

Basketball Referee Signals

There are “Fouls” and there are “Violations”

Fouls are caused by physical contact (holding, pushing), or actions (acting out like you are going to hit another player but you don't) or even extreme abusive yelling or cussing (technical foul).

Violations are actions by players that break a basketball rule – such as traveling, stepping on the line, and back court.



Foul (Closed Fist)



Violation (Open Fist)

Types of Personal Fouls:

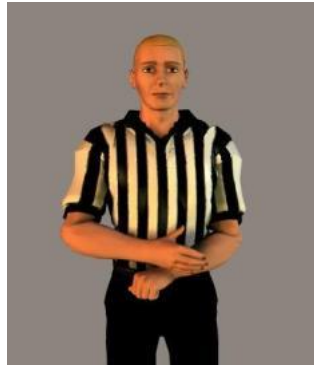
Holding Foul – A “Holding Foul” occurs when a defender holds, grabs, or pulls an offensive player (it doesn't matter if the offensive player has possession of the ball or not).



Pushing Foul – A “Pushing Foul” occurs when a defender pushes an offensive player or bumps into the body of an offensive player.



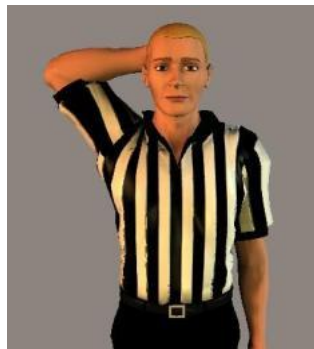
Illegal Use of Hands Foul – This is a foul called when a defender slaps, hacks, or smacks an offensive player with the ball.



Blocking Foul – A “Blocking Foul” occurs when a defender uses their body and makes contact with an offensive player with the ball (could be in the form of running into the player, or setting an illegal screen, etc).



Charging Foul (Charge) / Player Control Foul – A “Charging Foul” occurs when an offensive player runs into (or over) a defensive player who already has position (the defender must first establish position). Other types of player control fouls are when a dribbler uses an elbow and hits a defender, or excessive physical contact by an offensive post player trying to gain position.

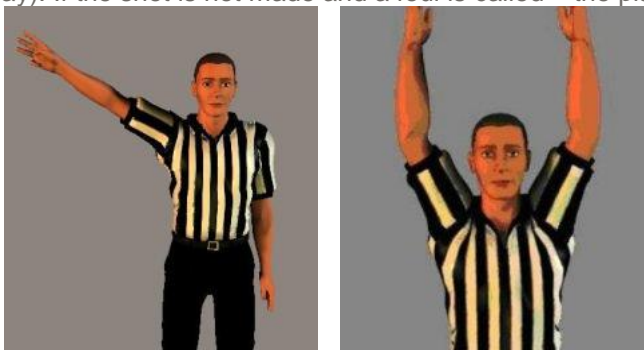


Personal Foul Penalties:

Shooting Foul (2 Point Shot) – If a player gets “fouled” while in the act of shooting , the player gets to shoot free throw(s). If the shot is made – the player gets to shoot 1 free throw, you will hear this called “And 1.” If the shot is not made and a foul is called – the player gets to shoot 2 free throws.



Shooting Foul (3 Point Shot) – If a player gets “fouled” while in the act of shooting a 3-point shot , the player gets to shoot free throw(s). If the shot is made – the player gets to shoot 1 free throw (which could turn out to be a 4-point play). If the shot is not made and a foul is called – the player shoots 3 free throws.



Non-Shooting Fouls / Team Fouls:

Non-Shooting Fouls: If an offensive player is fouled while not in the act of shooting the ball, the ball stays in possession with the team that the foul was committed on (they will get to inbound the ball out of bounds at the nearest sideline or baseline). When inbounding the ball the team with possession will have 5 seconds to pass the ball in to another teammate on the court. All fouls – including shooting fouls and non-shooting fouls add up and are counted as team fouls. Offensive fouls (player control fouls) do not count as a team foul.

Team Fouls: Team fouls are the combined number of fouls that all the players on a team commit during one half of play. The fouls are totaled up and logged in by the scorekeeper in the official score book. When a team reaches 7 fouls, their opponent will get to shoot free throws – this is called a “one and one.” The player shooting the free throws gets to shoot 1 free throw, if they make it, they get to shoot another (one and one), if they miss the first free throw, they don’t get to shoot the second free throw. When a team reaches 7+ team fouls, their opponent is said to be in the “bonus” (and will start shooting free throws after getting fouled).

When a team reaches 10 (or more) fouls, their opponent will automatically get to shoot 2 free throws. At half time the team fouls from the first half of the game are “zeroed” out, and team fouls are totaled all over again during the second half of the game.

Important Note: Offensive fouls do not count towards team fouls (so when an offensive player happens to commit an offensive foul, the defense will not get to shoot free throws).

Types of Violations:

Traveling (also called Walking or Walk) – If a ball handler takes too many steps while dribbling the referee can call a violation (considered a turnover by the player and the possession of the ball goes to the other team). Also if a player has stopped dribbling and moves their pivot foot – this is also considered a traveling (or walking) violation.



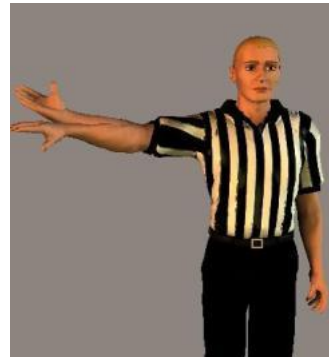
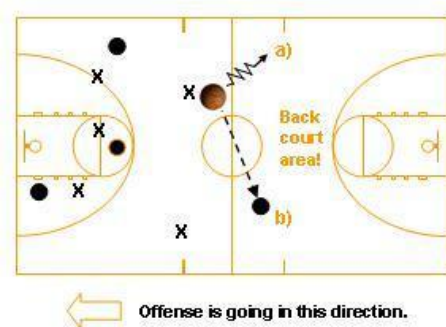
Violation / Traveling, Walking

Double Dribble (Illegal Dribble) – A dribbling violation occurs when a player stops dribbling and then attempts to dribble again or if a player attempts to dribble the ball with 2 hands.



Violation / Double Dribble

Backcourt (Backcourt violation) – Once the Offensive team has passed the half court line, they cannot:
a) dribble and/or b) pass back over the half court line. If this occurs, a “Backcourt” violation will be called by the referee and possession of the ball will go to the other team.



Backcourt Violation Signal

Inbound Pass Violation (5-Second Violation) – There are time restrictions that a player has when the ref hands them the ball to pass the ball into play. The player passing in the ball has five seconds to pass the ball in to another player. If the player fails to pass the ball in within 5 seconds, the ref will blow the whistle (5-second violation), and the ball is awarded to the other team.



5-Second Violation Signal

10 Second Violation – When your opponent makes a basket, your team has 10 seconds to get the ball in play and past the half court line – if your team fails to do this within 10 seconds, the ball is awarded to the other team.



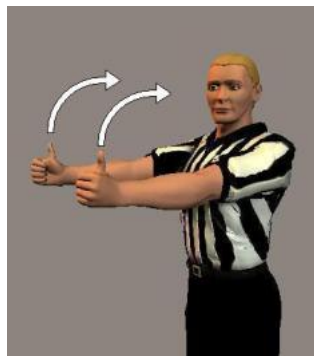
Three/ Five Second Violation – An offensive player cannot remain in the “paint” area for more than 3 or 5 seconds (depending on the division), if the Ref happens to spot an offensive player in the paint area for more than 3 seconds, the whistle will blow, and the other team will get possession of the ball.



Closely Guarded Violation (does not apply to 1st/2nd grades) – An offensive player cannot have possession of the ball for more than five seconds while being closely guarded by a defender. For example if an offensive player is dribbling the ball and is guarded closely by a defender for 5 seconds, the ref will blow the whistle, and the ball will be awarded to the other team.



Jump Ball (also called Tie Up or Held Ball) – When an offensive player and a defensive player gain possession of the ball at the same time – the referee will blow the whistle. The referee will then look at the possession arrow (at the scorers table) and award possession to the team that the direction is pointing (possession is on a rotating basis).



Out of Bounds Designation – When the ball goes out of bounds (for any reason), or a player with possession of the ball steps out of bounds – the referee will designate the spot where the ball went out of bounds.



A Few Misunderstood Rules:

- a) Players can “recover” a fumbled ball, traveling does not occur during the time it takes the player to recover. A player must have control of the ball in order to travel, and a “fumbled” ball is not considered having control of the ball.
- b) Players cannot travel while dribbling the basketball, traveling is considered taking one or more steps without dribbling.
- c) If a player attempts to set a screen and is moving, it is not considered a foul unless contact is made.
- d) The ball is not “out of bounds” if it rolls along the top edge of the backboard without touching the supports.

Some Myths Regarding Common Basketball Rules:


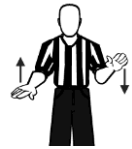








1. **“Reaching In” Foul** – There is no foul called “reaching in” found in the rulebook. The act of simply “reaching in” is allowed unless contact is made. The referee can call a pushing or holding foul, but there is no “reaching in” violation.
2. **A player dribbles the ball above their head** – Dribbling the Ball above a players head line is not a violation as long as dribblers hand stays on top of the ball.
3. **“Over the Back”** – Players are allowed to reach over the back of another player as long as no contact is made. A taller player simply reaching over the back of another player for the rebound (without making contact) has not committed a foul. Again, the referee can call pushing, holding, or illegal contact fouls, but there is no violation called “Over the Back” in the rule book.



OFFICIAL NFHS BASKETBALL SIGNALS

Starting and stopping clock	1	2	3	4	5	Information	6	
	Start clock	Stop clock	Stop clock for jump/held ball	Stop clock for foul	Stop clock for foul (optional bird dog)		Directional signal	
	7	8	9	10	11		12	
	Designated spot	Visible counts	Beckoning substitutes	60-second time-out	30-second time-out		Not closely guarded	
Shooting/scoring	13	14	15	16		17	18	
	No score	Goal counts	Point(s) scored use 1 or 2 fingers after signal 14	3-point field goal Attempt and if successful		Bonus free throw for 2nd throw, drop one arm – for 2 throws, use 1 arm with 2 fingers – for three throws, use 1 arm with 3 fingers	Delayed lane violation	

Referees should focus on 1, 2, 3, 4, 6, 7, 8, 11, 13, 14, 15, 16

Violations	19	20	21	22	29	30	31							
								Traveling	Illegal dribble	Palming/ carrying the ball	Over and back	Illegal use of hand	Hand check	Holding
	23	24	25	32	33	34	35							
	3-second violation * Open hand - run end line							3-second violation * Open hand - run end line	5-second violation	10-second violation	Blocking	Pushing or charging	Player-control foul	Team-control foul
	26	27	28	36	37	38	38							
							Free throw, designated spot, or other violation	Excessively swinging arm(s)/elbow(s)	Kicking	Intentional foul	Double foul	Technical foul	Technical foul	
Fouls														

Referees should focus on 19,20,21,22, 24, 25, 28, 30,31, 32, 33, 34