

RAYBA Intramural Referees

A good referee ...

- ... studies the game. Knows a flex offense, a passing game, 3-1-1 full court press, a double team, a pick and roll, a drop step power move, a fake left go right, a pivot foot, principle of verticality, etc. This knowledge will help them understand the potential trouble areas to be watched during the game.
- ... shows up early for their assignment.
- ... is in good physical condition, who serves as a role model for the young people they working with.
- ... is in position to make the calls
- ... makes quick and positive calls.
- ... does not anticipate the foul, but anticipates the play
- ... makes the call because it was the correct call, not because it "looked like something should be called"
- ... is consistent and knowledgeable with their calls.
- ... carefully checks scoring and timing facilities before each game, during intervals and before the end of each half.
- ... does not apologize for every mistake made but rather works to avoid doing it again.
- ... will not overlook calls in a game where the score is lopsided.
- ... helps the game of basketball by working with the players and coaches.

What makes a good official?

- You are a professional. You are paid to do your job that makes you a professional. Before the game, during the game and after the game, you act like a professional in preparation, delivery and post game actions
- You are a listener. You listen and take constructive criticism well, always wanting to improve – to find better way.
- You know the rules of the game. You know how to apply the rules and the intent of the rules to game situations.
- You take pride in your appearance on and off the court.
- You treat every game the same. It makes no difference if the teams are undefeated or if neither has won a game. The game you are officiating is the most important game you have ever officiated. Your intensity, hustle and desire to excel are the same on every play.
- You perform on the court with mental awareness. You are always alert.
- You are a communicator on the court. You communicate with your fellow official as well as with the players in teaching them the game of basketball.
- A well officiated game is one in which the officials adhere to the advantage/disadvantage approach rather than a literalistic approach. The basic responsibility of a basketball official is to have the game proceed and played with as little interference as possible and to avoid ways to call infractions not intended by the spirit and intent of the rules.
- Good officials will work hard to get the proper angle. Accuracy of calls depend greatly on being in good position
- Good officials do not anticipate the foul, but anticipate the play.
- Officials can only make correct judgments when they see the entire play. Seeing only part of the play can place one team at a disadvantage.
- It is not a question of who is right, but what is right. There is one interpretation and only one. Whether an official likes the rule or not is irrelevant.
- Knowledge of the rules and mechanics along with appearance and physical conditioning is essential for a well-officiated game.

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- Understands the mechanics of positioning, communications and signals which represent the referee abilities to officiate and communicate on the court.

Procedures for Referees

Before the Game

- ... Before the game, meet with the book and clock to review responsibilities and answer any questions
- ... Set clock to run down to proper game start time
- ... Check with partner to make sure you have all necessary equipment (whistles, possession indicators)
- ... Talk with your partner on how you will work the game (who will tip, who tracks possession, position switching indicators, etc)
- ... Introduce yourself to both coaches
- ... Start the game on time. If both coaches agree you can start games early if warranted.

During the Game

- ... Work as a team to cover all side and base lines
- ... Switch positions as situations allow
- ... Explain to the players any violations so they can learn from the experience.
- ... Confer with your partner if you have any questions or issues.
- ... Check and approve the score / book during period or half intervals
- ... After the 6th period (3rd-6th grade) or 3rd quarter (7th-9th) check the score sheet to ensure player play time has been balanced across all players.

After the Game

- ... Check the score sheet to confirm and approve the final score
- ... Thank the book and clock volunteers
- ... Present the game ball back to the supplying team
- ... Congratulate both coaches and accept any appreciation in return from players or coaches
- ... Bring the score sheet to the RAYBA supply box.

Positioning

Lead – Stands below baseline and out of play. Observes ball when it drops below free throw line and has baseline and one sideline responsibilities.

Trail – stands “above” action in back court. Observes ball when above free throw line and has one sideline and mid-court line responsibility.

Lead and Trail position themselves so best to see all action on court. Normally this is set up with the team working diagonally and each responsible for ½ of the court.

On tip, the tosser always takes trail no matter the possession

On foul violations, if the lead calls the foul the lead should move towards the scores table to indicate foul and player number while the trail moves into the lead position. Lead then becomes trail after all indications are given. If trail calls the foul they simply provide indicate the foul and player number to the table and proceed to throw in.

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On free throw attempts, the trail should face the scorers table or team benches in our case. Lead should set up under basket and outside of lane where lead can see opposite lane line without obstruction.

- ... Trail watches top two spaces opposite lane line, free throw line and flight of ball, then fouls and rebound activity. The Trail observes the shooter and noting whether the ball goes through, contacts or misses the ring.
- ... Lead watches opposite lane line plus first spot on table (team) side, then fouls and rebound activity. Lead indicates number of shots, secures the ball until the Trail is in position and bounces the ball to the shooter before every shot.

On last-second shots, the trail has primary responsibility so trail needs to be in position to see the clock, basket and shot if possible. The lead should be ready to assist; especially on fast breaks or where the clock can not be seen by the trail.

Remember ... you are a team and you need to work together as a team. Communicate with your partner through both verbal and non-verbal methods. Signaling your calls is the best means to communicate to everyone what just occurred. Practice your mechanics so you can use the correct signal for the situation.

Tips

Get the out of bounds calls right. You sometimes get buy with a questionable foul decision, but the gym rains down with shrapnel when an out of bounds goes the wrong way. Be sure your lines are covered and trust your partner to cover their lines. Above all, see the whole play not just the exit of the ball. If you are uncertain, look for help from your partner. If you can't get help, bite the bullet and get on with the alternating possession throw-in.

Crisp and efficient movement is important during a live ball also. You have to maintain the best perspective on play action. Lethargic movements project apathy. Avoid traffic and don't get in the way. Always anticipate a possible turnover. Be prepared to "go the other way" and avoid interfering with the movement of players and/or the ball.

During time outs or between periods, find a spot and stand still. This is not shooting practice. Your job is to observe the court and ensure the game proceeds smoothly. Keep the court clear of other players and use the time to discuss any issues with your partner. At the lower levels, the tosser should stay out of the circle until the coaches have finished matching up players. Coaches who take too long to match up should be warned with a whistle and your entrance into the circle signals that the jump is about to occur.

During time outs, check with the table to confirm the number of time outs each team has remaining. Notify each team of remaining time outs but do not interrupt the coach. Best to notify an assistant or wait until the time out is over.

The lead can help in cleaning up the game by talking to the inside players with verbal warnings to move out of the lane and to keep hands straight up on shots to prevent fouling. Repeated warnings indicate a player either doesn't understand or does not wish to comply; which then warrants violations.

Hand checking is an illegal act. If a player has their hands on an opponent they are suspect of putting their opponent at a disadvantage; finding a player with two hands on their opponent is a clear violation. Hand checks can also be used by the defense to "steer" the ball handler or force a player without the ball to go a different direction.

Remember, in most cases you referee the defense. Your job is to make sure one player does not gain an advantage over an opponent by violating a rule; which you will usually see on the defensive side of the ball.

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At the same time keep in mind that all contact is worthy of your attention but all contact is not worthy of a foul.

Equipment

- ... The official basketball shirt is a short sleeved, vertically striped v-neck shirt. Cost is about \$20-25
- ... Pants or Shorts can be worn, and should be solid black.
- ... Recommended whistle is the pea-less referee whistle (whistles with peas or rattlers are usually used for football). The whistle is secured with a single strand or wrap around lanyard. Cost for whistle and lanyard is about \$9-12.

Purchase Locally

Don's Sporting Goods – 14190 Northdale Road – Rogers – 763-428-4884

General Sports - 5025 France Ave S, Edina – 612-925-4010

Purchase Online

Honigs – www.honigs.com

Ump-Attire – www.ump-attire.com

PRIMARY COVERAGE AREAS

DIAGRAM 4

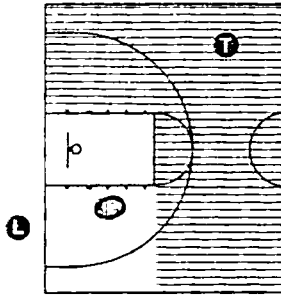


DIAGRAM 4: The Lead has on-ball coverage. The Trail is off ball and officiating action in the lined area.

DIAGRAM 5

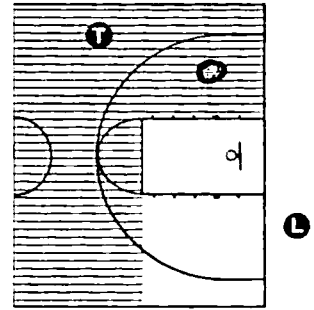


DIAGRAM 5: The Trail has on-ball coverage. The Lead official is off ball and officiating action in the unlined area.

DIAGRAM 6

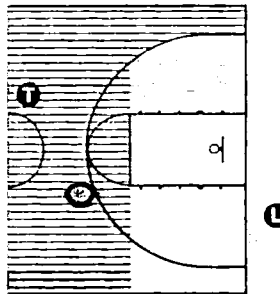
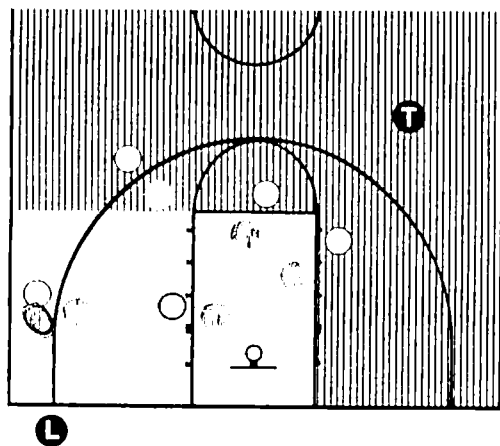


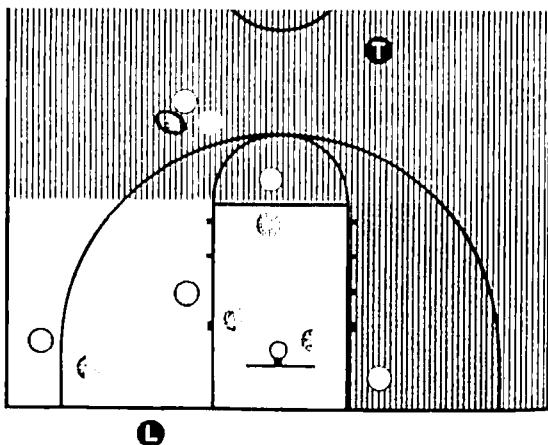
DIAGRAM 6: The Trail has on-ball coverage and is officiating the high action in the lined area. The Lead is off ball and must help with off-ball coverage by extending to the other side of the key (shaded area) because the ball is high.

DIAGONAL COURT COVERAGE
DIAGRAM 7



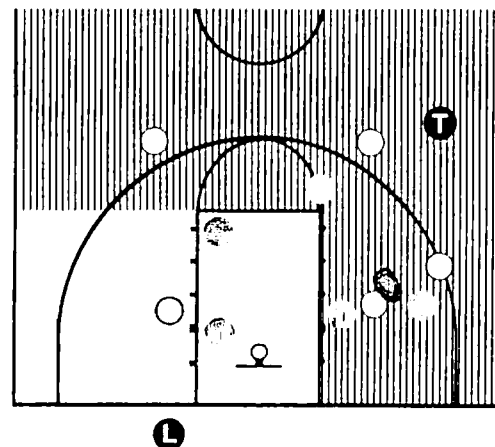
The Lead official moves to a position to get the three-point line covered when the ball is in this area. The Trail official positions to cover the significant action off the ball.

DIAGRAM 8



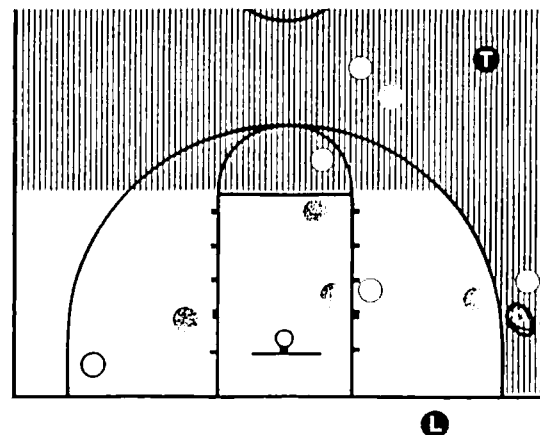
The Trail official must work hard to cover a three-point try from this area. The Lead official is well off the end line and focuses on the area off the ball (extending across the key).

DIAGRAM 9



The Trail official has the ball while the Lead official works in the key for good coverage off the ball.















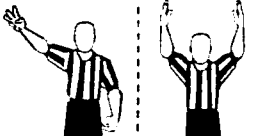


LEAD BALL-SIDE COVERAGE
DIAGRAM 10






















The Trail is on ball outside the arc. The Lead official has gone ball-side and is looking through the key and concentrating on action away from the ball. The angles change as the action moves. Lead should work to obtain a 45° angle.



OFFICIAL NFHS BASKETBALL SIGNALS

Starting and stopping clock	1  Start clock	2  Stop clock	3  Stop clock for jump/hold ball	4  Stop clock for foul	5  Stop clock for foul (optional bird dog)	
	6  Directional signal	7  Designated spot	8  Visible counts	9  Beckoning substitutes	10  60-second time-out	11  30-second time-out
	12  No score	13  Goal counts	14  Point(s) scored use 1 or 2 fingers after signal 13	15  3-point field goal Attempt and if successful	16  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	17  Delayed lane violation

Violations	18  Traveling	19  Illegal dribble	20  Palming/carrying the ball	21  Over and back	28  Illegal use of hand	29  Hand check	30  Holding
	22  3-second violation * Open hand - run end line	23  5-second violation	24  10-second violation	Fouls	31  Blocking	32  Pushing or charging	33  Player-control foul
	25  Free throw designated spot or other violation	26  Excessively swinging arm(s)/elbow(s)	27  Kicking		34  Intentional foul	35  Double foul	36  Technical foul