

**Gainesville**

**Basketball**

***Referee Training  
Manual***



# **Gainesville Basketball Association**

## **REFEREE TRAINING MANUAL**

### **So you want to be a basketball referee...**

This is a training course meant to discuss basketball rules and game management that will benefit you as a GBA basketball referee. There is no intent to convince you that this is the same quality of course you would encounter if making application to one of the professional organizations. We want to prepare you the best that we can so that you can help our youth play safe, have fun and learn something worthwhile.

This guide is for ALL officials who are officiating youth recreational basketball from 1<sup>st</sup> through 7<sup>th</sup> grade.

Officiating is for both men and women and should be approached with an open mind. We, as officials, can never be satisfied with our level of performance. We should always try to better ourselves, whether standing in front of a mirror practicing our signals, or watching veteran official(s).

The official should maintain a non-bias control of the game. The idea is to gain respect of all involved in the contest.

- Accept criticism and praise in the same manner and never hesitate to ask for assistance.
- Be courteous and professional at all times.
- Be a good listener, teacher and be able to make strong, quick decisions and act accordingly when dealing with emotional matters.
- Know the fundamental rules of the game and understand your role as an official.
- Trust your partner and put fun, fairness and safety first.
- Be a positive role model

It is up to us to strive to be the best we can be. Use the vast knowledge of the experienced officials to clarify any questions you may have.

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### **Officials Code of Ethics**

GBA Officials during recreation events are truly participants in the educational development of our local youth. As such, we must exercise a high level of self-discipline, independence and responsibility. The purpose of this Code is to establish guidelines for ethical standards of conduct for all GBA Officials.

- Officials shall know both the rules of the game and the mechanics necessary to enforce the rules, and shall exercise authority in an impartial, firm and controlled manner.
- Officials shall work with each other and their GBA Board in a constructive and cooperative manner.
- Officials shall uphold the honor and dignity of the profession in all interactions with youth-athletes, the GBA Board, parents, coaches and colleagues.
- Officials shall prepare themselves both physically and mentally, shall dress neatly and appropriately, and shall conduct themselves in a manner consistent with the expectations of the GBA Board.
- Officials shall be punctual and professional in the fulfillment of all duties.
- Officials shall remain mindful that their conduct influences the respect that players, coaches, and our public hold for the entire organization.
- Officials shall, while enforcing the rules of play, remain aware of the inherent risk of injury that competition poses to players. Where appropriate, they shall inform the GBA Board of conditions or situations that appear unreasonably hazardous.

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### **General Duties for the Officials**

- Ensuring the Score Table is manned, knowledgeable and ready
- Facility and Player safety check. (Players cannot wear earrings or bracelets)
- Putting the ball into play
- Determining when the ball becomes dead
- Prohibiting practice during a dead ball
- Administering penalties
- Granting timeouts
- Beckoning substitutes to enter the game
- Signaling a three point goal (if allowed)
- Silently & visibly counting seconds
  - Throw-in
  - Free throw
  - Backcourt
  - Closely guarded
  - Lane violation

### **Pre-game Activities / Starting the Game**

- Arrive at the game site no later than 15 minutes early
- Introduce yourself to the coaches and remind them to provide score table help...Clock and scorebook
- Review & discuss w/ partner & coaches GBA supplemental rules for age group unique items.
- Check to see if names/numbers are in book
- Ensure table personnel have know-how (most important running score & fouls; also, when/how to start & stop clock)
- Ensure players are warming up opposite their bench
- Select a game ball...Check rules for correct size. Proper inflation (Test: measure bottom of ball to be 6 ft from playing surface and drop. Rebound should carry top of ball to location 49 to 54 inches from playing surface)
- Start the game on time!!!! (This means tip-off. Sometimes clearing the court two minutes early is the best way to help the coaches get their lineup)

### **You're Responsible...**

Officials should check players during pre-game warm-up to prevent delays during the game. They shall not permit any team member to wear equipment or apparel which; in his/her judgment is dangerous or confusing to other players. Examples:

- A guard cast or brace made of hard and unyielding substances even though covered with soft padding when worn on the elbow, hand, fingers, wrist or forearm.
- Headwear...medical, cosmetic or religious is allowable if not abrasive, hard or dangerous to other players and which is attached in such a way it is highly unlikely that it will come off during play.

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- Jewelry shall not be worn...necklaces, bracelets, earrings.
- Religious & medical alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical alert must be taped and may be visible.
- The referee shall not permit any team member to participate if in his/her judgment items such as a player's fingernails or hair style may constitute a safety concern.

### **Start of Game...Proper Lineup** (see diagram)

#### Lead Ref

1. Ref whistles to signal game about to start; drop whistle from mouth.
2. Verify that everyone's shirts are tucked in and shorts are pulled up.
3. Check to see if the jumpers have both feet in the center circle farther from their basket (going in the right direction).
4. Any player(s) around the circle must have at least one foot near, but not on the center circle.
5. Step in and in a loud firm voice say "players hold your spots", look up to see if your partners hand is up. Say the team colors and point in the direction the teams will be going, then blow your whistle and enter the center circle.
6. Acknowledge the players and let them know you will be tossing the ball on set.
7. Bounce the ball once, catch it and say "set". With the arm at a right angle, the throwing official will toss the ball straight-up and a distance slightly higher than the players can jump.
8. The jumpers can touch the ball twice before it strikes the floor. It is the responsibility of both officials to determine whether or not the jump was good (was the ball thrown straight up, did the toss favor one player or another, did any player illegally touch the ball?)
9. Normally assume Trail

#### Trail Ref

1. Ensure Scorer's table personnel are ready & alert to start of game.
2. Check both benches; count the number of players on the floor.
3. Raise hand to signal the Lead Ref "ready to start" & prep starting of clock
4. Monitor toss; if fair, drop hand when legally touched by jumper
5. Normally assume Lead

### **Playing the Game** (see diagram)

For definition purposes, the "Lead" official is positioned on the end line under the target basket, and the side line on his/her side of the court. The "Trail" official is in the mid court area and has everything else.

For "out of bounds" calls Lead has the closest end line and the side line on his/her side of the court. Trail has the other sideline and division line in-case the ball goes backcourt.

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*Trail Tip: Try to keep focused in your area of responsibility and resist the temptation to follow the ball. Main focus is on the Defense. Tip: Move to see between players, i.e. get the angle – rather than get closer.*

Referee positions, relative to the sidelines, are governed by where the ball is put into play. Obtain eye-contact, and ensure position before making a “live ball”. Switch positions on fouls. Do not switch on violations or out of bounds calls. Trail has the responsibility to watch the net for score. Lead should not move his/her eyes from the players to see the net.

### **In-Bounding the Ball**

- During a throw-in, the “spot” is a 3 ft rectangle along the in bounding line as deep as the player wants/can go. Movement out of this “spot” is another violation. If the Thrower cannot get adequate depth, the Ref must project an imaginary restraining line that the Defense cannot violate.
- On a throw-in pass the defense cannot have any part of their person through the inbound side of the boundary line until the ball has been released and in court.
  - 1st violation = team warning for Delay of Game (DG)
  - 2nd violation of team = technical foul
  - Defense reaches over line and touches ball = automatic technical foul
  - Defense reaches over line and touches in-bounding player result is an intentional personal foul
  - Thrower reaches ball over boundary line, and defensive player touches or grasps ball is NOT A VIOLATION
- After a made basket the in-bounding team is allowed to run the end line and not maintain a “spot”. They can even throw it along the end line to another player, out of bounds. This privilege is not lost when play is disrupted by a timeout.
- Never administer a throw-in under a basket.

### **In-Bounding Spots –Proper Locations** (see diagram)

- It is important that officials put the ball in play at the correct spot for a throw-in. Coaches design specific plays and offensive/defensive strategies based on where the ball will be put in play. It is therefore essential for game officials to be diligent in administering the ball at the proper throw-in location, particularly following time-outs.
- The throw-in spot is the nearest spot out of bounds from where the violation, out of bounds or non-shooting foul occurred. If the throw-in spot is behind a backboard, the throw-in shall be made from the nearer free-thrown lane line extended.

### **Player Substitutions**

- GBA “House Rules” do not allow player substitutions in the first quarter, except if a player receives a third personal foul or if a player is injured or sick.
- Players wishing to enter the game must report to the scores table.
- Players can not enter the game until summoned by an official.

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**TIP:** *Children are rambunctious, they will run on to the court when the coach tells them to sub-in. Should this occur, stop the player, ask them to go to the table and check-in. Once they have done so, let the player enter the game. Should this continue, speak with the coach and let him/her know that if it continues, you will not allow a substitution to occur. Do not threaten any technical fouls and do not argue with the coach. Ask the table crew if they would help to insure that the players check with them first. A player may only substitute in during a dead ball: free-throw, ball went out of bounds, foul, violation, or time-out.*

### **Administration of Free Throws:** (see diagram)

When a foul is called and free throws are to be taken, the referee that made the call has immediate responsibilities:

- Signal for a dead ball by blowing short/sharp whistle, raising closed fist. Signal mechanics to partner and players and raise fingers to show action to be taken. Report to the score table for documentation. For GBA purposes the referee need only travel to where he/she is easily seen by table personnel and in a loud/clear voice announce color of fouling team (point to bench), shirt number (give sharp hand signals), announce nature of foul (hand signal) and announce shots awarded.
- Other referee will secure the ball, move into Lead and manage lining up players. (NOTE: LEAD OFFICIAL IS ALWAYS TABLE SIDE)
- Any Player, other than the Free-Thrower, who does not occupy a marked lane space, must be behind the free-throw line extended and behind the three point line.
- Defense may choose to not play four on the lines, but Offense cannot play with more than two (+ Shooter) on the lines. Spaces must remain unoccupied.

### **Non-Shooting Foul**

- When a violation or a non-shooting foul is called the Referee will announce color, spot and point to the location and report to the score table for documentation. For GBA purposes the referee need only travel to where he/she is easily seen by table personnel and in a loud/clear voice announce color of fouling team (point to bench), shirt number (give sharp hand signals), announce nature of foul (hand signal).

### **End of the Game**

Leave the floor together and briefly review the game. If this is not possible, shake the hand of your partner and go your separate ways. Keep the communication between you and your partner to a whisper (there are little ears around which hear everything). Keep things positive. Mentally go over any situations and leave the game(s) in the gym. Go home and do not let the events of the day affect you. Most of the time, you will leave the gym with a smile on your face and a feeling that you did a great job.

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### What is “Preventive Officiating”?

**Prevent:** Keep from happening...Keep from doing something.

- Be tolerant
- Know who’s involved in the game (age, male, or female)
- Stay objective and remain focused
- Do not take the game personally
- Decide what violation/foul deserves a call
- Be polite
- Do not yell
- Use common sense.

*TIP: During the game, there are many things going on, players are running around, coaches are talking loudly and the game is moving quickly. The last thing you want to do is disrupt the flow of the game. Right, right! You will see that if you talk to the player’s the odds of you blowing your whistle are greatly reduced. **Safety of the players will always be first and foremost.***

### Some preventative officiating phrases:

- Hands off
- Get-out of the key
- Arms straight up
- Do not touch
- You have five seconds to release the ball... 2, 3, 4, hurry
- No fouls, let ‘m shoot
- Hurry, you have ten seconds to get the ball over half-court, 6, 7, 8...
- Do not move, if you touch the person next to you this is a lane violation
- Hold your spots
- This line goes all the way up, do not cross it (move your hands up and down in a vertical plane)
- You cannot cross this line, or it will be an inbound violation (move hands in horizontal plane)
- Don’t reach
- Stand straight.... like a tree.

*TIP: In addition to the phrases, some situations may develop where you may need to speak to the players. Some examples are: two players are pushing back and forth in an attempt to gain position, two players collided and one thinks it was done on purpose. In these situations and others, split the players apart, let them know this is only a game and you do not want anyone to get hurt. Have them apologize to one another and shake hands. If one refuses, send the player off the court to cool down. If a coach argues this, let him/her know that you believe the player is too emotional at this time, and a rest is needed. Also, you have authority to remove a player. If the coach continues to argue the point, you might want to explain to the coach that the game will not continue until the player leaves the floor for a “rest” period.*

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*Teach the kids the game and do not be anxious to blow your whistle. There is no need to blow your whistle every time something occurs on the floor. If a player needs help, give the assistance needed to resolve the problem. Do not allow yourself to get involved in a dispute.*

### **Safety of the children must be first and foremost.**

***You must maintain a professional attitude at all times- be fair and have fun!***

### **Advantage/Disadvantage**

Remember, not all contact is a foul, or a reason to blow your whistle. Sometimes it is better to let the kids “play through it”. Let the play develop and finish, then determine if you should make a call, or no-call. You need to determine if there was incidental contact (did contact cause the player to move, was the contact violent, did the contact disrupt the play). Remember, all of this has occurred within a split second, you need to be watching the play. Another thing to think about is: did the player making the contact gain an advantage. If the contact is severe, you should always blow your whistle. Also, if contact involves the head, or face, blow your whistle and make the call. Make sure you see the whole play, as you will be in a better position to make a determination as whether or not you should make a call/no-call.

*TIP: Are you supposed to call every foul? If you blow your whistle every time a foul or violation occurred, the game would never get done. Experience will help you to develop a better sense of the game and what you should call, or not call. Preventative officiating works. Any time a child lands on the floor, someone will want a call. Even though the contact did not cause the player to fall, you will blow your whistle, most of the time. If there is a defensive player next to the ball handler, make the call. Even if you did not see the whole play, it will give the illusion that you were watching.*

**Advantage:** Favorable circumstance; benefit

**Disadvantage:** Unfavorable condition

For example:

**Block/Charge:** A player drives to the basket and goes in the air to shoot with a legally established defender (one who has both feet on the floor and is in place prior to the shooter arriving) in the path of the shooter. If the shooter adjusts their position in the air so as to avoid contact with the defender, but still makes incidental contact, most of the time, a foul should not be called because neither player gained an advantage. You must consider the position of the defender with regard to the basket (were they standing directly under the basket). One of the few times the defender can be in a legal position directly under the basket, is when the dribbler takes a path to the basket that is parallel with the baseline. If you decide to call a charge foul, you MUST observe the following before making any call:

**DO’S:**

- Did the player without the ball obtain legal guarding position by:

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- Getting to the spot first without contact
- Have both feet touching the floor
- Initially facing the opponent
- The defender may move laterally, at an angle or backwards to maintain position.
- The defender may duck, turn or use slight movement to absorb the shock.
- The player with the ball must get their head and shoulders past the front torso of the defensive player.

### **DON'TS**

- The defender may not extend an arm, shoulder, hip, leg or lean into the path of an opponent and cause contact (blocking).
- A defender may not move into the path of an opponent after the opponent is in the air.
- A defender may not bend over (tuck) to absorb the shock.

*TIP: When watching a defensive player, you must determine if contact actually occurred, player's will "flop", or appear to have been hit by a train. Some coaches will instruct their player's on the fine art of acting. If contact did not occur between the player's and the defensive player falls to the floor, you need to inform that player that his/her actions are wrong and should this occur again, you will call an unsportsmanlike foul on this player. Again, use your judgment; the age of the child actor should be taken into consideration.*

**Verticality:** A defender has established a legal position with their hands straight up and the ball handler leaves the floor to shoot, making slight contact with the defender. You probably should not call a foul since neither player has been disadvantaged.

*TIP: There is no such call as OVER THE BACK. Contact must occur between the players. Watch the play, if the taller player is behind a shorter one, ask yourself: did the player behind jump straight up, did they push to get into position; is the player in front making contact with the player behind? If you are going to make a call, the correct foul is a push. This can be difficult as there will be times where a player is considerably taller than their opponent. Do not penalize the taller player.*

**Contact with the Shooter:** A player receives the ball and drop step to the basket. When the shooter is in the air the Official must watch the shooter until he/she returns to the floor, to ensure no illegal activity has occurred. The defender makes slight contact with the shooter as the ball is released. Hold your whistle and if the ball goes in, a foul should not be called. If the ball does not go in, blow your whistle and call the foul. However, if the contact is significant, or if the shooter is fouled on the arm, head or face blow your whistle and call the foul. It does not matter if the basket was made or not. Officials must not reward the offensive player when he/she initiates contact and the defender has established and maintained his/her legal guarding position.

**Continuous motion (CM) (Definition 4-11)** applies to a try for goal, but has no significance unless there is a foul by the defense during the interval which begins the habitual throwing movement of the try start and ends when the ball is clearly in flight.

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- If an opponent fouls after a player has started a try for goal, he/she is permitted to complete the customary arm movement, and if pivoting or stepping when fouled, may complete the usual foot or body movement in any activity while holding the ball.
- However, it is not a violation of CM if another dribble is taken before the attempt for try is made.
- CM does not apply if a teammate fouls after a player has started a try for goal and before the ball is in flight. The ball becomes dead immediately.

**Incidental Contact:** When 10 players are moving rapidly in a limited area, some contact is certain to occur. Contact that occurs unintentionally in an effort by an opponent to reach a loose ball, or contact which may result when opponents are in equally favorable positions to perform normal offensive or defensive movements, should not be considered illegal, even though the contact may be severe. Similarly, contact that does not hinder the opponent from participating in normal defensive or offensive movements should be considered incidental.

*TIP: Not all contact is a foul, contact will occur in many situations and contact which occurs unintentionally or appears to be equal in nature, should be considered legal.*

**Live Ball:** The ball becomes live when:

- Jump ball-when the ball leaves the officials hand(s)
- When the ball is at the disposal of the thrower
- When the ball is at the disposal of the free-thrower

**Dead Ball:** The ball becomes dead when:

- A goal is made
- Free Throw (when the ball does not go in)
- The ball is held
- A player control foul
- A violation by the free-thrower

### **Front Court Versus Back Court**

This is a very important aspect of the game. When does the ball legally enter into the front court? The basketball will be considered to be in the front court when ALL of the following have been established:

- Both feet of the person in contact with the ball, including the ball have completely crossed over the division line (half-court).

*TIP: There is NO back court violation on an out of bounds play. When attempting a throw-in, a player may receive the ball in their backcourt. When starting the second, third or fourth quarters, to avoid confusion, it may be helpful to begin the throw-in near the half-court line, in the opponent's back court.*

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**Dribbling:** Is a ball movement (intentionally striking the ball with the hand(s) or pushing the ball to the floor once, or many times.

*TIP: A player MUST have control of the ball and there is no limitation on how high the player may dribble the ball. Technically a player who dribbles the ball at or above head height is legal.*

**Kicking the ball:** For this to occur, the ball must strike ANY part of the leg or foot and appear to be intentional.

**Held Ball** Is when player(s):

- Have their hands firmly in place on the ball so that control cannot be obtained without force.
- Places his/her hand(s) on the ball and prevents an airborne shooter from throwing the ball or releasing it on a shot.

**Jump Ball:** Is used to start play at the beginning of the game, is also used in other situations to determine which team controls the ball, most often in the case of a "held ball." The jump ball will determine the tone of the game and can make an impression on the players and coaches.

### **Hand Checking**

When a defensive player puts two hands on a dribbler, it is a foul. When a defensive player keeps a hand on an opponent, it is a foul.

### **Illegal use of the hands**

- When a defensive player keeps a hand on an opponent, it is a foul.
- When a defensive player puts two hands on a dribbler, it is a foul.
- When a defensive player continually jabs by extending his/her arm and placing a hand on the opponent, it is a foul.

### **Post play**

- The key word is displacement. If a player is displaced, it is a foul. Displacement applies to offensive & defensive players (pushing).
- When an offensive player uses a swim move, elbows, forearms or backs down the opponent, it is a foul on the offensive player.
- When a defensive player holds, undercuts, displaces, displaces by a knee or a forearm in the back, it is a foul on the defensive player.

### **Rebounding...To obtain or maintain legal rebounding position, a player may not:**

- Displace, charge, or push an opponent.
- Extend shoulders, hips, knees or extend the arms or elbow fully or partially in a position other than vertical so that the freedom of movement of an opponent is hindered when contact with the arms or elbows occurs.
- Every player is entitled to a spot on the floor, provided the player gets there first without illegally contacting an opponent.

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### Screening

- When a player uses arms, hands, hips or shoulders to force through a screen or to hold or push a screener, it is a foul.
- When contact results because a player sets a screen while moving, it is a foul.
- When a screener takes a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction, it is a foul.
- When a player sets a screen outside the visual field of a stationary opponent and does not allow this opponent a normal step to move, it is a foul.
- A player who is screened within his/her visual field is expected to avoid contact by going around the screener.
- There cannot be a foul unless there is illegal contact.

### Timeouts

- Timeouts can only be called by a player (not bench personnel) or the Head Coach during a dead ball or the calling team's possession.
- Timeouts in excess of the allotted number may be requested and shall be granted at the expense of a technical foul for each occasion. (Administered after the Timeout)

*TIP: Make it a point to visit each Coach and let them know their remaining timeouts by the last five minutes of the game.*

**Closely-guarded** is a five second count when a player in control of the ball in his/her team's front court, is guarded by an opponent who is within 6 feet of the player who is holding or dribbling the ball.

**Direction error:** If a mistake is made (theirs or yours) Rule 4.5.4 states the Officials shall correct the error when observed and everything counts as if they were always going in the correct direction.

**NOTE:** *Regardless of your referee position, lead/trail, if a violation or foul is observed it is your responsibility to enforce the rule. **Player safety comes first!***

### **Correctable Errors:**

Art. 1 Officials may correct an error if a rule is inadvertently set aside and results in:

1. Failure to award a merited free throw.
2. Awarding an unmerited free throw.
3. Permitting the wrong player to attempt a free throw.
4. Attempting a free throw at the wrong basket
5. Erroneously counting or canceling a score.

Art. 2 In order to correct any of the official's errors listed in article 1, such error must be recognized by an official during the first dead ball after the clock has properly started.

Art. 3 If in Article 1-5 the error is made while the clock is running and the ball is dead, it must be recognized by an official before the second live ball.

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Art. 4 If the error is a free throw by the wrong player or at the wrong basket, or the awarding of an unmerited free throw, the free throw and the activity during it, other than unsporting, flagrant, intentional or technical fouls, shall be cancelled.

Art. 5 Points scored, consumed time and additional activity, which may occur prior to the recognition of an error, shall not be nullified.

Art. 6 If an error is corrected, play shall be resumed from the point at which it was interrupted to rectify the error, unless it involves awarding a merited free throw(s) and there has been no change of team possession since the error was made, in which case play shall resume as after any free-throws attempt(s).

### **Coach and Bench Decorum**

It is important for officials to communicate with coaches and it is appropriate for this to occur on occasion during the game. Coaches must understand that every call cannot be explained and a continuous dialogue cannot occur. It is okay for coaches and players to ask questions provided it is done in a courteous and respectful manner. However, if a coach or player begins to move towards unsporting comments or behavior, then it is imperative that the official be firm. Sometimes a warning is appropriate and sometimes a technical foul is necessary. Officials must remain vigilant of taunting, baiting and unsporting behavior of players, bench personnel and fans.

### **Sportsmanship, Your Role...**

The term "sportsmanship" may be a philosophy of many leagues, but it is not always acknowledged or used on a regular basis. Sportsmanship should be followed by the coaches, players, table crew, on-site coordinator and YOU. It may be difficult to enforce your ideas and concerns about this matter.

By rule, good sportsmanship is strongly encouraged and is to be enforced.

Here are a few things you can do to promote good sportsmanship:

- Take control of a player or coach that uses inappropriate behavior, foul or abusive language. Use a firm voice to send a message and as a last resort, a technical foul may be needed to control a situation. It is strongly suggested that you do not look the other way as this could send a message that you accept the behavior.
- Give praise where needed. If you equally acknowledge ALL of the players on the floor, you will project a positive "up-beat" image for all to follow.
- Compliment examples of good sportsmanship: When a player assists an opponent from the floor after a collision: if a player complements an opponent on a nice shot, or good screen, just to name a few.
- Let the coaches and players know that good sportsmanship will strictly enforced.

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### **Summary**

You have watched high school games, college basketball and NBA games. Most GBA officials have played in our league. Surely you have watched officials miss a call or two and make call's you have questioned. You have thought: "That's easy; I could have made that call, why didn't the official see that".

Now you have decided to become a recreational basketball official.

- You have completed your first step of training by reviewing this manual and attending the training sessions. Hopefully you are dedicated to being the best official you can be. This manual does not cover everything, some things you will learn from experience, or real on-court situations.
- Be sure you fully understand the fundamental rules of the game. Regardless of what age group, the basic fundamentals of the game apply. Rules are in place to protect the players and to ensure that neither team gains an unfair advantage.
- Study the signal chart and understand how to use each signal. Communication is the key to success.
- Mastery and understanding the intent of the rules will take time. It will not happen over night, do not get discouraged. Having knowledge of the rules requires on-court experiences. For example, a new official might have a clear understanding of the charge rule, but getting it right in a game situation is tougher than one might think.
- Remember, before each game review the "league rules" for that particular division. If you need clarification, ask. High school rules will apply in addition to any "league".
- Remember, regardless of any rule changes or additions, the basic fundamentals of basketball will always apply.
- This applies to the proper use of the signals and mechanics.
- You will earn respect of those involved in the contest if you know the rules, how to properly apply them and put fun and safety first.

### **Before you leave home for the game...**

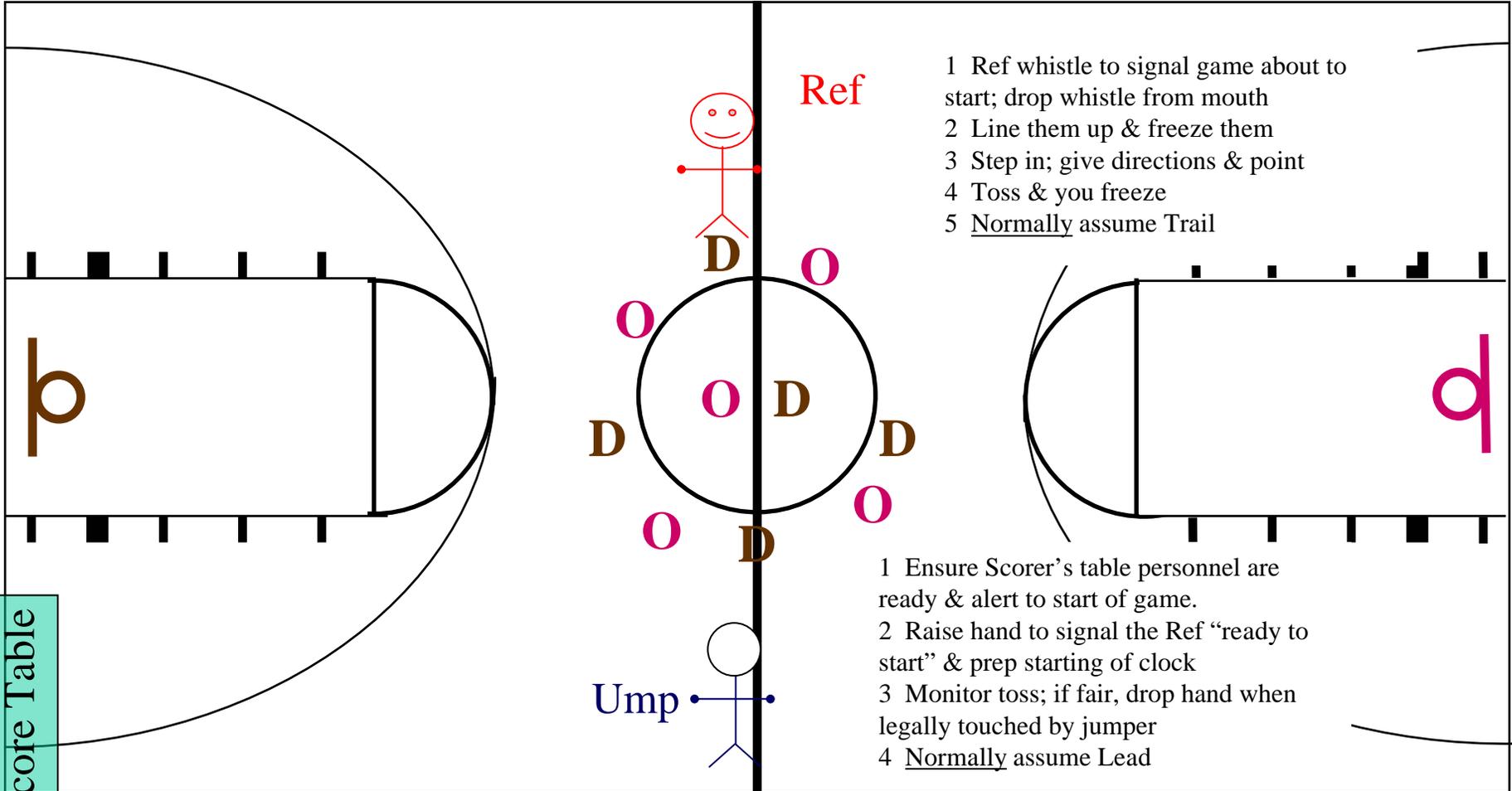
- Do you have the required uniform, clean and neat?
- Do you have your whistle?
- Do you have a rubber band, or some item to keep track of alternating possession?

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OFFICIAL NFHS BASKETBALL SIGNALS						
<b>Starting and stopping clock</b>	<b>1</b>		<b>2</b>		<b>3</b>	
		Start clock		Stop clock		Stop clock for jump/hold ball
	<b>4</b>			<b>5</b>		
<b>Information</b>	<b>6</b>		<b>7</b>		<b>8</b>	
		Directional signal		Designated spot		Visible counts
	<b>9</b>		<b>10</b>			<b>11</b>
<b>Shooting/scoring</b>	<b>12</b>		<b>13</b>		<b>14</b>	
		No score		Goal counts		Point(s) scored use 1 or 2 fingers after signal 13
	<b>15</b>		<b>16</b>			<b>17</b>
	3-point field goal Attempt and if successful		Bonus free throw for 2nd throw, drop one arm – for 2 throws, use 1 arm with 2 fingers – for three throws, use 1 arm with 3 fingers			Delayed lane violation
<b>Violations</b>	<b>18</b>		<b>19</b>		<b>20</b>	
		Traveling		Illegal dribble		Palming/ carrying the ball
	<b>21</b>		<b>22</b>		<b>23</b>	
		Over and back		3-second violation  * Open hand - run end line		5-second violation
	<b>24</b>		<b>25</b>		<b>26</b>	
		10-second violation		Free throw, designated spot, or other violation		Excessively swinging arm(s)/elbow(s)
	<b>27</b>		<b>28</b>		<b>29</b>	
		Kicking		Illegal use of hand		Hand check
	<b>Fouls</b>	<b>31</b>		<b>32</b>		<b>33</b>
		Blocking		Pushing or charging		Player-control foul
<b>34</b>			<b>35</b>		<b>36</b>	
		Team-control foul		Intentional foul		Double foul
<b>37</b>						
		Technical foul				

# 1<sup>st</sup> Half – Proper Lineup



- 1 Ref whistle to signal game about to start; drop whistle from mouth
- 2 Line them up & freeze them
- 3 Step in; give directions & point
- 4 Toss & you freeze
- 5 Normally assume Trail

- 1 Ensure Scorer's table personnel are ready & alert to start of game.
- 2 Raise hand to signal the Ref "ready to start" & prep starting of clock
- 3 Monitor toss; if fair, drop hand when legally touched by jumper
- 4 Normally assume Lead

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Score Table

Score Table

O Bench

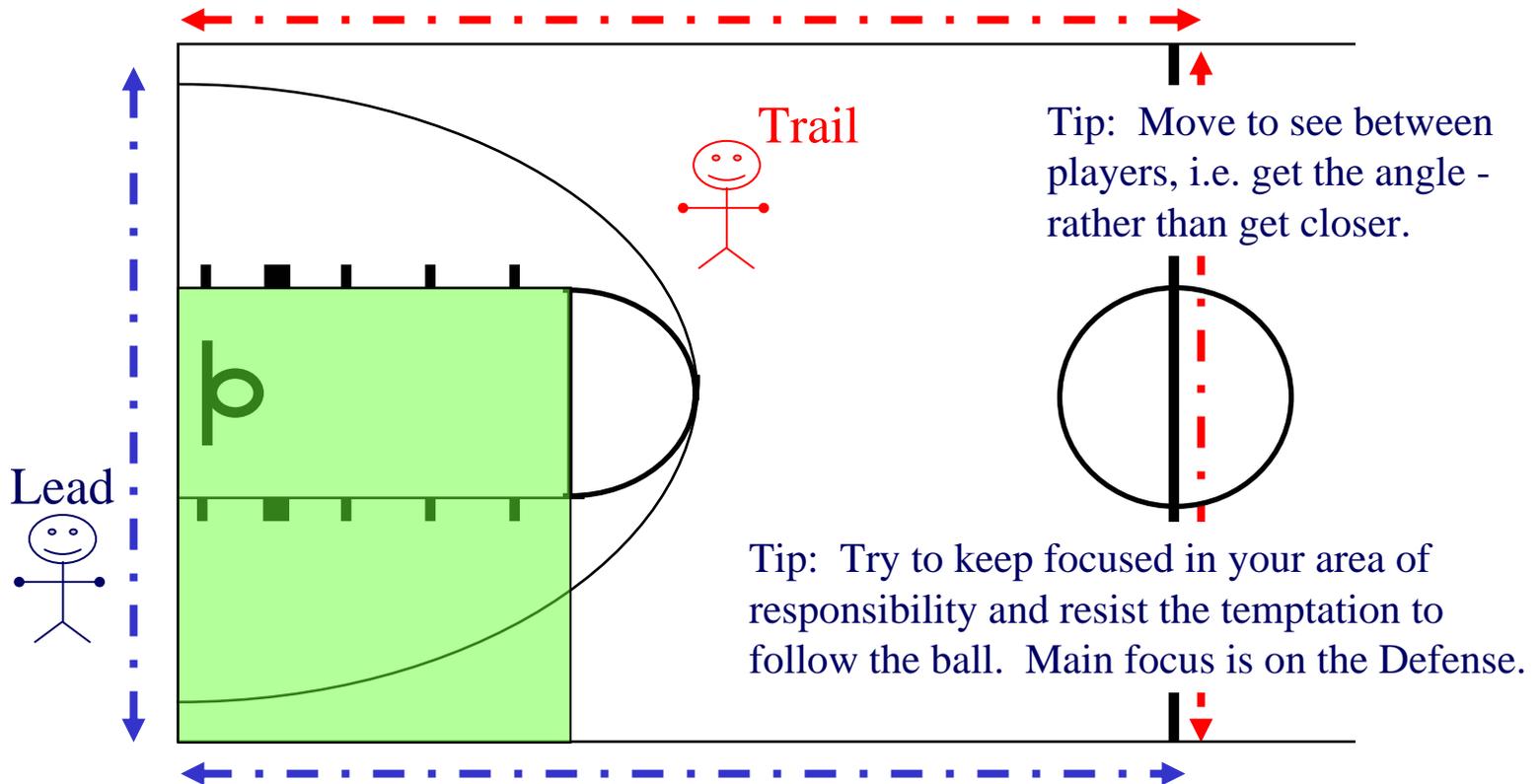
D Bench

# Playing the Game; Basic Area of Responsibility

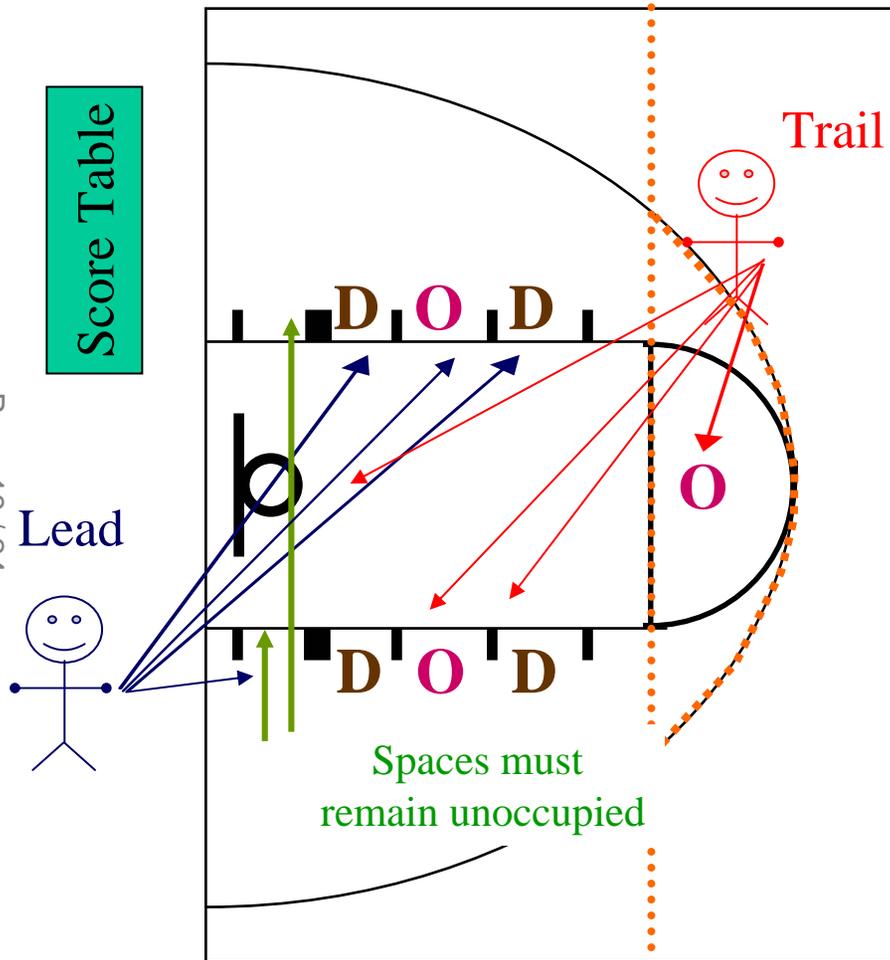
For definition purposes, the “Lead” official is positioned on the end line under the target basket, and has the shaded area. The “Trail” official is in the mid court area and has everything else.

For “out of bounds” calls Lead has the closest end line and the side line on his/her side of the court. Trail has the other sideline and division line in-case the ball goes backcourt.

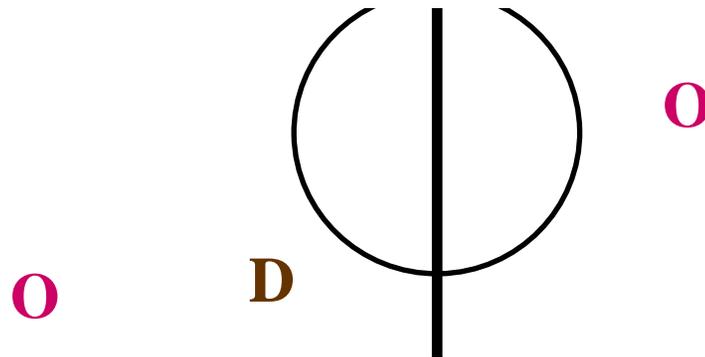
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# Foul Shooting Area of Responsibility



Any Player, other than the Free-Thrower, who does not occupy a marked lane space must be behind the free-throw line extended and behind the three point line.

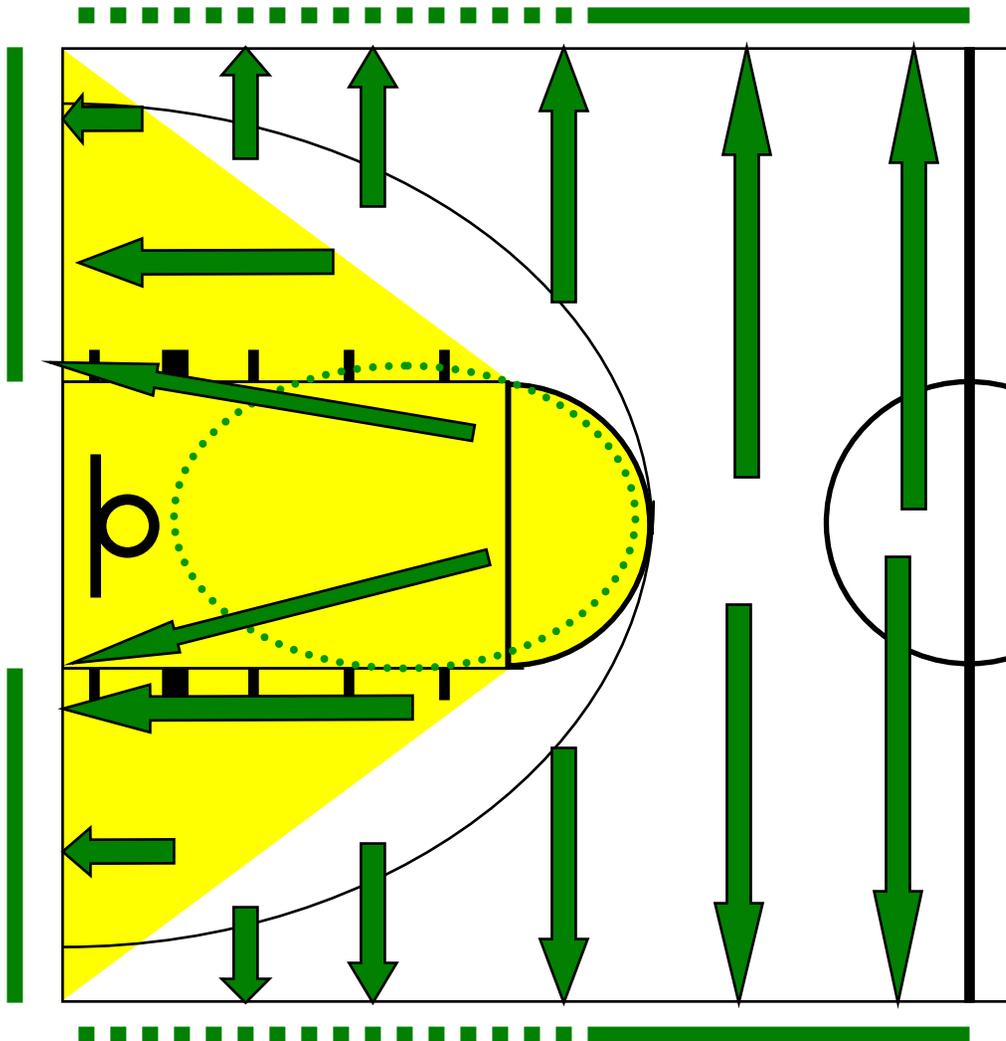


Defense may choose to not play four on the lines, but Offense cannot play with more than two (+ Shooter) on the lines.

**NOTE: LEAD OFFICIAL IS ALWAYS TABLE SIDE**

Score Table

# Throw-In Spots – Proper Locations



It is important that officials put the ball in play at the correct spot for a throw-in. Coaches design specific plays and offensive/defensive strategies based on where the ball will be put in play. It is therefore essential for game officials to be diligent in administering the ball at the proper throw-in location, particularly following time-outs.

The throw-in spot is the nearest spot out of bounds from where the violation, out of bounds or non-shooting foul occurred.

**If the throw-in spot is behind a backboard, the throw-in shall be made from the nearer free-throw lane line extended.**

## **THE MOST MISS-UNDERSTOOD RULES...**

1. The front, top, sides, and bottom of the backboard are all in play. The ball cannot pass over a rectangular backboard from either direction. The back of a backboard is out of bounds as well as the supporting structures.
2. The traveling rule is one of the most misunderstood rules in basketball. To start a dribble, the ball must be released before the pivot foot is lifted. On a pass or a shot, the pivot foot may be lifted, but may not return to the floor before the ball is released. A player may slide on the floor while trying to secure a loose ball until that player's momentum stops. At that point that player cannot attempt to get up or rollover. A player securing a ball while on the floor cannot attempt to stand up unless that player starts a dribble. A player in this situation may also pass, shoot, or call a timeout. If the player is flat on his or her back, that player may sit up without violating.
3. During a fumble the player is not in control of the ball, and therefore, cannot be called for a traveling violation. A fumble is the accidental loss of player control when the ball is unintentionally dropped or slips from a player's grasp. After a player has ended a dribble and fumbled the ball, that player may recover the ball without violating. Any steps taken during the recovery of a fumble are not traveling, regardless of how far the ball goes and the amount of advantage that is gained. It is always legal to recover a fumble, even at the end of a dribble, however that player cannot begin a new dribble, which would be a double dribble violation. A player who fumbles the ball when receiving a pass may legally start a dribble.
4. The shooter can retrieve his or her own air-ball, if the referee considers it to be a shot attempt. The release ends team control. It is not a violation for that player to start another dribble at that point. When an airborne player keeps control of an attempted shot that is blocked and is unable to release the ball and returns to the floor with it, that player has not traveled; it is a jump ball. If, in this situation, the shooter releases the ball, then this is simply a blocked shot and play continues.
5. Palming or carrying is when a player gains an advantage when the ball comes to rest in the player's hand, and the player either travels with the ball, or dribbles a second time. There is no restriction as to how high a player may bounce the ball, provided the ball does not come to rest in a player's hand. Steps taken during a dribble are not traveling, including several that are sometimes taken when a high dribble takes place. It is not possible for a player to travel during a dribble.
6. A player inbounding the ball may step on, but not over the line. During a designated spot throw-in, the player inbounding the ball must keep one foot on or over the three-foot wide designated spot. An inbounding player is allowed to jump or move one or both feet. A player inbounding the ball may move backward as far as the five second time limit or space allows. If a player moves outside the three-foot wide designated spot it is a throw-in violation, not a traveling violation. In gymnasiums with limited space outside the sidelines and end-lines, a defensive player may be asked to step back no more than three feet. A player inbounding the ball may bounce the ball on the out-of-bounds area prior to making a throw-in.
7. The defender may not break the imaginary plane during a throw-in. If the defender breaks the imaginary plane during a throw-in, the defender's team will receive a team warning, or if the team has already been warned for one of the four delay situations, this action would result in a team technical foul. If the defender contacts the ball after breaking the imaginary plane, it is a player technical foul and a team warning will be recorded. If the defender fouls the inbounding player after breaking the imaginary plane, it is an intentional personal foul, and a team warning will be recorded.
8. The inbounding player does not have a plane restriction, but has five seconds to release the ball and it must come directly onto the court. The ball can always be passed into the backcourt during a throw-in. This situation is not a backcourt violation.
9. If a player's momentum carries him or her off the court, he or she can be the first player to touch the ball after returning inbounds. That player must not have left the court voluntarily and must immediately return inbounds. That player must have something in and nothing out. It is not necessary to have both feet back inbounds.
10. If a blind screen is set on a stationary defender, the defender must be given one normal step to change direction and attempt to avoid contact. If a screen is set on a moving defender, the defender gets a minimum of one step and a maximum of two steps, depending on the speed and distance of the defender.
11. The hand is considered part of the ball when the hand is in contact with the ball. This includes holding, dribbling, passing, or even during a shot attempt. Striking a ball handler or a shooter on that player's hand that is incidental to an attempt to play the ball is not a foul, no matter how loud it sounds or how much it hurts.

12. Reaching in is not a foul. The term is nowhere to be found in any rulebook. There must be contact to have a foul. The mere act of reaching in, by itself, is nothing. If contact does occur, it's either a holding foul or an illegal use of hands foul. When a player, in order to stop the clock, does not make a legitimate play for the ball, holds, pushes or grabs away from the ball, or uses undue roughness, the foul is an intentional foul.
13. Over the back is not a foul. The term is nowhere to be found in any rulebook. There must be contact to have a foul. A taller player may often be able to get a rebound over a shorter player, even if the shorter player has good rebounding position. If the shorter player is displaced, then a pushing foul must be called. A rebounding player, with an inside position, while boxing out, is not allowed to push back or displace an opponent, which is a pushing foul.
14. A defensive player does not have to remain stationary to take a charge. A defender may turn away or duck to absorb contact, provided he or she has already established legal guarding position, which is both feet on the playing court and facing the opponent. The defender can always move backwards or sideways to maintain a legal guarding position and may even have one or both feet in the air when contact occurs. That player may legally rise vertically. If the defender is moving forward, then the contact is caused by the defender, which is a blocking foul.
15. The mere fact that contact occurs does not constitute a foul. Incidental contact is contact with an opponent which is permitted and does not constitute a foul. Contact, which occurs unintentionally in an effort by an opponent to reach a loose ball, or contact which may result when opponents are in equally favorable positions to perform normal defensive or offensive moves, should not be considered illegal, even though the contact may be severe. Contact which does not hinder an opponent from participating in normal defensive or offensive movements should be considered incidental.
16. A ten-second count continues when the defense deflects or bats the ball in the backcourt. When a dribbler is advancing the ball into the frontcourt, the ball maintains backcourt status until both feet and the ball touch entirely in the frontcourt.
17. During a throw-in, even under a team's own basket, if the throw-in is deflected, tipped, or batted by an offensive player in the frontcourt to an offensive player in the backcourt; or after a missed field goal attempt or a missed foul shot attempt, if the ball is deflected, tipped, or batted by an offensive player in the frontcourt to an offensive player in the backcourt; these are not a backcourt violations. In both cases, team control, a player holding or dribbling the ball, has not yet been established.
18. During a throw-in or jump ball, any player; or a defensive player, in making a steal; may legally jump from his or her frontcourt, secure control of the ball with both feet off the floor, and return to the floor with one or both feet in the backcourt. The player may make a normal landing and it makes no difference whether the first foot down is in the frontcourt or the backcourt. These three situations are not backcourt violations.
19. The closely guarded rule is in effect in frontcourt only, when a defender is within six feet of the ball handler. Up to three separate five-second counts may occur on the same ball handler, holding, dribbling, and holding. The count continues even if defenders switch. The five-second count ends when a dribbler gets his or her head and shoulders ahead of the defender.
20. The intent of the three-second rule is to not allow an offensive player to gain an advantage. Referees will not call this violation if the player is not gaining an advantage. There is no three-second count between the release of a shot and the control of a rebound, at which time a new count starts. There is no three-second count during a throw-in. There is no three-second count while the ball is in the backcourt. Allowance shall be made for a player who, having been in the restricted area for less than three seconds, dribbles in or moves immediately to try for goal.
21. It is important to know the intent and purpose of a rule so that it may be intelligently applied in each play situation. A player of a team should not be permitted an advantage which is not intended by a rule. Neither should play be permitted to develop which may lead to placing a player at a disadvantage not intended by a rule.
22. The head coach may request and be granted a timeout if his or her player is holding or dribbling the ball, or during a dead ball period. A player saving the ball in the air can ask for and be granted a timeout even if that player is going out of bounds. The key is whether or not the player has control of the ball.
23. On free throws, there is a maximum of two offensive players and four defensive players in the six marked lane spaces. The defense must be in both bottom spaces on all free throws. The shooter and all the players in the designated lane spaces must wait until the ball hits rim or backboard before entering the lane. During a free throw, no opponent, including bench personnel, may disconcert the free thrower.
24. Kicking the ball is intentionally striking it with any part of the leg or foot. An unintentionally kicked ball is never illegal, regardless of how far the ball goes and who recovers it. It is also illegal to hit the ball with a fist.

25. Players may not participate while wearing jewelry. Religious medals or medical alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical alert medal must be taped and may be visible.
26. A player cannot touch the ball, ring, or net while the ball is on the ring or within the basket. A player cannot touch the ball if it is in the imaginary cylinder above the ring. These are examples of basket interference. It is legal to touch the ring or the net if the ball is above the ring and not touching the ring, even if the ball is in the imaginary cylinder above the ring. It is legal to hang on the ring if a player is avoiding an injury to himself or herself or another player.
27. The backboard has nothing to do with goaltending. Goaltending is contacting the ball on its downward flight, above the level of the rim, with a chance to go in. On most layups, the ball is going up after it contacts the backboard. It is legal to pin the ball against the backboard if it is still on the way up and not in the imaginary cylinder above the basket. Slapping the backboard is neither basket interference nor is it goaltending and points cannot be awarded. A player who strikes a backboard so forcefully that it cannot be ignored because it is an attempt to draw attention to the player, or a means of venting frustration, may be assessed a technical foul. When a player simply attempts to block a shot and accidentally slaps the backboard it is neither a violation nor is it a technical foul.

# **Gainesville Basketball Association**

## **Officials Code of Ethics**

GBA Officials during recreation events are truly participants in the educational development of our local youth. As such, we must exercise a high level of self-discipline, independence and responsibility. The purpose of this Code is to establish guidelines for ethical standards of conduct for all GBA Officials.

- Officials shall know both the rules of the game and the mechanics necessary to enforce the rules, and shall exercise authority in an impartial, firm and controlled manner.
- Officials shall work with each other and their GBA Board in a constructive and cooperative manner.
- Officials shall uphold the honor and dignity of the profession in all interactions with youth-athletes, the GBA Board, parents, coaches and colleagues.
- Officials shall prepare themselves both physically and mentally, shall dress neatly and appropriately, and shall conduct themselves in a manner consistent with the expectations of the GBA Board.
- Officials shall be punctual and professional in the fulfillment of all duties.
- Officials shall remain mindful that their conduct influences the respect that players, coaches, and our public hold for the entire organization.
- Officials shall, while enforcing the rules of play, remain aware of the inherent risk of injury that competition poses to players. Where appropriate, they shall inform the GBA Board of conditions or situations that appear unreasonably hazardous.