
REFEREES HANDBOOK JUNIOR BASKETBALL





INTRODUCTION

BY MARTY DAVISON



Marty Davison refereeing at a FIBA Tournament in China



New Zealand Breakers Games often feature Marty Davison refereeing

WELCOME TO REFEREEING!

Basketball is such an awesome sport to be involved in and your journey as a referee starts now as mine did.

I can't wait to see you guys around the courts next year. Referees are the third team on a Court in every game and your hard work makes our club competition here in Canterbury the best that it can be.

Rise to the challenges but most of all enjoy the games and strive to get better each and every week.

MARTY DAVISON

*FIBA Tournament Referee
Australian NBL Referee
NZ NBL Referee*

This handbook will cover everything that you will need to know to get yourself introduced to Junior Basketball. From then, taking the correct pathway to see yourself refereeing in Canterbury Basketball Club Competitions and Tournaments.

Throughout this handbook, it will cover the following –

- How to start a game
- Basic rules (fouls and violations)
- Signals

ROLE OF THE REFEREE

Referees are the third team on Court during a game

In many ways though 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 must be honest, reliable and hardworking people who try to do their best at all times and make decisions on what they see, not what other people see.

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 always blowing the whistle. This action of talking to players is particularly encouraged when dealing with violations such as travel/double dribble.

Encouraging players to “mind your feet”, “get the ball over halfway” or “pass the ball” both brings the attention of a player to the violation/rule that they could be breaking but allows them to continue playing. When a break in play occurs or during substitutions, try to talk directly to the player(s) who may be making breaking a rule and explain it to them as most will not realise what they are doing to cause a violation.

YEAR 3/4

JUNIOR BASKETBALL – MINIBALL

Miniball is a great introduction to the game as a player or referee. This is where beginners are starting to learn the game so using your VOICE is super important for this grade.

SPECIFIC RULES TO MINIBALL

With Miniball, we are a little more lenient on making violation calls.

This is because most violations are as a result of players being excited and their feet run faster than their brain so they just want to go, go, go.

Miniball is more a teaching grade, where a lot of vocal encouragement is needed.

- Player to player defence: One player must guard one player, to enforce this, coloured bands can be used.
- Retreat Rule: The retreat rule is when a team on offence either loses the ball or they make a basket, they must run to halfway. Once the ball has been inbounded and someone from the other team (new team in possession) has caught it, they can leave the half way line and mark their player. If this does not happen, then you can blow your whistle, stop the game and tell them to go back to halfway.
- 4 bounce dribble rule: The 4 bounce dribble rule is to encourage players to pass the ball and work as a team. They are only allowed 4 dribbles, from then they must pass or shoot the ball. If they are on a fast break (no defence or anyone around them) then they can continue as normal.
- Hoop size: The hoop is lowered to 8 ft.
- Size Basketball: 5
- Game length: 2 x 13 minute running clock halves, one minute half time.

YEAR 5/6 BASKETBALL

Year 5/6 Basketball is the in-between stage of these young ballers. They will have some knowledge but are still developing. In this grade you may tend to call more fouls and violations than Miniball but, you will continue to explain to them what they are doing wrong and what needs to be done for them to get better.

SPECIFIC RULES TO YEAR 5/6 BASKETBALL

- Player to player defence: No coloured bands, use voice and encouragement to guard one player only.
- Retreat Rule: The retreat rule is when the defensive team on a change of possession (loses the ball) or they make a basket, must run to half way and once the ball has been inbounded and someone from their team has caught it, they can leave the half way line and pick up their player.
- If this does not happen, then you can blow your whistle, stop the game, and get them to go back.
- Size Basketball: 5
- Game length: 2x 13 minute running clock halves, one minute half time.

YEAR 7/8 BASKETBALL

Year 7/8 Basketball they are in their final years of primary school. Some players may be beginner while some may have been playing for many years. Players at this level will be able to understand some rules better than other levels. Dependant on their level of experience you may wish to continue to explain to the player(s) what they are doing wrong, so they can improve.

SPECIFIC RULES TO YEAR 7/8 BASKETBALL

- Player to player defence: No coloured bands, use voice and encouragement to guard one player only.
- Size Basketball: 6
- Game length: 2x 13 minute running clock halves, one minute half time.

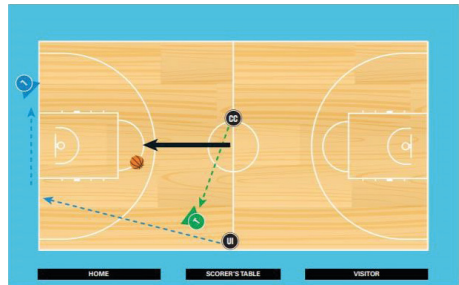
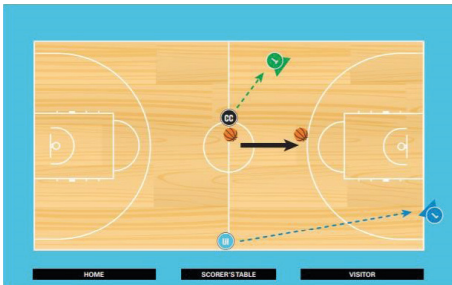
(PLEASE CHECK WITH YOU LOCAL JUNIOR COMPETITION AS THE SPECIFIC RULES MAY VARY)

HOW TO START A GAME OF BASKETBALL



POSITIONING ON COURT

Basketball starts with a jump ball between one player from each team at the centre circle. The referee with the ball in the circle indicates the direction of play to the teams and the other referee stands in front of the score bench their your hand straight up, open palm and you signal to start the game. Once the ball is tipped, the referee standing in front of the score bench will run to the baseline in the direction of the team that has the ball.



SUBSTITUTIONS

Substitution (subs) is when teams can switch out players from their own team. A team can sub whenever the referee blows their whistle gives the following signals:

SUBSTITUTION



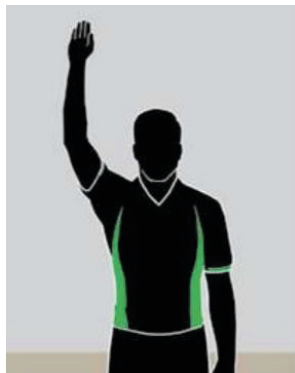
Cross forearms

BECKONING-IN



Open palm, wave towards the body

VIOLATIONS



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

Within Miniball and Year 5/6, educating players about violations is important. Due to Miniballers being new players of basketball, you may be more lenient than other grades – if they take an extra step or two, you can let that go but tell them at the next break (after you have blown your whistle) to keep their feet still or some other advice.

When a violation occurs, you blow your whistle and put your hand up straight up in the air as shown below.

This signal indicates that you have blown your whistle for one of the following violations below -

Travel – taking more than TWO steps after stopping their dribble.

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

Carry ball – when player dribbling the ball rests the ball in the palm of their hands and then continues to dribble.

Double dribble – player dribbles the ball with two hands OR when the player dribbles the ball, stops and then continues to dribble again.

Held ball - when two players (one from each team) have two hands on the ball, at the same time.

Kick ball – when the ball is INTENTIONALLY kicked by the offensive or defensive team.

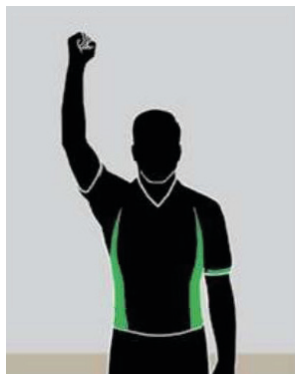
ADVANCEMENT FOR REFEREE

Ball return to the backcourt – 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.

Five second rule – a player has 5 seconds to inbound the ball or when closely/actively been guarded and is holding the ball, has five seconds to pass, shoot or dribble the ball.

Eight second rule – the player with the ball has only 8 seconds to get from their back court to their front court in 8 seconds.

FOULS



Fouls are a breach of the rules that are set to keep the game fair and the safety of the players.

Each player gets 5 fouls, once they get their 5th foul they must sit out for the rest of the game. The team is also allocated a certain amount of team fouls per half.

Hands - High Hands/Low Hands - when a player uses their hand(s) to make illegal contact with an opponent (being slapped, hit across the arm or body).

Pushing - Illegal contact in which a player moves another player from the other team with their hands or body (push with hands or body push).

Blocking - occurs when a defensive player causes contact from the shoulder or hip which slows down the movement of the ball handler (hip-bump out of bounds).

Holding - when a player uses any part of their body to stop the movement of the other player (holding the other player's arm or shirt).

ADVANCEMENT FOR REFEREES

Technical Foul - unsportsmanlike behaviour by a coach, player or substitute that doesn't involve contact. Examples:

- Disrespectfully addressing an official
- Using abusive or obscene language or gesture

In many situations, a warning is issued unless the action is to gain an unfair advantage, or is deliberate, or a repetition after a warning. Within Primary School Basketball, if the referee hears or observes any disrespectful, abusive language or gestures, the referee must take action. If you are unsure, seek help from the other referee, floor controller, referee trainer or competition organiser as they are there to support you.

Unsportsmanlike Foul - an unsportsmanlike foul is a player foul which involves contact, 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 the referee observes any action which is not in the spirit of the rules such as a two handed push, with no attempt at the ball, or foot tripping, the referee must take action. If you are unsure, seek help from the other referee, floor controller, referee trainer or competition organiser as they are there to support you.

SIGNALS

STOP/START THE CLOCK

STOP THE CLOCK



Open palm

STOP THE CLOCK FOR FOUL



One clenched fist

START THE CLOCK



Chop with hand

SCORING

1 POINT



1 finger, 'flag' from wrist

2 POINTS



2 fingers, 'flag' from wrist

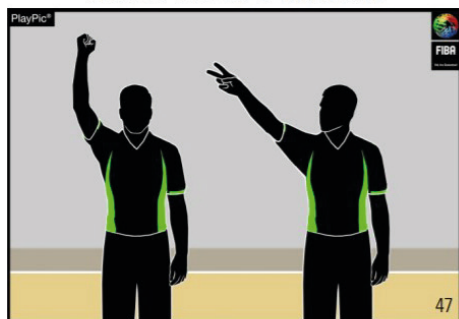
3 POINTS



3 fingers extended
One arm: Attempt
Both arms: Successful

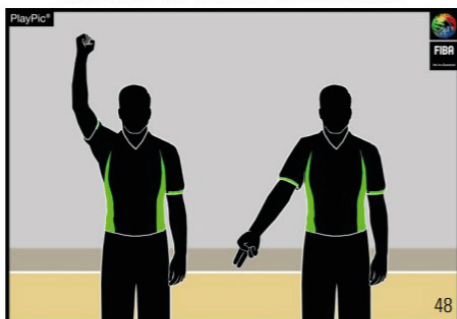
SIGNALS FOR FOULS (ONLY THOSE LISTED)

FOUL ON THE ACT OF SHOOTING



One arm with clenched fist, followed by indication of the number of free throws

FOUL NOT ON THE ACT OF SHOOTING



One arm with clenched fist, followed by pointing to the floor

HOLDING



Grasp wrist downward

ILLEGAL USE OF HANDS



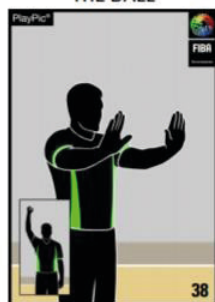
Strike wrist

BLOCKING (DEFENSE),
ILLEGAL SCREEN
(OFFENSE)



Both hands on hips

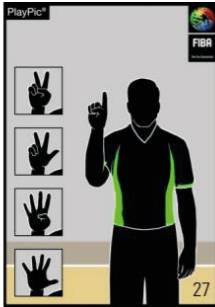
PUSHING OR
CHARGING WITHOUT
THE BALL



Imitate push

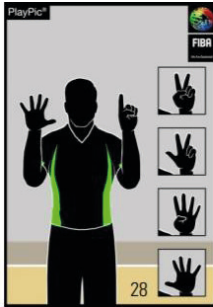
NUMBERS

No. 1 – 5



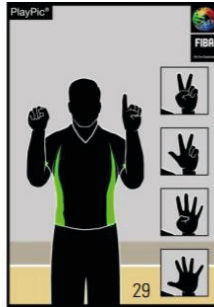
Right hand shows number 1 to 5

No. 6 – 10



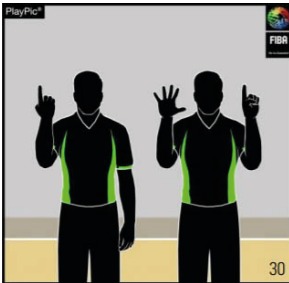
Right hand shows number 5, left hand shows number 1 to 5

No. 11 – 15



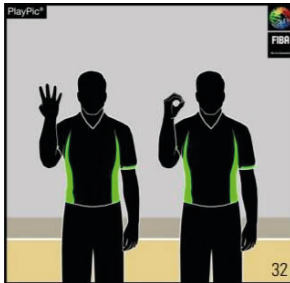
Right hand shows clenched fist, left hand shows number 1 to 5

No. 16



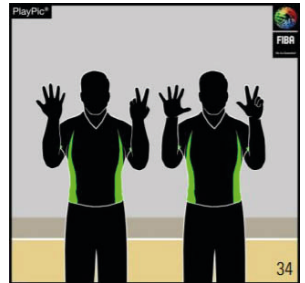
First reverse hand shows number 1 for the decade digit – then open hands show number 6 for the units digit

No. 40



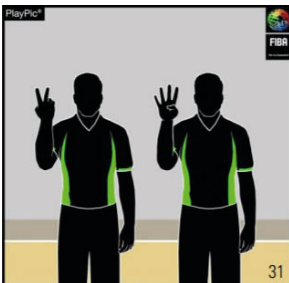
First reverse hand shows number 4 for the decade digit – then open hand shows 0 for the units digit

No. 78



First reverse hands show number 7 for the decade digit – then open hands show number 8 for the units digit

No. 24



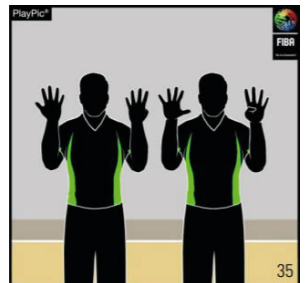
First reverse hand shows number 2 for the decade digit – then open hand shows number 4 for the units digit

No. 62



First reverse hands show number 6 for the decade digit – then open hand shows 2 for the units digit

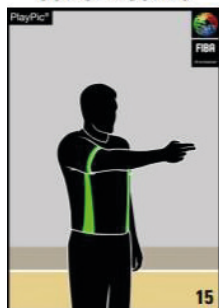
No. 99



First reverse hands show number 9 for the decade digit – then open hands show number 9 for the units digit

VIOLATIONS

DIRECTION OF PLAY AND/OR OUT-OF-BOUNDS



Point in direction of play, arm parallel to sidelines

HELD BALL/JUMP BALL SITUATION



Thumbs up, then point in direction of play using the alternating possession arrow

5 SECONDS



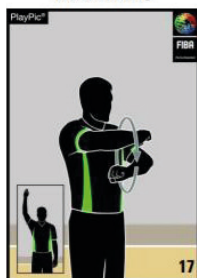
Show 5 fingers

8 SECONDS



Show 8 fingers

TRAVELLING



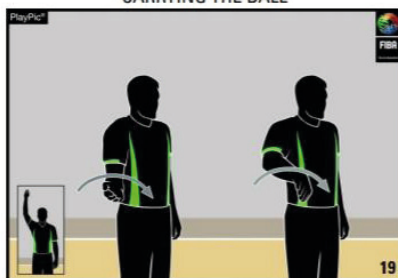
Rotate fists

ILLEGAL DRIBBLE: DOUBLE DRIBBLING



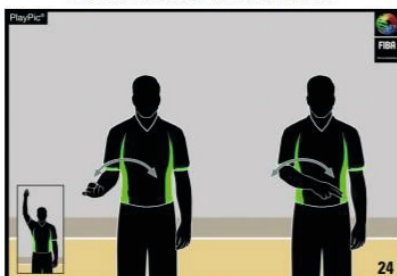
Patting motion with palm

ILLEGAL DRIBBLE: CARRYING THE BALL



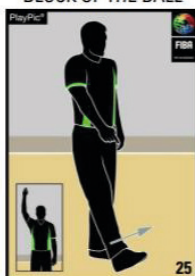
Half rotation with palm

BALL RETURNED TO BACKCOURT



Wave arm front of body

DELIBERATE KICK OR BLOCK OF THE BALL



Point to the foot

TEAMWORK AND ON-COURT POSITIONING

Both officials should know where the ball is at all times (and all ten players), with each referee's eyes constantly roving, trying to cover the whole floor. One referee must be looking at the action near the ball, and the other referee looking at action away from the ball.

PRINCIPLES

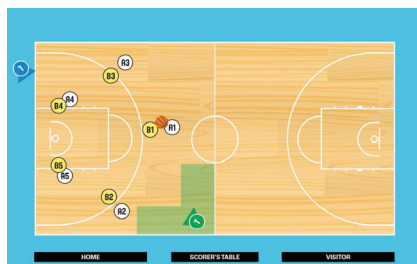
- When the ball moves, referees need to adjust so they can see the defender
- Box in all the players (keep them sandwiched between the two officials)
- Look for space between opponents, maintaining some distance from the play. This will help have a wider angle of vision
- Keep a stationary position when making decisions (so move quickly to the right position)
- Stop, observe and decide

DIVISION OF RESPONSIBILITIES

Trail's primary responsibilities

- Two and Three Point attempts, and if time has run out before a shot has been launched
- Back over half
- Left sideline and the centre-line of the court

The Trail Referee normally works on the court, and will move around in the green shaded portion shown here:



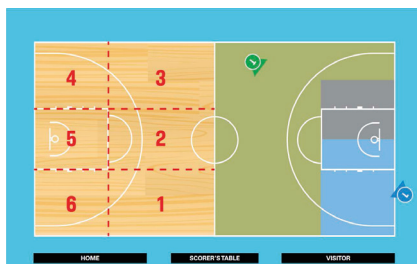
Lead Referee's primary responsibilities

- Play in the keyhole and under the basket
- Drives to the basket from the lead's side of the court
- Baseline and the left sideline (opposite to the trail's sideline)

Division of Responsibilities

To have the best coverage of the court, and make the best decisions, referees should cover their "area". The Diagram above shows each half of the court split into six rectangles, and the area each referee should be covering (plus their sideline and baseline or centre-line)

- Trail covers the green area
- Lead covers the blue area
- Both referees cover the grey area



ARE YOU ABLE TO CHECK THESE OFF?

Rule Knowledge

- Referee is able to identify when to call an out of bounds.
 - Referee understands and can call a sub at the right time.
 - Referee can understand, explain and call travel, retreat, and wristband rule.
 - Strives to improve in every game.
-

Floor Mechanics

- Referee is in a position to always see 10 players on the court.
 - Referee keeps up with the play whilst staying ahead of the players in lead, and staying behind the players in trail, whilst remaining close to the players.
 - Referees stays safe on the court by not running backwards.
-

Game Management

- Being able to identify and blow your whistle at the following:
 - Out of bounds
 - Violations
 - Fouls
 - Referee can blow the whistle for an out of bounds correctly whilst putting their hand up and pointing direction of play.
 - Referee can use voice warnings and then call the retreat and wristband rule.
 - Referee is able to identify and call fouls that occur on the court.
-

Court Presence

- Referee can focus and is aware of what is happening on their court.
- Shows engagement and enthusiasm in the game that they are refereeing.
- Be able to communicate with the players:
 - Encouraging them to –
 - Bounce the ball
 - Pass the ball
 - Shoot the ball
 - Retreat to half way

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