



CBA REFEREE CLINIC 2004-2005 SEASON

THROW INS

1. Understand “**CLOSEST SPOT**” principal
 - a. Use Diagram to illustrate

2. Mechanically
 - a. Communicate to partner(s) when foul/violation occurs, also designating spot
 - b. Make sure “throw-in” official has the correct spot

3. Always use “**BOX –IN**” principal
 - a. Hold ball on opposite hip while setting “spot”
 - b. Communicate “spot” to thrower
 - c. Be aware of strange ground rules. Hand ball with inside hand only! (Same as FREE THROW) after making eye contact with partner
 - d. Step away (maybe back) and begin count. While raising “up court” hand to control clock.
 - e. Be aware of thrower violation and also defensive players in your area.
 - f. Count should not be verbal. We are NOT trying to call a violation, we ARE trying to avoid one. DO NOT allow an advantage to be gained.



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COUNTING SITUATIONS

Four of the five counting situations in basketball require a visible count (flick of the wrist action). They are:

1. Ten second free throw release count
2. Ten second back court count
3. Five second inbound count
4. Five second closely guarded count

The fifth one that does not require a visible count is the three second free throw lane count.

It is only fair to everybody that you visibly count in these situations.

Practice it – you will become very proficient at it.

VISIBLE COUNTS

1. Always be deliberate to start your counts. We are not looking for violations.
2. On all visible counts that involve switching of hands, be sure to make the switch. This helps all know that a new count has started. It also shows that we are alert to the game.
3. Do not use a NBA/CBA mechanic unless you are working at that level.
4. Remember that we count to be sure that a team plays within the framework of the rules. We do the mechanics of counting to communicate that we indeed are counting. If we error at all...error on the side of not calling a counting violation.

Note: Currently it is the understood Federation and NCAA procedure not to verbalize our counts. The reason being to avoid an inconsistency in verbalizing at different points in the game.