

Course Description

Program:

National Officials Certification Program

Course:

Level 2 Basketball Officials Course

Course Objective:

At the completion of the Level 2 basketball officials course, the individual will have the skills and knowledge to referee basketball at the intermediate level.

Evaluation Process:

CABO National Exam

Standard Assessment Sheet for on-court assessment: 2 games, 1 evaluator

Framework:

The following is a suggested framework for the delivery of a level 2 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 and 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 and Court Presence

- Rule 5 – Violations

Session 3 – Classroom

3 hours

Rule Knowledge, Game Management and Court Presence

- Rule 6 – Fouls
- Rule 7 – General Provisions

Session 4 – Classroom/Gym

3 hours

Mechanics, Game Management and Court Presence

- 2 person officiating
- Fitness

Session 5 – Gym

4 hours – 2 games

On-court Assessment

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

Level 2

It is recommended that the Level 2 course be offered to officials that have achieved Level 1 certification and have a minimum of 1 year of officiating experience. The sessions should be 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. 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 2 when discussing traveling, instruction should include signals, communication and dead ball efficiency.

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 review the concepts of 2 person mechanics and the gym session to demonstrate the practical application. At level 2, discussion of mechanics should emphasize both primary and secondary coverage responsibilities. An official's secondary area of responsibility is his/her partner's primary area. Particular attention should be paid at level 2 to the importance of obtaining the best angle to see the spaces between players.

Qualification for Level 2 will be based on the applicant receiving a minimum score of 80% on the CABO national exam and receiving a minimum score of 80% on each of the 2 On-Court Assessment forms from a local/provincial evaluator.

Session 1 – Rules

1. Rule 1 – The Game Art. 1 pg. 7
 - a. Number of players
 - b. Baskets
2. Rule 2 – Playing Court Art. 2 pg. 7
 - a. Front court/Back court – review diagram of court
 - b. Assessment of safety
 - c. Boundary lines
 - i. Centre Line
 - 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
 - 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
 - Score sheet
 - Time outs
 - Standing
 - 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
 - Free throw
 - Throw in
 - ii. Dead ball
 - Ball enters the basket
 - Official blows whistle
 - Horn sounds to end period
 - Ball in the air on a try for goal
 - d. Location of a player and an officials Art. 11 p. 18
 - e. Jump ball/Alternating possession Art. 12 p. 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

Suggested resource FIBA Casebook
 - f. Team control/Player control Art. 14 p. 20
 - g. Player in the act of shooting Art. 15 p. 20
 - h. Time out – Art. 18 pg. 23
 - i. Substitution – Art. 19 pg. 24

Session 2 – Rules

- 5. Rule 5 – Violations Art. 22 p. 27
 - a. Player/ball out of bounds Art. 23 p. 27
 - b. Dribbling Art. 24 p. 27
 - i. Discuss dribbling infractions
 - c. Traveling Art. 25 p. 28
 - i. Define pivot foot

- ii. Discuss traveling infractions
Suggested resource - FIBA DVD Volume 1, item 8
- d. 3 seconds Art. 26 p. 29
 - i. Discuss 3 second infractions
- e. Closely guarded player Art. 27 p. 29
 - i. Discuss closely guarded situations
- f. 8 seconds Art. 28 pg. 30
 - i. Discuss 8 second infractions
- g. 24 seconds Art. 29 pg. 30
 - i. Discuss 24 second infractions
Suggested resource - FIBA DVD Volume 1, item 9
- h. Ball returned to back court Art. 30 p. 31
 - i. Discuss infractions
- i. Goal tending and interference Art. 31 p. 31
 - i. Discuss infractions

Session 3 – Rules

- 6. Rule 6 – Fouls Art. 32 p. 34
 - a. Advantage/Disadvantage Art. 47.3
 - b. Contact Art. 33 p. 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
Suggested resource - FIBA DVD Volume 1, item 3
 - viii. Post Play
Suggested resource - FIBA DVD Volume 1, item 1
 - c. Personal foul Art. 34 pg. 38
 - i. Definition
 - ii. Penalty
 - d. Double foul Art. 35 pg. 39
 - i. Definition
 - ii. Penalty
 - 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
 - Responsibility of site management – not of game officials

7. Rule 7 – General provisions Art. 40 pg. 44
 - a. Player fouls
 - i. 5 fouls by a player
 - b. Team fouls
 - i. Penalty
 - ii. Exceptions (Team control, Unsportsmanlike, Disqualifying, Technical)
 - 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
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
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
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
 - 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