

CYA Referee Training 2021-2022

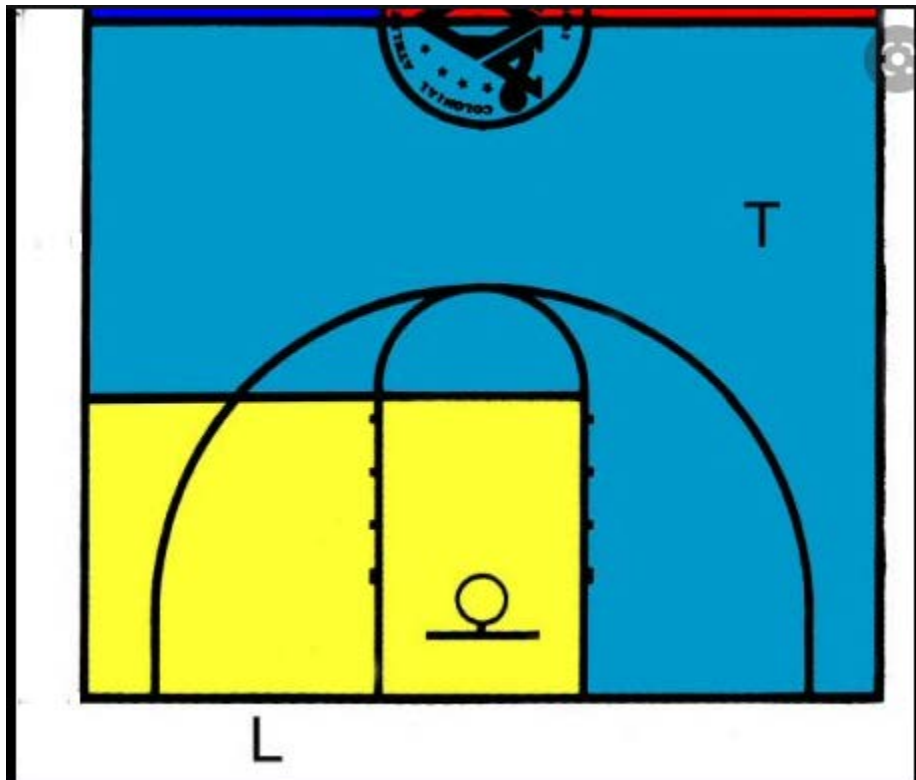
Pre-game topics:

- 1) Be on time, which means 15 MINUTES BEFORE GAME TIME
- 2) Why, to make sure coaches fill out the scorebook, and they get a parent to work the clock and the book (one from each team), so the game can start on time. Discuss the duties for the clock and the book with operators.
- 3) Know the rules for the grade you are reffing, KEEP A COPY OF THE CYA RULES (1 PAGER) WITH YOU. You will need this paper to show the coaches the playing time rules and others, it happens all the time.
- 4) Be professional, it is expected. DO NOT keep cell phone in your pocket (for the alternating possession). Don't be tempted.
- 5) Tuck your shirt in (look the part).
- 6) Pregame- check the kids for any jewelry, watches, earrings, necklaces, bracelets, etc. They need to be removed, because they are a safety hazard. Taping over earrings is not enough, they have to come out.
- 7) No jump balls until 7th grade. Give the ball to the "visiting" team at half court.

8) Game starts with teams going to the basket opposite their bench, switch at half time.

Positioning:

- 1) The “Trail” ref is the one near mid court, trailing the players; the “Lead” is the one under the basket.
- 2) Areas of coverage/responsibility for the Trail (T) and the Lead (L):



You should be watching your area, because if both of you are watching the ball, no one is watching the other 8 players on the floor. But, that doesn't mean that you cannot help your partner, when that is needed, or when nothing is happening in your area.

- 3) Be in good position to see your match ups, be on opposite sides of the floor. Staying moving to see your match ups, the players are moving so should you. Don't get beat down the floor, on fast breaks.
- 4) When administering a throw-in, always be "outside" of the player/the play, so you can see all of the players on the floor. Also, never administer a throw-in under the basket (move to a lane line).
- 5) For a spot throw-in, there is no traveling or dribble rules; the player has an Imaginary space of 3 feet to move within and an infinite amount of space backwards from that spot. Make sure the defender does not reach over the out of bounds line, if they do give them a warning.
- 6) BE PATIENT, wait for your partner to be in position and ready before in bounding any ball. The game runs at YOUR pace.
- 7) If you want your partner to wait for you (when you are discussing an issue with a coach, the table or a player), hold your hand up-palm facing your partner. If you are the partner ALWAYS wait until they are ready.
- 8) During a press: The Trail administers the ball, the Lead should be at about half court to help since many players will be moving on the break.

Hand Signals and Whistling:

- 1) At least one hand should go up ANYTIME you blow your whistle, which stops the clock. A flat hand is for a violation, or out of bounds. A fist is for a foul.
- 2) When administering the ball for a throw-in, your hand should be raised, when the ball is legally touched in bounds you drop your hand, which starts the clock (this should have been explained to the person running the clock).
- 3) Hand signals for fouls, all are on a separate page. Use them, so everyone knows what you have called.
- 4) Calling a foul: Blow your whistle with a raise fist, tell your partner if it is a spot foul or shooting foul, so they know what to do when you are reporting the foul to the table.
- 5) Reporting a foul: Move towards the table, recite COLOR, NUMBER, and FOUL in that order. For the number, use your hands and signal so the scorer can see the number left to right (for them, backwards for you). For the foul, use your hand signals. **SPEAK LOUDLY AND CLEARLY.**
- 6) **BLOW YOUR WHISTLE LOUD!** This will ensure everyone knows play has stopped (the coaches, the clock operator, and the players).

Remember we operate under high school rules established by VHSL (Virginia HS League). College and Professional leagues have many different rules than HS.

IMPORTANT NOTES: At the age groups we are officiating (3rd, 4th and 5th grades), you will see many violations (and fouls), and not all need to be called. If we were to call every violation, and minor foul, a 1 hour game would not be possible. We have to use our best judgement, wisely: (for example) did a player gain a big advantage and/or score because of this violation; did that minor foul cause a turnover or was it hard or violent or to the head? If yes, then call it.

-Remember, we need to be fair and equal for both teams.

-When a call is made, and the player looks confused, explain to them what they did wrong, so they can correct it.

-You and your partner should be calling the game equally, as much as possible.

-COMMUNICATION is very important: talk about a play, foul or violation when needed. Also, talk to the table: how team fouls do we have, how many time outs the teams have remaining, is anyone in foul trouble.

Violations (typical ones you will see):

- 1) Ball goes out of bounds
- 2) Three seconds in the lane
- 3) 10 seconds in the backcourt (use your hand signals to count), the ball is considered as being in the frontcourt after BOTH feet and the BALL have touched the frontcourt (all 3 points of contact).
- 4) Traveling (what really is traveling?)
- 5) Double dribble
- 6) Palming or Carrying the ball (when ball comes to rest in the players hand)
- 7) Kicking the ball
- 8) 5 seconds to inbound the ball (use your hand signals to count)
- 9) We DO NOT call 5 seconds closely guarded until high school
- 10) Ball hits the BACK of the backboard (top, bottom and sides are in bounds) or the structure holding it is out.
- 11) During Free throws:
 - Shooter has 10 seconds to shoot, and cannot touch the FT line or lane.
 - Watch for lane violations by the players in the lane spaces before ball is released.

-Shooter AND PLAYERS NOT ON THE LANE LINES MUST wait for the ball to hit the rim to move into the lane.

-If the ball doesn't hit the rim at all, it a violation on the shooter

-Distracting the shooter (give a warning, and the next time it occurs a Technical foul will be given).

Fouls: Do not guess when it comes to calling fouls, call what you see.

A foul is when illegal contact has occurred. A good rule of thumb is, you have a foul when the offended player's Rhythm, Speed, Balance, or Quickness (RSBQ) has been affected.

Important Note: Not all contact is a foul, INCIDENTAL contact is allowed, and happens when 10 people are moving in a confined space.

HITTING is a foul. Note that, "reaching in" is not a foul. A player can reach without contact being made. There has to be illegal contact.

TRIPPING is a foul, even if it wasn't intentional.

PUSHING is a foul. This can occur under the basket when rebounding, since there is no such call as "over the back", it is a push.

HOLDING (or grabbing) is a foul. When a defender gets beat off the dribble their first instinct is to grab/hold.

Legal Guarding Position (LGP):

(Questions to ask yourself) Did the defensive player get to the spot (of contact) first without contact, have both feet touching the floor, and is he/she facing the opponent. Also, remember the defender CAN move laterally, at an angle or backwards to maintain LGP.

If a defender has established LGP and an offensive player runs into the defender and knocks him/her backwards hard enough to be illegal, then you have a

CHARGING foul.

The defender CANNOT: Extend an arm, shoulder, hip, leg, lean into the path of an opponent, or move into the path of an opponent in the air- these are all

BLOCKING fouls.

NOTE: Blocking and Charging can happen with or without the ball.

The element of **VERTICALITY**, which is when the defender establishes LGP their hands and arms must be straight up to be legal. If contact were to occur when arms are vertical, then it is not a defensive foul. *IF* the defender's arms are not

vertical or they move down onto the offensive player when they are shooting and contact is made, it is foul on the defender.

For players without the ball, remember all players are allowed their space on the floor. So if illegal contact occurs with players without the ball-call it.

SCREENS: Make sure the player has established themselves on the floor before contact, and that they do not move while they are in the act of screening.

SAFETY IS #1

If a player is hurt-**STOP THE GAME IMMEDIATELY.** We do not wait until the play has ended. Player safety is the main concern.

Interacting with the Coaches:

This will likely become a big part of your job. So you need to learn how to deal with coaches effectively. Coaches want to be heard, so let them speak, be a good listener. Hopefully they will ask questions. If they are barking/yelling at you about a play/call/no call, some good responses would be:

“Do you have a question coach?”

“This is what I saw coach...”

“I did not see that coach”

“I will look for that coach”

Deal with the HEAD COACH ONLY. Sometimes ACs get too involved, let them know that only the head coach is to address the officials.

IF any coach is unruly, unsportsman-like, aggressive, abusive etc towards you: A

WARNING can be issued, and is to be placed in the scorebook. Let the coach

know the next issue will be a technical foul. A warning can go a long way, and it really has no penalty. So don't be afraid to use them.

IF the coach's actions happen again or are so improper/abusive (the first time),

then issue a technical foul. A common saying is that “technical fouls usually call themselves”.

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You can contact me via email or text: randy.gulakowski@gmail.com or

703-283-3561, if you have questions.