

# UWRA Referee training program

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# Outline

## 1 Introduction

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- 2 Expectations of referees

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- 3 Game procedures

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# How is the training program structured?

- 1 Theory session (today)
- 2 CMAS rules exam
- 3 L-referee training
- 4 P-referee training
- 5 Certified referee

# What this theory session is

- ① Basics about refereeing
- ② Reminder of the tools you have

# What this theory session isn't isn't

- ① Overview of CMAS rules
- ② A replacement for AUF Level 1 course



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- 1 Introduction
- 2 Expectations of referees
  - General qualities
  - Water referee
  - Surface referee
- 3 Game procedures

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# Responsibilities of a referee

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- 1 Knowing and understanding the rules
- 2 Impartiality

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- ⑤ Efficiency / Keeps the game flowing



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- ⑤ Efficiency / Keeps the game flowing
- ⑥ Concentration

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- ④ Decisiveness
- ⑤ Efficiency / Keeps the game flowing
- ⑥ Concentration ← **Eyes on the game**

# The most important rule

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**YOU ARE IN CONTROL**

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# Your responsibilities

- 1 Signal when a goal is scored
- 2 Observing any infringement of the rules
- 3 Adequate positioning

# Goal scored / Audible signal

Audible signal:

**On sticks:** Two knocks of the sticks

**On buzzers:** Two long buzzes



# Calling fouls / Audible signals

Audible signal:

**On sticks:** Multiple knocks of the sticks

**On buzzers:** Multiple short buzzes

# Calling fouls / After play stops

You stop the game → Players continue  
What do you do?

# Calling fouls / After play stops

You stop the game → Players continue

What do you do?

**You stop the game**

# Calling fouls / After play stops

If you stopped the match:

- ① Signal the foul
- ② **Signal the free throw**
- ③ Wait for restart

# Calling fouls / After play stops

If you stopped the match:

- ① Signal the foul
- ② **Signal the free throw**
- ③ Wait for restart

If you didn't stop the match:

- ① Point to the surface / other referee
- ② Mimic foul
- ③ Mimic free throw

# Positioning / Transition game

When the ball is being carried from one basket to the other

# Positioning / Transition game

When the ball is being carried from one basket to the other

Key points:

- ① Be in line with the ball
- ② Stay close to the edges
- ③ Avoid contact ← Vertical movement
- ④ Always keep sight of play

# Positioning / Attack on goal

When the defense is pistoning



# Positioning / Attack on goal

When the defense is pistoning

Key points:

- ① One referee always keeps sight of the goal
- ② Watch for fouls under the goal
  - Attacker on defender
  - Defender on attacker
- ③ Do not interfere

# Positioning / Attack on goal

Free diving considerations:

- 1 Watch out for exchange lane
- 2 Don't get close to the goal

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# Your responsibilities

- 1 Substitutions
- 2 Player count
- 3 Starting the game
- 4 Safety in the surface
- 5 Referee balls

# Substitutions

Players must:

- 1 Enter at the appropriate time
- 2 Enter at the appropriate location
- 3 Change one-for-one

# Substitutions / Penalizations

Jumping in early

Jumping in front of lane

Having too many in the water

→ 2-minute penalty

# Player count

Counting players in the water is **hard**

- 1 Players are constantly diving
- 2 There may be time penalties

# Player count

Counting players in the water is **hard**

- ① Players are constantly diving
- ② There may be time penalties
- ③ Count the bench instead.



# Starting the game

Deck referee **always** restarts the game

# Starting the game

Deck referee **always** restarts the game

Audible signal:

**On sticks:** Single knock of the stick (long pole in the water)

**On buzzers:** One long buzz

# Starting the game / Free throws

- 1 Give sufficient time for both teams to be ready
- 2 Ask the attacking team to show the ball above the surface
- 3 Give the signal to start

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# Starting the game / Free throws

- 1 Give sufficient time for both teams to be ready
- 2 Ask the attacking team to show the ball above the surface
- 3 Give the signal to start

What would you do if game starts early?

**Stop and turnover**

# Starting the game / Overall considerations

Overall considerations:

- ① Allow both teams to be ready
- ② Don't be pushed by players
- ③ Make sure players respect the start signal
- ④ **Allow referees to be ready**

# Safety in surface

When play comes to surface:

- 1 Watch for swim-overs
- 2 Close to wall → break scrums early

# Referee balls

Used when game is stopped and there was no clear possession



# Referee balls

Used when game is stopped and there was no clear possession

- ① Always thrown in the middle of the playing area
- ② Look where you're throwing the ball to
- ③ Don't throw the ball high up in the air
- ④ Don't throw the ball at players

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  - Advantage rule and delayed call

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# Audible signals

On sticks:

Single knock: Start the game

Two knocks: Goal scored

Multiple knocks: Stop the game

On buzzers:

One long buzz: Start the game

Two long buzzes: Goal scored

Multiple short buzzes: Stop the game

# Audible signals / Considerations

- ① Always do the right signal first
- ② Don't mix with verbal signals. e.g:
  - ① "3.. 2.. 1.. GO"
  - ② "Start!"
  - ③ "Stop!"

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# Signal order

## 1 Stop the game

# Signal order

- ① **Stop the game**
- ② Signal foul
- ③ Signal free throw
- ④ Wait



# Signal order

- 1 **Stop the game**
- 2 Signal foul
- 3 Signal free throw
- 4 Wait

If you need to escalate → verbal

# Basic signals



# Basic signals

Half time/Game over



# Basic signals

Penalty throw



# Basic signals

Holding player without  
ball

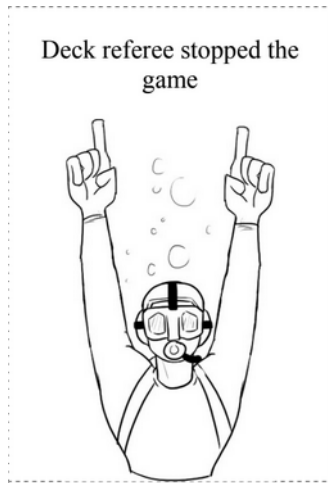


# Basic signals

Roughing/Violent  
playing



# Basic signals



# Basic signals

Water referee stopped  
the game





# Basic signals

Free throw



# Free throw signal

The most important signal:

- ① Used very often
- ② Indicates next action
- ③ Cannot be omitted

# Free throw signal

How to signal:

- 1 Extended arm towards goal to **attack**
- 2 Extended arm towards point to start

# Free throw signal

How to signal:

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- 3 Forming an “L” shape

# Free throw signal

How to signal:

- 1 Extended arm towards goal to **attack**
- 2 Extended arm towards point to start
- 3 Forming an “L” shape ← You must move

# Free throw signal

Where should a free throw be started?

- 1 Foul in team's half → Half-way
- 2 Foul within 3 meters of basket → 3 meters away from basket
- 3 Anywhere else → Where foul happened
- 4 Always in the center of the playing area
- 5 2-meter clearance zone

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# Referee attitude

The referees are **responsible** for the match

When players complain:

- 1 Players opinions are biased
- 2 Don't be intimidated
- 3 Be skeptical
- 4 If unsure, **ask**



# Where do you start?

Free throws are your bread and butter

# Where do you start?

Free throws are your bread and butter  
But you don't always need to start there

# When to escalate?

Always use your **best judgement** first.

# When to escalate?

Always use your **best judgement** first.

Some example situations:

- ① Continuous rough play
- ② Showing contempt
- ③ Ignoring calls
- ④ Unsportsman behaviour
- ⑤ Continuous questioning

# Warnings

Used for repeated behaviour  
They **do not** accumulate  
Can be awarded to the team

# 2-minute penalty

Used when:

- 1 Warned foul repeats ← Including team fouls
- 2 Foul was severe

# 2-minute penalty

Procedure:

- 1 Penalized player must sit in penalty bench
- 2 Replacement is not allowed in
- 3 10 seconds left → Lift arm
- 4 Time is up → Lower arm

# 2-minute penalty

Goal scored against + numerical disadvantage → Longest running dismissed



# 2 + 2 time penalty

- ① 2 full time penalties
- ② Start one after the other
- ③ Dismissed independently
- ④ Automatic warning for expulsion

# Expulsion from match

- ① Player cannot be in vicinity of playing area
- ② 5-minute penalty served by a member of the team
- ③ No numerical disadvantage
- ④ Player misses next match
- ⑤ Must be reported to jury

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# Definition

One attacker Vs. One defender for 45 seconds

# When do they happen

During a game:

- ① Any foul that would **prevent a goal from being scored**
- ② May carry a 2-minute time penalty, but usually shouldn't

Penalty shootout:

- ① Drawn match that requires decision
- ② 3 each (+1 until decision)
- ③ No repeated attackers
- ④ No repeated defenders

# Refereeing / Surface

## Before starting

- 1 Defender over goal
- 2 Attacker in middle
- 3 Referees ready

## During shot

- 1 Keep track of time
- 2 Ideally use an alarm
- 3 End in the surface

# Referreing / Water

**Positioning** is crucial

# Referreing / Water

**Positioning** is crucial  
Keep eyes on the goal and both players



# Refereeing / Water

## Fouls around the goal

- ① Attack on gear
- ② Grabbing basket
- ③ Goalkeeper reaching out

# Refereeing / Water

Fouls around the goal

- ① Attack on gear
- ② Grabbing basket
- ③ Goalkeeper reaching out

You can play **attacker advantage** during a penalty

# Penalty shot outcomes

During a game:

**Shot defended:** Same as start of period

**Goal scored:** Same as regular goal scored

**Attacker fouls:** Shot defended

**Defender fouls:** Defender 2-minute time penalty + repeat penalty shot

# Penalty shot outcomes

In shootout:

Shot defended: Other team attacks

Goal scored: Other team attacks

Attacker fouls: Shot defended

Defender fouls: Defender misses next shot + repeat penalty shot

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# Definition

Foul happens

# Definition

Foul happens → **Wait**

# Definition

Foul happens → **Wait** → Call based on **advantage**



# Importance

Why is this important?

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- 1 Prevents dull games
- 2 Avoids teams taking advantage of fouling
- 3 Guarantees a more fluid and fair game

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Why is this important?

- ① Prevents dull games
- ② Avoids teams taking advantage of fouling
- ③ Guarantees a more fluid and fair game

These **must** be most of your calls

# Precautions

Never use when there is a **safety concern**

# Some considerations

A couple things to keep in mind:

- Doesn't affect call order

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A couple things to keep in mind:

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- It is **not optional**

# Some considerations

A couple things to keep in mind:

- Doesn't affect call order
- It is **not optional**
- Only **before** play is stopped

# The end

Any questions?