

PREGAME CONFERENCE

Court Coverage

Trail's Primary Responsibilities

- Sideline (L) and half-way line
- Last shot of the quarter
- Drives, starting In Primary
- Bringing substitutes In
- Weak side rebound coverage

Lead's Primary Responsibilities

- Endline and sideline (L)
- Post Play
- Illegal screens at elbow

Stay In Your Primary; It Must Be Obvious To Come Out Of Your Primary

Coaches And Captains

Players properly equipped.

Players wear correct uniforms .

Practice good sportsmanship.

Do we know who is coach and who is captain **on the court**

Double Whistles

Let's both hold our preliminary foul signal and not give a block or player control signal.

Make eye contact with each other.

Give the call to whoever has the primary coverage, unless you definitely have something different that happened first.

Opposite signals: Assess both fouls. Count the basket if the ball was released before the contact. Resume with the Point of Interruption.

Out-Of-Bounds Help

If I have no idea and I look to you for help, just give a directional signal. No need to come to me. Just point.

If I signal but I get it wrong, then blow the whistle and come to me. Tell me what you saw and let me decide if I'm going to change it.

Press Coverage

Help each other. New Lead will wait at midcourt.

Technical Fouls

If I 'T' a coach; get me away from the coach. The situation is heated and I don't want to "whack the coach back-to-back". Let's move away from the benches. Non calling official should inform the coach to stay within their coaching area – must stay off the floor.

Let's get together and make sure we administer the penalty or penalties correctly and in the correct order and at the correct basket.

If one official issues a warning to somebody (player or coach), make sure the other official knows. If I've already warned the coach, the coach shouldn't get a free shot at you.

Two-Point / Three-Point Shot

If one official incorrectly signals the number of points, the other official will simply blow the whistle immediately, discuss the play with our partner, come to a decision, signal the correct number of points to the table, and resume the game. We will only correct if we are 100% sure.

Goaltending And Basket Interference

99% of the time, the Trail will be responsible for the call.

Lead can help out on a quick shot in transition, when Trail hasn't made it into the frontcourt yet.

Let's remember that it's never basket interference or goaltending to slap the backboard(unless it cause vibration) .Coaches and fans always want it, but we can't award the points.

Last Shot

99% of the time, the Trail will be responsible for the call.

Let's both have an opinion, in case Trail's not sure.

How will we handle a full-court pass when the Trail is stuck in the backcourt?

Foul Mechanics

Preliminary signal given at point of foul for all common fouls.

Calling official must designate throw-in spot or number of shots.

Non-calling official, get the number of the shooter. If the ball enters the basket, inform partner that ball went in.

Throw Ins

Ten players, eye contact, check table, check clock.

Timeout Mechanics

When the ball is dead, we must be alert.

Both officials must know the game situation when play resumes following a timeout (team, direction, spot or run baseline, shooter, number of shots).

One official at spot of throw-in, or free throw line with ball facing direction in which it will be put into play.

Post Play

Let's not allow a defender to use a leg or knee to move a player off 'the block'.

Let's make sure the offensive player isn't holding off the defender, or holding him with his off-hand.

As Lead, let's find the post matchup as soon as possible so that we get the first foul.

Remember the RIDD's. Don't let players: Redirect, Impede, Displace, or Dislodge.

Ball-Handler / Hand-Checking

Two hands on the ball-handler is a foul. Automatic.

One hand that stays on the dribbler is a foul.

Let's not let a defender ride the dribbler as the ball is coming from backcourt to frontcourt.

Remember SBQ. If the dribbler's Speed, Balance, or Quickness are affected, we should have a hand-checking, push or block foul.

Screens

We must work hard off the ball.

In the first half especially, let's clean up the screening action. The screening action will be right in front of the defensive coach in the first half, so if the coach sees an illegal screen, we should too.

Consistency

Let's see if we can call the same game. Be consistent with each other.

Let's try to remember what we've called earlier in the game, and what we haven't called. Be consistent with what has already happened in the game.

If I have a very close block/charge play and I call a blocking foul, then the next time you have a similar block/charge play, you should have a blocking foul.

Game Situation Awareness

One of us should quickly check the clock after every whistle to make sure the clock stops properly.

One of us should check the clock every time it should start to make sure it does so.

Let's try to be aware of the foul count during the game. We don't want to be surprised when it's time to shoot the bonus. If we know that the next foul will result in bonus free throws, we'll be more likely to remember our shooter.

Last Two Minutes

We're not calling anything in the last two minutes if we haven't already called it earlier in the game, unless it's so blatant that it can't be ignored. We don't want our first illegal screen to be called with 30 seconds left in the game; but if the illegal screen puts a player into the first row of the bleachers, then we have to call it.

Let's not "put the whistles away" in the last two minutes: That wouldn't be consistent with the way we've been calling the game. If the game dictates it, let the players win or lose the game at the line. **We don't want to be the ones who decide the game by ignoring obvious fouls just to get the game over.**

End of game strategic fouls: If the winning team is just holding the ball and is willing to take the free throws; then let's call the foul immediately, so the ball-handler doesn't get hit harder to draw a whistle. Let's make sure there is a play on the ball by the defense. If there's no play on the ball, if the defense grabs the jersey from behind, or if the ball-handler receives a bear

hug, we should consider an intentional foul. These are not basketball plays and should be penalized as intentional.

	<p>All officials should arrive at the venue 15min prior to the schedule tip off to take part in a pregame meeting</p> <p>Why Pre-game?</p> <ul style="list-style-type: none"> - to be consistent - to understand each other - to know each other <p>How do we start:</p> <ul style="list-style-type: none"> - by talking / by listening - have you seen ... teams, players, coaches? <p>Control of the game:</p> <ul style="list-style-type: none"> - the participants / spectators - the game - feel for the game <p>Communication:</p> <ul style="list-style-type: none"> - between referee's, commissioners, table officials - with participants, players, coaches (dealing with problems arising during game) - rookie referee's /new referee - During game (time-outs) - Double whistle <p>Psychological Situations:</p> <ul style="list-style-type: none"> - Concentration - Relax - Pressure <p>Be prepared for changes in the game</p>	<p>General Aspects:</p> <ul style="list-style-type: none"> - the colour of uniforms of both teams (are players properly equipped) - the allocated benches for each team - license cards <p>Mechanics:</p> <ul style="list-style-type: none"> - coverage L, T, C - competences - responsibilities - mechanics (adapted for the game) - signals - team work - off-the-ball coverage <p>Criteria:</p> <ul style="list-style-type: none"> - charge / block - hand checking - post play / shooting fouls - screens - unsportsmanlike foul <p>Special Situations:</p> <ul style="list-style-type: none"> - jump ball situations - fighting (who does what) - shot / game clock issues - sounding devices - last positions - 3"/8"/24" - technical fouls - advantage / disadvantage principle <p>GOOD LUCK</p>
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