

**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**

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

- **Expect every shot to be missed**
- **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)

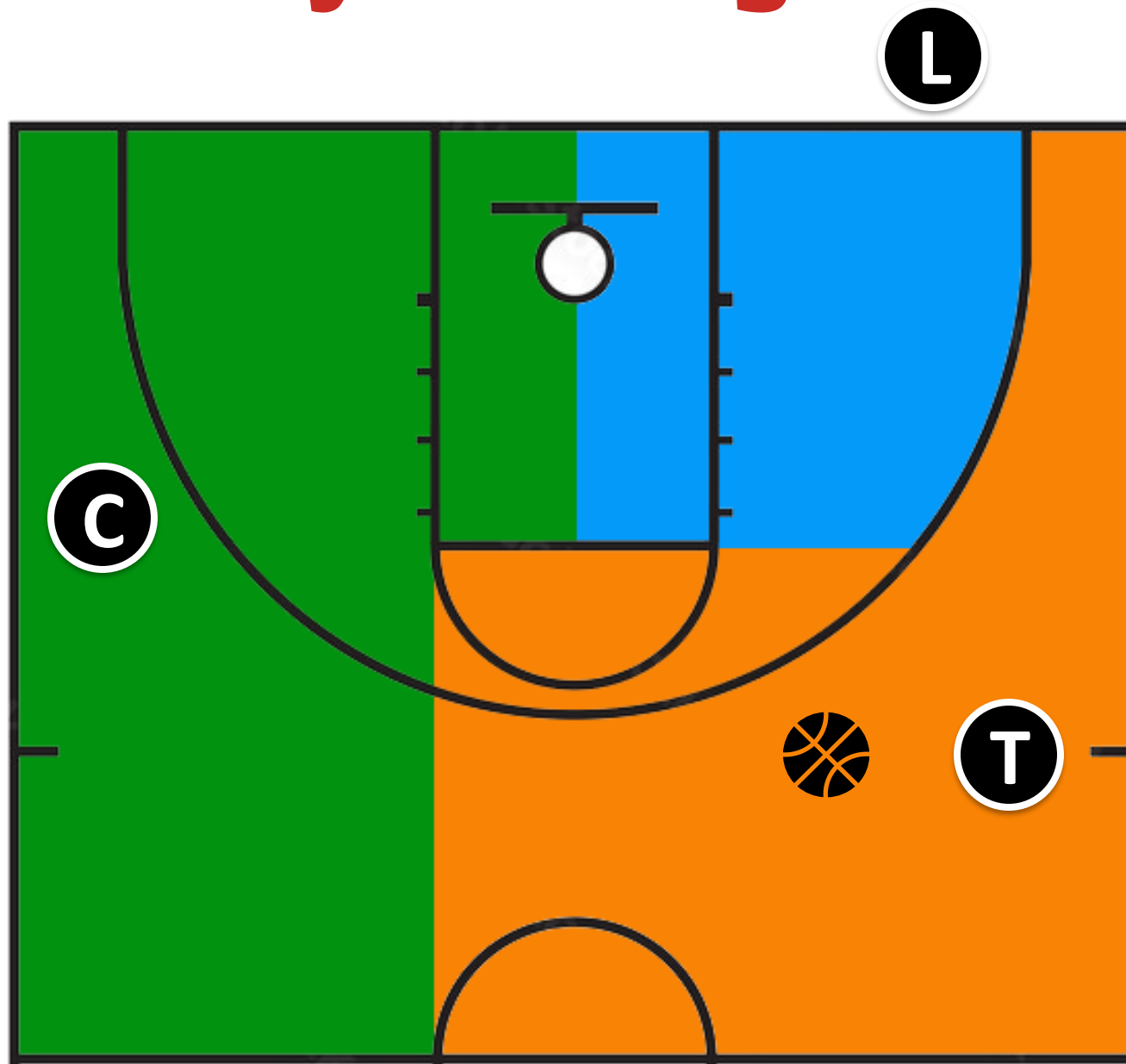
- Get the angles
- Look for verticality
- Displacement
- Advantage/Disadvantage
- **Officiate the Start of the Play, Development of the Play, and the Result of the Play**

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. **Opposite table has last shot in almost all situations. Ideally, C is in this spot.**



Primary Coverage Areas



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 bonus free throws, communicate with partner who your shooter is before going to the table
- Try to know the Team Total on Fouls for a smoother transition to shooting fouls



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