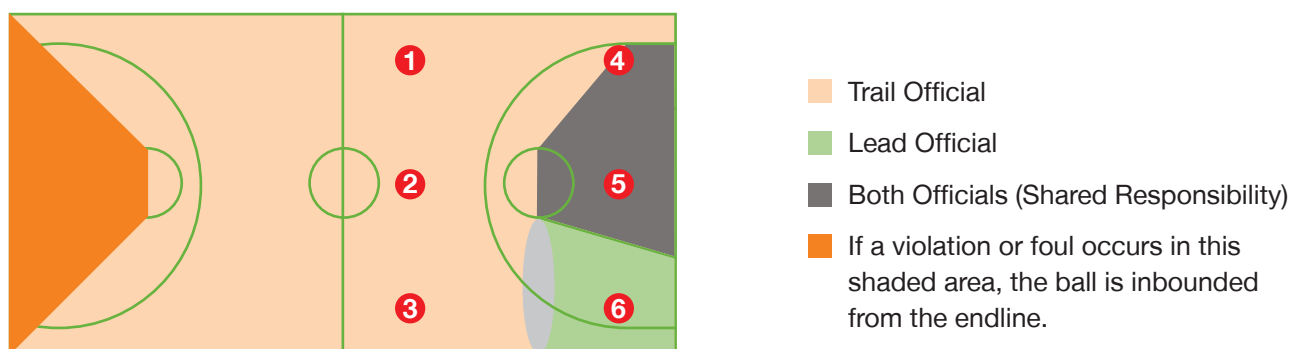
The Trail Official is responsible for the awarding of goals using the correct signal. (signals below 2 point goal, Attempt for 3 point goal, 3 point goal scored).

Time-outs and Substitutions

When time-outs and substitutions are applicable, whenever a time-out or substitution is requested, the closest official blows the whistle and gives the appropriate signal.

COURT COVERAGE WITH TWO REFEREES

The following court coverage guidelines are for Year 7 and 8 (11-13 year olds) competitive games with two referees.



Lead and Trail Positions

The official ahead of the play (on the endline) is called the Lead Official. This official is responsible for watching the activity on and around the ball when the ball is in area 4 and 5 (and part of 6). At other times the Lead Official is responsible for watching the other players. The Lead Official is responsible for calling out of bounds on the endline and sideline to their left.






















The official that follows behind the play is called the Trail Official. This official is responsible for watching the activity on and around the ball when the ball is in areas 1, 2, 3, 5 and 6. At other times the Trail Official is responsible for watching the other players. The Trail Official is also responsible for most of the play in the backcourt. They are also responsible for calling out of bounds on the endline and sidelines to their left.

When the ball is in area 5 (restricted area) and part of area 6 both officials are responsible for on the ball and off the ball activity. The closer official should make the call. The shaded areas below show which official is responsible for watching the activity ON the ball.

Free Throws

Trail Officials take a position at the intersection of the free throw line extended and the 3-point line. They are responsible for giving the correct free throw signals (refer to signals #57, #58, #59) and awarding successful free throws (#1). The Lead Official is responsible for administering all free throws and to do so take a position under the basket, enters the restricted area, signals the number of free throws and bounces the ball to the shooter. They then take a position away from the basket with one foot either side of the lane line behind the end line with their arms down. They are responsible for collecting the ball after each free throw.

REFEREE SIGNALS

| | | | | |
|--|--|---|--|--|
| <p>1</p>  <p>(One finger, one point) 'Flag' from wrist</p> | <p>2</p>  <p>Wave arms across body</p> | <p>3</p>  <p>Open palms, fingers together</p> | <p>4</p>  <p>Rotate fists</p> | <p>5</p>  <p>Patting motion</p> |
| TWO POINTS | CANCEL SCORE | STOP THE CLOCK | TRAVELLING | ILLEGAL DRIBBLE |
| <p>6</p>  <p>Fingers sideways</p> | <p>7</p>  <p>Fingers extended</p> | <p>8</p>  <p>Violation signal direction to play</p> | <p>9</p>  <p>Thumbs up</p> | <p>10</p>  <p>Clenched fist</p> |
| 3 SECOND VIOLATION | BALL RETURNED TO BACKCOURT | VIOLATION OUT OF BOUNDS | JUMP BALL SITUATION | PERSONAL FOUL |
| <p>11</p>  <p>Hold up number of player</p> | <p>12</p>  <p>Signal foul, imitate pushing</p> | <p>13</p>  <p>Signal foul, strike wrist</p> | <p>14</p>  <p>Signal Foul, grasp wrist</p> | <p>15</p>  <p>Both hands on hips</p> |
| TO DESIGNATE OFFENDER | PUSHING | ILLEGAL USE OF HANDS | HOLDING | BLOCKING |
| <p>16</p>  <p>Clenched fist striking open palms</p> | <p>17</p>  <p>Waving clenched fists</p> | <p>18</p>  | <p>19</p>  <p>Grasp wrist</p> | <p>20</p>  |
| CHARGING | DOUBLE FOUL | TECHNICAL FOUL | UNSPORTSMANLIKE FOUL | DISQUALIFYING FOUL |
| <p>21</p>  <p>Fingers together</p> | <p>22</p>  <p>Index finger</p> | | | |
| 2 FREE THROWS | 1 FREE THROW | | | |

SCOREBENCH GUIDE

It includes basic information for the chairperson, the scorer, the timekeeper, the 24 second shot clock operator and the scoreboard operator.

CHAIRPERSON

The chairperson is responsible for the smooth running of the scorebench. The chairperson is responsible for:

- Communicating with the referees.
 - Communication between the scorebench official.
 - Obtaining the starting five from each team and getting each coach to sign the scoresheet before the game starts.
 - Changing the directional arrow as required.
 - Calling fouls and baskets to the scorer, providing the player's number and team colour.
 - Accepting and administering request for substitutions (from players only) and time-outs (from coaches only).
 - Sound the horn for substitutions and time-outs only when the ball is dead. If the referee is reporting a foul, wait until that has been completed before signalling the substitution or timeout.
 - Notify the referee if a player has 5 fouls or 2 Unsportsmanlike or Technical fouls.
 - Ensure that the scoresheet is completed, checked and signed at the end of the game by the referees and scorebench staff.
-

TIMEKEEPER

- The timekeeper stops and starts the clock as set out in the competition rules.
 - The timekeeper should time the time-out and sound the siren after 50 seconds.
-

GAME CLOCK

Starting the game clock:

- In a jump ball when the ball is legally tapped;
- From out of bounds or a missed free throw, when the ball touches a player on the court.

Stopping the game clock:

- When the whistle is blown by an official;
- After a field basket is scored and a team has requested a charged time-out;
- When a field basket is scored in the last 2 minutes of the 4th quarter, and in the last 2 minutes of any extra period.

USING THE SCORESHEET

- Write the number of the player that scored the basket for the team.
- To mark the score use:
 - a diagonal line for field goals;
 - a heavy dot for free throws scored.
- Draw a circle around the number of the player if they score a 3 pointer.
- At the end of each quarter or extra period, draw a circle around the last score and underline the last score and number of the last scorer.
- At the end of the game, for each team, draw a circle around the last score and a double heavy line under the last score and the number of the last scorer.
- Draw a diagonal line through the remaining unused scores in the column.

| | A | B |
|----|----|----|
| | 1 | 1 |
| 8 | / | / |
| | 3 | 3 |
| 6 | / | / |
| 6 | • | 5 |
| | 6 | 6 |
| | 7 | 7 |
| 10 | / | / |
| | 9 | 9 |
| 9 | 1 | 10 |
| | | |
| | 35 | 35 |
| 10 | / | / |
| | 37 | 37 |
| | 38 | 38 |

ENTERING NAMES, FOULS & TIME-OUTS

- Mark the starting five: X
- Mark all other players on entering: X
- Team Fouls: Cross out team fouls up to 4 per period. Bench and coach fouls do not count to team fouls.
- Time-outs: Time on clock when tie-out taken.
- Symbol for unused time-outs.



8.1



| Name | No | Player In | 1 | 2 | 3 | 4 | 5 |
|--------------------------|----|-----------|----------------|----------------|----------------|----------------|---|
| R. Jones | 4 | X | P | | | | |
| B. Bruce | 5 | X | P ₂ | U ₂ | | | |
| K. Wilson | 6 | X | P ₂ | P ₁ | P _C | | |
| M. Brown | 7 | | | | | | |
| R. Turner | 8 | X | F | F | F | F | F |
| P. Smyth | 9 | X | P | | | | |
| G. McLeod | 10 | X | P ₃ | T ₁ | P | | |
| J. McKenzie | 11 | X | | | | | |
| Coach: S Smith | | | | | C ₂ | B ₂ | |
| Assistant Coach: K Jones | | | | | | | |

SUBSTITUTIONS

Subs are permitted by either team:

- When the official calls a foul, violation, jump ball;
- If a final free throw is successful;
- A throw-in at centre court following a final free throw;

Subs can be called by the non-scoring team:

- After any basket scored in the last 2 minutes of the 4th quarter; or last 2 minutes of extra period.
-

TIME-OUTS

Timeouts are permitted to either team:

- After an official blows their whistle for any call;
- If a final free throw is successful; ;
- Before a throw-in at centre court following a final free throw;
- **Timeouts to the non-scoring team** can be called when any field goal is scored;
- The **scoring team cannot** ask for a tie-out after a basket including in the last 2 minutes.
- Teams are restricted to only 2 time outs each in the last 2 minutes of the game.