

# PRE GAME

## PRE GAME (SHORT VERSION)

1. Pregame Duties / Game Management
2. New Rules / Points of Emphasis
3. Court / Field Coverage
4. Out of Bounds / In Bounds Coverage
5. Rotations / Switches
6. Mechanics / Game Awareness
7. Timing / Scoring
8. Substitutions / Coaches and Bench Decorum
9. Review of Personnel / Style of Play
10. End of Game / Leaving Court / Leaving Field
11. Call the Obvious
12. Trust Your Partners

# PRE GAME

## GENERAL

- Had either of these teams lately?
- Had any unusual plays / situations lately?
- Trust your partners to call their primary.
- Clock management.
- Work the system.
- Referee the defense.

## NEW RULES

- All headbands must be black, beige, or predominate color of uniform
- Free throw lane spaces
- One direct technical foul is assessed to the head coach for all illegal uniforms

## POINTS OF EMPHASIS

- Legal Uniforms
- Rough Play
- Time Outs
- Slapping Backboard
- Official's Mechanics and Signals

## ARRIVAL ON FLOOR

- R - Home team, count players, tosses ball, responsible for possession arrow. Coaches in boxes to start.
- U - Visitors, count players, observe toss, responsible for eight non-jumpers.
- Legal equipment, captain's meeting at 12:00, Check scorebook at 10:00.
- Pregame with scorer and timer, greet coaches at 1:30.

## COURT COVERAGE

- Rotation: How will the Lead officiate strong side?
- Review normal positions, line responsibilities (lines of responsibility in transition - L/T), off ball coverage, look / ask for help if needed on out of bounds calls, staying with shooters.
- Review press situations. Backcourt – ½ & ½.

## ALL

- Hustle. Move to get the good look. Communication while passing between T & L.
- Block / charge situations. Pass and crash situations. Double whistles
- Changing a 2 - 3 or 3 - 2. Changing an out of bounds call.
- Free throws - L opposite line and low block on L side.
- Out of bounds. Be patient with the whistle.

## TRAIL

- Come in and sell calls. Discuss NEW primary area with the lead position.
- Help L with travel calls in lead's primary.
- Divide court coverage in frontcourt. Stay with your counts.
- Handle throw-ins on sidelines except below free throw line extended on Leads side.
- Close down on shots. Three point line and shooters. Rebounding responsibilities.

## CENTER

- Divide court coverage 2/3 & 1/3 in frontcourt. Stay with your counts.
- Get deep (F.T. line extended and below), work hard in the middle.
- Be prepared to help T at the division line.
- Close down on shots. Three point line and shooters. Rebounding responsibilities. After made basket, stay to help with the press.
- If rotation has occurred and you are late to recognize, you must still become the new lead.

## LEAD

- Move to ball side when necessary. Recognize offensive patterns, go strong side. Discuss NEW primary area.
- Know when to close down and when to stay wide. Stay wide on shots.
- Help on fast break 3's, only give preliminary signal.
- Don't break up court too early. Wait for possible quick steal and lay-up.
- In transition, be aware of players still on floor after loose ball. Don't leave them. Partner must recognize this and adjust.

# PRE GAME

## FOUL CALLS

- Communicate throughout the game team foul status (7th or 10th). Be alert to assist your partners.
- Give clear preliminary signal. Indicate shooting foul or designate out of bounds spot.
- If off-ball foul, be sure to communicate - direction, shooter, and how many. You must have these!
- Double whistles. Both officials must help with fouler, shooter, shot went in or not. Be alert during these situations.
- Off officials - freeze your eyes. Get and keep the shooter. Communicate this to calling official.
- Did the shot go in? Communicate to calling official if necessary.
- New trail (tableside official) takes care of substitutes and 5th foul disqualification procedure.
- How do we handle long switches in the backcourt?
- No lane violations until shooter has possession and control. Penalize the first violation.

## TIME OUTS

- 3 full & 2 - 30's. Player on court or coach may request. Dead ball or live ball request situations. Get signal from coach. Do not grant time out until injured, disqualified, or substituted players have been replaced. Blood on jersey T.O.
- Do not report time out until crew has communicated spot of inbound, or foul shooter and number of free throws.
- Communicate to partner and opposing team whether full or 30.
- One official on ball, other official on circle opposite table for full timeouts and circle tableside on 30's.
- Observe teams as they move to huddles.
- First horn, bring them out. Resume play after second horn. Be aware if arrow needs to be switched (A/P before TO).

## TECHNICAL FOULS

- Communicate. Know what has happened and what needs to be done. Shots taken in correct order.
- Non-calling official administers free throws.
- Calling official administers throw-in at half-court to resume play.
- Coach's privileges lost – direct technical loses box, indirect does not.

## GAME MANAGEMENT

- Be aware of game time, clock start and stops, end of quarter, last second shot - opposite table.
- Clock corrections, if necessary, go through the referee. Time, Situation, Score.
- End of game; give the defense a chance to steal the ball before a quick whistle. Be aware of intentional fouls.
- Taunting and baiting situations. Assume the worst. Confront immediately.

## MISCELLANEOUS

- Goaltending / basket interference - T must see this. Ball flight - Trail official.
- Held Balls. Assume each will be a fight. Calling official stay with players. Off official take care of direction.
- Make sure counts are visible, and for the full amount. Stay with the count until it ends (moving out of primary).
- See the whole play. Anticipate the play, not the call. Officiate the defense and ahead of the play.
- Withhold whistles, let them play and block shots when possible. Advantage / disadvantage & impact / effect on play.
- Be alert at the opening tip. First two minutes and last five. Work hard and have fun.