

# IAABO Board #20

## 2015 Referee Class

Officials Duties and Uniforms



# OFFICIAL'S DUTIES

## 2-1 Game and Table Officials

The game officials shall be the **Referee** and the **umpire(s)** who shall be assisted by an official **timer** and **scorer**



It is recommended that the scorer and timer sit next to each other.

The officials jurisdiction **BEGINS** when they arrive on the floor.



The officials shall be on the floor  
**15 minutes**  
before the start of the game



The officials jurisdiction **ENDS** and the final score has been approved when:  
they **leave the visual confines** of the court.





### 2-3 Referee's Authority

The referee shall make decisions on any point not specifically covered in the rules.

## 2-4 Referee Pregame Duty

The referee shall:

- **Inspect and approve all equipment**, including court, baskets, ball, backboards, timer's and scorer's signals.
- **Designate the official timepiece and official timer** prior to the scheduled starting time of the game

Designate the official scorebook and official scorer.



The scorebook of the home team shall be the official book, unless the referee rules otherwise.



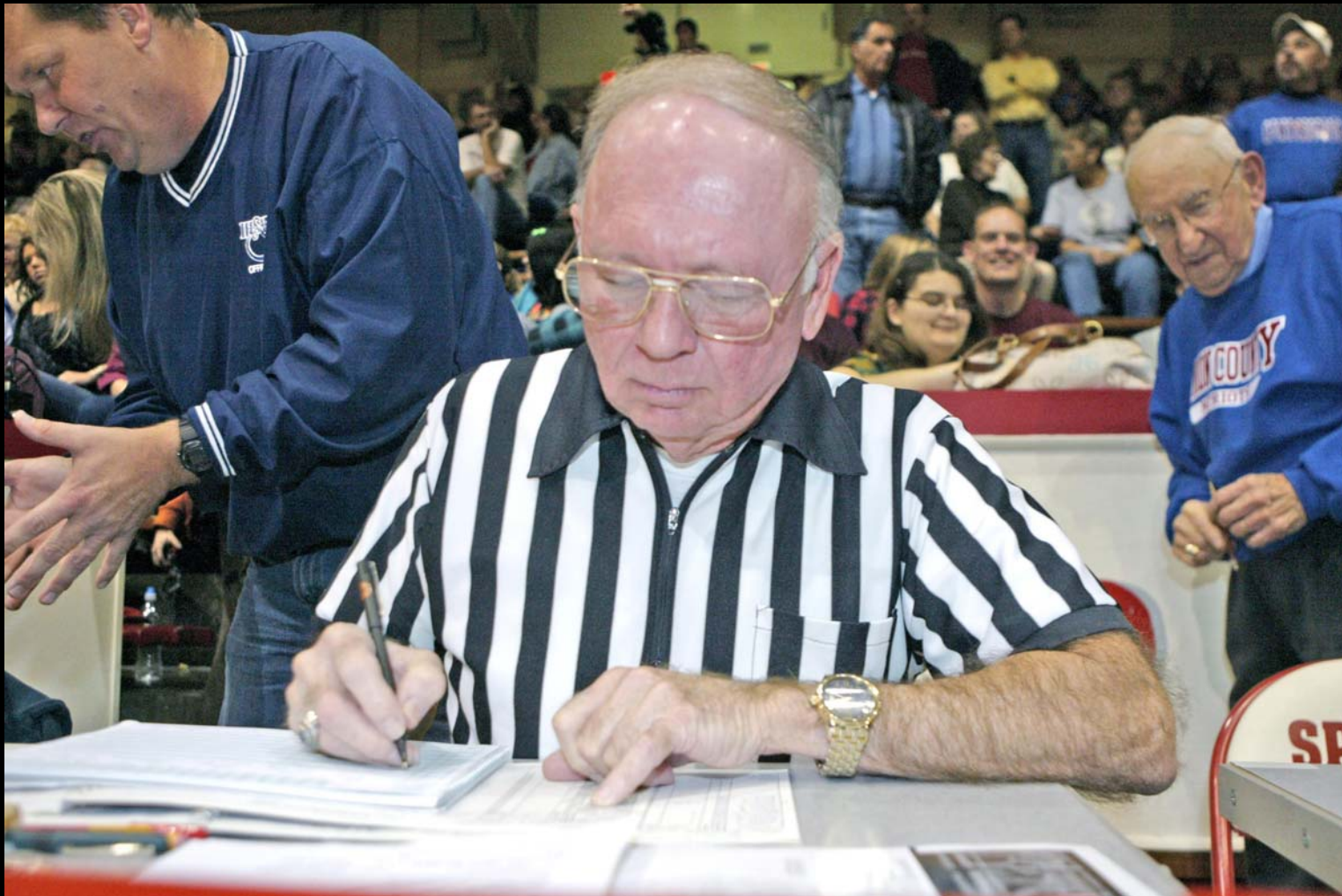
# Captains, Head Coaches, Officials meeting



## Verify with head coach that:

- his/her team member's uniforms and equipment are legal and worn properly,
- that participants will exhibit proper sporting behavior throughout the contest.

## 2-11 Scorer's Duties



The scorer will notify the nearer official when there is an infraction of the rules pertaining to submission of roster, substitutions or number of players.



This may be done **as soon as**,

- the ball is dead
- or in control of the offending team

Scorer will signal the nearer official each time a team is granted a time-out in excess of the allotted number.



Signal each half when a player commits a common foul beginning with his/her team's 7<sup>th</sup> foul.

**Player will shoot a 1 and 1**



Signal each half when a player commits a common foul beginning with his/her team's 10<sup>th</sup> foul.

**Double Bonus – Player will shoot 2 free throws**



Compare records with visiting scorer after each goal, free throw, charged time out, and end of each quarter and extra period



Notify the official of any discrepancy  
If mistake cannot be found, **referee shall accept the record of the official scorebook**, unless he/she has knowledge otherwise.







A book keeping mistake **can be corrected at anytime** until the referee approves the final score

| TEAM <i>Chickens</i> |   | RUNNING SCORE  |     |                  |            |               |         |             |             |         |         |         |                 |     |      |    |   |  |  |  |  |  |  |  |
|----------------------|---|----------------|-----|------------------|------------|---------------|---------|-------------|-------------|---------|---------|---------|-----------------|-----|------|----|---|--|--|--|--|--|--|--|
| COACH                | 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 |                |     |                  |            |               |         |             |             |         |         |         |                 |     |      |    |   |  |  |  |  |  |  |  |
| DATE                 | 1-21-99   |                |     |                  |            |               |         |             |             |         |         |         |                 |     |      |    |   |  |  |  |  |  |  |  |
| SCORER               | TIMER   | FIRST Q SCORE  |     | FIRST HALF SCORE |            | THIRD Q SCORE |         | FINAL SCORE |             |         |         |         |                 |     |      |    |   |  |  |  |  |  |  |  |
|                      |   | 17             |     | 28               |            | 41            |         | 50          |             |         |         |         |                 |     |      |    |   |  |  |  |  |  |  |  |
| POB                  | POB   | POB            | POB | POB              | POB        | TURNOVERS     |         |             |             |         |         |         |                 |     |      |    |   |  |  |  |  |  |  |  |
| POS                  | QUARTERS PLAYED   | PLAYER         | NO. | PERSONAL FOULS   | FIRST HALF |               |         |             | SECOND HALF |         |         |         | SCORING SUMMARY |     |      |    |   |  |  |  |  |  |  |  |
|                      |   |                |     |                  | 1ST QTR    | 2ND QTR       | 3RD QTR | 4TH QTR     | 1ST QTR     | 2ND QTR | 3RD QTR | 4TH QTR | PTS             | FTS | REBS | TP |   |  |  |  |  |  |  |  |
|                      | 1   | Ryan Robertson | 11  | / / /            | 22         | 20            | 20      | 2           |             |         |         |         | 5               | 6   | 13   |    |   |  |  |  |  |  |  |  |
|                      | 2   | Bob McQuade    | 95  | / / /            | 23         | 33            | 28      |             |             |         |         |         | 3               | 3   | 1    | 4  |   |  |  |  |  |  |  |  |
|                      | 3   | Tom Robertson  | 18  | / / /            |            |               |         |             |             |         |         |         |                 |     |      |    |   |  |  |  |  |  |  |  |
|                      | 4   | John Linn      | 44  | / / /            |            |               | 2       |             |             |         |         |         |                 |     |      |    |   |  |  |  |  |  |  |  |
|                      | 5   | Jim Stewart    | 37  | / / /            | 22         | 2             | 2       | 2           |             |         |         |         | 5               |     |      | 10 |   |  |  |  |  |  |  |  |
|                      | 6   | Bill Hill      | 58  | / / /            |            |               |         |             |             |         |         |         |                 |     |      |    |   |  |  |  |  |  |  |  |
|                      | 7   | Jimmy Jackson  | 50  | / / /            |            |               |         | 2           |             |         |         |         | 1               |     |      | 2  |   |  |  |  |  |  |  |  |
|                      | 8   | Tom McQuade    | 75  | / / /            |            |               |         | 8           |             |         |         |         | 1               |     |      | 3  |   |  |  |  |  |  |  |  |
|                      | 9   | Tom Cook       | 30  | / / /            |            |               |         |             |             |         |         |         |                 |     |      |    |   |  |  |  |  |  |  |  |
|                      | 10  | Scott Morgan   | 27  | / / /            |            |               |         |             |             |         |         |         |                 |     |      |    |   |  |  |  |  |  |  |  |
|                      | 11  | Tom Sparks     | 24  | / / /            |            |               | 20      |             |             |         |         |         | 1               | 1   |      | 2  |   |  |  |  |  |  |  |  |
|                      | 12  | Polly Black    | 22  | / / /            |            |               |         |             |             |         |         |         |                 |     |      |    |   |  |  |  |  |  |  |  |
|                      | 13  | Ann Hill       | 60  | / / /            |            |               |         |             |             |         |         |         |                 |     |      |    |   |  |  |  |  |  |  |  |
|                      | 14  | John Patton    | 42  | / / /            |            |               |         |             |             |         |         |         |                 |     |      |    |   |  |  |  |  |  |  |  |
|                      |   |                |     |                  | 17         | 11            | 13      | 9           |             |         |         |         |                 |     |      |    |   |  |  |  |  |  |  |  |
| TEAM TOTALS          |   |                |     |                  | 17         | 11            | 13      | 9           | 17          | 11      | 13      | 9       | 50              | 17  | 11   | 13 | 9 |  |  |  |  |  |  |  |

The official scorebook **shall remain** at the scorer's table throughout the game, including all intermissions.



Referee shall check the scorebook before the **10 minute mark** for roster and designated starters.



# 3-2 Rosters, Starters, Numbers

Each team must provide the scorer with the names, numbers, and designated starters at least **10 minutes prior** to the scheduled start of the game.



Need  
team roster  
and starters



**NOT PROVIDED**  
1 Team Technical  
regardless of the  
number of  
infractions

# 10-1 Team Technical **AFTER** the 10 Minute Mark

After the 10 minute time limit

- **Change a designated starter** unless necessitated as in 3-2-2a. (illness, injury, illegal equipment or apparel, or to attempt a technical free throw)
- **Add a name** to the team member list.
- Require the scorer to **change a** team member's or player's **number** in the scorebook.
- Require a **player to change to the number in the score book.**
- Have **identical numbers** on team members and /or players



**Penalty**

**1** Team Technical regardless of the number of infractions



# 10.1 Team Technical

- Team **can only be penalized once**, regardless of number of infractions
- 2 free throws plus the ball for the division line throw in.
- Counts towards team-foul count

# TIMERS DUTIES

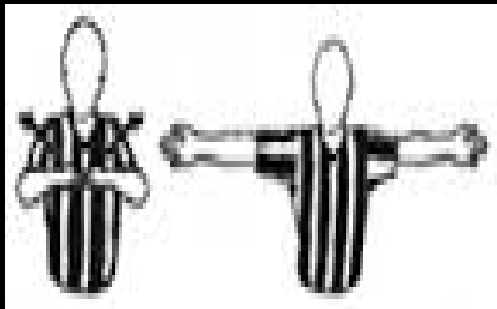


# 2-12 Timer's Duty

The timer shall have teams notified, at least **3 minutes** before the half starts.



Sound a warning horn with **15 seconds** remaining in a 60 and 30 second time out.



**60 second  
time out**



**30 second  
time out**

Sound warning horn 15 seconds before expiration of the **20 second** time interval to replace an injured or disqualified player.



# 5-10 Timing Mistakes

Timing mistakes can be corrected at any time if the official had **definite knowledge** relative to the time involved.



|       |        |             |        |         |   |
|-------|--------|-------------|--------|---------|---|
|       |        | 5:21        |        |         |   |
| HOME  |        | PERIOD      |        | TROJANS |   |
| 46    |        | 4           |        | 31      |   |
| FOULS | T.O.L. | PLAYER FOUL | T.O.L. | FOULS   |   |
| 6     | 4      | 14          | 3      | 2       | 4 |
| SCORE | MATCH  |             |        | SCORE   |   |

The official may use his count or other official information to rectify the mistake.



## 2-13 Timers' Equipment

If the timer's signal fails to sound or is not heard, the timer shall go onto the court or use other means to immediately notify the referee.

# 2-13 Timers' Equipment

If in the meantime, if a goal has been made or a foul has occurred, the referee shall consult the timer:

- **If table officials agree** that time expired before the ball was in flight, the goal shall not count.



# 2-13 Timers' Equipment



If **table officials agree** that the quarter or extra period ended before the foul occurred, the foul shall be disregarded, unless it was intentional or flagrant.



If **table officials disagree**, the goal shall count and/or the foul shall be penalized, unless the referee has knowledge which alters such ruling.



## 3-1 Team, Captain

- Each team consists of 5 players, one of whom is the captain.
- A team must begin the game with 5 players

If a player is disqualified and there is no substitute, they must continue with fewer than 5.



When there is **one player** remaining they shall forfeit the game unless the referee believes they have an opportunity to win.

**UNIFORMS**

# 3-4 Uniforms

The torso color for the home team shall be white, and a contrasting dark color for the visiting team.



Home



Away

# Flags

An American flag may be worn anywhere on the jersey.  
It can not exceed 2x3 inches or interfere with the player's  
number



# Memorial Patches

One commemorative/ memorial patch may be worn on the jersey. It shall not exceed 4 square inches. It shall not be a number, and must be located above the neckline or in the side insert.



Side Insert

# Legal Numbers

0 or 00

1-5

10-15

20-25

30-35

40-45

50-55

A team list shall not have both 0 and 00.



# Logos

A visual **manufacturer's logo** is permitted on the team jersey, not to exceed 2 ¼ square inches.



The manufacturer's logo may be located no more than 5 in. below the shoulder seam on the front of the jersey or 2 in. from the neckline on the back of the jersey or in either side insert.

# Logos

One **visible manufacturer's** logo/trademark/reference is allowed on the **pants/skirt**.



The size is limited to 2 ¼ inches.

# 3-4 Uniforms

A school or conference logo may be located at the apex/opening of the neckline, in the corresponding area on the back of the jersey or in the side insert.



# 10-5.4 Head Coaches' Rule

- The head coach shall not permit a team member to participate while wearing an illegal uniform

## Penalty:

- Penalize when discovered
- Only 1 technical foul is charged regardless of the number of offenders
- 2 free throws and the ball for a division line throw in
- Direct technical charged to head coach
- Counts toward the team foul count

EQUIPMENT / APPAREL

## 3-5 Equipment, Apparel

The referee shall not permit any team member to wear equipment or apparel which, in his/her judgement is **dangerous or confusing** to other players.

# Headbands and Wristbands

Only one headband is permitted.

- It must be worn on the forehead/crown.
- It can be no wider than 2 inches.

A maximum of 2 wristbands are allowed.

- One on each arm.
- Must be worn below the elbow.
- It can be no wider than 4 inches.

Headbands and wristbands must be white,





or black,



or beige,



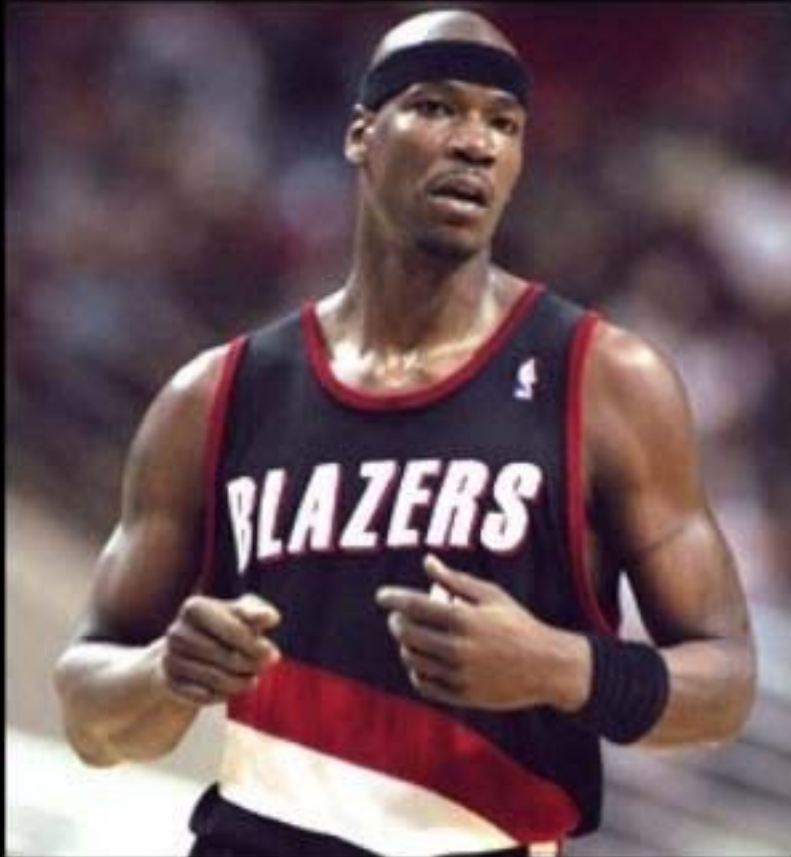
or the predominant color of the  
uniform



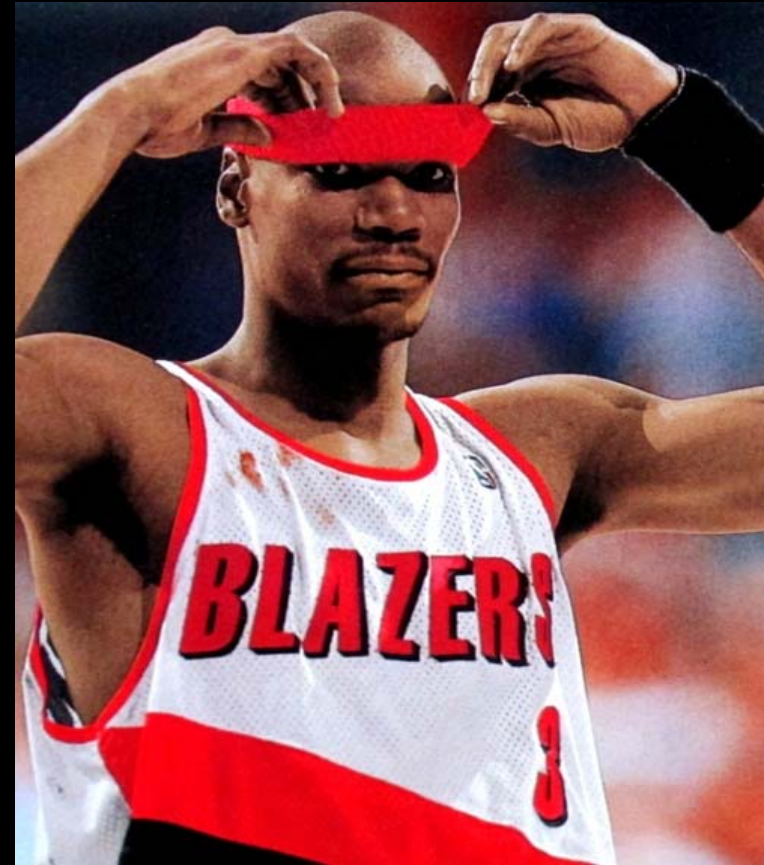
Headbands and wristbands must be the **same color for each item** and **all participants**.



Headband and wristbands must match in color.



Legal



Not Legal

# Logos

One **visible manufacturer's** logo/trademark/reference is allowed on the **wristbands**.



The size is limited to 2 ¼ inches.

# Logos

One **visible manufacturer's** logo/trademark/reference is allowed on the **headbands**.



The size is limited to 2 ¼ inches.

Headbands and wristbands must be **nonabrasive** and **unadorned**.



These are **NOT** legal



# Illegal headbands



Illegal color



Too many logos

# Hair Control Device

Rubber, cloth or elastic bands may be used to control hair.



Hard items including but not limited to beads, barrettes, and bobby pins are prohibited.

Head decoration and headwear, except those already specified are prohibited.

# Undershirts



Undershirts shall be a **single solid color** similar to the color of the jersey.

Not a legal color of undershirt



Sleeves shall not have frayed or ragged edges.





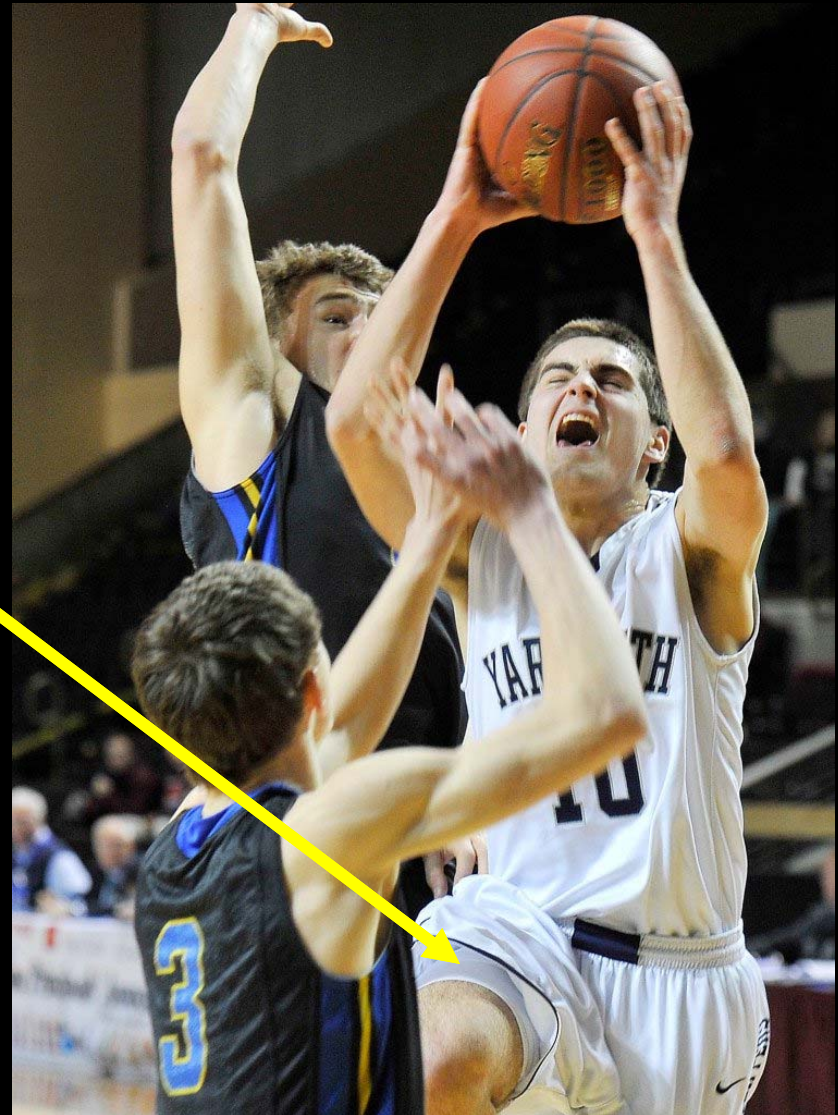
Sleeves shall be the same length.



No **visible** manufacturers logo is permitted on the undershirt.

# Compression Shorts

- Compression shorts shall be a single color similar to the predominant color of the pants/skirt
- The length shall be above the knee
- Undergarments shall not extend below the pants/skirt.



Arm sleeves, Knee sleeves,  
lower leg sleeves and tights  
are **permissible**





Anything worn on the arm and or leg is a sleeve,  
except for knee brace

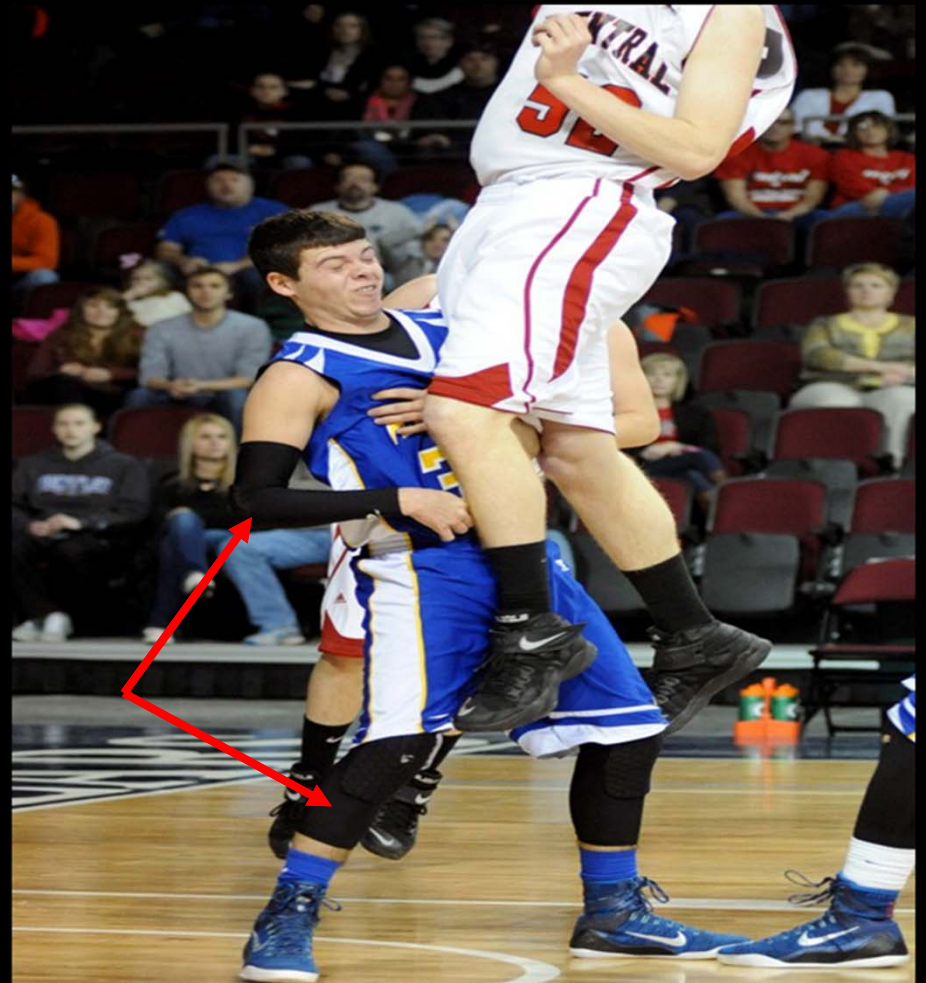


Sleeves and tights may be white, black, beige or the predominant color of the uniform.



All sleeves must be the **same** color for each team member.

Arm sleeves and leg sleeves must be the **same** color for each team member



Headbands, wrist bands must be the same color as any sleeve/tights worn



Green player is **legal**, tights match the headband



Player in white uniform is **illegal**, leg sleeve and Headband do not match

# Logos

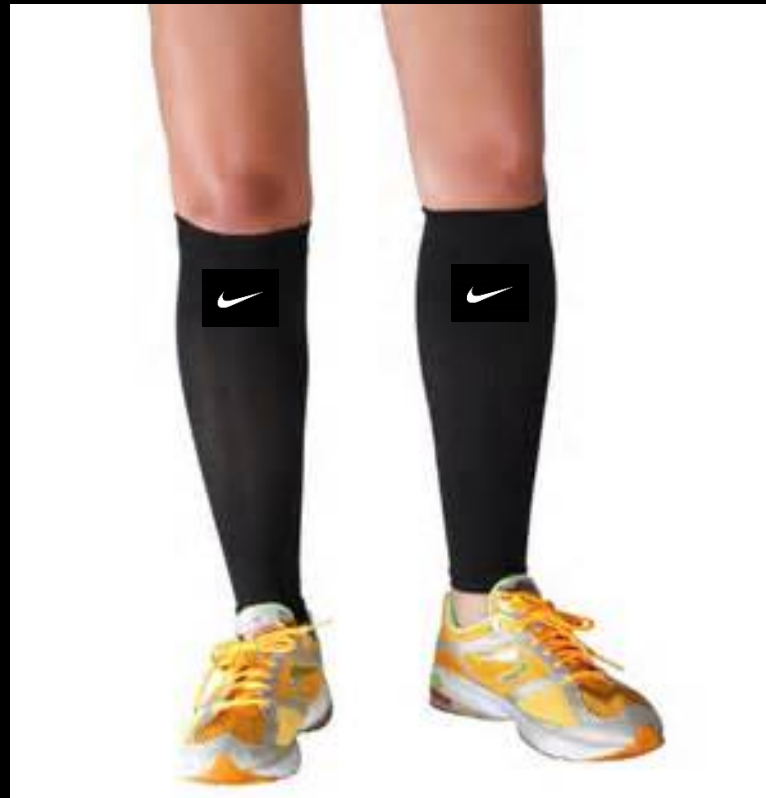
One **visible manufacturer's** logo/trademark/reference is allowed on the **arm compression sleeves**.



The size is limited to 2 ¼ inches.

# Logos

One **visible manufacturer's** logo/trademark/reference is allowed on the **leg compression sleeves**.



The size is limited to 2 ¼ inches.

# Logos

One **visible manufacturer's** logo/trademark/reference is allowed on the **compression tights**.



The size is limited to 2 ¼ inches.

## 3-5 Team Member's Equipment and Apparel

A guard, cast or brace made of hard and unyielding substance **shall not be worn** on the elbow, hand, finger/thumb, wrist or forearm.

**Even if covered with soft padding**

# 3-5 Team Member's Equipment and Apparel



Hard and unyielding items (guards, casts, braces, etc) **on the upper arm or shoulder** must be padded with no less than a ½ thick foam padding



Knees and ankle braces which are unaltered from the manufacturer's original design are permitted and do not require any additional padding or covering.



Leg sleeve

Leg brace

Braces **DO NOT** need to meet color restrictions.

# 3-5 Team Member's Equipment and Apparel

A protective face mask may be worn and made of hard material, **but** must be worn molded to the face with no protrusions

- Must be worn for a medical reason



## 3-5 Equipment, Apparel

- Jewelry is prohibited.
- Religious and medical alert bracelets are not considered jewelry. A religious medal must be taped and worn under the jersey.
- Medical-alert medals must be taped, but can be visible.

## 3-7 Safety Concerns

The referee shall not permit any team member to participate if in his/her judgment **any item constitutes a safety concern**, such as, but not limited to,



Fingernails



Hair style

# THE END

