

# **REFEREE GUIDELINES**

in accordance with Surfcoast Basketball Association (SBA) and FIBA rules and guidelines

| PREPARATION      | GUIDELINE  |
|------------------|--|
| Unavailability   | At least 24 hours' notice must be given if unavailable.      |
| Arrival          | At least 10 minutes before start time (20 minutes for VJBL). |
| Game Preparation | Check court is safe. Check equipment and teams are ready.    |
| Last Game        | Return arrows, balls, computer, and paddles to the office.   |
| TIMING           | GUIDELINE  |
| Referee @ Start. | Get the clock, computer, and teams (player lists) ready.     |
| @ Break.         | No referee shooting between games and in game breaks.        |
| @ End.           | Complete on computer, reset scoreboard, setup next game.     |

### **Playing Timing**

| Under 8 – 21 grades | 20 minutes x 2 halves.   |
|---------------------|--|
| Senior grades       | 10 minutes x 4 quarters Men and/or Women.                                  |
| Intervals           | One (1) minute interval of play at end of first/third quarter.             |
|                     | Two (2) minute interval of play between each half.                         |
| Clock Stops         | Clock stops last (1) minute in the second quarter (1 <sup>st</sup> half).  |
|                     | Clock stops last (3) minutes in the fourth quarter (2 <sup>nd</sup> half). |
|                     | Clock stops fourth quarter (2 <sup>nd</sup> half) only for a time-out.     |
| Time-outs           | One (1) time-out during first or second quarter (1 <sup>st</sup> half).    |
|                     | One (1) time-out during third or fourth quarter (2 <sup>nd</sup> half).    |
|                     | Unused time-outs do not carry over to the next period.                     |
|                     | Each time-out shall last one (1) minute.                                   |
| Shot Clock          | Where specified, shot clock will operate as per FIBA rules.                |

#### **REFEREE TIPS**

No walking. Be accountable. Be fair. Be a People Person.





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| UNIFORM   | GUIDELINE  |
|---|--|
| Referee   | Always wear correct uniform. Shirts tucked in. No Jewellery.   |
| Players   | First 3-week grace period then four (4) point penalty per offence.<br>Numbers to be worn are 00, 1 – 99. Properly fix numbers to top.<br>Shorts with pockets, board shorts and leggings not permitted.   |
| BASKETBALLS   | GUIDELINE  |
| Size 5<br>Size 6<br>Size 7  | All Under 8 and 10 Boys and Girls games.<br>All Female and Under 12 and 14 Boys games.<br>All Under 16-, 18- and 21-Men games.   |
| Balls per Court<br>Balls Storage<br>Balls Security<br>Outside Balls | Two balls per court. Give each team a ball for warmup.<br>Place 2 <sup>nd</sup> basketball under score bench during game.<br>Hand basketballs to next set of referees for following game.<br>No outside basketballs permitted in stadium during competition.   |
| SCORING   | GUIDELINE  |
| Scoring Issues<br>No Scorer<br>Forfeit                              | Stop game, resolve issue. 2 <sup>nd</sup> referee not to continue game.<br>2-point penalty per minute – max 10-points – for offending team.<br>20 – 0 will be final score when match is called after 10 minutes.   |
| MISCONDUCT  | GUIDELINE  |
| Behavioural<br>Technical Fouls                                      | Game Incident Report Form must be completed after game and<br>given to Referee Supervisor on the same day of the incident.<br>Incident form available from referee supervisor or SBA website.<br>A Technical foul for hanging on the ring, flopping, reaching over<br>the sideline or delay of game is not a behavioural technical foul. |

### **SBA VALUES** <u>I</u>NCLUSION, <u>R</u>ESPECT, <u>E</u>FFORT, <u>N</u>ETWORK, <u>E</u>NJOYMENT

