

BASKETBALL REFEREE CUE CARDS

School rules version: check FIBA or your league for full rules.



LEARNING GOAL

I can make a clear, fair call as a pupil referee.

SUCCESS CRITERIA

- ☐ I can name the rule that was broken. ☐ I can show the matching signal. ☐ I can say how play restarts.



1 Travelling

VIOLATION

Holding the ball, you may pivot on one foot, but you cannot walk or run with it without dribbling.



REF Whistle, then rolls fists around each other.

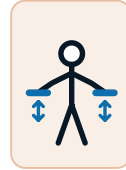
RESTART Other team: throw-in from the side or end line nearest the spot.



2 Double dribble

VIOLATION

Dribble with one hand at a time. Once you stop and hold the ball, you cannot dribble again.



REF Whistle, then a patting motion with both palms.

RESTART Other team: throw-in from the side or end line nearest the spot.

3 Three seconds

VIOLATION

Three seconds applies with a live ball, team control in the frontcourt and the game clock running. Allowances include trying to leave, shooting, or dribbling in to shoot after less than 3 seconds.



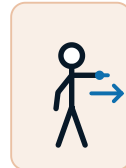
REF Whistle, then holds one arm out showing three fingers.

RESTART Other team: throw-in from the line nearest the spot.

4 Out of bounds

VIOLATION

The lines are out. The ball is out if it touches a line, the floor beyond it, or a player who is touching either.



REF Whistle, then points the way the team getting the ball will attack.

RESTART Team that did not touch it last: throw-in where it went out.



5 Personal foul

FOUL

No illegal contact: pushing, holding, tripping, charging into or hitting an opponent is a foul.



REF Whistle, clenched fist up, then reports the player's number to the table.

RESTART Fouled team: throw-in, or free throws if fouled while shooting.

6 Jump ball and arrow

GAME

A jump ball in the centre circle starts the game. After that, held balls use the alternating possession arrow.



REF Held ball: whistle, both thumbs up, then points the way the arrow shows.

RESTART That team throws in; then the arrow is switched.

7 Shot clock

VIOLATION

FIBA shot: release before the signal; the ball must then touch the ring or enter the basket. A shot in flight can meet the rule after the signal. School clock rules must be agreed.



REF Wait for an in-flight shot outcome before deciding a shot-clock violation.

RESTART Other team: throw-in from the line nearest the spot.

8 Scoring

GAME

Points: free throw 1. Inside the three-point line, or a foot on it: 2. Behind the line: 3.



REF One or two fingers. Threes: three fingers up for the shot, both arms up if it goes in.

RESTART Other team: throw-in from behind that end line.

FAIR PLAY AND REFEREE TIPS

School rules version: check FIBA or your league for full rules.

EVERY CALL,
FOUR STEPS**1 Whistle**
one sharp blast**2 Signal**
show the call**3 Say it**
rule and team**4 Restart**
point, hand over**9 Shake hands**

FAIR PLAY

Respectful greeting; touch and eye contact optional.



Respectful greeting; touch and eye contact optional.

SOUNDS LIKE "Good game." "Thanks, ref."

**10 Respect the call**

FAIR PLAY

The referee's decision stands, even when you disagree. Accept it and keep playing.



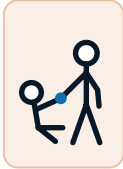
LOOKS LIKE Hand the ball straight to the referee; jog back into position.

SOUNDS LIKE "OK, ref." Questions wait for a break.

11 Look after everyone

FAIR PLAY

Play hard, play safe and include every teammate. People matter more than points.



LOOKS LIKE Helping a fallen player up; passing to someone who has not had the ball.

SOUNDS LIKE "Are you OK?" "Nice pass!"

12 Whistle, signal, say it

REF TIP

One sharp whistle and stand still. Then show the signal and say the call out loud.



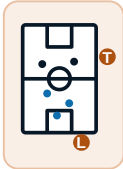
DO Say the rule and who gets the ball: "Travelling, blue ball."

AVOID Signalling while running, or a weak whistle.

**13 Stay wide, see the gaps**

REF TIP

With two referees, one stays ahead of play near the end line and one stays behind play.



DO Stay off the court. Keep players between you and your partner.

AVOID Watching only the ball. Look at the space between players.

14 Calm, fair, the same

REF TIP

Call it the same way for both teams, from the first minute to the last.

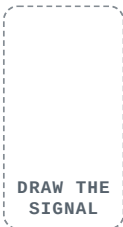


DO Unsure? Check with your partner. Got one wrong? Own it, move on.

AVOID Changing a call because people shout.

15 Our rule: _____

OUR RULE



RULE

REF

RESTART

16 Our rule: _____

OUR RULE



RULE

REF

RESTART

AFTER YOU REFEREE, TICK:

☐

One clear whistle

☐

The right signal

☐

Said the call aloud

☐

Correct restart