

**PLEASE NOTE: THIS
DOCUMENT WILL BE
UPDATED WHEN THE FINAL
SHOT CLOCK PROCEDURES
ARE ANNOUNCED**

Pre-Game Conference

**Doing it the
RIGHT way**

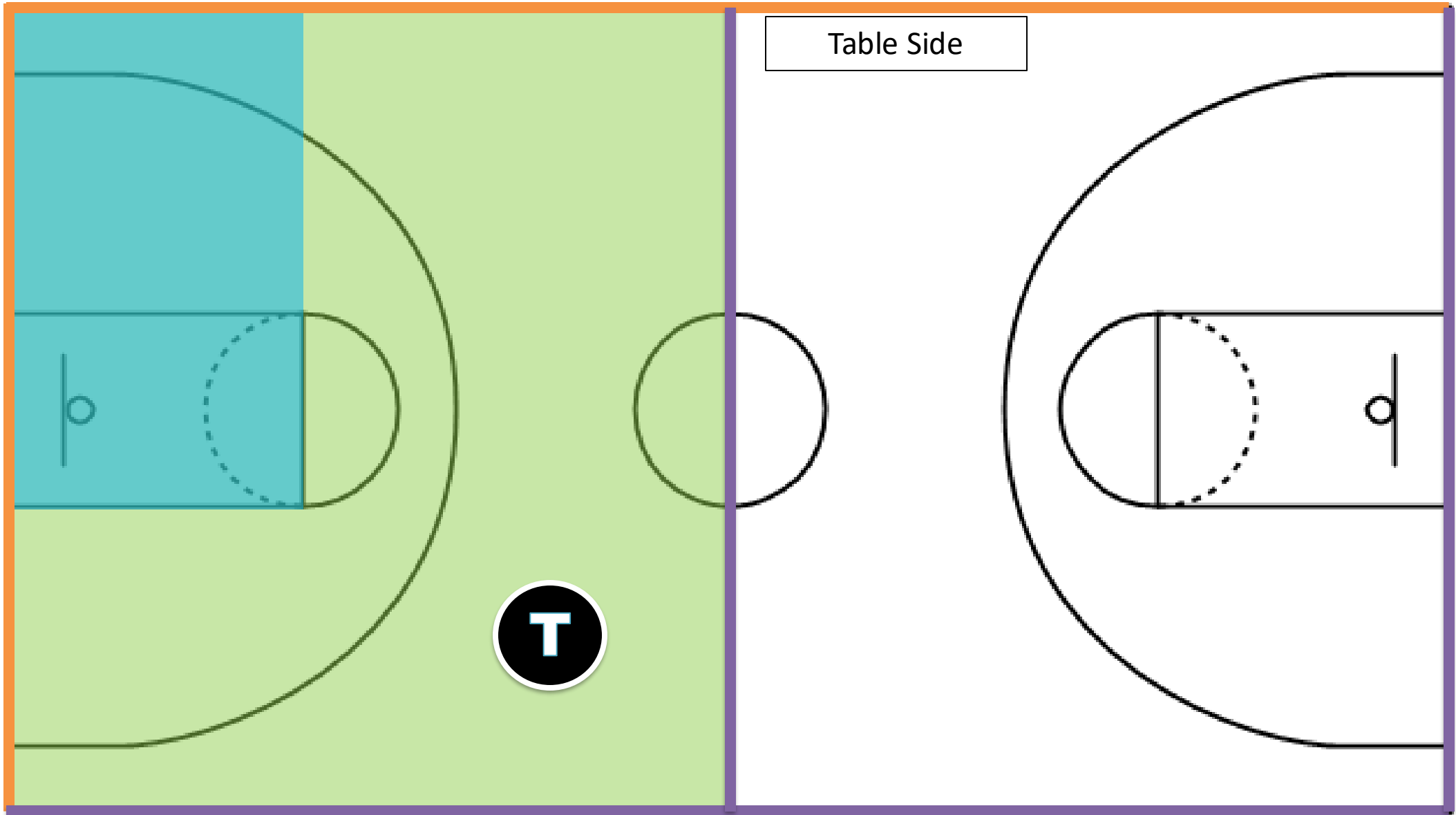


COMMUNICATION IS THE KEY

- **Solid pregame in our locker room. Talk through all aspects of a game if you have not worked together much**
- **BE AWARE OF YOUR SURROUNDINGS IN THAT LOCKER ROOM**
- **Clear understanding of NFHS expectations on bench decorum, sportsmanship and illegal contact**
- **Agreement as a crew on how game will be officiated**
- **Be proactive and approachable in all communication with all involved in the game**
- **Address the coach's box in your meeting with the coaches**
- **Be prepared to involve game/host management if any issue arises which warrants their assistance**
- **Leave the locker room "on the same page" by discussing all pertinent information about the game and the teams. Share what will help the crew**

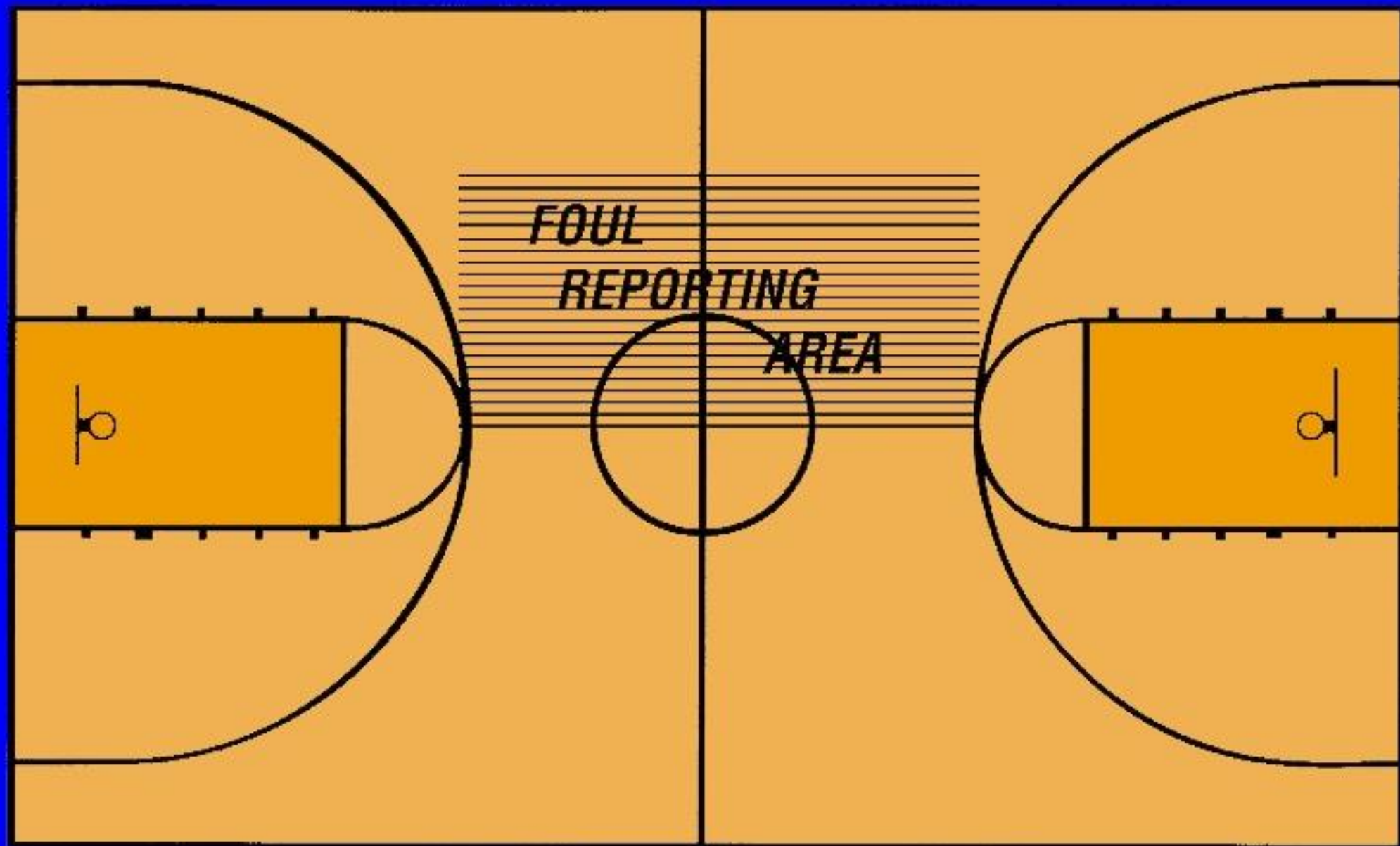
Two-Person Coverage Areas

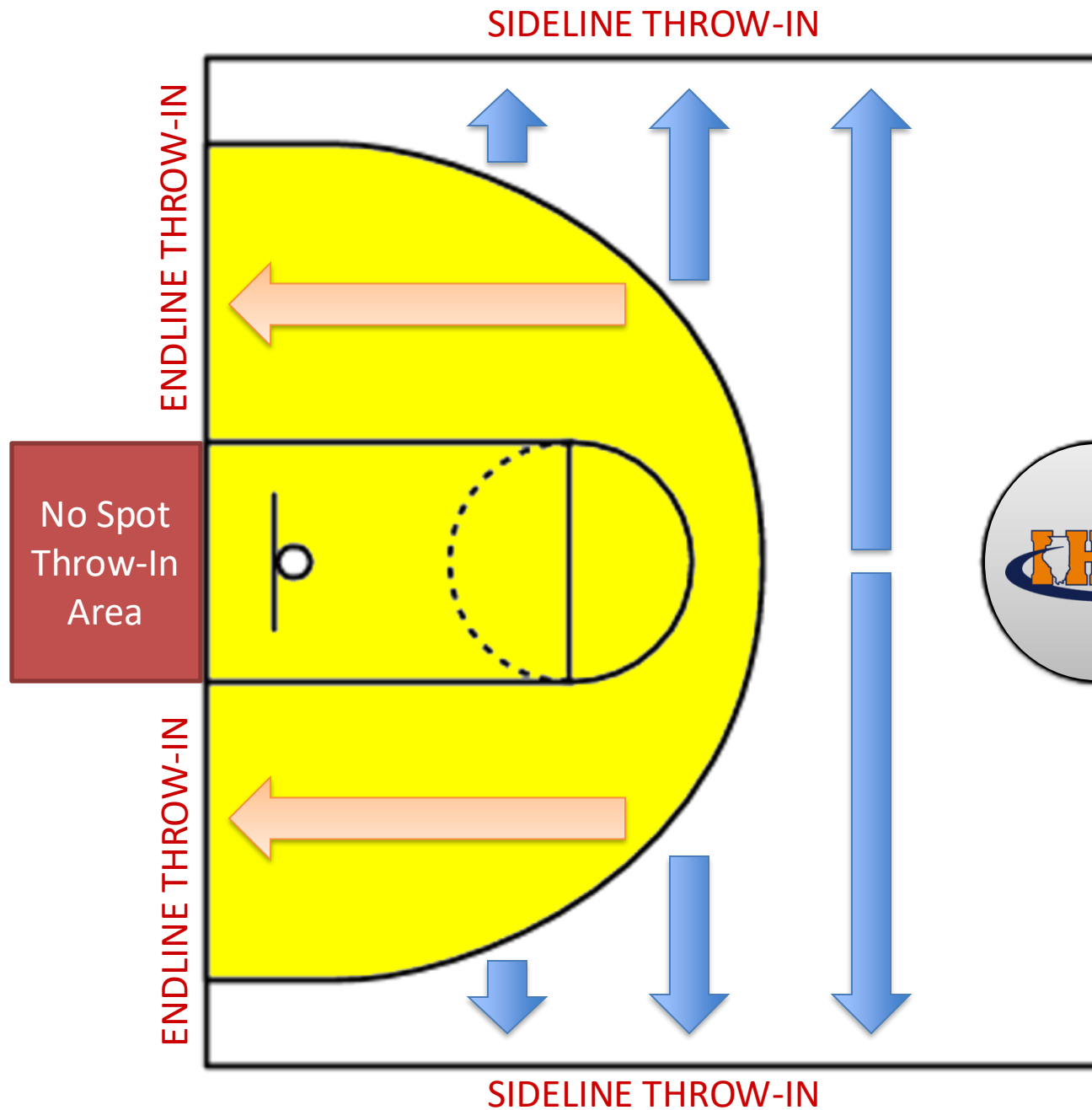
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TABLE

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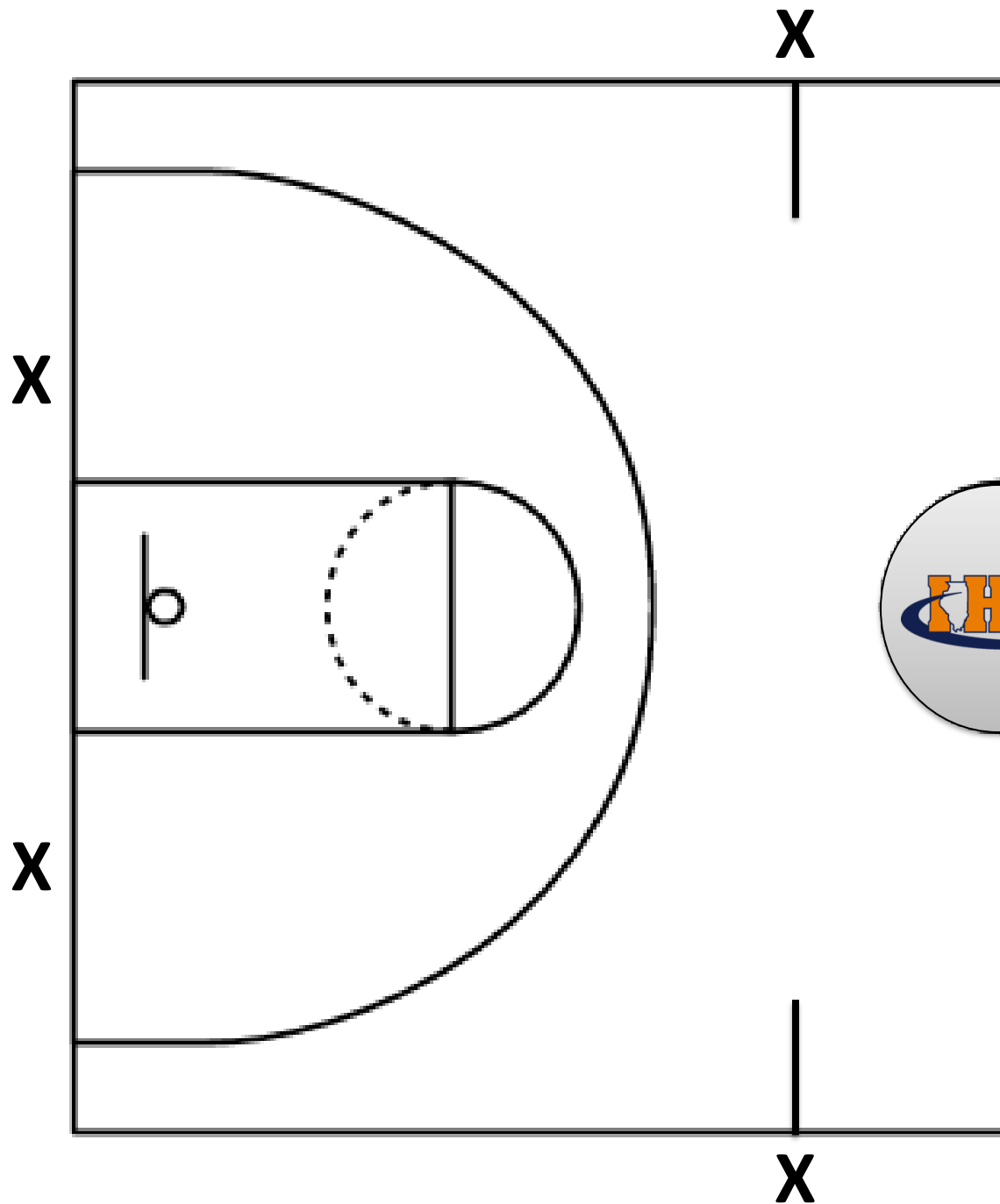




Designated Throw-In Spots

At the three-point arc or inside the three-point goes to the endline. Anything in the white goes to the sideline.





Designated Throw-In Spots

Frontcourt Fouls, Defensive Violations, Timeouts, Back Court Violation Throw-Ins and Held Balls (Offense retaining possession)



CONSISTENCY IN OFFICIATING ILLEGAL CONTACT

- **ALL officials must understand the difference between INITIATED CONTACT on the player with the ball and INCIDENTAL CONTACT on the player with the ball**
- **Two hands placed on the player with the ball IS A FOUL AND MUST BE CALLED**
- **Understand what it means to “officiate the defense” and be consistent in doing it**

CLEAR DEFINITION OF ILLEGAL CONTACT

- In an effort to eliminate excessive contact on ball-handlers and dribblers, the following acts will constitute a foul when committed against a ball-handler/dribbler:
 - Placing two hands on the player
 - Placing an extended arm bar on the player
 - Placing and keeping a hand on the player
 - Contacting the player more than once with the same hand or alternating hands.

REBOUNDING

- Officials **MUST** get in proper position to officiate rebounding situations and must call or not call what needs to be called or not called. Proper positioning is vital, as well as an understanding of what to call or not call. Take the floor on the same page and **BE CONSISTENT. Be proactive and use your voice.**



REBOUNDING (Continued)

- Get the angles
- Look for verticality
- Displacement
- Advantage/Disadvantage
- **Officiate the Start of the Play, Development of the Play, and the Result of the Play**

NOW THAT WE KNOW WHAT TO CALL, HOW WILL WE WORK THIS GAME???

- Five staples of a well-officiated game...
 1. Officiate the defense
 2. Know your primary coverage area
 3. Call the obvious
 4. Trust your partner
 5. Trail has last shot in almost all situations



ATTENTION TO DETAIL...

- Who's the R?
 - R checks the basketball
 - Discuss pregame duties of the R
 - Table
 - Game Management
- Jump ball - Arrow
- Floor Coverage
 - Backcourt / Frontcourt / 3 point shot
- Rotations and Switches
- Out-of-bounds coverage
- Throw-in coverage
- Substitutions



ATTENTION TO DETAIL CONTINUED...

- Backcourt violation coverage
- Counts/Closely Guarded...Center/Trail
- Adjusting Coverage to Pressure Defenses
- Frontcourt Trap Adjustments
- Foul Call Technique
- Free Throws
- Basket Interference/Goaltending



NUTS AND BOLTS...

- Double Whistles
- Double Fouls
- Foul Outs / Disqualified Players / Fighting
- Technical Fouls
- Coaches Box / Bench Decorum
- Changing A Call / Asking For Help
- Expiration Of Time / Last Shot
- Timeouts...Positioning and use for Communicating as a Crew
- End Of Game / Leaving Floor



Work Hard And Have Fun!

VERTICALITY

- Let them Block Shots - NO PHANTOMS!
- Assume every shot attempt is going to be a BLOCKED SHOT
- SLOW WHISTLES



FREE THROW COMMUNICATION

- On free throws, communicate with partner who your shooter is before going to the table
- Know the team total on fouls for a smooth transition to shooting free throws on the 5th team foul of the quarter



FREE THROW COVERAGE

- Trail Official is the Quarterback
- Watch the players in the #2 Hole (middle space on the lane)
They will be involved in most issues on the lane line



CREW COMMUNICATION

- Officiate DEAD Balls as hard as LIVE Balls
- Get & Give Help
- USE YOUR VOICE



BENCH COMMUNICATION

- Do your best to stay calm
- Use the Behavior Warning to the head coach when warranted
- You can assess a T without a bench warning
- Don't allow a coach to embarrass you



POSTGAME...

- Review your performance. Be honest!
- What did you like? What do you want back?
- Discuss any strange plays and follow up with the crew on them if necessary
 - **Is there any reason you need to connect the assigner?**
- Did you work the game as if you were being observed?
- You were. They're ALL on tape