

Pre-Test

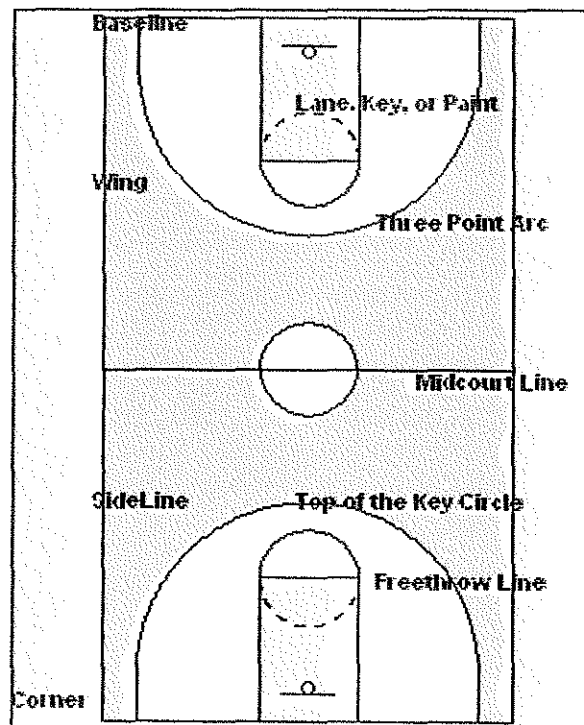
1. The game always has to start with a jump ball?
2. How many players can play after the game has started?
3. How many seconds does a player have to inbound the ball?
4. How many seconds does a player have to get the ball in the front court?
5. How many seconds can a defensive player stay in the paint?
6. A player who retrieves the ball on the ground cannot move side to side?
7. The ball is out of play if it goes over the back board?
8. The call "Over the Back" is only on defense.
9. The Call reaching is only defense.
10. How many fouls can a player receive before they are disqualified?
11. How many technical fouls can a player receive before they are disqualified?
12. Who can call a time out?
13. An injured player must leave the game once the coach is beckoned on the court?
14. A basket scored on the wrong end counts for the other team?
15. Any player can shoot a free throw for an injured player?

Introduction:

This handout is a guide for the basics in basketball officiating. You should always use good common sense. Keep in mind that you will never be 100% correct and you will make mistakes – we are all human. When you are out on the court give it your best effort and enforce the game without prejudice. Remember the best games are when no one notices the officials. Lastly, have fun!

The Rules

Basketball is a team sport. Two teams of five players each try to score by shooting a ball through a hoop elevated 10 feet above the ground. The game is played on a rectangular floor called the court, and there is a hoop at each end. The court is divided into two main sections by the mid-court line. If the offensive team puts the ball into play behind the mid-court line, it has ten seconds to get the ball over the mid-court line. If it doesn't, then the defense gets the ball. Once the offensive team gets the ball over the mid-court line, it can no longer have possession of the ball in the area in back of the line. If it does, the defense is awarded the ball.



Basketball Court 1

The ball is moved down the court toward the basket by passing or dribbling. The team with the ball is called the offense. The team without the ball is called the defense. They

try to steal the ball, contest shots, steal and deflect passes, and garner rebounds.

When a team makes a basket, they score two points and the ball goes to the other team. If a basket, or field goal, is made outside of the three-point arc, then that basket is worth three points. A free throw is worth one point. Free throws are awarded to a team according to some formats involving the number of fouls committed in a half and/or the type of foul committed. Fouling a shooter always results in two or three free throws being awarded the shooter, depending upon where he was when he shot. If he was beyond the three-point line, then he gets three shots. Other types of fouls do not result in free throws being awarded until a certain number have accumulated during a half. Once that number is reached, then the player who was fouled is awarded a '1-and-1' opportunity. If he makes his first free throw, he gets to attempt a second. If he misses the first shot, the ball is live on the rebound.

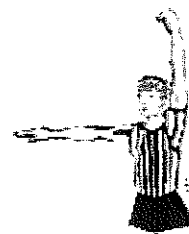
Each game is divided into sections. All levels have two halves. In college, each half is twenty minutes long. In high school and below, the halves are divided into eight (and sometimes, six) minute quarters. In the pros, quarters are twelve minutes long. There is a gap of several minutes between halves. Gaps between quarters are relatively short. If the score is tied at the end of regulation, then overtime periods of various lengths are played until a winner emerges.

Each team is assigned a basket or goal to defend. This means that the other basket is their scoring basket. At halftime, the teams switch goals. The game begins with one player from either team at center court. A referee will toss the ball up between the two. The player that gets his hands on the ball will tip it to a teammate. This is called a tip-off. In addition to stealing the ball from an opposing player, there are other ways for a team to get the ball.

One such way is if the other team commits a foul or violation.

Fouls and Violations

Foul



What is a Foul?

Basketball, in theory, is a non-contact game. However, it is obvious that when you have 10 players moving with great speed inside a limited space, contact cannot be avoided. If contact occurs in a "bona fide" (normal basketball play), like an attempt to play the ball

and does not place the opponent at a disadvantage, the contact may be considered incidental and no foul will be called. Contact from behind is not a normal basketball play, and the player who is behind is usually responsible for the contact because of his position in relation to his opponent and the ball. The player responsible for the contact receives the foul.

FOULS

Personal fouls: Personal fouls include any type of illegal physical contact.

- Hitting
- Pushing
- Slapping
- Holding

Illegal use of the hands



Illegal pick/screen -- when an offensive player is moving. When an offensive player sticks out a limb and makes physical contact with a defender in an attempt to block the path of the defender.

Personal foul penalties: If a player is shooting while being fouled, then he gets two free throws if his shot doesn't go in, but only one free throw if his shot does go in.

- Three free throws are awarded if the player is fouled while shooting for a three-point goal and they miss their shot. If a player is fouled while shooting a three-point shot and makes it anyway, he is awarded one free throw. Thus, he could score four points on the play.
- Inbounds. If fouled while not shooting, the ball is given to the team the foul was committed upon. They get the ball at the nearest side or baseline, out of bounds, and have 5 seconds to pass the ball onto the court.
- One & one. If the team committing the foul has seven or more fouls in the game, then the player who was fouled is awarded one free throw. If he makes his first shot, then he is awarded another free throw.
- Ten or more fouls. If the team committing the foul has ten or more fouls, then the fouled player receives two free throws.

Fouls & Free Throws

If you are fouled while you are shooting, you will be awarded 2 free throws. If you are fouled while shooting a 3-point attempt, you will be awarded three free throws. Free throws are NOT awarded on a charging foul. For all other non-shooting fouls, it all depends on whether you are in the foul bonus as to whether you will shoot free throws.

For the NBA, if a team commits five fouls in a quarter, then they are over the limit, and the offense will get two free throws for every foul committed thereafter. In college, it is the seventh team foul per half that gets you into the bonus, but you will be shooting what's called a 1 and 1. This means that you must make the first one, to get a second. Once a team reaches 10 team fouls, you're in the double bonus, and every foul for the remainder of the half will be two shots.

Blocking/ Charging Foul

This is THE most difficult call to make in basketball. A lot is left up for interpretation, and referees blow this call more than any other. Blocking, by definition, is personal contact which impedes the progress of an offensive player. This call is made when a defender bumps into, or impedes an offensive player's progress with their body. Charging is personal contact called against the offense, with or without the ball, usually because the offensive player pushes, or runs through a defender. When judging a block/charge, officials are supposed to use the following principles: 1) Does the defender establish an initial legal guarding position? 2) Does the defender remain stationary or does he move laterally or backwards in order to maintain the guarding position? 3) In moving to maintain the guarding position, are one or both feet on the floor while doing so? 4) Is the defensive player on the spot first? Basically, everyone has a right to their position on the court, whether it's the offense or the defense. If either one violates that space, then a block/charge will be called.

Charging



Charging.

An offensive foul that is committed when a player pushes or runs over a defensive player. The ball is given to the team that the foul was committed upon.

Blocking



Blocking.

Blocking is illegal personal contact resulting from a defender not establishing position in time to prevent an opponent's drive to the basket.

Hand checking

Hand checking is the action by a defensive player in a guarding situation where the hand or hands are used to contact an opponent to either impede his progress or to assist the

defensive player in guarding his opponent. It is a foul

Illegal Screen

A foul will be called for illegal screening when there is movement by the screener during the actual pick. A player must remain stationary when actual contact is made with the defender. Many times, it is the dribbler who is actually at fault, because he doesn't give the screener time to set up. Always allow your man to set up before using the screen. Violation is a turnover, ball awarded to the other team.

Principle of Verticality

The principal of verticality means that a player is entitled to his/her space that is occupied, plus all vertical space above that player. Therefore if a defender has his/her arms straight above his/her head, and the offensive player with the ball jumps up and there is contact with the defender's arms, it is not considered an defensive foul.

Intentional foul.

Intentional



When a player makes physical contact with another player with no reasonable effort to steal the ball. It is a judgment call for the officials.

Technical foul.

Technical



Technical foul. A player or a coach can commit this type of foul. It does not involve player contact or the ball but is instead about the 'manners' of the game. Foul language, obscenity, obscene gestures, and even arguing can be considered a technical foul, as can technical details regarding filling in the scorebook improperly or dunking during warm-ups.

Flagrant foul. Violent contact with an opponent. This includes hitting, kicking, and punching. This type of foul results in free throws plus the offense retaining possession of

the ball after the free throws.

Fouls/Player in the Air:

A player who has jumped from a spot has a right to land in that same spot. If he does not jump straight up and makes contact with his opponent who has taken a legal guarding position, it is an offensive foul. Moving under a player who is in the air and causing contact is usually an unsportsmanlike foul(dangerous play), and can be a disqualifying foul. a.k.a The Bruce Bowen Rule

Don't Foul Out!

In the pros, you are disqualified from playing in the game on your 6th foul. But for everyone else, you will be disqualified on your 5th foul. Your goal on defense should be to make "stops", not fouls. Stop the other team from scoring without fouling.

Personal Fouls

A foul is an action that involves contact with an opposing player, whether the ball is alive, in play, or dead. A player shall not block, hold, charge, trip, impede the progress of an opponent by extending his arm, shoulder, hip, knee, or foot

VIOLATIONS

Violation



Traveling

Traveling is called when A) a player slides, lifts, or changes his pivot foot B) Takes more than 2 steps after picking up his dribble. Loss of possession will occur for a traveling violation. You have to dribble if you are advancing with the ball.

Traveling



Carrying/palming. When a player dribbles the ball with his hand too far to the side of or, sometimes, even under the ball.

Over and Back



Double-Dribble

Basically, you can't dribble with two hands. Once you start your dribble and that second hand makes contact with the ball, whether it's for picking up your dribble, or on accident, your dribble is legally over. This is called a double-dribble and is a violation with the penalty being loss of the ball to the opposing team.

Double Dribble



Held ball. Occasionally, two or more opposing players will gain possession of the ball at the same time. In order to avoid a prolonged and/or violent tussle, the referee stops the action and awards the ball to one team or the other on a rotating basis.

Jump Ball



Goaltending. If a defensive player interferes with a shot while it's on the way down toward the basket, while it's on the way up toward the basket after having touched the backboard, or while it's in the cylinder above the rim, it's goaltending and the shot counts. If committed by an offensive player, it's a violation and the ball is awarded to the opposing team for a throw-in.

Time restrictions. A player passing the ball inbounds has five seconds to pass the ball. If he does not, then the ball is awarded to the other team. Other time restrictions include the rule that a player cannot have the ball for more than five seconds when being closely guarded and, in some states and levels, shot-clock restrictions requiring a team to attempt a shot within a given time frame.

Backcourt Rule

Over and Back



Once an offensive team crosses half court with the ball, the court is essentially cut in half for the offense. The half court line now acts almost like an out-of-bounds line, but only for the offense. Only if a defender knocks the ball back across half court is an offensive player then allowed to legally enter the back court with the ball. The ball is considered in the front court only when the offensive player with the ball has both feet over the center line. So, if a teammate is already in the frontcourt(both feet and the ball over half court) and passes to a teammate who is not yet legally in the frontcourt, then that is a backcourt violation.

3 Seconds in the Key

The rule states that while a team is in possession of the ball, an offensive player shall NOT remain in the key for more than three consecutive seconds. The lines bounding the key are part of the restricted area and a player touching one of these lines is considered in

the area. The 3 second restriction does NOT apply: A) While the ball is in the air during a shot for goal. B) During a rebound or C) When the ball is dead. If the ref calls a 3 second violation, the ball is immediately turned over to the opposing team.

5 second violation

There are two different 5 second violation calls in the books. One is applied when a team cannot pass the ball in-bounds within 5 seconds. This results in a loss of possession. The other 5 second call is made at every level EXCEPT the NBA. When a player is pressured by a defender (within a 3 feet radius) and does not go anywhere, he has 5 seconds to get rid of the ball by either shooting or passing the ball. If a player is dribbling in one spot and is being pressured, the count starts as long as the defender remains within that 3 ft. radius. By picking up his/her dribble, the 5 second count will reset, and he/she has another 5 seconds to get rid of the ball. If a player doesn't get rid of the ball within the count, it is a 5 second violation and results in a turnover. The point of the rule is to avoid stagnation. Nobody wants to see someone hold or dribble the ball for extended periods.

10 Second Rule

Once a player gains control of a live ball, the offensive team has 10 seconds to cross over half court. If a team fails to do this, it is a violation and the ball is awarded to the opposing team.

Pivot Foot:

You must use your pivot foot to move around with the basketball if you are not dribbling. Think of your pivot foot as having its toes anchored to the floor. You can spin around or "pivot" on that anchored part of your foot, but you can't slide or lift this foot unless you are passing or shooting. Doing so will be a traveling violation. To establish which foot you can use as your pivot foot, just remember that the first foot to be on the ground when you catch the ball is your pivot. The last foot to be on the ground when you stop dribbling, is your pivot. If you jump up, catch the ball, and land on both feet...you get to choose. Don't slide, lift, or change pivot feet. You will get called for traveling and lose possession of the basketball.

Out-of-Bounds:

A player is out of bounds when any part of his body is in contact with the floor or any object on, above or outside of the boundary lines. The ball is out of bounds when it touches a player who is out of bounds, or the supports or the back of the backboards or it touches the floor or any object on, above or outside a boundary line.

Dribbling Rule

A dribble starts when a player throws, taps, or rolls it on the floor and touches it again before it touches another player. The dribble is completed when the player touches the ball simultaneously with both hands or the ball comes to rest in one or both hands. Accidentally losing and then regaining control (fumble), tapping the ball in order to gain control, tapping the ball from the control of another player, blocking the pass and then recovering the ball are NOT considered to be dribbles

Injury Time-Out

In case of an injury to a player, the official may stop play. If the ball is in play when the injury occurs, the officials shall wait to stop the game until the team with the injury gets possession of the ball. Exception: when necessary to protect an injured player, the officials may stop play immediately.

Jump Ball

Jump Ball



In high school and college basketball, there is a jump ball only at the beginning of the game and then only if the game goes to overtime would there be another jump ball. For every dual possession call, the officials use an alternating possession arrow to determine who gets the ball. The NBA has a much better rule in my opinion. For every dual-possession jump ball call, they actually have a jump ball. They reward a great defensive play by letting them "jump it up".

3 Point Arc

The 3 point arc in the NBA is 22 ft to the center of the rim on the sides (the arc starts 5 ft 3 in from the baseline, being a straight line until that point) then the curved part of the arc is 23ft. 9 in. from the center of the rim. The 3 point arc in college was moved back a foot in 2008 to 20 ft 9 in. The high school 3 point line remains at 19 ft 9 inches.

Free throw

The free throw line is always 15 ft from the line to the backboard

Basketball Terms And Rules

Basketball Rule Terms - A

Alive - A ball is alive when it is released by a shooter or thrower, or a jumper during a jump ball. The game clock only starts after the ball is alive. This is called a live ball.

Basketball Rule Terms - B

Blocking - The use of a defender's body position to prevent an opponent's advance.

Basketball Rule Terms - C

Charging - An offensive foul that happens when an offensive player runs into a defender who has an established position.

Basketball Terms - D

Dead Ball - Any ball that is not live; occurs after a successful field goal or free-throw attempt, after the whistle is blown, and if the ball leaves the court.

Basketball Rule Terms - E

Elbowing - It is a violation if a player swings their elbows in an excessive manner.

Established Position - When a defensive player has both feet firmly planted on the floor. If an offensive player runs into the defender, they would be called for charging.

Basketball Rule Terms - F

Field Goal - A basket made while the ball is in play.

Field Goal Percentage - The percentage of converted field goal attempts.

Five-Second Violation - When passing the ball inbounds after gaining possession, players have five seconds to get the ball to a teammate.

Floor Violation - When a player violates the rules but does not commit a foul against his opponent. This is penalized by a change of possession.

Foul - Actions by players which break the rules but are not floor violations.

Foul Trouble - Players who accumulate too many fouls during the course of a game are said to be in foul trouble. Players who commit five fouls in high school and college or six fouls in the NBA are disqualified or eliminated from that particular game. Teams need to avoid the total number of team fouls reaching more than six in each half. Once they reach this number, the other team is "in the one-and-one" and goes to the charity stripe for all subsequent fouls in that half.

Free Throw - An unguarded attempt to score from a line 15 feet from the basket.

Free Throw Percentage - The percentage of converted free throw attempts.

Basketball Rule Terms - G

Goaltending - When a defensive player interferes with a shot while it is on the way down toward the basket, after it has touched the backboard, or while it is in the cylinder above the rim, the shot counts. For offensive goaltending, the ball is awarded to the opposing team for a throw-in.

Basketball Terms - H

Hand Check - A personal foul where a defender intermittently or continuously uses one or both hands on an opposing player, usually the ball handler.

Held Ball - When two opposing players both possess the basketball but neither one can gain sole possession.

Holding - Using the hands to interfere with or limit an opponent's freedom of movement.

Basketball Rule Terms - I

Incidental Contact - Minor contact that is usually ignored by officials.

Intentional Foul - A foul committed on purpose by a defensive player to stop the clock. In college basketball, the team that was fouled gets two free throws and possession of the ball.

Basketball Terms - L

Lane Violation - During a free throw situation, if you enter the lane too soon, it's called a lane violation and results in a turnover or the other team gets another free throw attempt.

Live Ball - As soon as a ball is given to a free-throw shooter or a thrower on a throw-in, it's live.

Loose Ball - A live ball that neither team has possession of.

Basketball Rule Terms - O

Offensive Foul - A personal foul committed by an offensive player. Usually not resulting in a free throw as the penalty.

Officials - Also called referees, they're in charge of controlling the game.

One & One - A free-throw attempt awarded for certain violations that earns the shooter a 2nd attempt only if the first is successful.

Over the Limit - When a team commits more fouls than they are allowed per quarter or half. They are then in the penalty.

Overtime - The extra period(s) played after a regulation game ends tied; also called OT.

Basketball Rule Terms - P

Period - Any quarter, half or overtime segment.

Personal Foul - Contact between players that gives one team an unfair advantage. Players cannot push, trip, hack, elbow, hold, restrain or charge an opponent. These are also counted as team fouls.

Basketball Terms - Q

Quadruple Double - When a player gets double-digit figures in four of five offensive categories (scoring, assists, blocked shots, steals or rebounds) during the course of a game.

Basketball Rule Terms - T

Team Fouls - Each personal foul committed against a player is also counted against the team. When a team goes over the limit, their opponent is awarded free-throw opportunities.

Technical Fouls - Violations and misconduct that are detrimental to the game. These are penalized by free-throw opportunities.

Three-Point Play - A 2-point field goal followed by a successful free-throw.

Three-Second Rule - No offensive player can be in the free-throw lane for longer than 3 seconds at a time.

Timeout - When play is temporarily suspended by an official or at the request of a team to discuss strategy or respond to an injured player.

Traveling - Taking more than one and a half steps without dribbling while you have the ball. It's also called traveling when you pick up your dribble and then move or change your pivot foot. Either way, you'll turn the ball over to the other team if you travel, so don't do it! (Also called walking).

Triple-Double - When a player reaches double figures in three of five offensive categories - scoring, assists, blocked shots, steals or rebounds - they are said to have had a triple-double.

Turnover - When the offensive team loses the ball to the defensive team for any reason.

Basketball Rule Terms - U

Umpire - One of the two officials in most international and high school basketball competition.

Un-sportsmanlike Foul - Unfair, unethical or dishonorable conduct. These fouls are penalized by free-throw opportunities.

Basketball Rule Terms - V

Violation - An infraction of the rules that doesn't result in a free throw; however, the ball is turned over to the opposing team for a throw-in.

Basketball Rule Terms - W

Walking - See the term "traveling".

ONE PERSON OFFICIATING MECHANICS:

Inevitably it will happen at some point that your partner will either be caught in traffic, or just not show up at all, and you will have to officiate a game or part of a game by yourself. Don't panic.

Coaches can smell panic like sharks can smell blood in the water. Although this will not be a comfortable situation, remember the immortal words of Clayton Williams in his rush to lose the governor's race ("If working by yourself is inevitable, relax and enjoy it", or something to that effect.). Remember that there are some advantages to working alone:

- A. You will be the best official on the floor.
- B. No one will be able to evaluate your performance, because there will be nothing by which to measure it.
- C, You will not be expected to be perfect, except for the calls you make.
- D. Once you get into it, it's really pretty enjoyable because you get to interact with the players more.

When you find yourself in this situation, here are some guidelines to follow:

'1. Have a pre-game meeting with the coaches together. Explain that your partner has not appeared, and that you will be working alone.

A. They may offer to get another coach to help you, and that's probably o.k. However, if they offer a parent or other untrained official, politely decline. There could be liability issues involved, and you should do this only if you have an excellent attorney (or Steve Ellinger) on retainer.

B. Explain to the coaches that you will need, appreciate, and expect their cooperation in keeping themselves and the game under control. .

2. At your pre-game meeting with the captains, explain that you will appreciate and expect the cooperation of all the players, as there will be 10 of them and only one of you.

3. Mechanically, there are several ways to cover the court during the game.

A. We believe that the best way to cover the court is to work from free throw line extended to free throw line extended, across the floor from the scorers and timers table.

B. You will have to move out onto the court if the ball is on the opposite sideline so that you can rule on play on the ball.

C. Oh out of bounds plays with a designated spot, put the player in the spot for the throw-in, then move a short distance away from him/her toward the spot in which you wish to be, and call to the thrower-in that you are going to toss him/her the ball, and gently bounce the ball to him/her. This is not a good time to demonstrate your trick passes, or to see how hard you can fling the ball at him/her.---

D. Do not get caught on the baseline. Move towards it if you need to cover play near it, but remember that it's a long way to the other end to catch up with a fast break.

E. Get the players to help you out on out of bounds calls. If you're not sure who touched the ball last, watch-the players' reactions. If that doesn't help, ask them who hit it last. If they disagree, just use the alternating possession arrow. Don't argue, and don't waste any time.

Make sure that the scorers and timers know you are using the alternating possession so they will change the arrow.

F. Don't guess. Admit you can't see everything. If you were able to do it alone, why do they have three-official crews for college games?

G. Don't take any guff from the coaches. They must contain their frustration. It's obviously not your fault that your partner didn't show up (unless of course, you were supposed to pick him/her up and neglected to do so). Don't argue with the coaches, and don't let them put you into a predicament in which they infer that you should be seeing everything that two of you would be seeing if you had a partner. If a coach gets obnoxious, summon up all your dignity and give him/her a dignified (on your part) and unemotional technical foul. Don't discuss it except to say that-you've already explained that you expected his cooperation, and you didn't feel you were getting it. Get the ball back into play, and prudently re-apply this solution if necessary.

H. Never, Never, Never, Never express frustration at your situation. This is something you can handle, and you should be the picture of calm and composure.

I. Have a sense of humor and be approachable. If a ball is knocked out in front of a bench,-and you don't know who touched it last, smile and ask the coach for a little help. Be accomodating, gracious, and in control. This isn't no big thing.

HOW TO PREVENT THIS SITUATION FROM OCCURRING:

No-shows occur even at the varsity level. To prevent this from happening to you, ask the assigning secretary who your partner will be, and call him/her early on the day of the game to insure that he/she knows about the assignment or hasn't cancelled. You may even be able to ride to the game together unless he/she is a jerk, in which case you may be able to put them in the trunk. [NOTE: This procedure may be o.k. for short rides, but check U.I.L. regulations for long trips].

The main point is that this is another experience that will help make you a better official. The people at the game will be frustrated that you are alone, but you can mitigate this by being confident (not defensive or arrogant), helpful, and by taking charge and getting things under way. Remember that these people want to get the games played and the kids home, so get started. If your partner shows up, great; he/she can jump right in. If not, you've got it covered.

Basketball Rules Most Often Misunderstood By Coaches, Players, and Fans (And Most Often Missed By Officials)

Basketball is a non contact sport. (Not necessarily true! Contact severity is NOT a factor in most situations but "advantage" is the primary consideration.)

Diving for a loose ball and sliding on the floor is "traveling". (Not so! Trying to get up or rolling to avoid a held ball IS a violation.)

Pinning the ball on the backboard is a violation. (Not necessarily. As long as the ball is still going up and is not in the cylinder, there is no violation.)

Touching the ball AFTER it touches the backboard is a violation. (Maybe not! See #3 above.)

Touching the backboard is a technical foul. (Not necessarily. Slapping or striking the backboard or causing the rim to vibrate during a try is a "technical". The shot is good or not good in its own.)

Taking "too many steps" after touching the ball is a traveling violation. (Not true! A player cannot commit a "travel" violation without first having control of the ball.)

"Too many steps" during a legal dribble is a violation. (Not so! There is no limit to the number of steps during a legal dribble.)

A fumble is a violation and cannot be recovered by the fumbler. (A fumble is NOTHING, like it never happened. It is simply accidental loss of control. You can "fumble-dribble-fumble" but you cannot "dribble-fumble-dribble".)

Dribbling the ball "too high" is a violation. (Not so! This is a violation only if the ball is carried with the hand under it, not over it. By the way, how high is "too high"?)

Hitting the ball with a foot or knee is a violation. (Not necessarily. By definition, kicking the ball must be an intentional act to be a violation.)

Moving the pivot foot, while in player control, is a violation. (Maybe not. The pivot foot may be PICKED UP but may not return to the floor before releasing the ball for a shot or pass. The pivot may not LEAVE the floor until the ball is RELEASED when starting a dribble.)

"Closely graded" can occur only in mid-court. (Mid-court and fore court have been eliminated.

"Closely guarded" now may occur ANYWHERE in the front court but NOT in the back court.)

It is a violation for an offensive player to be in the lane for more than three seconds. (Maybe not.

The ball must be in team control and in the front court to apply. Also, if a player receives the ball in the lane, the count is suspended while he moves directly to the basket.)

A thrower-in may not move any direction from a designated three-in spot. (Not true. He may always move BACK. Also, Federation now defines the throw-in spot as 3 feet wide.)

- Our roles as officials
- let kids play!
- CONSISTANT!
- FAIR

CARDINAL PRINCIPALS OF BASKETBALL OFFICIATING

1. IF IN DOUBT, DO NOT BLOW THE WHISTLE
2. ONE CANNOT TRAVEL UNLESS HE/SHE HAS CONTROL OF THE BALL.
3. OFFICIATE WITH SKILL, NOT WITH REPUTATION OR INTIMIDATION.
4. YOU CANNOT SCORE A BASKET WITH A DEAD BALL.
5. THE OFFICIAL SETS THE TEMPO OF THE GAME. NEVER LET IT LAG.
6. KNOW THE SPIRIT AND INTENT OF THE RULES, AND HOW TO APPLY THEM.
7. CONTACT THAT PLACES THE OPPONENT AT A DISADVANTAGE, OR THAT GIVES A PLAYER AN ADVANTAGE IS ALWAYS A FOUL.

10 DON'TS FOR OFFICIATING

1. DON'T TAKE YOUR EYES OFF THE PLAY.
2. DON'T TAKE ANYTHING FOR GRANTED.
3. DON'T EXPLAIN DECISIONS.
4. DON'T ARGUE WITH PLAYERS, COACHES, MANAGERS, SPECTATORS.
5. DON'T LOOK FOR TROUBLE OR HAVE A CHIP ON YOUR SHOULDER.
6. DON'T MAKE DECISIONS FOR YOUR PARTNER.
7. DON'T WORK WITHOUT PROPER EQUIPMENT.
8. DON'T HOLD IDLE CONVERSATION WITH PLAYERS.
9. DON'T STAND STILL AND TRY TO OFFICIATE.
10. DON'T TRY TO HELP COACH THE PLAYERS.

- Positioning lead / TRAIL GET The Angle
- Double Whistle look AT PARTNER
- Know Area of Coverage Dont call outside yours unless you have to.
- LEARN diff Foul / Violation
- Learn Mechanics!
- Communicate w/ PARTNER / TABLE / PLAYERS!

HELPFUL HINTS ON... BLOCK/CHARGE

1. WORK HARD TO GET THE PROPER ANGLE.
2. FOCUS ATTENTION ON THE DEFENSIVE PLAYER - WHERE DID HE/SHE START AND END UP.
3. A GREAT PERCENTAGE OF THE TIME, IF THE DEFENSE TAKES THE CONTACT IN THE TORSO, IT'S A CHARGE.
4. REMEMBER BLOCK/CHARGE ON AN AIRBORNE SHOOTER IS A FOUL DURING THE SHOT.
5. WHEN YOU HAVE A BLOCK/CHARGE "WRECK" IN A GUARDING SITUATION, YOU HAVE A FOUL ON ONE OR THE OTHER.
6. WHEN YOU HAVE A BLOCK/CHARGE "WRECK" IN A SCREENING SITUATION, YOU MAY HAVE A FOUL OR YOU MAY HAVE INCIDENTAL CONTACT.
7. SEE THE PLAY AND SELL YOUR CALL.

HELPFUL HINTS ON... POST PLAY

1. AS LEAD, GET OFF THE COURT TO INSURE GOOD PERIPHERAL VISION.
2. YOU MUST DETERMINE WHO HAS ADVANTAGEOUS POSITION
 - * DEPENDS ON WHERE THE BALL IS
 - * BALL MOVES, ADVANTAGE CHANGES
3. WHO TAKES UP THE DAYLIGHT (CAUSES THE CONTACT)?
4. ON A LOB PASS TO THE POST MAN
 - * WATCH OFF HAND OF FRONTING DEFENSIVE PLAYER
 - * WATCH OFFENSE PUSH OFF DEFENSE TO GET PASS
5. TALK TO THEM TO LET THEM KNOW YOU'RE WATCHING. TALK TO THEM BEFORE CONTACT OCCURS TO AVOID A FOUL. HOWEVER, WHEN CONTACT CAUSES GAIN OF ADVANTAGE, OR PUTS A PLAYER AT A DISADVANTAGE, THAT'S A FOUL. DON'T TALK, CALL IT!!
6. REMEMBER THAT A PLAYER IS ENTITLED TO ANY POSITION HE GETS TO FIRST.
7. SOMETIMES (NOT VERY OFTEN) A DOUBLE FOUL IS AN APPROPRIATE CALL.

CORRECTABLE ERRORS
(rule 2-10)

THERE ARE ONLY FIVE (5) CORRECTABLE ERRORS:

1. ALLOWING THE WRONG PLAYER TO SHOOT A FREE THROW.
2. SHOOTING A FREE THROW AT THE WRONG BASKET.
3. NOT AWARDING A MERITED FREE THROW.
4. AWARDING AN UNMERITED FREE THROW.
5. ERRONEOUSLY COUNTING OR CANCELLING A SCORE.

Correction of an error made while the clock is stopped must be made before the first dead ball following the error becomes alive.

Correction of an error made while the clock was running (an error on whether a goal counted 2 or 3 points) must be corrected before the second live ball following the error.

All points scored, all time consumed, and all additional activity prior to recognition of the error shall not be nullified. The game will be resumed at the point of interruption after the correction is made.

Either coach may approach the timer to request a time-out to confer with the Referee concerning a possible error. The timer will sound the horn at the next dead ball following this request (* remember that the ball is dead immediately after a score).

1. If a correction is made, there is no time out assessed.
2. If no correction is/can be made, a time-out is assessed.

FIXING MISTAKES

Scoring mistakes:

Any discrepancy in scoring can be rectified by the Referee, if he/she has definite knowledge pertaining to that situation. If no definite knowledge is available, the Referee will accept the record of the official scorebook (the running score).

The score can be corrected any time prior to the final score approval by the Referee, as long as there is definite knowledge that it is a mistake in record keeping.

Timing mistakes:

The Referee may correct any timing mistakes (failure to stop or start the clock properly) when there is definite knowledge relative to the time involved.

Either coach may come to the timer to request a time-out to confer with the Referee concerning a possible mistake. The timer will sound the horn to stop play at the next dead ball following this request (* remember that the ball is dead immediately after a score).

1. If a correction is made, there is no time out assessed.
2. If no correction is/can be made, a time-out is assessed.

Lag time (timer's reaction time) should be limited to one second when the official's signal is heard or seen.

DEALING WITH THE DIFFICULT COACH

I. GAIN THE RESPECT OF THE COACHES AND PLAYERS

- A. Be prepared for the game. (An ounce of prevention is worth a pound of cure.)
 - 1. Physically - be in condition.
 - 2. Mentally - know the rules and the signals.
 - 3. Give the proper signals at the proper times.
 - 4. Have wing men relate number of offender to the coach as soon as practical.
- B. Treat the coaches and players with respect.
- C. Do not be overly officious.
 - 1. See and hear what must be seen and heard.
 - 2. Do not allow one team to take unfair advantage of its opponents.
- D. Do not carry a chip on your shoulder. Don't look for trouble.

II. CONTROL THE GAME

- A. Have an air of assurance without being arrogant.
- B. Do not be intimidated, but do not be vengeful.
 - 1. Do not issue ultimatums.
 - 2. Do not put the coach or player in a corner.
- C. Control your voice - Do not get excited.
- D. Use the team captains to get their players under control.

III. TAKE APPROPRIATE ACTION

- A. Coaches and players who get out of line must be penalized.
- B. Do not allow unsportsmanlike or personal fouls to go unpunished.
- C. Treat ejection seriously. Do not invoke it unless necessary.

IV. TREATING THE SEVERE CASES

- A. Ejection causes coach or player to sit out next game.
- B. Severe and/or repeated unsportsmanlike conduct.
 - 1. Coaches have been fined.
 - 2. Coaches have been placed on probation.
 - 3. Administrators have had to submit written reports weekly on the coach's conduct at the game.

V. TERMINATION OF A GAME

- A. Never make a unilateral decision to terminate the game.
 - 1. Stop the game and have the coaches speak to their teams.
 - 2. Officials confer during this time.
 - 3. Eject those who must be ejected.
 - 4. Meet with the coaches and administration of both schools. Get assurances from the administration and coaches that teams will play under control.
- B. Do not terminate the game until you have allowed the following to occur:
 - 1. Consult with the coaches and the school administration.
 - 2. Consult with the team of officials.
 - 3. Provide an opportunity for the team management and coaches to regain control of their teams. In most cases this will correct the problem, provide a time for heads to cool, and settle the situation to permit the game to continue.

MANAGEMENT OF TECHNICAL FOULS

1. ATTEND TO THE SITUATION EARLY

- * Coaches and players who lack discipline early will only get worse as the game heats up. You don't want to call a "T" with two minutes left in the game for something that looks or sounds the same as something that happened in the first quarter.

2. DON'T SAY ANYTHING TO AN ANGRY COACH - IT CAN'T HELP THE SITUATION. ABOVE ALL, DON'T THREATEN ANYONE, EITHER CALL A TECH OR DON'T CALL ONE, BUT DON'T THREATEN ANYONE WITH A "T".

3. KNOW HOW THE "T" YOU ARE ABOUT TO CALL WILL HELP THE GAME. DON'T USE A "T" TO TURN A GAME INTO A DISASTER. THINK BEFORE YOU BLOW. THIS MEANS:

- * You cannot show anger or irritation, maintain your dignity and composure and just make the call.
- * Timing is critical. Do not call a "T" when the perpetrator pauses for breath. Do make your call when you can immediately leave the area (after you report a foul to the table rather than before reporting it).
- * If calling a "T" on a coach, do not call more than one "T" in any situation. Call it, get away from the coach and make him/her come after you for the next one.
- * Do not stand close to the offending team's bench (in the coach's lap) when you administer the foul shots. Stay in close to the free throw area (or maybe let your partner administer the shots).
- * Do not give a visible hand count on the technical foul shots, it just gives the coach another thing to be irritated with.

4. STAY AWAY FROM THE COACH AT THE NEXT INTERMISSION, EVEN IF YOU HAVE TO WAIT AT MIDCOURT FOR AN ETERNITY (AT HALFTIME).

5. STAY TOGETHER ON THE ISSUES. THE NON-CALLING OFFICIAL MUST SUPPORT HIS/HER PARTNER. REMEMBER, THERE IS NOTHING EITHER OF YOU CAN SAY THAT WILL HELP. ALSO REMEMBER, LATER ON, NO ONE CAN QUOTE SILENCE.

6. PAY PARTICULAR ATTENTION TO CLEAR COMMUNICATION WITH THE TABLE PERSONNEL IF A PERSONAL FOUL LEADS TO A "T".

- * Confusion might mean that you have to return to the table, and in the vicinity of the coach) to straighten it out. This is also a good reason to avoid multiple "T's". Make

THINGS THAT CAN GET BASKETBALL OFFICIALS INTO TROUBLE

The following list is provided for discussion and not intended to be all inclusive. There are many more. Please feel free to add your own comments.

- Poor Physical condition . First impressions are often lasting impressions.
- Poor appearance.
- Excessive visiting with players, coaches, and spectators.
- Showing favoritism.
- Showing up late or not showing up at all.
- Calling varsity games at your son or daughters school.
- Excessive calling in your partners area.
- Poor mechanics.
- Not hustling.
- Inconsistency in calling fouls or violations.
- Degrading coach.
- Loosing self control.
- Being intimidated by coaches, players or fans.
- Not selling critical calls.
- Being too far away when calling fouls or violations (out of position).
- Acknowledging spectators.
- Lack of understanding and administering the obvious rules.
- Not penalizing serious fouls and unsportsman-like conduct on coaches and players.
- Deciding the game on a last second call.
- Criticizing another officials calling ability.

Basketball Rules Most Often Misunderstood By Coaches, Players, and Fans (And Most Often Misapplied By Officials)

1. Basketball is a non contact sport. (Not necessarily true! Contact severity is *NOT* a factor in most situations but “advantage” is the primary consideration.)
2. Diving for a loose ball and sliding on the floor is “traveling”. (Not so! Trying to get up or rolling to avoid a held ball *IS* a violation.)
3. Pinning the ball on the backboard is a violation. (Not necessarily. As long as the ball is still going up and is not in the cylinder, there is no violation.)
4. Touching the ball *AFTER* it touches the backboard is a violation. (Maybe not! See #3 above.)
5. Touching the backboard is a technical foul. (Not necessarily. Slapping or striking the backboard or causing the rim to vibrate during a try is a “technical”. The shot is good or not good on its own.)
6. Taking “too many steps” after touching the ball is a traveling violation. (Not true! A player cannot commit a “travel” violation without first having control of the ball.)
7. “Too many steps” during a legal dribble is a violation. (Not so! There is no limit to the number of steps during a legal dribble.)
8. A fumble is a violation and cannot be recovered by the fumbler. (A fumble is *NOTHING*, like it never happened. It is simply accidental loss of control. You can “fumble-dribble-fumble” but you cannot “dribble-fumble-dribble”.)
9. Dribbling the ball “too high” is a violation. (Not so! This is a violation only if the ball is carried with the hand under it, not over it. By the way, how high is “too high”?)
10. Hitting the ball with a foot or knee is a violation. (Not necessarily. By definition, kicking the ball must be an intentional act to be a violation.)
11. Moving the pivot foot, while in player control, is a violation. (Maybe not. The pivot foot may be *PICKED UP* but may not return to the floor before releasing the ball for a shot or pass. The pivot may not *LEAVE* the floor until the ball is *RELEASES* when starting a dribble.)
12. “Closely guarded” can occur only in mid-court. (Mid-court and fore court have been eliminated. “Closely guarded” now may occur *ANYWHERE* in the front court but *NOT* in the back court.)
13. It is a violation for an offensive player to be in the lane for more than three seconds. (Maybe not. The ball must be in team control and in the front court to apply. Also, if a player receives the ball in the lane, the count is suspended while he moves directly to the basket.)
14. A thrower-in may not move any direction from a designated throw-in spot. (Not true. He may always move *BACK*. Also, Federation now defines the throw-in spot as 3 feet wide.)