

#23 JUNIOR REFEREES TRAINING SHEET

Zero Time

Everyone has either been involved in or seen games that seem to never end, and go longer than they should. This is usually because time-outs, quarter time, half time and subs etc are taking longer than they should.

Referees should be organised before the game to make sure the game runs smoothly and on time.

Referees need to be mindful that both themselves and the players must be on the court ready to play when the game clock get to zero (Zero Time), this does not mean preparing to move onto the court. This means when the game clock shows 0.00 (Zero Time) or when the scoretable has indicated the end of a time-out, it is the start or recommencement time and everyone is ready to start by Jump ball, Free throws, throwing or passing the ball to the player.

Before the Game Starts (Pre-Zero Time)

- Know what time your game is due to start & court number the game is on.
- Check in with referee supervisors when you arrive at the venue, know who the court supervisor is.
- Meet with partner and have a pre-game (#18 JRTS - Referee Pre-Game Conference) before warm up begins.
- Make your way to the court side position, bring your water bottle and towel.
- Check that equipment is ready for use, scoreboard and shot clock (if needed) turned on, and have all equipment needed possession arrow, foul bats, pens, timer to time timeouts.
- Scoresheet or Tablet is completed ready for the game, with correct players, numbers, coach name, assistance coach name.
- Both teams are sitting on the correct benches and warming up at the correct ends, ensure that the number of players warming up, matches the number of players on the scoresheet and that they are warming up at the right ends and in the appropriate uniform.
- Set warm up time, running down to zero, so we are starting the game at the scheduled start time. (BNSW Waratah Junior Leagues the minimum warm up time is 5 minutes).

- Make sure teams are sitting on the correct team benches, and teams are warming up at the correct ends.
- Someone to do Scoretable (2 from each team)
- Introduce yourself and your partner to the scoretable, make sure everyone is comfortable with their job on the scoretable.
- Test and know the scoreboard and shot clock sounds.
- Referees are warming up on side of court, while teams warm up.
- Introduce yourself and your partner to both team head coaches, ensure both teams starting five are on the scoresheets and both coaches have signed in front of their name.
- Prepare to give 3 and 1.30 minute warning whistles (ensure everyone is off the court and back to their team benches after the 1.30 minute whistle).
- Game ball, correct size, good condition, not under or over pumped

Zero Time

Starting the game

- 30 seconds before warm up ends the umpire will start to get teams ready to take the court, when the clock show 0.00 both teams should be on the court and ready for the Jump ball.
- When the clock shows 0.00, the umpire will check that the game clock is set to the correct game time, and scoretable is ready to start game.
- When clocks are reset, scoretable is ready, umpire will do a 10 and 2 check (5 players from each team on the court ready to play, both team coaches are in their coaching area) gives crew chief a thumbs up communication signal.
- Crew chief will blow a warning whistle before steps into the circle to administer the jump ball to start the game (must remember to not have the whistle in their mouth while administering the jump ball).

Quarter time / Half time

- When the quarter ends referees check with the scoretable that the quarter time (2 minutes) or half time (5 minutes) has been set on the game clock, team fouls cleared. *(If half time make sure the possession arrow has been changed to the correct possession direction and make sure the time outs are cleared)*, before moving to the centre line opposite to the scoretable.
- With 30 seconds remaining before quarter time / half time ends, referee (crew chief) will move to the centre line opposite the scoretable, ready to administer the throw-in. The umpire will begin to bring both teams in from their team benches, so the referee is able to administer the throw-in not long after the end of the quarter time / half time siren sounds.
- After bringing the teams in, the umpire then checks the scoretable has reset the clock ready to start the next quarter.
- Umpire will do a 10 and 2 check, gives crew chief a thumbs up signal, ready to start the new quarter.

Time-Outs

A time out lasts (60 seconds).

Before the game referees should make sure the scoretable has a timer to time the time outs. 60 seconds still be timed and the scoretable will sound the siren after 50 seconds, then sound the siren again at 60 seconds to resume play.

During a time out the referees have about 40 seconds, to have a quick drink, and quick chat about the game (calling template, mechanics etc). After 40 seconds make their way over to the team benches, ready to call them back on to the court when the 50 second siren sounds. When the 60 second siren sounds inactive referee (without the ball) should do a 10 and 2 check, gives active referee (with ball) a thumbs up signal ready to restart the game.

NOTE: All time outs must be requested through the scoretable, only the team's coach or assistant coach wanting a timeout asks the scoretable who tells the referees at the next whistle. (This way the referees shouldn't be awarding a time out to a team which doesn't have time outs remaining).

Other Situations – If referees administer these correctly and promptly it can minimise the amount of time the ball isn't in play.

Substitution

- Only a substitute has the right to request a substitution (*not the coach or assistant coach*), they shall go to the scoretable and ask clearly for a substitution, making the substitution signal.
 - The substitute must be ready to play (singlet tucked in), and sitting next to the scoretable.
 - As soon as a substitution opportunity begins, the scoretable will sound the siren to notify the referee.
 - The substitute shall remain outside the court until the referee blows their whistle, gives the substitution signal and beckons the player on the playing court.
 - The substitution should be completed as quickly as possible.
- A player who has committed 5 fouls or has been disqualified must be substituted immediately (*taking no more than 30 seconds*).

Free Throws

As soon as a foul is called and the referee has used the fouled in the act of shooting signal (verbally supported the call "Blue #7, Hands, 2 shots) and has said the players number who is shooting the free throws, the inactive referee who isn't reporting the foul to the scoretable, should be getting the free throws ready. When the referee has finished reporting to the scoretable, and is in position. The first free throw can be administered.

Player / Coach Questions

In BNSW Junior Leagues only the head coach, is permitted to remain standing during the game. The assistant coach may address the players verbally during the game provided they remain within the team bench area. The assistant coach shall not address the officials.

Note: Under 12's coaches are not permitted to question officials.

Referees are expected to communicate respectfully with players/coaches during games.

- Communication must be at an appropriate time, that is during a dead ball period – not during the play when the referee's concentration should be on the game.
- Coaches can ask a question. If a question is asked, the referees should answer the question. But it is not an opportunity for debate. Merely, calling "that's a foul" is not a question.
- coaches cannot repeatedly ask the same question or ask each official the same question (hoping for a different answer).