UC Irvine
Basketball Officials Training
January 8, 2014
What We Will Cover

- What it Means to Officiate
- Game Rules
- Pre-Game
- During Game
  - Positioning/Movement
  - Zones of Coverage
  - Mechanics
  - Fouls
- Foul Reporting
- Being a Successful Official
What it Takes to Officiate Basketball

- Confidence
- Hard Work
- Moxie
- Rules Knowledge
- Game Familiarity
IM Basketball Rules

• We will first break into groups to review all UCI Basketball Rules.
Pre-Game

• Show up on time, ready to work, dressed appropriately
• Introduce yourself to your partner and scorekeeper
• Check all player IDs individually and check off those who are present with an ID
• Captains Meeting
  – Take control
  – Emphasize good sportsmanship and vital game rules
  – Substitutions
  – Jewelry reminder
Quick Question #1

• NO ID = ?

NO

PLAY!!!
Game Rules

• Game Length & Timeouts
• Stop Clock Situations
• All teams must have at least 4 players signed-in to start a game
Starting the Game

- Each game will begin with a jump ball
- The second half will begin with the team with the possession arrow
- Overtime will begin with a jump ball
Court Positioning – Jump Ball

Table

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Court Positioning & Movement – Boxing-In
Lead Zone of Coverage & Responsibilities
Trail Zone of Coverage & Responsibilities
Mechanics

• Your power on the court
• Calling a Foul/Violation
• Examples of Common Fouls:
  – Push
  – Illegal Use of Hands
  – Hold
  – Block
  – Hand check
NIRSA DVD Sections for All Officials

• 2-person system
• 3-person system
• Mechanics and Signals
  – Mechanics
Quick Question #2

• What is the signal for over-the-back?

THERE ISN’T ONE!
Fouls

- Defined as an infringement upon the rules of the game where a player unfairly gains an advantage through initiating contact on an opponent

- Common Fouls:
  - These are regular fouls
    - Hand Check
    - Holding
    - Blocking
    - Pushing
    - Hit/Illegal Use of Hands
Fouls

• Player-Control Foul (Charge):
  – A player who is in possession of the ball commits a foul.
  – No free throws will be shot, the ball will be awarded to the offended team out-of-bounds.
  – No basket may be counted on a player-control foul.

• Team-Control Foul:
  – Any common foul committed by the team that has team-control of the ball. Most common: Illegal Screen
    • The defender must be given one normal step to change direction and attempt to avoid contact.
  – No free throws will be shot, ball is awarded out-of-bounds.
  – Team Control does not exist on jump balls or during a shot.

http://www.youtube.com/watch?v=SxOAMMB6Sjg
http://www.youtube.com/watch?v=i6Xko9-MWEQ
http://www.youtube.com/watch?v=L90NKpcDHBA
Fouls

• **Double Foul:** [http://www.youtube.com/watch?v=N7gH9q1HvXk](http://www.youtube.com/watch?v=N7gH9q1HvXk)
  – When two common fouls are committed by two opponents on one another simultaneously.
  – The ball will be put back in play at the point-of-interruption; the team in possession at the time will retain possession.

• **Intentional Foul:** [http://www.youtube.com/watch?v=FDdQtCGfvcE](http://www.youtube.com/watch?v=FDdQtCGfvcE)
  – Overly excessive contact.
  – Contact made when not making a legitimate attempt to play the ball.
  – Taking away an obvious advantageous situation.
  – Offended player will shoot two free-throws and his/her team will receive the ball where the foul was committed.
Fouls

• Technical Foul:
  – Non-contact foul by a player.
  – A contact foul committed when the ball is dead.
  – Offended team will shoot two free throws and receive the ball at mid-court.
  – Players receiving their second technical foul are ejected from the game and the gym.
Fouls

• **Technical foul**  [http://www.youtube.com/watch?v=t8ACyhpDXvs](http://www.youtube.com/watch?v=t8ACyhpDXvs)
  – Use to penalize unsportsmanlike behavior when needed
  – Treat like any other foul for personal/team total

• **Flagrant foul**  [http://www.youtube.com/watch?v=xZVLTqV-fRE](http://www.youtube.com/watch?v=xZVLTqV-fRE)
  – A non-basketball play
  – Excessive contact or force
  – May be accompanied by an ejection
Quick Question #3

• A player is fouled on a two point attempt and misses the shot. Then, the fouling team receives a technical foul. How many free throws are awarded?

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Violations

• Defined as a player breaking the rules of the game without any physical contact being involved
Violations

• Traveling [link]
  – [link]

• Kicked Ball [link]
  – Must be intentional

• Illegal Dribble
  – Double Dribble [link]
  – Palming [link]

• Offensive Three Seconds (in the key)
  – Offensive players may only be in the lane for three seconds without exiting (when the ball is in the frontcourt). This does not apply to the defense.

• Five Seconds/Closely Guarded
  – If a defender is within six feet, a player has five seconds to either dribble, drive to the basket or pass.
Violations

- Ten Seconds/Backcourt
- Free Throw
- Throw-In
  - A player can “run the line” after a made basket
- Goal-Tending
Reporting To Table

- Switches
- Calling reports, Partner administers
- Remember:
  - C: Color
  - N: Number
  - W: What Foul
  - S: Situation
- Made basket
Free Throws

- Players may only enter the lane when the ball has been released.
- Anyone not in a block position (shooter, behind 3-point arc) must wait until ball hits the rim to enter the lane.
- If the ball does not hit the rim, this is a violation.
- Substitutes during free throws.
Quick Question #4

• When is a sub allowed to enter during the shooting of free throws?

Only before last guaranteed free throw
Following each game, you must rate each team’s sportsmanship.

Use the guideline statements to choose the best rating:

- **4 Excellent**: Team members and fans were cooperative with officials and were respectful of opponents and officials. The captain has full control of his/her team.
- **3 Above Average ("Normal Game")**: Team members and fans were respectful of opponents and officials except for one or two minor incidents.
- **2 Below Average**: Team members or fans were disrespectful of opponents or officials on a number of occasions. Captain shows little control over his/her team.
- **1 Poor**: Team members or fans constantly comment to opponents and officials and are disrespectful. Team captain shows no control over his/her team.

**REMEMBER**: All teams will start at a 2.5 and have to earn an assigned rating. **YOU CANNOT GIVE A 2.5**.

Any team that receives a “1” or a “2,” you must give a detailed description of exactly what the team did to earn that score.
NIRSA DVD Sections for All Officials

- Conflict Resolution
Being a Successful Official

• Here’s how to succeed as a referee:
  – Practice makes perfect
  – Be confident and take it seriously
  – Take control during Captain’s Meeting
  – CALL FOULS (early)
  – Loud Whistle/Crisp Mechanics
  – Hustle up and down the court
  – If contact is getting too rough, call the game tighter—remember, who is initiating the contact
Being a Successful Official

- Game Control/Judgment
- Handling Problem Players
- Don’t be afraid of making mistakes
- We are always behind you 100%
Scheduling

• Weekly Officials Schedules posted every Wednesday on www.whentowork.com
  – Schedules will be for the following week
  – Update availability on WhentoWork by each Wednesday at 9:00 AM
  – If your availability is not current, you are fair game to be scheduled for work—update it weekly!
Questions?

Upcoming Training Dates
Sunday, January 12 at 6:00pm
(On-Court Training)
Tuesday, January 14 at 7:00pm
(Scrimmages)