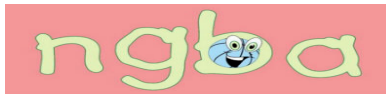


NGBA REFEREE TIP SHEET



Players - No jewelry, no hair beads, no earrings, no exceptions

It is your responsibility to get game started on time (5 minutes after hour) and be clear with coaches that the clock will start even if teams are not ready

Important to check in with both coaches together before game and at half time; do not have discussions with individual coaches unless it is after the game

5 fouls per player, 7 per team/half, then into the penalty (1 on 1 shooting for every foul), 2 shots if team has 10 fouls in a half

Get players lined up as quickly as possible for foul shots (the clock keeps moving except in last 2 minutes of game)

Clock stops for timeouts (1 minute) and for timeouts or foul shots in the last 2 minutes of the game

All games end when time expires; games can end in a tie score

GRADES 3 – 6

- 4 quarters, 10 minutes each, 2 minutes between quarters
- 1 time out per half per team, called by the coach
- Substitutions only on the quarter and in 4th qtr
- Man to man defense only; quickly line up when substitutions
- 4 seconds to be called in the key
- Players must inbound behind the line
- Explain the calls loudly, and demonstrate to teach the players
- No double teaming
- No back court defense
- Remind coaches not to line up defenders at half court but back towards top of the key

GRADE 3 – 4

NGBA REFEREE TIP SHEET

- Stress instruction; call games tighter as the season moves on
- Get players to spread out and avoid too many jump balls
- Remind / enforce no double teaming on defense
- Fouls shots from 12 feet
- Remind players about moving picks

GRADE 5 – 6

- Call fouls early, including shooting fouls and establish the rules
- Remind players about moving picks, call offensive fouls
- Watch for 4 seconds, remind both teams and call it !
- Double dribble, traveling and double teaming must always be called

GRADES 7 – 8

- 2 – 22 minute halves
- Free substitution on dead ball but player must check in so defender is aware
- Back court defense and double teaming permitted unless winning by 12

To be an effective ref:

- Hustle up and down court
- Backcourt ref should be inside the half court line
- Make the call clearly and loudly
- Announce the player's number to the scorers table and make sure the scorer acknowledges you
- Speak to the coaches at half time
 - 2 refs meet with the 2 coaches at one time
 - Ask about calls and any concerns
 - Express any concerns to the coaches, listen to theirs
 - ' the players are bunching up, too many jump balls'
 - 'Too much back court defense'
 - '2 players are shoving each other, please speak to them
 - 'tell players to stop double teaming or setting moving picks'

Quality of play is everyone's
responsibility