

# Being a Good Partner



Board 52



# Before the Game

- **Confirm the game with your partner**
- **Have your picture on ZebraWeb, so they can say, “Oh I know who that guy is!”**
- **Text your partner to confirm the assignment:**
  - **“Hey Joe, we’re working together tomorrow at Mt. Vernon HS for a 4:30pm tip. I’ll see you there at or around 3:30pm.”**



# Being a Good Partner

- Don't be late!!
- When you're late, you give your partner undue stress & anxiety
- “Punctuality is respect for other people's time.”



# Be Humble

- **“If you’re good, you don’t have to say anything, other people will do the talking for you.”**
- **Don’t “BIG TIME” your partner**
- **It doesn’t matter where you refereed last night**



# Who's Going to be the R?

- If you know you're the junior guy, don't be the Referee, unless the senior guy asks you to be the "R"
- Establish who the "R" is right away
- Know your part...



# Who's Going to be the R?

- **If the senior official defers to the junior guy to be the Referee, take the role seriously**
- **Have a good pre-game**
- **Take advantage of the opportunity**

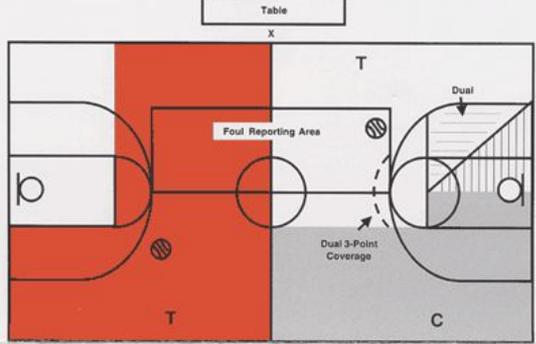


# Pre-Game Conference

## Have a good pre-game:

- Especially if you haven't worked together
- Go over the basic things
- Don't get caught off-guard by something you should've talked about

**PREGAME CONFERENCE CARD**  
Produced by  
Visualization and Education Committee  
International Association of Approved Basketball Officials, Inc.



**PREGAME CONFERENCE**

<b>RULE/MECHANICS CHANGES</b>	<b>THROW-INS</b>
<b>PREGAME RESPONSIBILITIES</b>	Eye Contact
<b>KNOW THE LOCATION OF PLAYERS, PARTNER, AND THE BALL</b>	Mechanics and Position
<b>END OF HALF, END OF GAME PROCEDURES</b>	May Hand or Bounce Ball
<b>JUMP BALL</b>	<b>TECHNICAL FOULS</b>
<b>COURT COVERAGE</b>	<b>TIMEOUT RESPONSIBILITIES—COMMUNICATION</b>
Trail—"Get in the Game"	<b>SPECIAL SITUATIONS</b>
Center	Block/Charge/Verticality
Lead Positions	Pass/Crash
(A) Wide at arc	Screening—With and Without the Ball
(B) Close down	Fighting/Taunting and Baiting
(C) Ballside	Goaltending/Basket Interference/Backboard
Switching	Closely Guarded
Presses	Bench Decorum
Off Ball	Disqualified/Injured Player—Blood Rule
3-Point Shot	Alternating Possession
Ballside Officiating	Shot at Buzzer
Weakside Rebound	Grasping Basket
<b>MAKING THE FOUL CALL</b>	Continuous Motion
Freezing	Incidental Contact
Knowledge of Designated Spot for Throw-in	Rebounding Plays
Knowledge of Foul Shooter	Rebounding Plays
Double Whistle—Eye contact	Team Rivalries/Coaching and Team Personalities
<b>FREE THROW RESPONSIBILITY</b>	Professionalism
Trail (Center)	Post Game Recap
Lead	

# Pre-Game Conference

## 2017-2019 RULES CHANGES

**RA = 4 FEET**   
\* OPEN THE LANE - **TRAIL/CENTER** HELP PLAYS 

**COACHING BOX = 38 FT MARK**   
\* MONITOR REVIEW -----> 28FT MARK 

**LOGOS/NAMES/EQUIPMENT**  
\* ADVERTISING 6FT RESTRAINING AREA  
\* **(NEW) MAY WEAR GUARDS/CASTS OR BRACES COVERED**(SEE RULE BOOK) W/ **CONTINUOUS INSPECTION BY REF THROUGHOUT GAME**

## SCOREBOARD/GAME CLOCK DISPLAY

SYNC W/ **LEDs** BACKBOARD/ TABLE 

**UNIFORMS = FASHION POLICE** 

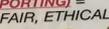
**NO** - COMMERCIAL ADS 

**YES** - INSTITUTIONAL NATIONAL FLAG 

**YES** - **UNDERSHIRTS** ONE LOGO

**YES** - **UNDERGARMENTS**  
\* **WHITE/BLACK/BEIGE OR ANY COLOR IN JERSEY**

**YES** - **HEAD-WRIST BANDS/SLEEVES**   
\* **WHITE/BLACK/BEIGE OR ANY COLOR IN JERSEY** 

**(NEW) MISCONDUCT (REPLACES UNSPORTING)** = BEHAVIOR/ACT UNBECOMING TO A FAIR, ETHICAL AND HONORABLE INDIVIDUAL 

**EJECTION = 2 UNSPORTSMANLIKE** 

**STARTING GAME/SHOT CLOCKS**

**0.3 SEC OFF CLOCK 59.9 ANY PERIOD/OT(s)**

AFTER A THROW IN / FREE THROWS LEGALLY

TOUCHED INBOUNDS W/ IMMEDIATE OOB/

FOUL/TIMEOUTS - **MINIMUM OF 0.3 SEC MUST EXPIRE OFF GAME CLOCK** 

**TIMEOUTS GRANTED/CHARGED**

**OPTION TO ADVANCE = ASK AND CHOOSE SIDE** 

**PRIOR TO GRANTING TIME OUT** 

\* **NO USE IT OR LOOSE IT = KEEP ALL TOS** 

**OOB/BALL IN PLAY FROM**

**MULTIPLE FOULS SAME DEAD PERIOD W/**

**EQUAL PENALTIES = CANCEL OUT** 

- DQ

## 3 SECONDS IN THE LANE

**BOTH FEET OUT = OUT THE LANE** 

- **MORE THAN 3 SEC = VIOLATION**

## 10 SECOND BACKCOURT

**NO NEW 10 SECOND W/ CALLED TIMEOUT**

\* CREW COMMUNICATION W/ PLAYERS/COACHES

\* **ONLY POINT TO SHOT CLOCK W/ NEW 10 SEC**

## HELD BALL

**OOB - Deflection** 

**TECHS - Offensive** 

**TIMEOUTS**

**SCREENING** MUST BE SET IN BOUNDS

## FOULS - PERSONAL

- ILLEGAL CONTACT **DURING LIVE BALL**

\*EXCEPT IMMEDIATELY DURING A DEAD-

BALL PERIOD AFTER A SUCCESSFUL GOAL

= PENALIZE AS A PERSONAL FOUL

**DQ PLAYER = (1) TELL PLAYER (2) COACH**

**(3) REPORT TO TABLE - SIGNAL HORN** 

to START 15 SEC

\* **NO HORN**  IF SUB PRIOR TO 20 SEC

\*\*\* **COACH - DIRECT TECH FOUL**

IF NO SUB PRIOR TO EXPIRATION OF

15 SEC W/ 2nd HORN 

## FOUL - UNSPORTSMANLIKE

- ANY PLAYER SHOOT 2 FREE THROWS

- THROW IN @ DIVISION LINE OPPOSITE

TABLE TO OFFENDED TEAM

## FOULS - DISQUALIFYING

- VIOLENT SEVERE CONTACT 

- NONCONTACT PERSISTENT/EXTREME

VULGAR/ABUSIVE 

- **EJECTION** 

- ANY PLAYER SHOOT 2 FREE THROWS

- THROW IN @ DIVISION LINE OPPOSITE

TABLE TO OFFENDED TEAM

- HEAD COACH/ASSIST COACHES/ADULTS

ALLOWED TO LEAVE BENCH AREA - FIGHT/

POTENTIAL FIGHT 

## LIVE CANNOT CANCEL OUT DEAD

**LAST PENALTY = POSSESSION** 

\* IF PENALTY LEFT = ADMIN

PENALTIES IN ORDER OF

OCCURRENCE

\* IF ALL CANCEL OUT = POI

## INSTANT REPLAY - VOLUNTARY

CONFERENCE AS A CREW 

BEFORE & AFTER REVIEW

\*\*\* **TRY IS RELEASED BEFORE**

**EXPIRATION OF SHOT CLOCK PERIOD**

ANY TIME IN THE GAME ONLY ON A

SUCCESSFUL TRY - BEFORE NEXT LIVE BALL 

## UNOBSERVED

UNSPORTSMANLIKE/CONTACT

**DQ FOULS - MUST CORRECTED BY**

**SECOND LIVE BALL WHEN:** (1) CLOCK

CONTINUED TO RUN OR (2) CLOCK STOPPED

ONLY BECAUSE SCORED GOAL W/ 59.9/LESS

REMAINING IN THE GAME

- IF TIMEOUT/BLOOD AFTER 59.9

\*\*\* **MUST GO DURING TIMEOUT!!!** 

IF REVIEW - UNSPORTSMANLIKE/

CONTACT DQ FOUL -

**PLAYER FAKED BEING FOULED =** 

\*\*\*PLAYER/SUB TECH

- ANY PLAYER TWO SHOTS - POI

**LAST TWO MINUTES** IN THE GAME

**OOB REVIEW & PLAYER LOCATION**

IN **RA/LDB** - ONLY LOCATION 

- CANNOT RE-REFEREE PLAY

- PLAY ON ILLEGALITY OUTSIDE OF RA 

- MAY REVIEW ONLY ON **CALLED**

**BLOCK VS CHARGE**

\*\*\* **STOPPAGE OF PLAY W/ \*\*\***

59.9 IN THE 4TH/OT(s) = NO SUBS 

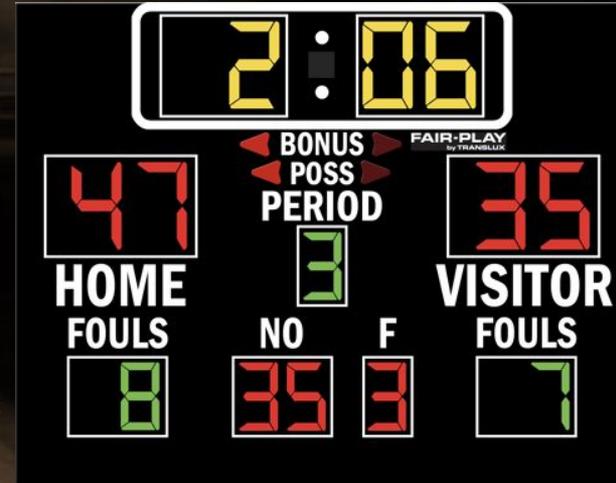
# Communication

- **Indicate the designated spot**
  - **Fouls**
  - **Violations**
- **If your partner makes a call and you don't know where the throw-in spot is, ASK!**



# Communication

- **Get your partner's shooter**
  - Especially the 7th foul, if it's a non-shooting foul
- **Know the team fouls**
  - If not displayed on the scoreboard...
  - Ask, "How many team fouls on EACH team?"



# Communication

- **Intentional Foul**

- **Hard foul**
  - **Fist first - Signal “Intentional Foul”**
  - **Quick huddle with partner, to make sure they don’t have anything different**
- **Mirror signal as off official**

- **Flagrant Foul**

- **Get together with your partner & discuss**
- **When you report the foul/ejection to the table & if you have to explain the call to the coach, you can tell him that, “We both/all agree that the foul warranted an ejection.”**



# Communication

- **Partner makes incorrect out-of-bounds call**
  - **Should have been talked about in the pre-game**
  - **How do you handle it?**
    - **Blow the whistle**
    - **Approach your partner**
    - **“Did you get a good look at that play?”**
    - **Change the call**
      - **The official who had the original call, makes the new/correct call**



# Communication

- **Partner looks for help on out-of-bounds play**
  - **If you saw it, and know the correct call**
    - **Blow the whistle and make the call**
  - **If you didn't see it, be honest & tell your partner**
    - **AP arrow**
    - **DON'T GUESS**

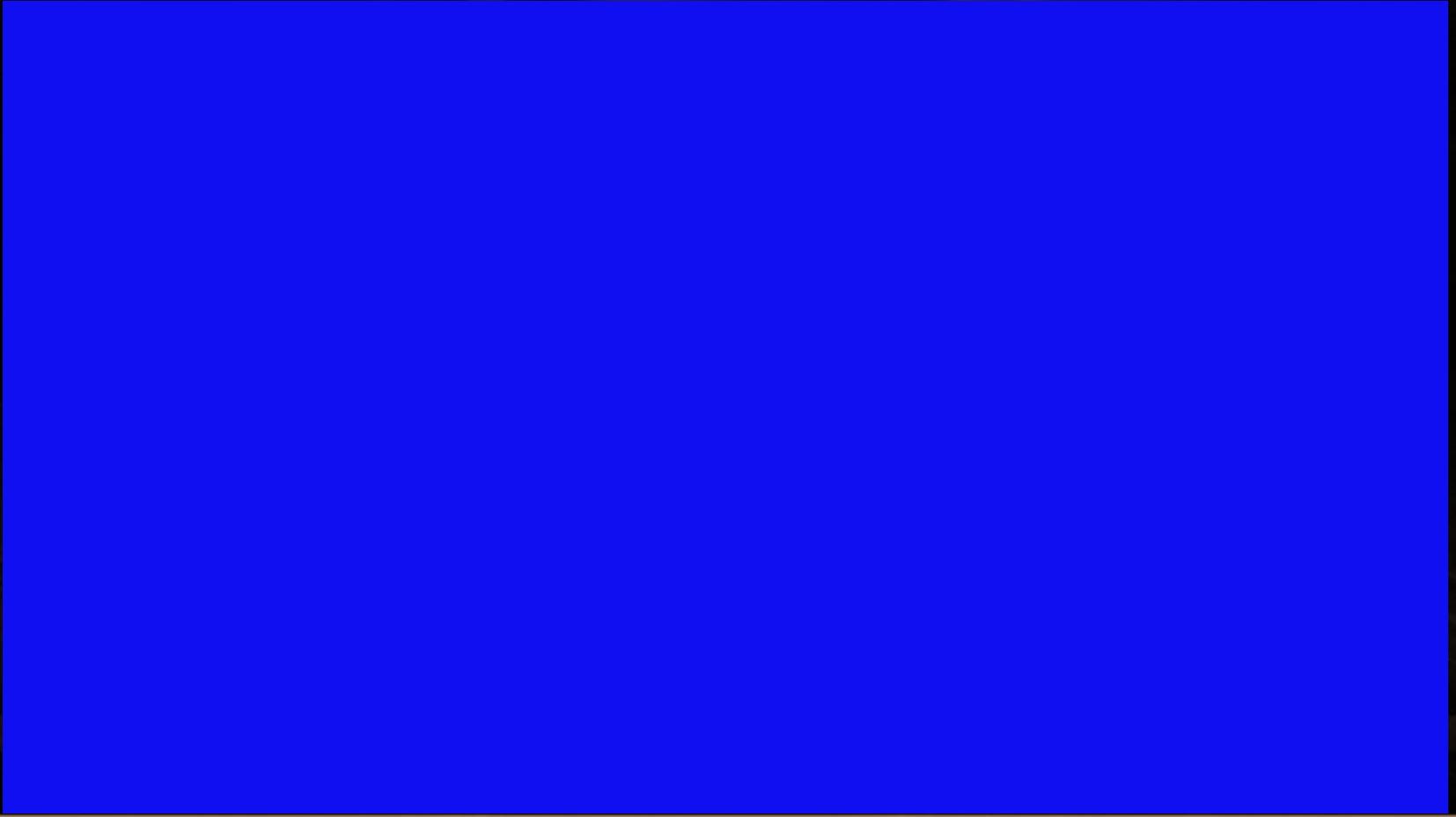


# Mechanics

- **Have good mechanics**
- **That is how we communicate**
- **Sloppy or improper mechanics will confuse everyone**
- **Exude confidence when you signal**
- **Don't "over sell" your calls**
- **Confident vs. Cocky**



# Mechanics



# Mechanics

- Watch yourself on video
- Be your own worst critic
- Don't blow the whistle and hear:
  - “What was that call?”



# Consistency

- Be on the same page
  - Match plays
  - Fouls, violations, no calls, etc.
- “Coach, we’re doing our best to call plays the same on both ends of the floor.”
- NEVER say, “We had the **EXACT** same play...”
- No two plays are **EXACTLY** the same
  - “**SIMILAR**” ...



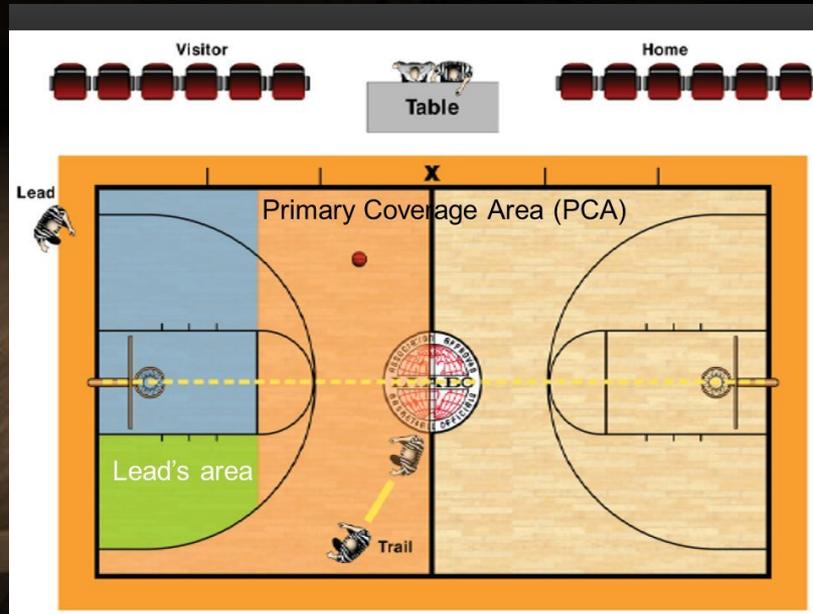
# Consistency

- **Black & White Calls = 100% Accuracy**
- **Grey Area Calls = Balance/Common Sense**



# Double Whistles

- Double whistles aren't always a bad thing
- Know your PCA



# Double Whistles

- Unless you have something that you **KNOW** your partner didn't or couldn't see, give up the call to the official who has PCA
  - Don't hesitate
  - Point to the PCA official immediately & say, "Take it."
  - Otherwise it creates confusion
- If you **HAVE** something that you know your partner didn't or couldn't see, use a cadence whistle & come in strong



# Double Whistles

- **Don't steal calls out of your PCA**
- **This will earn you a bad reputation**
- **You will not be respected by your peers**



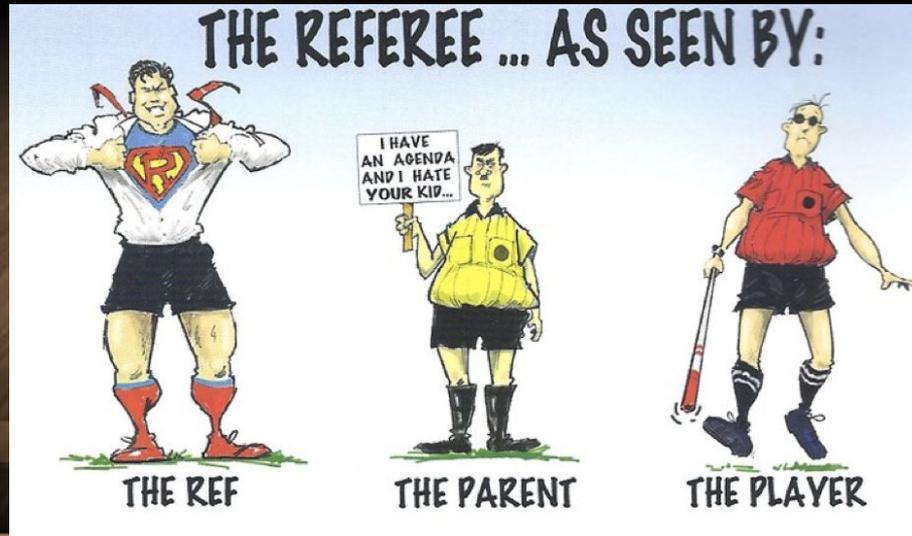
# Post Game

A basketball is positioned in the foreground, slightly to the right of the center. The background shows a basketball court with a hoop and backboard visible in the distance. The lighting is dim, creating a focused atmosphere on the court.

- **Talk about plays**
  - **Be honest with yourself**
  - **Be honest with your partner(s)**
- **Learn from your mistakes**
- **Learn from plays & situations that you got right**
- **Pass on your experiences to other officials**
- **“We had a crazy play last night....”**

# Be a Good Partner

- Be the partner that others want to work with
- Make a good first impression
- Don't be a "Yea but" guy
- Don't forget to have fun



# Tough Crowd



"I've worked some pressure games, but nothing like this."

# The Crazy Ref

