

YMCA Basketball Referee Handbook



Important Contacts

- Referee Coordinator:
 - Jeff Oliver – jeff@eugeneymca.org / 696-9622 x234
- Weekend Supervisor
 - Ulysses Elgar – ulysses@eugeneymca.org / 686-9622 x232
- Online Scheduling System
 - www.thearbiter.net

Main points while working as a YMCA basketball official

- Safety of the players first.
- The game is kept fun for the players and for you.
- As appropriate, help the kids learn the game. (explanation calls)

Responsibilities of being a YMCA basketball official

- Arrive 15 minutes early and start games on time. (Games start on the hour)
- Be professional. No jewelry, hats, jeans, flashy shorts, wear black slacks or dark shorts, non-scuffing shoes. *No shooting baskets during or after the game.*
- Have a good attitude and do your best at all times.
- Know the rules.
- In every game, work to be a better official. Work on your mechanics, work on being calm and collected, work on being a good partner.
- Have fun!

Pre-Game with your partner

- How you are going to call the game, discuss rule changes or modifications.
- Experience with the teams, coach, or a certain player might affect your game plan.
- Tight or Loose Calls, who keeps track of time, who tosses the ball, etc.
- Find and secure a game ball from either team or from equipment box.
- Pre-Game might just involve visiting, so you can develop rapport with your partner.

Pre-Game with the Coach

- Meet the coach.
- Ask the coach to pick a player to read the Y Statement.
- Special circumstances of the gym.
- Answer any questions the coach may have.
- Advise the coach when the game will start.
- Have coin toss to establish initial possession for 2nd/3rd grade.

Start of Game-Jump Ball (4th/5th/6th Grade Only)

- 2nd/3rd Grade ball will be in bounded at mid court across from the bench.
- Line up players for defense assignments (make sure you have 5 of each)
- Make sure there is no jewelry – NO EXCEPTIONS!
- Get players around circle
- Make sure the players know which basket they are going to be shooting at. (Opposite there bench for the first half)
- When the players are ready, tell them to hold there spots on the whistle – Sound whistle.
- Before tossing the ball, make sure your whistle is NOT in your mouth.
- Toss the ball into the air between the jumpers. Toss the ball just beyond the reach of the jumpers so they will have to jump.

Game Administration

- Make explanation calls. (1st 2-3 weeks especially)
- First 2 weeks ball goes back to offending teams on *violations* only.
- 2nd / 3rd Grade coaches may want to use a timeout to do substitutions at 5 minutes into each quarter. Discus with coaches prior to game starting.
- Alternate possession for start of quarters (halves for 4th/5th/6th)
- Keep timeouts to 1 minute and halftime to no more than 5 minutes.
- Take the whistle out of your mouth when making a call.
- Use your voice.

Halftime

- Switch possession arrow and teams directions (not team benches)
- Discuss with partner any situations. (away from earshot)
- Warn coaches about a minute before starting the second half.

Start of Second Half

- Inbound ball at opposite side of court from the benches.
- Switch possession arrow again once ball is inbounded
- Make sure clock starts.

End of Game

- Although it is always nice to wait and make sure your replacement officials have arrived for the next game, if there is any contention don't hang around after the game.

Modified Rules – See *YMCA Modified Rules Insert*

Specific Rules - Violations

- Out of bounds (Any part of the line is out)
- Traveling
- Double Dribble
- Carrying the ball
- Kicking (must be intentional)

Specific Rules – Fouls

- Hacking
- Holding
- Hand Checking
- Blocking
- Pushing
- Player Control Fouls (no free throws)
- Team Control Fouls (no free throws)
- Technical Foul (always 2 shots)

The concept of Advantage/Disadvantage

Preventive Officiating

- Addressing certain behaviors early on so that the game flows more smoothly. An example would be to instruct the player before he shoots a free throw that his foot must be behind the free throw line until the ball hits the rim.
- Talk to players instead of calling every violation. (get out of the key, hands off)
- Anticipate the contact, not the call (Referee the defense)

Hand signals

- Use of the proper hand signals conveys what is going on to the coaches and the fans, also if your signals are sharp and strong it provides confidence that the call is correct.

Signaling for a personal foul

- Closed fist, Arm straight up in the air, and a short and sharp blast of your whistle.
- No such thing as over the back
- No such thing as reaching in.
- No loose ball fouls in NFHS rules.
- Explain Vertical Space
- Offensive fouls - Must have initial position established
- Made baskets after a foul is the trail official's responsibility.

Over and Back Violations – Not called in 2nd/3rd grade

- Ball and both feet must cross before a player clears back court.
- Tipped ball into back court is retrievable by the offense.

The backboard: What is IN and what is OUT.

- Sides and top of the backboard are in
- If the ball hits the back of the backboard, hits any part of a backboard support, or goes over the backboard, the ball is dead and blow your whistle.
– Trail officials call
- Ball passing over rectangle backboard is out of bounds – Fan shaped is OK

Throw in from the end line.

- Never have a player throw the ball in from under the basket.
- Always stand outside the player, away from the basket, during an out of bounds throw-in behind the end line. Box in

Free throws

- The non-shooting team's players must take the two spots closest to the basket and may not stand in the neutral zone. This is not an option, it is mandatory.
- All of the other players have the option of taking a marked lane space or standing behind the 3 point line/free throw line extended. The top two marked spaces cannot be occupied -- Maximum 4 defense players and 2 offense in marked spaces
- Announcing the number of shots to the players.
- No Player may enter the lane until the ball hits the rim.
- If the ball doesn't hit anything on a free throw attempt, the ball is whistled "dead" and possession given to the other team. (unless it's the first of a two shot foul)
- If the ball hits the backboard but not the rim, the ball is whistled "dead" and possession given to the other team. (unless it's the first of a two shot foul)
- If any player, including the shooter, steps on or over the line, before the ball hits the rim, a lane violation has occurred.
- If an offensive player commits a lane violation, the ball is immediately blown "dead". If the shot attempt is good, there is no point. If it's the 1st of a two shot foul the shooter will get to shoot the 2nd shot.
- If a defensive player commits a lane violation, wait until the shot attempt is over, if the shot attempt is missed, then award another shot. If the shot is made then no violation will be called.
- If both teams violate at the exact same time then a double violation has occurred. Cancel the shot if made and if no more shot attempts are remaining then use the possession arrow to determine who gets the ball.
- If one team in a marked space clearly violates 1st before another player violates, only penalize the 1st violation.
- Player in unmarked lane spaces may not cross the 3 point line or Free Throw line extended until the ball hits the rim.

Absolutely DO NOT TOLERATE!!

- Abusive or foul language, Racial Slurs - Automatic Technical foul
- Any comment by coach or player that calls into question your integrity as a referee. Anything personal – Example “You...” followed by just about whatever – Automatic Technical foul.
- Fighting – Automatic Flagrant Technical foul and Ejection.
- Intimidation or Threats - Automatic Flagrant Technical foul and Ejection.

Managing Conflict

Officials learn to anticipate conflict, to know when something that happened, or is about to happen, might turn into an argument or dispute or affect the behavior of one or more players. The referee will know when and how to recognize warning signs and how to respond. A referee should always strive to control his or her emotions. If possible, issue a warning, short of giving a technical. Be calm yet firm and in control.

When a coach is disputing your call, move on. Don't waste time arguing a specific call. Coaches will be instructed that they are NOT allowed to come onto the court at any time. At a dead ball or a timeout, if a coach is acting responsible and wants to talk to you, you can at your discretion talk with the coach about a rule interpretation, but NOT about a judgment call you made.

When you have a dispute with a particular player, at the next dead ball, address the issue with the coach of that player, NEVER WITH THE PLAYER. The coach is responsible for his or her players and his or her spectators, so address issues involving those parties with the coach. Never argue with a spectator. Never argue with a player.

Technical Fouls

- Two shots and possession at half court (across from bench)
- Any player from the team can shoot the technical free throws even a sub.
- Both shots do not have to be shot by the same player.
- All other players must be behind the half court line.
- A technical foul counts as a personal and team foul.