



Pre-Game

Jim Teter

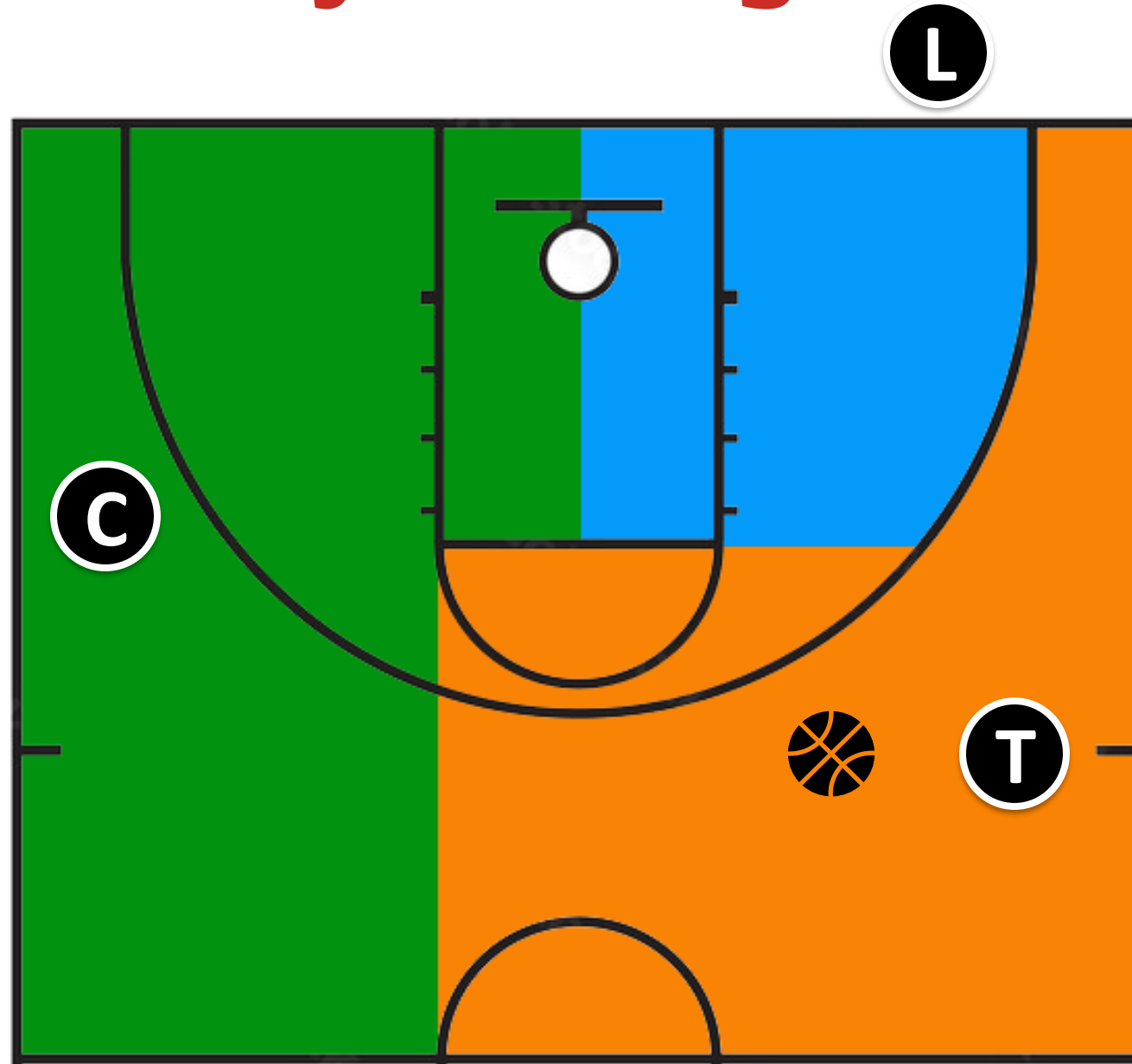


Five Keys to a Successful Pre-Game

1. Know YOUR primary coverage area and STAY in it
 - Own Your Primary
2. Officiate the defense & Look for separation
3. Trust your partner(s)
4. Call the OBVIOUS
5. Trail (Two-Person)/ Opposite table (Three-Person) has last shot in almost all situations



Primary Coverage Areas



Key Pre-Game Discussion Points

- Make sure we all START OFF seeing the same game
- Let's have a GOOD FIRST FOUL of the game.
Nothing Ticky-Tack
- See what the game & players bring us in the first 2-3 minutes of the game
- When to know, when we STOP talking & START blowing
- Don't interrupt FLOW
- Don't go looking for whistles, but let the plays come to you & your PRIMARY
- Be consistent with POST PLAY, HAND CHECKING, BLOCK/CHARGE on both ends of the floor



Game Situations to Pre-Game

- Dribble / Drives To The Basket...
 - Lead, Center & Trail must have “OWN YOUR PRIMARY ” philosophy
 - Center & Trail **MUST** stay engaged longer on dribble / drives
 - Come to an agreement on **DOUBLE WHISTLES** in the paint - **POST AND HOLD**
 - Center & Trail must close down and get angles on rebounds





Game Situations to Pre-Game

- Blocked Shot Attempts
 - NO PHANTOMS!
 - Look for angles & point of contact
 - DISPLACEMENT (ADVANTAGE / DISADVANTAGE)
 - Assume that every blocked shot attempt is a CLEAN BLOCK until you see point of contact

A photograph of a basketball game in progress. Several players are jumping high in the air, reaching for a basketball that is suspended above them. The players are wearing dark blue and white jerseys. The background shows a gymnasium with spectators and a basketball hoop. The text 'Game Situations to Pre-Game' is overlaid on the right side of the image.

Game Situations to Pre-Game

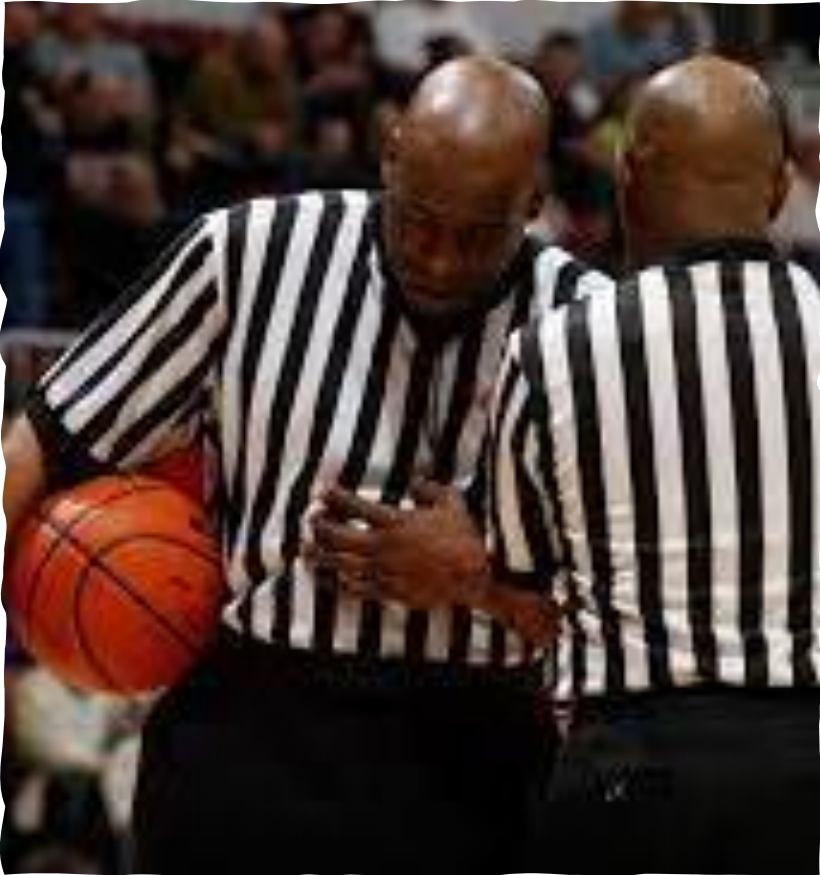
- Rebounding
 - **EXPECT EVERY SHOT TO BE MISSED**
 - C and T on 90% of rebounding fouls, Lead on NO BRAINERS in primary
 - C and T **MUST** step down, get the angles and NOT BAIL OUT
 - Look for verticality and displacement in rebound situations
 - Apply advantage / disadvantage to rebound situations

COMMUNICATE!

- Crew Communication
 - **CAN NEVER BE ENOUGH**
 - Know how to give and get help
 - I will ASK YOU, You Signal Direction, No Discussion, Ball in Play
 - Changing a call
 - Stay away from EARLY in game, if possible
 - Be 150% sure of the change
 - Original Calling Official, will sound whistle and make the directional change
 - NO DISCUSSION!!! MAKE THE CHANGE!!!!!!



COMMUNICATE!



- Dead Ball Communication During Timeouts
- Know the throw-in spot
- Spot throw-in vs. Run the end line
- U1 count 5 players for home team. U2 count 5 players for visitors. R count all 10 before the throw-in (Three-Person)
- R count 5 players for home team. U count 5 players for visitors. Both officials count all 10 before the throw-in (Two-Person)

COMMUNICATE!

- Fouls
 - Communicate the foul with partners *AT THE SPOT OF THE FOUL*
 - Shooter and number of Free Throws
 - Communicate with signals and voice to the scorer
 - Trail official quarterback the FT administration. Lead mirrors trail in signaling number of free throws
 - Lead and Trail must make eye contact and acknowledge free throw count, *BEFORE* the ball is administered



COMMUNICATE

- Bench Communication
 - Ask, Warn, Whack (Penalize) philosophy, if at all possible
 - **Warning is not needed in some cases**
 - **Stop Sign = Bench Warning**
 - If you handle it correctly, the COACH calls the PENALTY on themselves

Perimeter Shooting / Three-Point Line

- Work the 3-point line concept
- 60-40 coverage on 3-point attempts
- Watch the shooter back down to the floor to avoid any flops after the attempt. If he / she hits the floor, KNOW how it happened
- Changing a 2-point shot to a 3-point shot is OK
- Changing a 3 to a 2 is NOT OK! (You got caught guessing). But if it has to be done, DO IT