



CANADIAN ASSOCIATION OF BASKETBALL OFFICIALS  
ASSOCIATION CANADIENNE DES ARBITRES DE BASKET-BALL

# National Officials Certification Program



## Acknowledgements

Canada Basketball and the Canadian Association of Basketball Officials gratefully acknowledge the following individuals who have created this National Officials Certification Program:

Jim Cervo – Chairman, National Education Officer, CABO

Paul Deshaies – National Interpreter, CABO

Fred Horgan – FIBA Technical Commissioner

Mike MacKay – Manager of Coach Education and Development, Canada Basketball

Ted Montgomery – Interpreter, Ontario Association of Basketball Officials

Bryan Nicurity – Former President, CABO

Jim Walsh – Vice President, CABO

Canada Basketball and the Canadian Association of Basketball Officials also acknowledge the following organizations:

Sport Canada

The International Basketball Federation (FIBA) for permission to include various copyrighted materials; and

Basketball Australia for providing its Referee Grading Matrix as a model for this document.

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Printed in Canada

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## **Introduction**

The National Officials Certification Program is a cooperative effort between Canada Basketball and the Canadian Association of Basketball Officials. In 2007 a steering committee was organized to put together the framework and curriculum for this program. The purpose is to assist in the education and development of officials. The program consists of 5 levels, 3 of which are administered by the Provincial Association, 1 by CABO and 1 by FIBA. Certification is not a requirement to officiate. However, CABO and Canada Basketball strongly encourage all officials to become certified.

The essence of the program is contained in the core outcomes:

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

This document contains the curriculum and associated material for the National Officials Certification Program. The textbooks for this course will be the FIBA Official Basketball Rules 2008, FIBA Official Basketball Rules 2008 – Official Interpretations and the FIBA Referees Manual Two Person Officiating (with Canadian amendments) and Three Person Officiating.

### **General Section**

This Section contains:

1. General Information – outlines course sections, course design, course provider, course administration for each level and certification requirements
2. Program Description – an overview of expected core outcomes including the criteria, evidence and measurement for each level
3. Course Sessions – describes the sessions to be presented
4. Standard Assessment Form - on-court evaluation template



## **General Information**

**Program Name: National Officials Certification Program**

**Courses: There are 5 courses, Level 1 to Level 5**

### **Course Sections**

1. Levels 1, 2 and 3 consists of three sections: Rule Knowledge, Officiating Mechanics, On-court Assessment
2. On successful completion of all three components at each level, a candidate will be recognized as a certified Level 1, Level 2, or Level 3 Basketball Official
3. Level 4 (TBD)
4. Level 5 consists of FIBA international certification

### **Course Design**

Levels 1 to 4 have been designed and developed by Canada Basketball and the Canadian Association of Basketball Officials.

Level 5 is the FIBA international certification course.

At each successive level, officials are expected to learn and demonstrate additional skills and a higher level of competency.

### **Course Provider**

The courses for levels 1 to 3 shall be provided by local referee organizations within each province, with the approval and support of the provincial officiating associations.

The course for level 4 shall be provided by CABO national instructors.

The course for level 5 shall be provided by FIBA international instructors.

### **Course Administration**

The instructor shall be a qualified educator/evaluator approved by the appropriate association or authority.

### **Certification**

The candidate must successfully achieve the learning outcomes of each module as assessed by the CABO national exam and on-court observation according to the standard required at each level.

### **Re-certification**

All officials shall re-certify no later than 12 months following October 1<sup>st</sup> after each summer Olympic Games. In order to re-certify, an official shall pass the CABO national exam according to the standard required at each level.

### **Reference Material**

Reference material shall include, but not be limited to, course notes, rulebooks, casebooks, mechanics books, instructional DVD's, Power Point presentations and selected videos.

Details of specific course content and required learning outcomes are in the course description for each level.

# National Officials Certification Program

## Level 1

### **Core Outcomes**

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

### **I. Rule Knowledge**

#### A. Criteria

1. Demonstrated technical competency on written test
2. Applied technical knowledge in game situations

#### B. Evidence

1. Achieved the national standard on written test
2. Ability to detect and rule on infractions

#### C. Measurement

1. Achieved a score of 70% on the CABO national exam
2. Achieved a score of 70% accuracy in detecting/ruling on infractions in game situation(s)

### **II. Floor Mechanics**

#### A. Criteria

1. Movement, positioning and primary responsibility
2. Communication (whistles, voice, etc.)
3. Procedures (fouls, violations, resumption of play, etc.)

#### B. Evidence

1. Movement, positioning and primary responsibility
  - Demonstrates proper use of lead/trail mechanics
  - Seeks optimal position from which to observe whole play
2. Communication
  - Blows the whistle strongly and sharply
  - Communicates verbally and clearly to partners, table officials, players and coaches
  - Uses approved signals as required
3. Procedures
  - Follows approved procedure for resumption of play after a foul
  - Follows approved procedure for resumption of play after a violation
  - Follows approved procedure for resumption of play after substitution
  - Follows approved procedure for resumption of play after time-out

#### C. Measurement

1. Movement, positioning and primary responsibility
  - Five 4-point sliding scales measuring: a) movement, positioning and primary responsibility.

Seldom	Always
1	2 3 4

- Candidates must achieve a total score of 14 or better out of a possible 20.

## 2. Communication

- Three 4-point sliding scales measuring: (a) whistle, (b) voice, and (c) signals.

Seldom	Always
1 2	3 4

- Candidates must achieve a total score of 7 or better out of a possible 12.

## 3. Procedures

- Four 4-point sliding scales measuring: (a) fouls, (b) violations, (c) substitutions and, (d) time-outs.

Seldom	Always
1 2	3 4

- Candidates must achieve a total score of 9 or better out of a possible 16.

## III. Game Management

### A. Criteria

1. Game administration
2. Teamwork
3. Game awareness

### B. Evidence

#### 1. Game administration

- Safety
  - Is alert to possible safety hazards
  - Takes appropriate action to eliminate safety hazards
  - Follow appropriate procedures in case of injury
- Is punctual
- Participates in a pre-game conference with partner
- Ensures that table officials are prepared to perform their tasks
- Facilitates an efficient flow of the game by:
  - Promptly resuming play following dead ball periods

#### 2. Teamwork

- Communicates clearly with partner
- Communicates clearly with table officials
- Avoids improperly making decisions in partner's primary area
- Supports partner

#### 3. Game awareness

- Alertness to:
  - Game clock
  - Shot clock
  - End of period
  - Last two minutes of play
  - Time-out requests
  - Substitution requests and restrictions
  - Correctly identifying shooter in free throw situations
  - Changes in the intensity and/or pace of play
  - Emotional state of players, coaches and self

### C. Measurement

- Three 4-point sliding scales measuring: (a) game administration, (b) teamwork, and (c) game awareness.

Seldom				Always
1	2	3	4	

- Candidates must achieve a total score of 7 or better out of a possible 12.

#### **IV. Court Presence**

##### A. Criteria

1. Physical Appearance
2. Physical Conditioning
3. Body Language
4. Decisiveness
5. Rapport With Participants

##### B. Evidence

1. Physical Appearance
  - Wears proper uniform
  - Is well-groomed
2. Physical Conditioning
  - Is able to meet required physical demands for duration of the game
    - Quickness
    - Endurance
3. Body Language
  - Exudes enthusiasm and involvement
  - Remains engaged for entire game
4. Decisiveness
  - Exudes confidence without arrogance (refer also to *Floor Mechanics: communication*)
  - Makes decisions without undue delay
5. Rapport With Participants
  - Demonstrates positive interaction with coaches and players at appropriate times

##### C. Measurement

- Five 4-point sliding scales measuring: (a) physical appearance, (b) physical conditioning, (c) body language, (d) decisiveness, and (e) rapport with participants.

Seldom				Always
1	2	3	4	

- Candidates must achieve a total score of 11 or better out of a possible 20.

#### **Level 2**

## Core Outcomes

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

### 1. Rule Knowledge

#### A. Criteria

1. Demonstrated technical competency on written test
2. Applied technical knowledge in game situations

#### B. Evidence

1. Achieved the national standard on written test
2. Ability to detect and rule on infractions

#### C. Measurement

1. Achieved a score of 80% on the CABO national exam
2. Achieved a score of 80% accuracy in detecting/ruling on infractions in game situation(s)

### II. Floor Mechanics

#### A. Criteria

1. Movement, positioning and primary/secondary responsibility
2. Communication
3. Procedures

#### B. Evidence

1. Movement, positioning and primary/secondary responsibility
  - Demonstrates proper use of lead/trail mechanics
  - Obtains optimal position from which to observe whole play
2. Communication
  - Competently blows the whistle strongly and sharply
  - Competently communicates verbally and clearly to partners, table officials, players and coaches
  - Competently uses approved signals as required
3. Procedures
  - Competently follows approved procedure for fouls
  - Competently follows approved procedure for violations
  - Competently follows approved procedure for substitutions
  - Competently follows approved procedure for time-outs
  - Competently follows approved procedure for resumption of play

#### C. Measurement

1. Movement, positioning, and primary/secondary responsibility
  - Five 4-point sliding scales measuring: a) movement, positioning and primary/secondary responsibility

Seldom	Always
1	2 3 4

- Candidates must achieve a total score of 15 or better out of a possible 20

#### 2. Communication

- Three 4-point sliding scales measuring: (a) whistle, (b) voice, and (c) signals.

Seldom				Always
1	2	3	4	

- Candidates must achieve a total score of 9 or better out of a possible 12.

### 3. Procedures

- Four 4-point sliding scales measuring: (a) fouls, (b) violations, (c) substitutions and, (d) time-outs.

Seldom				Always
1	2	3	4	

- Candidates must achieve a total score of 12 or better out of a possible 16.

## **III. Game Management**

### A. Criteria

1. Game administration
2. Teamwork
3. Game awareness

### B. Evidence

1. Game administration
  - Safety
    - Is alert to possible safety hazards
    - Takes appropriate action to eliminate safety hazards
    - Follows appropriate procedures in case of injury
  - Is punctual
  - Participates in a pre-game conference with partner
  - Ensures that table officials are prepared to perform their tasks
  - Facilitates an efficient flow of the game by:
    - Interrupting only when necessary
    - Capably administering dead ball periods
    - Promptly resuming play following dead ball periods
2. Teamwork
  - Communicates clearly with partner
  - Communicates clearly with table officials
  - Assists and supports table officials
  - Avoids improperly making decisions in partner's primary area
  - Supports and encourages partner
3. Game awareness
  - Alertness to:
    - Game clock
    - Shot clock
    - End of period
    - Last two minutes of play
    - Alternating possession
    - Emotional state of players, coaches, partner and self
    - Player fouls
    - Team fouls
    - Time-out requests
    - Substitution requests and restrictions
    - Correctly identifying shooter in free throw situations

- Changes in the intensity and/or pace of play
- Conflict Prevention and Resolution
- Takes appropriate steps to diffuse potential conflicts
- Handles conflict calmly
- Administers appropriate penalties competently

C. Measurement

- Four 4-point sliding scales measuring: (a) game administration, (b) teamwork, (c) game awareness and, (d) game control.

Poor				Excellent
1	2	3	4	

- Candidates must achieve a total score of 12 or better out of a possible 16.

## IV. Court Presence

A. Criteria

1. Physical Appearance
2. Physical Conditioning
3. Body Language
4. Decisiveness
5. Rapport With Participants

B. Evidence

1. Physical Appearance
  - Wears proper uniform
  - Is well-groomed
  - Appears physically fit
2. Physical Conditioning
  - Is able to meet required physical demands for duration of the game
    - Quickness
    - Endurance
3. Body Language
  - Exudes enthusiasm and involvement
  - Remains engaged for entire game
  - Is non-confrontational
4. Decisiveness
  - Exudes confidence without arrogance (refer also to *Floor Mechanics: communication*)
  - Makes decisions without undue delay
5. Rapport With Participants
  - Demonstrates positive interaction with coaches and players at appropriate times

C. Measurement

- Five 4-point sliding scales measuring: (a) appearance, (b) physical conditioning, (c) body language, (d) decisiveness, and, (e) rapport with participants.

Poor				Excellent
1	2	3	4	

- Candidates must achieve a total score of 13 or better out of a possible 20.

## **Level 3**

### **Core Outcomes:**

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

### **1. Rule Knowledge**

#### A. Criteria

1. Demonstrated technical competency on written test
2. Applied technical knowledge in game situations

#### B. Evidence

1. Achieved the national standard on a written test
2. Ability to detect and rule on infractions

#### C. Measurement

1. Achieved a score of at least 86% on a CABO national exam
2. Achieved a score of at least 86% accuracy in detecting/ruling on infractions in game situation(s)

### **II. Floor Mechanics**

#### A. Criteria

1. Movement, positioning, and primary/secondary responsibility
2. Communication
3. Procedures

#### B. Evidence

1. Movement, positioning, and primary/secondary responsibility
  - Demonstrates proper and efficient use of floor mechanics
  - Obtains optimal position from which to observe whole play
2. Communication
  - Efficiently blows the whistle strongly and sharply
  - Efficiently communicates verbally and clearly to partners, table officials, players and coaches
  - Efficiently uses approved signals as required
3. Procedures
  - Efficiently follows approved procedure for fouls and resumption of play
  - Efficiently follows approved procedure for violations and resumption of play
  - Efficiently follows approved procedure for substitutions and resumption of play
  - Efficiently follows approved procedure for time-outs and resumption of play

#### C. Measurement

1. Movement, positioning, and primary/secondary responsibility
  - Five 4-point sliding scales measuring: a) movement, position, and primary/secondary responsibility

Seldom	Always
1	2 3 4

- Candidates must achieve a total score of 15 or better out of a possible 20

## 2. Communication

- Three 4-point sliding scales measuring: (a) whistle, (b) voice, and (c) signals.

Seldom	Always
1 2	3 4

- Candidates must achieve a total score of 9 or better out of a possible 12.

## 3. Procedures

- Four 4-point sliding scales measuring: (a) fouls, (b) violations, (c) substitutions and, (d) time-outs.

Seldom	Always
1 2	3 4

- Candidates must achieve a total score of 12 or better out of a possible 16.

## **III. Game Management**

### A. Criteria

1. Game administration
2. Teamwork
3. Game awareness
4. Game control

### B. Evidence

#### 1. Game administration

- Safety
  - Is alert to possible safety hazards
  - Takes appropriate action to eliminate safety hazards
  - Follows appropriate procedures in case of injury
- Is punctual
- Conducts an efficient pre-game conference with partner
- Ensures that table officials are performing their tasks
- Facilitates an efficient flow of the game by:
  - Interrupting only when necessary
  - Efficiently administering dead ball periods
  - Promptly resuming play following dead ball periods

#### 2. Teamwork

- Communicates effectively with partner
- Communicates effectively with table officials
- Assists, supports and (where necessary) instructs table officials
- Avoids improperly making decisions in partner's primary area
- Provides leadership

#### 3. Game awareness

- Alertness to
  - Game clock
  - Shot clock
  - End of period
  - Last two minutes of play
  - Alternating Possession
  - Team fouls
  - Player fouls
  - Emotional state of players, coaches, self

- Time-out requests
- Substitution requests and restrictions
- Correctly identifying shooter in free throw situations
- Changes in the intensity and/or pace of play

#### 4. Game Control

- Proper administration of
  - Bench decorum
  - Situations off the court affecting the game
- Conflict Prevention and Resolution
  - Takes appropriate steps to diffuse potential conflicts
  - Handles conflict calmly
  - Administers appropriate penalties efficiently

#### C. Measurement

- Four 4-point sliding scales measuring: (a) game administration, (b) teamwork, (c) game awareness and, (d) game control.

Poor				Excellent
1	2	3	4	

- Candidates must achieve a total score of 12 or better out of a possible 16.

### **IV. Court Presence**

#### A. Criteria

1. Physical Appearance
2. Physical Conditioning
3. Body Language
4. Decisiveness
5. Rapport With Participants

#### B. Evidence

- a. Physical Appearance
  - Wears the proper uniform
  - Is well-groomed
  - Looks to be physically fit
- b. Physical Conditioning
  - Is able to meet required physical demands for duration of the game
    - Quickness
    - Endurance
- c. Body Language
  - Exudes enthusiasm and involvement
  - Remains engaged for entire game
  - Is non-confrontational
- d. Decisiveness
  - Exudes confidence without arrogance (refer also to *Floor Mechanics: communication*)
  - Makes decisions without undue delay
- e. Rapport With Participants
  - Demonstrates positive interaction with coaches and players at appropriate times

f. Measurement

- Five 4-point sliding scales measuring: (a) appearance, (b) physical conditioning, (c) body language, (d) decisiveness, and, (e) rapport with participants.

Poor				Excellent
1	2	3	4	

- g. Candidates must achieve a total score of 13 or better out of a possible 20.

## 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

**The following are key points that should be discussed. The discussions should elaborate on and further develop other aspects of each key point. For example: 5 players are required 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 2 when discussing traveling, instruction should include signals, communication and dead ball efficiency.**

### 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
  - 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
2. Rule 2 – Playing Court Art. 2 pg. 7
  - a. Front court/Back court – review diagram of court
  - b. 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
        - Scoresheet

- 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 4<sup>th</sup> 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
- d. Location of a player and an officials 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 – hand out
- f. Team control/Player control Art. 14 pg. 20
  - i. Discuss when team control begins and ends
- 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 – hand out

## Session 2 – Rules

5. 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

6. 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
      - Suggested resource - FIBA DVD Volume 1, item 3
    - viii. Post Play
      - 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. Unsportsmanlike foul Art. 36 pg. 39
    - i. Definition
    - ii. Penalty
      - Suggested resource - FIBA DVD Volume 1, item 5
  - e. Disqualifying foul Art. 37 pg. 40
    - i. Definition
    - ii. Penalty
  - f. 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. 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
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

## Session 5 – On-court Assessment

### Foreword

The National Official Certification Program defines five levels at which basketball officials may progress during their career. The criteria to qualify for Levels 1 to 3 are described in terms of observable outcomes in the following areas: rule knowledge, floor mechanics, game management, and court presence. The “Assessment tool” should be used by evaluators when they are called upon to assess the performance of officials applying for certification within the national program. It can also be used for observing officials and to provide feedback in a training environment.

### Using the assessment tool

1. When an official is being evaluated to obtain his Level 1 accreditation, he should be observed by one assessor
2. If more than one official is being evaluated in the same game, there should be one evaluator for each candidate
3. Using the tool requires constant and undivided attention on the part of the evaluator. If possible, having a “spotter” to assist in observing is recommended
4. It would be wise for potential evaluators to practice with the tool before using it to assess a candidate for accreditation
5. The tool is made of two distinct parts
  - a. Part 1 is used to evaluate rule knowledge and application by charting and evaluating decisions (calls and no-calls) made by the official as the game progresses
  - b. Part 2 is used to globally assess performance in the areas of floor mechanics, game management, and court presence.
    - i. The criteria in each area are defined in terms of observable behaviours to be produced by the official.
    - ii. Performance on each item is scored on a 4-point sliding scale, 1 representing a behaviour seldom shown by the candidate and 4 representing a behaviour always or consistently executed by the official during the course of the game

### Guidelines

#### Part 1:

1. Spaces are provided to record the time of the event and to check-mark the nature (contact or violation) of the decision which can be a call or a no-call and if the decision was correct or incorrect. Space is also provided for narrative comments on the decision.
2. All fouls and violations called by the official evaluated should be recorded and rated as correct or incorrect
3. No-calls (contact or violation) should only be recorded if the decision not to make a call occurs in a significant situation or, in other words, when the decision has an impact on the game. In laymen’s terms, should be charted those no-calls which normally would trigger a “*Good no-call!*” or “*Ah, should have called that!*” reaction.
4. At the end of the game, a percentage of correct decisions should be computed over the total number of decisions recorded

## Part 2:

1. Each aspect in each area bears a description of the behaviours that the official should demonstrate over the course of the game.
2. Using a scale from 1 (Seldom) to 4 (Always), the evaluator must give a global assessment of the relative frequency at which each behaviour is produced.
3. In each category, a global score is computed.
4. The form indicates the minimum total score that must be obtained to reach a passing mark.

## **Game Requirements**

The minimum requirement for assessment for each candidate is one (1) game observed by one (1) evaluator

## 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

**The following are key points that should be discussed. 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.**

### 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 4<sup>th</sup> 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

**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.**

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



