

WELCOME TO



Do It Now

Referees

Make the Call!

954.962.0920



BASKETBALL TRAINING

WARNING

This is an unofficial blend of High School and League specific rules & information. Every effort is made to provide accurate information, in a simplified manner. We are continuously updating and improving this presentation. We make no claims of perfection. You are free to use this material , but we accept no liability whatsoever!

If you find inaccurate information or a simpler way to present it, we welcome you to notify us, so we can entertain changes.



Background Checks

All Referees must be Background Checked
Each Year



Coaches, Referees, Federal, City & State Employee's,
Teachers, etc. who have been BG Checked

Let me know



Background Checks

All Coaches & Volunteers

Must Display Identification Badge
in order to remain on the field/court with
the children. **NO EXCEPTIONS!**



Uniform

Gray Striped Shirt \$28.95

Black Shorts/Slacks (Solid)

Black Underwear, Belt & Socks

Black Sneakers (Solid)

Whistle + Smitty Lanyard



Uniform

Honigs Whistle Stop

954-563-5884

3900 NE 5th Avenue Oakland Park

Oakland past Andrews to NE 5th Ave

Turn Left

Monday Thru Friday

8am -5pm



NE 3rd Ave

Wimberly
Fields Park

NE 5th Ter

NE 40th Ct

NE 7th Av

NE 8th Ave

NE 8th Ter

NE 9th Ave

NE 40th Ct

NE 40th St



NE 5th Ave

Stevens Field
Park

NE 6th Ave

NE 39th St

NE 38th St

NE 4th Ave

NE 37th St

NE 39th Dr

Uniform

B500 - BASKETBALL STARTER
PACKAGE

Honigs Price: \$129.95

(Includes Shoes)



HOW 2 GET GAMES

DO NOT TEXT ME



**Do It Now
Referees**
Make the Call!

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HOW 2 GET GAMES

DO NOT make me
chase you



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DO NOT TEXT ME



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HOW 2 GET GAMES

CALL EVERY FRIDAY

Hot Line

954-962-0067



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HOW 2 GET GAMES

CALL EVERY FRIDAY

Don't forget to say your name

Leave your Availability



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HOW 2 GET GAMES

CALL EVERY FRIDAY

Must Be Able to work Entire Night

5:45 to Whenever!!!



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HOW 2 GET GAMES

CALL EVERY FRIDAY

Single Game Rotation

If you have Practice, Games, etc
Give time you can be at Court



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HOW 2 GET GAMES

CALL EVERY FRIDAY

You Can NOT work any Division
Your Relative Plays In

Brother-Sister-Step Brother or Sister- Cousin-Wife
Husband-X Husband-X Wife-Aunt-Uncle- Father Mother-
Step Father-or Mother- Father or
Mother In Law-Mother In Law-

Brotha from Anutha Mutha



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HOW 2 GET GAMES

DO NOT TEXT ME



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Get Paid

Direct Deposit

You get PAID

Immediately **After**

we get paid and the check clears



Get Paid

Direct Deposit

We are all Independent Contractor's

Keep Track of all expenses

Uniforms, gas, mileage, drinks



Get Paid

Direct Deposit

W-9 Available on Website

www.doitnowproductionZ.com

Fill Out and e-mail to
dave@doitnowProductionZ.com



Fines

Jewelry per piece of per Ref	\$1
Late for Game	\$25
Missed Game each	\$40
Improper Uniform	\$25
Electronic Device Use	\$50
Failure to Perform	\$25
Inappropriate Language (per Word)	\$5
Violent Conduct	\$250



GO 2 THE COURT
I ASSIGN U 2

Or NO Pay



Respect & Professionalism

WE ARE HERE FOR THE KIDS

PARENT'S PAY 4 US

COACHES VOLUNTEER

Be Courteous, Informative & Helpful





Do It Now
Referees
Make the Call!

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Respect & Professionalism

**99% OF COMPLAINTS
ATTITUDE PROBLEM**

1% BAD CALLS

Be Courteous, Informative & Helpful



Ejections & Forfeits

Must Call DO IT NOW Dave

Control Issues & avoid getting to this point

Call me when trouble starts

Last Resort



Ejections & Forfeits

How to Handle

INSANITY



**Do It Now
Referees
Make the Call!**

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Team Areas

Only a Head Coach and 1 Assistant



Team

Allowed on TEAM Sideline

(Scorer's Table Side)

Stop Game? – Eject? - Assign Tech? – Forfeit?



Team Areas Safety

Keep Benched Players back off the side line

So they don't get Creamed

Stop Game? – Eject? - Assign Tech? – Forfeit?



Team Areas

No Parental Units

Stop Game? – Eject? - Assign Tech? – Forfeit?



Team Areas

Teams Own the Courts

Time Outs, Quarters and Warm Up Time
Is 4 Players
Not Spectators

Stop Game? – Eject? - Assign Tech? – Forfeit?



Team Areas

Keep Spectators in Bleachers
and away from the court

Stop Game? – Eject? - Assign Tech? – Forfeit?



Relationship Management

Coach

Spectator

Player

Court

Referee

City Staff



No Noise Makers

Except

Prior 2 Game

Half Time

After Game



Protests

Coach **MUST** protest **BEFORE**
Re-start of Play

Inform Opposing Coach
The Table
The Referee
Note on Game Sheet



No Heckling at any time

No Heckling at any time

No Heckling at any time

No Heckling at any time

No Heckling at any time

No Heckling at any time

No Heckling at any time



CHECK IN

No hard casts may be worn
in games or in practices.



Medical Alert Jewelry



Allowed

IF



½" Padding covered with tape –Secured to Body



You Judge it to be SAFE!



No Jewelry



No Excuses

\$1 Fine for every piece - Each Ref



Players & Referees
Must Keep Shirts
Tucked In
At All Times



The Referee is the Official Timekeeper



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7 Minute Quarters 8,10,12,13U

8 Minute Quarters 14 & 17U

Running Clock

Clock will Stop

Last (2) minutes of 4th

Quarter for all Deadballs



OVERTIME

Only one (2) minute OT
Starts with real Jump Ball
Clock Stops 4 All Deadballs
Full Court Press ALLOWED
Still Tied after 2
Then It Is What It Is



TIME OUTS

Each Team

(3) 60s

(2) 30s

(1) 30 second TimeOut allowed in OT



TIME OUTS

Time Outs can only be called
On Dead Balls



The ball becomes dead following a made basket, even though the clock is running.



Games Must Start On Time Or Forfeit

First Game – 10 Minute Grace Period

Team's – Not Ref's



Minimum Players to Start

4



Minimum Players to Start

5th Player Arrives

Get 'em in Quick!

First Dead Ball



SUBSTITUTIONS

Injury or other reason Requiring Player
to be Removed during a Quarter

Opposing Coach gets to Choose
which Player Replaces

Provided all Player's have met minimum Sub
requirements



SUBSTITUTIONS

All Players **MUST** play a

FULL QUARTER of Each Half



SUBSTITUTIONS

In Sunrise

No FREE Substitutions

We Sub at Quarter Intervals Only

(In Overtime – Coaches may play
whomever they choose)



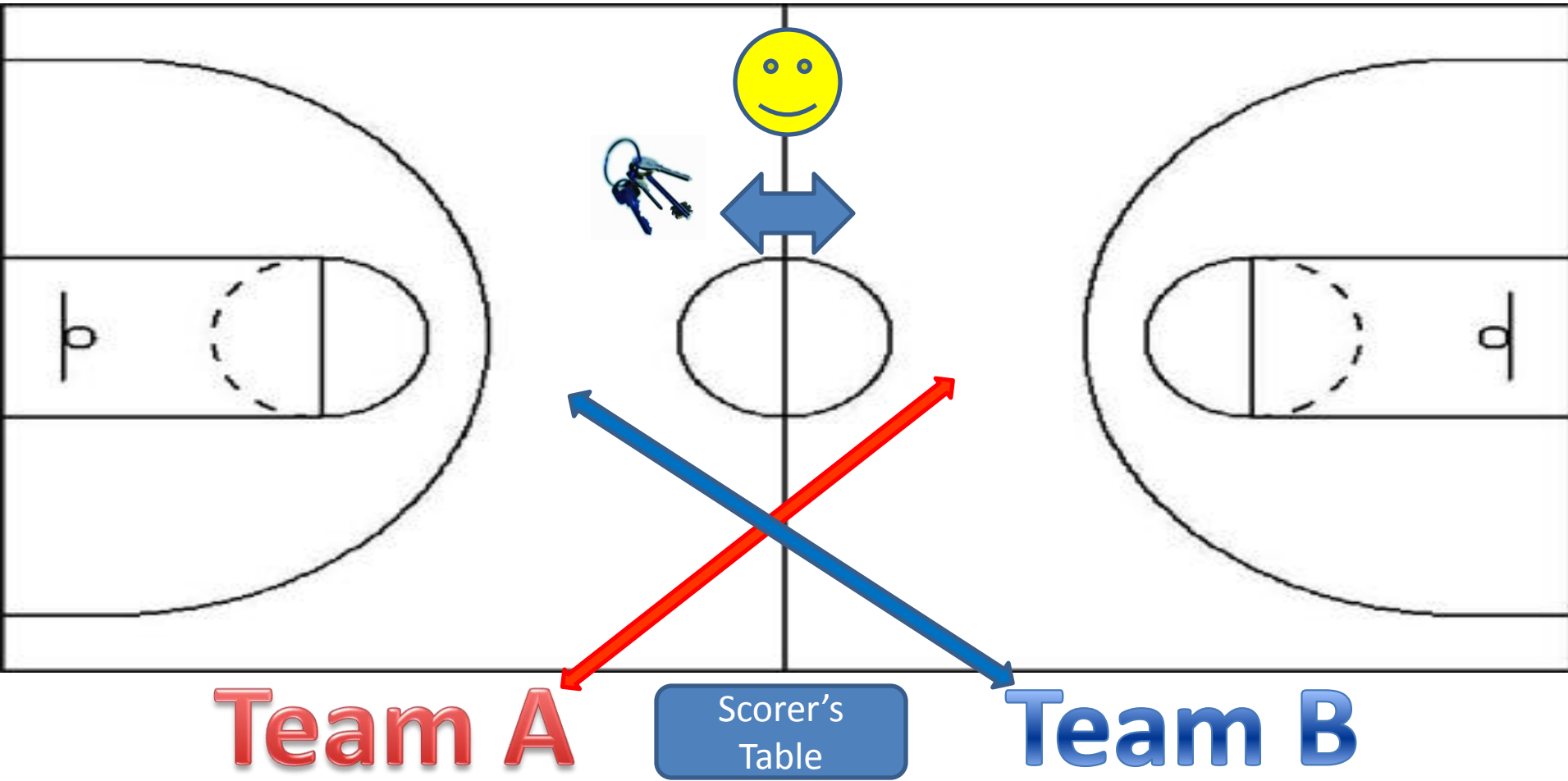
SUBSTITUTIONS

When substitutions are made

It is the Coach's Responsibility to notify
the other Coach, Referee and
Scorekeeper.



Alternating Possession (AP)



Alternating Possession (AP)

Jump Ball Situations

Double Personal or Technical Foul

Quarters

Unsure who it went out on

Dead Ball with Neither Team in Control

Simultaneous

Free Throw Violations, Goaltending,
Basket Interference , Technical or Personal Fouls
Ball Stuck in the Backboard or Supports



No 3's for these

8U & 10 U



Free Throw Lines are as follows:

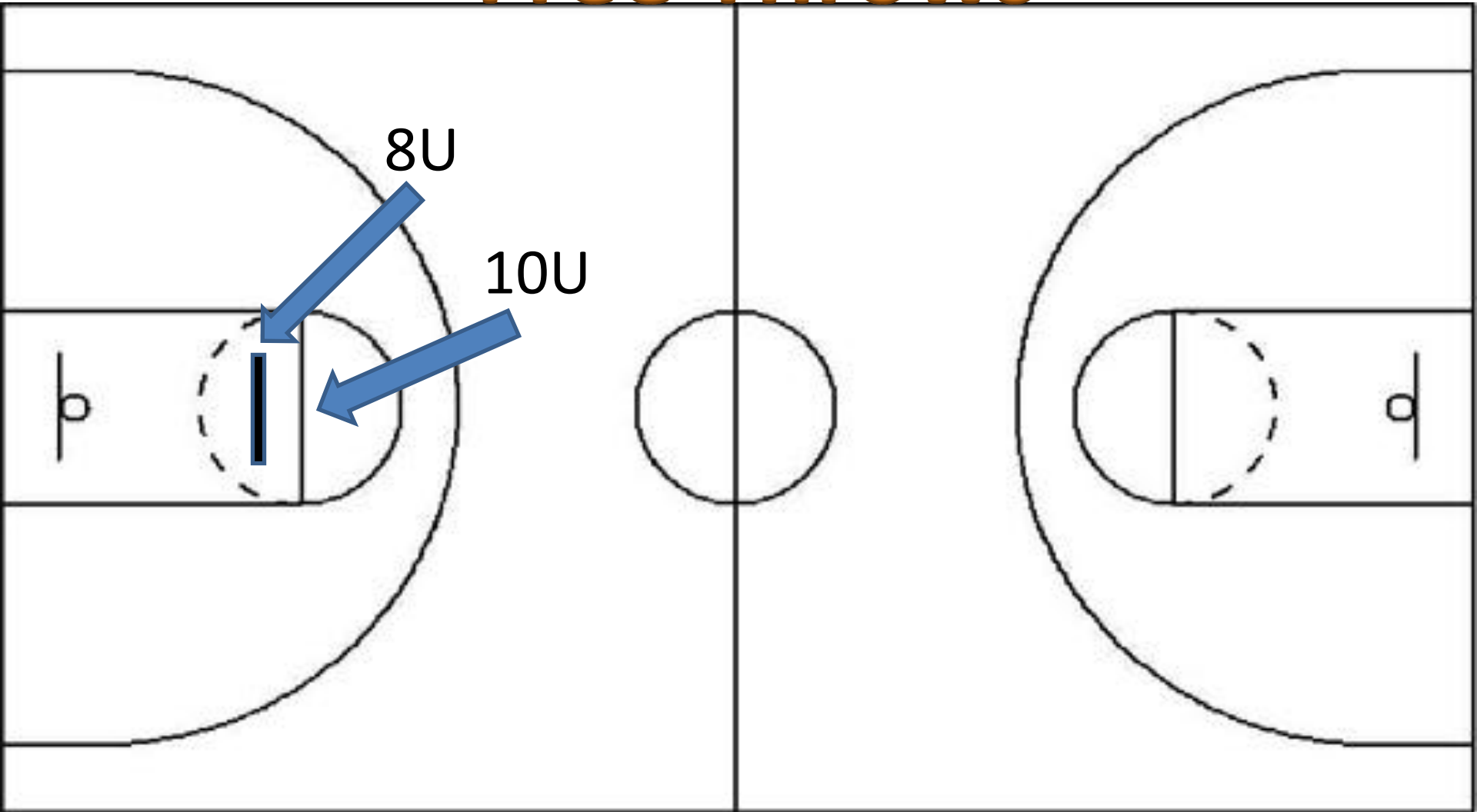
8 & under.....10 feet

10 & under12 feet

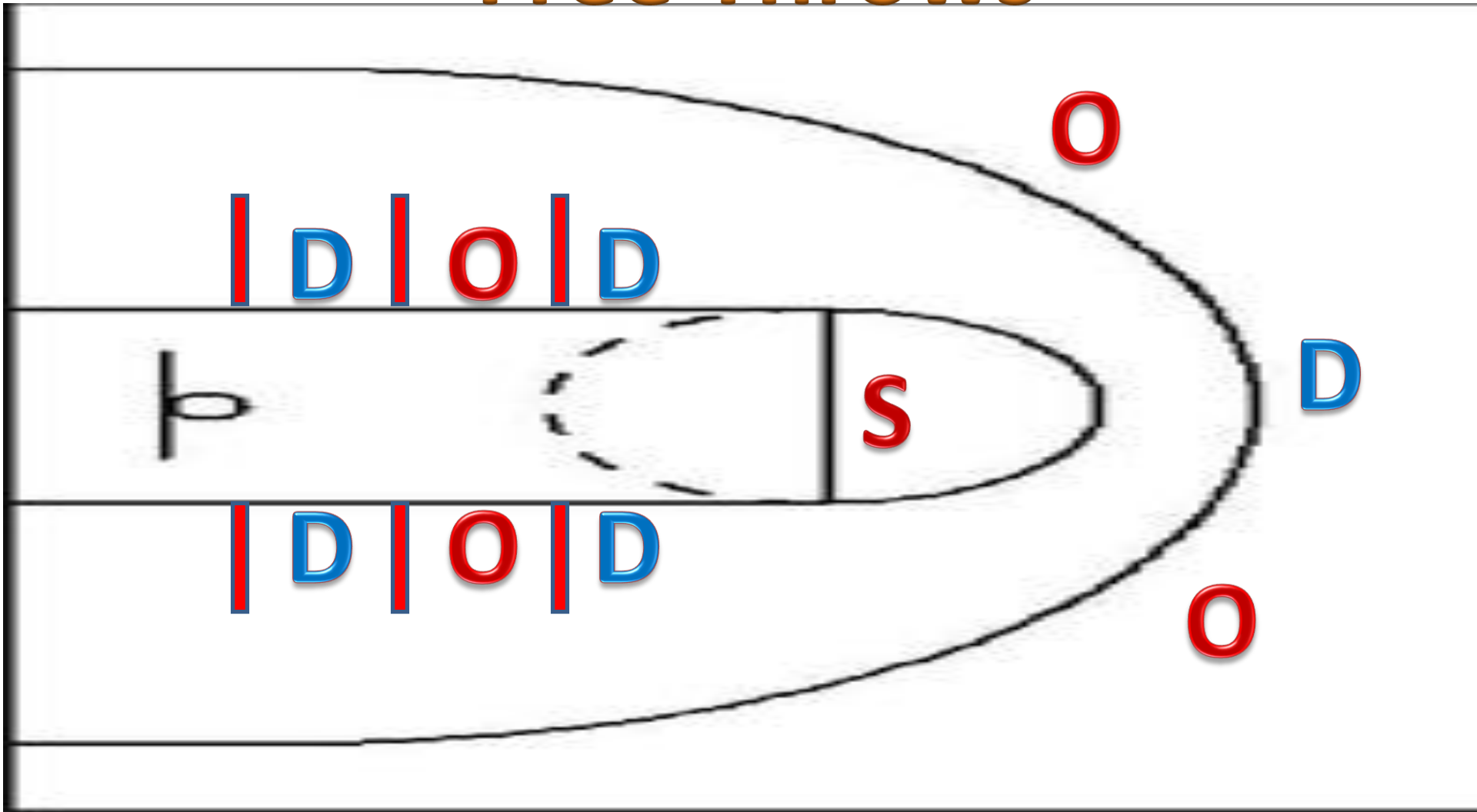
All other15 feet



Free Throws



Free Throws



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Five (5) fouls

Disqualifies a player for the remainder of the game.



DOUBLE-TEAMING
IS ALLOWED



TRIPLE TEAMING
IS NOT ALLOWED



Both man-to-man and zone defenses are allowed .



Screens

“a screen is legal action by a player (usually offense) who, without causing contact, delays or prevents an opponent from reaching a desired position.” To establish a legal screening position The screener may face any direction Time & distance are relevant. The screener must be stationary except when both are moving in the same path & same direction



Full Court Defense Rule

8 & 10U

No full court pressing

**Except LAST (2) MINUTES 2ND & 4TH QUARTERS
OR OVERTIME**

Shot attempts beyond half court are not allowed, as the Defense cannot guard beyond half court.

As soon as rebound possession is clearly obtained on the defensive end, the other team drops back to their half-court defensive positions.



Full Court Defense Rule

In all divisions

If a team is ahead by twenty
(20) points or more

Teams are not allowed to full court guard.



Full Court Defense Rule

Teams violating the
full court defense rule

will receive warnings for the
first two violations.



Full Court Defense Rule

On the third violation a technical foul will be called on the bench.

Any offended team player on the floor, will shoot one foul shot + take possession of the ball at mid court. All subsequent violations will continue with one foul shot + possession of the ball at mid-court.



7

On the seventh team foul the opposing team will shoot the one and one bonus foul shots,

10

On the tenth team foul the opposing team will shoot two foul shots.



Flagrant foul = Ejection

It shall be noted on game sheet

2 foul shots

+

Possession of the Ball

Regardless of a made basket or not.

Possession = nearest spot of where foul occurred



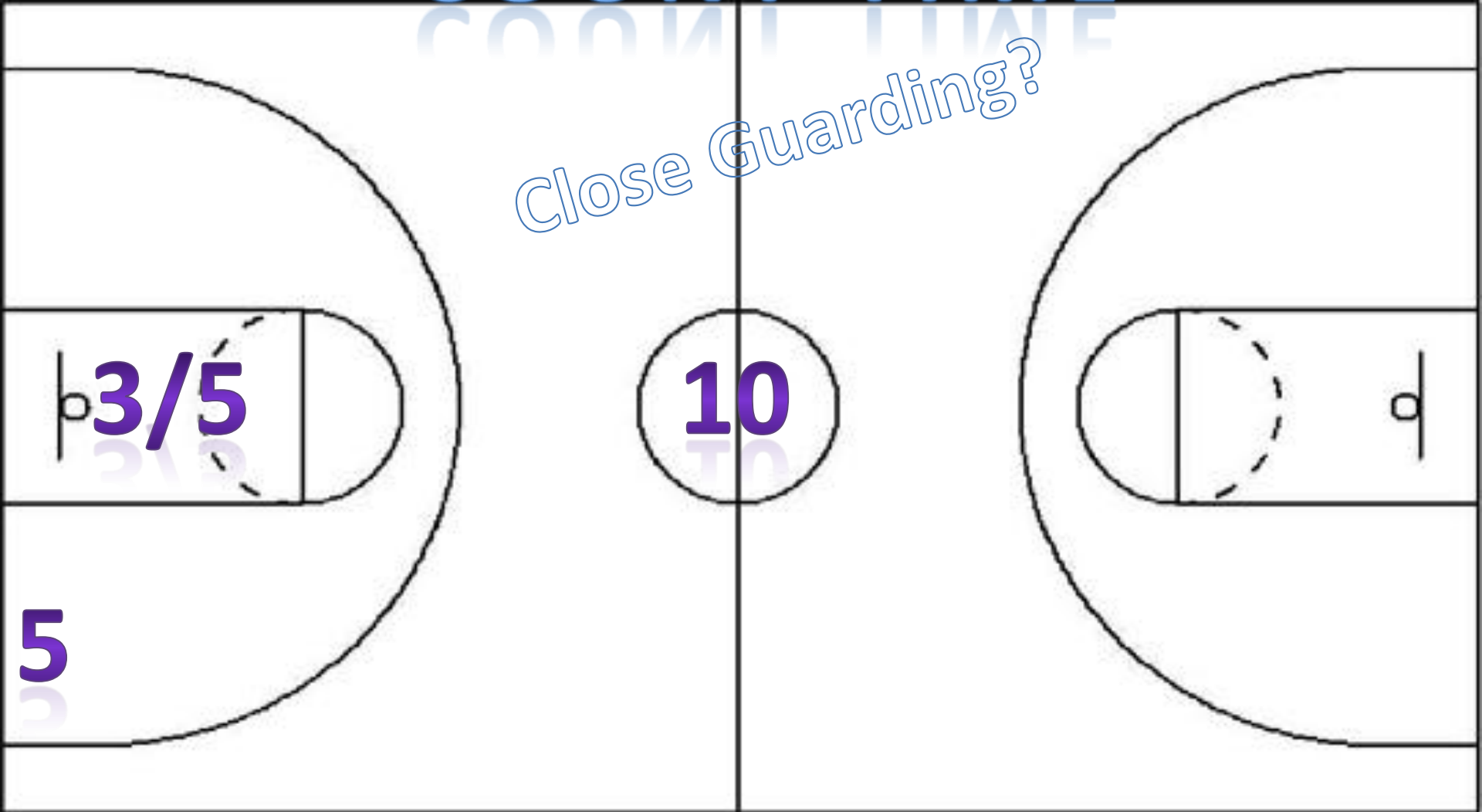
Two technical fouls in one game

Result in Player/Coach being
Ejected from the Game



COUNT TIME

Close Guarding?



5



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The Three-Second Rule

8U & 10U

Allowed (5) Seconds
“In The Key”



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The Three-Second Rule

The Basic Rule is Simple

“a player may not remain in his free throw lane for three seconds while his team is in control of the ball in the frontcourt”

(the key words in this rule are: lane, team control & frontcourt.)



The Three-Second Rule

8U & 10U

Allowed (5) Seconds
“In The Key”



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Referees**
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The Three-Second Rule

The only way officials can make proper three second rulings is

(1) to know the definitions of these key words

(2) know the “spirit & intent” of the rule and

(3) know that this is the only count which officials are allowed to suspend. Notice the word is suspend...not end



The Three-Second Rule

8U & 10U

Allowed (5) Seconds
“In The Key”



The Three-Second Rule

If a player, who has been in the restricted area for fewer than three seconds, **receives the ball and immediately moves to the basket (dribbles or pivots) to try for a goal... the count is suspended to allow for completion of the try.**



The Three-Second Rule

8U & 10U

Allowed (5) Seconds
“In The Key”



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The Three-Second Rule

The word is “Suspended” not “Ended”

If the player completes the try, there is no violation. But, if the player passes or aborts the try, and in doing so has spent more than three seconds in the lane... a violation is called immediately



The Three-Second Rule

8U & 10U

Allowed (5) Seconds
“In The Key”



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The Three-Second Rule

Remember this
Special Suspension
allowance, pertains only to
the **Player with the Ball**



The Three-Second Rule

8U & 10U

Allowed (5) Seconds
“In The Key”



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The Three-Second Rule

Similarly...if a Player who has been in the lane for fewer than three seconds, is making serious attempts to leave the area ... Suspend the count to allow the Player to do so.



The Three-Second Rule

8U & 10U

Allowed (5) Seconds
“In The Key”



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The Three-Second Rule

If he/she decides not to leave and his/her team is still in control

Call the Violation Immediately.



The Three-Second Rule

8U & 10U

Allowed (5) Seconds
“In The Key”



**Do It Now
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Team Control

A team is in control of the ball when

(1) a player of the team is in control

(2) while a live ball is being passed among teammates

(3) during an interrupted dribble.



Team Control

Team control continues until

- (1) the ball is in flight during a try or tap
- (2) an opponent secures control of the ball
- (3) the ball becomes dead.



Last Second Shot

All periods begin & end with a whistle

Sound the whistle to stop play...as soon
as the horn sounds:



Last Second Shot

If the ball was still in the shooter's hand(s) when the horn sounded...show the no score signal immediately.



Last Second Shot

If the ball was released in time...
(keep eyes on the shooter) ...
and a basket is to be allowed...
show the goal counts signal

If the shot ends in any other way, blow
the whistle as soon as shot ends



Throw-In

Defensive Plane Violation

Breaking the plane...official may
issue a **team warning**

Touching the ball... **technical foul**

Fouling the thrower...**intentional
personal foul.**



Nearest Spot

Putting the ball in play at the nearest spot of the foul or violation is a rule...not a mechanic.

Don't "kick" any rules!



Nearest Spot

Officials must be very aware as to the proper location of the nearest throw-in spot

The nearest spot should be indicated immediately following the foul or violation

Indicate the spot immediately to inform everyone. (before going to report the foul

Indicate the spot immediately following the call of the violation



Nearest Spot

Officials must know the difference between:
indicating the spot & **designating** the spot

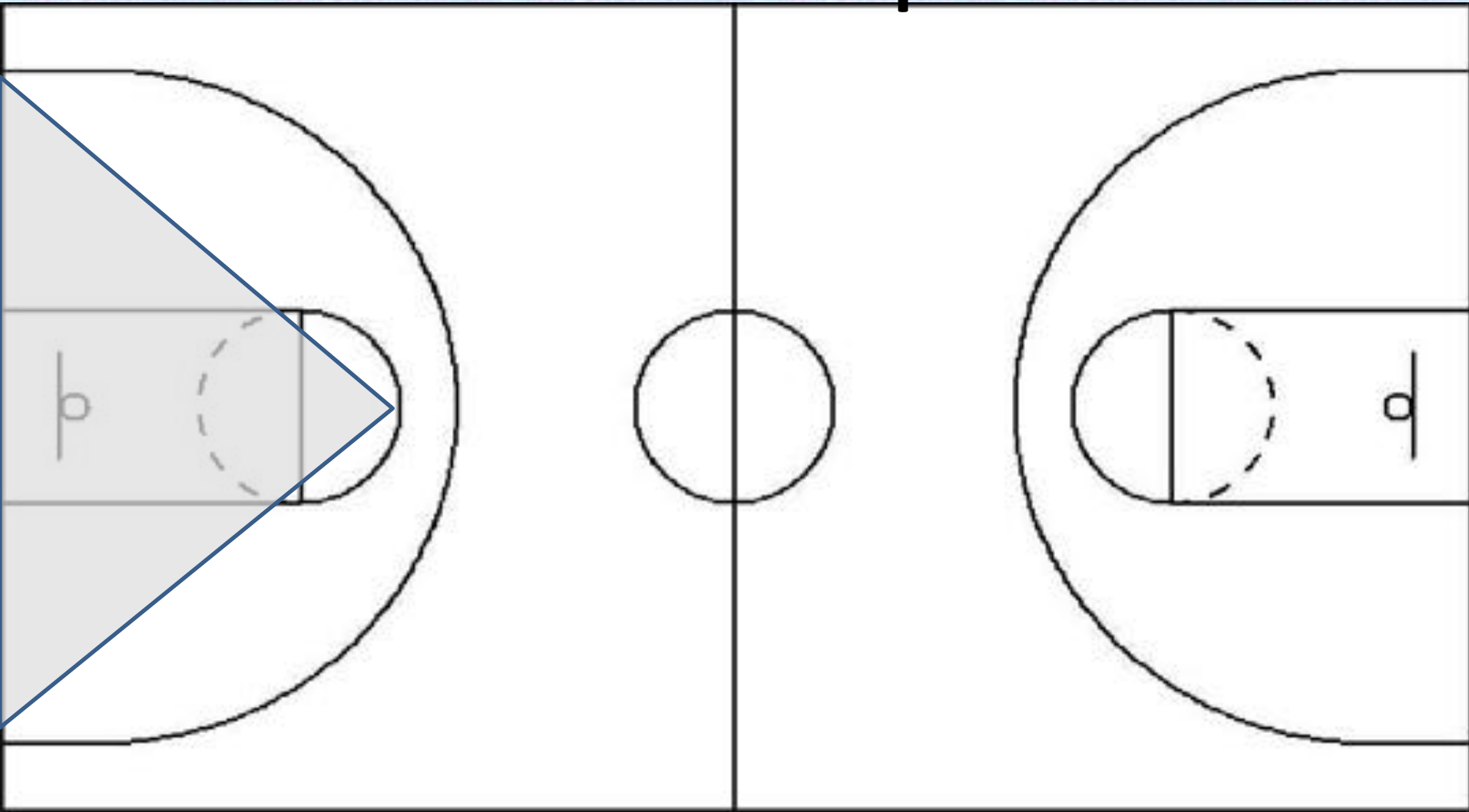
We **indicate** at the time of the foul or violation

We **designate** during the administration of the throw-in

To allow the throw-in on the end line, when it should have been on the sideline...certainly creates an advantage for the throw-in team.



Nearest Spot



Points to remember regarding the opponent

- ❑ A player who is screened within his/her visual field is expected to avoid contact by going around the screener.
- ❑ A player who receives a blind screen may make inadvertent contact with the screener, and if the opponent is running rapidly, the contact may be severe.
- ❑ Inadvertent contact is to be ruled as incidental contact if the opponent stops or attempts to stop on contact and moves around the screen.
- ❑ If the screener has the ball and the inadvertent contact displaces the screener...a foul would be called instead of traveling.
- ❑ A player may not use the arms, hands, hips or shoulders to force his/her way through a screen or to hold the screener and then push the screener aside in order



Common Foul

Not in the process of shooting

No shots

Out of bounds at spot
closest to where the foul occurred



Personal Fouls

**Any type of Illegal
Physical Contact**



Personal Fouls

**Hitting - Pushing - Slapping – Holding
Illegal Pick/Screen**

When an offensive player is moving. When an offensive player sticks out a limb and makes physical contact with a defender in an attempt to block the path of the defender - FOUL.



Personal Fouls

If a player is fouled while shooting,
(2)two free throws
if his shot doesn't go in

Only (1) if his shot does go in

(Same principle for (3) pointers)



Personal Fouls

If fouled while not shooting, the ball is given to fouled team.

They get the ball at the nearest side or baseline, out of bounds, and have 5 seconds to pass the ball onto the court.



Personal Fouls

One & One

If the team committing the foul has **(7)** or more fouls **in the game**, the player who was fouled is awarded **(1)** free throw. If he makes his first shot, then he is awarded another free throw



Personal Fouls

Bonus

(7) or more fouls (each Half)

Fouled player receives one free throw
If made, Player receives a second Free Throw

(10) or more fouls (Each Half)

Fouled player receives two free throws



Calling Penalties

Don't push through players
to get to the table
Go around them



Calling Penalties

Be Clear

Make SURE Scorekeepers
Hear & Understand you



Calling Penalties

Flagrant foul.

Violent contact with an opponent.

This includes hitting, kicking, and punching.

This type of foul results in free throws plus the offense retaining possession of the ball after the free throws



Held ball.

Occasionally, two or more opposing players will gain possession of the ball at the same time. In order to avoid a prolonged and/or violent tussle, the referee stops the action and awards the ball to one team or the other on a rotating basis



Goaltending

Defensive player interferes with a shot while it's on the way down toward the basket, while it's on the way up toward the basket after having touched the backboard, or while it's in the cylinder above the rim, it's goaltending and the shot counts. If committed by an offensive player, it's a violation and the ball is awarded to the opposing team for a throw-

in



Backcourt violation

Once the offense has brought the ball across the mid-court line, they cannot go back across the line during possession. If they do, the ball is awarded to the other team to pass inbounds



Time restrictions

A player passing the ball inbounds has five seconds to pass the ball. If he does not, then the ball is awarded to the other team. Other time restrictions include the rule that a player cannot have the ball for more than five seconds when being closely guarded and, in some states and levels, shot-clock restrictions requiring a team to attempt a shot within a given time frame





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Double Dribble

Dribbling the ball with both hands on the ball at the same time or picking up the dribble and then dribbling again is a double dribble





Illegal Dribble



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**Illegal
Hand
Use**



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Intentional foul

When a player makes physical contact with another player with no reasonable effort to steal the ball. It is a judgment call for the officials





Intentional Foul



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Lane Violation by Defense



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No Score



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Palming the Ball



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Carrying/Palming

When a player dribbles the ball with his hand too far to the side of or, sometimes, even under the ball





Player Control Foul



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Point Scored



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Charging

An offensive foul that is committed when a player pushes or runs over a defensive player. The ball is given to the team that the foul was committed upon





Push/Charge



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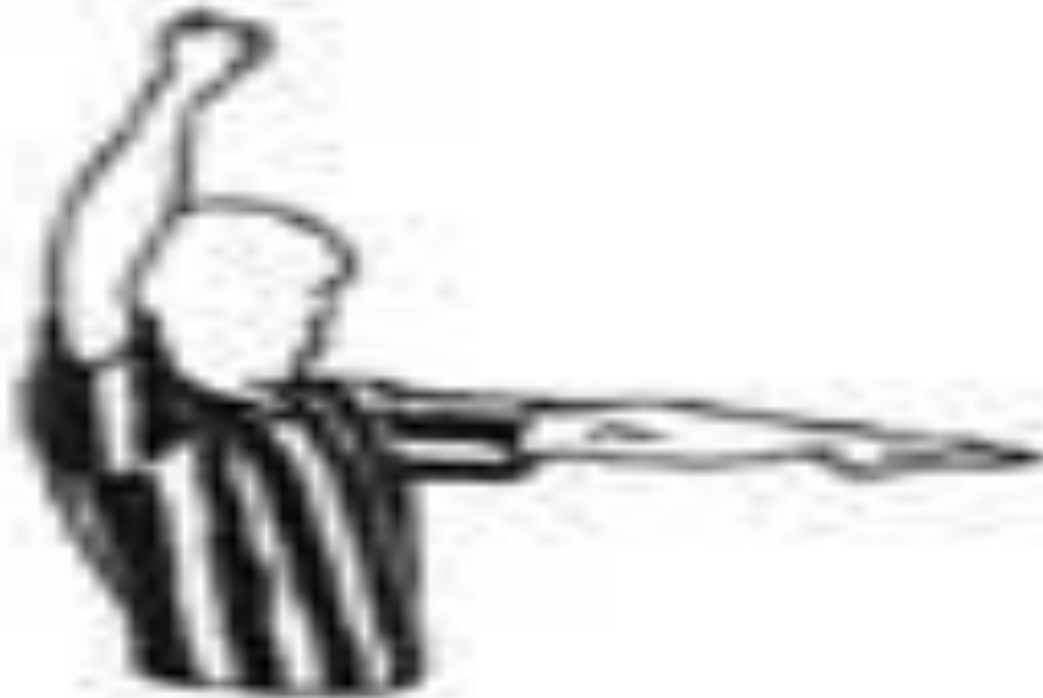


Start Clock



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**Stop Clock
for Foul**



**Do It Now
Referees
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Stop Clock Jump-Held Ball



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Misunderstood Rules in HS Basketball

It is a jump ball (alternating possession) when the ball lodges on or in the basket support, except during a throw-in.
This is a violation.





Stop Clock Substitution



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Stop Clock



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Referees
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Technical foul

A player or a coach can commit this type of foul. It does not involve player contact or the ball but is instead about the 'manners' of the game. Foul language, obscenity, obscene gestures, and even arguing can be considered a technical foul, as can technical details regarding filling in the scorebook improperly or dunking during warm-ups





Technical Foul



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Throw-In Free Throw



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TimeOut

30



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TimeOut 60



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Walking/Traveling

Taking more than 'a step and a half' without dribbling the ball is traveling.

Moving your pivot foot once you've stopped dribbling is traveling





Traveling



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Misunderstood Rules in HS Basketball

It is not possible for a player
to travel while dribbling





Visible Count



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**3 Second
violation**



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Misunderstood Rules in HS Basketball

There is no 3-second count
between
the release of a shot and the
control of a rebound,
at which time a new count starts





**5 Second
violation**



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Blocking.

Blocking is illegal personal contact resulting from a defender not establishing position in time to prevent an opponent's drive to the basket





Blocking



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Bonus Free Throws



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Directional Signal



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Easy way to get the Directional Signal right

Point at “Who Done It”

Except Alternating Possession Direction

That's determined by your AP Object

Remember to face the Score Keeper Table
for Alternating Possession consistency.





Double Foul



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Goal Counts



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Hand Check



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Misunderstood Rules in HS Basketball

A player who is not a dribbler in control can keep (i.e., tap) a ball inbounds, go out of bounds, and return inbounds and play the ball!



Misunderstood Rules in HS Basketball

There is no such thing as “over the back”. There must be contact resulting in advantage/disadvantage. Do not put a tall player at a disadvantage merely for being tall! 4. “Reaching” is not a foul. There must be contact and the player with the ball must have been placed at a disadvantage.



Misunderstood Rules in HS Basketball

A player can always recover his/her fumbled ball; a fumble is not a dribble, and any steps taken during recovery are not traveling, regardless of progress made and/or advantage gained! (Running while fumbling is not traveling!)



Misunderstood Rules in HS Basketball

A high dribble is always legal provided the dribbler's hand stays on top of the ball, and the ball does not come to rest in the dribblers' hand.



Misunderstood Rules in HS Basketball

A “kicked” ball must be intentional, and contact must be at the knee or below.



Misunderstood Rules in HS Basketball

It is perfectly legal for a player to rebound his/her own air ball, provided the official deemed the shot a legitimate shot.



Misunderstood Rules in HS Basketball

Striking the ball handler or shooter on his/her hand, while holding the ball, is not a foul-
no matter how noisy or how much it hurts!



Misunderstood Rules in HS Basketball

A defender does not have to “give the dribbler a step”. As long as legal guarding position has been established, it is up to the dribbler to avoid contact. The person with the ball should expect to be guarded.



Misunderstood Rules in HS Basketball

The sides, top, and bottom of
a rectangular backboard are
IN BOUNDS



Misunderstood Rules in HS Basketball

Jumpers may tap the ball simultaneously; may tap the ball twice; and when a legally tapped ball touches the floor, a player other than a non-jumper or (believe it or not) a backboard, the jump ball has ended, and either jumper may recover it!



Misunderstood Rules in HS Basketball

***A 10 second count continues when
the defense deflects or bats the ball***



Misunderstood Rules in HS Basketball

A "moving screen" isn't a violation unless there is contact. (If contact occurs, it's a "BLOCK", which is a foul.)



Misunderstood Rules in HS Basketball

Any contact foul during a live ball is personal, not technical!



Misunderstood Rules in HS Basketball

Basketball is NOT a non-contact sport. Incidental contact does occur, and contact which does not create an advantage/disadvantage may be ignored. Contact on the shooter should be called.



Misunderstood Rules in HS Basketball

Any unsportsmanlike contact
during a dead ball is a
technical foul!



Misunderstood Rules in HS Basketball

A defensive player does not have to be stationary to take a charge.... he or she simply must have established a legal guarding position. The defense can move backward and sideways.



Misunderstood Rules in HS Basketball

An intentional foul is always penalized with 2 free throws,

Except on a missed 3-point shot, which is awarded 3 free throws.



Misunderstood Rules in HS Basketball

When an airborne shooter commits a player control foul, his/her successful try for goal cannot be allowed, regardless of whether the try was released before or after the foul!



Misunderstood Rules in HS Basketball

Lifting the pivot foot **DOES NOT** constitute a travel unless the ball handler puts the pivot foot back on the floor prior to beginning a pass or shooting the ball! The pivot foot cannot be lifted before the dribble is started.



Misunderstood Rules in HS Basketball

If bench personnel leave the confines of the bench during a fight, the offenders are ejected from the game but only ONE technical foul is administered regardless of the number of offenders (also charged indirectly to the coach).



Misunderstood Rules in HS Basketball

Basket Interference occurs when:
a player touches the ball or basket
(net included) when the ball is ON
or within the basket; touches the
ball when it is touching the
cylinder having the ring as its
lower base; touches the ball
outside the cylinder while reaching
through the basket from below.



Misunderstood Rules in HS Basketball

Goal Tending occurs when: a player touches the ball during a try or tap while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight; or an opponent of the free thrower touches the ball outside the cylinder during a free throw attempt.



Misunderstood Rules in HS Basketball

It is impossible to travel, double dribble or carry while taking the ball out for a throw in. We've all seen officials tell athletes they can't move on a throw-in. Why? This is not a rule. You have limitations but you can move. We all need to read the rules. They are good to know

