

CONNECT *Sports* BASKETBALL



Connecting

- † Leadership
- † Integrity
- † Self Control
- † Sportsmanship.

Through Sports

REFEREE

2022



WELCOME TO CONNECT SPORTS

Welcome to the Connect Sports Basketball program! This handbook is designed to provide you with everything you need to be successful as a Connect Sports Basketball Referee. The information on the following pages is designed to guide you through the season and includes the rules unique to Connect Sports Basketball. Along with this handbook, you can find additional Connect Sports Basketball Referee resources at playconnectsports.org.

Being a Connect Sports Referee is more than just refereeing basketball. Connect Sports is designed to connect our families, youth, church and community to each other through Christ. In Christ we are more than parents, coaches, players and referees. Connect Sports provides the means to introduce Jesus to our youth through sports and to take ministry past learning the game of basketball on the court to learning virtues and biblical truths that will develop strong character and a lasting faith. Through the power of play, you will be the referee on the court that is able to not only provide young athletes with a better understanding of the game rules, but also be an influence that allows young athletes the opportunity to connect with the Lord and stay positively engaged with the church and community. You are more than a referee, you are the model of Christ on the court that can reclaim respect for the sport and develop courage and confidence in our youth.

TABLE OF CONTENTS

Section One

Introduction.....	5
Becoming a Connect Sports Referee.....	6
Before the Game Begins.....	8

Section Two

Rules.....	10
Levels of Referee Calls.....	11
What to Expect.....	11
Game Format.....	13
Rules for Play Pre-K through 4th Grade	14
Rules for Play 5th and 6th Grade.....	17
Common Violations-What to Watch For.....	18

Section Three

How To Make A Call.....	20
Positions and Responsibilities.....	21
Responsibilities of Both Referees.....	23
Fouls—Definitions and Examples.....	25
Violations—Definitions and Examples.....	26
After the Play.....	27

This book was last revised on 12/12/2019 by C.Richey



2 Timothy 3:16-17 ESV

***All Scripture is breathed out by God and
profitable for teaching, for reproof, for
correction, and for training in righteousness,
that the man of God may be competent,
equipped for every good work.***

Introduction



SECTION ONE

CONNECT Sports
BASKETBALL

Becoming a Connect Sports Basketball Referee

Connect Sports Basketball is designed to promote healthy competition and sportsmanship while also teaching the rules and objectives of the game. A positive influence to the game is your biggest role in this program.

As a Connect Sports Basketball Referee, you should be able to:

- † Control the game—The referee must keep the game under control while promoting a competitive experience. The best way to do this is to blow the whistle sharply to stop play, calling fouls and violations when they occur. Any rough play should be stopped immediately, and the referee should communicate with the players and coaches to gain control of the situation. Encourage players and give instruction as an extension of the coach. This will shape the overall attitude and atmosphere of the game while improving the players' experience.
- † Understand and know the sport as well as the rules specific to Connect Sports.
- † Lead by example—You should demonstrate a Christ-like attitude through your officiating and through the encouragement of players. Provide positive comments to players during the game for their play, effort and sportsmanship.

- † Communicate effectively with coaches, players and spectators. Throughout the game, teach the game to players as you are officiating. When a foul or violation is called, make the appropriate call and explain to players what happened, how it can be corrected and what the consequence is for the infraction.
- † Hand signals should accompany all fouls and violations that are called. Coaches and spectators need to know the result of what was called. Talk with coaches during game and at the end of segments. Communicate what you are seeing, and build rapport and confidence with the coaches.
- † It is important to communicate with your referee partner. Talk about positioning, and review the responsibilities for each of you. Basic communication before the game begins will make a positive difference during the game.
- † Employ proper positioning and refereeing mechanics. This includes coordinating efforts with your referee partner, blowing the whistle, using hand signals and keeping the game on track.
- † Manage substitutions. Before the start of each six-minute segment, player matchups occur at mid-court. The coaches will match players up against someone of equal ability. While this process is the coaches' job, you will serve as a monitor. If both coaches and referees foresee a match-up problem due to position and height, players can be shuffled around to create a better game situation. This should be done only when all parties agree to the change.

Before the game begins

Bring both teams and coaches together to remind them about game rules, common violations, and the spirit of Connect Sports Basketball. Encourage players and coaches to do their best to honor God with their actions and attitudes. Here are a few things to discuss during this pre-game gathering:

- † Gather both teams and their coaches for a brief word of encouragement and prayer.
- † Be sure all players have their jerseys tucked in their shorts.
- † Check to see that each player has his or her shoes tied tightly.
- † Have players remove all jewelry, hats and watches.
- † Give reminders for game play (no defense in the backcourt, man-to-man defense, three-second violations, etc.).

During the Game

As a Connect Sports Basketball Referee, you serve as an on-the-floor coach, teacher, and encourager. It is part of the referee's role to talk to players during the game. Communicating with players during play will help them improve their game on the court. Often the referee can stop a violation before it happens by talking to the players. Commands like "out of the lane 42," "watch the pushing," or "pass or shoot – no double dribbling" can keep the game moving and make it more enjoyable for all.

Players, parents, and coaches will appreciate a referee who is committed to both officiating and teaching.

Be sure to encourage players. Words of praise, high-fives, or clapping hands are all effective ways to build a young athlete's confidence and it also establishes a good relationship between you and all players. Communicating with coaches during the game is also very important because it builds a rapport with the coach while addressing any concerns they may have. As coaches and teams exit the court for halftime, take this opportunity to make adjustments for the second half. Based on the action in the first half, let coaches know what things you will be looking for when play resumes.

Rules



SECTION TWO



Levels of Referee Calls

Connect Sports Basketball uses a four-level age appropriate format that grows with each young athlete. Each level of Connect Basketball is tailored to meet athletes where they are in their playing ability, allowing them to reach their full potential. Each level of Connect Basketball includes a specific game format and rules, which are expressed in this guide.

What to Expect

Level of Play	Expectations and Teachable Moments for Referee
Pre-K and Kindergarten	<p>At this age, young athletes need the opportunity to learn the game of basketball at the most basic level.</p> <p>At this age children are still learning foundational eye-hand coordination skills and generally can only handle one skill at one time. As a referee you need to help coach and teach them while you referee the game.</p> <p>Your goal is to help develop them to the next level of play.</p>

Level of Play	Expectations and Teachable Moments for Referee
1st and 2nd Grade	At this age, players are learning to perform more than one skill at a time on the basketball court. They are still focused on their own skills rather than developing “team” skills such as passing the ball etc. They need to accomplish dribbling with one hand, not moving feet during a shot and know the difference between offense and defense. As a referee try to encourage “team” work.
3rd and 4th Grade	Players at this age are able to pick up some of the more advanced concepts of the game and are growing into a more mature level of hand-eye coordination. They are able to understand the concept of teamwork. They realize that they can be successful by helping teammates. It is important to keep score at this level and teach life lessons through winning and losing.
5th and 6th grade	Players should be showing maturity with hand-eye coordination and understand the game at this level. A traditional middle school level of rules and format should be followed. Remember, as a referee, there are always teachable moments.

**The following pages
contain the Game
Format, Rules for Playing
Defense and Rules for
Playing Offense for Pre-K
through 4th Grade and a
separate section for 5th
and 6th Grade. Please
refer to the appropriate
section for your
designated age group.**

Pre-K through 4th Grade

Game Format

1. Referees lead both teams in prayer at center court and review rules before every game. This sets the tone and focus for the game.
2. A coin flip or other impartial method determines which team receives possession first. In jump ball situations, possessions will alternate. This promotes fairness for both teams while adhering to the NFHS rule for jump ball situations.
3. Clock format—Running clock throughout the game, stopping only for pre-determined substitutions at the end of each segment, free throws, injuries and halftime.
4. Each game consists of six periods, each consisting of six minutes.
5. At the end of each segment, the team that receives the ball next is based upon the direction of the possession arrow.
6. All coaches will adhere to the substitution system as shown in the coaches handbook. The substitution system allows for equal playing time for all players.
7. There are no timeouts. This allows more playing time and keeps the games on time.
8. Teams switch goals at halftime. This rule is in compliance with NFHS Rules. It also evens any advantage that may occur because of the court.
9. Any game ending in a tie should remain in a tie. No overtimes are played so games stay on schedule.
10. Standings add unneeded pressure to the game and therefore will not be maintained.
11. A post-game award ceremony between players and coaches, with family support, will take place after the game.

Pre-K through 4th Grade Continued

Rules for Play Defense

1. Man-to-man defense will be played at all times. Zone defenses are not allowed. In a man-to-man defense, players are only guarding the opponent that closely matches their ability and height. This allows for a more competitive system for every player on the court while creating an equal opportunity for each player.
2. Defensive players must stay within arm's reach of the player they are guarding once their player reaches the 3-point line. Double teaming is not allowed. After a warning by the referee, a second illegal double team by the same player will result in one technical foul shot by the offense. The offense retains possession by in-bounding at mid court. However, help defense is strongly encouraged in the following instances:
 - † Lane Area—If a defender is in the lane and the player he or she is guarding is within arm's reach, the defender is allowed to provide help defense. Since many goals are scored in the lane, it provides the defense more opportunity to properly defend this area.
 - † Picks and Screens—Defensive switching is allowed on offensive picks or screens. The non-screened defender can help his or her teammate by temporarily switching until the teammate recovers to defend their offensive player. This is commonly referred to as "help and recover."
 - † Fast Breaks—When an offensive player has beaten their defender, another defensive player may help. Once defenders recover, they should return to guarding their assigned players. This rule is meant to prevent the defenders from helplessly watching the offensive player score without being able to help.
3. At the beginning of each segment, players will line up at half court and "match up" with whom they are guarding. This act is performed to promote equal player match ups. Equal match ups combined with man-to-man defense create five competitive pairings on the court.
4. Full court presses are not allowed. This will allow for more play to occur in the front court and create an equal opportunity for each child to participate both on offense and defense.

Pre-K through 4th Grade Continued

Rules for Play Continued

5. Due to the shortness of the court, over-and-back violations will not be called.
6. Once the offense crosses half court or the ball is inbounded from the front court, the defense can now guard in the backcourt. This allows the defense to defend full court if the offense retreats past half court.
7. A player committing two fouls in one segment must sit out the remainder of that segment (a referee will give a warning to the player after the first foul). The next player in the rotation comes in as the substitute and is rewarded some extra game time. This does not change the normal rotation as the fouled-out player does not re-enter the game until he or she is scheduled to do so. This rule allows the offending player time to regroup during the remainder of the segment while realizing that there is a consequence for the violation.

Rules for Play Offense

1. The offense must purposefully attack the defense in every situation – no stalling. After a warning from the referee, a violation will be called resulting in a turnover. This will prevent a team with the lead from running the clock out by staying in the backcourt.
2. For Pre-K through 4th grade, all fouls will result in the ball being inbounded.
3. Isolation plays will not be allowed because they take away the opportunity for improvement for all players and contradict the spirit of the rules.
4. No score will be given for a basket in the wrong goal. It will be treated as a turnover. This will prevent further embarrassing a player for making this mistake.

5th and 6th Grade

Game Format

1. Referees lead both teams in prayer at center court and review rules before every game. This sets the tone and focus for the game.
2. A coin flip or other impartial method determines which team receives possession first. The possession arrow will be used to determine possession for the rest of the game.
3. The game will consist of two 15-minute halves.
4. The clock stops at all whistles and timeouts.
5. Each team gets three 30-second timeouts, per game.
6. Substitutions are made at the coaches discretion. Every player **MUST** play at least 5 minutes per half.
7. Players must check in and out at the score table so that accurate records can be maintained.
8. Teams switch goals at halftime. This rule is in compliance with NFHS Rules. It also evens any advantage that may occur because of the court.
9. Any game ending in a tie should remain in a tie. No overtimes are played so games stay on schedule.
10. Standings add unneeded pressure to the game and therefore will not be maintained.
11. A post-game award ceremony between players and coaches, with family support, will take place after the game.

5th and 6th Grade Continued

Rules for Play

Defense

1. Man-to-man defense will be played at all times. Zone defenses are not allowed. In a man-to-man defense, players are suggested to match up and guard the opponent that closely matches their ability and height. This allows for a more competitive system for every player on the court while creating an equal opportunity for each player.
2. Defensive players must stay within arm's reach of the player they are guarding once their player reaches the 3-point line. Double teaming is not allowed. After a warning by the referee, a second illegal double team by the same player will result in one technical foul shot by the offense. The offense retains possession by in-bounding at mid court. However, help defense is strongly encouraged in the following instances:
 - † Lane Area—If a defender is in the lane and the player he or she is guarding is within arm's reach, the defender is allowed to provide help defense. Since many goals are scored in the lane, it provides the defense more opportunity to properly defend this area.
 - † Picks and Screens—Defensive switching is allowed on offensive picks or screens. The non-screened defender can help his or her teammate by either temporarily switching until the teammate recovers, which is called help and recover, or switch on defense, which can allow an offensive mismatch
 - † Fast Breaks—When an offensive player has beaten their defender, another defensive player may help. Once defenders recover, they should return to guarding their assigned players. This rule is meant to prevent the defenders from helplessly watching the offensive player score without being able to help.

5th and 6th Grade Continued

Rules for Play Continued

3. Full court presses are not allowed. This will allow for more play to occur in the front court and create an equal opportunity for each child to participate both on offense and defense.
4. Due to the shortness of the court, over-and-back violations will not be called.
5. Once the offense crosses half court or the ball is inbounded from the front court, the defense can now guard in the backcourt. This allows the defense to defend full court if the offense retreats past half court.
6. A player committing five fouls in a game must sit out the remainder of the game.

Rules for Play Offense

1. The offense must purposefully attack the defense in every situation – no stalling. After a warning from the referee, a violation will be called resulting in a turnover. This will prevent a team with the lead from running the clock out by staying in the backcourt.
2. Shooting bonuses will occur at the 7th and 10th (double bonus) foul each half
3. Isolation plays will not be allowed because they take away the opportunity for improvement for all players and contradict the spirit of the rules.
4. No score will be given for a basket in the wrong goal. It will be treated as a turnover. This will prevent further embarrassing a player for making this mistake.

RULES-SECTION TWO

Rules for Play Continued

Action	PK-K	1st—2nd Grad
Stealing of the ball from ball handler allowed	No	No
Stealing of the pass allowed	No	Yes
Traveling called	Explain to them but no turnover	Yes**
Double dribble	Explain to them but no turnover	Yes**
3-second violation	No	Explain to them but no turnover
Shooting free throws	No	No
Scoring	No	Yes, but zeroing it out after each period
Fastbreaks allowed	Yes*	Yes
Goal height	7ft.	8ft.
Ball size	Junior 27.5 Size 5	Intermediate 28.5 Size 6

***Referee/coaches should step in if one child is fast breaking every time.**

Rules for Play Continued

Action	3rd—4th Grade	5th—6th Grade
Stealing of the ball from ball handler Allowed	Yes	Yes
Stealing of the pass allowed	Yes	Yes
Traveling called	Yes	Yes
Double dribble	Yes	Yes
3-second violation	Yes	Yes
Shooting Free Throws	No	Yes
Scoring	Yes	Yes
Fastbreaks allowed	Yes	Yes
Goal Height	9ft	10ft
Ball Size	Intermediate 28.5 Size 6	Intermediate 28.5 Size 6

****Referee should make a call, but explain with no turnover until week 3. This should be a teachable moment for the first two weeks.**

Common Violations—What to Watch For:

Defense in the Backcourt

No full-court press defense of any kind is permitted. Referees must keep the flow of traffic away from the ball in the backcourt so that the offense can move the ball up court. Saying things such as, “Defense, get back” helps keep the flow of the game smooth. This is especially important in the first few weeks, when some players are new or still getting reacquainted with this rule.

Zone Defense and Sagging Defenders

Zone defense not permitted. Defensive players must stay within arm’s reach of the player they are guarding.

Double Teaming

While double teaming is not allowed, help defense is encouraged in the following three situations:

- † In the Lane Area
- † Offensive Picks and Screens
- † During Fast Breaks

Note: See page 14 for descriptions of these three situations.

Fouls on Picks and Screens

Protect players by watching for the following fouls on picks and screens:

- † Moving While Setting Pick—A common form of moving pick is for the offensive player setting the screen not to plant his or her feet or give the defender room to move. A moving pick or screen is illegal. Make the call early, and teach players the correct way to set a pick.
- † Arms Out While Setting Pick—Along with a moving pick, players will want to make themselves a larger pick by using the span of their arms to gain an advantage when shielding defenders. This is illegal. Players need to learn to protect themselves with their arms by their sides, not extended like a clothesline.
- † Players Running Through Picks—Defenders must try to avoid picks and screens and not simply try to shove through them. It is illegal for a defender to push through the offensive player setting the pick.

The Call



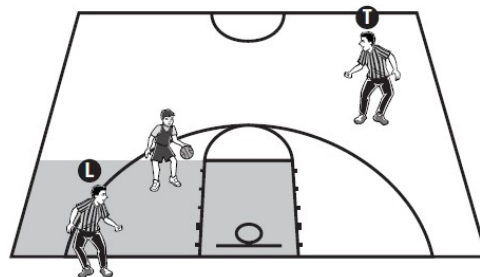
SECTION THREE



How to Make a Call

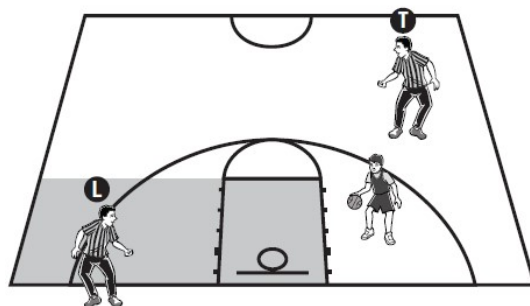
Positioning and Responsibilities

You can't call what you don't see. Refereeing at any level is about being in the right position. This requires good communication between you and your partner. Each game will require two referees that alternate as lead and trail duties with each change of possession. The lead referee is the first official down the court and positions himself along the baseline in the near court. The trail official positions himself/herself diagonally from the lead in the near court beyond the top of the key or three point line. During a change of possession, the lead and trail officials switch, making the lead the new trail and the trail the new lead.

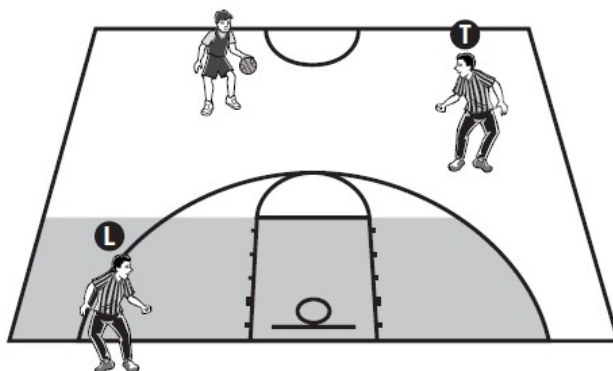


In the above diagram, the lead official (L) has on-ball coverage (shaded area) because that official is near the ball. The trail official (T) is off the ball and covers the rest of the court. The lead official's coverage area extends to the free-throw line and includes the entire free-throw lane.

THE CALL—SECTION THREE



If the ball moves outside the lead official's coverage area, the trail official then assumes on-ball coverage, and the lead official's coverage is now off the ball (see above).



Above, you can see that the ball has now moved up high near midcourt on the lead official's side. In this situation, the trail official has ball coverage, and the lead official has off-ball coverage. The lead official's coverage area has now extended beyond the free-throw lane. This extended coverage helps the trail focus on the action occurring around the ball.

Responsibilities of Both Referees

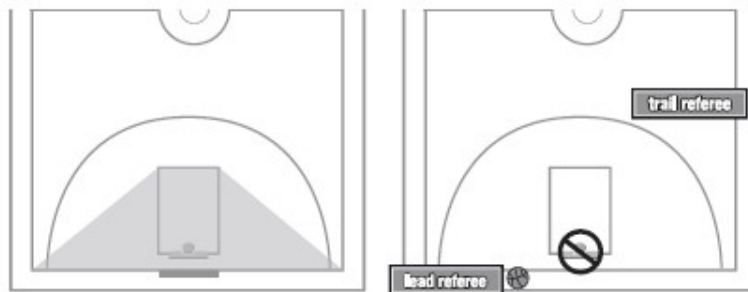
- † Watch for fouls and violations (traveling, double dribble, etc.). Watch down the sideline and baseline.
- † Administer free throws (help line up players along the lane if necessary). This rule is only applicable for 5th and 6th grade.
- † Administer dead ball throw-ins (baseline or sideline), but avoid front court corners.
- † Blow the whistle to end the play. When one referee blows the whistle, the other should blow the whistle as well.

If you desire to be a quality referee, there are a few common positioning traps to avoid:

- † Both officials stay in the trail position or on opposite sidelines—If this occurs, there is no way to make an accurate call on action “in the paint” or near the baseline.
- † Both officials watching the ball—If this happens, who is watching action away from the ball? The only time the lead official watches the ball is when the ball is in his or her area. The lead official does not watch the ball if it is in the trail official’s area or the perimeter area.
- † Being lazy—Doing one’s best is a big part of Connect Sports. This effort is expected from the coaches, players, and the referees. Remember, hustle up and down the floor the entire game to get in the proper position to make the call. This will make your job, as well as your partner’s job, much easier.

THE CALL—SECTION THREE

- † Allowing the ball to be thrown-in under the basket—If action is stopped from the elbows to the baseline corners, the ball should be thrown-in along the baseline closest to the stopped action. Never allow the basketball to be thrown-in directly under the basket. (see diagram below)



Fouls/Violations Hand Signals

Often times, referees will blow the whistle to signal either a foul or a violation. In order to make this call, you must be able to recognize not only what represents a foul or violation, but also what the appropriate hand signals. Remember, coaches, parents, and players want to know why the whistle was blown. Using proper hand signals is an effective way to communicate what is happening on the court.

Fouls—Definitions and Examples

A foul is defined as any illegal contact made between a player and his/her opponent. A personal foul can be committed by an offensive or defensive player. When a foul is committed, the referee should blow the whistle sharply and raise their fist in the air above their head. The hand signal that follows details the type of foul that was committed. Below are the different types of fouls:

- † Holding Foul—Involving grabbing onto the arm, hand, wrist, or jersey of the offensive player.
- † Blocking—Illegal contact which impedes the progress of an opponent. A blocking foul is called when the defender blocks with the body and his/her position is not clearly established.
- † Player Control Foul (Offensive Foul)—A foul called when an offensive player runs into a defender who has an established position (both feet are in a stationary position).
- † Pushing—A foul in which a defender pushes or shoves an offensive player in order to impede his/her movement or progress.

Violations—Definitions and Examples

A violation is defined as an infraction of the rules by the offensive team that does not result in a free throw; the ball is turned over to the opposing team for a throw in. If there is a violation, the referee should blow the whistle sharply, and raise an open hand high in the air above the head. Then the referee should make the appropriate hand signal that corresponds to the violation being committed. Below are the different types of violations:

- † Traveling—When the ball handler takes too many steps or moves the pivot foot without dribbling.
- † Double Dribble—Occurs when a player stops dribbling and then dribbles again without giving up possession, or when a player dribbles the ball with both hands at the same time.
- † Palming—Palming or Carrying the Ball When a player moves his/ her hand under the ball and scoops it while dribbling.

After the Play

After the play has ended, the referee should address what occurred by:

- † Quickly explaining the violation/foul to the players by telling them how it can be avoided and the result of the infraction. The extent of the explanation will vary according to the age and understanding of the players and should decrease as the season progresses.
- † Communicating whether the consequence results in alternating possession (violation or non-shooting foul) or free throw attempts (shooting foul).



Connecting Families and Community in Christ through Sports

MINISTRY PARTNERS

(In Alphabetical Order)

Aurelius Baptist Church
4419 West Barnes Rd
Mason, Michigan 48854
Phone: (517) 628-2085
Website: aureliusbaptistchurch.org

Eden United Brethren Church
1938 Eden Road
Mason, Michigan 48854
Phone: (517) 676-1376
Website: edenubchurch.org

Mason Community Church
1000 E. Columbia Street
Mason, Michigan 48854
Phone: (517) 676-5322
Website: masoncommunitychurch.net

Mason First Church of the Nazarene
415 East Maple Street
Mason, Michigan 48854
Phone: (517) 676-5680
Website: masonnaz.org

Recreational Outreach Center
1706 W. Dansville Road
Mason, Michigan 48854

OUR WEBSITE: PLAYCONNECTSPORTS.ORG
FACEBOOK US AT: [PLAY CONNECT SPORTS](https://www.facebook.com/PLAYCONNECTSPORTS)