

So
They've
asked
you to
Referee.....



FIBA
OCEANIA

We Are Basketball

This booklet is an introduction to the rules of basketball based on the FIBA rules. It is not intended to replace the official rule book. It is essential that every referee obtains a copy of the official rule book and have a complete understanding of the rules. It is based on the FIBA 2 Person Officiating system.

Please consult your local competition rules as timing regulations, time out rules and uniform rules may vary from the FIBA regulations.

Teams

Teams consist of up to 12 players (most competitions only allow 10 players) and a coach. A team may have an assistant coach. At any time during playing time there are 5 players on the court. The coach may address their players during the game provided they remain in the team bench area.

Uniforms

Teams must be in correct uniform. Singlets must be the same colour numbered on the front and back using the numbers 00 to 99. Players from the same team may not wear the same number. Shorts must be of the same colour but not necessarily the same colour as the singlet.

Scoring

The winner of a game of basketball is determined by the team scoring the greater number of points. If scores are tied at the end of the 4th period, extra period(s) of 5 minutes are played until a result is obtained.

Goals from the field score 2 points or 3 points. 3 points are awarded if the ball is released from the three point area [outside the 3 point line].

The position of the shooter is determined from where the shooter last touched the court before releasing the ball.

Free throws may be awarded to a player resulting from a foul committed by the opposing team. Each successful free throw scores 1 point.

If the ball passes through the basket from below no points can be scored and a violation is called.

If a team accidentally scores a goal in the wrong basket, the points are awarded to the captain of the opposing team.

If a team deliberately scores a goal in the wrong basket, no points can be scored and the ball is awarded to the opposing team out of bounds opposite the free throw line.

Act of Shooting

A player is in the act of shooting when the player has started an attempt to score and continues until the ball leaves the player's hand(s). If the shooter is in the air, the act of shooting continues until the player's feet return to the floor.

Team Control

Team Control occurs when a player of the team is holding or dribbling a live ball or when team-mates are passing the ball. This includes when the ball is at the disposal of a player out of bounds. Team control ends when:

- the ball leaves the hand on a shot
- the ball becomes dead (whistle is blown)
- the other team gains control of the ball.

A fumble is when a player accidentally loses control of the ball.

Charged Time-outs

Each team is permitted 2 charged time-outs in the first half, 3 time-outs in the second half and 1 time-out in each period of extra time. The length of a time-out is 1 minute. The scorekeeper shall sound their signal after 50 seconds has elapsed. A coach or asst. coach requests a time-out by going to the score-table and making the request. The scorekeeper signals the officials at the next opportunity. Time-outs are granted after any whistle to stop the play or if an opponent scores a goal.

Either team may also be granted a time-out after the last or only free throw if that shot is successful, as long as the request is made before the player throwing the ball into court has the ball.

During the last two minutes of the second half or extra period, if a time-out is granted to the non-scoring team or to the team that has been awarded the ball in its back court, the throw-in following the time-out shall be administered at the centre line extended opposite the scorer's table.

If a free throw is followed by a throw-in at the centre line extended, the time-out shall be granted to either team after the last free throw whether the last free throw is successful or not.

Substitutions

Requests are made when a substitute (not the coach) goes to the score-table and asks for a substitution. The substitute should be dressed ready to play.

Substitutions are permitted by either team when the whistle is blown to stop the game. Exception: when a defensive goal tending or interference violation is called.

After a basket is scored in the last 2-min of the last period (or any extra period) only the team who is scored against may initiate a substitution. The other team may then substitute. A fouled out or disqualified player must be substituted within 30 seconds.

If the game is delayed (approx 15 seconds) to attend to an injured player or the player is treated or bleeding, the player must be substituted unless a time-out is taken by either team.

Both teams may substitute if the last free throw is successful or the ball becomes dead after the last free throw. The other team is also entitled to one substitution.

Substitutions are not permitted once the ball becomes live (at disposal of player on free throw line or out of bounds).

If a free throw is followed by a throw-in at the centre line extended, the substitution shall be granted to either team after the last free throw whether the last free throw is successful or not.

Blowing the Whistle

The whistle should be blown in a short, sharp manner to stop the game. Do not blow the whistle when a goal is scored unless there is a time-out by the opposing team or a foul called.

Signalling Goals

The trail official is responsible for the awarding of goals using the correct signal.

2 point goal - signal #5, Attempt for 3 point goal - signal #6, 3 point goal scored - signal #6

Out of Bounds

The nearer official is responsible for handing the ball to the player out of bounds. In some circumstances a bounce pass to the player is permitted. Do not handle the ball when a goal is scored nor blow your whistle to signal the goal.

If the same team receives the ball out of bounds in the backcourt with less than 8 sec to progress to the frontcourt, advise the player out of bounds how much time remains.

Jump Balls

At the beginning of the game the referee takes position outside the centre circle, facing the score table. The referee is responsible for tossing the ball. The umpire takes a position on the sideline on the same side as the score table and is mainly responsible for the calling of violations and will take the lead position. It is important that officials practise tossing the ball for a jump ball. The ball should be thrown up straight and higher than either player can reach when jumping.

Free Throws

The positions of the officials are shown on the diagram showing the restricted area (on page 3). Trail Officials take a position at the intersection of the free throw line extended and the 3 point line. They are responsible for giving the correct free throw signals (#57, #58, #59) and awarding successful free throws (#4). The Lead Official is responsible for administering all free throws and takes a position under the basket, enters the restricted area, signals the number of free throws and bounces the ball to the shooter. They then take a position away from the basket with one foot either side of the lane line behind the end line holding their arms down. They are responsible for collecting the ball after each free throw. For sets of free throws to be followed by possession or further sets of free throws, players do not line up along the free throw lanes. Both officials are required to look for violations. Violations on the shooter are to be called immediately. If the last free throw is unsuccessful, call any violations.

If the last free throw is successful, ignore the violation (except on the shooter).

(See page 4 for penalties)

Calling Violations

On each violation* the official must give three signals

- Stop the clock (and blow the whistle) [signal #1]
- Reason for the violation [signals #17 - #25] {* not required for out of bounds calls}
- Direction of play.

[If the ball enters the basket (except on defensive basket interference) the goal must be cancelled (#11)]

Calling Fouls

To the player – Give the foul signal (and blow the whistle) (signal #2) or (#44 - #47)

– Award or cancel any goal made (signal #5, #6 or #11).

– Penalty: direction of play (#15) or number of free throws (#57, #58, #59) or team control signal (#45)

To the Score Table – Award or cancel any goal made.

– Team colour and the offending player's number (signal #50 - #62) {see rule book}

– Reason for the foul (signals #40 - #50)

– Penalty {direction of play or number of free throws or team control signal}

It is essential that the official calling the foul comes clear of the players (6m-8m from the score table) before signalling to the score table. The other official should 'freeze' and observe the players before swapping positions if required. The officials shall not exchange the positions when an offensive foul is called by the lead official or when the trail official calls a defensive foul.

Time-outs and Substitutions

Whenever a time-out or substitution is requested, the closest official blows the whistle and gives the appropriate signal (time-out #9, substitution #7 and beckoning #8). During a time-out officials take position straddling the free throw line outside each of the free throw semi circles. After a time-out or substitution check that each team has 5 players and recommence the game as soon as possible. Both teams can now request a substitution or time-out if the last or only free throw is successful provided that request is made before the ball is at the disposal of the player throwing the ball into court.

During the last two minutes of the fourth period or each extra period, if a time-out is granted to the non-scoring team after the made field goal or if it has been awarded to the team with possession of the ball in its back-court, the throw-in following the time-out shall be administered at the hash line opposite the coaches' box line in the frontcourt.

The time-out or the substitution shall be granted after the last free throw for both teams whether the last free throw is successful or not.

TIMING REGULATIONS

Length of a game: 4 periods of 10 minutes

Extra Periods: 5 minutes.

Intervals of play: 15min half time, 2min after first and third period (before extra periods).

Forfeits: A team forfeits a game if it does not have 5 players present and ready to play within 15mins of the scheduled starting time. (The score is recorded 20 to 0)

GAME CLOCK STARTS

- * Jump Ball >> when the ball is legally tapped.
- * Out of bounds >> when the ball touches a player on the court.
- * Missed last free throw >> when the ball first touches a player on the court.

GAME CLOCK STOPS

- * When the official blows the whistle
- * When a field basket is scored and the opposing coach has requested a charged time-out.
- * When a field basket is scored in the last 2 min of the 4th (or extra) period.
- * At the end of a period

A held ball occurs when 2 (or more) opponents have one or both hands firmly on the ball so that neither can gain control.

Jump Ball

The game commences with a jump ball at the centre circle. This is the only jump ball in the game.

- During a Jump Ball
- * the jumpers occupy their half of the circle with one foot close to the line.
 - * the non-jumpers are entitled to alternating positions around the circle or any other position on the court (they do not have to stand still when during the jump ball).

The jumpers shall not:

- * tap the ball until the ball has reached its highest point.
- * touch the court on or over the line until the ball has been legally tapped.
- * tap the ball more than twice.
- * leave the jump circle until the ball has been legally tapped.
- * catch the ball until it has touched a non-jumper, the floor, the basket, backboard or the referee.

The non-jumpers shall not enter the circle until the ball has been legally tapped.

Any violations of the above shall be called immediately and the ball awarded to the non-offending team at the nearest point out of bounds.

If the ball is not tossed straight, the ball touches the floor without being tapped or both teams violate the jump ball, the jump ball shall be retaken.

Jump Ball Situations

- Jump ball situations occur for the following:
- * held ball
 - * simultaneous (or unknown) out of bounds
 - * both teams violate a missed last free throw
 - * ball lodges between the backboard and the ring
 - * game is stopped with neither team in control
 - * double foul or fouls involving equal penalties (with neither team entitled to possession)

In jump ball situations, the ball is awarded to a team using the alternating possession procedure. This is indicated by the direction arrow. At the start of the game, the direction arrow is first pointed in the direction of play (towards the opponent's basket) of the team that did not gain control of the ball from the jump ball.

The alternating possession procedure starts when the official places the ball at the disposal of the player and ends when the ball is legally touched on court or the throw-in team commits a violation. The direction arrow is reversed when the throw-in ends (only after the ball has come live). A foul called before the throw-in situation ends does not cause the throw-in team to lose the possession arrow. For extra periods the possession arrow is continued from the fourth period. If at the start of the game a jump ball situation occurs and neither team has had control of the ball, the game shall recommence with a jump ball at the centre circle.

All other periods commence from out of bounds at mid-court opposite the scorable.

The direction arrow determines possession except for a technical foul called during an interval of play.

VIOLATIONS

Violations are infractions of the rules. The penalty is the awarding of the ball to an opponent at the nearest point out of bounds, except directly behind the backboard, unless otherwise stated.

Out of Bounds

Includes the sidelines and endlines, the floor and objects outside of these lines. Also includes structures, supports, lights, overhangs and the back of the backboard.

A **player is out of bounds** when they contact any of the above.

The **ball is out of bounds** if it touches any of the above or a player who is out of bounds.

The ball is caused to go out of bounds by the last player to touch the ball before it is out of bounds.

Throw in from Out of Bounds

Once the ball is at the disposal of the player out of bounds, the player must release the ball within 5 seconds so that it touches a player on the court.

- must not touch the ball on the court until it has touched another player.
- must not step into the court before releasing the ball.
- must not move laterally more than 1m. (+ see exception below)
- must not cause the ball to touch out of bounds or enter the basket before touching a player on the court.

If the distance out of bounds is less than 2m, all other players on the court shall remain at least 1m from the player out of bounds.

Other players may not have any part of their body over the boundary line (plane)

If an opponent deliberately delays the throw-in, a technical foul may be called.

After a field goal or successful last free throw the ball is put in from behind the endline (except following a technical foul, disqualifying foul or an unsportsmanlike foul).

The player may move along the endline or pass to a team-mate behind the endline, provided the ball is inbound under the conditions given above (except +).

Illegal Dribble – A dribble is made when a player in control of the ball bounces, throws, taps or rolls the ball and touches it again before it touches another player. During a dribble the ball must come in contact with the floor. The dribble ends when the player touches the ball with both hands simultaneously or permits the ball to come to rest in one or both hands.

The following are not dribbles: fumbles at the beginning or end of a dribble, successive shots for goal, attempts to gain control of the ball by tapping the ball from another player.

- A player may not make a second dribble after completing a dribble.
- A player may dribble again after a shot is attempted, the ball is batted away by an opponent, or a pass or fumble is touched by another player.

Carried Ball – A player may not allow the ball to come to rest in the hand during a dribble.

Travelling (Progression with the ball)

Establishing a Pivot Foot

When a player receives the ball, they are entitled to stop, move, shoot or pass under the following conditions:

- Player catches the ball with both feet on the floor - may use either foot as the pivot foot.
- Player catches the ball while moving or dribbling may stop as follows:

If one foot is touching the floor:

- This foot becomes the pivot foot as soon as the other foot touches the floor.
and
- The player may jump off this foot and land simultaneously on both feet.

However, neither foot can be the pivot foot.

If both feet are off the floor and the player lands:

- Simultaneously on both feet then either foot is the pivot foot.
or

- On one foot followed by the other then the first foot to touch is the pivot foot.
or

- On one foot, he may jump and land simultaneously on both feet. *(In this last case neither foot can be the pivot foot.)*

Progressing with the ball

After coming to a legal stop the player **with a pivot foot**

- must release the ball before lifting the pivot foot when commencing a dribble.
- may lift the pivot foot or jump to shoot or pass. The ball must be released before the pivot foot returns to the floor.

After coming to a legal stop the player **without a pivot foot**

- must release the ball before lifting either foot when commencing a dribble.
- may lift one or both feet to shoot or pass. The ball must be released before either foot returns to the floor.

A player who catches the ball while he is progressing or upon completion of a dribble, may take 2 steps in coming to a stop, passing or

- shooting the ball
- if receiving the ball the player shall release the ball to start his dribble before the second step
- the first step occurs when one or both feet touch the floor after gaining control of the ball

The centre line is part of a team's backcourt

Travelling is any infraction of these conditions.

Return to Backcourt

A team with control of the ball in its front court (including out of bounds) may not cause the ball to return to the backcourt. The ball returns to the backcourt when it touches a player or the floor on or over the centre line. The violation occurs when a player of the team in control of the ball is the first to touch the ball in its backcourt after the ball was last touched in the frontcourt by the player or a team-mate.

Goal Tending and Interference with the Ball

- A **player** may not touch the ball on its downward flight on a shot for goal while the ball is above the level of the ring until the ball touches the ring or it is apparent it will not touch the ring.
- A **player** may not touch the backboard or basket while the ball is in contact with the ring.
- A **player** may not reach through the basket from below and touch the ball.
- A **defensive player** may not touch the ball or basket while the ball is within the basket.
- A **defensive player** may not cause the backboard or ring to vibrate in such a way that the ball is prevented from entering the basket.

If on a shot for goal the referee blows the whistle, the 24 second signal sounds or time expires, all provisions of goal tending or interference with the ball shall still apply.

For *violations by a defensive player* - award 2 (or 3) points and the game is restarted from the end-line as if the violation had not occurred.

For *violations by an offensive player* - no points can be scored and the game is restarted from out of bounds opposite the free throw line.

For *violation by both teams* - no points can be awarded and the game recommences using alternating possession.

Playing the Ball

A player shall not deliberately play the ball with the foot or the leg. A player shall not play the ball with a closed hand (fist).

Three Second Rule

A player, of the team in control of the ball on the court must not remain in the opponent's restricted area for more than three (3) seconds.

An allowance must be made for a player who:

- receives the ball, dribbles in and shoots for goal.
- is leaving the restricted area

Five Second Rule (Closely Guarded Player)

A player holding the ball and being closely guarded by an opponent, must pass, shoot or dribble the ball within five (5) seconds. To be closely guarded, the opponent must be within one (1) metre and actively guarding the player. The official must give a visual count by use of the arm to count five seconds. The five seconds rule also applies when shooting free throws and when throwing the ball into court.

Eight Second Rule (In the Backcourt)

A team in control of a live ball in its backcourt must cause the ball to go into the frontcourt within eight (8) seconds. The team does not automatically receive a new 8 seconds each time they gain control of the ball in their backcourt. The ball enters the frontcourt when all three points i.e. both feet and the ball are in the frontcourt. The official must give a visual count by use of the arm to count eight seconds.

Twenty Four Second Rule (Shot Clock)

If the twenty four (24) second device is in use, the team in control of the ball on the court must shoot for goal within 24 seconds. The sounding of the 24 second signal when the ball is in flight on a shot shall be ignored if the ball hits the ring on a shot for goal, the 24 second clock is reset to 14 sec when the ball hits the ring or control is gained by the shooting team. If a goal is scored or the other team gains control of the ball it is reset to 24 sec..

The 24 second clock starts when a team gains control of the ball on the court and stops when team control ends (except on a shot for goal). From out of bounds, the 24 second clock is reset except if the same team retains possession as a result of:

- the ball going out of bounds
- the game was stopped due to an injury to a player of the team in control
- the game was stopped by actions of the team in control of the ball
- a double foul

NEW RULE - if a foul or foot violation occurs in a team's frontcourt then the shot clock will be set thus:

A - if 15 sec and above is showing then the shot clock will hold at that time remaining

B - if 14 sec and below is showing then the shot clock will be reset to 14 sec only

If the 24 second signal sounds in error the 24 second signal shall be ignored. If a team had control of the ball, the 24 second device shall be reset to 24 seconds. If neither team had control of the ball, the 24 second device shall be reset to 24 seconds when a team gains control of the ball on the court. The device is not reset when the ball lodges on the basket support if the same team gains possession through the direction arrow.

A team which fails to release the ball for a shot before the 24 second signal sounds has committed a violation. The opponents shall be awarded the ball, out of bounds at a spot closest to where the violation occurred.

FOULS

Personal Foul involves illegal contact on an opponent. Illegal contact occurs when the player responsible for the contact gains an advantage and / or the player contacted is disadvantaged.

Unsportsmanlike Foul is a personal foul that is not a legitimate attempt to play the ball or causes excessive contact on an opponent with or without the ball.

Technical Foul involves unsportsmanlike behaviour by a player, coach or substitute examples include;

- Disrespectfully addressing an official.
- Using abusive or obscene language or gestures.
- Delaying the game by preventing the ball from being thrown-in.
- Hanging on the ring (or damaging equipment).

In many circumstances a warning is sufficient unless the action is to gain an unfair advantage, is deliberate or a repetition after a warning.

Types of Personal Fouls

Holding occurs when a player uses his/her hands, arms or legs to stop the movement of an opponent.

Pushing occurs when a player forcibly moves or attempts to move an opponent. This includes body contact when a player jumps or reaches from behind.

Illegal use of Hand(s) occurs when a player uses his/her hand(s) to hit or strike an opponent in an attempt to play the ball.

Blocking occurs when a player causes contact that impedes the progress of an opponent. This usually occurs when a player fails to gain or maintain a legal guarding position and stops the player with the body or legs. Blocking also includes illegal screens that impede the progress of an opponent.

Charging occurs when the player with the ball forcibly pushes (or moves) into an opponent who is in a legal guarding position (see guidelines below).

A player gains an initial legal guarding position on the court by being first to the position, facing the opponent, with both feet on the floor (in a normal stance) without causing contact. A player may maintain this position by moving backwards or laterally as the opponent moves. An opponent with the ball may be guarded as close as possible without causing contact.

An opponent without the ball must be allowed sufficient space to stop or change direction. The maximum distance for a fast moving player is two normal paces.

Hand Checking – a defensive player may not contact an opponent with their hands or extended arms to gain an advantage.

Principle of Verticality

Players have the right to a position on the floor and the space (cylinder) above them. A player may not leave their vertical position (cylinder) and cause contact with an opponent in a legal position.

The cylinder is limited by the palms of the hands to the front, the back of the buttocks to the rear and the outside edges of the arms and legs to the sides of a player in normal basketball stance. The hands and arms may be extended in front of the torso no further than the position of the feet. The distance between the feet is proportional to the height of the player.

When judging a charging foul, consider the following:

- Defensive player must establish a legal guarding position.
- Defensive player may remain stationary, jump vertically, move laterally or backwards to maintain his/her legal guarding position
- Contact must be on the torso (body).
- Defensive player may turn within their cylinder to avoid injury

Defaults – A team with less than two players left on the court defaults the game. If the non-defaulting team is ahead at the time, that score is the final result. If the non-defaulting team was not ahead, the result is recorded as 2 - 0.

FOUL PENALTIES

When a foul (or a number of fouls) is called, the game is restarted either by awarding free throws, awarding the ball out of bounds or using alternating possession.

- | | |
|---------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Foul on a player in the act of shooting | - the goal shall count if successful plus one free throw.
- if missed - 2 (or 3) free throws are awarded. {See definition of act of shooting} |
| Foul on a player not in the act of shooting | - the ball is awarded to the player or team-mate at the nearest point out of bounds, (unless a defensive foul is called and this makes more than 4 team fouls in the period). |

Unsportsmanlike Foul

- | | |
|----------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| Act of shooting | - a goal scored is awarded, plus one free throw and possession at midcourt.
- shot for goal misses - 2 (or 3) free throws and possession at midcourt. |
| Not in the act of shooting | - 2 free throws, plus possession at midcourt. |
- A player is disqualified when he is charged with 2 unsportsmanlike fouls.

Disqualifying Foul

Penalties the same as for Unsportsmanlike fouls. In addition the disqualified player or coach shall go to the change room or leave the building until the end of the game.

A **coach** that receives 2 technical fouls personally or 3 technical fouls accumulated by himself, assistant coach, substitutes or team followers must be disqualified.

Technical Foul

Technical fouls don't involve contact. The penalty for all technical fouls is 1 free throw plus possession from mid-court. A technical foul during an interval of play (before the game, intervals between periods) shall be penalised with 1 free throw. After the free throw the period shall commence with a jump ball (1st period only) or by using alternating possession (2nd, 3rd and 4th and extra periods). Technical fouls against a coach do not count towards the team fouls for the period. It can be considered a technical foul when a player falls down to fake a foul.

A **player** who receives 2 technical fouls must be disqualified

Four Team Fouls: After four (4) team fouls in a period, any additional fouls shall be penalised by two (2) free throws unless a greater penalty is involved (except for team control fouls). Any extra periods are considered a part of the 4th period.

Team Control Fouls: Are personal fouls committed by the team in control of the ball.
No points can be scored.
The penalty for these fouls is awarding the ball to an opponent out of bounds (except for unsportsmanlike or disqualifying fouls).

This also applies to fouls by a team entitled to the ball

Double Foul: Occurs when two players from opposing sides foul each other at approximately the same time. The game is recommenced by awarding the ball out of bounds to the team in control of the ball or entitled to the ball when the double foul was called. If neither team is in control of the ball the game recommences using alternating possession. If a valid field goal is scored the ball is awarded to the opposition from the endline.

More than one Foul: If more than one foul is called on one or both teams at approximately the same time or during the stopped clock period that follows, all fouls are recorded. Fouls that involve the same penalty are cancelled and the remaining penalties are administered in the order they occurred. If no penalties remain, the game is recommenced as for a double foul. Once the ball becomes live on free throws or throw-in, this penalty cannot be used for cancelling other foul penalties.

Player with Five Fouls: Must leave the court immediately.
The substitution must be made within 30 seconds or a time-out may be charged.

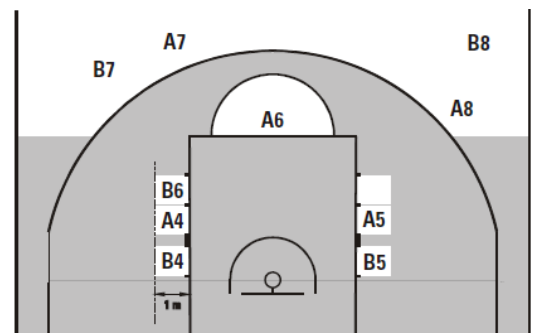
Free Throws

The shooter (A6):

- takes a position behind the free throw line and in the semi-circle.
- does not fake the free throw.
- shoots the ball within 5 seconds.
- ensures that the ball hits the ring or enters the basket.
- does not touch the free throw line or restricted area until the ball hits the ring or it is apparent the ball will miss.

Players along the free throw lanes:

- maximum 3 defensive [B6, B5 and B4] and 2 offensive players [A5 and A4] may occupy the rebound positions as shown.



- players may only occupy positions they are entitled to.
- may not enter the restricted area until the ball has left the shooter's hand. Other players
- may occupy any other position on the court behind the free throw line extended and outside the 3-point line and must remain there until the ball hits the ring. They do not have to be standing still.

Opponents may not disconcert the shooter by waving hands or making noises.

If there is no rebound after the last free throw (i.e. end of a period), there is no line up along the free throw lanes.

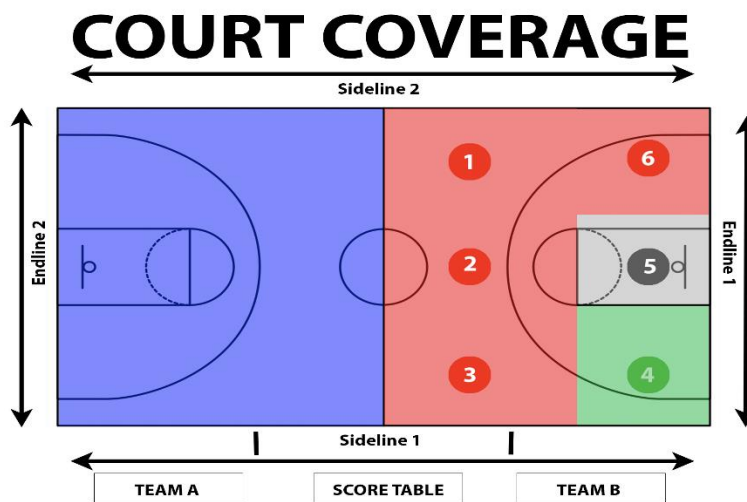
Free Throw Violation

During the last or only free throw:

- If missed
- * violation by the shooter or team-mate - opponent's ball out of bounds.
 - * violation by opponent of free throw shooter - substitute free throw is awarded.
- If successful
- * violation by both teams - the game recommences using alternating possession.
 - * violation by the shooter - cancel the basket - opponent's ball out of bounds.
 - * violation by team-mate or opposition - one point and ignore the violation.

During a free throw to be followed by another free throw:

- If successful
- * violation by the shooter - cancel the basket and complete the free throws
 - * violation by team-mate or opposition - one point and ignore the violation.



Sidelines and Endlines – During the game one official is responsible for sideline 1 and endline 1 while the other official is responsible for sideline 2 and endline 2.

An out of bounds call should only be called by the official responsible for that sideline or endline. If an official is unsure of who caused the ball to go out of bounds, the other official may help.

Switching on Fouls

Officials do not always switch positions. An official regardless of their previous position becomes the trail official after signalling the call to score bench.

Lead and Trail Positions

- The official ahead of the play (on the endline) is called the Lead Official. This official is responsible for watching the activity on and around the ball when the ball is in area 4 and 5 (and part of 6). At other times the lead official is responsible for watching the other players.
- The official that follows behind the play is called the Trail Official. This official is responsible for watching the activity on and around the ball when the ball is in areas 1, 2, 3, 5 and 6. At other times the trail official is responsible for watching the other players. The trail official is also responsible for most of the play in the backcourt.
- When the ball is in area 5 (restricted area) and part of area 6 both officials are responsible for on the ball and off the ball activity. The closer official should make the call.

It is most important that the officials

- * know their areas of responsibilities.
- * keep up with play.
- * keep moving to obtain the best position.
- * look for spaces between the players
- * keep most of the players between them ("boxing in").

The shaded areas below show which official is responsible for watching ON the ball.



Trail Official



Lead Official



Both Officials (Shared Responsibility)



If a violation or foul occurs in this shaded area, the ball is inbound from the endline.

Except: if a goal / free throw is cancelled, violation by free throw shooter or an offensive basket interference, the ball is inbound on the sideline (free throw line extended).

The Scoresheet

Completing Names, Recording Fouls and Time-outs

Players' names are recorded in the spaces provided. Also include coach's name (& asst. coach). Fouls are recorded as shown by the table.

PLAYER'S NAME	No	In	1	2	3	4	5
R. Smith	4	⊗	P ₂				
F. McKenzie (cap)	5	⊗	P ₂	U ₂			
J. Halliday (cl)	6	x	P ₂	P ₁			
R. Kama	8	⊗	P ₁	F	F	F	F
K. Brown	14	⊗	P	P _c	T ₁		
J. Donald	15	⊗	P				
Coach	S. Barrett				C ₂	B ₂	
Asst Coach	T. Frazer						

P – Personal Foul
(No free throws)

P₁ – Personal Foul
(1 free throw)

P₂ – Personal Foul
(2 free throws)

P₃ – Personal Foul
(3 free throws)

U₂ – Unsportsmanlike Foul
(2 free throws)

T₁ – Technical Foul
(2 free throws)

D₂ – Disqualifying Foul
(2 free throws)

C₁ – Coach T – Foul
(2 free throws)

B₁ – Bench T-Foul
(2 free throws)

P_c – Personal Foul
(Penalty cancels)

⊗ Signifies starting five; x when sub enters court

Time Outs

X	====	X - Used Time Outs
X	X	= - Unused Time Outs

Recording Scores

Write the number of the player that scored next to the total for the team

Mark the score 2 for a field goal

8 for a free throw



For a 3 point goal, circle the **player's** number.

At the **end of the first three periods** draw a circle around the last score and a horizontal line under the last score and the number of the last player to score.

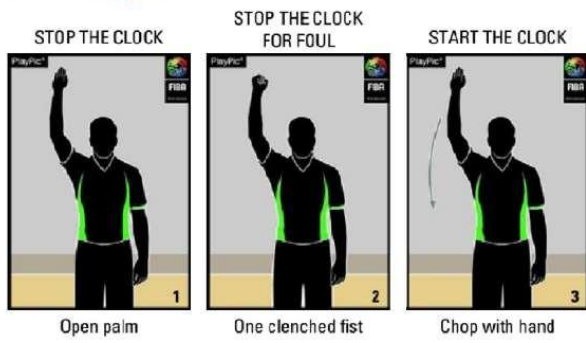
At the **end of the game** draw a circle around the last score and the number of the last player to score. Draw a diagonal line through the remaining unused scores in the column.

Complete the details at the bottom of the sheet ensuring that the **correct team** is recorded as **winning the game**.

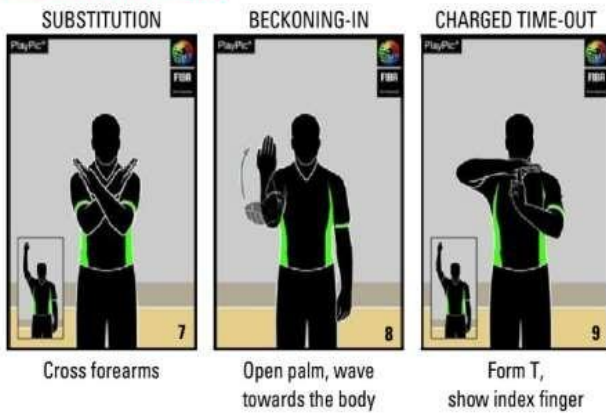
After the scoresheet is complete the umpire signs the sheet and the referee then checks and signs the sheet.

6	1	●	14
	5	5	
	6	6	6
10	7	7	
10	●	8	9
9	●	9	
	10	10	11
	35	25	10
10	36	●	11
	37	37	
8	38	38	
	39	39	
	40	40	

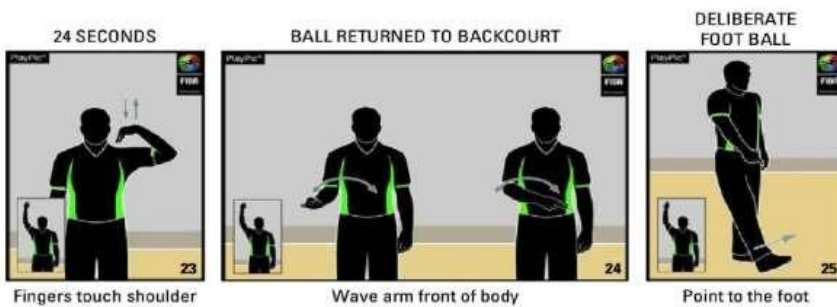
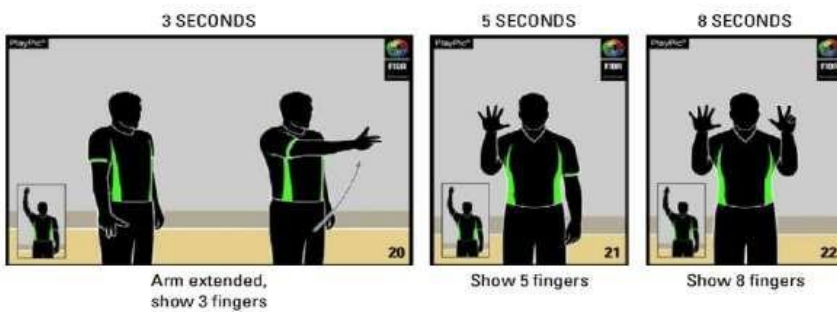
Game clock signals



Substitution and Time-out



Violations



Scoring

1 POINT



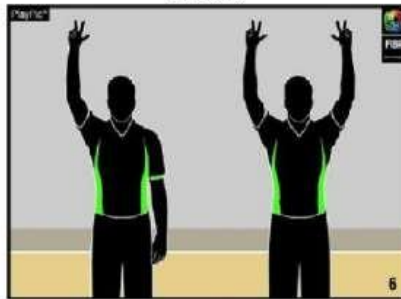
1 finger, 'flag' from wrist

2 POINTS



2 fingers, 'flag' from wrist

3 POINTS



3 fingers extended
One arm: Attempt
Both arms: Successful

Adminstrating Free Throws – Active Official (Lead)

1 FREE THROW



1 finger horizontal

2 FREE THROWS



2 fingers horizontal

3 FREE THROWS



3 fingers horizontal

Adminstrating Free Throws – Passive Official (Trail & Centre)

1 FREE THROW



Index finger

2 FREE THROWS



Fingers together on both hands

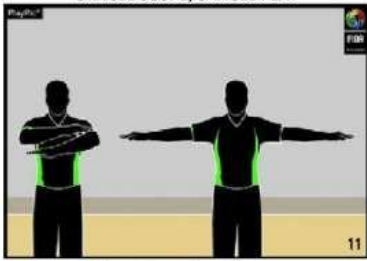
3 FREE THROWS



3 fingers extended on both hands

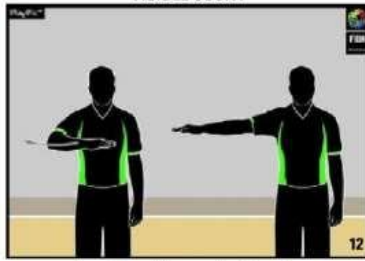
Informative

CANCEL SCORE, CANCEL PLAY



Scissor-like action with arms, once across chest

VISIBLE COUNT



Counting while moving the palm

COMMUNICATION



Thumb up

SHOT CLOCK RESET



Rotate hand, extend index finger

DIRECTION OF PLAY AND/OR OUT-OF-BOUNDS



Point in direction of play, arm parallel to sidelines

HELD BALL/JUMP BALL SITUATION



Thumbs up, then point in direction of play using the alternating possession arrow

Foul Signals

ILLEGAL USE OF HANDS



Strike wrist

CHARGING WITH THE BALL



Clenched fist strike open palm

ILLEGAL CONTACT TO THE HAND



Strike the palm towards the other forearm

EXCESSIVE SWINGING OF ELBOW



Swing elbow backwards

HIT TO THE HEAD



Imitate the contact to the head

FOUL BY TEAM IN CONTROL OF THE BALL



Point clenched fist towards basket of offending team

BLOCKING (DEFENSE), ILLEGAL SCREEN (OFFENSE)



Both hands on hips

HANDCHECKING



Grab palm and forward motion

HOLDING



Grasp wrist downward

PUSHING OR CHARGING WITHOUT THE BALL



Imitate push

TECHNICAL FOUL



Form T, showing palms

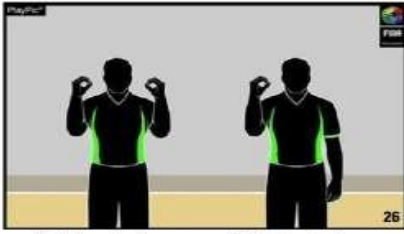
UNSPORTSMANLIKE FOUL



Grasp wrist upward

Number of Players

No. 00 and 0



Both hands show number 0

Right hand shows number 0

No. 1 - 5



Right hand shows number 1 to 5

No. 6 - 10



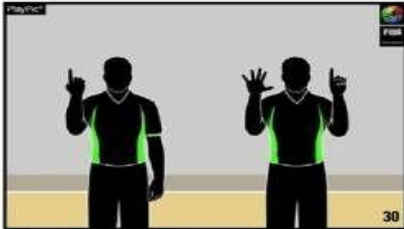
Right hand shows number 5, left hand shows number 1 to 5

No. 11 - 15



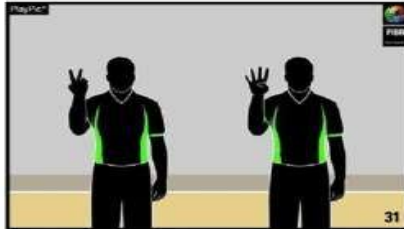
Right hand shows clenched fist, left hand shows number 1 to 5

No. 16



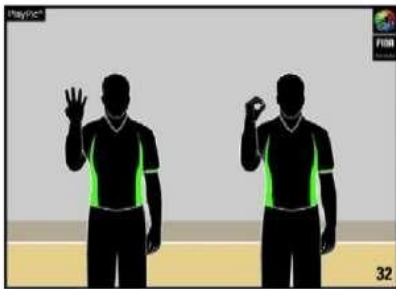
First reverse hand shows number 1 for the decade digit - then open hands show number 6 for the units digit

No. 24



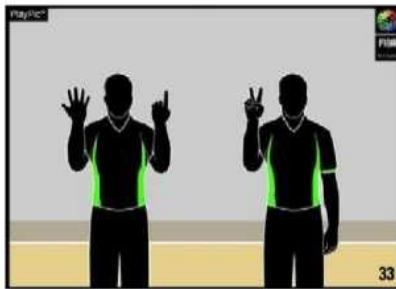
First reverse hand shows number 2 for the decade digit - then open hand shows number 4 for the units digit

No. 40



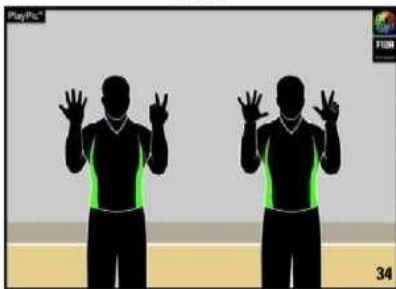
First reverse hand shows number 4 for the decade digit - then open hands show 0 for the units digit

No. 62



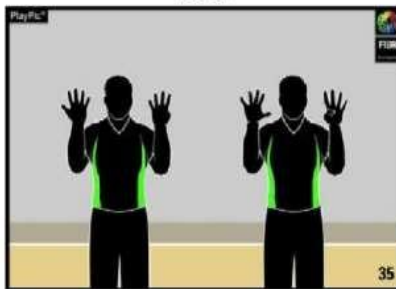
First reverse hands show number 6 for the decade digit - then open hands show 2 for the units digit

No. 78



First reverse hands show number 7 for the decade digit - then open hands show number 8 for the units digit

No. 99



First reverse hands show number 9 for the decade digit - then open hands show number 9 for the units digit