# Game Procedures

## Referee – Table Officials

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# Coin Flip

Referees:

- Do the coin flip immediately after teams entered the court. If any player introduction then right after this introduction. Immediately tell your partner which team has the first possession
- Communicate to the table officials before starting the game which team has the first possession.

Table Officials:

- Mark the team who has the first possession on the scoresheet

# Check-Ball

Referees:
- Eye contact with table officials to make sure they are ready
- If the referee has the ball in hand, pass the ball to the defense. If not, make sure the defense passes the ball to the offense.

Table Officials:
- Start the game clock and shot clock as soon as the offensive player gains a clear possession in hands after the check-ball is cmpleted

Referees:
- Check if game clock and shot clock run properly.

# Out of Bounds

Referees:
- Call the out of bounds violation showing the official FIBA “stop the clock” signal
- If the ball goes to the offense, point in the direction towards the baseline and with an according verbal indication, e.g. “White Ball” or “Ball for White”
- If the ball goes to the defense, point in the direction towards the endline opposite the basket and with a verbal indication, e.g. “Blue Ball” or “Ball for Blue”

Table Officials:
- Do not reset the shot clock if the ball possession goes to the same team
- Reset the shot clock if the ball possession goes to the opposing team

Referees:
- Check the time remaining on the shot clock before the check-ball

# Violations

Referees:
- Call the violation showing the official FIBA “stop the clock” signal and signal for the type of violation
- If the ball goes to the offense, point in the direction towards the baseline and with a verbal indication, e.g. “White Ball” or “Ball for White”
- If the ball goes to the defense, point in the direction towards the endline opposite the basket and with a verbal indication, e.g. “Blue Ball” or “Ball for Blue”

Table Officials:
- Reset the shot clock

Referees:
- Check the time remaining on the shot clock before the check ball

# Fouls

Referees:
- Call the foul showing the official FIBA “stop the clock for foul” signal and with a verbal indication, e.g. “White Foul”
- If foul on the act-of-shooting, indicate the number of free throws
- If foul not on the act-of-shooting, point to the floor
- Do not report the number of the player for the foul to the score table except in case of Unsportsmanlike Foul or Disqualifying Foul

Table Officials:
- Reset the shot clock
- Update the team foul on the scoresheet immediately

Referees:
- Always be aware of the number of team fouls
- Check the correctness of team fouls on the scoreboard before the check-ball

# Act-of-Shooting

Table Officials:

- Reset the shot clock once the ball touches the ring. Restart the shot clock when any team gets a clear possession
- Do not reset the shot clock if the ball misses the ring. Reset the shot clock only if the last defensive team gets a clear possession

Referees:

- Always be aware of the time remaining on the shot clock and be ready to take any decision
- Check the correctness of the time on the shot clock
- Remember which team had the last possession

# Ball deflected or blocked by defensive team

Table Officials:

- Do not reset the shot clock. Reset the shot clock only if the defensive team gets a new, clear possession

Referees:

- Always be aware of the time remaining on the shot clock and be ready to take any decision
- Check the correctness of the time on the shot clock
- Remember which team had the last possession

# Made Basket

Referees:
- Trail official indicates 1 point or 2 points

Table Officials:
- Update the scoresheet immediately
- Reset the shot clock and restart it when the last defensive team gets a clear possession

Referees:
- Check the correctness of scores on the scoreboard

# Substitution

Referees:

- Make sure teams follow the correct substitutions procedures
- Do not start the check ball if any team has four players on the court
- In case any team has four players on the court while the game clock is running, a Technical Foul shall be given to this team

Table Officials:

- No action required

# Time-out

Referees:
- Call the time-out showing the official FIBA “time-out” signal
- Communicate with the table officials which team took the time-out

Table Officials:
- Update the scoresheet immediately
- Use the buzzer or whistle after 20” to indicate the end of the time-out

Referees:
- Check the correctness of the time on the shot clock
- Remember how to resume the game (e.g. which team had the possession or which player shall shoot the free throw)