



STAGE MANUAL

REFEREE LEVEL 1

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KIN-BALL CANADA

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1.0 STAGE SCHEDULE

- 8h00 - Initiation to the game
- 8h50
 - Welcoming words
 - Trainer's and trainee's Presentation
 - Stage schedule
 - Practical et theoretical evaluation
 - Stage's Objective
- 9h00 - Rules Basics
- 10h00
 - Kin-Ball referee's Pre-requisites
 - Displacements and positionings
 - Intervention procedure
 - Faults Identification code
 - Referring moves and armbands
 - To do before, during and after the game
- 10h45 - Break
- 10h55 - First directed referee performance (6 min. /trainee)
- 12h30 - Lunch
- 13h15 - Second directed referee performance (6 min. /trainee)
- 14h45 - Pause
- 15h00 - Practical Evaluation (6 min. /trainee)
- 16h50 - Break
- 17h00 - Theory Evaluation
- 17h30 - End of the stage

2.0 STAGE OBJECTIVES

2.1 General Objective:

- Make the trainees become able to perform as a referee during a Kin-Ball game for players of the Participative categories.

2.2 Specific Objectives:

- Be able to apply official rules through the intervention procedure.
- Be able to move quickly and efficiently on a court.
- Be able to keep control on the game in with a calm and courteousness attitude.

3.0 PRE-REQUISITES TO BE A KIN-BALL REFEREE

- Judge facts only.
- Know official Rules.
- Know how to execute referee signals.
- Correctly apply the steps of the intervention procedures.
- Act with calm and courtesy with participants.
- Make sure that games are played under the sign of sportsmanship and respect.

4.0 DISPLACEMENTS & POSITIONING

4.1 Displacements:

- Always perform displacements running.
- During displacements on the play, the referee must always stay close from the ball (2 meters).
- The referee must be positioned inside the defensive square.
- The referee must never anticipate the teams strategies in order to minimize displacements.

4.2 Positioning :

When the ball is immobilized by the offensive cell, the referee must be placed according to these criteria :

- 2 meters from the ball
- Perpendicular to the hitter
- Crouching position

This position is also the one use for step number 1 in the Intervention procedure.

5.0 THE FAULT IDENTIFICATION PROCEDURE

This procedure is made of eight different steps that must be perform one after the other. Here is the procedure with few details of each different step.

1- Be at the good position

- 2 meters from the ball
- Perpendicular to the hitter
- Crouching position

2- Whistle to start action

- Hand pointing the ball, blow two strong and consecutive times in the whistle.

3- Repeat the color

- The referee's moves must be done quickly (running) to ensure the referee stays close to the ball at all time (2 meters) and must repeat the color out loud so everyone hears it.

4- Whistle when a fault is committed

- Whenever a fault is committed, the referee blows one time to stop the play.

5- Signal and Announce the fault

- The referee executes the signal identifying the fault while also yelling it out loud. This procedure must be done facing the person in charge of the score. Then the referee also has to point the armband of the team which did the fault.

6- Control the ball

- Take control of the ball as fast as possible (running).

7- Replace the ball where it was when the fault was committed

- Place the ball back where it was when the fault was committed.

8- Check out the scorekeeper

- The referee must verify if the scorekeeper is giving the point to the good team. Then with a sign of the head, he accepts the point the scorekeeper is giving.

Return to step no 1 and repeat until the end of the game.

6.0 REFERRING SIGNALS & ARMBANDS

- Must be performed facing the scorekeeper
- Must be done clearly and dynamically so it is seen by every player and supporter.
- The armbands are used to identify the team that committed the fault. Those must be wore this way:
 - The blue armband on the left wrist.
 - The grey armband on the right wrist
 - A shirt with short black sleeves is playing the role of the black one.

7.0 TO DO BEFORE A GAME

- The referee must mention to the scorekeeper to hold the points and to wait for the approval before letting them go.
- The referee must verify that the limits are clearly defined and that the game court is safe.
- The referee must ask the players to remove any cap, jewellery or any wore object that could hurt players.
- The referee must execute a draw assisted by the three captains and must give them tips about how the game should be played.

8.0 TO DO WHILE THE GAME IS ON

- The referee must repeat out loud the color named by the team in offense.
- The referee must mention to the player to bring their head down when holding the ball, to avoid injuries
- The referee must stay neutral in every gesture or words spoken during a game.

9.0 TO DO AFTER THE GAME

- The referee must go at the scorekeeper table, write the score on the scoring sheet and sign it.