

#13 JUNIOR REFEREES TRAINING SHEET

Reporting Fouls to the Bench

Referees should use only the official signals, as shown in the FIBA Official Basketball Rules or (#1 Junior Referee Training Sheet – FIBA Signals).

When communicating and presenting decisions to the scoretable, it is important to remember the use of a loud clear voice and strong FIBA signals. This helps to create a strong and confident perception among the players and coaches in the game and also the spectators watching the game. It is one piece in the overall package of providing a trusted and accepted refereeing image. Often, we think there is no need to practise official signals at all, but it is highly necessary.

A checklist for successful use of the signals:

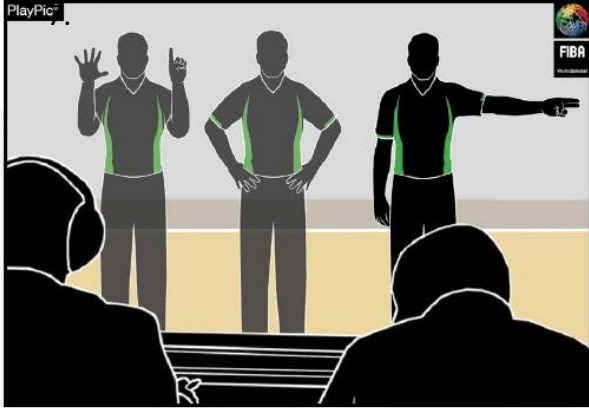
1. Use official and authorized FIBA signals
2. Rhythm
 - a) Each signal has a start and a stop
 - b) When finishing the signal, freeze it and count “one-two” in your mind
3. Strong, Sharp, Visible and Decisive signals (practice this in front of the mirror)
4. Use either hand for direction, depending which shoulder is in front.
5. Treat each team, player and play with the same standard (no histrionic)
6. Remember less is more (no repetition, one clear and strong signal)
7. Verbally support the signal at all times.

Reporting:

1. Walk sharply to a spot where you have visual contact with the scoretable. Minimize the distance – think where is your next position after reporting.
2. Stop, both feet side by side on the floor and breathe (body balance – shoulders level)
3. Rhythm (start – stop - “one – two” / start – stop – “one – two” / start – stop – “one – two”)
4. Identify: Number, nature of the foul and penalty (throw-in or free throws)
5. Nature of the foul must be the same as what happened in the play
6. Verbally support the reporting to the scoretable.

REPORTING FOUL SEQUENCE:

Foul with throw-in



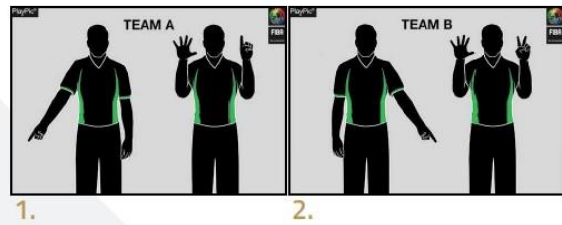
1. Number – No. #6
2. Nature of foul – Blocking foul
3. Penalty – Throw-in direction

Foul with free throws

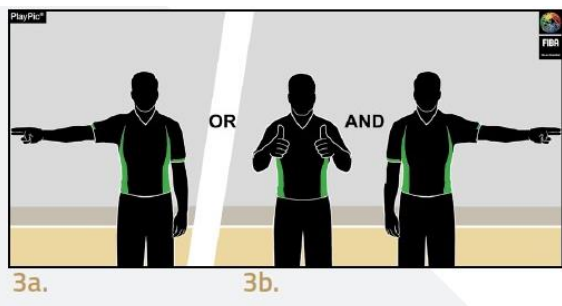


1. Number – No. #6
2. Nature of foul – Illegal contact to the hand
3. Penalty – Number of free throws

Double Foul



1. Point to team A's bench and report the number
2. Point to team B's bench and report the number



3. Show how the game will continue
 - 3a. throw-in OR
 - 3b. jump ball situation & Throw-in direction