

Course Description

Program:

National Officials Certification Program

Course:

Level 3 Basketball Officials Course

Course Objective:

At the completion of the Level 3 basketball officials course, the individual will have the skills and knowledge to referee basketball at the Varsity/Junior College level.

Evaluation Process:

CABO National Exam

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

Framework:

The following is a suggested framework for the delivery of a level 3 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 5 - Violations

Session 2 – Classroom

3 hours

Rule Knowledge, Game Management and Court Presence

- Rule 6 - Fouls
 - Contact
 - Perimeter Play

Session 3 – Classroom

3 hours

Game Management and Court Presence

- Rule 6 –Fouls
 - Post Play
 - Bench Decorum

Session 4 – Classroom/Gym

3 hours

Mechanics, Game Management and Court Presence

- 3 person officiating

Session 5 – Gym

4 hours – 2 games

On-court Assessment

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

Level 3

It is recommended that the Level 3 course be offered to officials that have achieved Level 2 certification and have a minimum 3 years of officiating experience. The sessions should be kept to a maximum of 2.5 hours.

The curriculum is made up of key points that should be discussed using the FIBA rule book as a guide. The power point presentations are 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

At level 3, 3-person mechanics are introduced. It is recommended that the mechanics session be conducted in the classroom as well as the gym using a 2 - 3 hour session period. The power point presentation can be used to review the concepts of 3 person mechanics and the gym session to demonstrate the practical application.. The discussion of mechanics should emphasize both primary and secondary coverage responsibilities for all 3 positions. Emphasis on working as a crew and communication should be discussed at each session. Particular attention should be paid at level 3 to the importance of obtaining the best angle to see the spaces between players.

Qualification for Level 3 will be based on the applicant receiving a minimum score of 86% on the CABO national exam and receiving a minimum score of 86% on each of the 2 On-Court Assessment forms by a local/provincial evaluator.

Session 1 – Rules

1. Rule 5 – Violations Art. 22 p. 27
 - a. Dribbling Art. 24 p. 27
 - i. Discuss dribbling infractions
 - ii.
 - b. Traveling Art. 25 p. 28
 - i. Discuss traveling infraction
 - ii.
Suggested resource - FIBA DVD Volume 1, item 8
 - c. 3 seconds Art. 26 p. 29
 - i. Discuss 3 second infractions
 - ii.
 - d. Closely guarded player Art. 27 p. 29
 - i. Discuss closely guarded situations
 - ii.
 - e. 8 seconds Art. 28 pg. 30
 - i. Discuss 8 second infractions
 - ii.
 - f. 24 seconds Art. 29 pg. 30
 - i. Discuss 24 second infractions
 - ii.
Suggested resource - FIBA DVD Volume 1, item 9
 - g. Ball returned to back court Art. 30 p. 31
 - i. Discuss infractions
 - ii.
 - h. Goal tending and interference Art. 31 p. 31
 - i. Discuss infractions
 - ii.

Session 2 – Rules

1. Rule 6 – Fouls Art. 32 p. 34

- a. Contact
 - Power Point Presentation
 - i. Cylinder principle
 - ii. Principle of verticality
 - iii. Screening
 - Suggested resource - FIBA DVD Volume 1, item 2
 - iv. Block/Charge
 - Suggested resource - FIBA DVD Volume 1, item 3
 - v. Post Play
 - Suggested resource - FIBA DVD Volume 1, item 1
- b. Perimeter Play
 - i. Guarding/Screening principles
 - ii. Contact with the dribbler
 - iii. Backcourt press situation
 - iv. Front court
 - a. On ball
 - b. Off ball
 - c. Cutters
 - d. Screens

Session 3 – Rules

1. Rule 6 – Fouls Art. 32

- a. Post Play
 - Power Point Presentation

- i. Definition of Post Player
 - ii. Keys to officiating Post Play
 - iii. Dislodging/Displacing
 - iv. Contact in the post
 1. Backing down
 2. Bumping/chucking
 3. Hooking/arm wrap
- b. Bench Decorum/Behaviour
Power Point Presentation
1. Definition
 2. Coach communication
 3. Bench conduct
 4. Player communication
 5. Communication with minor officials
 6. Flopping
 7. Fighting
 8. Time outs
 9. Substitutions

Session 4 – Mechanics

1. Introduction

a. Terminology

- Ball-side
- Lead, Centre, Trail
- Table side

- Opposite side
 - Rotation: change of position during live ball
 - Strong side: side of front court where L is located
 - Weak side: side of front court where L is not located
 - Switch: change in position during dead ball caused by a foul being called
2. Basic Concepts
 - a. Teamwork
 - b. Respect
 - c. Patience
 - d. Communication
 3. Pre-game
 - a. Pre-game duties
 - b. Positioning
 4. Opening Toss
 - a. Responsibilities
 - b. Movement of officials
 - R
 - U1
 - U2
 5. Areas of Responsibility
 - Lead
 - Trail
 - Center
 6. Rotation
 7. Transition
 8. Pressing
 9. Throw Ins
 - a. End Lines
 - b. Side Lines
 - c. Back court
 10. Shot coverage
 - a. Responsibilities
 11. 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
 12. Switching positions following a foul
 - a. Discuss play situations
 13. Free Throws
 - a. Trail Official responsibilities
 - i. Players outside 3 point area
 - ii. Substitutes
 - b. Lead Official responsibilities

- i. Administer free throws
 - ii. Players in lane spaces – opposite side
 - c. Center Official responsibilities
 - i. Signal # of free throws
 - ii. Shooter
 - iii. Players in lane spaces – opposite side

14. Time Outs

- a. Signal
 - i. Discuss procedure
- b. Pre-game position
 - i. Discuss game management ideas
 - 1. What is the game situation

15. Substitutions

- a. Nearest official
- b. Signal

16. Court presence

- a. Fitness
- b. Decisiveness
- c. Confident demeanor

Hand out – “Understanding 3 person mechanics”