

Southern California Municipal Athletic Federation
(SCMAF)

Basketball Officials Certification Course

Instructor's Guide



Officials Education and Certification
Committee
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www.scmaf.org

**SCMAF
OFFICIAL'S CERTIFICATION COMMITTEE**

**INSTRUCTOR'S GUIDE
BASKETBALL OFFICIAL'S CERTIFICATION COURSE**

INTRODUCTION AND PURPOSE:

This information is designed to assist classroom instructors with some basic guidelines for conducting Basketball Official's Certification and Training Programs. Please keep in mind that this is a guideline and instructors or department personnel should feel free to incorporate their own ideas and teaching techniques in the classroom sessions.

It is recommended that two classroom sessions plus one practical session be scheduled. The course is designed for new or rookie officials but may be used as a refresher course for experienced officials.

PRE-COURSE PLANNING AND PREPARATION:

Officials wishing to be certified should pre-register for the course. A rulebook and any course materials should be mailed to each official at least one week prior to the first session.

Session Outline

- I. Session One
 - A. Philosophy
 - B. New Rules and Changes
 - C. Physical Conditioning and Official's Uniform
 - D. SCMAF Exams
 - E. First Exam
 - F. Pre-game Conference & Procedures
 - G. Scorer-Timer Instructions
 - H. Jump Balls
 - I. Throw-ins
 - J. Free Throws
 - K. General Mechanic Tips
 - L. Second Exam

II. Session Two

- A. Guarding
- B. Screening/Blocking
- C. Charging
- D. Illegal Use of Hands
- E. Third Exam
- F. Dribbling
- G. Traveling
- H. Goal Tending - Basket Interference
- I. Fourth Exam

III. Session Three

- A. Practice - On Floor
- B. Evaluation

The attached material is merely a guide for instructors to follow to help insure consistency in rules interpretations and officiating for all SCMAF agencies. The suggestions listed do not preclude instructors from bringing additional materials to the classroom to make the lessons more meaningful to the officials.

The attached is a compilation of materials from the California Basketball Officials Association, the National Federation Basketball Rulebook, and the Southern California Municipal Athletic Federation (SCMAF).

A. PHILOSOPHY

The founders of basketball expressed their officiating philosophy in the following short statements: “It is the purpose of the rules to penalize a player who by reason on an illegal act has placed his/her opponent at a disadvantage.” The Tower Philosophy states, “It is not the intent that the rules shall be interpreted literally, rather they should be applied in relation to the effect which the action of the players has upon the opponents. If they are unfairly affected as a result of a violation of rules, then the transgressor shall be penalized. If there has been no appreciable effect on the progress of the game, then the game shall not be interrupted. The act should be ignored. It is incidental and not vital. Realistically and practically, no violation occurred.”

Suggestions and examples to discuss with officials in forming a philosophy of officiating:

1. The most important ingredient in forming a sound philosophy is to know the rules thoroughly. Philosophy alone will not carry you to success.
2. Study the rules for their Intent and purpose. Fouls and violations should be called accordingly.
3. Rules are made so that a player does not gain advantage over his/her opponent by using illegal tactics.
4. Rules provide each team with an equal opportunity for the ball and position on the floor. The player who gets there first is usually the one who has the legal position.
5. The level of competition may require an adjustment in the application of the rules. Officials must be judicious in their philosophy when changing from officiating a teen center game to an adult game the next day.
6. It is easy to blow the whistle, but the good official is aware of when not to blow the whistle. Some of the best calls in basketball are no calls.
7. Officials with a sound philosophy may apply the “no harm, no foul” concept in several situations such as:
 - a. Contact on rebounding when the contact does not affect the ball being cleared or the “throw out” being affected.
 - b. Contact on screen which is successful when screened player attempts to stop or doesn’t displace the screener.
 - c. Contact which is made while going for a loose ball. If both players have an equal chance for the ball and contact occurs, no call shall be made.

This does not imply that recreational sports officials should mimic the NBA philosophy of “no harm, no foul.” **SUCH CALLS MUST BE TEMPERED WITH COMMON SENSE AND GOOD JUDGMENT.**

B. NEW RULES AND CHANGES - SEE NEW RULE SECTION IN FRONT OF FEDERATION RULEBOOK

This is the time to clarify SCMAF or city modifications to the National Federation Rules.

C. PHYSICAL CONDITIONING & OFFICIAL'S UNIFORMS

1. Physical Conditioning - Officials do as much running, moving, and shifting as any basketball player in any given game; it is important that officials be in good physical condition in order to call the game right and keep up with the play. Being in good physical condition helps your mental awareness.

It is suggested that each official:

- a. Have a physical examination
- b. Begin conditioning prior to the start of the season and continue during the season. Suggested exercises are stretching, biking, swimming, or aerobics; follow guidelines for training heart rate exercises.
- c. Call the local high school and volunteer to work several scrimmages. This is excellent conditioning as well as training for new officials.

2. Uniforms

Discuss importance of wearing the official uniform (sloppy dress and appearance keeps many promising officials from obtaining game assignments and advancement to playoffs and college games).

- a. Standard black and white knit shirt with short sleeves. Byron collar or V-neck is acceptable, but officials' shirts should match.
- b. Black trousers, black shoes with black laces, black socks and a black belt. Beltless trousers accepted but trousers should match.
- c. Two whistles. Whistle should be attached to cord and hang from official's neck. A rubber cap or tape on the stem of the whistle will help protect the teeth. Extra whistle should be carried for emergency purposes.

D. SCMAF EXAMS

SCMAF provides 4 exams for your use in conducting your training program. The recommended sequence is:

Exams 1 and 2 - Session I

Exams 3 and 4 - Session II

E. EXAM I

Exam I may be given at this time. It is suggested that time be given in class for corrections and questions.

F. PRE-GAME CONFERENCE AND PROCEDURES

1. Pregame Conference

Discuss the importance of a pre-game conference. Officials are required to be at courtside at least 15 minutes prior to the start of the game. This enables them to have a thorough pre-game conference in addition to allowing them time for stretching and warm-up exercises. It is important for recreation officials to prepare themselves accordingly.

Things to discuss in pre-game conference:

- a. Jump ball -- off official goes with the ball.
- b. Call back bad toss.
- c. Simultaneous whistle. Let official in area of responsibility have the call (usually).
- d. Switch on all fouls.
- e. Eye contact with your partner. When you need help on line calls, or in doubt, look to your fellow official for help.
- f. Hold ball until your partner is in position on throw-ins.
- g. Shot at buzzer. Primary responsibility for trail official. If uncertain, check with lead official.
- h. Press mechanics. Lead official must come back to help.
- i. Both officials get numbers of players on fouls and free throw shooter.
- j. If you see a foul call it. Discuss importance of area of responsibility. Few calls should be called out of your area.
- k. Point to where you want ball inbounded and direction ball is to go.
- l. Discuss goal tending, basket interference.
- m. Discuss anything that poses a problem for either official.

2. Pregame Procedures

Many technical foul situations may be avoided by adhering to the following procedures:

- a. Go to the floor at least 15 minutes prior to start of the game. Official's Jurisdiction begins when they arrive on the floor.
- b. Observe both teams as they warm up. Technical foul must be assessed if ball is dunked during warm-ups.
- c. Check with scorer and make certain line-up and starting five are listed within time limits. (See Scorer/Timer Instructions)
- d. Discuss timing procedures with timer. Review when time starts on throw-in, jump ball, free throw.
- e. If crowd is noisy and horn cannot be heard, request a starter's gun to end the periods.
- f. Test game ball for legality and bounce.
- g. Go to the team benches and introduce yourselves to the coaches.
- h. At least five minutes before the start of game, referee will go to the visitor side for game captain. Umpire will accompany captain of home team to center court for introductions.
- i. Introduce captains. If a team has more than one captain, ask which one will be the spokesperson on the floor.
- k. Do not discuss rules other than special ground rules which may pertain to the gym. Make it precise and simple.

G. SCORER-TIMER INSTRUCTIONS

Most scorers-timers feel that they have all the answers to the game and many of them do an outstanding job. Don't take their word for granted. Discuss, in a friendly way, all the situations you may encounter in stopping the clock, signals, etc. It is important that you be notified when the bonus rule goes into effect, etc. A good scorer and timer will help keep you from becoming involved in correctable errors. Treat them on a highly professional level.

1. Scorer's Instructions

- a. Designate official book.
- b. Check home and visiting team book for complete roster and starting players at least ten minutes prior to the start of the game.
- c. Remind scorers to double check both the official and visiting book during the progress of the game.

- d. Remind official scorer that the running score is the official score in case of a controversy. Mark running score first.
 - e. At the end of each period, scorers should double check score, fouls, etc. In case of a conflict notify officials as soon as possible.
 - f. It is of utmost importance to notify official after a team's sixth and ninth fouls in each half. An arrow or bonus sign should be used at the scorer's table.
 - g. The official scorebook must be kept at the table.
2. Timer's Instructions
- a. Designate official timer.
 - b. Check to see that timing device is working--score, periods, etc.
 - c. Check to see that timer is familiar with the clock, horn and scoring digits.
 - d. Check with and explain to the timer:
 - i. When clock starts on jump balls, throw-ins, and free throws.
 - ii. Clock stops on whistle.
 - e. Explain when substitution may be made.
 - i. Clock stops after a free throw is made or official has the ball.
 - f. Check and explain with the timer when to sound horn for a conflict in either scorebook or for a correctable error. Important that you only do so when ball is dead or when play action has ceased.
 - g. Signal the end of period or game, either by the automatic horn or sounding device.
 - i. Failure to sound or hear horn, the official timer may be called upon to advise whether the ball was in flight or whether a foul occurred before or after expired time.

H. JUMP BALLS

1. Referee tosses the ball to start the game.
2. Tosser is responsible for the toss and the two jumpers.
3. Tosser always faces the scoring table.
4. Tosser holds position after toss until ball and players clear area.
5. Toss ball higher than both players can jump.
6. Off official is responsible for the eight non-jumpers and their activity around the restraining circle.
7. Off official signals time to start the clock when ball is legally tapped.

8. Either official may recall a bad toss.
9. Off official goes with the ball and usually becomes lead official.
10. If jumpers fail to tip the ball when it reaches its legal height, but tap it after they return to the floor, it is a legal tip.
11. It is illegal to tap the ball with a closed fist.
12. A jumper may not tip the ball more than twice.
13. A jumper may be the first player to recover the ball after it hits the floor.
14. Do not permit a player to tip the ball on its way up.
15. On a jump ball, if a player receives the ball in the air in frontcourt and lands in backcourt, it is not a violation.
16. If there is a mismatch on a jump ball, off official should cheat a step or two to get the jump on a possible fast break.
17. If you toss the ball with one hand, hold the whistle in your other hand. This will prevent you from injury if the jumpers happen to flail their arms in your direction.

I. THROW-INS

1. Box the thrower-in between you and the other official.
2. Hand the ball to the thrower-in (except after successful goal). Officials may bounce ball to thrower-in in backcourt with no pressure or on sideline throw-ins in front court.
3. Give a visible five-second count.
4. Ball must be released directly onto court before five-second count is up.
5. Player may not leave the designated spot.
6. Player may run the baseline for a throw-in after an awarded or successful goal.
7. Thrower must keep one foot on or over thrower's spot until ball is released.
8. After a time-out, remind player that he/she has a designated spot or the entire baseline for the throw-in.
9. The ball may not be handed through the plane to a teammate.
10. Defense cannot reach through the plane and grab opponent or ball.
11. There is no player or team control on a throw-in.
12. Trail official handles all backcourt throw-ins.
13. After a player control foul, be certain your partner is in position before you hand the ball to the thrower.

14. Do not delay a throw-in unless you have confused players with your call and there is doubt who is to throw the ball in.
15. After the ball has been handed to the throw-in team, the defense cannot take a time-out.

J. FREE THROWS

1. Lead official will administer all free throws and trail will visually communicate number of throws.
2. Trail official is responsible for free thrower, flight of ball, and players on line opposite to him/her in lane spaces two through four.
3. Lead official is responsible for players on opposite side of lane and players in space one near him.
4. Lead official should not be in the line of sight of free thrower.
5. If player refuses to take ball for a free throw, official should place the ball on the line and start the count.
6. The count should be visible by the flicking of the wrist.
7. Do not position yourself too far away from the free throw area. You must be in position to see lane and line violations.
8. After the ball has been handed to the free thrower, the defensive team cannot take a time-out.

K. GENERAL MECHANIC TIPS

1. Lead official must move to his/her left or right to cover sideline when ball is in that area or side of his responsibility. Trail official must pick up the three-second lane area and players in that vicinity.
2. Don't show belligerence when you make a call on a foul. If foul is flagrant, call it. Don't lecture to players about the severity of the act or foul.
3. Lead official should back off endline to get a better view if play is near him/her. It is difficult to pick up traveling violations, deflected balls, etc., if you are too near the play.
4. If player is fouled prior to his/her attempt but continues with the try, signal no goal immediately if ball enters or passes through basket.
5. Be positive you have the right numbers when you report fouls to the scorer. It is helpful for your partner to know who fouled and who will attempt the throws.
6. There is no substitute for making the right signal on a foul call.

7. If in doubt on an out-of-bounds call, look to your partner for help. If no help is given, call a jump ball.
8. After a call, be certain of numbers involved. Don't run away from the call. Notify players involved and then hustle to the scorer's table and back to the free throw line or your new position on the court.
9. Don't explain your calls to the coaches on the sideline.
10. Get in the habit of selling your foul call with a sharp whistle, raised clenched fist, and moving in to the play. Hesitation on a call indicates you are guessing.
11. Many calls may be avoided by a warning to the players. This does not imply that you teach the rules or coach the players while on the court.
12. The ball is inbounded at the endline after a three-second violation, lane line extended.
13. Don't slouch around scoring table before the game or during halftime.
14. After the game is over, approve the score and leave the gym together. Don't hang around for plaudits.
15. Be precise with signals.
16. Give firm whistle.
17. Do not rush calls.
18. Do not make up new signals.
19. Do not be overly officious.
20. Make certain your communication with the scorer/timer is clear.
21. Don't stand on a dime! MOVE.

L. SECOND EXAM

Exam 2 may be given at this time. It is suggested that time be given for in-class correcting and questions.

A. GUARDING

Demonstrate the following situations:

1. To obtain a legal guarding position, the defensive player must be there first with both feet on the floor facing his/her opponent.
2. In establishing a defensive position on the person with the ball, time and distance are of no concern. Who got there first is the prime consideration. Person with the ball is expected to be guarded. He/she has the responsibility to stop or change direction to avoid contact.
3. Player with the ball must assume that he/she will be guarded. It is his/her responsibility to be prepared to stop or change directions to avoid contact.
4. Defensive player may continue to move after establishing a legal guarding position in the path of the opponent provided that he/she is not moving directly or obliquely toward his/her opponent when contact occurs.
5. Defensive player is not required to maintain any specific distance from an opponent short of contact.
6. Extending arms, elbows, knees, leg in path of an opponent is illegal even though defensive player has both feet on the floor and is facing player with the ball.
7. If defensive player establishes his/her legal guarding position prior to his/her opponent becoming airborne, the foul is on the offensive player.
8. Defensive player may crouch or turn to protect himself/herself after a legal guarding position has been established.
9. Player with the ball who is in a bent, pivot position has the right to stand to an erect position without contact by his/her opponent.
10. Defensive player is entitled to a vertical plane when he/she is guarding a jump shooter. If shooter breaks the plane of defensive player and causes contact (dislodges hand or body), the foul is on the offensive player.
11. A player in control is closely guarded when an opponent is in a guarding position (stance) at a distance not exceeding six feet from him/her.
12. Offensive rebounder, who recovers the ball between backboard and endline, must not be permitted to back in and dislodge the defensive player from his/her position.

Guarding the Player Without the Ball

- a. Time and distance are factors in establishing a position on a person without the ball. Sufficient time and distance must be afforded an opponent so that he/she may stop or change direction.

- b. Time and distance required for opponent who does not have possession of the ball is dependent upon the speed of the opponent. In no situation must the distance exceed more than two steps.
- c. With time and distance factors in mind, the legal guarding position is the same as guarding a player with the ball.
- d. Demonstrate the pass out for a fast break when the defensive player assumes the position to draw the foul.
 - i. The distance allowable is in accordance with the offensive player's ability to stop or change direction.
 - ii. Never shall the distance allowable exceed two steps regardless how fast the player without the ball is moving.
- f. Demonstrate players cutting off the post position and defensive player jumping in front of one off the scissoring players. Player without ball must be given time and distance to stop or change direction.

B. SCREENING/BLOCKING

A player who is screened is expected to avoid contact with the screener by stopping or going around the screener. In case of blind screens, the opponent may make inadvertent contact with the screener and such contact is to be ruled incidental contact provided the opponent stops on contact, and attempts to move around the screen, and provided the screener is not displaced if he/she has the ball.

Screening is a legal act and a very important part of the game. Avoid calling foul on slight contact and when player who has been screened stops his/her motion after contact. Do not assume that a screen is being set to draw a foul --it may be set to free a player for a set offensive play.

1. Demonstrate a legal screen in visual field of a stationary opponent.
 - a. Screener may be as close as possible, short of contact.
 - b. Screener does not have to face opponent.
2. Demonstrate a legal screen on an opponent who is moving.
 - a. Screen must be set far enough away to permit opponent to avoid contact.
 - b. Screener does not have to set screen farther than two steps from opponent.
3. Demonstrate blind screen. Player being screened must be allowed to take one normal step without making contact. A normal step may vary with the size of the opponent being screened.
4. Demonstrate screening by running interference for a teammate.

5. Demonstrate blocking. Blocking is illegal personal contact which impedes the progress of an opponent.
6. Blocking and screening out on the boards: One of the most difficult areas of officiating is on the offensive and defensive boards during rebounding. Contact is not always considered to be a foul. Good judgment predicates when the contact should be called. Refer to philosophy of the rules--when a player has been put to a disadvantage, the contact should be called.
 - a. Player is entitled to his/her position on the floor if he/she is there first.
 - b. Screener "blocking out" must not be permitted to back his/her opponent off the board.
 - c. Player being screened (blocked-out) must not be permitted to push, or go over the back of his/her opponent.
 - d. There is a fine line between backing opponent out and defensive man pushing screener from behind. Official must see the entire action.
7. Screening and illegal blocking are fundamentals used in the "passing game." Too many officials focus their attention on the movement of the ball and ignore the contact being made by the players.
8. If the screener is moving when contact between the screener and the player being screened occurs, the screener is guilty of blocking.
9. If screener is moving in exactly the same path and direction as the player being screened is moving, he/she is not blocking.
10. Remind officials that most blocking and screening occurs away from the ball--if both are watching the ball instead of their area of responsibility, the game could get out of hand.

C. CHARGING

1. If defensive player has a legal guarding position on the dribbler or opponent and contact is made on the torso of the defensive player, it is a charging foul.
2. Charging usually occurs when a dribbler forces himself/herself through the defensive player or between a defensive player and a boundary line.
3. If a defensive player has a legal guarding position and raises his/her arms vertically while on the floor (or he/she may jump vertically) and the jump shooter breaks the plane and makes contact, it is a charging foul.
4. Post player with the ball with his/her back to the basket must not be allowed to back into his/her opponent. It is a charging foul.

5. When the offensive player (shooter) fouls the defensive player prior to releasing the ball, it is a player-control foul. Don't "even-up" the call by awarding the basket and calling a charging foul on the shooter.
6. Ignore the contact, unless it is unsportsmanlike, after a player takes a position under the basket to take a charge, or after a shooter has returned to the floor following a lay-in.
7. Acting as if charged should be dealt with immediately. Official may warn the "actor" once, thereafter a technical foul should be called.
8. Look for the player who "crashed" the boards for a rebound. If he/she goes through the player who has legal position, it is charging.

D. ILLEGAL USE OF HANDS

The illegal use of the hands places an opponent at a disadvantage and should be strictly enforced.

1. Demonstrate illegal use of hands while player is dribbling the ball.
2. Demonstrate player reaching behind his/her body to locate his/her defensive opponent.
3. Demonstrate illegal use of hands pushing through a screen.
4. Demonstrate impeding progress of opponent by extending arms parallel to floor.
5. It is not incidental contact when a player contacts an opponent with his/her hands as an aid in starting, stopping, defending the screen, or anticipating an opponent's next move.
6. If there is doubt in the mind of the official, he/she should call a foul. A warning may be given early in the game, thereafter the contact should be called.
7. A player may use his/her hands to protect himself/herself to absorb force from opponent provided that he/she does not use his/her hands in a pushing action.
8. A player may not excessively swing his/her arms or elbows even though there is no contact with the opponent.
9. A player may not obstruct his/her opponent's vision by waving his/her hands near the opponent's eyes.
10. Contact with arms and hands by both offense and defense in post play must be strictly enforced. Offensive player gains an advantage when he/she continually reaches behind to feel where his/her opponent is standing. Defensive player must not be allowed to put his hands on back of opponent.
11. Remind officials not to emulate NBA officials in allowing hand checking, etc.

E. EXAM THREE

Exam 3 may be given at this time. It is suggested that time be given for in-class corrections and questions.

1. Demonstrate a legal dribble.
 - a. Palm must be facing down while it is in contact with the ball.
 - b. Dribble may be batted into air, provided that it is permitted to strike the floor one or more times before the ball is touched again.
 - c. High bounce is legal if not brought to rest.

2. Demonstrate illegal dribble.
 - a. Palming the ball.
 - b. Bringing the ball to rest.
 - c. Striking the ball with both hands simultaneously.
3. Demonstrate ball bouncing more than once during the dribble without loss of control
4. Demonstrate or discuss legal/illegal wraparound during the dribble.
5. Remind officials:
 - a. If a ball hits the dribbler's leg, and it is possible for him/her to recover it, it is not a violation. He/she may continue to dribble if you feel that he/she maintained control during the action.
 - b. It is permissible to dribble, fumble, and recover the ball.
 - c. It is permissible to fumble, recover, and dribble the ball.
 - d. It is illegal to dribble, fumble, recover, and dribble the ball.
 - f. YES - Fumble, dribble, fumble
NO - Dribble, fumble, dribble

G. TRAVELING

Officials have recently become lax in enforcing the traveling rule. This may be caused by watching too many NBA games where the traveling rule is not closely administered. Traveling must be strictly enforced at the interscholastic and college level.

1. Demonstrate lifting pivot foot prior to releasing ball to start a dribble.
2. Demonstrate legal/illegal pivot.
3. Demonstrate legal/illegal step prior to a player's attempt for a jump shot.

4. Remind officials:
 - a. Traveling can only occur when a player is in control of the ball.
 - b. When player is in possession of the ball and falls to the floor, he/she is traveling.
 - c. When player gains possession of the ball while lying on the floor and regains his/her feet, it is a violation.
 - d. If a player regains ball while lying on the floor, it is possible to start a dribble prior to regaining an upright position.
 - e. Traveling calls must become instinctive. (Be careful not to anticipate the travel too quickly.)
 - f. Under official should step back from endline to get a better look at post man's feet during pivot.

H. GOAL TENDING - BASKET INTERFERENCE

If officials are in their proper position on the court, goal tending and basket interference violations are much easier to call. Do not hesitate, make the call immediately and sell it.

1. Demonstrate goal tending on a field goal try and during free throw attempt.
 - a. Goal tending occurs when the ball is touched while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight.
 - b. On a free throw attempt, it is a violation to touch the ball outside the cylinder.
 - c. Goal tending and basket interference may occur at either the offensive player's or opponent's basket.
2. Demonstrate basket interference
 - a. Touching the ball while it is in contact with the rim or within the cylinder or contacting the rim or net while the ball is in contact with the basket is basket interference.
3. Other reminders
 - a. Basket interference may occur during a try for goal or a free throw.
 - b. It is not a violation for a play to have his/her hand in the cylinder while the ball is in the cylinder or on the rim.
 - c. Basket interference applies regardless how the ball gets on, in, or above the basket.
 - d. Touching the net while ball is in cylinder is not a violation.

- e. Trapping the ball against the board is not a violation providing the ball is on its way up.
- f. Intentionally slapping the backboard is not interference--it is a technical foul.
- g. Grasping the ring is a technical foul unless done to prevent injury
- h. Trail official should move down the line to get a better view of the ball and its relationship to the basket.
- i. Either official may call goal tending and basket interference. It is primarily the trail official's call.
- j. If you are in doubt on either goal tending or basket interference, make it a "no call".

I. EXAM 4

Exam 4 may be given at this time. It is suggested that time be given for in-class corrections and questions.

A. PRACTICE - ON FLOOR

The instructor should provide an opportunity for on-the-floor practice. It is suggested that two teams are brought in for real game situations. An added bonus to any on-the-floor practice will be the use of video equipment.

Immediate evaluation and feedback is important. Make sure you take time with each official.

B. EVALUATION

Attached is an official's evaluation form. Use it as a master and run copies for each official.

EVALUATION-BASKETBALL OFFICIALS

NAME _____ PHONE _____

DATE _____

EVALUATOR _____ PHONE _____

OVERALL EVALUATION

ABOVE AVERAGE _____ AVERAGE _____ NEEDS IMPROVEMENT _____

INDIVIDUAL / AREA	COMMENTS	ACCEPTABLE	NEEDS IMPROVEMENT
GROOMING AND PROPER UNIFORM			
HUSTLE			
SIGNALS			
POSITIONING			
JUDGMENT			
ASSISTING PARTNER			
OTHER			