

Course Description

Program:

National Officials Certification Program

Course:

Level 1 Basketball Officials Course

Course Objective:

At the completion of the Level 1 basketball officials course, the individual will have the skills and knowledge to referee basketball at the entry level.

Evaluation Process:

CABO National Exam

Standard Assessment Sheet for on-court assessment: 1 game, 1 evaluator

Framework:

The following is a suggested framework for the delivery of a level 1 course. Both timelines and course content are flexible provided that the entire content is covered. Instructors are encouraged to use a variety of teaching methods (group discussions, DVD, power point, Q & A, etc.)

Module

Topics

Session 1 - Classroom

3 hours

Rule Knowledge, Game Management, Court Presence

- Rule 1 – The Game
- Rule 2 – Playing Court
- Rule 3 – Teams
- Rule 4 – Playing Regulations

Session 2 – Classroom

3 hours

Rule Knowledge, Game Management, Court Presence

- Rule 5 – Violations

Session 3 – Classroom

3 hours

Rule Knowledge, Game Management, Court Presence

- Rule 6 – Fouls
- Rule 7 – General Provisions

Session 4 – Classroom/Gym

3 hours

Mechanics Game, Management, Court Presence

- 2 person officiating
- Fitness

Session 5 – Gym

2 hours – 1 game

On-court Assessment

- Rule Knowledge
- Floor Mechanics
- Game Management
- Court Presence

Level 1

It is recommended that the Level 1 course be taught as an introductory course with sessions kept to a maximum of 2 hours. The curriculum is made up of key points that should be discussed using the FIBA rule book as a guide. The power point presentation is made up of these key points as it is not necessary to cover every detail in the rule book. The discussions should elaborate on and further develop other aspects of each key point. For example: when discussing Rule 1 – number of players, the rule indicates 5 players are needed to start the game, but there are possibilities of playing with fewer participants. This is an opportunity to involve the group in related discussions.

Aspects of game management and court presence as specified in the course learning outcomes must be incorporated into each session. For example in Session 1 when discussing the number of players and baskets, emphasis should be made on teams warming up opposite to their bench area. This is an aspect of game management during the pre-game warm up.

In session 2 when discussing traveling, instruction should include signals, communication and dead ball efficiency. Aspects of game management could include clearly indicating the throw in spot and getting the ball back into play without undue delay.

It is recommended that the mechanics session be conducted in the classroom as well as the gym using a 2 hour session period. The power point presentation can be used to introduce the concepts of 2 person mechanics and the gym session to demonstrate the practical application.

Qualification for Level 1 will be based on the applicant receiving a minimum score of 70% on the CABO national exam and receiving a minimum score of 70% on the On-Court Assessment form from a local/provincial evaluator.

Session 1 – Rules

1. Rule 1 – The Game Art. 1 pg. 7
 - a. Number of players
 - i. Each team is required to have 5 players to begin the game
 - ii. They may play with fewer players to finish the game
 - b. Baskets
 - i. The basket attacked by a team is the opponents basket
 - ii. The basket defended by a team is the team's own basket
 - iii. During the pre-game be sure to observe that teams are warming up at the proper basket
2. Rule 2 – Playing Court Art. 2 pg. 7
 - a. Front court/Back court – review diagram of court
 - b. Boundary lines
 - i. Centre Line
 - This division line is part of the back court
 - ii. Free throw lines, restricted area, free throw spaces
 - iii. 3 point field goal area
 - iv. Team bench areas
3. Rule 3 - Teams Art. 4 pg. 12
 - a. Definition
 - i. Players
 - During playing time and eligible to play

- During an interval of play if eligible to play
- ii. Substitutes
 - During playing time is on the bench and eligible to play
 - Becomes a player when beckoned on the court by an official
- b. Uniforms
 - i. Undergarments are to be the same colour as the uniform
- c. Players equipment
 - i. Review equipment approved and unapproved for players to wear/use
 - Observe players during the pre-game warm up to ensure player's equipment is legal, all jewelry is removed etc.
- d. Players injury Art. 5 pg. 12
 - i. When to substitute for injured players
 - ii. If a time out is called, injured player may remain in the game if they have not been substituted for
- e. Coaches Art. 7 pg. 14
 - i. Duties and powers
 - Responsibilities for
 - Scoresheet – starters are to be confirmed 10 minutes prior to game time
 - Time outs
 - Standing – only the Head coach may stand during the game
 - Designating shooters

4. Rule 4 – Playing regulations Art. 8 pg. 16

- a. Playing time
 - i. 4 X 10 minute quarters
 - ii. Overtime is an extension of the 4th quarter
- b. Interval of play
 - i. Prior to the start of the game, between quarters and overtime periods
- c. Status of the ball Art. 10 pg. 17
 - i. Live ball
 - Jump ball – when the ball is legally tapped by a jumper
 - Free throw – when the ball is at the disposal of the shooter
 - Throw in – when the ball is at the disposal of the player taking the throw in
 - ii. Dead ball
 - Ball enters the basket
 - Official blows whistle
 - Horn sounds to end a period
- d. Location of a player and an official Art. 11 pg. 18
- e. Jump ball/Alternating possession Art. 12 pg. 18
 - i. Jump ball to start game
 - ii. A/P arrow to be used for subsequent held balls
 - iii. Discuss jump ball and a/p arrow situations
- f. Team control/Player control Art. 14 pg. 20
 - i. Team control begins when
 - A player is in control of a live ball
 - ii. Team control ends when
 - An opponent gains control of the ball
 - The ball becomes dead
 - The ball has left the player's hand on a shot
- g. Player in the act of shooting Art. 15 pg. 20
 - i. Review

- h. Time out – Art. 18 pg. 23
 - i. Define time out and review situations
- i. Substitution – Art. 19 pg. 24
 - i. Define substitutions and review situations

Session 2 – Rules

- 1. Rule 5 – Violations Art. 22 pg. 27
 - a. Player/ball out of bounds Art. 23 pg. 27
 - i. Definition
 - b. Dribbling Art. 24 pg. 27
 - i. Definition
 - ii. Discuss dribbling infractions
 - c. Travelling Art. 25 pg. 28
 - i. Define pivot foot
 - ii. Discuss traveling infractions

Suggested resource - FIBA DVD Volume 1, item 8
 - d. 3 seconds Art. 26 pg. 29
 - i. Definition
 - ii. Discuss 3 second infractions
 - e. Closely guarded player Art. 27 pg. 29
 - i. Definition
 - ii. Discuss closely guarded situations
 - f. 8 seconds Art. 28 pg. 30
 - i. Definition
 - ii. Discuss 8 second infractions
 - g. 24 seconds Art. 29 pg. 30
 - i. Definition
 - ii. Discuss 24 second infractions

Suggested resource - FIBA DVD Volume 1, item 9
 - h. Ball returned to back court Art. 30 pg. 31
 - i. Definition
 - ii. Discuss infractions
 - i. Goal tending and interference Art. 31 pg. 31
 - i. Definition
 - ii. Discuss infractions

Session 3 – Rules

- 1. Rule 6 – Fouls Art. 32 pg. 34
 - a. Contact Art. 33 pg. 34
 - i. Cylinder principle
 - ii. Principle of verticality
 - iii. Legal guarding position
 - iv. Player with the ball/without the ball
 - v. Airborne player
 - vi. Screening

Suggested resource - FIBA DVD Volume 1, item 2
 - vii. Block/Charge
 - viii. Post Play

Suggested resource - FIBA DVD Volume 1, item 3

Suggested resource - FIBA DVD Volume 1, item 1

- b. Personal foul Art. 34 pg. 38
 - i. Definition
 - ii. Penalty
- c. Double foul Art. 35 pg. 39
 - i. Definition
 - ii. Penalty
- d. Double foul
- e. Unsportsmanlike foul Art. 36 pg. 39
 - i. Definition
 - ii. Penalty

Suggested resource - FIBA DVD Volume 1, item 5

- f. Disqualifying foul Art. 37 pg. 40
 - i. Definition
 - ii. Penalty
 - g. Technical foul Art. 38 pg. 41
 - i. Definition
 - ii. Penalty – Player
 - iii. Penalty – Coach
 - iv. Spectator behaviour
 - 1. Responsibility of site management – not of game officials
2. Rule 7 – General provisions Art. 40 pg. 44
- a. Player fouls
 - i. 5 fouls by a player
 - b. Team fouls
 - i. Bonus situation
 - c. Special situations
 - i. Definition
 - ii. Discuss examples
 - d. Free throws
 - i. Discuss free throw situations
 - ii. Discuss free throw violations
- Suggested resource - FIBA DVD Volume 1, item 7
- e. Correctable errors
 - i. Discuss situations where correctable errors occur
 - ii. Procedures to follow

Session 4 - Mechanics

- 1. Introduction
 - Basketball officiating is comprised of two elements
 - Rule Knowledge
 - FIBA Rule Book
 - Understand the rules and their intent
 - Mechanics
 - FIBA Mechanics Handbook
 - Practical working method to facilitate the role of officiating the game
- 2. Pre-game
 - a. Pre-game duties
 - b. Positioning
- 3. Opening Toss

- a. Responsibilities
 - b. Movement of officials
4. Basic Positioning
 - a. Lead & Trail positions
 - b. Boxing in principle
5. Areas of Responsibility
 - a. Division of court – 6 rectangles
 - b. On ball/Off ball
6. Trail Position
 - a. Ball in back court
 - b. Ball in front court
 - c. Off ball coverage
 - d. Diagrams
7. Lead Position
 - a. Ball in back court
 - b. Ball in front court
 - c. Off ball coverage
 - d. Diagrams
8. Throw-Ins
 - a. Responsibility for lines
 - b. Nearest to point of infraction
 - c. End line throw-in
 - d. Sideline throw-in
9. Signals and Procedures
 - a. Whistle
 - b. Voice
 - c. Stop clock signals
 - d. Violation signals
 - i. Discuss signals
 - ii. Sequence – stop clock, violation, direction of play
 - e. Foul signals
 - i. Discuss signals
 - ii. Sequence – stop clock, point to player's waist, # of free throws
 - iii. Table Administration – colour, number, foul, consequence
 - iv. Switching
 - Review situations when officials switch position and stay the same
 - Calling official becomes Trail
10. Free Throws
 - a. Trail Official responsibilities
 - i. Shooter and players on opposite side
 - ii. 5 second count
 - b. Lead Official responsibilities
 - i. Players on opposite side
11. Time Outs
 - a. Signal
 - b. Pre-game position
12. Substitutions
 - a. Nearest official
 - b. Signal
13. Court presence
 - a. Fitness
 - b. Decisiveness
 - c. Confident demeanor