

YOUR KEYS TO SUCCESS

BLOW YOUR WHISTLE LOUDLY

Don't use your hands to remove the whistle from your mouth.

Make sure everybody on the court can hear it.

Use short sharp whistle blows for all calls.

RUN AT ALL TIMES

Referees must always run when required to keep up with the game.

'Box In' the play, keep 1 referee on either corner of the play.

Learning the idea of 'hustling' to positions.

INBOUND THE BALL AT CORRECT POSITIONS

Ensure referees stand the correct side of players when inbound the ball.

Ensure players take the correct position out of bounds for the throw in.

Keep a minimum 1-meter gap for the player throwing the ball in.

HOW TO SIGNAL A VIOLATION

All violations must be called with a straight arm and open hand.

Then show the appropriate violation signal.

Referees need to make sure their arm isn't bent.

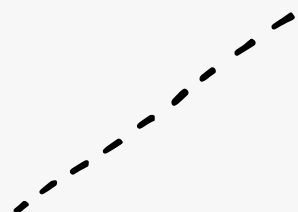
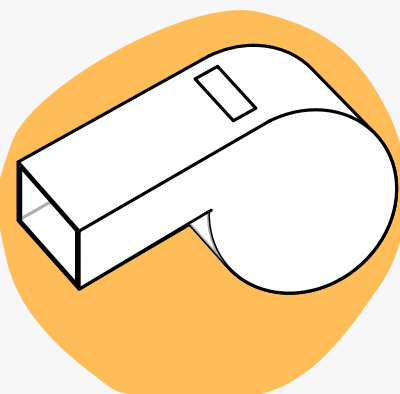
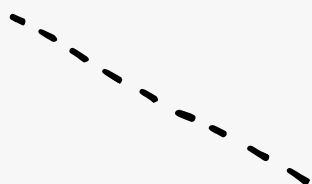
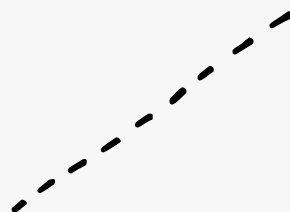
HOW TO SIGNAL A FOUL

All fouls must be called with a straight arm and closed fist.

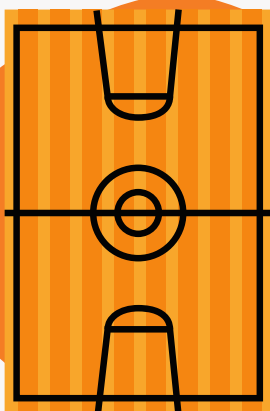
Run to a position to present to the bench.

Present to the bench, in order:

1. Colour
2. Number
3. Foul
4. Outcome



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HOW TO CALL OUT OF BOUNDS

Use the violation signal and whistle at the same time.

Point the direction of play using a straight arm and 1 or 2 fingers.

Say the colour of the team that is due to get the ball.

CALL OBVIOUS FOULS AND VIOLATIONS

Begin to call travels - 10 steps is too many.

Begin to call double dribble - multiple double dribbles need to be called.

Make sure to call heavy contact fouls where players go to the ground.

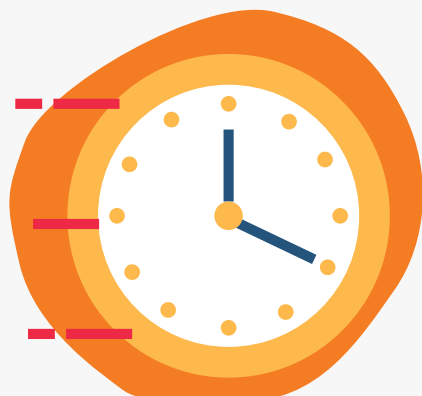


START AND RUN THE GAME ON TIME AND FINISH THE GAME CORRECTLY

Be on the court 1 minute before the start of the game, and call players in to start.

Make sure timeouts are kept to 1 minute long.

Referee until the end, thank scorer's coaches and players, check the score sheet.

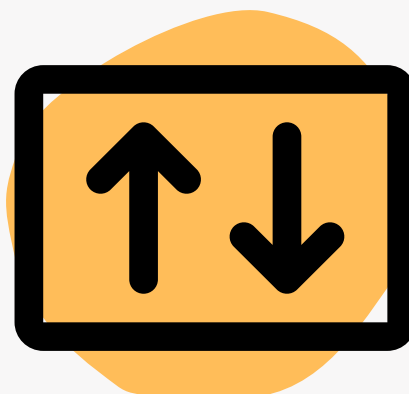


HOW TO CORRECTLY CALL FOR SUBSTITUTIONS AND TIME-OUTS

For subs: use a straight arm with an open hand, then sub, signal, then beckon on.

For time-outs: use a straight arm, then time-out, signal, then point to team.

Use a loud voice: "Sub xyz team" or "Time-out xyz team".



COMMUNICATE WITH PLAYERS HOW TO PLAY THE GAME

Start to tell players where to stand on inbound throw in plays.

Tell the players where to stand for free throw situations.

Start to tell the players what they have done wrong for fouls and violations.



REMEMBER, BE CONFIDENT AND HAVE FUN!