

What is a referee?

A referee is the person of authority in a variety of sports who is responsible for presiding over the game from a neutral point of view and making on-the-fly decisions that enforce the rules of the sport, including sportsmanship decisions such as ejection.

http://en.wikipedia.org/wiki/Referee

How do Sports Codes define a Referee?



FINA

• "The Referee shall be in control of the competition and located in a position so that he can manage the competition and ensure that the Rules are observed."



FIFA

"Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed."

For Referees what are the Key Elements?

- Enforcers of rules
- Enforcing Fair Play
- Keeping Players Safe
- Maintain order.



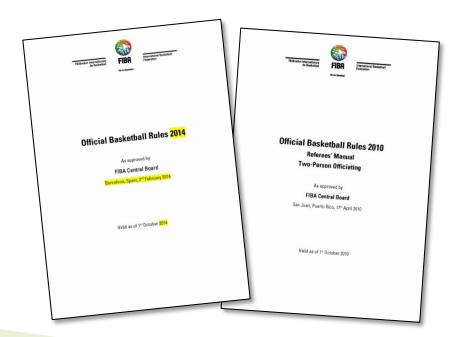




The main role of basketball referee is to make sure there is fair play for all players during the game.



Make sure they know the ins and outs of every section of the rules.



 Calling violations such as travels, double dribbles and three-second violations, as well as determining when a foul has occurred and the appropriate penalties.

- Many violations are cut and dried,
- But fouls are often result of an official's judgment of whether the contact gave an advantage or disadvantage.

Enforce Rules

- A referee is expected to be an objective enforcer of the rules as laid out by the controlling body.
- When an infraction is committed, the referee will stop play by blowing their whistle and penalize the team that violated the rule.
- Common rule violations include committing fouls, dribbling infractions and losing the ball out of bounds.
- The penalties for rule violations vary, but most often involve a loss of possession, or free throws being awarded to the other team.



Maintain Order

- By making decisive and fair calls, the referees attempt to make sure that the game is played in a sportsmanlike manner.
- Even so, a purposefully hard foul or a player engaging in excessive trash talk can turn a basketball game into an all-out brawl.
- If a player continues to display poor sportsmanship, he might be assessed with a technical foul by the referee.
- Two technical fouls in a game leads to a participant's ejection.



Game Flow

- A basketball referee is responsible for keeping the game moving.
- The official will keep track of the length of the timeout and restart play when the timeout has expired.
- Making sure the tempo is the game is maintained.



Player Safety

- Referees make sure players do not wear items that pose a threat to player safety.
- All accessories must be free of sharp or protruding edges.
- If a player is bleeding, officials will immediately remove that player from the game.
- The injured player can return after a cut has been properly dressed and the bleeding contained.



When deciding on a personal contact or violation, the officials shall, in each instance, have regard to and weigh the following fundamental principles:



1. The spirit and intent of the rules and the need to uphold the integrity of the game.



2. Consistency in application of the concept of 'advantage/disadvantage'. The officials should not seek to interrupt the flow of the game unnecessarily in order to penalise incidental personal contact which does not give the player responsible an advantage nor place his opponent at a disadvantage.



3. Consistency in the application of common sense to each game, bearing in mind the abilities of the players concerned and their attitude and conduct during the game.



4. Consistency in the maintenance of a balance between game control and game flow, having a 'feeling' for what the participants are trying to do and calling what is right for the game.



In Summary Referees are charged with:

- neutral point of view
- Enforcer of all the rules
- spirit and intent
- consistency of
 - 'advantage/disadvantage'.
 - common sense to each game,
 - player attitude and conduct
 - game control and flow
- 'feeling' for the game
- calling what is right for the game.



There are 8
Rules and 50
Articles that
make up the
game of
basketball.

May 20 Page 2		FIBA
RULE O	ONE – THE GAME	
Art. 1	Definitions	
RULF T	WO – COURT AND EQUIPMENT	
Art. 2	Court	
Art. 3	Equipment	
	HREE - TEAMS	
Art. 4	Teams	
Art. 5	Players: Injury	
Art. 6	Captain: Duties and powers	
Art. 7	Coaches: Duties and powers	
	•	
	OUR - PLAYING REGULATIONS	
Art. 8	Playing time, tied score and extra periods	
Art. 9	Beginning and end of a period or the game	
Art. 10	Status of the ball	
Art. 11	Location of a player and an official	
Art. 12		
Art. 13		
Art. 14		
Art. 15	Player in the act of shooting	
Art. 16	Goal: When made and its value	
Art. 17 Art. 18	Throw-in	
Art. 19	Substitution	
Art. 20		
Art. 21	Game lost by default	
	IVE - VIOLATIONS	
Art. 22	Violations Player out-of-bounds and ball out-of-bounds	
Art. 23		
Art. 24 Art. 25	Travelling	
Art. 26	3 seconds	
Art. 27		
Art. 28	8 seconds	
Art. 29	24 seconds	
Art. 30	Ball returned to the backcourt	
Art. 31	Goaltending and Interference	
	SIX - FOULS	
Art. 32		
Art. 33		
Art. 34		
Art. 35	Double foul	
Art. 36	Technical foul	
Art. 37 Art. 38	Unsportsmanlike foul	
Art. 38	Disqualifying foulFighting	
Art. 39	rignung	

-600-		
Sept.	FIBA OFFICIAL BASKETBALL RULES 2014 Table of contents	May 2014 Page 3 of 84
RULE S	EVEN - GENERAL PROVISIONS	44
Art. 40	5 fouls by a player	44
Art. 41	Team fouls: Penalty	44
Art. 42	Special situations	44
Art. 43	Free throws	
Art. 44	Correctable errors	47
RULE E	GHT - OFFICIALS, TABLE OFFICIALS, COMMISSIONER: DUTIES	AND POWERS 49
Art. 45	Officials, table officials and commissioner	49
Art. 46	Referee: Duties and powers	
Art. 47	Officials: Duties and powers	50
Art. 48	Scorer and assistant scorer: Duties	
Art. 49	Timer: Duties	
Art. 50	Shot clock operator: Duties	53
A - OFF	CIALS' SIGNALS	55
B - THE	SCORESHEET	63
C - PRO	TEST PROCEDURE	70
D - CLA	SSIFICATION OF TEAMS	71
E - MED	IA TIME-OUTS	76
INDEX	TO THE RULES	77
TABLE	DF DIAGRAMS	
Diagran	n 1 Full size playing court	6
Diagran	n 2 Restricted area	7
Diagran	n 3 2-point/3-point field goal area	8
Diagran	1 4 Scorer's table and substitution chairs	8
Diagran	n 5 Cylinder principle	33
Diagran	n 6 Players' positions during free throws	46

Diagram 13 Bottom of the scoresheet.....

Is there a rank order of rules where some rules are more important?

No there is not!

May 20 Page 2		OFFICIAL BASKETBALL RULES 2014 Table of contents / Table of diagrams	FIBR
Art. 1			
RULE T		EQUIPMENT	
Art. 2			
Art. 3	Equipment		
RULE T	HREE - TEAMS		1
Art. 4	Teams		1
Art. 5	Players: Injury		1
Art. 6		and powers	
Art. 7		and powers	
RULE F	OUR - PLAYING RE	GULATIONS	1
Art. 8	Playing time, tied	d score and extra periods	1
Art. 9	Beginning and e	nd of a period or the game	1
Art. 10		I	
Art. 11	Location of a pla	yer and an official	1
Art. 12		ternating possession	
Art. 13		layed	
Art. 14		II	
Art. 15		of shooting	
Art. 16		e and its value	
Art. 17			
Art. 18			
Art. 19			
Art. 20		feit	
Art. 21		fault	
RULE F	IVE - VIOLATIONS		2
Art. 22	Violations		
Art. 23		unds and ball out-of-bounds	
Art. 24			
Art. 25	Travelling		
Art. 26			
Art. 27		player	
Art. 28			
Art. 29			
Art. 30		the backcourt	
Art. 31		Interference	
Art. 32			
Art. 33		l principles	
Art. 34			
Art. 35			
Art. 36		<i>t</i> 1	
Art. 37		foul	
Art. 38		l	
Art. 39	Fighting		

FI	OFFICIAL BASKETBALL RULES 2014	May 2014	
All we	Table of contents	Page 3 of 84	
RULE SEV	/EN - GENERAL PROVISIONS	44	
Art. 40	fouls by a player	44	
	Team fouls: Penalty		
Art. 42	Special situations	44	
	Free throws		
Art. 44			
RULE EIG	HT - OFFICIALS, TABLE OFFICIALS, COMMISSIONER: DUTIES	AND POWERS 49	
	Officials, table officials and commissioner		
	Referee: Duties and powers		
	Officials: Duties and powers		
	Scorer and assistant scorer: Duties		
	Timer: Duties		
	Shot clock operator: Duties		
A - OFFIC	IALS' SIGNALS	55	
B - THE S	CORESHEET	63	
C - PROTI	EST PROCEDURE	70	
D - CLAS	SIFICATION OF TEAMS	71	
E - <mark>MEDI</mark>	A TIME-OUTS	76	
NDEX TO	THE RULES		
TABLE OI	FDIAGRAMS		
0:	1 Full size playing court		
Diagram '			
Diagram :			
Diagram : Diagram :		ა	
Diagram : Diagram :			
Diagram:	cylinder principle		

Diagram 13 Bottom of the scoresheet.....

Is there an unwritten list of rules where referees turn a blind eye to?

No there is not!

May 20 Page 2		OFFICIAL BASKETBALL RULES 2014 Table of contents / Table of diagrams	FIBR
Art. 1			
RULE T		EQUIPMENT	
Art. 2			
Art. 3	Equipment		
RULE T	HREE - TEAMS		1
Art. 4	Teams		1
Art. 5	Players: Injury		1
Art. 6		and powers	
Art. 7		and powers	
RULE F	OUR - PLAYING RE	GULATIONS	1
Art. 8	Playing time, tied	d score and extra periods	1
Art. 9	Beginning and e	nd of a period or the game	1
Art. 10		I	
Art. 11	Location of a pla	yer and an official	1
Art. 12		ternating possession	
Art. 13		layed	
Art. 14		II	
Art. 15		of shooting	
Art. 16		e and its value	
Art. 17			
Art. 18			
Art. 19			
Art. 20		feit	
Art. 21		fault	
RULE F	IVE - VIOLATIONS		2
Art. 22	Violations		
Art. 23		unds and ball out-of-bounds	
Art. 24			
Art. 25	Travelling		
Art. 26			
Art. 27		player	
Art. 28			
Art. 29			
Art. 30		the backcourt	
Art. 31		Interference	
Art. 32			
Art. 33		l principles	
Art. 34			
Art. 35			
Art. 36		<i>t</i> 1	
Art. 37		foul	
Art. 38		l	
Art. 39	Fighting		

FI	OFFICIAL BASKETBALL RULES 2014	May 2014	
All we	Table of contents	Page 3 of 84	
RULE SEV	/EN - GENERAL PROVISIONS	44	
Art. 40	fouls by a player	44	
	Team fouls: Penalty		
Art. 42	Special situations	44	
	Free throws		
Art. 44			
RULE EIG	HT - OFFICIALS, TABLE OFFICIALS, COMMISSIONER: DUTIES	AND POWERS 49	
	Officials, table officials and commissioner		
	Referee: Duties and powers		
	Officials: Duties and powers		
	Scorer and assistant scorer: Duties		
	Timer: Duties		
	Shot clock operator: Duties		
A - OFFIC	IALS' SIGNALS	55	
B - THE S	CORESHEET	63	
C - PROTI	EST PROCEDURE	70	
D - CLAS	SIFICATION OF TEAMS	71	
E - <mark>MEDI</mark>	A TIME-OUTS	76	
NDEX TO	THE RULES		
TABLE OI	FDIAGRAMS		
0:	1 Full size playing court		
Diagram '			
Diagram :			
Diagram : Diagram :		ა	
Diagram : Diagram :			
Diagram:	cylinder principle		

Diagram 13 Bottom of the scoresheet.....

Referees will be focusing on ensuring this rule is applied.

Uniforms

4.3.1 The uniform of the team members shall consist of:

- Shirts of the same dominant colour front and back.
- All players must tuck their shirts into their playing shorts. 'All-in-ones' are permitted.
- Shorts of the same dominant colour front and back, but not necessarily of the same colour as the shirts. The shorts must end above the knee.

Referees will be focusing on ensuring this rule is applied. Art. 6 Captain: Duties and powers

6.1 The captain ... may communicate in a courteous manner with the officials during the game to obtain information, however, only when the ball becomes dead and the game clock is stopped.

Nothing in the rules about players about being allowed to argue, debate or question rules.

Referees will be focusing on ensuring this rule is applied. Art. 36 Technical foul

36.1 Rules of conduct

36.1.1 The proper conduct of the game demands the full and loyal cooperation of the players and team bench personnel with the officials, table officials and commissioner, if present.

limited to:

Referees will be focusing on ensuring this rule is applied. Art. 36 Technical foul
36.3 Definition
36.3.1 A technical foul is a player non-contact
foul of a behavioural nature including, but not

- Disregarding warnings given by officials.
- Disrespectfully touching the officials, the commissioner, the table officials or the team bench personnel.
- Disrespectfully communicating with the officials, the commissioner, the table officials or the opponents.
- Using language or gestures likely to offend or incite the spectators.

Why then are the following rules not being applied?

Referees' Manual - Two-person officiating

2.1 Arrival at venue

Personal appearance is very important. Officials should take pride in their presentation ...

The official's uniform should be in good condition, clean and properly ironed.

The officials should not wear a wristwatch, wristband or any kind of jewellery during the game.

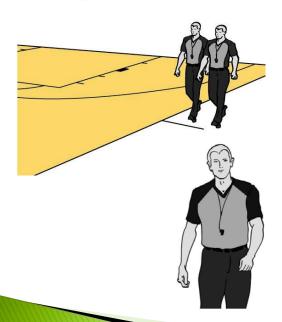
In summary, we want our officials to be professional in their appearance, on and off the playing court.

Professional Appearance

Mechanics Book



20.00 min





FIBA's Best



