INTERNATIONAL KIN-BALL SPORT FEDERATION

SLOVAK KIN-BALL FEDERATION

# *REFEREE'S MANUAL*
# *KIN-BALL*
## *LEVEL 1*



# *Referee levels according to the IKBF:*

***Level 1 –*** *Authorises the referee to officiate matches independently at national level.*

***Level 2 –*** *Qualifies the referee to officiate matches at national level (independently) and international level (as an assistant referee). Does not qualify the referee to officiate matches at the European Championships or World Championships.*

***Level 3 –*** *Authorises the referee to officiate matches at all levels (either independently or as a head referee), including the European Championships or World Championships.*

*The above referee levels apply to all competitions within Slovakia (Level 1) and international competitions organised by the International Kin-Ball Federation (IKBF) (Levels 2 and 3). A prerequisite for obtaining these three grades is the verification of knowledge and skills through an examination in accordance with IKBF criteria.*

## *1.0 Objective:*

- Make the trainees become able to perform as a referee during a Kin-Ball game.
- 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 with a calm and courteousness attitude.

## *2.0 Requirements for a Kin-ball referee*

- A Kin-ball referee should meet the following requirements:
    - They judge solely on the facts and situations on the playing area.
    - They have a thorough knowledge of the official rules of the game.
    - Be proficient in all refereeing signals.
    - They follow the established procedures for managing the game.
    - They communicate calmly and politely with players and other participants.
    - Ensures that the game is played in the spirit of **fair play** and mutual respect among all participants.

## *3.0 Before the start of the match*

- Before the start of the match, the referee is required to carry out the following tasks:

    - Inform the person responsible for the score that, when awarding points, they must always first indicate (by raising the number) the team to which they intend to award points, and that they must only flip the digits over after confirmation by the referee.

    - Check that the playing area is correctly marked out and safe for all participants.

    - Check that players are not wearing any items that could cause injury, such as bracelets, necklaces, hats or other accessories.

    - Conduct the team colour draw in the presence of the three captains and, at

the same time, remind them of the basic rules of the game.

## *4.0 The referee's position during the game*

### 4.1 Referee's position:

If the attacking team's players are clearly preparing to serve, the referee must take up the following position:

- Inside the defensive square
- At a distance of 2 to 3 metres from the ball
- At an angle of approximately 85 to 90 degrees to the server
- With knees bent and torso slightly bent forward to ensure a clear view of the ball

### 4.2 Change of position:

- A change of position is always carried out whilst running.
- During play, when the ball changes position, the referee always remains close to the ball (approximately 2 to 3 metres from the ball).
- He takes up a position inside the defensive square.
- The referee never tries to guess which tactics a team will use (in order to save himself movement across the pitch).
- When the ball comes to a stop and the players of the attacking team are preparing to serve again, the referee must resume the position specified in point 4.1

## *5.0 Signalling a fault*

***The entire decision-making process consists of eight steps, which the referee must carry out in a precisely defined order.***

***1. Be at the good position***

The referee stands 2 to 3 metres from the ball, at a right angle to the server, with knees bent and the upper body slightly bent forward.

***2. Whistle the hit-in to start action***

The referee points the ball with hand and blows the whistle twice. The sound of the whistle must be clearly distinguishable as two separate signals.

***3. Repeat the color and follow the ball***

The referee repeats the team's colour loudly and clearly so that all players can hear it distinctly. He moves quickly around the playing area, ensuring he remains close to the ball at all times (2 to 3 metres).

***4. Whistle when a fault is committed***

Immediately after identifying a foul, the referee blows the whistle once to stop play.

***5. Signal and announc a foul***

The referee makes the appropriate signal and simultaneously announces the type of foul aloud. When signalling, he faces the person responsible for the score. He then points to the coloured band of the team that committed the foul.

***6. Taking control of the ball***

After the foul is called, the referee quickly takes control of the ball.

***7. Replace the ball where it was when the fault was committed***

The referee places the ball where it was at the moment the foul occurred.

***8. Check out the scorekeeper***

The referee checks that this person has awarded the points to the correct teams. He confirms the correctness of the score with a nod of the head.

After this 8th step, the referee resumes officiating the match from the first step until the end of the match.

## *6.0 Referring Signals and Armands*

The referee's signals are always given facing the scoreboard.

- Signals must be made clearly, unambiguously and dynamically so that they are understandable to all players and officials.
- Coloured identification bands are used to indicate the team that has committed a foul.
    - The armbands are positioned as follows:
        - a blue band on the left wrist
        - grey armband on the right wrist
        - a shirt with a black sleeve on the right arm

## *7.0 During the game*

During the course of the game, the referee is required to:

- **to repeat loudly and clearly** the **team colour** designated by the attacking team at the serve,
- ensure **the safety of the players** and, if necessary, warn players in possession of the ball to **duck their heads to avoid possible injury**,
- maintain **complete impartiality** in every gesture and verbal communication throughout the match.

## *8.0 After the match*

At the end of the match, the referee:

- approach the person responsible for the score,
- checks and records the final score on the main score sheet,
- confirm the accuracy of the entry with their signature.

***Referee signals:***

| | | |
|---|---|---|
|  |  |  |
| 1. Beginning of game or period | 2. End of period | 3. End of game |
|  |  |  |
| 4. Timeout | 5. Hit-in | 6. Replay |
|  |  |  |
| 7. Out of bounds | 8. Too many players on the court | 9. Illegal defense |

| | | |
|---|---|---|
|  |  |  |
| 10. Missing contact | 11. Designation fault | 12. Same player hit twice |
|  |  |  |
| 13. Throw too short | 14. Downward angle hit | 15. Dropped ball |
|  |  |  |
| 16. Time fault | 17.A. Unintentional obstruction between two players = 6. Replay | 17.B. Unintentional obstruction between player and ball = 6. Replay |

| | | |
|---|---|---|
|   |   |  |
| 17.C. Unsportsmanlike conduct | 17.D. Intent to hurt | 18. Illegal offense |
|  |  |  |
| 19. Trapping the ball | 20. Illegal ball displacement | 21. Players substitution |

**You can find a demonstration of the signals in the video:**

https://www.youtube.com/watch?v=y8Qu_inJYco

WARNING! The video was made in 2018, when slightly different rules applied! Some signals no longer exist! Therefore, please follow the signals described in the manual and treat the video only as an aid and a demonstration.

Visegrad Fund