



NATIONAL OFFICIAL CERTIFICATION PROGRAM

REFEREEING 101:
INTRODUCTION TO
OFFICIATING



CANADA
BASKETBALL

This training is offered by the Canadian Basketball Officials Commission (CBOC) and is designed for anyone new to basketball or refereeing with a focus on house league and primary school age basketball. It is a user-friendly introduction to basic basketball rules with a focus on helping to provide fun participation opportunities for young players. The training provides very basic referee information and a general overview of what to expect when you start refereeing. It also aims to keep the role of the referee as simple and easy as possible to avoid the 'over-refereeing' of young players.

The training can be facilitated by associations or self-taught.

LEARNING OUTCOMES

NOCP INTRO

SECTION 1: INTRODUCTION

01

Learn about the many reasons to become a referee

02

Gain basic knowledge of the FIBA rules.

03

Gain basic knowledge of the role of the referee and the fundamentals of how to referee the game.

04

Understand the key technical skills, signals & mechanics for specific tasks and procedures to allow the game to be conducted efficiently, correctly and under control.

05

Identify current positioning, court coverage and the roles of Trail & Lead referees in 2 person mechanics.

Reasons to Become a Referee

Why would I want to become a referee?

WHY SHOULD I BECOME A REFEREE?

NOCP INTRO
SESSION 1

6 Reasons why you should become a referee...



1

**Develop Lifelong
Friendships**

WHY SHOULD I BECOME A REFEREE?

NOCP **INTRO**
SESSION 1

6 Reasons why you should become a referee...

2

**Stay Involved
in the Game**



WHY SHOULD I BECOME A REFEREE?

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SESSION 1

6 Reasons why you should become a referee...



3

**Build Essential
Life Skills**

WHY SHOULD I BECOME A REFEREE?

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SESSION 1

6 Reasons why you should become a referee...



4

**Earn Money while
Having Fun**

WHY SHOULD I BECOME A REFEREE?

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SESSION 1

6 Reasons why you should become a referee...

5

**Sense of
Accomplishment**



WHY SHOULD I BECOME A REFEREE?

NOCP INTRO
SESSION 1

6 Reasons why you should become a referee...

6

**Opportunities for Referees
from all backgrounds**



REFEREE KNOWLEDGE: FUNDAMENTALS

What do you need to know as a referee?

WHAT IS THE ROLE OF A REFEREE?

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SESSION 2

Referees ensure the game is played safely and fairly by enforcing the rules

Refereeing is...

Enforcing the rules of the game by making decisions to determine when a violation or a foul has occurred and will then stop the game to issue the correct penalty.



WHAT TO BRING TO A GAME

- WHISTLE
- REFEREE UNIFORM/SHIRT
- WATER BOTTLE
- GYM SHOES

Proper preparation is important

WHAT DOES A REFEREE LOOK LIKE?

Wearing a clean and proper uniform is part of being a good referee



Uniform

- Must be complete, laundered and fit properly
- Professional appearance is paramount to perception

Whistle

- Must be in good shape
- Blow your whistle with confidence
- Practice is key!

HOW TO BLOW YOUR WHISTLE

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SESSION 2

Officials speak volumes with their whistle

- **Hold** the whistle between your front teeth
- **Put** your tongue on the hole and blow
- **Blow** your whistle in short, sharp and loud manner
- **Blow** your whistle with confidence

Watch this video: <https://youtu.be/1B5CxIBo0JA>

- Arrive on time
- Check for safety hazards
- Meet table officials, partner and coaches
- Check both teams have appropriate uniforms
- Make sure players are not wearing jewelry
- Warm-up by jogging then sprinting a few lengths or half-lengths of the court

WHAT TASKS DO YOU HAVE TO COMPLETE TO ENSURE THE TEAMS ARE READY TO PLAY?

- Make sure there is someone to operate the score table
- Ensure names are on the scoresheet
- Ensure the head coaches have signed the scoresheet and have also indicated their 5 starters
- Make sure that you have a game ball that is properly inflated and the appropriate size for the level of play

Proper preparation is important

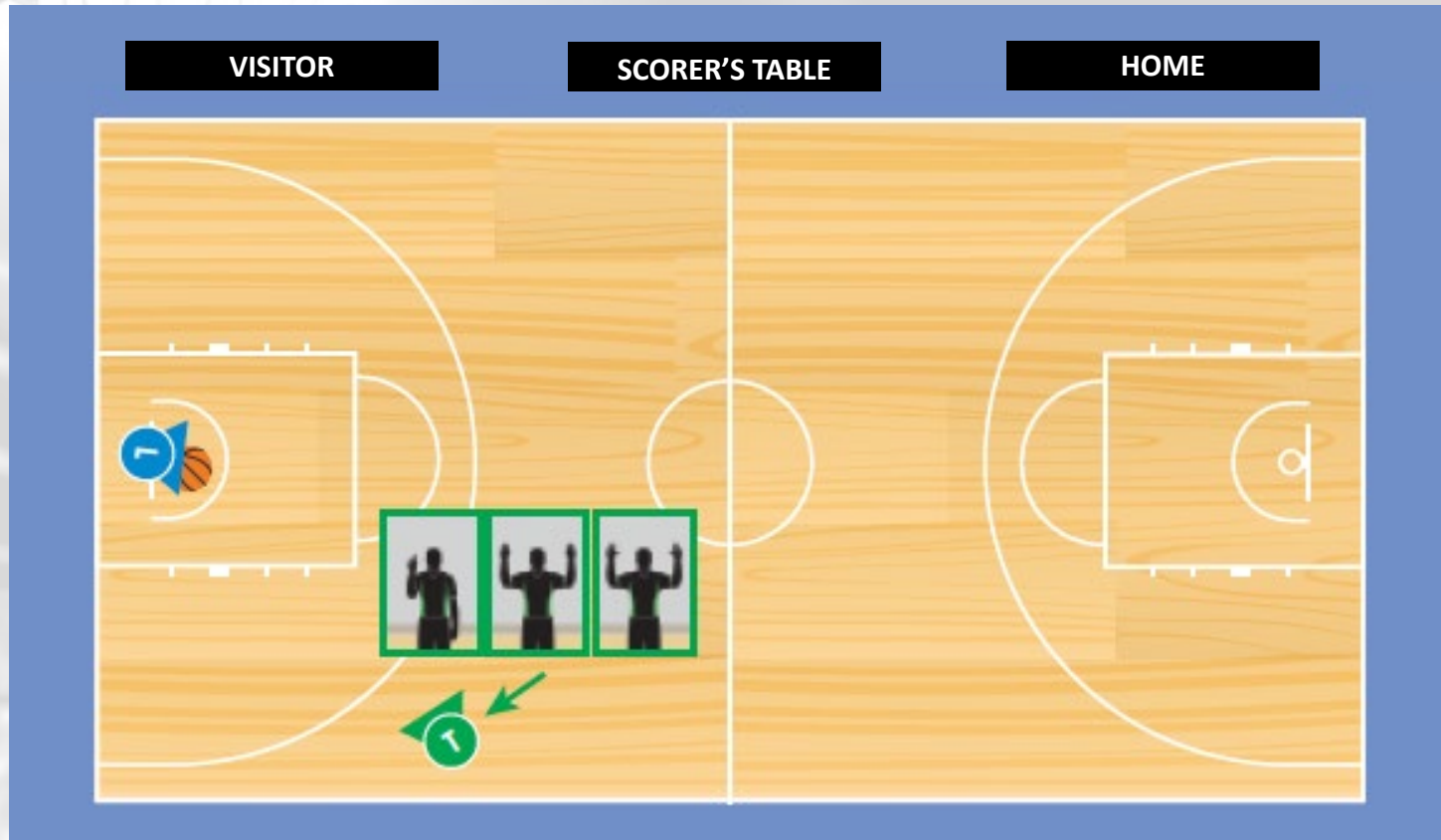
A team may have:

- 12 players in total
- A Coach and an Assistant Coach
- A Manager
- Only 5 players are allowed on the court
- Numbers can be: 0, 00 and 1 to 99

FREE THROWS

WHAT IS THE ROLE OF THE **TRAIL** & **LEAD** WHEN ADMINISTERING A FREE THROW?

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SESSION 2



Is on opposite side



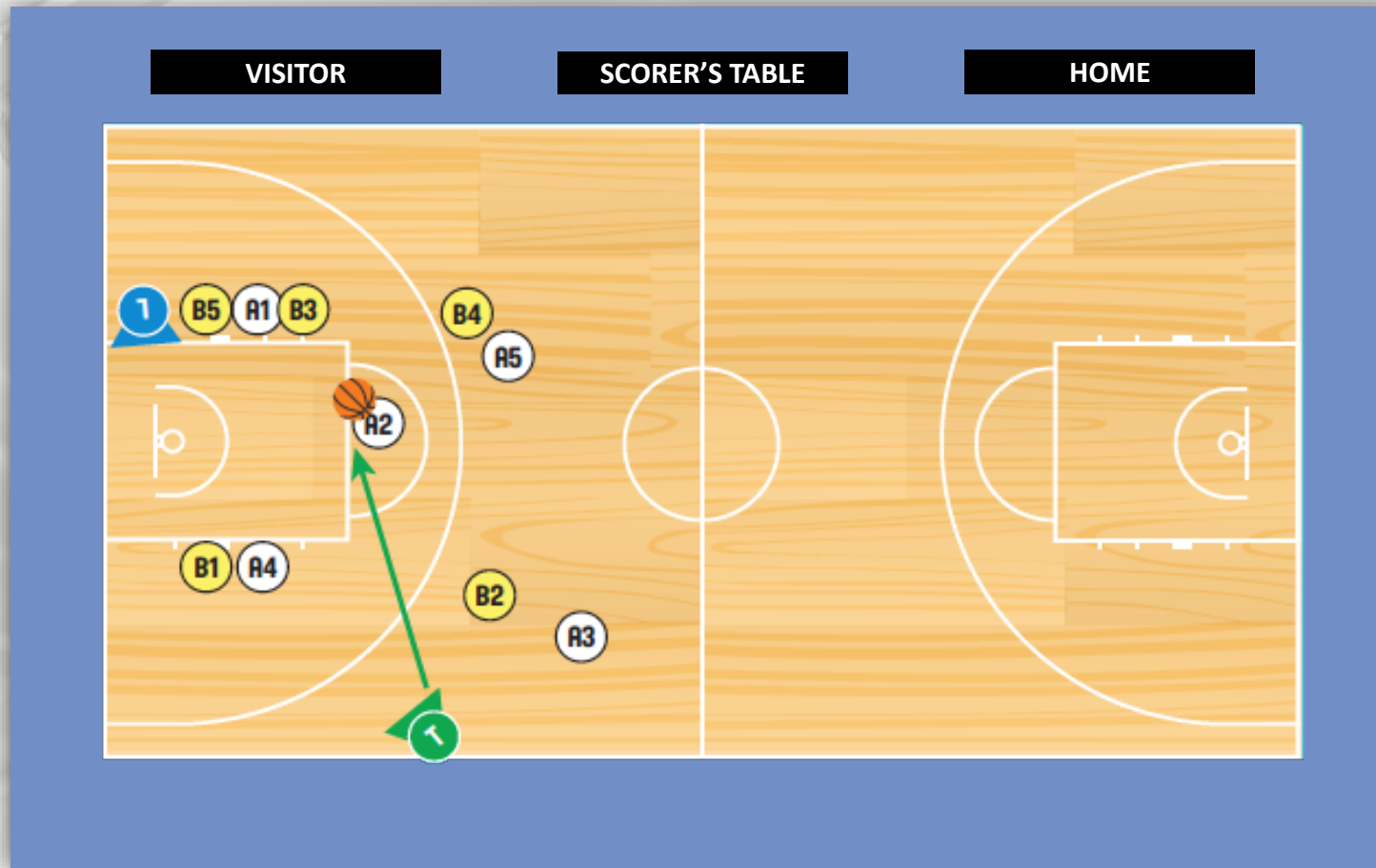
Administers all free throws



Shows number of free throws and drops signal when ball is released

FREE THROW: 1st

NOCP INTRO SESSION 2

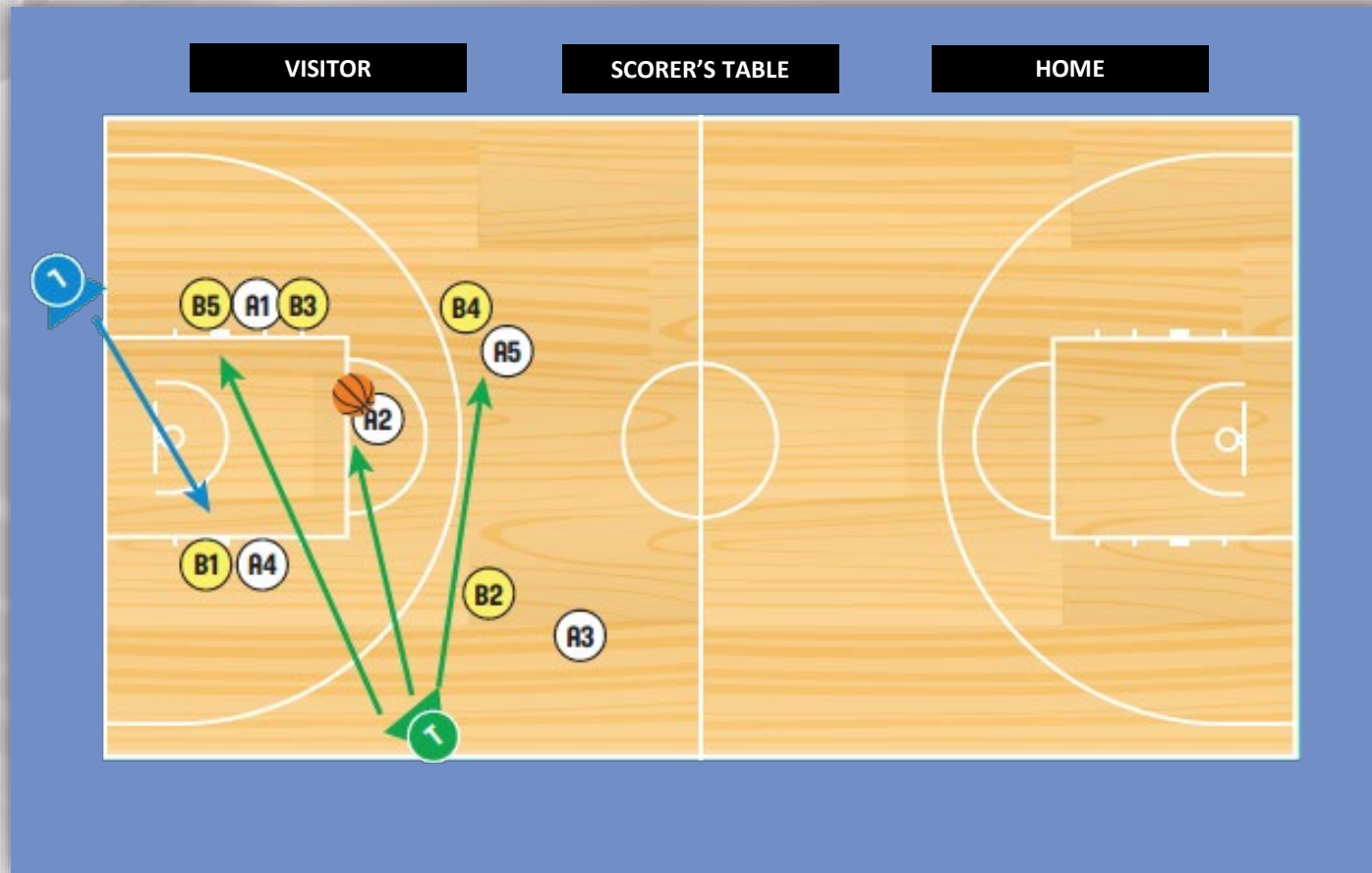


Watches:

The shooter and ensures they don't commit a FT line violation

FREE THROW: 2nd

NOCP INTRO SESSION 2



Watches:

- Shooter
- Defensive players (FT line extended + 3PT line)
- Players in rebound positions (right-side) across the FT line



Watches:

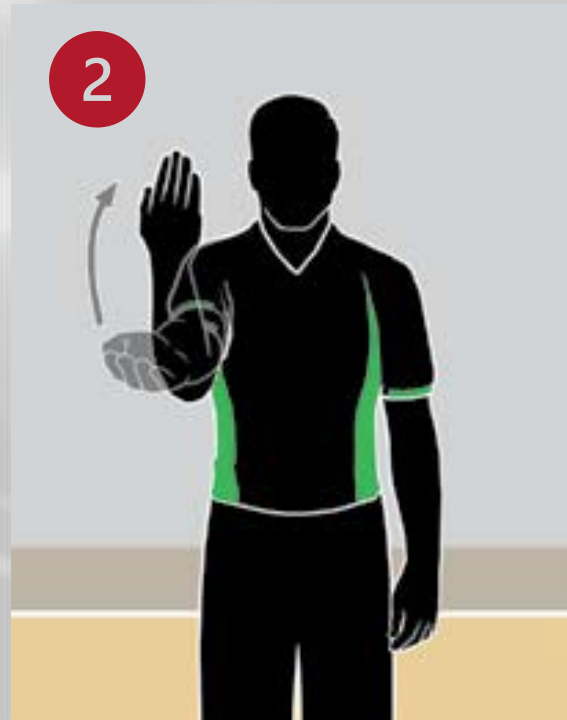
Defensive players in rebound positions (left-side) across the FT line

SUBSTITUTIONS, TIME-OUT & THROW-IN

When does a substitution opportunity occur?



Signal: Cross forearms

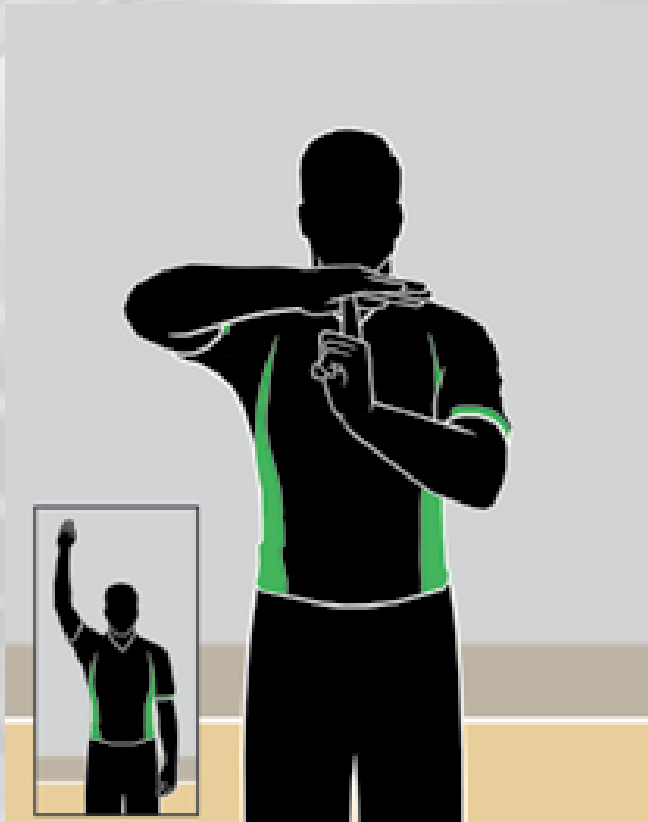


Signal: Open palm,
wave towards to body

When the game is stopped; or:

- After a successful 2nd FT
- Last two minutes of last quarter, after a basket; non-scoring team may request. *If granted, scoring team may also substitute.*

When does a time-out opportunity occur?



Signal: Form T,
show index finger

- A. Ball becomes dead, game clock stops
- B. Ball becomes dead after a successful last free throw
- C. For the non-scoring team, when a field goal is scored

This is a way to restart the game



- The referee shows the player where to stand
- The referee hands the ball to the player who is standing outside court area
- The referee holds 1 arm up in the stop clock position and uses the other hand to count.
- If the ball is still in the players hands at 5 seconds, a violation is called
- The count ends when the ball is released

How does the referee start the clock at the end of the throw in?



- Once the ball touches a player on the court the referee signals the game clock to start by using a chopping action of the arm.

THROW IN ADMINISTRATION

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SESSION 2



1

Active referee designates the throw-in spot



2

Maintain distance from the play + put whistle in mouth while holding the ball



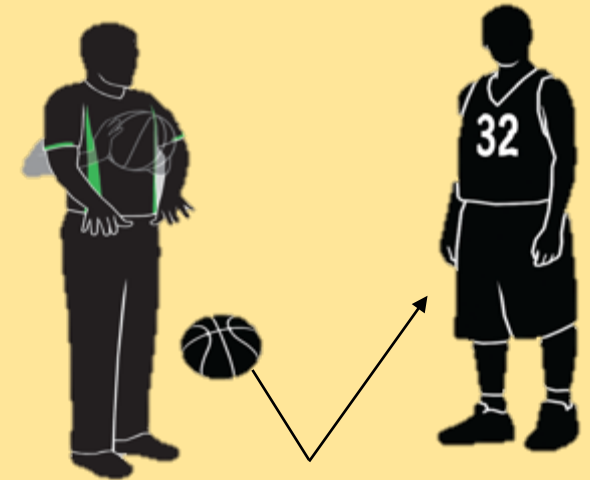
3

L2M: Use an illegal boundary line crossing signal as a warning before placing the ball at the players disposal



4

Blow whistle only if throw-in is on the endl ine (+ that teams frontcourt)



5

Make a bounce pass to the player and observe the throw-in and action surrounding

JUMP BALL

When does a jump ball occur?



Signal:

Stop clock thumbs up

- A. When two players are holding onto the ball at the same time. This is referred to as a held ball.
- B. When the ball gets stuck between the ring and the backboard.
- C. The ball goes out of bounds and the referees do not know which team caused the ball to go out.

POSSESSION ARROW

How do you determine who gets the ball?



- A. The possession arrow shows who gets the throw in at the start of the quarter and during a held ball situation
- B. During a jump ball/held ball situation, the team takes the throw-in at the spot nearest to where the held ball was called.
- C. At the start of the quarter and the overtime period, the team takes the throw-in straddling the centre line.

STOPPING THE GAME

YOU SHOULD STOP THE GAME WHEN

- A player is on the floor and there is a chance they may be injured
- The ball goes out of bounds
- The horn sounds
- If you see a violation or foul
- There are safety reasons – if the floor is wet; a child runs onto the floor or a ball rolls onto the court

2-PERSON MECHANICS

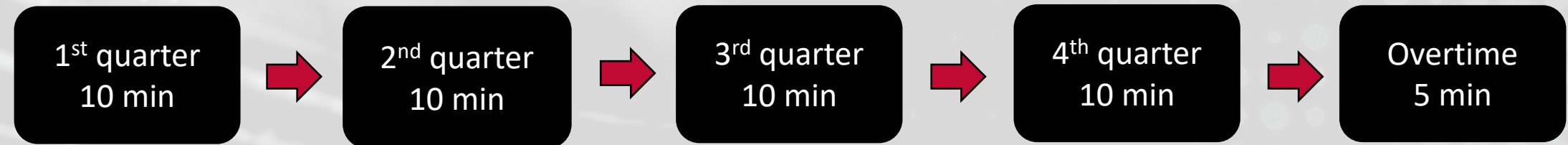
Understanding the role of the Lead & Trail official

START OF THE GAME

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 minute half-time.

If 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.

Referee = Also known as the Crew Chief (CC).

- The referee's duties are the same as the umpire except they initiate the start of the game and each period; inspect and approve all equipment for the game; has the power to make the final decision on any point not specifically covered in the rules

Umpire = Assists the referee in carrying out the on-court duties.

- Check both teams have appropriate uniforms
- Make sure players are not wearing jewelry
- Warm up – Stretch and run a few laps & sprints

2PO PREGAME POSITIONING

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VISITOR

SCORER'S TABLE

HOME

FIBA

10 minutes before:

- Check the scoresheet is correctly filled out.
- Check coaches have signed the scoresheet marked their 5 starters

3 minutes before:

- CC blows whistle to indicate time remaining.
- CC also blows whistle with **1:30** remaining.
- Ensure all teams return to their benches
- Make sure table officials are ready



JUMP BALL PROCEDURE

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SESSION 3

For the administering official (Referee):



POSITIONS TO START THE GAME:

The **Referee** is the person tossing the ball stands in the jump circle facing the score table. Their role is:

- Check that their partner and teams are ready to play before stepping into the circle
- Do not have the whistle in your mouth for safety reasons
- Toss ball above level of jumpers

CHECKLIST FOR THE UMPIRE:

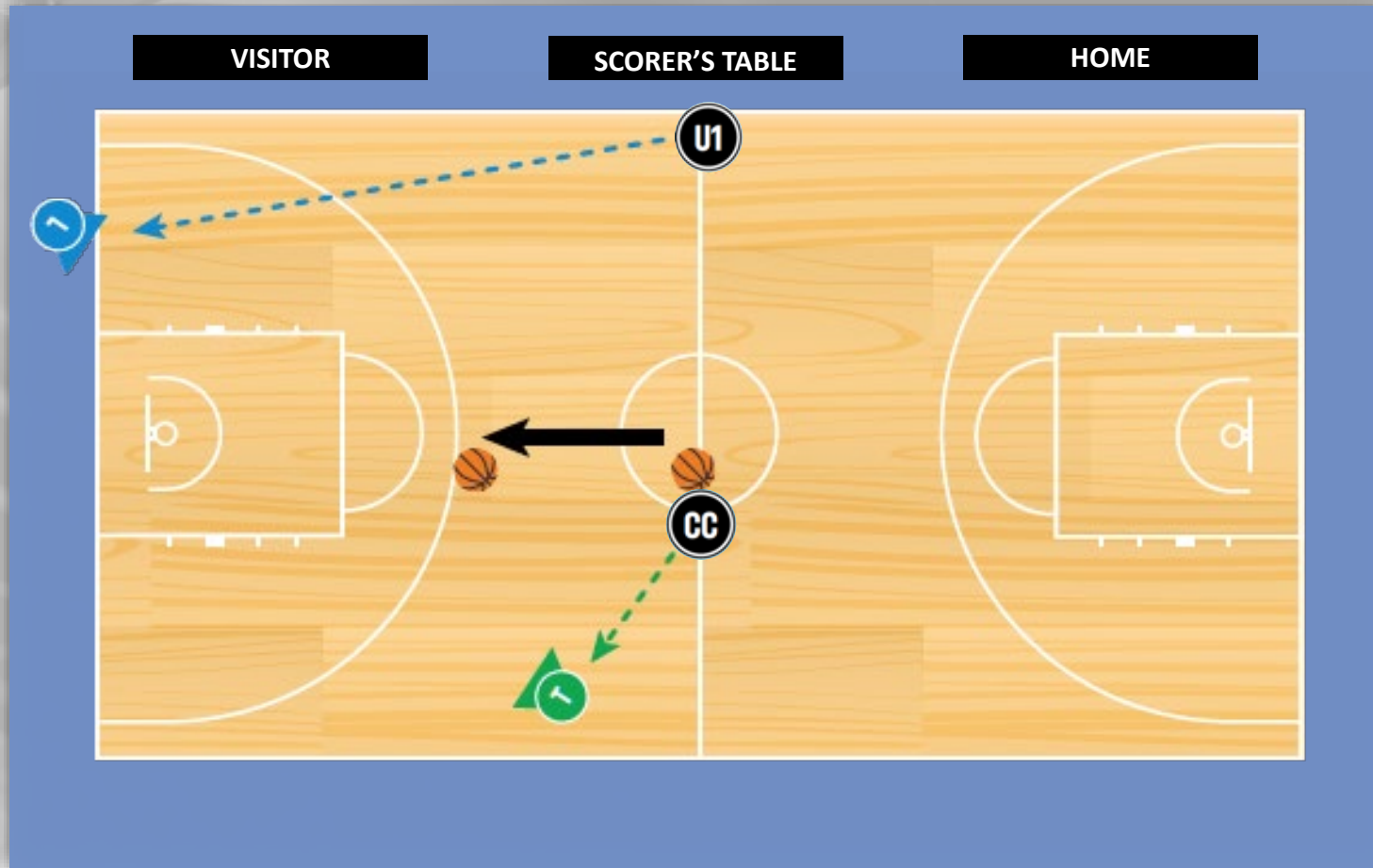
The **Umpire** stands in front of the score table facing the Referee.

Their role is to:

- Call back a poor toss
- Call any violations
- Control the game & shot clock if violation occurs
- Call any fouls during the jump ball
- **Start the clock when the ball is legally tapped**

POSITION: START OF THE GAME

After the jump ball is administered:



- Runs in direction of play towards the end-line
- Remains in front of the play
- Becomes the **LEAD**



- Blow your whistle prior to the jump ball
- Follows the direction of the ball
- Remains behind the play
- Becomes the **TRAIL**

AREAS OF COVERAGE & RESPONSIBILITY

Coverage is the referee's vision during the game. Good coverage is when the two referees have all players in sight, in their respective areas, both on and off the ball.

AREAS OF RESPONSIBILITY

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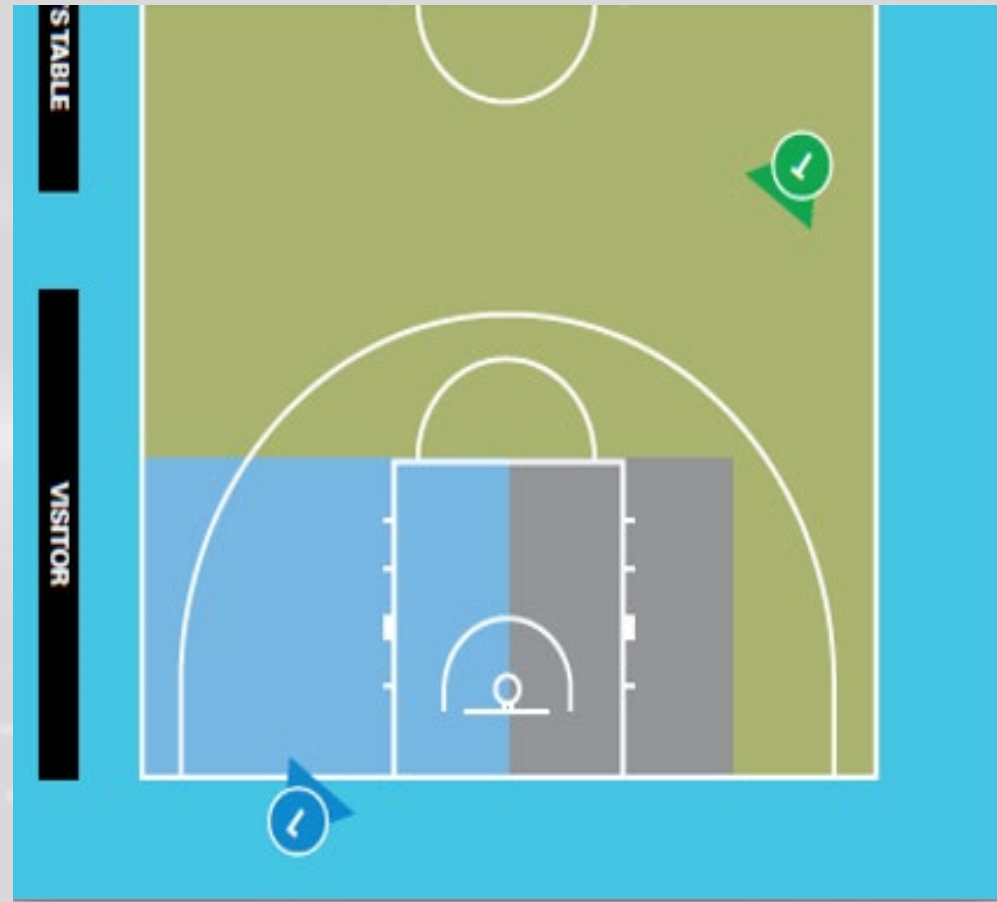
BLUE =



GREEN =



GREY =



BE IN POSITION TO MAKE A DECISION ON THE PLAY

BASIC HALF COURT SET-UP

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Lead & Trail are located on opposite sides of floor on a diagonal court



Adjusts along the endline

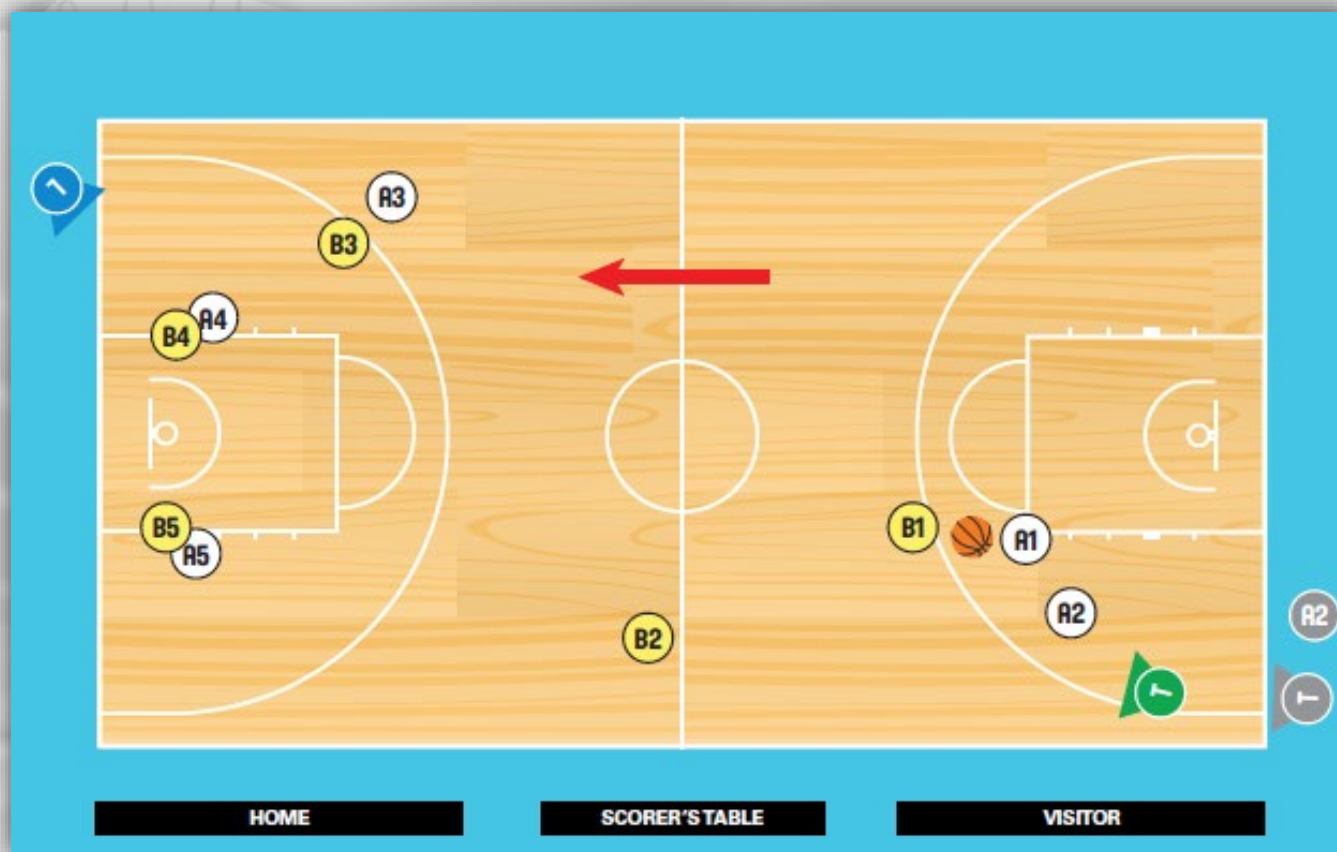


Adjusts out onto court back, up and down the sideline as needed + stays behind the play

BOXING-IN

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Keep players sandwiched between (2) referees



Remains behind the play



Should be in front of the play (make sure you are watching the players while running)

Keep players sandwiched between (2) referees

- Run forward and look back over your shoulder to see where the players are
- Avoid running backwards
- Run ahead of the play not beside or behind the play
- Make sure you work as a TEAM with one referee in front of the play and one behind the play

BOXING-IN EXPLAINED

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Understanding the positioning of the Lead & Trail



PRIMARY RESPONSIBILITIES: **LEAD**

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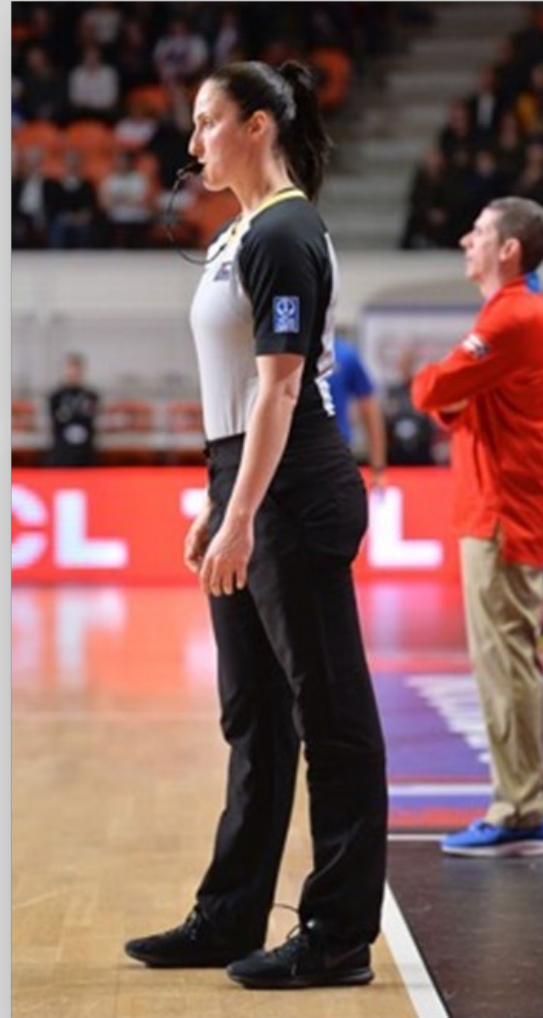


- ✓ Post Play
- ✓ Play under the basket
- ✓ Fouls away from the Trail official
- ✓ Rebounding activity
- ✓ Drives to the basket on Lead's side of the court



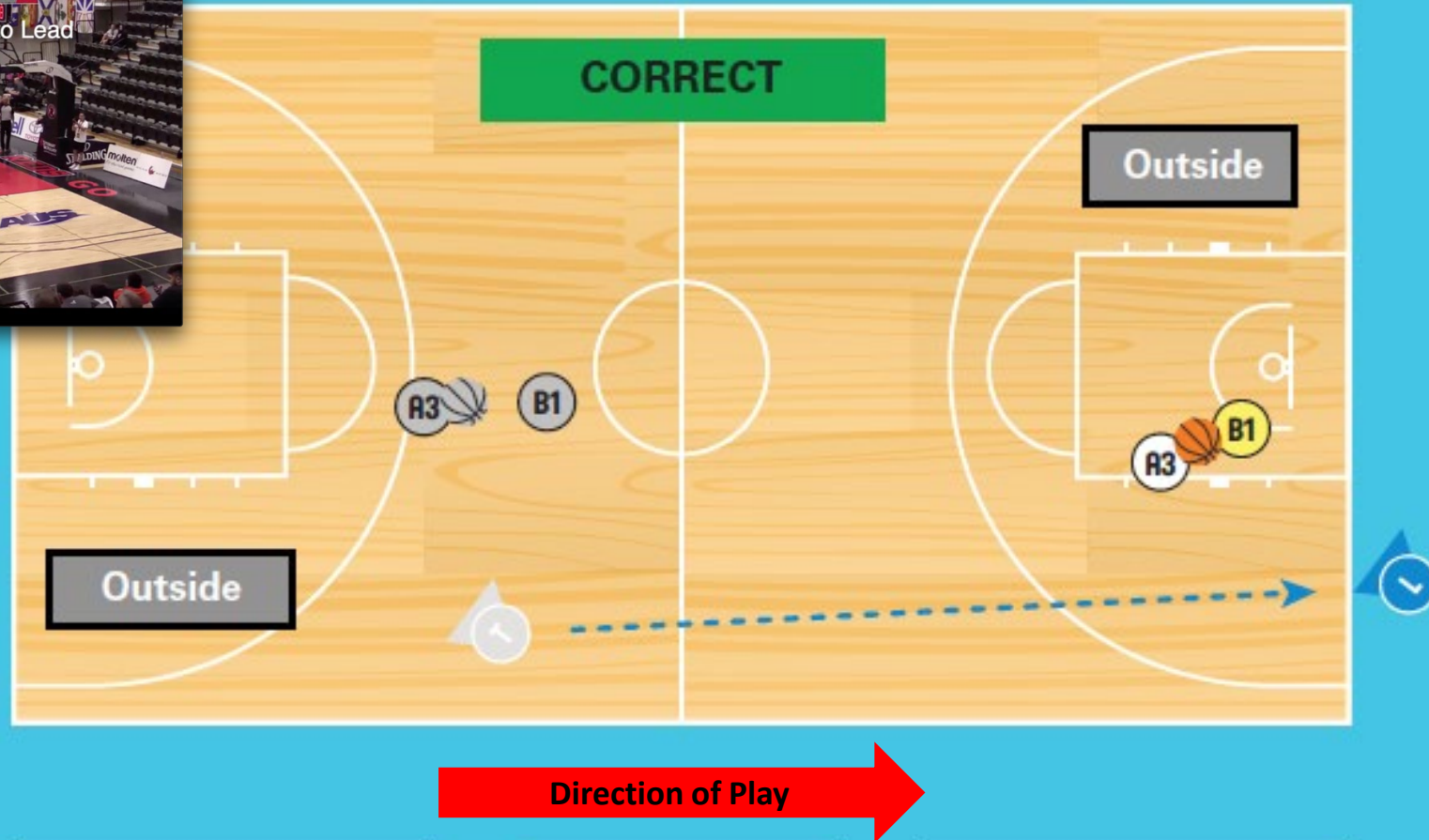
- ✓ Always be behind the play between the last player and the basket
- ✓ 8 second violation and return to the backcourt violation
- ✓ Travelling violations (including low post)
- ✓ Rebounding activity
- ✓ 3PT shot attempts
- ✓ Last second shot attempts
- ✓ Watching for illegal screens

POSITIONING



TRAIL → LEAD POSITION

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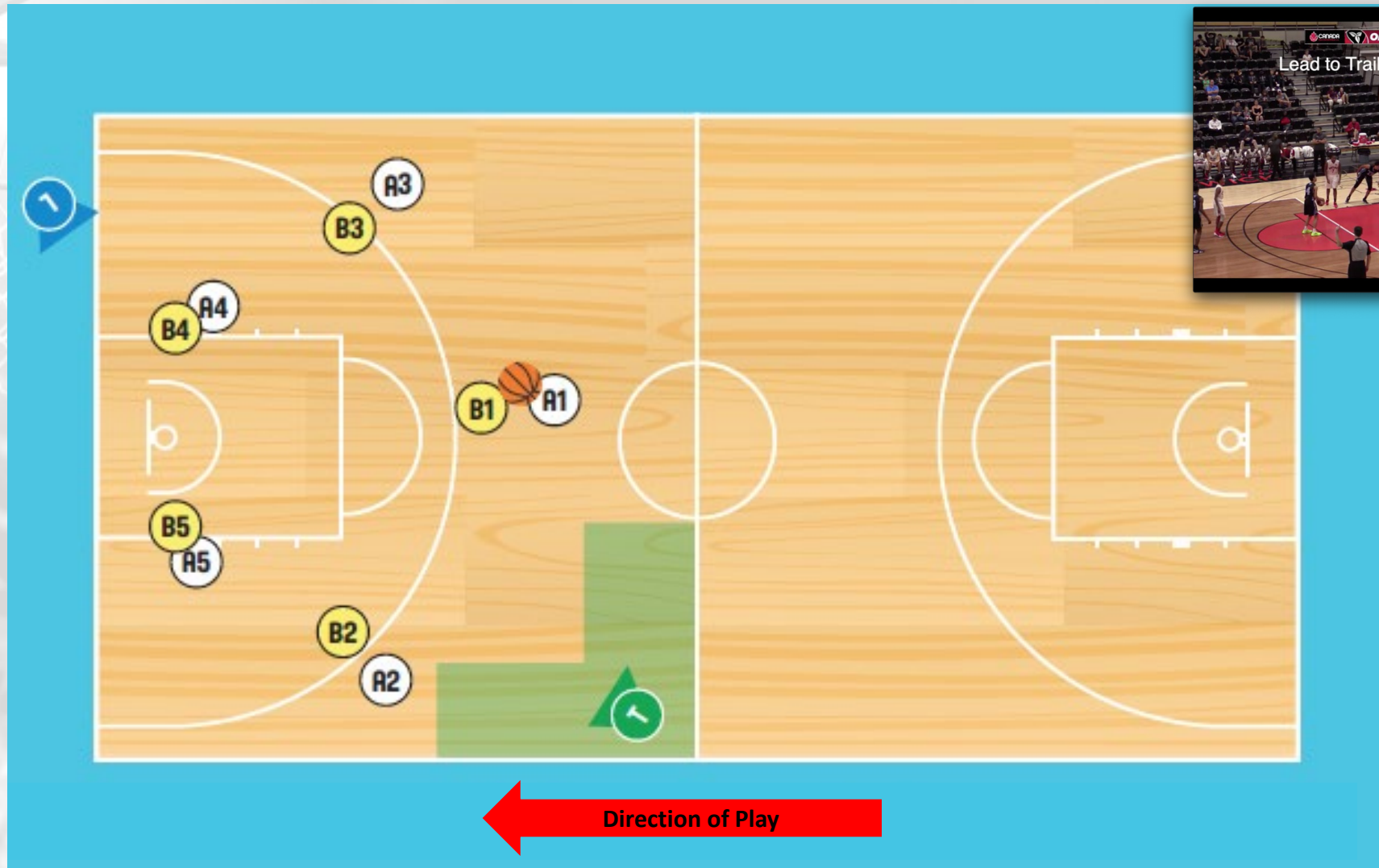
ADJUSTING POSITION AS THE LEAD

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LEAD → TRAIL POSITION

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SESSION 3



DESCRIBE THE ROLE OF THE TRAIL

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Lead to Trail position in transition from backcourt to frontcourt with on-ball coverage



SIGNALS, FOULS & VIOLATIONS



SIGNALS

Referees use signals to show
what has happened

WHY ARE SIGNALS IMPORTANT?

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SESSION 4

- Shows a **professional attitude**
- Personal habits and preferences demonstrate a lack of understanding
- Creates a **strong perception** for people observing referees
- Signals are one aspect of the overall package of providing a **trusted and accepted refereeing image**

WHEN DO REFEREES USE SIGNALS?

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SESSION 4

- Calling fouls/violations
- Stop/start the clock
- Free Throws
- Substitutions
- Timeouts
- Identifying player numbers

ADD LINK TO ALL SIGNALS

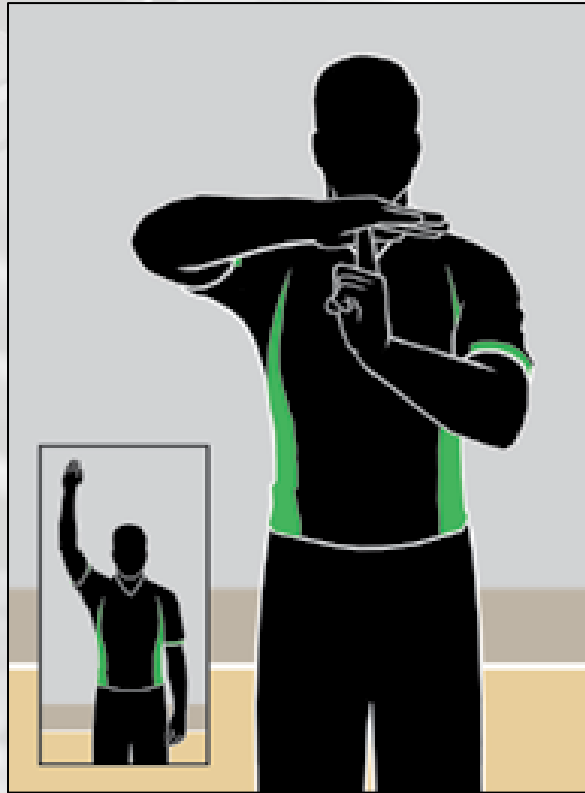
HOW TO START & STOP THE CLOCK

1. BLOW WHISTLE
2. SIMULTANEOUSLY RAISE ARM
3. OPEN HAND FOR VIOLATION
4. CLOSED FIST FOR FOUL



REVIEW OF SIGNALS COVERED

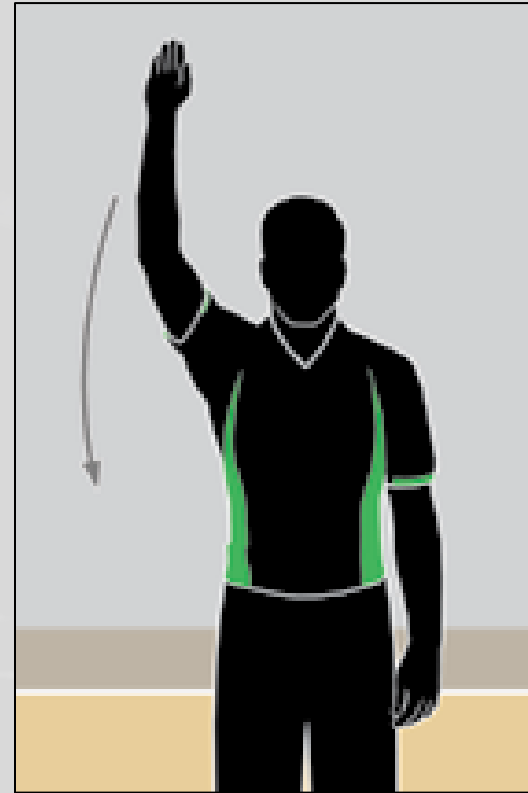
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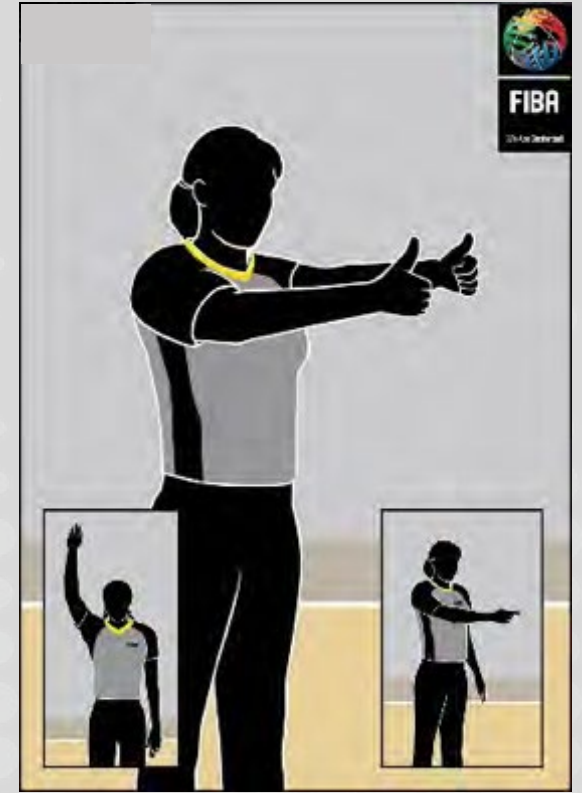
1



2



3



4

REVIEW OF SIGNALS COVERED

NOCPINTRO
SESSION 4



5



6



7



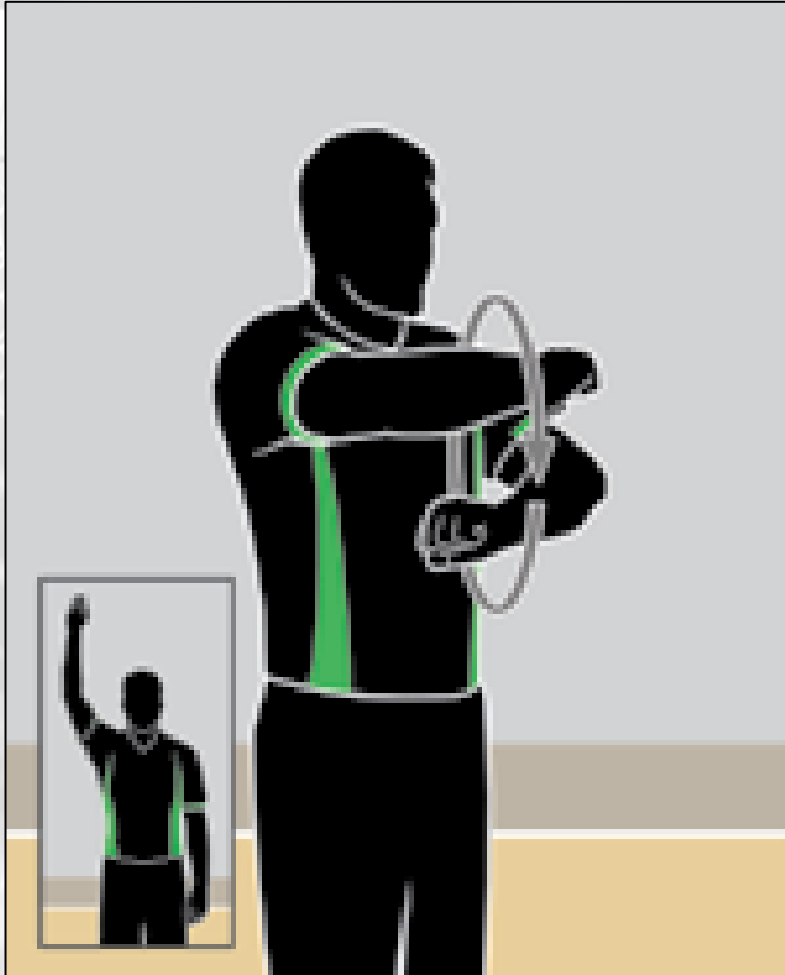
8

VIOLATIONS

An infraction of the rules

NAME THAT VIOLATION...

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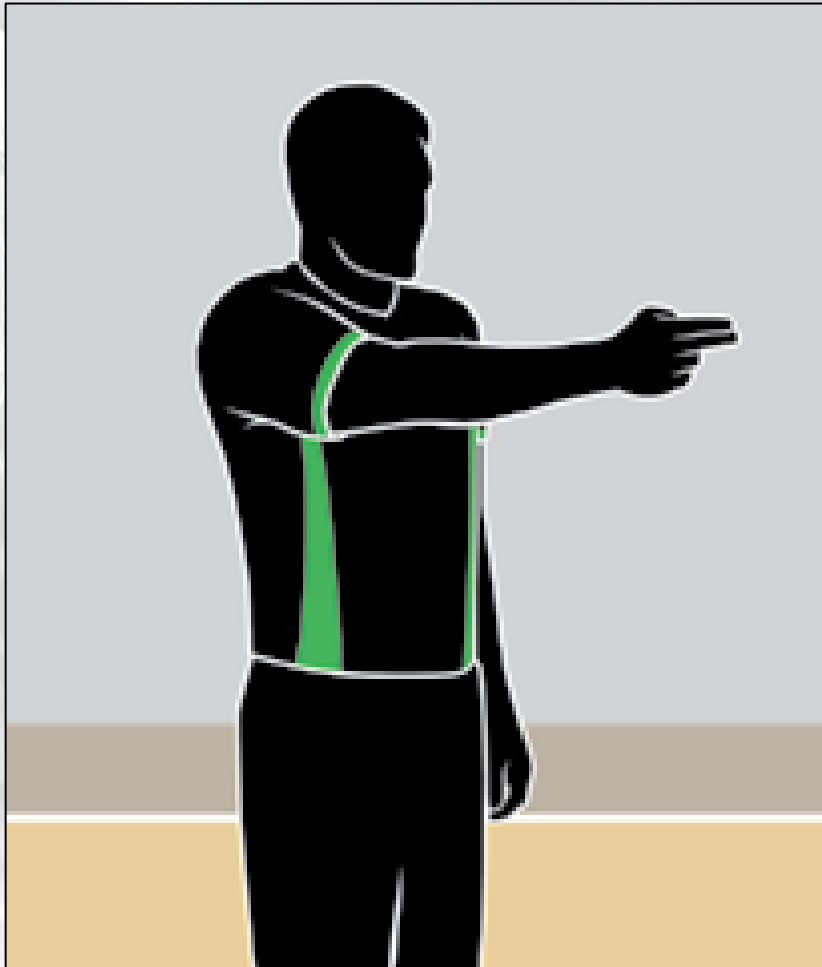
TRAVELLING

Illegally moving your pivot foot when you have the ball

Signal: rotate fists

NAME THAT VIOLATION...

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OUT OF BOUNDS

A player or ball goes outside the court area

Signal: point in direction of play, arm parallel to sideline



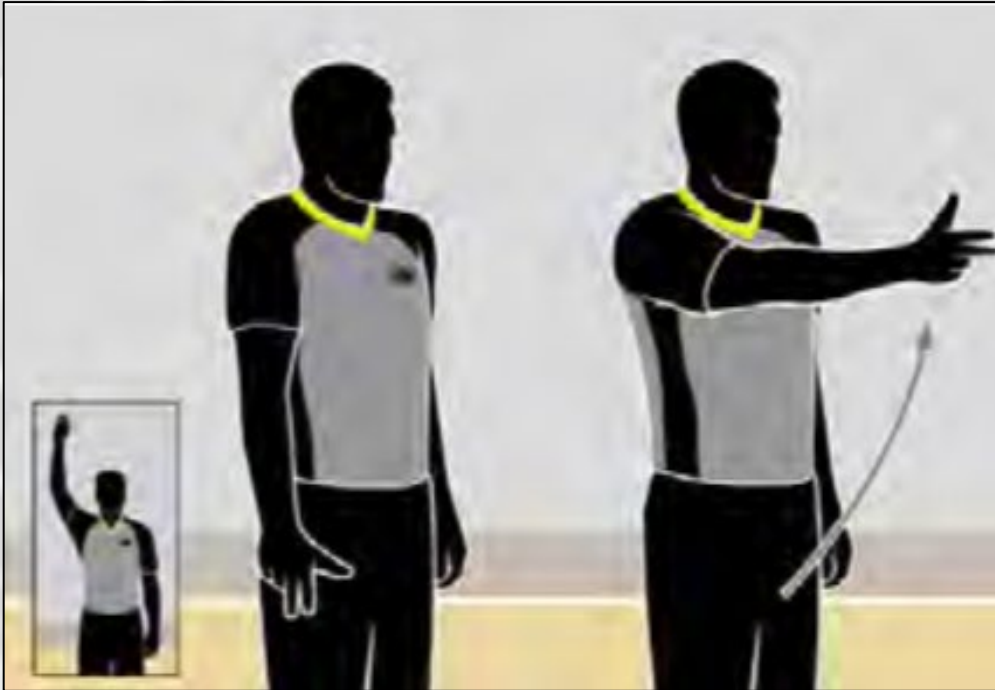
DOUBLE DRIBBLE

A player cannot dribble a second time after the first dribble has ended

Signal: patting motion with palm

NAME THAT VIOLATION...

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3 SECONDS

A player cannot remain in their opponent's restricted area for more than 3 seconds

Signal: arm extended, show 3 fingers

NAME THAT VIOLATION...

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KICK BALL

A player cannot deliberately kick the ball or block it with their leg

Signal: kick out foot and point to foot



CALLING A VIOLATION

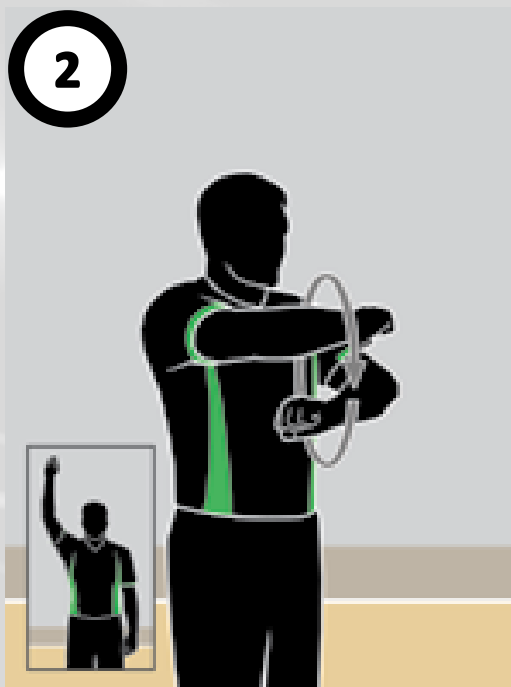
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**BLOW WHISTLE,
GAME CLOCK STOPS**



Signal: open palm

VIOLATION



Signal: rotate fists

BALL TO OPPONENTS' TEAM



Signal: point in direction of play,
arm parallel to sideline

NAME THESE VIOLATIONS

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BALL RETURNED TO BACKCOURT



8 SECONDS

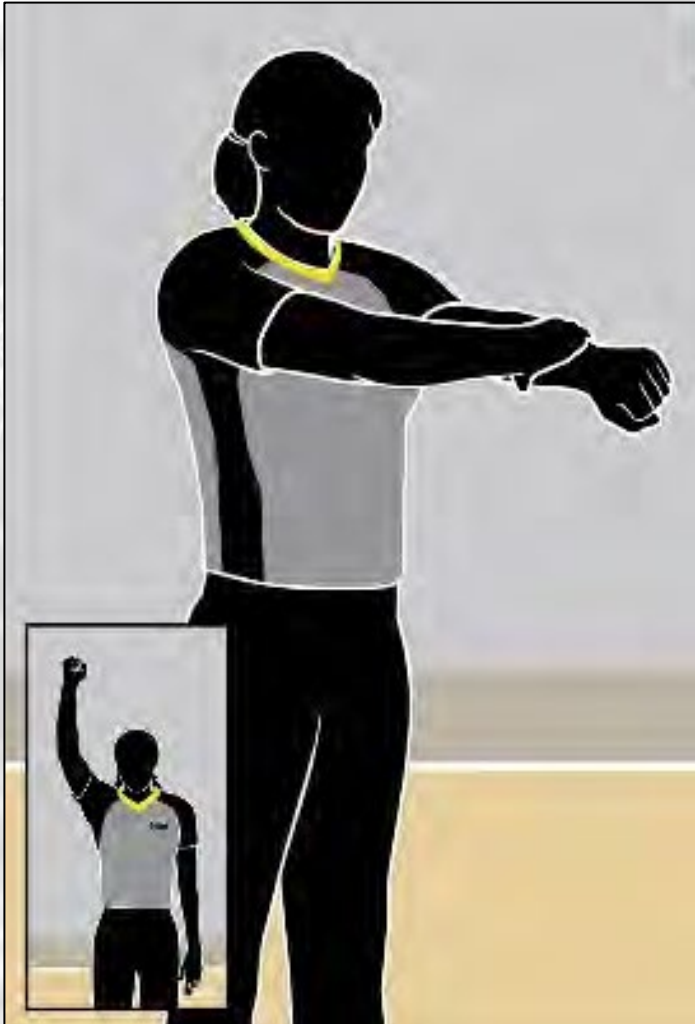


5 SECONDS



FOULS

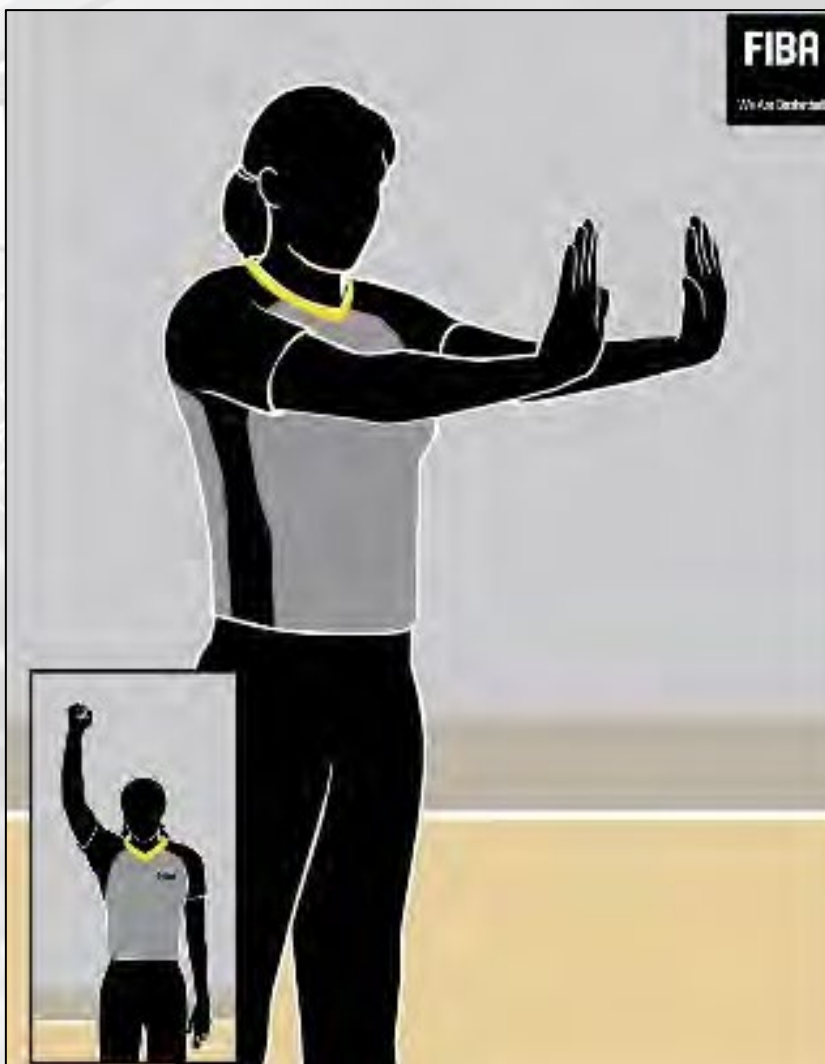
**A foul is an illegal personal contact with an opponent
(with or without the ball)**



HOLDING

When using hands, arms or legs to stop the movement of an opponent

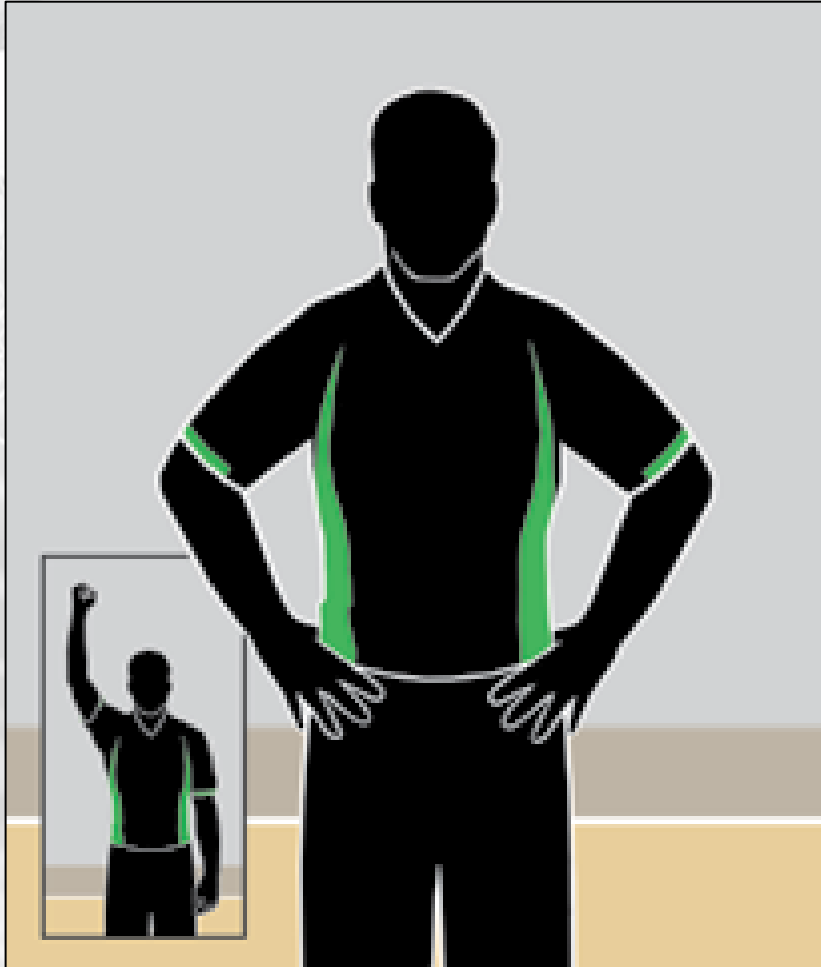
Signal: grasp wrist downward



PUSHING

When using any part of the body to forcibly move or attempt to move an opponent

Signal: imitate push



BLOCKING

When impeding the progress of an opponent

Signal: both hands on hips



ILLEGAL CONTACT TO THE HAND

When using hands to strike an opponent during the act of shooting

Signal: strike the palm towards the other forearm



REPORTING A FOUL

PHASE 1: CALLING

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**BLOW WHISTLE,
GAME CLOCK STOPS**

If foul is committed during
the act of shooting:

**INDICATE THE NUMBER
OF FREE THROWS**

If foul is committed before
the act of shooting:

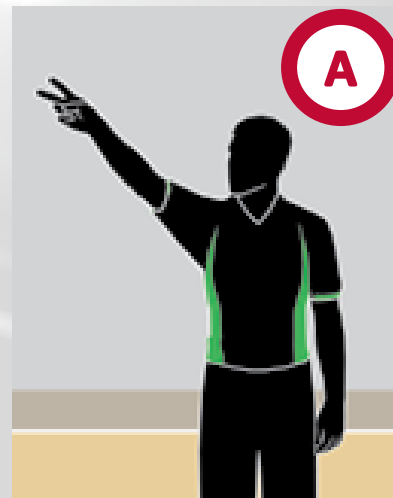
POINT TO THE FLOOR

If foul is committed before
the act of shooting, but
player scores:

CANCEL THE BASKET



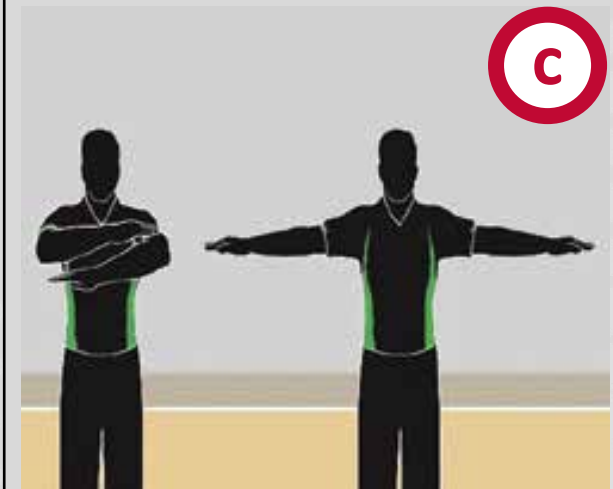
Signal: one clenched fist



Signal: indication of the
number of free-throws)



Signal: pointing to the
floor.



Signal: scissor-like action
with arms, once across
chest



CANADA
BASKETBALL

PHASE 2: REPORTING TO THE TABLE

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COLOUR + NUMBER OF PLAYER



Signal: Number 16 (first reverse hand shows number 1 for the decade digit – then open hands show number 6 for the unit digit)

FOUL NATURE



Signal: Blocking
(both hands on hips)

PENALTY



Signal: 3 Free Throws (indication on the number of free-throws)

KEY THINGS TO REMEMBER!

- Use **official FIBA signals** only
- Rhythm
- Signals should be **strong, sharp, visible and decisive**
- Remember: **C**olour, **N**umber, **N**ature and **R**esult
- Treat each team, player, play and infraction with the **same standard**
- Less is more – no repetition, one clear and strong signal
- Remember to verbally **support the signals at all times**
- Make sure your **foul type and signal matches** what really happened in the play
- Practice! Practice! Practice!

FIBA RULES

WHAT ARE THE RULES OF THE GAME

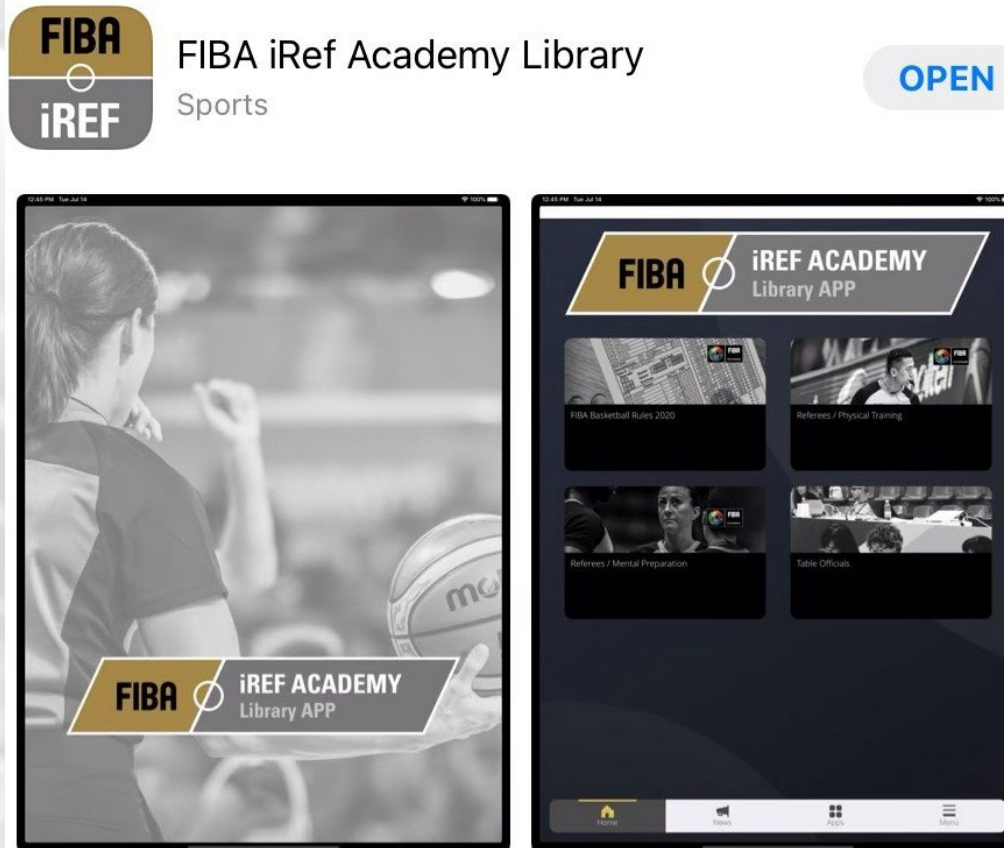
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In Canada, the game of basketball is played by FIBA rules. There is a FIBA Rule Book (OBR) and a book of Rule Interpretations (OBRI).

Below you will find links to the rule material:

- www.fiba.basketball/documents/official-basketball-rules/2022.pdf
- <https://www.fiba.basketball/documents/official-basketball-rules-2020-official-interpretations.pdf>





FIBA has created an **APP** available on Apple and Android products where you can find other documents such as:

- Table Officials Manual
- Rule Changes
- Webinars
- Mechanics Manuals
- Physical Training Guide
- Mental Preparation Articles