



Referee

Guide

Modified

Primary

School Rules



When making decisions, referees should always keep these key principles in mind:

1. Keep the Game Fair and Safe

The main goal is to protect the integrity of the game. Make calls that keep play fair and ensure everyone is safe.

2. Apply Rules Consistently

Be consistent when calling fouls and violations. Players should feel the game is being called fairly for both teams.

3. Use Advantage/Disadvantage Understanding

Not every small bit of contact needs to stop the game. **Only call fouls when a player gains an unfair advantage or the other player is put at a disadvantage.**

4. Let the Game Flow

Avoid calling the game too tightly. If contact is minor and doesn't affect play, allow the game to continue so it stays enjoyable and smooth.

5. Know Your Players and the Level

Consider the age, skill level, and attitude

of the players. Support learning, development, and positive play.

6. Balance Control and Fun

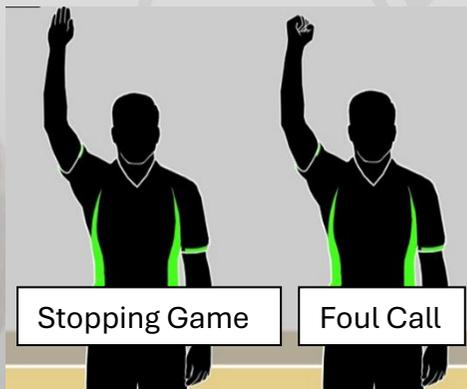
Maintain control of the game without taking away the fun. The goal is a safe, fair, and enjoyable experience for everyone.

Being presentable.

Making sure your T-Shirt is tucked in,
whistle around neck.

Blowing the whistle loud and raising your arm

This is key to getting the attention of the players, coaches and score bench. Raising your arm lets everyone know you have made a call and play must stop.



Being Vocal and using your voice to guide play.

This helps in our primary school competitions as players are new to the sport and may need guidance throughout the game on basic aspects like

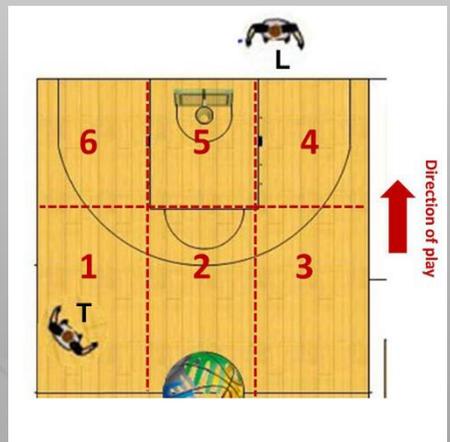
- Where to inbound the ball
- Whose possession it is
- Which way the team is going
- A foul has been called and play needs to stop
- Reminding players to mark their own-coloured bands
- To go back to half court on D Fence

Being vocal in an encouraging way will have a positive impact on the flow of the game.

Standing in the right position on court

This allows you to get the best angle of the play, which helps to make the correct call during the game.

We encourage the refs to stand a little closer to the action so that the players can hear what you are saying.



Travel and Double Dribbles

Within the year 2-4 leagues, **travels and double are very rarely to be called.** The referee can encourage the players to dribble or pass the ball once picked up.

- This is done as the players are still in the very early stages of learning the game
- We want to encourage players being able to get the ball up the court and attempt shots to their best ability, this usually requires the referee to be lenient with travels and double dribbles

Year 5-6 leagues travels and double dribbles are to be called as per regular rules.

- This is done as players are older and more experienced, they should have a fair understanding of this rule.

Foul Calls

Should a player make illegal contact on D fence via

- **Reaching in**
- **Pushing**
- **Blocking**

Once the foul is called you can give the ball back to the team from either the side line or baseline. You do not need to report this to the bench but simply blow the whistle and say for example **“Foul on Red, Yellow ball from the side”**

Free Throw Shooting

Should a player be fouled while they are in-the-act of shooting **(even if the shot goes in)**, that player will be given one free shot from a place designated by the referee. The team of player who was fouled will also receive the ball to throw the ball in from the sideline. The reason for a severe punishment is to “protect the shooter”. We want kids to experience scoring in the basket

Halfway Defence

Rule:

Half court man-to-man defence starts as soon as a team gains possession of the ball in their backcourt, the defensive team must return to halfway.

The referee must constantly be aware of this rule and remind players during the game that they need to head back to halfway. This helps promote flow throughout the game and it allows for a safe zone (the offences backcourt), where basketball can often get messy. It also ensures teams have a clear opportunity to inbound the ball in their back court.

Coloured Bands

The referee must be aware of this rule as it is a vital part of the primary school game. Reminding players to guard and match up with their opponents with the same-coloured band.

- Explain the rule before tipping off
- Ask the players if they know who they are guarding.
- Reminding players on dead balls, after foul calls and stoppages who they are guarding.
- A simple “find your coloured band” or “make sure you mark your own-coloured band” can be said throughout the game.

If a player has successfully disrupted or stolen the ball from a different coloured arm band, you must

- Blow your whistle and stop play
- Explain the reasoning why (“Red stole the ball from Blue”)
- Give the ball back to the same team, from the sideline and continue play

The reason for this rule is:

The game with coloured bands is designed to ensure the game has better spacing. The coloured bands enforce man-to-man defence. It creates the habit of finding their player immediately. Players eventually learn to find their player and know where the ball is. This is the basis of all team defence in basketball. The coloured bands also create a safer environment as players cannot be swarmed by multiple players which can lead to players being overwhelmed or as was often the case, prior to the introduction of the bands, injuries.

When it comes to the arm bands and what players can or can't do can be very subjective and is at the referee's discretion. **We aim to let the game flow (within reason, as it's a running clock)** therefore there may be little infringements that get let go as it does not directly affect the current play and or then cause a disadvantage to the offensive player if called.

The use of screens is part of the game and can be used within the primary school leagues. However blatant over screening by multiple players, moving screens and holding is not allowed, this should be called as an offensive foul.

Blocking or disrupting a player's path towards the hoop on purpose is also not allowed (referee's discretion). **The defensive player with a different coloured arm band may run next to the player but not attempt to steal, block or purposefully disrupt the offences pathway to the hoop.**

Other Rules

- **Running clock:** This allows our Primary and Intermediate School competitions to stay on schedule, while maximising the amount of time basketball is played
All games are 12 min running halves
- **Rolling substitutions:** Substitutes may enter the court to take the place of the player they are substituting for. The new player must not take part in the play until they have been given the coloured band of the player they are swapping for and have put on their wrist.

QR code to the modified rules

