

#18 JUNIOR REFEREES TRAINING SHEET

Referee Pre-Game Conference

A pre-game with your partner before you step on the court to referee a game of basketball is absolutely necessary. The concept is to ensure you and your partner(s) are on the same page from the tip off when officiating together. This promotes good teamwork and good officiating.

Some general topics for pre-game discussion are:

- Know your areas of responsibility on the court and avoid having both referees watching the ball and the players immediately surrounding it.
- Referee the play away from the ball when the ball is not in your primary area of responsibility.
- With double whistle calls, establish eye contact with your partner before proceeding with your signal. *Remember: The referee nearest to the play or towards whom the play is moving shall have primary responsibility.*
- Give help when required on out-of-bounds situations, but only when requested to do so by your partner. Get into the habit of establishing eye contact.
- Try to know at all times, not only where the ball is and all the players are located, but also the location of your partner.
- In fast break situations, especially where the offensive players outnumber those on defence, let the nearest referee make the decision on whether or not to call the foul. *Avoid the temptation to make a call when you are (10) metres or more away from the action.*
- Blow your whistle for a foul only when it has an effect on the action. *Incidental-marginal contact should be ignored.*
- Establish your standards early in the game. The game will become easier to control. Rough and over-aggressive play must be penalized. *The players will adjust to the way you allow them to play.*
- Try to maintain the best possible position and a wide angle of vision between the defensive and offensive players. Be on top of the play having proper distance and being stationary when you make the decision (call or no call).

PRE-GAME CHECK LIST

GAME CONTROL

- Players / Coaches / Team Benches
- Communication Team / Players
- Technical, Unsportsmanlike & Disqualification Fouls
- Court Presence – Decision making process
- Verbal Support
- Injured Player

TECHNICAL CONTROL

- Time-Out
- Substitution
- Opening Jump-Ball / Jump-Ball Situations
- End of Game
- Identify Free Throw Shooter
- Signals
- Possible new rules / interpretations
- Competition Guidelines & Game Procedures

CONTACT & CRITERIA

- Hand-Check
- Post-Play
- Rebounds
- Screens
- Block / Charge
- Verticality
- Faking
- 50/50 Situations
- Act of Shooting

VIOLATIONS

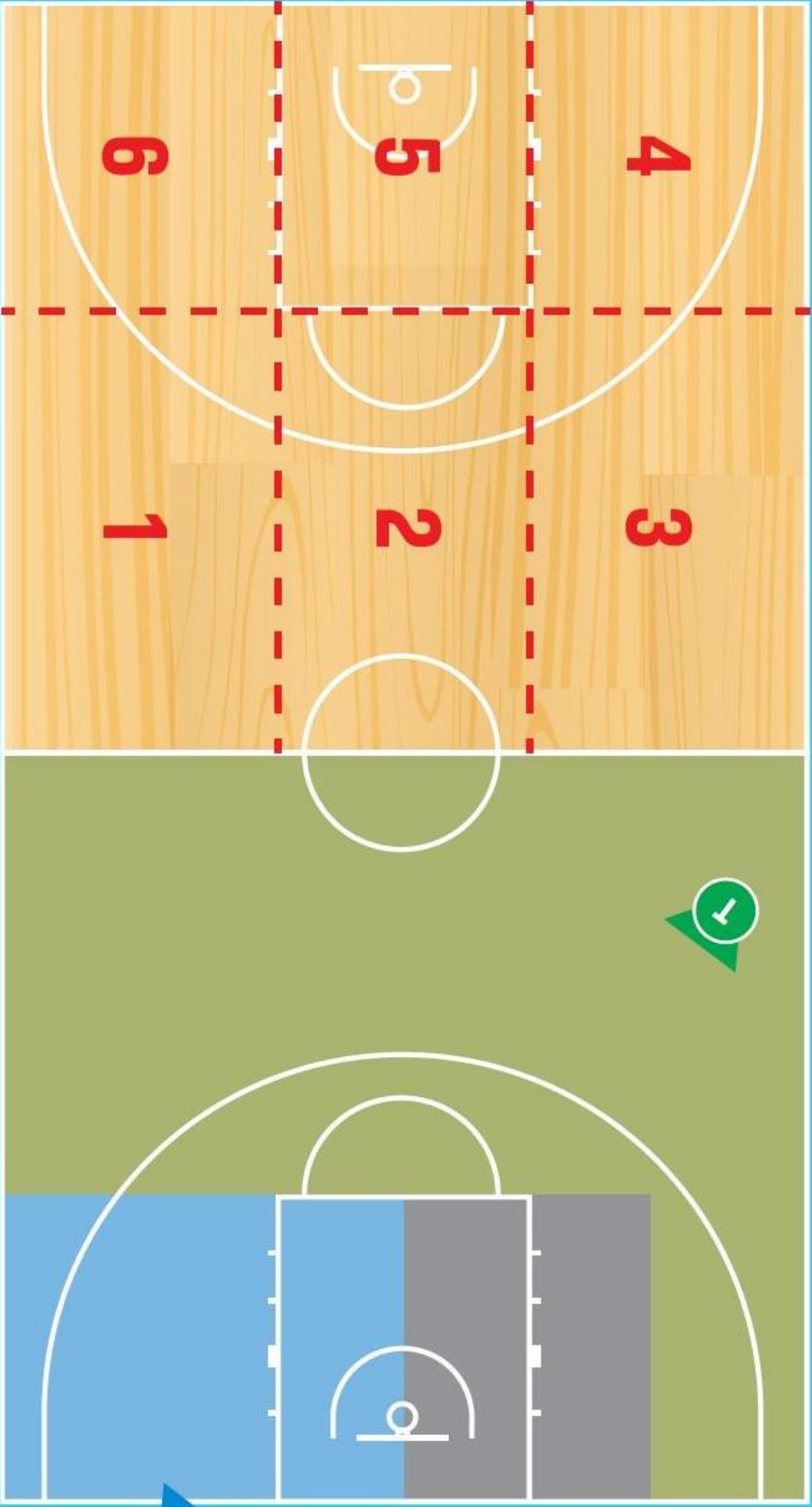
- Opening Jump-Ball
- Travel
- Dribbling
- Back Court
- Time - 3", 5" 8", 24" Shot Clock
- Goaltending & Basket Interference
- Throw-In & Free Throws
- 50/50 Situations

INDIVIDUAL OFFICIATING TECHNIQUES (IOT)

- Primary Coverage on Obvious Plays
- Distance & Stationary
- Active Mindset
- Referee the Defence
- Stay with the Play until the End
- Open Angle & 45 degrees
- Jump-Ball – Making Toss & Coverage
- Throw-In Procedure
- Double Whistle Calls
- Fantasy – Phantom Calls (Guessing)
- Dead Ball Officiating

2 PERSON OFFICIATING (2PO)

- Trail
- Lead
- Area 5 / 6 Coverage
- Area 3 / 4 Coverage
- Out of Bounds, Throw-In & Free Throw Coverage
- On-Ball / Off-Ball Coverage
- 3 Point Shots
- Switching after Fouls
- Press Situations



HOME

SCORER'S STABLE

VISITOR