

REFEREES

- Must act in a professional manner and be completely un-biased on the court
- Cell phone use is strictly prohibited for referees & minor officials during pre-game (see below), game (subs included) & time-outs! Permitted only once the score sheet has been properly checked & signed
- Assure your timer and scorer are present and ready (clock, scoresheet, pen and pink sheet)
- Make sure no random people are sitting on the team benches, only team players and coaches
- Check gym – ensure no people or objects are present on the baselines, ensure enough room is available for throw-ins on side lines
- You must have your ref shirt and **BLACK** pants/shorts, and a whistle. We provide 1 whistle, if you need a new one it will cost 5\$.
- Punctuality is a must; fines are given for late comers if no one is there to replace their game altogether. Please be on time to start second half too!
- Referees must work as a team. Assure you and your partner are on the same page (ex. Both warn kids ‘watch the key’ before blowing your whistle and making the call or neither of you warn them) – avoid double whistles on out-of-bounds plays – **know your lines!**
- Be respectful towards the coaches. If they are trying to talk to you, do not ignore them. If it’s during game play, tell them you will talk to them at the next whistle. Assure only 1 coach is standing at a time.
- Help game flow by assisting with substitutions, reducing down time on whistles, being mindful of time-out durations
- If a technical foul is called, make sure the reason is indicated on the back of the sheet and on the technical foul report
- You are expected to check your schedule online (as it will be emailed as well) every week; it will be posted Thursday morning. It is your responsibility to let us know by Thursday night LATEST if you are unable to make your games. Failure to do so may result in fines, and/or loss of games for an amount of time determined by Nathalie and Sara. if you are running late, we are to be notified; failure to do so results in immediate replacement of game(s)
- To be a referee, you are expected to know the rules of the game. All resources are made available to you. Failure to pass your exams results in immediate dismissal as a referee. You may continue as a timer/scorer only. Rookie (1st year) referees will not be dismissed if their 1st exam is a failed grade. The second exam in December must have a passing grade to continue as a referee
- Be confident with your calls, be assertive, talk loud, blow your whistle loud and gain the respect of the players and the coaches
- Don’t be shy to ask questions about rules. There are a lot of little details and technicalities, the senior referees are always available to help

NOVICE BOYS

- **Foul line:** at the beginning of the game, please verify the foul line tape is there! If not, come get masking tape and put a foul line on.
 - **Pre-game:** make sure all players are wearing their uniform with shirts tucked in, no jewellery, they have proper shoes on. Do pre-speech for every game. Remind them to play man-to-man and to watch their hands on the court! If they do not have Brookwood shorts or proper jersey, it counts as a personal foul to the player. *it does not count as a team foul*
 - **Games start at 9:45 sharp. Sometimes both teams are ready to start 5 minutes before. All personnel should be ready and visible on the court by 9:30.**
 - **Quarters:** 6 minutes each. After three minutes (anything under 3:05 on the clock) **on a whistle or a basket**, substitutions is to be called. They have no more than 1 minute to substitute their players.
 - **Time-outs:** they are allotted 2 time-outs in the first half and 3 in the second half. They are **not** allowed to take all 3 time-outs in the last 2 minutes of game time. time-out lasts 1 minute.
 - **Defense:** Must play half-court defense on any in-bounding play. On transition (meaning on a steal, or rebound, or intercepted pass... where the defending team is now the offending team) they are allowed to press in the backcourt. If the team that is pressing is winning by 10 points or more, they must play half court defense. Failure to play man to man results in a warning, then a second warning, then a technical foul.
 - **Travel:** use your judgement as to when to call travels. Make sure you make the call; this is how the child will learn. If you let everything go, the players will never improve and think what they are doing is the right way and in the end they will develop bad habits.
 - **3 in the key:** tell them to get out of the key. Don't just ignore the call altogether, but don't count to 3 and call it. If you keep telling them to get out of the key and they are not, chances are they have no idea what a key is! At the next whistle, get all the kids around the key and show them!
 - **Gym C-D novice:** they are brand new kids. Very young. You are teaching them more than you are refereeing them. Explain your calls, every time. Help them line up for foul shots, during play tell them to go get their players. Blow your whistle to remind them man-to-man. They will follow the ball always!
 - **Gym E-F novice:** they are still new to the game, but most have played a year or 2. Be patient with them; explain your calls if you see the kid has no idea why you blew your whistle. Remind them man-to-man before blowing your whistle. Don't be afraid to talk on the court!
 - Players have 8 seconds to cross half-court, tell them to hurry and pass the line if they are not moving.
 - **Half-time:** 5 minutes
- ** any violation in the key, the ball is to be taken out on the baseline, closest to where the infraction occurred, bottom of the key NOT under the basket****
- **any foul shot violation, the ball is to be taken out on the sideline, foul line extended across the scorer's table****
- **backcourt violations are to be taken out closest to where the infraction occurred ****
- **all other violations are to be taken out closest to where the infraction occurred****
- **last 2 minutes of game time, if a time-out is called, ball is given in the offensive teams front court at the dotted line between half court and 3pt line****
- **beginning of a quarter (except 1st quarter), ball is to be taken straddling half court line, across from scorer's table, allowing front and backcourt access****

MINI BOYS

- **Pre-game:** make sure all layers are wearing their uniform, no jewellery with shirts tucked in, have shoes on. Do pre-speech for every game. Remind them to play man-to-man and to watch their hands on the court! If they do not have Brookwood shorts or proper jersey, it counts as a personal foul to the player. *it does not count as a team foul*
- Foul shot line is permanently indicated on the court.
- **Games start at 11:00 sharp.** All personnel should be ready and in uniform, on the court 10 minutes prior to game
- **Quarters:** 6 minutes each. After three minutes (anything under 3:05 on the clock) **on a whistle or a basket**, substitutions is to be called. They have no more than 1 minute to substitute their players.
- **Time-outs:** they are allotted 2 time-outs in the first half and 3 in the second half. They are **not** allowed to take all 3 time-outs in the last 2 minutes of game time. Time-out lasts 1 minute
- **Defense:** all players must play man-to-man defense. They are allowed to press full court, but once ball passes half-court line, it's man to man. If the team that is pressing is winning by 10 points or more, they must play half court defense. Failure to play man to man results in a warning, then a second warning, then a technical foul.
- **Travel:** pay attention to their lay-up steps and their pivot foots. These kids have an idea of what they are doing. Call the travels. Explain your calls to them.
- **3 in the key:** tell them to get out of the key. If they don't make an attempt call it.
- Players have 8 seconds to cross half-court; you can let them know when they are close to 8 seconds, but make the call if they are not in their front court yet.
- **Half-time:** 5 minutes

**** any violation in the key, the ball is to be taken out on the baseline, closest to where the infraction occurred, bottom of the key NOT under the basket****

****any foul shot violation, the ball is to be taken out on the sideline, foul line extended across the scorer's table****

****backcourt violations are to be taken out closest to where the infraction occurred****

****all other violations are to be taken out closest to where the infraction occurred****

****last 2 minutes of game time, if a time-out is called, ball is given in the offensive teams front court at the dotted line between half court and 3pt line****

****beginning of a quarter (except 1st quarter), ball is to be taken straddling half court line, across from scorer's table, allowing front and backcourt access****

BANTAM BOYS

- **Pre-game:** make sure all layers are wearing their uniform, no jewellery with shirts tucked in, have shoes on. Do pre-speech for every game. Remind them to play man-to-man and to watch their hands on the court! If they do not have Brookwood shorts or proper jersey, it counts as a personal foul to the player. *it does not count as a team foul*
- Foul shot line is permanently indicated on the court.
- **Games start at 12:30 sharp.** All personnel should be ready and in uniform, on the court 10 minutes prior to game
- **Quarters:** 8 minutes each. After four minutes (anything under 4:05 on the clock) **on a whistle or a basket**, substitutions is to be called. They have no more than 1 minute to substitute their players.
- **Substitutions:** They are allowed free subs in the whole fourth quarter. They are allowed to substitute their players on any whistle, and non-scoring team is allowed on a basket only in the last 2 minutes of game time! (if non-scoring team subs, then the scoring team is allowed to sub their players as well)
- **Time-outs:** they are allotted 2 time-outs in the first half and 3 in the second half. They are **not** allowed to take all 3 time-outs in the last 2 minutes of game time. Time-outs lasts 1 minute.
- **Defense:** all players must play man-to-man defense. They are allowed to press full court, but once ball passes half-court line, it's man to man. If the team that is pressing is winning by 10 points or more, they must play half court defense. Failure to play man-to man results in 1 warning then a technical foul.
- **Travel:** pay attention to their lay-up steps and their pivot foos. Call the travels.
- **3 in the key:** you can warn them before calling it, just make sure you and your partner are on the same page, and both warn them or neither warns them.
- Players have 8 seconds to cross half-court; you can let them know when they are close to 8 seconds, again, make sure you and your partner are consistent and both warning before calling.
- **Half-time:** 5 minutes

**** any violation in the key, the ball is to be taken out on the baseline, closest to where the infraction occurred, bottom of the key NOT under the basket****

****any foul shot violation, the ball is to be taken out on the sideline, foul line extended across the scorer's table****

****backcourt violations are to be taken out closest to where the infraction occurred****

****all other violations are to be taken out closest to where the infraction occurred****

****last 2 minutes of game time, if a time-out is called, ball is given in the offensive teams front court at the top of the 3-point line extended****

****beginning of a quarter (except 1st quarter), ball is to be taken straddling half court line, across from scorer's table, allowing front and backcourt access****

SENIOR BOYS

(MIDGET/JUVENILE)

- **Pre-game:** make sure all layers are wearing their uniform, no jewellery with shirts tucked in, have shoes on. Do pre-speech for every game. Remind them to play man-to-man and to watch their hands on the court! If they do not have Brookwood shorts or proper jersey, it counts as a personal foul to the player. *it does not count as a team foul*
- Foul shot line is permanently indicated on the court.
- **Games start at 2:00 or 3:30 sharp.** . All personnel should be ready and in uniform, on the court 10 minutes prior to game
- **Quarters:** 8 minutes each. After four minutes (anything under 4:05 on the clock) **on a whistle or a basket**, substitutions is to be called. They have no more than 1 minute to substitute their players.
- **Substitutions:** They are allowed free subs in the whole fourth quarter. They are allowed to substitute their players on any whistle, and non-scoring team is allowed on a basket only in the last 2 minutes of game time! (if non-scoring team subs, then the scoring team is allowed to sub their players as well)
- **Time-outs:** they are allotted 2 time-outs in the first half and 3 in the second half. They are **not** allowed to take all 3 time-outs in the last 2 minutes of game time. Time-outs lasts 1 minute.
- **Defense:** They are allowed to play zone defense or man-to-man defense. They are allowed full court press at all times, except if the defensive team is up by 10 points or more, they must play half-court defense.
- **Violations:** call it as you see it, using your judgement.
- **3 in the key:** you can warn them before calling it, just make sure you and your partner are on the same page, and both warn them or neither warns them.
- **Half-time:** 5 minutes

**** any violation in the key, the ball is to be taken out on the baseline, closest to where the infraction occurred, bottom of the key NOT under the basket****

****any foul shot violation, the ball is to be taken out on the sideline, foul line extended across the scorer's table****

****backcourt violations are to be taken out closest to where the infraction occurred****

****all other violations are to be taken out closest to where the infraction occurred****

****last 2 minutes of game time, if a time-out is called, ball is given in the offensive teams front court at the top of the 3-point line extended****

****beginning of a quarter (except 1st quarter), ball is to be taken straddling half court line, across from scorer's table, allowing front and backcourt access****