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**FIBA NATIONAL REFEREE CURRICULUM**

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# **INTRODUCTION TO LEVEL 1**

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**FIBA NATIONAL**

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# **REFEREE CURRICULUM**

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# INTRODUCTION TO LEVEL 1

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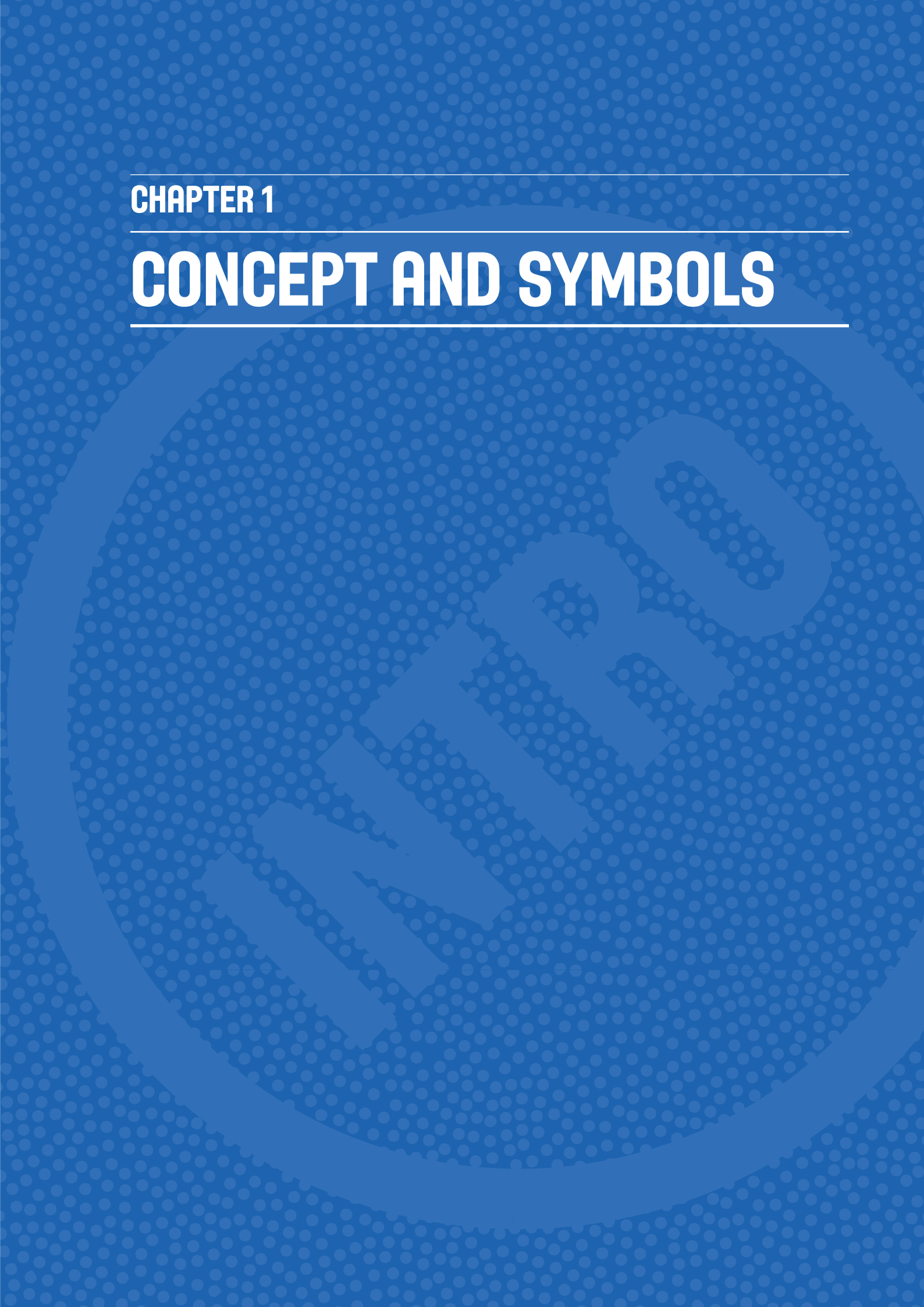
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**CHAPTER 1**

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# **CONCEPT AND SYMBOLS**

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## CHAPTER 1

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# CONCEPT AND SYMBOLS

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# 1.1 CONCEPT

*Basketball is a constantly evolving game and that is why it is exciting. It is one of the fastest growing sports in the world and there are many ways a person can get involved with the sport. There are players, coaches, volunteers, referees, table officials and managers, just to name a few.*

This curriculum is designed to help those people that have made the decision to participate as referees, in this very exciting game. The purpose of this curriculum is to provide introductory level advice and guidance all the way through to national level instructional training and development. Based on your level of experience, you can start this journey.

This referee curriculum is broken up into 4 main parts:

## 1. LEVEL 1 – INTRODUCTION

This module is aimed at local referees and will provide you with very basic referee information whilst giving you a general overview of what to expect when you start refereeing. The module is a combination of studying in your own time and some practical work with an Instructor.

## 2. LEVEL 1

This module is a continuation of the Introduction module and is also aimed at local referees. It provides for a more detailed look at the rules of basketball and the most common fouls and violations. The module also gives guidance and advice on refereeing techniques and the game of basketball (offences and defences).

### 3. LEVEL 2

This module is aimed for regional referees and is more of an instructional program that will assist the referees in understanding the game of basketball, how to control the game and how to ensure the game is played within the spirit of the rules. It provides more context regarding when to and when not to call fouls and utilising more detailed refereeing techniques. Some further context is provided about understanding the players and coaches and what they are trying to achieve in the game. The module provides guidance and advice on developing relationships with players and coaches and aims to assist in resolving conflicts.

**This training manual is a guideline that is provided to assist national federations in the training and education of officials. It is understood that some topics will require more focus and attention than others and the time allocated can be adjusted to suit the needs of the current skills and experience of the officials being trained.**

### 4. LEVEL 3


This module is aimed at the national referee and provides for more detailed information of refereeing techniques, performance self-analysis, the rules and interpretations and conflict resolution through the development of relationships. The module is designed to help improve your existing skills through deeper understanding of the players and game in order for you to read the game better thereby applying more advanced officiating techniques.

**The curriculum is written to assist in the development of successful basketball referees, from grassroots to the national level.**



# 1.2 GLOSSARY AND SYMBOLS

*Basic terms you have to know before studying the material:*

	<p><b>LEAD REFEREE</b></p>	<p>The referee who leads the play up the court, in blue colour on diagrams. He can be called "Lead" or "L". The base of the triangle represents the facing direction of the Lead official.</p>
	<p><b>TRAIL REFEREE</b></p>	<p>The referee who stays behind the play, in green colour on diagrams. He can be called "Trail" or "T". The base of the triangle represents the facing direction of the Trail official.</p>
	<p><b>CREW-CHIEF</b></p>	
	<p><b>UMPIRE 1</b></p>	
	<p><b>DIRECTION OF THE PLAY</b></p>	
	<p><b>DIRECTION OF THE LEAD REFEREE</b></p>	
	<p><b>DIRECTION OF THE TRAIL REFEREE</b></p>	



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**CHAPTER 2**

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# **GENERAL PROVISIONS**

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## CHAPTER 2

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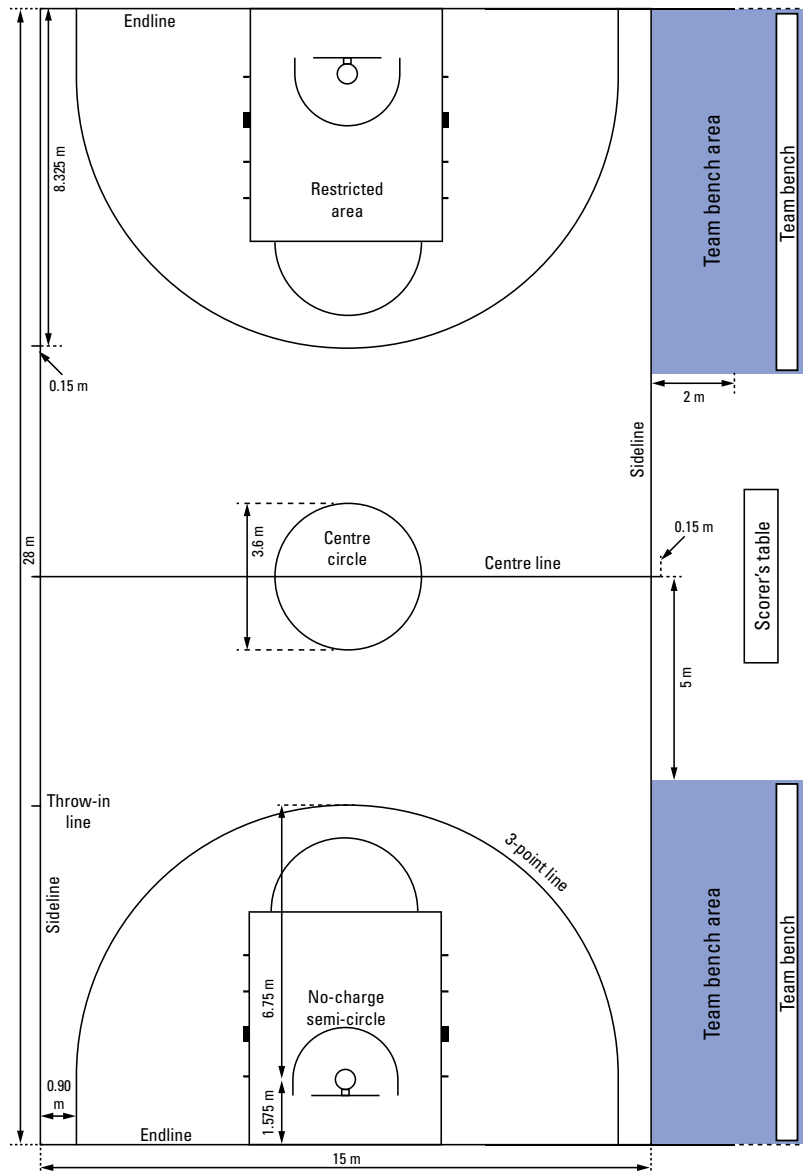
# GENERAL PROVISIONS

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# 2.1 THE PLAYING COURT



D1 - Playing court

## 2.2 TEAMS AND UNIFORMS

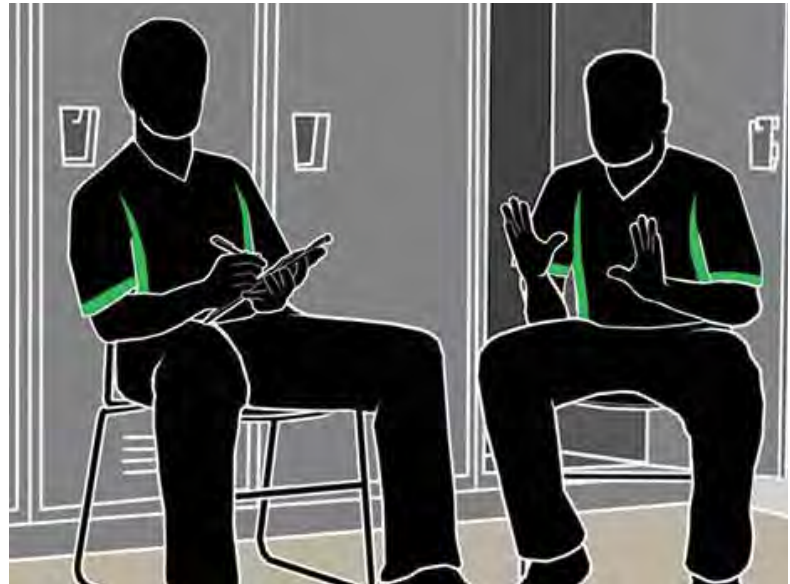
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**A Team may have:**

- 12 players in total
- A Coach
- An Assistant Coach
- A Manager
- Only 5 players are allowed on the court at any one time from each team.
- Singlets and shorts should be of the same dominant colour – front and back
- Numbers can be: 0, 00 and 1 to 99

## 2.3 PREPARING FOR A GAME

*Be on time and early enough to get ready for the game properly. Please refer to the local applicable regulations to know how early you have to arrive.*



D2 - Referees' briefing in the locker room



D3 - Referee's uniform

### The referee uniform consists of:

- A black whistle and a lanyard
- A referee shirt
- Black Referee trousers or shorts
- Appropriate black Footwear
- Black Socks

## 2.4 PRE-GAME DUTIES

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**Ten minutes before game time**, the CC shall go to the scorer's table to:

- Check that the scoresheet is correctly filled out
- Ensure that coaches have signed the scoresheet and have also indicated their 5 starters

**Three minutes before game time**, the CC shall blow his whistle to indicate the time remaining, and also at **1m30**, so that the teams return to their bench areas

**Before the game starts**, the referees should ensure:

- That the table officials are ready
- Players do not have illegal equipment (such as earrings) and
- Players have their shirts tucked into their shorts.



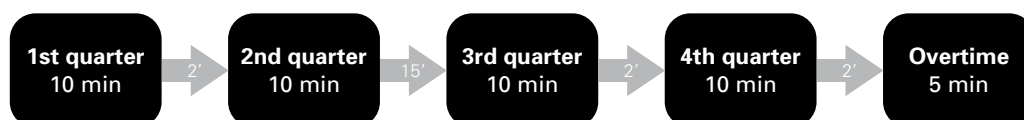
## 2.5 PLAYING TIME

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The game shall consist of 4 quarters of 10 minutes each, with intervals of 2 minutes between the 1st and 2nd quarter, and between the 3rd and 4th quarter.

The interval between the 2nd and 3rd quarter is a 15 minutes half-time.

If ever the score is tied at the end of the 4th quarter, then teams will continue to play a 5 minute overtime period until a team wins.



***The playing time may vary according to the level and age category, please refer to the local applicable regulations.***

## 2.6 JUMP BALL AND ALTERNATING POSSESSION

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A jump ball situation occurs when:

- Ball gets stuck between the ring and backboard
- Two players from opposite teams are holding the ball (Held Ball)
- The ball goes out of bounds and the officials are in doubt.

When a jump ball situation occurs, the game is restarted for the team in the direction of the Alternating Possession Arrow.



D4 - Held ball / jump ball signal

## 2.7 VALUE OF MADE GOAL

*Goals can be worth 1, 2 or 3 points.*

### THE TRAIL REFEREE SIGNIFIES POINTS SCORED TO THE SCORER'S TABLE:



D5 - **ONE POINT** is awarded for a successful free-throw shot

**Signal:** 1 finger, "flag" from wrist



D6 - **TWO POINTS** are awarded for baskets scored within the three-point line

**Signal:** 2 fingers "flag" from wrist



D7 - **THREE POINTS** are awarded for a successful basket from outside the three- point line

**Signal:** 3 fingers extended One arm = attempt

Both arms = successful

## 2.8 THROW-IN

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**A player taking the throw-in:**

- Has 5 seconds to throw the ball in
- Must stand outside the court area
- Must not move more than 1 metre sideways once the referee has given him the ball
- Can move directly backwards

**A player who is defending:**

- Must not touch the ball, or the player that is taking the throw-in
- Must stand behind the line
- Must stand 1 metre back from the line if the thrower-in does not have 2 metres behind them free from obstruction

## 2.9 SUBSTITUTION

### Can occur when the game is stopped; or

- After a successful 2nd free throw
- In the last 2 minutes of the last quarter, after a basket; the non-scoring team may request a substitution. If granted, the scoring team may also substitute a player.



D8 - Substitution

**Signal:** Cross forearms



D9 - Beckoning-in

**Signal:** Open palm, wave towards the body

# 2.10 TIME-OUT

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- A time-out goes for 1 minute
- Each team may have 2 time-outs in the 1st half and 3 time-outs in the 2nd half
- Any team may have a time-out when the game is stopped; or
- For the non-scoring team, after the opponent scores a basket.



D10 - Time-out

**Signal:** Form T, show index finger

## 2.11 PLAYER IN ACT OF SHOOTING

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There are 2 types of act of shooting: a jump shot and a drive to the basket (continuous motion).

**Starts:**

- For jump shots, the shooting motion starts when the offensive player starts to bring the ball upward towards the basket
- On drives to the basket or other moving shots, the shooting motion starts when the player gathers the ball prior to continuing through with his shot

**Ends:**

- When the ball has left the hand(s) and the player's both feet land on the floor



# 2.12 FREE-THROWS

## POSITIONING, COVERAGE AND SIGNALS BY THE REFEREES

- Mainly awarded to a player who gets fouled in the act of shooting.
- If made are worth 1 point player.

## ADMINISTRATION OF SCORE OR NUMBER OF FREE-THROWS IS DONE BY THE TRAIL REFEREE:



D11 - One free throw

**Signal:** Index finger



D12 - Two free throws

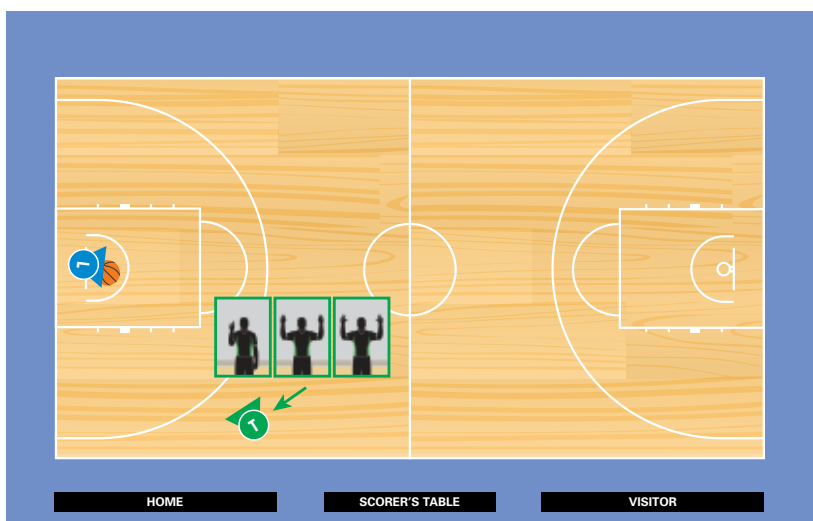
**Signal:** Fingers together on both hands



D13 - Three free throws

**Signal:** 3 fingers extended on both hands

**ADMINISTRATION OF THE BALL TO THE FREE-THROW SHOOTER IS DONE BY THE LEAD REFEREE:**



D14 - Free-throw basic positioning of referees

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## CHAPTER 3

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# VIOLATIONS

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## CHAPTER 3

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# VIOLATIONS

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# 3 VIOLATIONS



*A violation is an infraction of the rules. When a violation occurs, the referee shall blow the whistle, stop the clock and show the appropriate signal, before giving the ball to the opponent's team for a throw-in.*

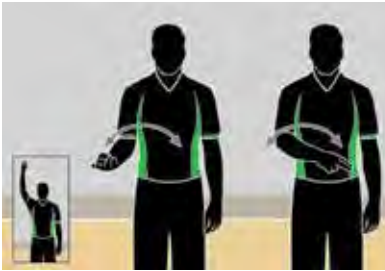

*Each time a referee shows a signal, he is also to verbalise it so the players can hear it.*

*This is done so that the players know what just happened.*

<p><b>TRAVELLING</b></p>	<p>Illegally moving your pivot foot when you have the ball</p> <p><b>Signal:</b> rotate fists</p>	 <p>D15</p>
<p><b>OUT-OF-BOUNDS</b></p>	<p>A player or ball goes outside the court area</p> <p><b>Signal:</b> point in direction of play, arm parallel to sidelines</p>	 <p>D16</p>





<p><b>DOUBLE DRIBBLING</b></p>	<p>A player cannot dribble a second time after the first dribble has ended</p> <p><b>Signal:</b> patting motion with palm</p>	 <p>D17</p>
<p><b>THREE SECONDS</b></p>	<p>A player cannot remain in their opponent's restricted area for more than 3 seconds</p> <p><b>Signal:</b> arm extended, show 3 fingers</p>	 <p>D18</p>
<p><b>FIVE SECONDS</b></p>	<p>A player has 5 seconds to release the ball for a throw-in or take a free-throw</p> <p><b>Signal:</b> show 5 fingers</p>	 <p>D19</p>

<p><b>EIGHT SECONDS</b></p>	<p>A team has 8 seconds to bring the ball from their backcourt to their frontcourt</p> <p><b>Signal:</b> show 8 fingers</p>	 <p>D20</p>
<p><b>SHOT CLOCK</b></p>	<p>A team must attempt a shot before the shot clock expires</p> <p><b>Signal:</b> fingers touch shoulder</p>	 <p>D21</p>

<p><b>BALL RETURNED TO BACKCOURT</b></p>	<p>A team cannot return the ball to their backcourt after they have been in their frontcourt</p> <p><b>Signal:</b> wave arm front of body</p>	 <p>D22</p>
<p><b>DELIBERATE KICK</b></p>	<p>A player cannot deliberately kick the ball or block it with his leg</p> <p><b>Signal:</b> point to the foot</p>	 <p>D23</p>



**EXAMPLE (TRAVELLING CALLED):**

GAME CLOCK STOPS	TRAVELLING	BALL TO OPPONENT'S TEAM (DIRECTION OF THE PLAY TO BE SHOWN)	GAME CLOCK STARTS
 <p data-bbox="252 1055 472 1115">D25 - Stop the clock (violation – open palm)</p>	 <p data-bbox="563 1055 711 1081">D15 - Travelling</p>	 <p data-bbox="874 1055 1086 1081">D16 - Direction of play</p>	 <p data-bbox="1185 1055 1382 1115">D26 - Start the clock (chop with hand)</p>



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## CHAPTER 4

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# FOULS

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**CHAPTER 4**

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# **FOULS**




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# 4 FOULS

*A foul is an illegal personal contact with an opponent (with or without the ball).*

**BELOW ARE THE MOST COMMON FOULS AND THEIR SIGNALS:**

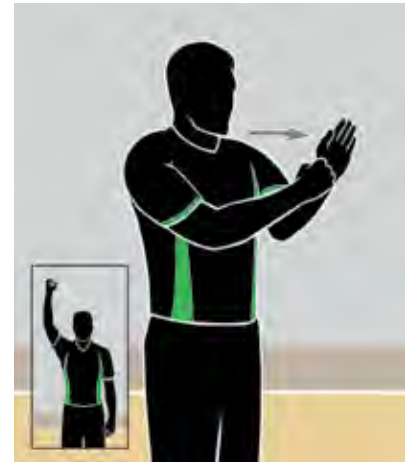
<p><b>HOLDING</b></p>	<p>When using hands, arms or legs to stop the movement of an opponent</p> <p><b>Signal:</b> grasp wrist downward</p>	 <p>D27</p>
<p><b>PUSHING</b></p>	<p>When using any part of the body to forcibly move or attempt to move an opponent</p> <p><b>Signal:</b> imitate push</p>	 <p>D28</p>

<p><b>ILLEGAL USE OF HANDS</b></p>	<p>When using hands to strike an opponent in an attempt to play the ball</p> <p><b>Signal:</b> strike wrist</p>	 <p>D29</p>
<p><b>ILLEGAL CONTACT TO THE HAND</b></p>	<p>When using hands to strike an opponent during the act of shooting</p> <p><b>Signal:</b> strike the palm towards the other forearm</p>	 <p>D30</p>
<p><b>BLOCKING</b></p>	<p>When impeding the progress of an opponent</p> <p><b>Signal:</b> both hands on hips</p>	 <p>D31</p>

**CHARGING**

When the player with the ball forcibly pushes into an opponent's torso who is in a legal guarding position

**Signal:** clenched fist strike open palm



D29

**Penalty:**

- A personal foul is recorded against the player. The ball is awarded to the opponent team for a throw-in.

**OR**

- If in the act of shooting; 2 or 3 free-throws if the shot is unsuccessful.
- If in the act of shooting; 1 free-throw if the shot is successful.
- 2 free-throws if the defensive player's team has 5 or more team fouls; i.e. Team foul penalty situation.

**5 FOULS BY A PLAYER**

- A player who has committed 5 fouls shall be informed by the referee and must leave the game immediately. The player is to be substituted as quickly as possible.





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## CHAPTER 5

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# REFEREEING KNOWLEDGE

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## CHAPTER 5

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# REFEREEING KNOWLEDGE

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# 5.1 OFFICIALS AND MECHANICS

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## COURT COVERAGE AND POSITIONS

- Referees adjust their position to the movement of the players
- Referees are on the opposite sides of each other to cover the whole court
- On Ball referee is the one closest to the ball and watches the players near the ball
- Off ball referee is the one furthest from the ball and watches all the other players

### Lead:

- In front of the ball / players
- On the endline
- Not behind the backboard

### Trail:

- Stays behind the ball / players
- About 3-5 steps behind and to the side of the ball

## 5.2 HOW TO START THE GAME – JUMP BALL AND POSITION

### Positions at the start of the game:

The referee (crew chief) tossing the ball stands at the jump ball circle, facing the scorer's table. He checks to make sure his partner and the teams are ready to play.

The other referee (umpire) stands in front of the score table facing their partner.

The crew chief tosses the ball higher than either player can reach to make sure they have to jump.

The umpire must signal that the clock can be started after verifying that the tap was legal.

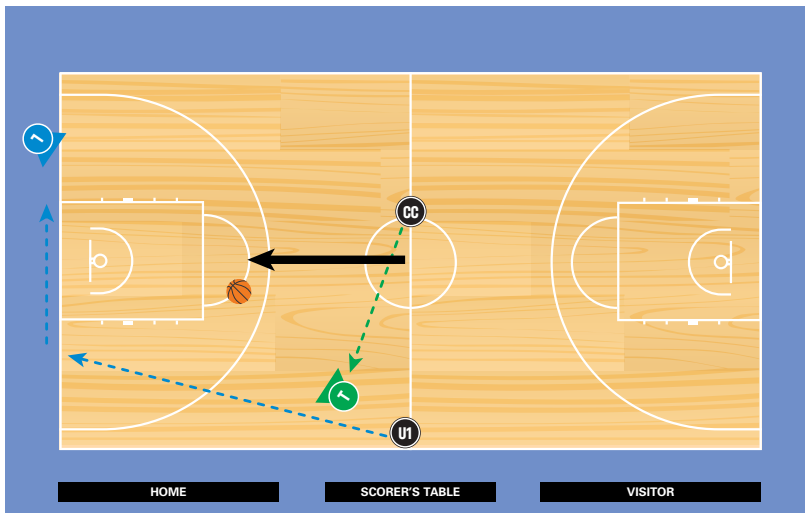
### Position after the jump ball

The umpire runs in the direction of play towards the end-line and remains in front of the play. This is Lead.

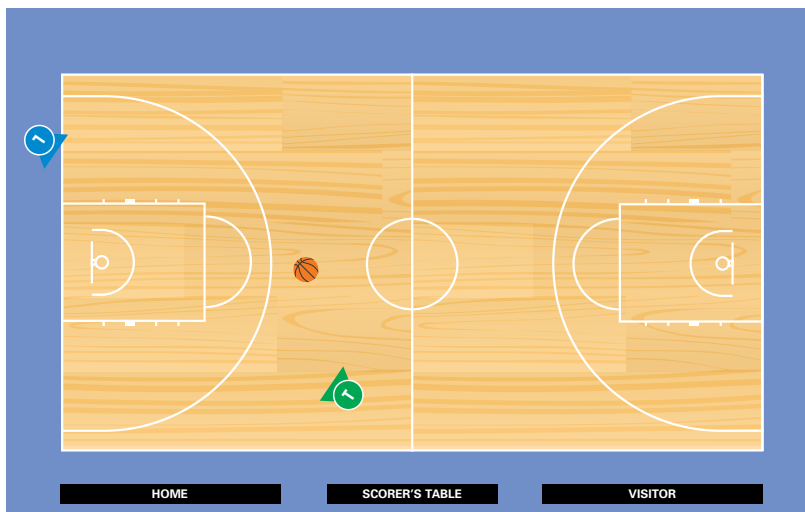
The referee tossing the ball follows the direction of the ball and remains behind the play. This is Trail.



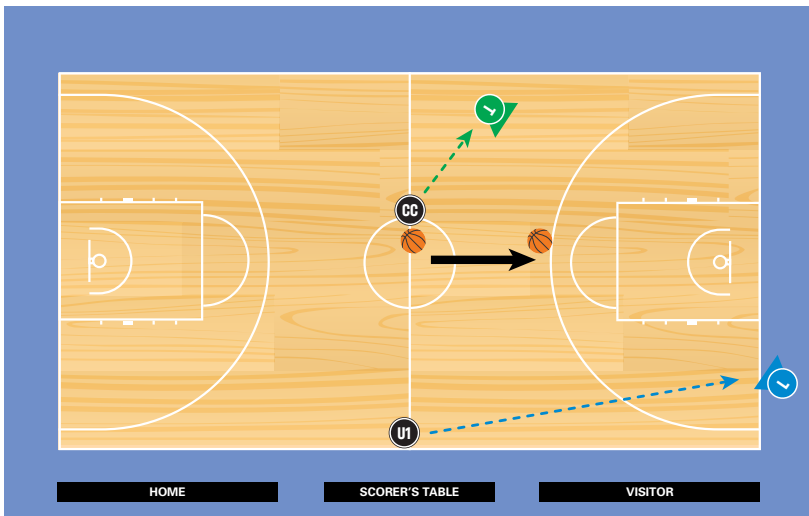
D4, 5 & 6 - Jump ball toss



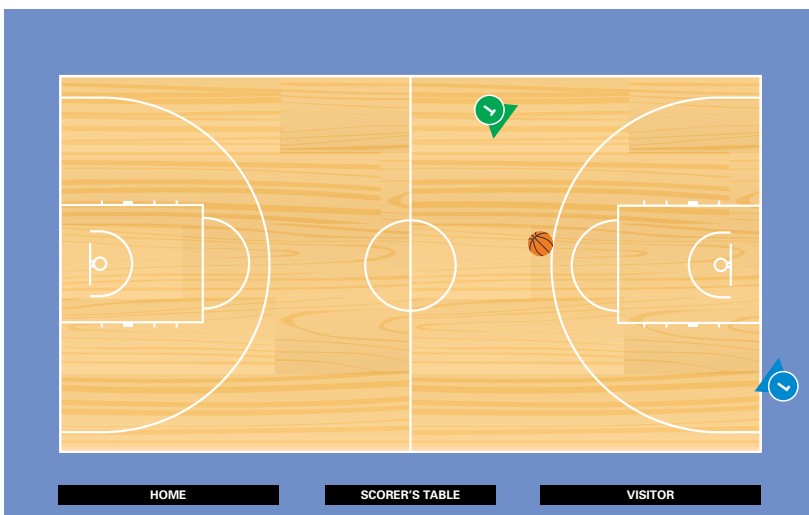
D36 - Ball goes left after jump ball



D37 - Position after jump ball / left side



D38 - Ball goes right after jump ball



D39 - Position after jump ball / right side

## 5.3 HOW TO USE THE WHISTLE





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- A whistle is one of your most important tools for communication.
- Hold the whistle in your mouth using your teeth.
- The key to blowing the whistle is to spit in the whistle only using the air in your mouth.
- The whistle should be loud, short and sharp in sound.

## 5.4 REPORTING A FOUL TO SCORER'S TABLE


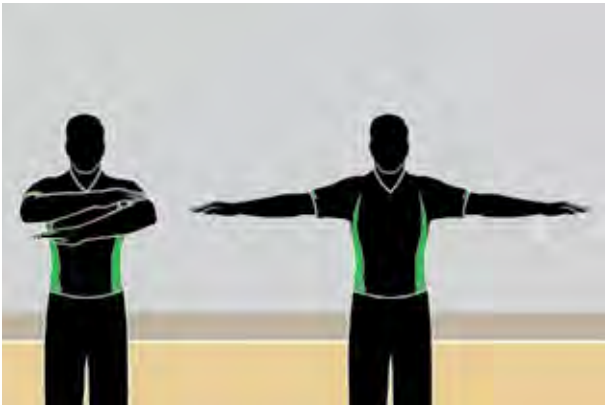
- Walk sharply to a position where there are no players between you and the scorer's table
- Come to a stop and take a breath
- Signal clearly and slowly the number of the player who has committed the foul
- Then signal the type of the foul
- Indicating the number of free throws or the direction of play that is to follow
- During this process use your voice, for example, Blue 7 pushing, white ball OR Blue 7 pushing, 2 shots white.
- Run to the next position




**EXAMPLE 1: A FOUL IS CALLED AGAINST A DEFENSIVE PLAYER (NUMBER 6) WHO PUSHED HIS OPPONENT ON THE ACT OF SHOOTING (2-POINT SHOT). THE SEQUENCE SHOULD BE THE FOLLOWING:**

CALLING		REPORTING	
Game clock stops	Number of the player	Foul nature	Penalty = 2 free-throws
 <p>D40 - Stop the clock (foul - one clenched fist). Advise the players who the foul is on.</p>	 <p>D41 - Right hand shows number 5, left hand shows number 1)</p>	 <p>D28 - Pushing</p>	 <p>D12 - Two free-throws</p>



**EXAMPLE 2: A FOUL IS CALLED AGAINST A DEFENSIVE PLAYER (NUMBER 16) WHO BLOCKS HIS OPPONENT DURING THE DRIBBLE: AFTER THIS, THE OFFENSIVE PLAYER CONTINUES HIS DRIBBLE TO THE BASKET AND SCORES.**

<b>CALLING</b>	
<b>Game clock stops</b>	<b>Basket cancelled</b>
 <p>D40 - Stop the clock (foul - one clenched fist)</p>	 <p>D42 - Basket cancelled (scissor-like action with arms, once across chest)</p>

<b>REPORTING</b>		
<b>Number of the player</b>	<b>Foul nature</b>	<b>Penalty = throw-in</b>
 <p>D43 - Number 16 (first reverse hand shows number 1 for the decade digit – then open hands show number 6 for the units digit)</p>	 <p>D31 - Blocking</p>	 <p>D16 - Direction of play</p>

# 5.5 SAFETY

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**When to stop the game:**

- Player is injured or bleeding
- Floor is wet
- A small child has walked onto the court
- Another ball comes onto the court

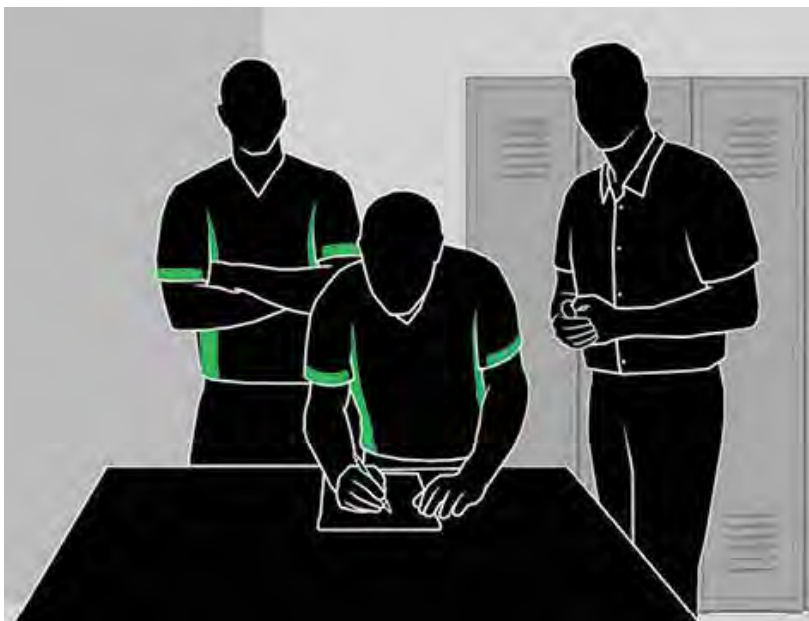
## 5.6 AFTER GAME RESPONSIBILITIES



**My job is not over until I:**

- Thank and shake my partner's hand
- Check the scoresheet to make sure it has been correctly filled out
- Sign the scoresheet

D44 - Referees going back to locker room



**When checking the scoresheet:**

- Check the final scores match up with the scores in the columns
- Ensure the correct team has been written in as the winner of the game
- Check the score for each quarter has been filled in
- You and your partner sign the scoresheet

D45 - Referees signing scoresheet



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