

# THINGS TO REMEMBER

## **SECONDS COUNT:**

- 3 – SECONDS IN THE KEY (UPPER DIVISIONS)
- 5 – SECONDS IN THE KEY (LOWER DIVISIONS)
- 5 – SECONDS TO INBOUND BALL FROM SIDE / END OF COURT (PLAYER IS GIVEN BALL)
- 5 – SECONDS GUARDED (UPPER DIVISIONS) (WHEN PLAYER IS OR IS NOT DRIBBLING)
- 10 – SECONDS TO CROSS THE COURT (WHEN PLAYER PUTS BALL INTO PLAY)

## **IT'S A MATTER OF SPACE:**

DEFENSE MUST ALLOW DRIBBLER AT LEAST 2 FEET TO CHANGE DIRECTIONS  
DEFENSE CANNOT BLOCK THE PATH OF THE DRIBBLER (BLOCKING)  
DEFENSE MUST BE SET AT LEAST 1-2 SECONDS WHEN OFFENSE GOES TO BASKET.  
DEFENSIVE FOULS ARE COMMITTED FROM THE WAIST DOWN (STEPPING INTO PATH)  
DEFENSE CANNOT HAVE HANDS ON DRIBBLERS BACK OR WAIST TO PUSH OFF.  
DEFENSE CANNOT HAVE HANDS ON OR BODY CONTACT WITH DRIBBLER.  
DEFENSE CANNOT BUMP DRIBBLERS HAND WHILE REACHING FOR BALL (REACHING)

OFFENSE CANNOT USE OPEN HAND TO PUSH OFF OF DEFENDER  
OFFENSE CANNOT USE ELBOWS AGAINST DEFENDERS  
OFFENSIVE FOULS ARE COMMITTED FROM WAIST-UP, BY (DROPPED SHOULDERS).  
OFFENSE MUST CATCH DEFENSE IN MOTION DURING LAY-UP (BLOCK CALL)  
OFFENSE LOSES IF DEFENDER IS IN SET POSITION DURING LAY-UP (CHARGING CALL)  
OFFENSIVE SCREENER MUST ALLOW 2 FEET WHEN SETTING A SCREEN ON DEFENDER

COACHES MUST REMAIN IN COACHES BOX DURING THE GAME. (WARNING)  
COACHES CANNOT BE ON GAME FLOOR UNLESS DIRECTED BY OFFICIALS (INJURY)  
COACHES MUST ALLOW TABLE OFFICIALS TO ADDRESS SCORES/FOULS AT BREAKS

## **FOUL, FOUL, FOUL:**

A FOUL IS COMMITTED WHEN THERE IS BODY CONTACT  
INCIDENTAL CONTACT IS NOT A FOUL (OFFICIALS JUDGEMENT)  
FLAGRANT /INTENTIONAL FOUL (EJECTION MUST OCCUR)  
PLAYERS ARE FOULED OUT AFTER COMMITTING THEIR FIFTH FOUL  
TEAM FOULS ARE TOTALED BY ANY PLAYER RECEIVING ONE, INCLUDING TECHNICALS  
BONUS - PERSONAL FOULS HAVE ACCUMULATE TO 7 TEAM FOULS.  
DOUBLE BONUS- PERSONAL FOULS HAVE ACCUMULATED TO 10 TEAM FOULS  
COACH, PLAYER OR BENCH CAN RECEIVE EITHER A TECHNICAL OR FOUL.  
PERSONAL FOUL DURING BONUS (CALLED 1 AND 1) MAKES FIRST, GETS SECOND TRY  
PERSONAL FOUL DURING DOUBLE BONUS, GUARENTEED TWO SHOTS (FREE THROWS)

## **LET'S LINE IT UP:**

FREE THROW LINE VIOLATION IS (SHOOTER STEPS OVER OR ON LINE WHILE SHOOTING)  
OFFENSIVE LANE VIOLATION IS (OFFENSE STEPS INTO KEY DURING SHOT) NO SCORE  
DEFENSIVE LANE VIOLATION IS (DEFENSE STEPS INTO KEY DURING SHOT) SCORE COUNT  
DEFENSE AND OFFENSIVE DEFENDER MUST ALLOW BALL TO CONTACT RIM (PLAY RIM)

## **HIGH, LOW, KEY OR PAINT:**

LOW POST – END OF COURT, UNDER BASKET AREA  
KEY OR PAINT – PAINTED END OF COURT OR WHERE MOST OF ACTIVITY OCCURS UNDER BASKET.

# THINGS TO REMEMBER

- A) Always arrive 10-15 minutes before game time
- B) Always dress like an Official - You will receive more respect from Coaches and Parents.  
(Don't arrive w/ Shoes un-tied, Shirt un-tucked, Exposed Boxers, Earrings or Jewelry Ect.)
- C) Always address Coaches, Assistant Coaches and Team Moms with Respect.  
(Don't be short tempered or quick to judge, Coaches are allowed to ask questions from time to time as long as they do not impugn on your integrity)
- D) Always keep game in control and on time.  
(Don't allow the game to get out of control, including excessive rough play, verbal assaults from Coaches, Players, and Spectators. Cut 1/2 Time or shorten time-outs to remain on schedule)
- E) Always study your Rule Books, Hand and Whistle Commands and basic professionalism.  
(Don't get caught un-able to address a ruling or handle a problem, this will make you look in-experienced and will be pretty embarrassing for yourself and your partner)
- F) Always address offenders accordingly.  
(Don't stop a game to issue a warning to a Player, Coach or Spectator. Wait until there is a break in play to address 'situation'. If a game MUST be halted to address a situation, there must be a Technical or Ejection issued.)
- G) Always remain focused and into the game, drown out all distraction that will break your concentration.  
(Don't allow yourself to wear your emotions on your sleeve. Let the Criticism and bad expression roll off your back. If they know they can get to you, you will only let down the kids who depend on you. STAY FOCUSED.)
- H) Always help your Partners, this will help you and them understand what needs to be covered and when.  
(Don't over rule or change your partners call, this will make your Partner look bad and in-experienced.  
When in doubt get together to either review the call or discuss what's for lunch. This will satisfy the Coaches.)
- I) Always Warn, issue Technical then issue Ejection. This is the proper way to handle and on going problem.  
(Don't be quick to warn Players or Coaches, Talk to them, let them know they have been heard. If you are quick to issue a Warning or Technical, it will seem to be a head hunt, let them hang themselves. Fill out your Incident report immediately. Reports are only made out for Technical and Ejections and given to your Division Reps. for reviews.)

- J) Always use the resources available to you if you run into a problems with a Coach or Parent.  
(Don't get into a verbal or physical Confrontation with anyone. Meet with your Division Rep. (Most of time at Gym) or your Chief of Officials to address un-ruly Spectators or Coaches. Let them handle and de-fuse situations at all times.
- K) Always use common sense in an emergency situation, pertaining to injuries to Players.  
(Don't ever perform any medical procedures to injured players including suggesting techniques ect. This will eliminate your exposure to liability lawsuits. Let the Coaches handle all injuries, only assist in calling 911 or getting ice.)  
and if someone seems hurt, stop the game and let the coach check player out. ALL parents will get on you if you let a game continue, but will respect you for your immediate concern for safety.
- L) Always make sure all players are properly groomed and dressed.  
(Don't ever allow players to participate with long sharp nails, Spiked gelled Hair, Un-matching Uniforms, Safety Eye Glasses w/o Scrunches Jewelry incl: Ear, Nose and Tongue Rings, Watches, Bracelets, Rings, Cast of any type and Steel scissor knee Braces)  
Always address a coach that has a question on a certain Violation.  
(Use the international verbage ( IN MY JUDGEMENT) player # 11 committed said violation and was issued the foul.  
Always allow 1 coach to stand and 1 to sit during game, BOTH Coaches are allowed to stand when.  
(An exciting play occurs, Injury and Pre-game prep) and always only address the Manager, the Manager is responsible for his Players and his Assistant Coaches Conduct.
- K) Always document in scorebook first then Score Board.  
You can always check book and make needed adjustment there, scorebooks in stands are not valid.
- Always keep accurate records of player playtime. This is very important!!!!  
Coaches will leave kids out in order to win, kids can only leave floor for injury, illness or ejection.  
Players must play 1/2 of every quarter, unless coach notifies table of disciplinary reasons, Before game
- Always follow the rule and regulations by division.  
This includes running clock vs regulation clock in different divisions, big problem last year.
- Always shut game down ( when there is no play to the basket) to correct scorebook.  
Score table has control of floor to shut game down to correct book, don't let it get behind, you are the official book
- Always rotate from floor to table to allow partners to rest.  
All referees's will rotate, unless otherwise specified differently by division rep.
- Always keep accurate records of fouls per player, per team. This will push them into bonus and double bonus.  
Never balance out fouls committed by teams during the game, you will only get caught not to mention lose you job.

