

HIGH SCHOOL PRE-GAME CONFERENCE CHECKLIST & OUTLINE

ADMINISTRATIVE / PREGAME DUTIES

- ✓ Arrive on Floor by the 12 Minute Mark and go to our spots
- ✓ Count players, check for illegal equipment, illegal hair devices, jewelry, etc.
- ✓ Referee will check book near the 10 minute mark
- ✓ Captains conference near the 7 minute mark
- ✓ Greet coaches at the 3 minute mark

GAME PHILOSOPHY/CREW RESPONSIBILITIES

A. The 3 Keys to a well officiated game

- Trust Your Partners by working YOUR Primary
- Call the Obvious and Absolute Plays consistently
- Referee the Defense while being aware of the offense

B. Foul Selection

- Our key focus must be "FREEDOM OF MOVEMENT" on the basketball floor
- These are the ABSOLUTES TO FOUL CALLING IN THIS GAME:
 - A. Anytime a player places 2 hands on the dribbler IT IS A FOUL.
 - B. Anytime a defender creates contact with the dribbler and causes the dribbler to fall to the floor IT IS A FOUL.
 - C. Anytime the dribbler beats their opponent to the basket and a hand is placed on the dribbler IT IS A FOUL.
 - D. Anytime there is a "Crash" anywhere on the floor between an offensive and defensive player IT IS A FOUL either block or charge. Every time something must be called. The problem we have is inconsistency on block/charges. If we call it a charge on one end and we have the same or similar play on the other end it also must be a charge.
 - E. Anytime a Screener sets an Illegal Screen outside the framework of their body and contacts the defender IT IS A FOUL.
 - F. Anytime a defender impedes the FREEDOM OF MOVEMENT of an offensive player by chucking, pushing, blocking, tripping or holding IT IS A FOUL
 - G. Anytime a defender body checks or hand checks a dribbler IT IS A FOUL.
 - H. We can not penalize defenders if they are defending with their feet and not their hands, if they are vertical and the offensive player creates all the contact – NO DEFENSIVE FOUL SHOULD BE CALLED IN THESE SITUATIONS. REMEMBER PRINCIPLE OF VERTICALITY ON POST PLAYS.

C. Game Management

- Be aware of Cross Talk/Taunting: Warn if possible, but do not ignore
- Bench Decorum and Coaches Box – If there is unsporting behavior in front of you then you must deal with it. Warn first if possible. Do not force your partners to handle your business. Coaches must stay inside their coaching box. Lets be approachable, communication is the key.
- Be aware of our game situation, score, foul count, time, etc. Know what fits the game.
- Help each other with player numbers, substitutes, time outs, etc.

FLOOR COVERAGE/ROTATIONS

A. Division of Court

- Know your primary area of responsibility at each position
- Understand the Dual Areas of responsibility
- 60/40 Split for Trail and Center
- Center Official should hang back in press situations
- New Lead should look over your shoulder to be aware of the ball

B. Rotations

- Lead Initiates the rotation, but be aware of C's position
- Rotate with a purpose
- Lead should close down, then go when ball is below FT Line Extended
- Rotation when ball is at top of key or zone defenses
- Go back on shot during your rotation, if we miss one well fix it

C. The Shot

- Protect the Shooter at all times
- Stay with your shooter all the way to the floor
- Off official is responsible for Basket Interference, Goal Tending, & Made Basket
- Referee all contact on the rebound, know who has inside position and where the ball is
- Pass and Crash Situations – Stay with your primary! (Team vs. Player Control)
- Only indicate a 3-point attempt in your primary, lead may help in transition
- Communicate on Last second shots, opposite of table has it

D. Double Whistles

- Ball into Paint off C Side (L & C Whistles): C take call
- Ball into Paint off T Side (L & T Whistles): T take call
- Ball into Paint down the middle (C or T & L Whistles): L take call
- Ball at or above FT Line (T & C Whistles) Yield to where it came from
- Block/Charge Calls in the Paint: Lead has FIRST Chance at these, T&C HOLD

E. Overturning Calls & Asking for Help

- Only change a call outside of your primary if you are 150% Certain, have a strong whistle, move to confer with your co-official, and allow primary official to make change
- Ask for help on boundary calls if you're not sure
- If ask for help – GIVE IT!!

We will have a Good Game if we do the following: Call the obvious fouls, communicate with coaches, players, and each other, protect shooters, officiate rough play, referee off ball, remember our absolutes, HUSTLE, and most of all BE CONSISTENT!!