

Wyomissing Basketball Club

Officiating Guidelines

OVERVIEW

- Presented by Jon Bailey in partnership with the WBC Board
- This presentation is for anyone who will be officiating WBC rec basketball games
- The goal is to:
 - Understand the role of the official
 - Communicate Key Points of Emphasis for officials

THE ROLE OF THE OFFICIAL

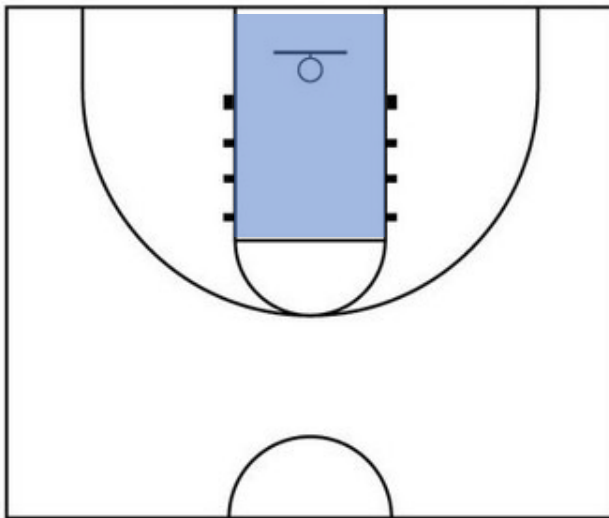
OFFICIATE THE GAME, NOT JUST YOUR TEAM, TEACH ALONG THE WAY

- **We are all Wyomissing**, and we are here to help *all* players get better
- When officiating, **you are officiating both teams**, not just your own
 - You are partnering with the other official, not competing against them
 - This helps to alleviate any parent complaints as well
- By no means should you be giving your team a competitive advantage
- When calling a violation on a kid, it is okay to **take a second to explain what they did wrong**

POINT OF EMPHASIS: DEFENSIVE RULES

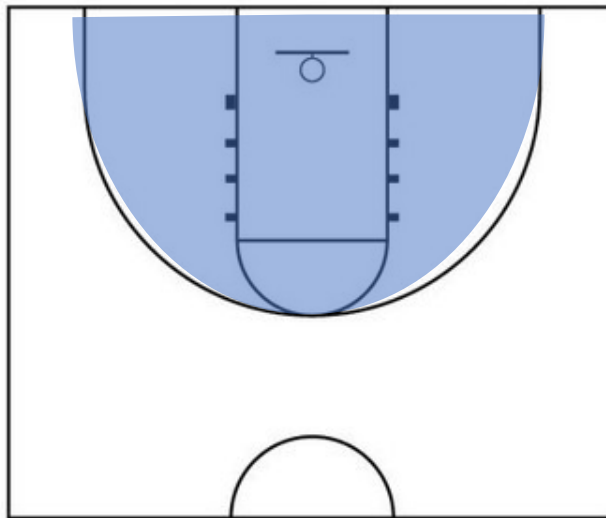
All teams need to play man to man defense. No zone. No trapping

GRADES 1/2



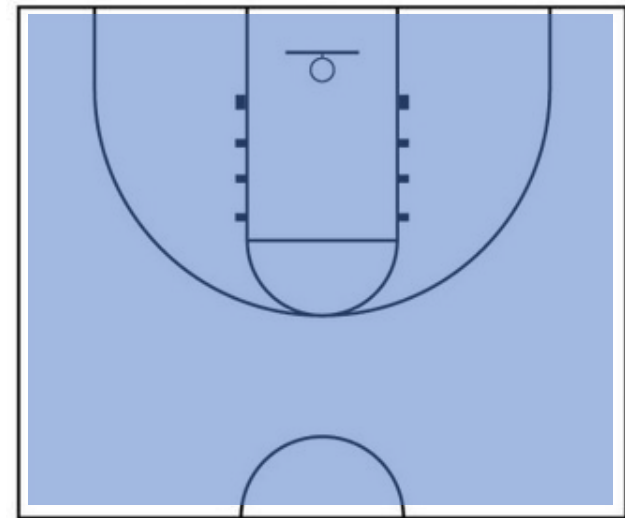
- Defense should remain in the key/lane
- Any balls stolen outside the key should go back to the offense
- Once an offensive player enters the key, the ball cannot be stolen unless coaches have agreed that players are ok to steal it

GRADES 3/4



- Defense should remain inside 3pt line
- Any balls stolen outside the 3pt line should go back to the offense
- Once an offensive player enters the area inside the 3pt line, the ball can be stolen

GRADES 5/6



- Defense cannot come over half court (no full court press)
- Any balls stolen over half court should go back to the offense
- Once an offensive player crosses half court, the ball can be stolen

POINTS OF EMPHASIS: RULES/PROTOCOLS

- **Traveling and double dribbling** need to be called, especially at the higher levels
- Enforcing **excessive reaching or swatting**
 - If a kid continues to excessively foul, they need to be sat down to explain what they are doing wrong
- **Illegal screens** need to be called
 - We cannot have kids 'lowering the boom' to set screens
 - All screens must be stationary
- Enforce **correct start of play/inbounds**
 - All made baskets should result in an inbounds pass under the basket
 - Balls that go out of bounds should result in an inbounds pass where the ball went out (with the exception of directly under the basket)

MAKING JUDGEMENT CALLS

- If we called every violation/foul, the pace of the game would be incredibly slow, frustrating everyone
- **There needs to be a level of judgement that is made, specifically around when players are gaining a competitive advantage**
- Also be mindful of a kids' skill levels
 - If a kid should know better, than call it. It will only help them get better.

Scenario 1



1st grader is at top of the key and is jumping/shuffling with the ball (traveling).

Call: Blow the whistle, take a second to explain to the kid what they are doing wrong, and let the play continue with an inbounds pass.

Scenario 2



3rd grader gets the ball at the top of the key being pressured, and travels to get a clear passing lane to a teammate.

Call: Blow the whistle, call a travel, and award the ball to the other team. This a result of good defense.

Scenario 3



5th grader drives down the lane taking and extra steps resulting in a made basket.

Call: Blow the whistle, wave off the basket, give the ball to the other team. Players cannot gain a competitive advantage by traveling.

POINT OF EMPHASIS: BLOW THE WHISTLE!

When to blow the whistle:

- Fouls/violations
- Out of bounds
- Signal/Initiate the start of play

Tips for success:

- Blow it loud! Half-blown whistles will cause uncertainty
- If play doesn't stop, continue to blow it
- You are going to make mistakes, its not the end of the world



Blowing the whistle keeps the game under control, and above all else, is a SAFETY measure to ensure the kids know when to stop.

Thank you