

# Community Rulebook 2021



*(BNSW would like to acknowledge the invaluable contribution by Alan Caldwell in the creation the original beginner booklet)*

**Please note that this booklet is an introduction to the rules of basketball based on FIBA rules. It is not intended to replace the official rule book. It is essential that every referee obtains a copy of the official FIBA rule book and have a complete understanding of the rules.**

**Please refer to the relevant rules for the different competitions for variations to these rules. In particular, rules relating to timing regulations, team fouls, time-outs-uniforms**

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## Teams

Teams consist of up to 12 players (most competitions only allow 10 players) and a coach. A team may have an assistant coach and a manager. At any time during playing time there are 5 players on the court. The coach may address his/her players during the game provided he/she remains in the team bench area. Only the coach may stand.

## Uniforms

Teams must be in correct uniform. Singlets must be the same colour numbered on the front and back using numbers 0 and 00 and from 1 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 quarter, overtime(s) of 5 minutes (time frames may differ) are played until a result is obtained.

Goals from the field score either **2** or **3** points. A 3 point goal is awarded if the ball is released from outside the three point area. 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 court 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's act of shooting begins when the ball has come to rest in the player's hand(s), upon completion of a dribble or a catch in the air and the player starts, in the judgment of the referee, the shooting motion preceding the release of the ball for a field goal.

The act of shooting ends when the ball has left the player's hand(s), or if an entirely new act of shooting is made and, in case of an airborne shooter, both feet have returned to the floor.

When a player is in the act of shooting and after being fouled he passes the ball off, he is no longer considered to have been in the act of shooting.

## 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

May vary according to the age group playing and the timing of the quarter In the age groups Under 14's and below each team is permitted 2 time-outs per half, for Under 16 and above ages, each team is permitted 2 time-outs in the first half, 3 time-outs in the second half. All ages are allowed 1 time-out in each overtime.

The length of a time-out is one (1) minute.

The scorekeeper (or chairman) shall sound his/her signal after 50 seconds has elapsed.

Only a coach or assistant coach may request a time-out.

Time-outs are granted after any whistle to stop the play or if an opponent scores a goal or after the last free throw if the ball becomes dead.

- *When the game clock shows 2:00 minutes or less in the 4<sup>th</sup> quarter or overtime, following a time-out taken by the team that is entitled to the possession of the ball from its backcourt, the head coach of that team has the right to decide whether the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt or from the team's backcourt at the place nearest to where the game was stopped.*
- *Each team can have a maximum of 2 time-outs when the game clock shows 2:00 minutes or less in the 4<sup>th</sup> quarter*

## Substitutions

Requests are made when a substitute (not the coach) goes to the scoretable 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 or after the last free throw if the ball becomes dead.

After a basket is scored in the last 2 minutes of the last quarter (or any overtime) only the team who are scored against may initiate a substitution. The other team may then substitute.

A fouled out or disqualified player must be substituted immediately (no longer than 30 seconds).

If any player receives any treatment or assistance, he must be substituted unless the team is reduced to fewer than 5 players on the court.

During free throws if a request for a substitution is made by either team, this shall be granted if the last or only free throw is successful.

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

## 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.

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, the backboard or 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.

The ball is to be tossed vertically between the 2 opponents, higher than either of them can reach by jumping. 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.



## Held Ball Situations

Held ball situations occur for the following:

- Two players from opposite teams are holding the ball
- The ball goes out-of-bounds and the referees are in doubt or disagree about which of the opponents last touched the ball.
- Both teams violate a missed last free throw
- Ball gets stuck between the backboard and the ring
- The ball becomes dead when neither team has control of the ball nor is entitled to the ball.
- Fouls involving equal penalties (with neither team entitled to possession)

In held 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 referee 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. A foul called before the throw-in ends, does not cause the throw-in team to lose the possession arrow.

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 quarters commence from out of bounds at midcourt opposite the scoretable.  
The direction arrow determines possession.**

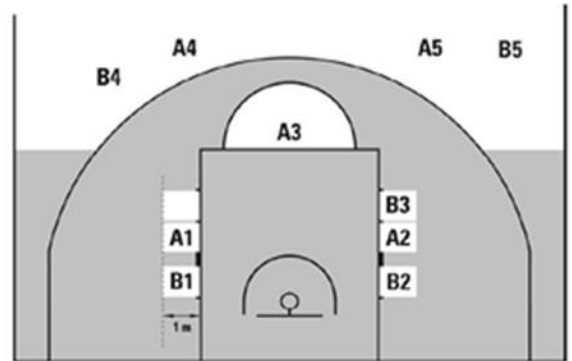
## Free Throws

### The shooter [A3]

- takes a position behind the free throw line and inside 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.

### Players in the rebound positions

- maximum 3 defensive [B1, B2 or B3] and 2 offensive players [A1 and A2] 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 remain there until the ball hits the ring.

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

*If there is no rebound after the last free throw, there is no line up along the free throw lanes.*

## Free Throw Violations

### ***During the last or only free throw***

#### **if missed**

- violation by the shooter or team-mate - *opponent's ball out of bounds free throw line extended.*
- violation by opponent of free throw shooter - *substitute free throw is awarded.*
- violation by both teams - *jump ball situation.*

#### **if successful**

- violation by the shooter - *cancel the basket - opponent's ball out of bounds free throw line extended.*
- violation by team-mate or opposition - *award one point and ignore the violation.*

### ***During a free throw to be followed by another free throw or further penalty***

#### **if successful**

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

## Defaults

A team with less than two players left on the court defaults the game.

If the winning team is ahead at the time, that score is the final result.

If the winning team was not ahead, the result is recorded as **2 - 0**.

## Timing Regulations

**Length of a game:** 4 quarters of 10 minutes      overtime(s): 5 minutes.

**Intervals of play:** 10 min half time, 2 min after first and third quarter (before overtime).

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

Game Clock • Jump ball                      » when the ball is legally tapped.

**Starts** • Out of bounds                      » when the ball touches a player **on** the court.

• Missed last free throw » when the ball touches or is touched by any player on the court.

Game Clock • When the referee blows the whistle.

**Stops** • When a field basket is scored **and** the opposing team has requested a charged time-out.

• When a field basket is scored in the last 2 min of the 4th quarter or (overtime(s)).

• At the end of a quarter.

## 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, the back of the backboard, lights and overhangs.

A **player is out of bounds** if he/she contacts any of the above.

The **ball is caused to go out-of-bounds** by the last player to touch or be touched by the ball before it goes out-of-bounds, even if the ball then goes out-of-bounds by touching something other than a player.

If the ball is out-of-bounds because of touching or being touched by a player who is on or outside the boundary line, this player causes the ball to go out-of-bounds.

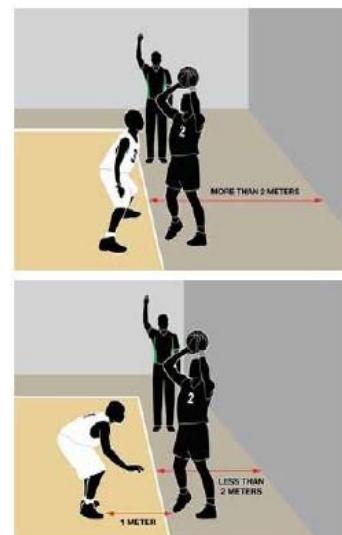
If a player(s) move(s) to out-of-bounds or to his backcourt during a held ball, a jump ball situation occurs.

## 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
  - 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 1 metre.
  - 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 2 m, all other players on the court must remain at least 1 m 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 delay of game warning must be given, if happens again after warning was given a **technical foul must 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 or an unsportsmanlike foul).

The player may move along the endline or pass to a team-mate behind the endline, provided the ball is inbounded.

## Illegal Dribble

A player shall not dribble for a second time after his first dribble has ended unless between the 2 dribbles he has lost control of a live ball on the playing court because of:

- A shot for a field goal.
- A touch of the ball by an opponent.
- A pass or fumble that has touched or been touched by another player.

A dribble starts when a player, having gained control of a live ball on the playing court throws, taps, rolls or bounces it on the floor and touches it again before it touches another player.

A 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.

During a dribble the ball may be thrown into the air provided the ball touches the floor or another player before the player who threw it touches it again with his hand.

There is no limit to the number of steps a player may take when the ball is not in contact with his hand.

A player who accidentally loses and then regains control of a live ball on the playing court is considered to be fumbling the ball.

The following are not dribbles:

- Successive shots for a field goal.
- Fumbling the ball at the beginning or at the end of a dribble.
- Attempts to gain control of the ball by tapping it from the vicinity of other players.
- Tapping the ball from the control of another player.
- Deflecting a pass and gaining control of the ball.
- Tossing the ball from hand to hand and allowing it to come to rest in one or both hands before touching the floor, provided that no travelling violation is committed.
- Throwing the ball against the backboard and regaining the control of the ball.

## Carried Ball

Tossing the ball from hand to hand and allowing it to come to rest in one or both hands before touching the floor, provided that no travelling violation is committed.

# Travelling

## Establishing a Pivot Foot

*A pivot is the movement of one foot while the other (pivot) foot remains at its point of contact.*

When a player receives the ball, he/she is 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 gather step as soon as the other foot touches the floor that becomes the pivot foot.
    - or
    - The player may jump off this foot and land simultaneously on both feet.In this case **neither** foot is 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 **second foot** to touch is the pivot foot.
    - or
    - On one foot, jumps and lands simultaneously on both feet.In this case **neither** foot is 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.

**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 is considered to be in the front court when a player of that team is touching his frontcourt with both feet while holding, catching or dribbling the ball in his frontcourt, or the ball is passed between the players of that team in its frontcourt.

The ball to be illegally returned to its backcourt if a player of that team is the last to touch the ball in his frontcourt and the ball is then first touched by a player of that team, who has part of his body in contact with the backcourt, or after the ball has touched the backcourt of that team.

## Playing the Ball

During the game, the ball is played with the hand(s) only and may be passed, thrown, tapped, rolled or dribbled in any direction, a player shall not run with the ball, deliberately kick or block it with any part of the leg or strike it with the fist.

However, to accidentally come into contact with or touch the ball with any part of the leg is not a violation. On a pass or rebound, a player may not reach through the basket from below and touch the ball.

## Three Second Rule

When a team has control of a live ball **in its front court** and the clock is running, a player must not remain in the opponent's restricted area for more **than three (3) consecutive seconds**.

Allowances must be made for a player who makes an attempt to leave the restricted area *or* is in the act of shooting (*including a team-mate*) or receives the ball, dribbles in and shoots for goal.

## Five Second Rule

[Closely *Guarded Player*]

A player holding the ball and is **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.

## 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. If the same team retains possession in the backcourt as a result of the ball going out of bounds, a jumpball situation, the game stopped due to an injury to a player of the team in control, a double foul or foul penalties that cancel then the eight (8) second count will continue with the remaining time only.

The ball touches the frontcourt when it touches the frontcourt or a player in the frontcourt.

## 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 *or* enters the basket *or* the opposing team gains immediate control of the ball.

The 24 second clock starts when the ball touches or is legally touched by any player on the playing court and the team of that player taking the throw-in remains in control of the ball (except on a shot for goal).

From out of bounds the 24 second clock is reset unless the **same team retains possession** as a result of the ball going out of bounds, a jumpball situation, a stoppage caused by the team in control of the ball, a double foul or foul penalties that cancel.

If the 24 second signal sounds in error, the 24 second signal shall be ignored. If the game is stopped by this error then the 24 second clock shall be corrected and the team in control of the ball shall be awarded the ball. If neither team had control of the ball, a jump ball situation occurs.

*NB: 14 shot clock rule only applies for senior leagues*

## **FOULS**

### **Personal**

is illegal contact with an opponent, whether the ball is live or dead.

A player shall not hold, block, push, charge, trip or impede the progress of an opponent by extending his hand, arm, elbow, shoulder, hip, leg, knee or foot, nor by bending his body into an 'abnormal' position (outside his cylinder), nor shall he indulge in any rough or violent play.

**Unsportsmanlike** An unsportsmanlike foul is a player contact which, in the judgement of a referee is:

- **(C1)** Contact with an opponent and not legitimately attempting to directly play the ball within the spirit and intent of the rules.
- **(C2)** Excessive, hard contact caused by a player in an effort to play the ball or an opponent.
- **(C3)** An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition. *(This applies until the offensive player begins his act of shooting).*
- **(C4)** An illegal contact caused by the player from behind or laterally on an opponent, who is progressing towards the opponent's basket and there are no other opponent players between the progressing player, the ball and the basket. (This applies until the offensive player begins his act of shooting).
- **(C5)** Contact by the defensive player on an opponent on the playing court when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, when the ball is out-of-bounds for a throw-in and still in the hands of the referee or at the disposal of the player taking the throw-in.

The referee must interpret the unsportsmanlike fouls consistently throughout the game and to judge only the action.

### **Disqualifying**

is any flagrant unsportsmanlike action by players, substitutes, head coaches, assistant coaches, excluded players and accompanying delegation members.

## Technical Foul

involves unsportsmanlike behaviour by a player, coach or substitute.

- Disregarding warnings given by referees.
- Disrespectfully communicating with the referees, or the table officials, or the opponents.
- Using language or gestures likely to offend or incite the spectators.
- Baiting and taunting an opponent.
- Obstructing the vision of an opponent by waving/placing his hand(s) near his eyes.
- Excessive swinging of elbows.
- Delaying the game by deliberately touching the ball after it passes through the basket or by preventing a throw-in or a free throw from being taken promptly.
- Fake being fouled.

Examples:

## Major types of Personal Fouls

<p><b>Illegal Use of Hands</b></p> <p>A player using their hand(s) or arm(s) to impede the progress of an opponent is a foul.</p>	<p><b>Illegal Contact to Hands</b></p> <p>A player using their hand(s) or arm(s) to make contact on a player above shoulder height, or on any shot attempt.</p>
<p><b>Hand Checking</b></p> <p>a player using their hand(s) or arm(s) to maintain continual contact to an opponent is a foul.</p>	<p><b>Hit to the Head</b></p> <p>A player who makes contact with an opponent's head that causes a disadvantage is a foul.</p>
<p><b>Pushing</b></p> <p>Pushing is illegal personal contact with any part of the body in which a player forcibly moves or attempts to move an opponent with or without the ball.</p>	<p><b>Blocking</b></p> <p>Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball.</p>
<p><b>Holding</b></p> <p>Holding is illegal personal contact with an opponent that interferes with his freedom of movement. This contact can occur with any part of the body.</p>	<p><b>Team Control – Offensive Foul</b></p> <p>A player on the offensive team commits any foul it is a team control foul. It is signaled using a regular pushing, holding, blocking, signal followed by the team control signal.</p>
<p><b>Charging</b></p> <p>Charging is illegal personal contact, with or without the ball, by pushing or moving into an opponent's torso.</p>	

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.

## Principle of Verticality

Each player has the right to a position on the floor and the space (cylinder) above him/her.

A player may not leave his/her 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 back 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.

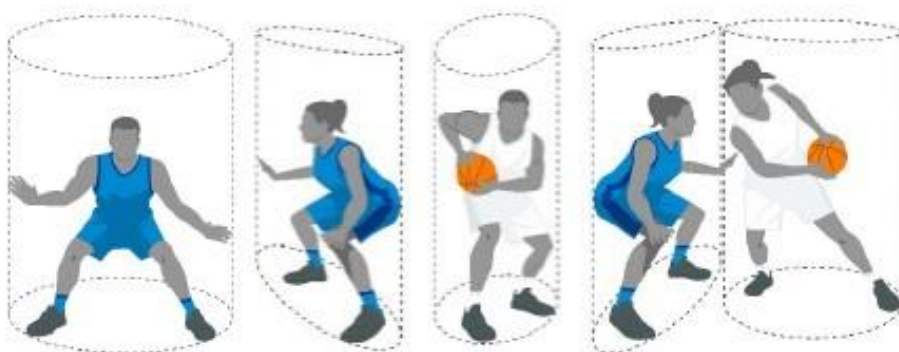
### When judging a charging foul consider the following

- Defensive player must establish a initial 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)



**FEET -FIRST-FACING**

*A defensive player may turn within his/her cylinder to avoid injury.*



## Foul Penalties

When a foul (or a number of fouls) is called, the game is resumed with a throw-in by the non-offending team at the place nearest to the infraction, awarding free throws, or using alternating possession (jumpball situation).

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.

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.

### Unsportsmanlike Foul

Act of shooting - a goal scored is awarded, plus one free throw, plus possession at the throw-in line in the team's frontcourt.

- shot for goal misses - 2 (or 3) free throws plus possession at the throw-in line in the team's frontcourt.

**Not** in the act of shooting - 2 free throws plus possession at the throw-in line in the team's frontcourt.

### Disqualifying Foul

Same as for unsportsmanlike fouls. In addition the disqualified player or coach shall go to the changeroom or leave the building until the end of the game.

## Technical Foul

One (1) free throw then the game shall be resumed by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place where the game has been interrupted for the technical foul penalty.

*Exception: A technical foul during the interval of play before the game shall be penalised with one (1) free throws. After the free throws the game shall commence with a jump ball.*

*A player shall be disqualified for the remainder of the game when he is charged with 2 technical fouls, or 2 unsportsmanlike fouls, or with 1 unsportsmanlike foul and 1 technical foul (GD).*

Technical fouls against a coach, or team do not count towards the team fouls for the quarter.

*A **coach** that receives 2 technical fouls personally or 3 technical fouls accumulated by himself, assistant coach, substitute or team follower must be removed from the game (GD).*

**Four Team Fouls** - After four (4) team fouls in a quarter, any additional fouls shall be penalised by two (2) free throws unless a greater penalty is involved.

*exception: team control fouls - see below*

Any overtime periods are considered a part of the 4th quarter.

**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** - is a situation in which 2 opponents commit personal or unsportsmanlike/disqualifying fouls on each other at approximately the same time. To consider 2 fouls as a double foul the following conditions must apply:

Both fouls are player fouls both fouls involve physical contact, both fouls are between the same 2 opponents fouling each other, both fouls are either 2 personal or any combination of unsportsmanlike and disqualifying fouls.

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 (jumpball situation).

If a valid field goal is scored the ball is awarded to the opposition from the endline.

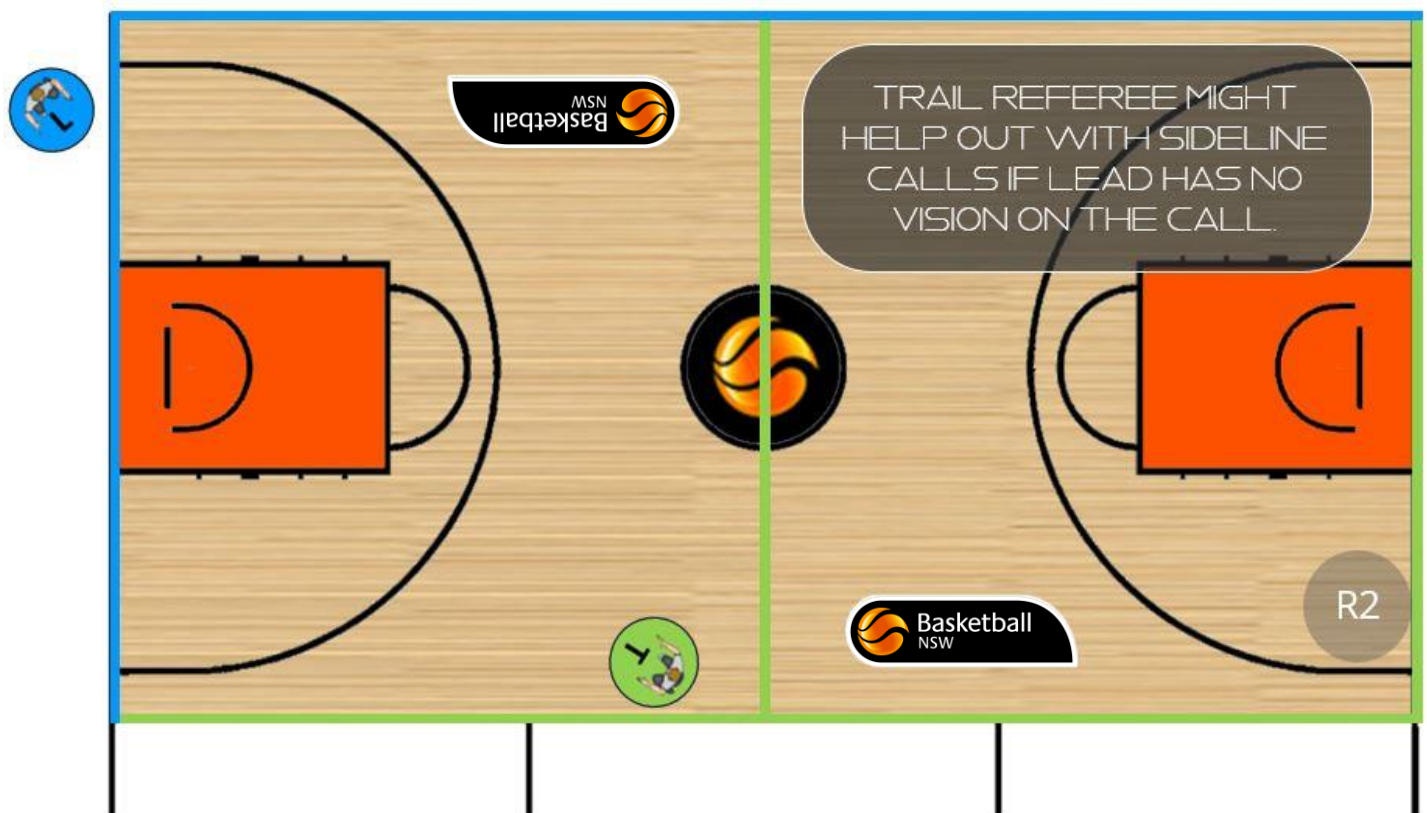
**More than one Foul** - If more than one foul is called on one or both teams at approximately the same time or during the stopped clock period that follows, all fouls are recorded. Fouls that involve the same penalty are cancelled and the remaining penalties are administered in the order they occurred.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

**Player with Five Fouls** - when notified by the referee the player must leave the court immediately. The substitution must be made within 30 seconds or a time-out may be charged.

## COURT COVERAGE

**Sidelines and End lines** - During the game Lead (**Blue**) is responsible for his left sideline and endline while the Trail (**Green**) official is responsible for his left sideline, the half-line and endline.

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.



## Lead and Trail Positions


- The referee ahead of the play (on the endline) is called the **Lead Referee**. This referee is responsible for watching the activity on and around the ball when the ball is in areas 4 and 5. At other times the lead referee is responsible for watching the other players.
- The referee that follows behind the play is called the **Trail Referee**. This referee 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 referee is responsible for watching the other players. The trail referee is also responsible for most of the play in the backcourt.
- When the ball is in area 5 (restricted area) both referees are responsible for on the ball and off the ball activity. The closer referee should make the call.

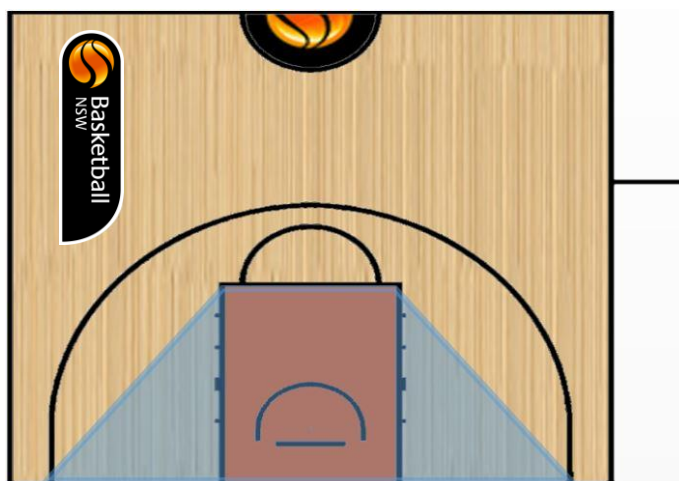
It is **most important** that the referee

- keep up with play.
- distance & stationary.
- referee the defence.
- know their areas of responsibilities.
- move with a purpose.
- open angles & 45 degrees to the basket.
- active mind set – look for reasons to call.

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



 If a violation or foul occurs in this shaded area, the ball is inbounded from the endline.  
 Except: If a goal / free throw is cancelled, violation of the free throw or an offensive basket interference, the ball is inbounded on the sideline free throw line extended.



## Switching on Fouls

The referee that calls a foul will rotate and become the Trail Referee.

## Blowing the Whistle

The whistle should be loud, short and sharp in sound 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.

## Signaling Goals

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

1 point goal – [signal #4], 2 point goal – [signal #5], Attempt for 3 point goal, 3 point goal scored – [signal #6]

## Out of Bounds

The nearer referee is responsible for **bounce passing** the ball to the player out of bounds. *Do not handle the ball when a goal is scored.*

*Advise the player out of bounds of the time remaining to progress the ball to the frontcourt if the same team receives the ball out of bounds in the backcourt.*

## Jump Balls

At the beginning of the game the referee takes a 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 referees practice tossing the ball for a jump ball. The ball should be thrown up straight and higher than either players can reach when jumping.

## Free Throws

The positions of the referees are shown on the diagram below.

The trail referee takes a position generally on the top of the free throw semi-circle line extended close to the sideline. Trail referee (T) is responsible for giving the correct free throw signals and awarding successful free throws. Lead Referee (L) is responsible for administering all free throws.

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 referees are required to look for violations.



More than one free throw positioning



Last or only free throw positioning

## Calling Violations

On each violation\* the referee must give three signals

- Stop the clock (and blow the whistle) [signal #1]
- Reason for the violation [signals #14 - #25] { \* not required for out of bounds calls }
- Direction of play [signals #15].
- Support your decision verbally "Travel, Blue Ball"

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

## Calling Fouls

### To the player

- Give the foul signal (and blow the whistle) [signals #2 or #47-#48].
- Award [signals #5-6] or cancel any goal made [signals #11]
- Penalty: direction of play [signals #56] or number of free throws [signals #58-#60] or team control signal [signals #57]
- Support your decision verbally "Blue 5, Pushing"

### To the Score Table

- Award [signals #5-6] or Cancel any goal made [signals #11].
- Team colour and the offending player's number [signals #26-#35] • Reason for the foul [signals #36-#45]
- Penalty [direction of play [signals #5] or number of free throws [signals #58-60] or team control signal [signals #57]

It is essential that the referee signaling to the scoretable. Walks sharply to a spot where you there are no players between you and the score table, minimize distance – think where your next position after reporting. Stop, both feet side by side on the floor, take a breath (body balance – shoulders level). Clearly indicate the player's team, number, type of foul and penalty (throw-in or free throws). Rhythm (start-stop-"one-two" / start-stop-"one-two" / start-stop-"one-two"). Verbally support the reporting to the score table.

The other referee should "freeze" and observe the players before swapping positions if required.

## Time-outs and Substitutions

Whenever a time-out or substitution is requested, the inactive referee (referee without the ball) blows the whistle and gives the appropriate signal.

During a time-out referees will leave the ball on the court where the game will be resumed and take a position opposite the scorebench (free throw line extended or halfway to where the ball is to be inbounded). After a time-out or substitution check that each team has 5 players and recommence the game as soon as possible.



When the clock shows 2 minutes or less in the 4<sup>th</sup> quarter of overtime, the ball may be progressed into the front court (advanced position) if the TO was awarded to the team gaining control.

# The Scoresheet

## Completing Names and Recording Fouls, Time-outs

Players' names and numbers are recorded in the spaces provided.

Also include coach's name (& assistant coach).

Fouls are recorded as shown by the table.

No	Players		1	2	3	4	5
4	A. Prius	(X)	P				
5	B. Calais	X	P	P <sub>2</sub>			
6	C. Liberty	(X)	P	P	U <sub>2</sub>		
7	D. Dodge	(X)	P	F	F	F	F
8	E. Ford	(X)	P				
9	F. Holden		D	N	P		
10	H. Kingswood	(X)	P	T <sub>1</sub>	T <sub>1</sub>	GD	
11	I. Honda	X	U <sub>2</sub>	U <sub>2</sub>	GD		
12	K. Monaro						
13	L. Mustang	X	P				

All player fouls are recorded as team fouls

(X)	(X)	3	4
-----	-----	---	---

A. Brown	Coach	C <sub>1</sub>	B <sub>1</sub>	
B. Black	Assistant Coach			

Coach/Bench fouls are NOT recorded as team fouls.

FOUL codes used on the scoresheet:-

P	Personal Foul no free throws	D <sub>2</sub>	Disqualifying Foul 2 free throws
P <sub>1</sub>	Personal Foul 1 free throws	C <sub>1</sub>	Coach Technical Foul 1 free throw
P <sub>2</sub>	Personal Foul 2 free throws	B <sub>1</sub>	Bench Technical Foul 1 free throw
P <sub>3</sub>	Personal Foul 3 free throws	P <sub>c</sub>	Personal Foul penalty cancels
U <sub>2</sub>	Unsportsmanlike Foul 2 free throws	T <sub>1</sub>	Technical Foul 1 free throw
F	Fighting Foul coming off the bench	GD	Game Disqualification ##

## When a player receives his/her second Technical Foul or 2nd Unsportsmanlike Foul or one TF and one UF they shall be disqualified and GD shall be recorded in the next available box.


## TIME OUTS

Enter the 'minute of the game' when Time Out was awarded. E.g. if the Time Out was awarded at 6.21 enter 4 in the appropriate box for 10 minute quarters or 2 for 8 minute

Time Out taken → 4 ← Unused Time Outs

## Recording Scores

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

Mark the score  for a field goal (diagonal line)

 for a free throw (dot)

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 two horizontal lines under 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**.

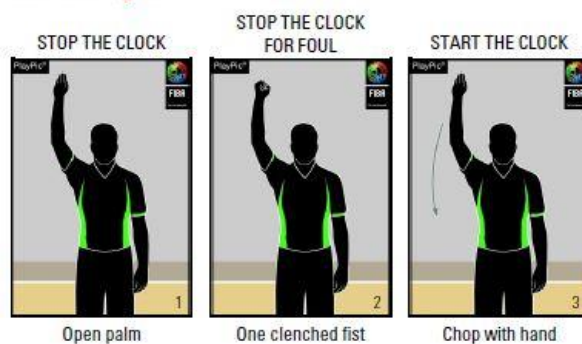
After the scoresheet is complete the umpire signs the sheet and the referee then checks and signs the sheet.

	A	B	
	1	1	
8	2	2	11
	3	●	14
6	4	●	14
	5	5	
	6	6	6
10	7	7	
10	●	8	9
9	●	9	
	10	10	11
	35	35	10
10	36	36	11
	37	37	
8	38	38	
	39	39	
	40	40	

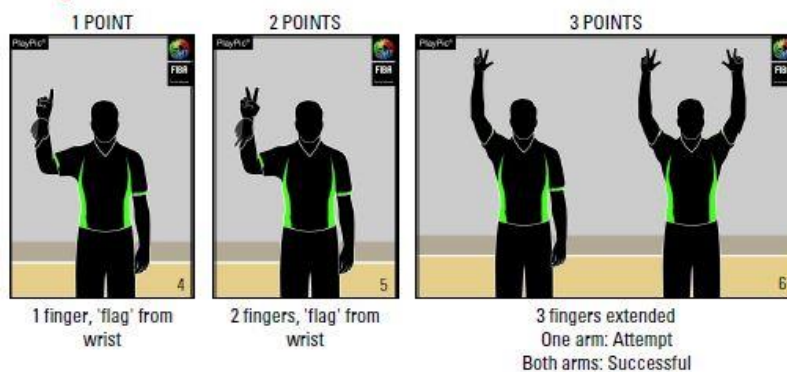
Scorer	<u>MAIER, N.</u>	<u>SA</u>	Scores	Quarter ①	A	<u>15</u>	B	<u>18</u>
Assistant scorer	<u>SABAY, D.</u>	<u>OS</u>		Quarter ②	A	<u>19</u>	B	<u>10</u>
Timer	<u>LEBLANC, R.</u>	<u>RT</u>		Quarter ③	A	<u>26</u>	B	<u>19</u>
Shot clock operator	<u>AUSTIN, K.</u>	<u>KA</u>		Quarter ④	A	<u>16</u>	B	<u>25</u>
				Overtimes	A	<u>/</u>	B	<u>/</u>
Crew chief	<u>M. Walton</u>		Final Score	Team A	<u>76</u>	Team B	<u>72</u>	
Umpire 1	<u>Y. Chang</u>	Umpire 2	<u>K. Bartok</u>					
Name of winning team			<u>HOOPERS</u>					
Captain's signature in case of protest			<u>  </u>					

# REFEREES' SIGNALS

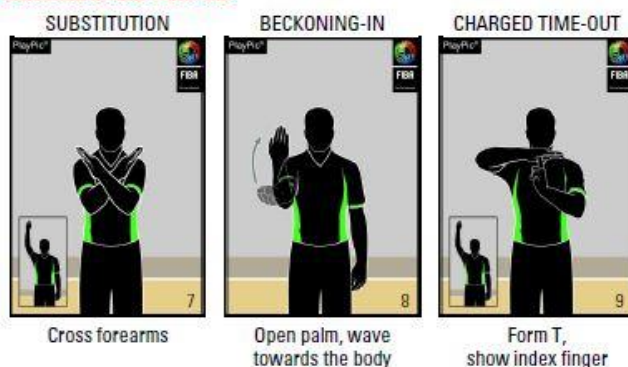
### Game clock signals



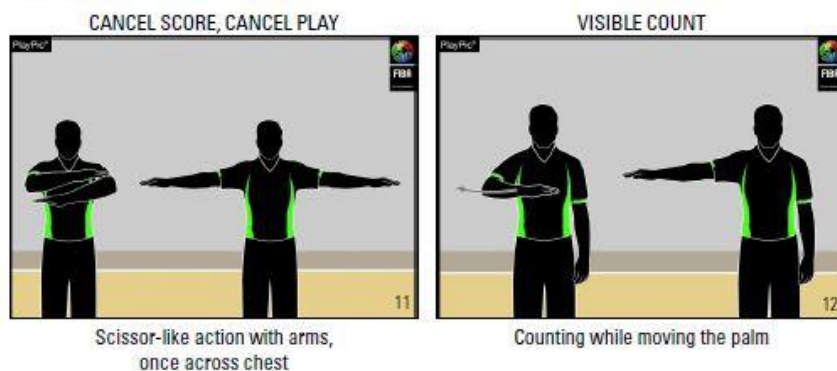
### Scoring

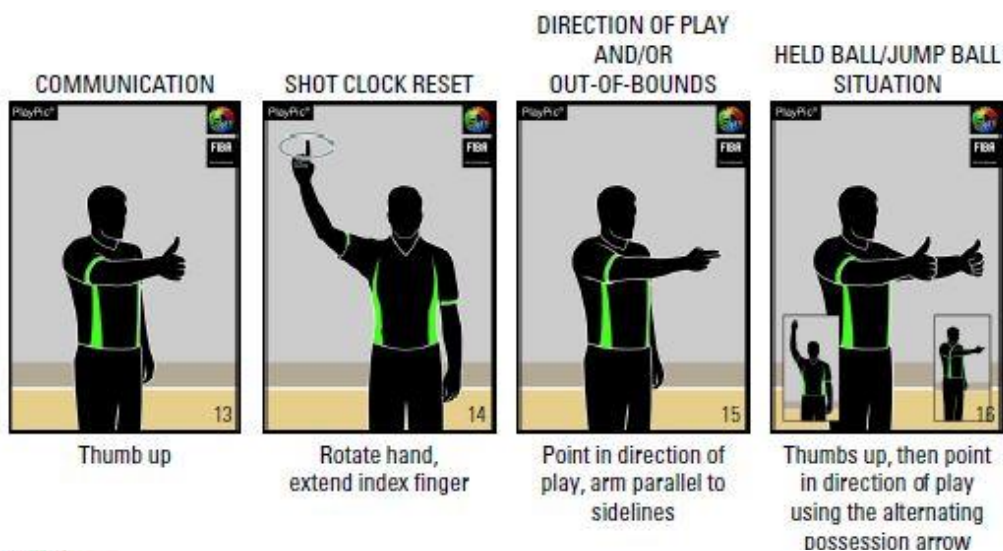


### Substitution and Time-out

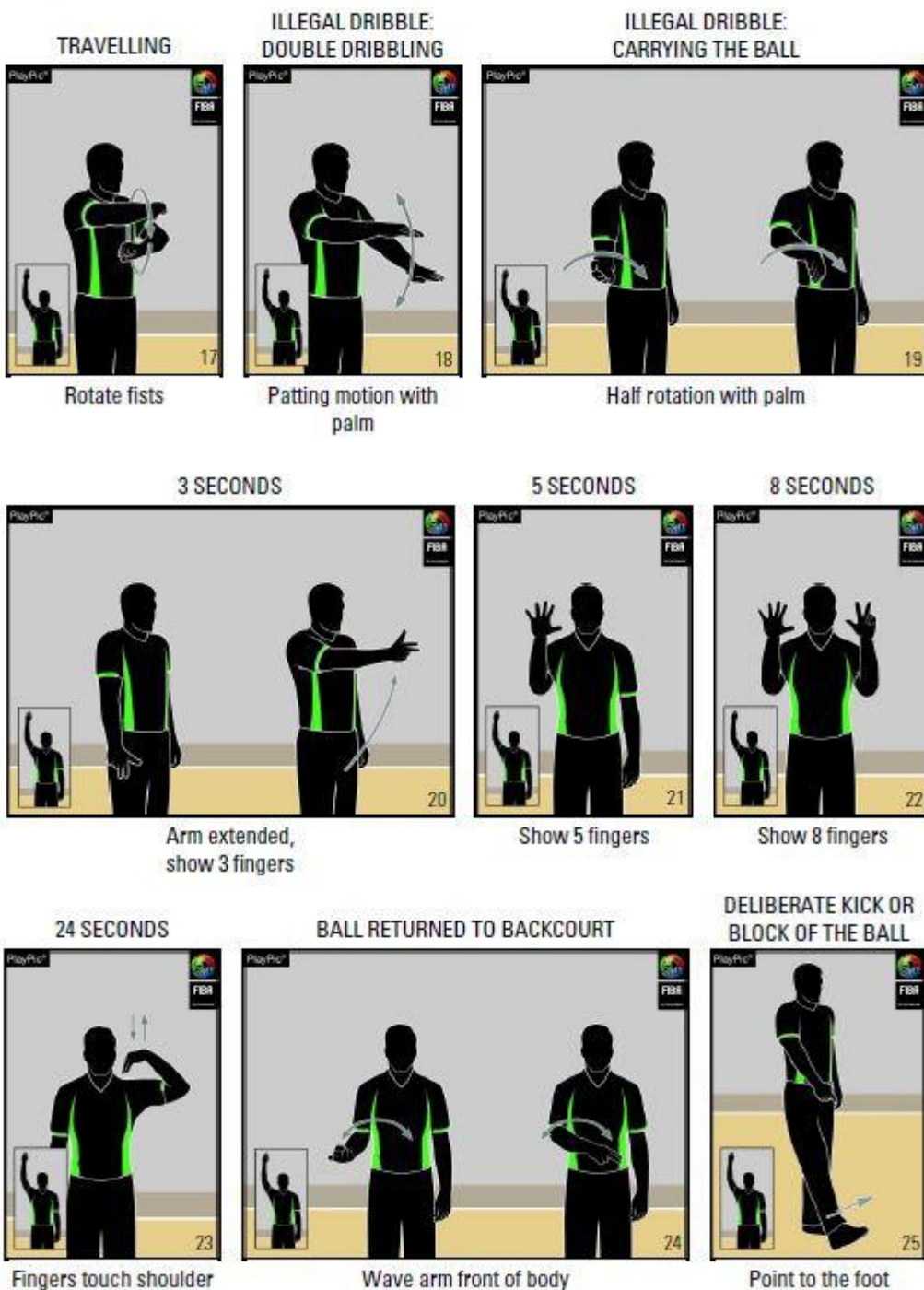


### Informative



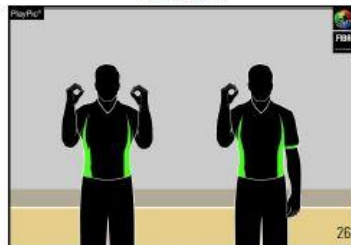


## Violations



## 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



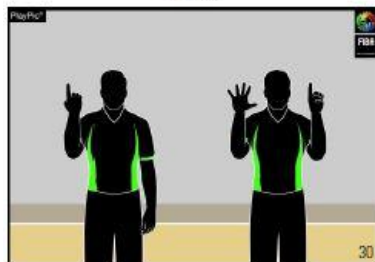
Right hand shows  
number 5,  
left hand shows  
number 1 to 5

No. 11 - 15



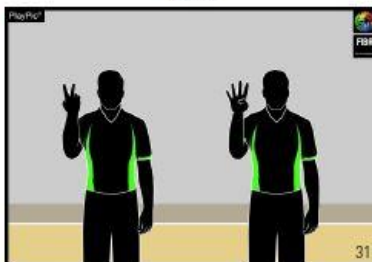
Right hand shows  
clenched fist,  
left hand shows  
number 1 to 5

No. 16



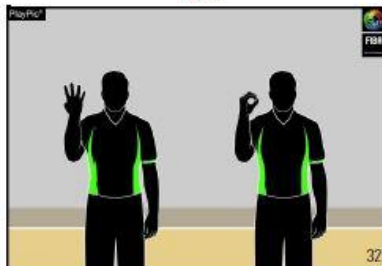
First reverse hand shows number 1 for the  
decade digit - then open hands show number 6  
for the units digit

No. 24



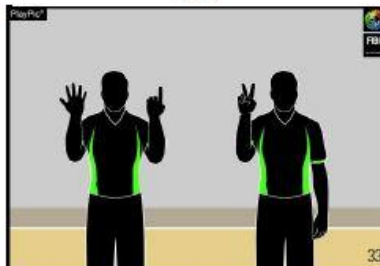
First reverse hand shows number 2 for the  
decade digit - then open hand shows number 4  
for the units digit

No. 40



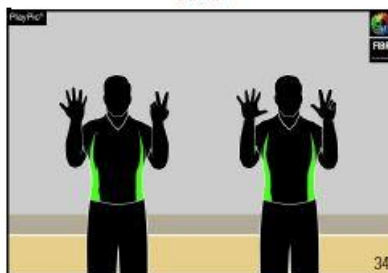
First reverse hand shows number 4 for the  
decade digit - then open hand shows 0 for the  
units digit

No. 62



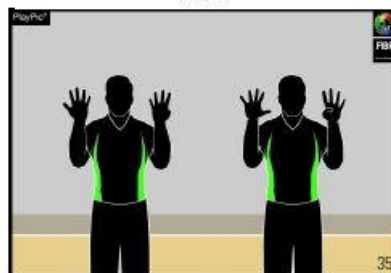
First reverse hands show number 6 for the  
decade digit - then open hand shows 2 for the  
units digit

No. 78



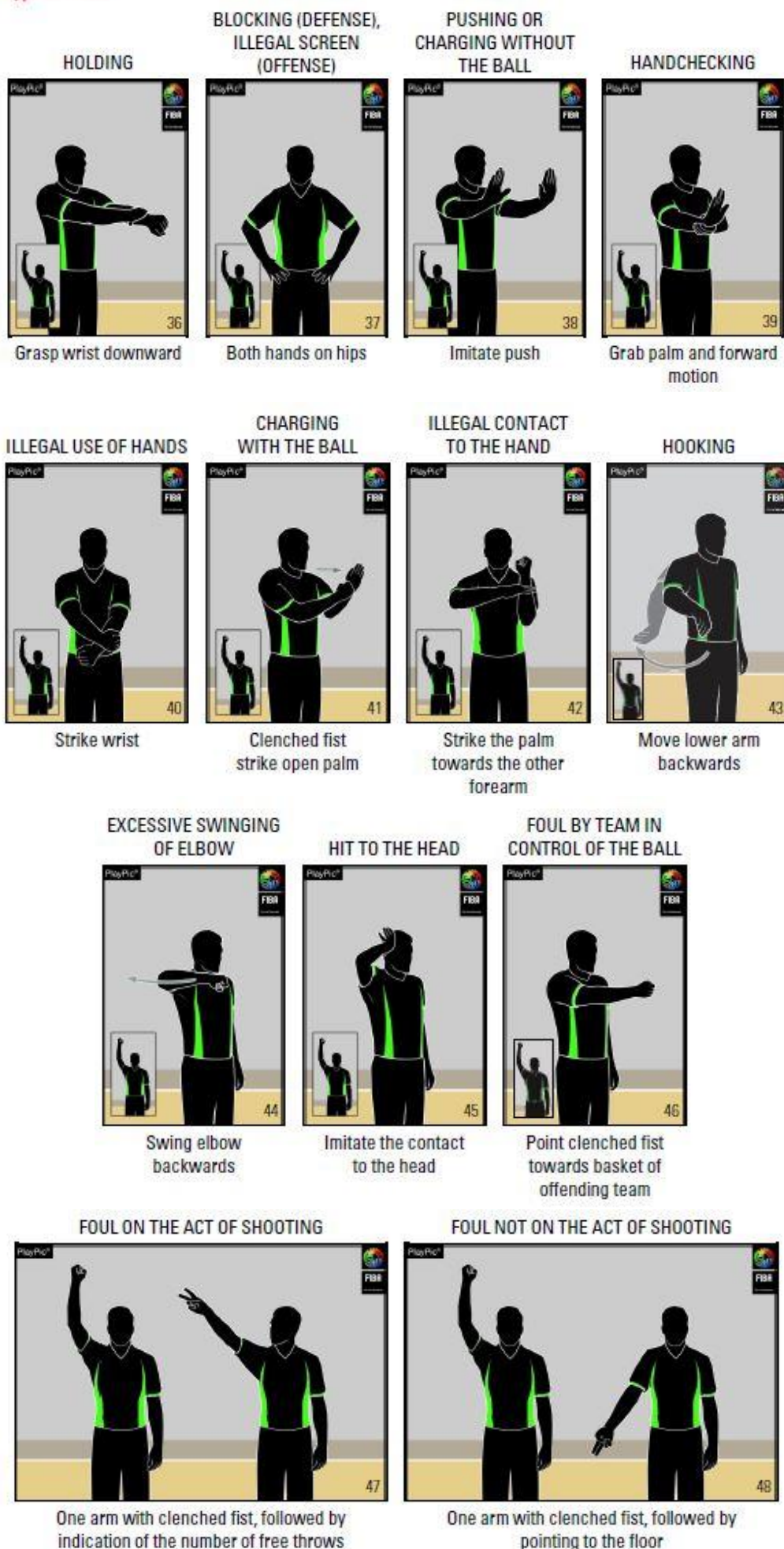
First reverse hands show number 7 for the  
decade digit - then open hands show number 8  
for the units digit

No. 99

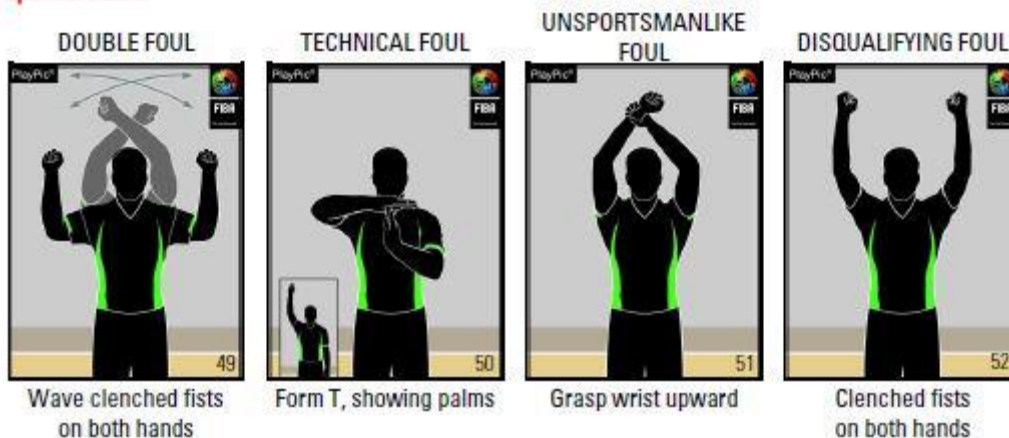


First reverse hands show number 9 for the  
decade digit - then open hands show number 9  
for the units digit

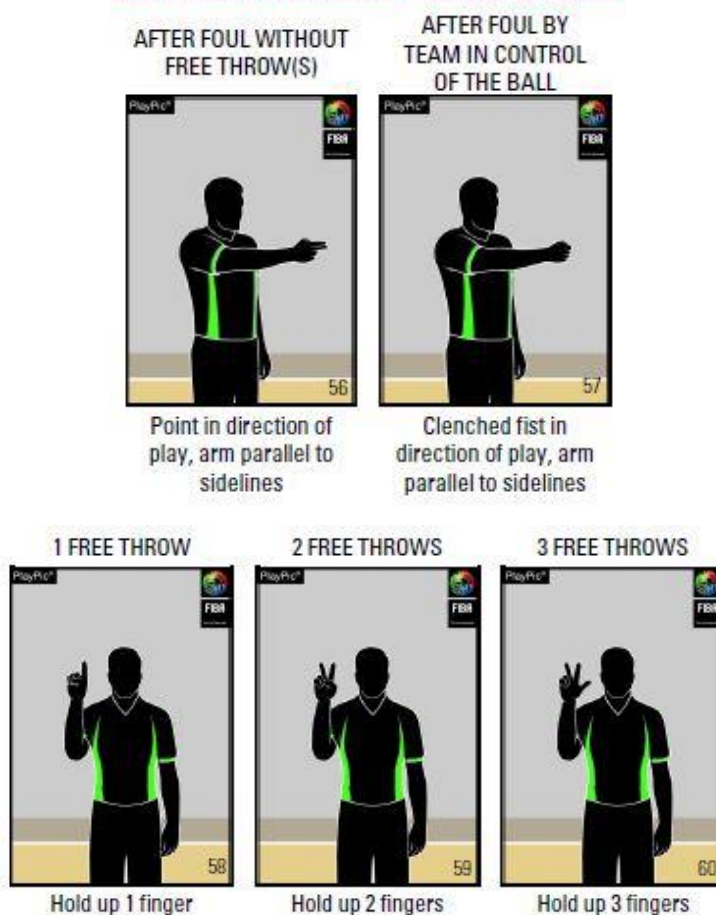
## Type of Fouls



## Special Fouls



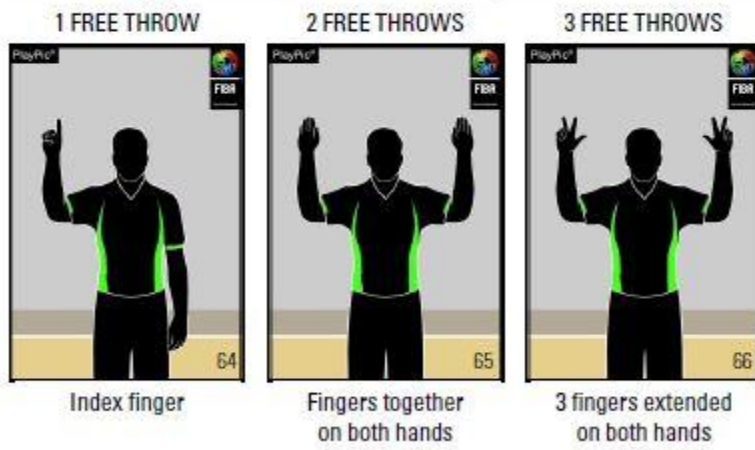
## Foul Penalty Administration – Reporting to Table



### Adminstrating Free Throws – Active Official (Lead)



### Adminstrating Free Throws – Passive Official (Trail in 2PO & Centre in 3PO)



## NOTES

This image shows a full page of blank, lined paper. It features approximately 28 horizontal black lines spaced evenly across the page, typical of standard notebook paper. The lines are thin and extend from the left edge to the right edge. There are no margins, text, or other markings on the page.

## NOTES

[illegible]

## NOTES

[illegible]