



Silicon Valley Section

1/21/09 – rev i

Referee/Game Attention Items

1. Referees **MUST** arrive 10 minutes before scheduled game time for setup and game preparation activities
2. Referees **MUST** submit a “Report” of all “Ejections” to the Referee Coordinator:
 - Gym, time of game, coach/team
 - The reason for the “Ejection” should be as detailed and complete as possible
3. Referees **MUST** meet with both coaches before the game:
 - Introductions
 - Review key/specific NJB rules relevant to game level
 - Inform coach of the Blue Card process – Referee inform Head Coach of the warning
4. Each game **MUST** have a minimum of five (5) minutes warm up time for teams
 - No game can be forced to start before scheduled tip-off time unless both teams have had required warm up time and both coaches acknowledge they are ready to play
 - Teams should not be forced to from the end of a Period to immediately line-up for the next Period unless dialog has taken place with the site gym monitor/supervisor justifying the need to make up time due several late completing games
5. Referee’s may assist the “gym supervisor” with the 5 player lineup (Division) in front of score table for the scorekeeper to log the players participating in each quarter – no lineup required for the 5th Period. This will assist the games moving along faster
 - If the games are not a lot behind schedule, teams **MUST** be allowed to go to their bench
6. Referee **MUST** enforce the uniform dress code:
 - The under shirt **MUST** match the predominate color of the uniform top
 - The little cut-off under shirts must also match the predominate color of the uniform top – white cannot be under blue, or red, or green, etc
 - Shirts must be tucked into pants
 - The girls’ sport bra is an exception to the uniform top matching although we encourage the matching
 - No jewelry including no taped ears. No hard hair clips
7. Referee **MUST** enforce the coach “Must Sit” rule in Division play **CONSISTENTLY**:
 - Coach may stand to give instructions to his team or cheer a play
 - After giving instructions or cheering a play, the coach **MUST** return to seat
 - Coach **MUST** remain in coaches box area when standing to give instructions or cheer a play
 - If multiple coaches, only one at a time can stand to give instructions to players in the game
 - Only the head coach or a player on the floor may legally call a time out
8. Division 3: A shot attempt is defined by the ball hitting the rim or backboard
9. If the Mercy Rule goes into effect, it **MUST** be implemented and followed. No one can disregard this rule:
 - Division = 20 points
 - All-Net = 20 points
 - High School = 25 points

Regulation Clock will go into effect when point difference reaches: Division = 10; All-Net = 15 and High School = 15

10. Only the “Player Participation” rule can be protested. All “Player Participation” protests must be entered in the scorebook prior to the end of the game and an Incident Report by the gym monitor/supervisor should be completed and submitted to SV Section
11. The “Player Advantage Rule” will be in effect in Silicon Valley NJB for the 2008-09 Regular Season and the Championship Series Tournament
12. **NO REFEREE can change or modify the League Rules or Game without the approval of the Section Staff**