

#20 JUNIOR REFEREES TRAINING SHEET

Jump Ball:

Active Referee (Tossing the Ball)

Jump ball situations are exciting, but unfortunately sometimes the administering referee is unable to toss the ball properly. 50% of the violations during the jump ball are caused by a poor toss by the referee. In other words, they could have been avoided. Tossing the ball is something that needs to be trained on a regular basis, unlike what is currently the case.

It is crucial to understand that the jumpers are tense and will react easily on any movement caused by the referee. So therefore, it is crucial to avoid any unnecessary movements.

Checklist for a successful jump ball toss:

- a) Players are tense – avoid any extra movements
- b) Style of jump ball toss is irrelevant (two hands – low or high, one hand – low or high)
- c) It is more important to have one solid upward movement to the jump ball toss
- d) Level of the ball at the start – lower the ball is – the longer it has to travel to reach the “highest point”.
- e) Speed & intensiveness of the jump ball toss (lower starting point – more intensive and faster)
- f) No whistle in the mouth when administering the toss.

Non-Active Referee(s)

The non-administrating referee have only very limited duties during the jump ball situation. Even so, from time to time we still witness obvious violations or administering error(s) that are not officiated properly. A possible reason is that the non-active referee is not ready to react to any illegal actions by players or administering errors by their partner. Having an active mind set (always looking for illegal actions to call) for appropriate coverage. The non-active referee should remind themselves to identify illegal actions and the proper procedures that follow in case they take place.

Checklist for a successful coverage by non-active referee:

- a) Call back poor jump ball toss (too low, not straight, incorrect timing)
- b) Call the violation if the ball is touched by the jumpers on the way up (stealing the tap)
- c) Call the violation if the non-jumpers are not staying outside the circle until the ball is tapped legally by the jumpers(s)
- d) Controlling the game clock (10:00) and the shot clock (24”) – ensuring they are reset where a violation is called before the ball is legally tapped.
- e) Ensuring that any throw-in as a result of a violation by the jumper is placed in the new front court, close to the mid court line.
- f) Checking that the alternating possession arrow is set properly after one of the teams has established the first possession of a live ball.