

# 2009 APPRENTICE TRAINING MANUAL



*Created in partnership  
Pacific Northwest Basketball Officials Association  
& Seattle Officials Women's Basketball*

**APPRENTICE:**

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## **1 INTRODUCTION & HISTORY**

This document has been developed cooperatively between the Pacific Northwest Officials Basketball Association (PNBOA) and the Seattle Officials Women's Basketball (SOWB). This is a working document which changes each year as information and methods are updated.

The primary difference between each associate is that PNBOA assigns MEN'S basketball and SOWB assigns WOMEN'S basketball games. While similar in organization, each association has its own Executive Board, Constitution, Rules, By-Laws and Polices, as well as separate Varsity & Junior-Varsity ranking lists.

### **1.1 Pacific Northwest Basketball Officials Association (PNBOA)**

The PNBOA services the Greater King County area with trained basketball officials for men's/boy's games ranging from junior high to high school and youth AAU to men's recreational leagues. The PNBOA consists of over 200 members from a variety of ethnicities, ages and professional backgrounds. We are responsible for officiating over 12,000 games each year. PNBOA's success is reflected through its affiliation with officials who have maintained their membership in PNBOA while working collegiate and professional basketball.

### **1.2 Seattle Officials Women's Basketball (SOWB)**

The Seattle Officials - Women's Basketball Association provides officiating services for girl's and women's basketball games in the greater King County area, ranging from AAU, Traveling Leagues and Recreation to Junior High through High School. The associations 130+ members cover over 8,000 games per year. The SOWB has been the starting point for the careers of numerous college and professional referees from this area.

### **1.3 Dual & Associate Membership**

The PNBOA and SOWB have options for those desiring different levels of membership after completing training. You have three options of membership:

1. Full-member in only one organization.
2. Full-membership in one organization with "Associate" membership in another.
3. Full-membership in both organizations.

Contact your Apprentice Chair or any Board Member of your organization for more information.

## **2 GENERAL INFORMATION**

### **2.1 Washington interscholastic Activities Association (WIAA)**

“The Washington Interscholastic Activities Association exists to assist member schools in operating student programs that foster achievement, respect, equity, enthusiasm and excellence in a safe and organized environment.” (WIAA website, August 2008)

The association plans and administers interscholastic activities as approved by school districts and their directors.

[www.wiaa.com](http://www.wiaa.com)

### **2.2 Washington Officials Association (WOA)**

The purpose of the WOA is to provide quality officials for WIAA sanctioned events. Each individual Association (such as PNBOA or SOWA) is governed by the WOA. In addition to WIAA-sanctioned games, each Association also assigns non-sanctioned games, such as Recreation, Traveling Leagues, and Select teams. These teams play year round, whereas WIAA-sanctioned school teams play only during the designated sport season. The WOA includes officials from all sports, while Associations are sport specific.

[www.woa-officials.org](http://www.woa-officials.org)

### **2.3 Board of Directors**

The governing Boards of each Association (PNBOA and SOWB) are elected by the general membership. Many aspects of the PNBOA and SOWB are different, as each Board governs their membership based on organizational needs. Visit your Association website to view the current list of Executive Board Members.

**Ira Dunbar**, President PNBOA                      [president@pnboa.org](mailto:president@pnboa.org)

**Mary Roper**, President SOWB                      [president@sowb.org](mailto:president@sowb.org)

## 2.4 Apprentice & Training Staff

In 2008 the Men's Association (PNBOA) and the Women's Association (SOWB) joined forces to provide combined training. This allowed more flexibility for the staff, the apprentices and also had financial benefits to both organizations.

Each Association has specific requirements of their new members. Make sure you understand the requirements applicable to you.

**Apprentices should direct specific questions towards the Contacts and Board Members in their respective organizations.**

**PNBOA:**



**Tim Gately (Main Contact)**

2009-10 PNBOA Apprentice Chairperson  
apprentice@pnboa.org

**Nick Michael**

2009-10 PNBOA Lead Instructor

**SOWB:**



**Juli Vanni & Ron Pilo (Main Contacts)**

2009-10 SOWB Apprentice Chairpersons  
apprentice@sowb.org

**Dale Phelps**

2009-10 SOWB Recruiting Chairperson  
membership@sowb.org

**Mike Lloyd**

2009-10 SOWB Secretary  
secretary@sowb.org

## 2.5 Evaluations, Rankings, Assignments

The Evaluation processes and Ranking Lists vary for each organization. This will be explained during the training process. More information can also be found on the websites. Assignments throughout the year are based on the eligibility lists and your availability. Each association also assigns playoff and tournament games based on these lists.

All game Assignments are made via each association's website and are based on each member's geographical, date, and time preferences. You provide the assignors your availability each month to allow games to be assigned. You can also check the website for unassigned games and pick-up games on an as-needed basis.

## 2.6 Websites

For more information, visit and explore each organizations websites:

Pacific Northwest Basketball Officials Association	<a href="http://www.pnboa.org">www.pnboa.org</a>
Seattle Official Women's Basketball	<a href="http://www.sowb.org">www.sowb.org</a>
Washington Interscholastic Activates Association	<a href="http://www.wiaa.com">www.wiaa.com</a>
Washington Officials Association	<a href="http://www.woa-officials.org">www.woa-officials.org</a>

## 2.7 Uniforms & Equipment

Purchase of Uniforms and Equipment is the responsibility of each Official. This can be a substantial initial cost, but also realize this is an investment. Part of being good... is looking good. The way you look, your uniform looks, and the manner in which you carry yourself is a lasting first impression; make it a good one!

Each Association has winter and summer uniforms. In general, shorts can be worn during the summer, while long pants are required during winter. Each Association has a jacket which can be purchased as part of the uniform.

At minimum, expect to purchase the following: (1) black pants (recommend belt-less), (2) black & white v-neck shirt, (3) black tennis/running/cross-training shoes, (4) black socks, (5) a black Fox 40® Whistle & lanyard.

Some equipment suppliers:

<a href="http://www.honigs.com">www.honigs.com</a>	<a href="http://www.cliffkeen.com">www.cliffkeen.com</a>
<a href="http://www.theofficialschoice.com">www.theofficialschoice.com</a>	<a href="http://www.soundathleticssupply.com">www.soundathleticssupply.com</a>
<a href="http://www.ump-attire.com">www.ump-attire.com</a>	<a href="http://www.refshop.com">www.refshop.com</a>

### 3 STANDARD TRAINING SESSIONS

**Our goal is to provide the tools, knowledge, and experience for new officials to become successful basketball referees.**

**We will accomplish this goal via classroom training, on-court practice, and mentorships.**

Each Association has minimum requirements which must be met, such as rule tests, game assignments, and time in grade to be promoted to assignment lists. After meeting these requirements an Apprentice moves to the "Registered" list and is eligible for all game assignments, excluding Varsity games.

New Apprentices should expect to invest significant time reading the Rule Book, studying the Officials Manual, and working any games they can be assigned.

During training sessions, our basic teaching philosophy is (1) **TELL** (2) **SHOW** (3) **DO**.

**TELL:** We explain, read/reference the rules & manuals, and then we answer basic questions.

**SHOW:** We demonstrate how to practically apply what we are teaching.

**DO:** We provide an opportunity for you to perform, receive input, and ask questions.

In general, each training sessions will follow an outline:

**ADMINISTRATION:** Introductions, paper work, and quiz review.

**MECHANICS:** How we communicate with partners, player, coaches, and fans.

**RULES:** Guidelines regarding how we manage the game.

**Q & A:** Questions will be answered throughout each session, but we also try to set aside time for additional questions and answers.

**SCRIMMAGES:** Sessions 5-8 will have live games with officials taking turns officiating in a "real game" setting.

**GUEST SPEAKERS:** Several sessions will include a guest speaker to address specific topics or facets of officiating.

### 3.1 Session #1: Overview, Fouls, Violations, Mechanics, Rules 1 & 2

ADMINISTRATION: 15 MIN

- a. Welcome / Introductions / Name Tags
- b. Explanation of Associations & Boards
- c. Forms: Application, background, website

MECHANICS: 60 MIN

- a. Whistle & Voice
- b. Violations & Fouls
- c. Signals

RULES 1 & 2: 35 MIN

- a. Courts & Limitations
- b. Officials & Duties
- c. Correctable Errors & Elastic Powers

QUESTIONS & ANSWERS 10 MIN

SESSION #2 PREPARATION:

- a. Quizzes 1 & 2 due
- b. Submit paperwork
- c. Obtain minimum equipment  
Fox 40® Whistle, Black & White Shirt, Pants, Shoes
- d. Practice in Mirror

### 3.2 Session #2: Court Coverage, Positioning, & Rule 3

ADMINISTRATION: 15 MIN

- a. Review Quizzes 1 & 2
- b. Questions

MECHANICS: 60 MIN

- a. Review mechanics & signals learned
- b. Court Coverage & Positioning

RULE 3: 35 MIN

- a. Players, Subs, Equipment

QUESTIONS & ANSWERS 10 MIN

SESSION #3 PREPARATION:

- a. Quizzes 3 & 4 due
- b. Submit paperwork, if not completed
- c. Obtain minimum equipment

Fox 40® Whistle, Black & White Shirt, Pants, Shoes

- d. Practice in Mirror

### 3.3 Session #3: Start of Game, Throw-Ins, Time-Outs & Rule 4

ADMINISTRATION: 20 MIN

- a. Guest: Association Board Member/Assignors
- b. Questions

RULE 4: 55 MIN

- a. Definitions
- b. Rules v. Common Sense
- c. Review Quizzes 3 & 4

MECHANICS: 45 MIN

- a. Review mechanics & signals learned
- b. Start of Game & Jump-ball
- c. Throw-Ins
- d. Time-Outs

QUESTIONS & ANSWERS 10 MIN

SESSION #3 PREPARATION:

- a. Quiz 5 due
- b. Submit paperwork, if not completed
- c. Obtain minimum equipment, if not completed

Fox 40® Whistle, Black & White Shirt, Pants, Shoes

### 3.4 Session #4: Fouls, Reporting, Free Throws, Rule 5

ADMINISTRATION: 10 MIN

- a. Submitting Availability, State Clinic, State Test
- b. Questions

RULE 5: 30 MIN

- a. Scoring and Timing
- b. Rules v. Common Sense
- c. Review Quiz 5

MECHANICS: 70 MIN

- a. Calling a Foul
- b. Table Reporting
- c. Free-Throw Positioning
- d. On-ball / Off-ball

QUESTIONS & ANSWERS 10 MIN

SESSION #5 PREPARATION:

- a. Quizzes 6 & 7 due
- b. Practice Signals & Reporting at Home, USE A MIRROR!

### 3.5 Session #5: Press, Transition, End of Game, Rules 6 & 7

ADMINISTRATION: 5 MIN

- a. Questions / Introductions

RULES 6 & 7: 35 MIN

- a. Live Ball/Dead Ball
- b. Out of Bounds/Throw-In
- c. Review Quizzes 6 & 7

MECHANICS: 10 MIN

- a. Court Coverage during Press & Transition
- b. End of Quarter & Game

ON-COURT SCRIMMAGE 60 MIN

QUESTIONS & ANSWERS 10 MIN

SESSION #6 PREPARATION:

- a. Quiz 8 due

### 3.6 Session #6: Pre-Game, Scrimmage, & Rule 8

ADMINISTRATION: 5 MIN

- a. Questions / Introductions

RULE 8: 10 MIN

- a. Free Throws
- b. Rules v. Common Sense
- c. Review Quiz 8

MECHANICS: 10 MIN

- a. Press Coverage
- b. End of Game

ON-COURT SCRIMMAGE 70 MIN

QUESTIONS & ANSWERS 20 MIN

SESSION #7 PREPARATION:

- a. Quiz 9 & 10 due

### **3.7 Session #7: Observations, Scrimmage, Rules 9 & 10**

GUEST SPEAKER: 30 MIN

Topic: How to Receive Observations & Feedback

RULES 9 & 10: 20 MIN

- a. Violations & Fouls
- b. Rules v. Common Sense
- c. Review Quiz 9 & 10

ON-COURT SCRIMMAGE 60 MIN

QUESTIONS & ANSWERS 10 MIN

SESSION #8 PREPARATION:

- a. Review Signals in Mirror
- b. Review rule areas of concern/confusion
- c. Write down any QUESTIONS

### 3.8 Session #8: Game Management & Scrimmage

ADMINISTRATION: 5 MIN

- a. Questions

GUEST SPEAKER: 25 MIN

Topic: Game Management

RULE PHILOSOPHY, ETC: 10 MIN

- a. Foul Calling Philosophy
- b. Rules v. Common Sense
- c. WIAA Ejection Report

ON-COURT SCRIMMAGE 70 MIN

QUESTIONS & ANSWERS 10 MIN

## 4 QUIZZES

**Directions:** Answer each statement with either True or False. When completed, look up answers and annotate where you found the answer.

Each Quiz addresses specific sections of the Basketball Rule Book.

## 4.1 Quiz – Rule One

### Rule 1 – Court and Equipment

1. Ideal measurements for the playing court is 94' by 50'. T – F
2. The sideline and end line markings shall be a minimum of 2" wide. T – F
3. Spaces for the non-jumpers around the center restraining circle are 36" deep. T – F
4. The 3 point arc is 20'9" from the basket. T – F
5. There are 4 marked lane spaces on each free throw lane line. T – F
6. The free throw line is 15' from the middle of the basket. T – F
7. Backboards may be fan shaped. T – F
8. A rectangular backboard is 13' from the floor to the top of the basket. T – F
9. Backboards can only be transparent. T – F
10. One component of the basket is a single metal ring, 18" inside diameter. T – F
11. The coach's box is 14' in length. T – F
12. The metal ring shall not be more than 5/8" diameter. T – F
13. The nearest point of the inside edge of the ring shall be 6" from the plane of the face of the backboard. T – F
14. Music can't be played during a 30 second timeout. T – F
15. The black rubber rib separating the panels shall not exceed 1/4" in width. T – F
16. The ball should rebound to a height between 49" and 54" when dropped from a height of 6' as measured to the bottom of the ball. T – F
17. The HS women's basketball is a minimum of 29" in circumference, men's is 30". T – F
18. The referee must use a ball from the home team. T – F
19. A visible game clock and scoreboard are mandatory. T – F
20. The visible alternating possession arrow is located at the score table. T – F

## 4.2 Quiz – Rule Two

### Rule 2 – Officials and Their Duties

1. The game officials shall be a referee and 1 or 2 umpires. T – F
2. The officials may use television monitor located at the score table to determine if a try was released before the game ending horn. T – F
3. The official's jurisdiction begins 15 minutes before the game. T – F
4. Before the referee approves the final score, they may call a technical foul. T – F
5. The umpire designates the official scorer. T – F
6. The referee's decision takes precedence over an umpires ruling. T – F
7. The officials shall have a silent and visible 3 second count. T – F
8. Official's may penalize unsporting conduct by players and coaches only. T – F
9. There are 4 correctable errors. T – F
10. After correcting an error, the ball is always put in play at the point of interruption. T – F
11. Bookkeeping errors may be corrected at anytime until the final score is approved. T – F
12. Correctable errors involving free throws must be corrected before the first dead ball becomes live after the clock has started. T – F
13. The scorer is responsible for recording jump balls and changing the possession arrow. T – F
14. The official who signals a successful 3 pt attempt may change it to a 2 pt basket at anytime during the game. T – F
15. The time keeper will sound a 15 second warning signal for both 30 second timeouts and replacement of a disqualified player. T – F
16. Either official may rule on points not specifically covered by the rules. T – F
17. If disqualified B1 is still playing, the timer may sound the horn while A1 is holding the ball. T – F
18. Unless ruled otherwise, the scorebook of the home team shall be the official book. T – F
19. Points scored by a player who is disqualified, but still playing, shall be nullified. T – F
20. If a supplementary red light is being used, it will mark the official expiration of playing time. T – F

### 4.3 Quiz – Rule Three

#### Rule 3 – Players, Substitutes and Equipment

1. A team must start with 5 players. T – F
2. A captain may request a defensive match-up if 2 or more players from the same team enter the game. T – F
3. A player who has been replaced may re-enter the game at anytime. T – F
4. A team roster may have a 0 or 00 but not both. T – F
5. A cast may be worn on the wrist if covered by a soft padding that is at least ¼” thick. T – F
6. A player may wear a red/white/blue colored head band. T – F
7. A team must have at least 2 players on the court in order to finish a game. T – F
8. It is a technical foul for each player added to the roster after the 10 minute mark. T – F
9. A player is considered bench personnel after the player has been notified of their 5<sup>th</sup> foul. T – F
10. Once a coach has been beckoned on the court to take care of an injured player, that player must be substituted. T – F
11. The undershirt may be any solid color. T – F
12. A player may wear red/white/blue sweat bands around their wrist. T – F
13. Compression shorts maybe of any length as long as the single color matches the game shorts. T – F
14. There is no penalty in changing a starter if the player is shooting a technical foul. T – F
15. It is a technical foul if a player is wearing jewelry. T – F
16. A player may remain in the game if a blood situation can be corrected during a time out. T – F
17. Substitutes are beckoned on the court before any free throws are shot. T – F
18. Undershirt sleeves of all players must be the same length. T – F
19. A player may not be allowed to play if there are safety concerns over fingernail length or hairstyle. T – F
20. Team jerseys designed to be worn inside the shorts shall be tucked in and shorts worn above the hips. T – F

#### 4.4 Quiz – Rule Four

##### Rule 4 – Definitions

1. After an initial guarding position is obtained a guard is not required to have either or both feet on the floor or continue to face the opponent T – F
2. A held ball occurs when opponents have their hands on the ball simultaneously. T – F
3. Swinging the elbows is permitted if no contact occurs. T – F
4. Blocking is illegal personal contact which impedes the progress of an opponent. T – F
5. Boundary lines on the court consist of end lines and sidelines. T – F
6. The visiting team has choice of baskets to begin the game. T – F
7. The ball is at the disposal of the player when the bounced ball is caught by the free thrower or thrower in. T – F
8. Two players on the same team may not both hold the ball and pivot. T – F
9. Fighting is a flagrant act that requires contact between opponents. T – F
10. A foul shall be ruled intentional if, while playing the ball, a defender causes excessive contact with an opponent. T – F
11. Hitting the hand while it is in contact with the ball shall be ruled incidental. T – F
12. Holding is interference with an opponent's freedom of movement. T – F
13. After securing the ball with one foot on the floor, a player may jump off that foot, simultaneously land on both feet and then pivot. T – F
14. It is kicking the ball if the ball strikes any part of the leg. T – F
15. The resuming play procedure is used to prevent delay in putting the ball in play following a time out or intermission. T – F
16. Time and distance are not relevant factors when setting a screen. T – F
17. The backcourt and frontcourt are the same size. T – F
18. It is possible for a player to travel while dribbling the ball. T – F
19. The extra period is 5 minutes in length. T – F
20. The principal of verticality ends when a player jumps straight up in the air. T – F

## 4.5 Quiz – Rule Five

### Rule 5 – Scoring and Timing

1. Whether the clock is running or stopped has no influence on the counting of a goal. T – F
2. If a player control foul occurs after a goal, the goal still counts. T – F
3. A forfeit in the game of basketball results in a score of 2 – 0. no matter which team is ahead. T – F
4. The NFHS rules allow basketball games to be protested. T – F
5. HS Varsity games involve 2 – 20 minute halves. T – F
6. A quarter may be shortened in an emergency or at any time by mutual agreement of the opposing coaches and the referee for a varsity game. T – F
7. Halftime intermissions are 10 minutes T – F
8. The quarter or extra periods end when after any free throws and all other related activity have ended. T – F
9. Extra periods are an extension of the 4<sup>th</sup> quarter. T – F
10. When a player is disqualified, neither team may be granted a timeout until the disqualified player has been replaced. T – F
11. A single time-out charged to a team may not exceed 75 seconds. T – F
12. On a jump ball, the clock is started when the tossed ball is legally tapped. T – F
13. If a team requests a time-out and they have no time-outs to request, they are charged with a technical foul and are not granted the time-out. T – F
14. There is no charged time-out if a team requests a time-out for a correctable error situation and the error is correctable. T – F
15. Either team may request a time-out immediately after a made basketball until the team entitled the throw-in has the ball at their disposal. T – F
16. On a throw-in, the clock is started when the ball is released by the thrower-in. T – F
17. Each team gets only one time-out in each extra period. T – F
18. Referee may fix obvious timing mistakes as long as they have definitive information. T – F
19. The extra period is 5 minutes in length. T – F
20. A team may gather at mid-court during a time-out. T – F

## 4.6 Quiz – Rule Six

### Rule 6 – Live Ball and Dead Ball

1. The ball becomes live on a jump ball when the ball is legally tapped. T – F
2. The second quarter is started with a throw in by the team who lost the jump ball to begin the game. T – F
3. The ball becomes dead after a made basket. T – F
4. Until the tossed ball is touched by the jumpers, non-jumpers may not move away from the center restraining circle. T – F
5. Jumpers are allowed to catch the tossed jump ball if it has reached its highest point and is coming down. T – F
6. Jump balls only occur at the beginning of each game and at the beginning of each extra period. T – F
7. Control to begin the game can only be established with the jump ball procedure. T – F
8. If the team making an alternating possession throw in violates, the arrow is switched. T – F
9. The ball becomes dead when the team shooting free throws violates. T – F
10. The ball becomes dead while the ball is in the air on a try and the shooting team fouls. T – F
11. The jump ball and all restrictions end when a touched ball contacts one of the eight non-jumpers, the floor, a basket or the backboard. T – F
12. There are only 3 ways for the ball to become live. T – F
13. Jumpers may not leave the center restraining circle until the ball has been legally touched. T – F
14. Jumpers are required to face their basket during the jump ball. T – F
15. The ball doesn't become dead on a player control foul provided the ball has been released on a try. T – F
16. The ball becomes dead on all fouls. T – F
17. AP throw in occurs on all double personal and double technical fouls. T – F
18. The ball is dead if the try is in the air and game ending horn sounds. T – F
19. If either team fouls during an AP throw in, the AP arrow is not switched. T – F
20. The ball becomes dead every time an official blows their Whistle. T – F

## 4.7 Quiz – Rule Seven

### Rule 7 – Out of Bounds and Throw-in

1. The ball is out of bounds when it touches a player who is out of bounds. T – F
2. The throw-in doesn't start until the ball is being held out of bounds by the team entitled to the throw-in. T – F
3. It is a designated spot throw-in for offensive basket interference or goal tending. T – F
4. A player is considered out of bounds if they are in contact with another player who is out of bounds. T – F
5. If two opponents cause the ball to go out of bounds simultaneously before alternating possession has been established, they will be the jumpers. T – F
6. There are no free throws for player control fouls. T – F
7. The throw in for all intentional fouls is division line, opposite the table. T – F
8. On a throw in, the 5 second count stops once the player releases the ball on a pass directly into the court. T – F
9. After getting the ball, the thrower-in may take several steps backward in order to make a designated spot throw-in. T – F
10. If no free throws will be shot after a common foul, the throw-in will be from designated spot closest to the foul. T – F
11. Resuming play procedure involves only time outs or intermission between quarters. T – F
12. A player who is out of bounds and touches the ball has caused the ball to be out of bounds. T – F
13. The back of the backboard is considered out of bounds. T – F
14. Defenders of the throw-in must keep all parts of their body behind the throw-in boundary plan until the ball is released. T – F
15. Throw-in for back court violation is always at mid court. T – F
16. The designated spot for a throw-in will be behind the backboard if a violation occurs in the key. T – F
17. Resumption of play procedures can involve a technical foul. T - F
18. The throw-in for technical fouls is always at the division line, opposite the table. T – F
19. The ball is not out of bounds if it hits a flag hanging down from the ceiling. T – F
20. The thrower-in may run the end line after a made basket. T - F

## 4.8 Quiz – Rule Eight

### Rule 8 – Free Throw

1. The free throw count begins when the ball is at the disposal of the shooter. T – F
2. Free throws for technical fouls may be shot by any player or eligible substitute. T – F
3. Resumption of play procedures for free throws involves only the shooting team. T – F
4. The first marked lane space must be occupied by the defense. T – F
5. If a player is unable to shoot their free throws, any player may shoot the free throw. T – F
6. Players not occupying marked lane spaces only need to be behind the 3pt arc. T – F
7. The throw-in for intentional fouls is the designated spot nearest the foul. T – F
8. Fourth lane spaces shall be vacant during free throws. T – F
9. Penalties for fouls are administered in the order they occur. T – F
10. Try for goal on a free throw must be attempted in 5 seconds. T – F
11. It is a designated spot throw-in if the last free throw is made for a personal foul. T – F
12. If the ball is to remain dead after the last free throw, no players shall occupy any spaces along the free throw lane. T – F
13. Only 4 defenders and 2 offensive players may occupy the lane spaces during free throws. T – F
14. The ball remains live if the last free throw for a personal foul is missed. T – F
15. The third marked lane spaces must be occupied by the defense. T – F
16. A player may shoot their awarded free throws before being replaced because of disqualification. T – F
17. Resumption of play procedures are used to prevent delays after time out or intermission between quarters. T – F
18. The throw-in for technical fouls is always at the division line, opposite the table. T – F
19. It is a technical foul if a team violates a second time during resumption of play during a free throw. T – F
20. The throw-in after personal flagrant foul is administered division line, opposite the table. T – F

## 4.9 Quiz – Rule Nine

### Rule 9 – Violations and Penalties

1. The restrictions for a free throw end when the ball hits the rim or the backboard. T – F
2. It is legal to cause an opponent in the marked lane spaces to violate by faking going in. T – F
3. It is a violation if it the throw-in pass takes more than 5 seconds before being touched by a player on the court. T – F
4. A player may not be in the key for more than 3 seconds on a front court throw-in. T – F
5. It is a back court violation if a player catches the throw-in pass in the air and then lands with first foot in front court, second foot in back court. T – F
6. Defensive goal tending of a 3 pt try counts 3 points. T – F
7. Excessive swinging of elbows is a violation if there is no contact. T – F
8. If first violation on a free throw is by the shooting team, the ball is dead immediately. T – F
9. Closely guarded count continues during an interrupted dribble. T – F
10. The ball is given to the team entitled to the next alternating possession throw-in if a throw-in pass lodges against the rim. T – F
11. Kicking the ball is a violation whether it is an intentional act or not. T – F
12. The dribbler has caused the ball to be out of bounds if they touch the side line, even though their hand is not in contact with the ball when they do. T – F
13. A technical foul for a boundary line violation is charged to the player who did it. T – F
14. Touching or dislodging the ball in possession of the thrower-in is a warning. T – F
15. The 3 second continues while a player makes a move to the basket. T – F
16. Once a team has been given a boundary line violation warning, the next violation by either team results in a technical foul. T – F
17. The ball is dead immediately on a free throw if the defending team violates. T – F
18. A player who attempts the throw-in may not be the first player to touch the ball in bounds. T – F
19. Simultaneous violations by both teams on the last free throw for a personal foul results in an alternating possession throw-in. T – F
20. Opponents of the thrower-in may reach through the boundary plane, once the ball as been released for the throw-in. T – F

#### 4.10 Quiz – Rule Ten

##### Rule 10 – Fouls and Penalties

1. At the 15 minute mark, a team may not add players to its roster. T – F
2. It is always a technical foul if a player grabs the ring during the game. T – F
3. There are no free throws awarded for player-control fouls. T – F
4. A screener must allow no more than 2 steps clearance for a moving opponent. T – F
5. A head coach who has been given a technical foul may not stand to call a time-out. T – F
6. A technical foul may still be charged to a team if a substitute enters the game and the ball then becomes live. T – F
7. Incidental contact with the hand on the ball, while playing the ball is not a foul. T – F
8. A player is awarded 3 free throws if fouled on an unsuccessful 3 pt attempt. T – F
9. An illegal number is a technical foul that is charged directly to the player and indirectly to the head coach. T – F
10. It is only one technical foul charged to the team if it adds 3 players to the book and changes a starter after the 10 minute mark. T – F
11. Screens can cause severe contact situations and still not be a foul. T – F
12. 1 and 1 (bonus free-throws) begin with a team's 7 team foul. T – F
13. There are no time or distance requirements for a guard to obtain guarding position. T – F
14. The coach loses the coaching box privilege only if they get a direct technical foul. T – F
15. It can be a technical foul if a player intentionally obstructs the eyes of an opponent, whether the opponent has the ball or not. T – F
16. Fighting is a flagrant foul. T – F
17. It is a technical foul if a player unintentional strikes the backboard while making a play on the basketball. T – F
18. The head coach is responsible for the conduct of all members of the bench and receives indirect technical fouls when technical fouls are charged against bench personnel. T – F
19. Indirect technical fouls do not count toward a team's bonus. T – F
20. Coach must replace a disqualified player within 20 seconds. T – F

## 5 APPENDICES

### 5.1 Game Fee Schedule (2009-10 Season)

#### SCHOOL GAMES:

Middle/Grade School	\$35-39
Freshman/Sophomore	\$39
Varsity	\$43
School Travel Fee	\$15
Fifth Quarter	\$9
School Travel Fee	\$16
Snoqualmie Travel Fee	\$18

#### RECREATION GAMES:

Single Game	\$30
Multiple Game	\$25
Cash Game	\$23

## 5.2 New Apprentice Checklist

### PRE-SEASON:

- Update all Training Dates on your Calendar. Know minimum requirements and schedule your time to meet these requirements.
- Record all Meeting/Training Dates on your Calendar.
- Obtain Rule Books, Case Books, and get all paperwork in order.
- Order necessary equipment: Black & White Shirt; Black Pants; Fox 40® Whistle & Lanyard; Socks; Black Shoes suitable for running.
- Begin a work-out regiment. Maintain a healthy diet.
- Ask Questions. Apprentice Chairmen, Class Instructors, & Board Members are reliable resources. THEY WILL HELP YOU.
- Log-in and familiarize yourself with Association webpage. Submit availability and begin working games. If something happens during a game, you have a question or need help contact the Apprentice Chair immediately.

### WHEN SEASON BEGINS (After First General Meeting):

- Complete NFHS Rule Test & on-line WOA Rule Clinic.
- Update your on-line availability.
- Check to make sure you are meeting all Apprentice minimum requirements.
- Schedule time to watch several Varsity games. Meet the varsity Officials and ask to sit in the locker room with them during pre-game and at half-time. This is a great opportunity to LISTEN and LEARN.
- Get someone to video tape you officiating a game. Have a mentor or Varsity official break down your tape with you.
- WORK HARD. HUSTLE. CALL YOUR PARTNER.
- Go and watch district playoff games, the State Tournament, and plan to attend your Association Banquet.

### POST-SEASON:

- Continue to improve all basic skills: Attend a Summer Training Camp.
- Keep in touch with the Apprentice Chair and continue to work games.
- ASK QUESTIONS! Contact your Apprentice Chair at any time.

## 5.3 Officiating Tips

### **BE COMPETITIVE**

The players give maximum effort, so should you! Tell yourself: "I'm not going to let this game get away from me. I am better than that." You are hired to make the calls that control the game --- make them!

### **HAVE YOUR HEAD ON RIGHT**

Don't think your striped shirt grants you immunity from having to take a little criticism. It's part of officiating. Plan on it. Successful officials know how much to take. Ask one when you get the chance.

### **DON'T BE A TOUGH GUY**

If a coach is on your back but not enough to warrant a penalty, then stay away from him. This is especially true during time-outs. Standing near an unhappy coach, just to "show him," will only lead to further tensions. Some officials develop irritating characteristics. Don't be one of them.

### **GET INTO THE FLOW OF THE GAME**

Each game is different. Good officials can feel this difference. Concentrate on the reactions of the players. Take note if the tempo of the game changes. A ragged game calls for a different style of officiating from a smooth one.

### **DON'T BARK**

If you don't like to be shouted at, don't shout at someone else. Be firm with a normal relaxed voice. This technique will do wonders in helping you reduce the pressure. Shouting indicates a loss of control - not only of one's self, but also of the game.

### **SHOW CONFIDENCE**

Cockiness has absolutely no place in officiating. You want to exude confidence and command respect. As in any walk of life, appearance, manner, and voice determine how you are accepted. Try to present the proper image.

### **FORGET THE FANS**

As a group, fans usually exhibit three characteristics: ignorance of the rules, highly emotional partisanship and delight in antagonizing officials. Accepting this fact will help you ignore the fans, unless they interrupt the game or stand in the way of you doing your job.

### **ANSWER REASONABLE QUESTIONS**

Treat coaches and players in a courteous way. If they ask you a question reasonably, answer them in a polite way. If they get in your ear by saying, "Hey ref I want to ask you something," and then start telling you off, interrupt and remind them of the reason for the discussion. Be firm, but relaxed.

### **CHOOSE YOUR WORDS WISELY**

Don't obviously threaten a coach or player; this will only put them on the defensive. More importantly, you will have placed yourself on the spot. If you feel a situation is serious enough to warrant a threat, then it is serious enough to penalize without invoking a threat. Obviously some things you say will be a form of a threat, but using the proper words can make it subtle.

### **STAY COOL**

Your purpose is to establish a calm environment for the game. Fans, coaches and players easily spot nervous or edgy officials alike. Avidly chewing gum, pacing around, or displaying a wide range of emotions prior to or during a game will serve to make you seem vulnerable to the pressure.