

#22 JUNIOR REFEREES TRAINING SHEET

Control of the Game and Shot Clock

The control of the game & shot clock by referees has become a standard routine nowadays. Five years ago, it was practically inexistent or at least very rare. It has been previously questioned as to how a referee is able to control the clocks almost all the time and still focus fully on the play situations. The secret is in the correct technique and appropriate timing. This combined with thousands of repetitive actions (practice) will ensure it becomes automatic skill (developed and maintained in your muscle memory). The basic element being that the game clock will be controlled every time there is a new team control.

Note: These techniques work when the timing displays are visible to the referees.

Learn to control the game clock

Game clock –

Starting the game clock when:

When it should be

A. During a jump ball, the ball is legally tapped by a jumper.

Started

B. After an unsuccessful last or only free throw and the ball continues to be live, the ball touches or is touched by a player on the playing court.

C. During a throw-in, the ball touches or is legally touched by a player on the playing court

Game clock -

Stopping the game clock when:

When it should

A. Time expires at the end of playing time for the quarter, if not stopped automatically by the game clock itself.

Be stopped

B. A referee blows his whistle while the ball is live.

C. A field goal is scored against a team which has requested a time-out.

D. A field goal is scored when the game clock shows 2:00 minutes or less in the fourth quarter and each overtime.

E. The shot clock signal while a team is in control of the ball.

Learn to control the game clock whenever there is a new team possession

Team establishes
a new team control
possession (new
shot clock period)



Pick up the game clock:

- A. Pick up the last two digits of the game clock.
- B. Example: 6:26 -> pick up the 26
- C. Whenever you have to correct the shot clock, you know the game clock time and when the shot clock period stated.
- D. Example: 6:26 – new team possession -> ball goes out of bounds and shot clock is re-set by mistake. When the game clock shows 6:10 the referee can determine what the shot clock should be with some basic mathematics: $26 - 10 = 16$ (therefore 16 seconds has elapsed). The new correct shot clock time is 8 seconds.

Most common
Situations when
Errors occur with
Timing.

- A. Jump ball – legally tapped (start game clock) and first possession (shot clock)
- B. Out of bounds play (stop game clock)
- C. Throw-in (start game clock)
- D. Rebound play – new possession (shot clock)
- E. Saving the ball from out of bounds play (if new control or not – shot clock)
- F. “Loose ball” but not a change of team control (re-set shot clock by mistake)

New team
Control and 24
Seconds or less
on the game clock.

When you have 24 seconds or less on the game and there is a new team control

1. One of the referees indicates this by showing one finger.
2. The other referee(s) will copy the signal (mirroring).
3. This means: it is possible that the quarter will end during this team's control.
4. All referees should get ready to pay close attention to the game clock in order to determine in a last moment shot situation whether the shot has been taken in time – a valid basket or not (cancelled basket).



Procedure when
Signal sounds /
LED lights appear
For end of the
Quarter.

1. Referee blows the whistle immediately and raises his hand.



2. If the basket is valid (ball is released before the signal sounds / LED lights appear), the referee keeps the hand up and when ball goes into the basket shows the basket counts signal (2/3 points).



3. If the basket is to be cancelled (ball is still in the hand of the shooter when the signal sounds / LED lights appear), the referee indicates the "cancel basket" signal.

