



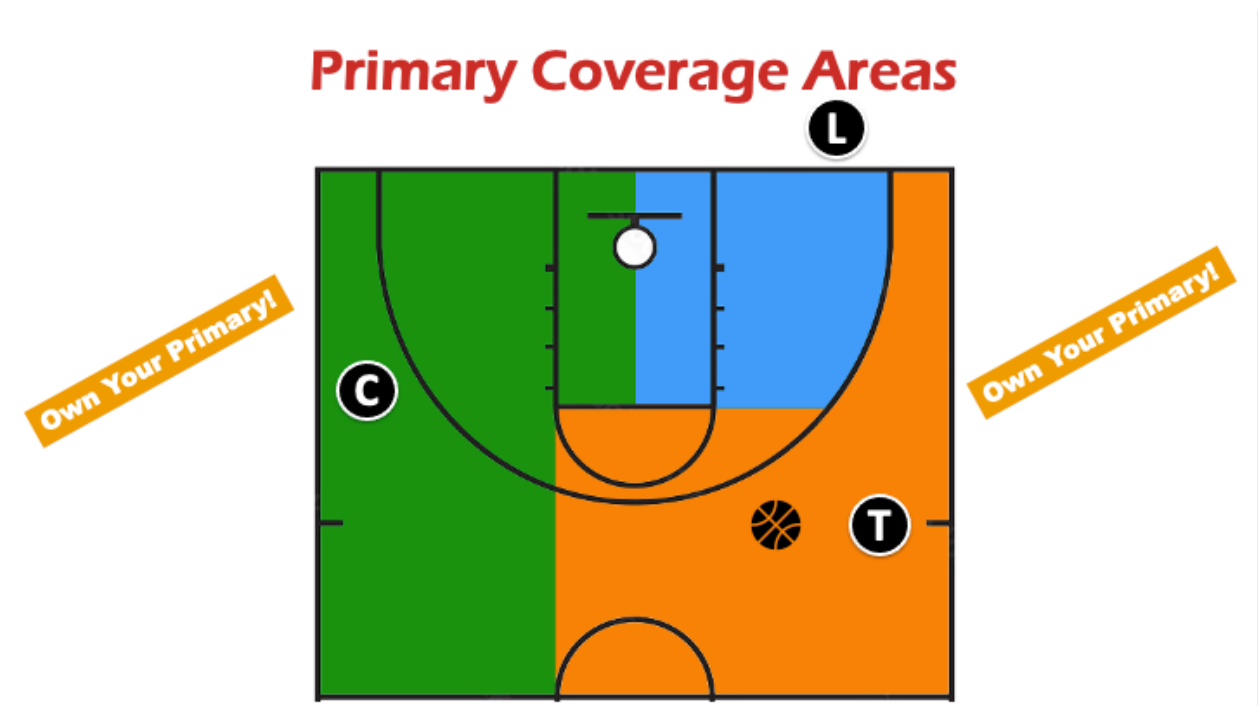
Locker Room PRE GAME To Post Game Discussion

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OPEN PRE-GAME with Partners with these points and add content as needed.

4 Keys to a Successful Game

1. Know YOUR Primary & STAY In It
2. Officiate the DEFENSE & Look for Separation
3. TRUST Your Partners
4. Call the OBVIOUS



Game 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
- Understand when we should 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

Dribble/Drives to the Basket

- Center, Trail, & Lead have "OWN YOUR PRIMARY" Philosophy - Center & Trail MUST stay Engaged & Connected longer on Dribble/Drives
- How do we handle DOUBLE WHISTLES in the PAINT??
- Center & Trail close down and look for angles on all rebounds

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

Rebounding

- Expect every shot to be missed
- Center & Trail on 90% of Rebounding Fouls, Lead on NO-BRAINERS in Primary
- Center & Trail MUST close down and get the ANGLES & NOT BAIL OUT
- Verticality and looking for DISPLACEMENT
- Advantage & Disadvantage Philosophy

Communication

CAN NEVER BE ENOUGH

- Know How to Give & Get Help
- If I ask you for help, 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!!!!!!
- Dead Ball Communication during Time Outs
- Know the Throw In spot
- Spot Throw In vs. Run the endline
- Umpire 1 count 5 Home Team Players



- Umpire 2 count 5 Visitor Team Players
- Referee count all 10 Players before the Throw In

Fouls

- Communicate the Foul with Partners at the SPOT OF FOUL
- Shooter & Number of Free Throws
- Communicate with Signals and Voice to the Scorer
- Trail is Quarterback the Free Throws. 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

Bench Communication

- Ask, Warn, Penalize philosophy if at all POSSIBLE. But, warning NOT Needed in some cases
- Stop Sign = Score Book Warning
- If you handle it the correct way the COACH calls the PENALTY on himself/herself

Perimeter Shooting 3 Pt Line

- Work the 3 Pt Line Concept
- 60/40 overlap on 3 pt shot attempts
- Watch the Shooter all the way 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 Pt Shot to a 3 Pt Shot is OK
- Changing a 3 Pt Shot to a 2 Pt Shot is NOT OK!!! (You got caught guessing). BUT if it has to be done, DO IT

WORK HARD AND BEST OF LUCK TO ALL