

Board #11 Officials Pre-game ... Crew of 2

Confirm all your games via email or phone ... 3 or 4 days in advance

Officials Conference

- Any special circumstances because of court facility, team history, coaches, fans?
- Rule changes ... free throw lane line-up, headbands, pre-wrap, ... legal player equipment.
- Eye contact, communication between officials ... **before** putting the ball in play be sure there are **5 Team A and 5 Team B** players, and you have the OK from your partner.
- Coverage areas ... primary, secondary, plan for covering the tough areas effectively.
- Double whistles ... Official whose PCA the call is in should have first opportunity. Try not to call across the lane but if you do let PCA Official have the first opportunity to make the call.
- Last second shot responsibility ... be sure to communicate re this in last minute of each period.
- Line, out-of-bounds, throw-in responsibilities ... is switch required? Ball determines spot.
- Time-outs ... Identify shooter or indicate throw-in spot. Verify type of time-out with head coach. Official who calls the time-out reports it. The official who is responsible for the throw-in (or free throws) should go to throw-in (or foul administration) spot, the other official's position is front of the circle (30-second), back of the circle (60 second), on mid-court line. **Time-out situations may require a position switch of officials.**
- Help situations ... if help is required the official who made the original ruling is the official who should make the corrected ruling.
- Pass / Crash (who has ball, who has player crash?) Team Control Fouls (no shots, spot nearest the foul) Double fouls (point of interruption, spot nearest the ball)
- Officials Conference ... meet as needed during stoppages of play, especially early in the game to keep on the same page and late in the game to discuss late-game official's administration.
- Trust your partner but agree to call the obvious fouls, violations, regardless of primary.
- Displacement, Hand checks, Piling on when going for loose balls are fouls, should be called.
- Loose balls = Wait until someone has **player** control before granting a time-out.
- Look for time-outs when the situation warrants (6 or 8 point run, near the end of the game, ...)
- Use Preventative officiating approach when you are able to.
- Technical foul administration procedure.
- Disqualification, injury, blood situations, and proper administration.
- Points of emphasis ... Legal Uniforms Rough Play (post play, hand-checking, loose balls) Time-outs Slapping the backboard Officials Mechanics and Signals)
- **On-Court** ... Check player equipment, uniforms, headbands, pre-wrap, wristbands, braces, jewelry, coaching box, baskets, overhangs, ...
- 12 minute mark = check book.
- 10 minute mark = coaches and captains conference
- If teams leave floor before game or at halftime notify teams 3 minutes prior to start of game.

Discuss situations at half-time and make second half adjustments as necessary. Post-game discussion should be positive! You may disagree and be critical, but maintain a positive atmosphere and learn one thing to help make your next game better!