

What Observers Look For



Board 52



Before the Game

- Punctuality
- Pre-Game
- Appearance
- Attitude
- How you conduct yourself during warm-ups
- Captains/Coaches meeting



Start of Game

- **R - Toss**
 - Make a good toss
 - Umpire should blow the whistle on a bad toss
- **R - Checks table for accurate AP setting**
 - After possession is gained, make sure the AP arrow is set
- **U1 - Signals timer (chops time IN) when tapped**
- **U1 - Hustle after the tip**
- **First call**
 - Make it a good one!



Start of Game

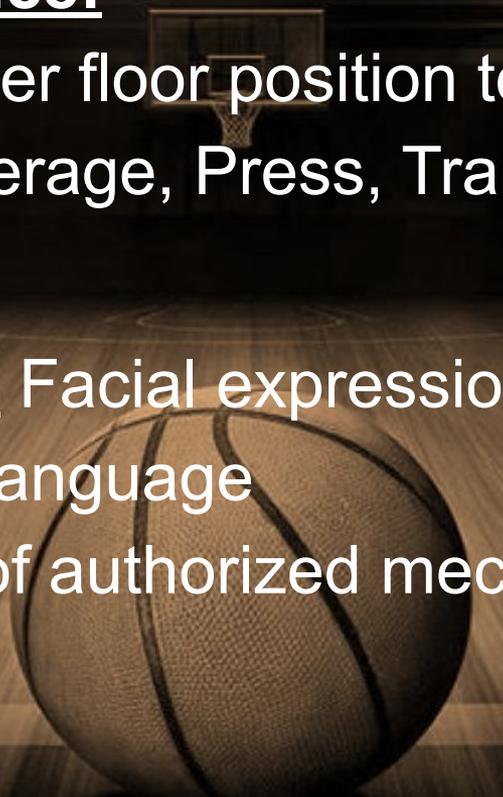


Suggestions

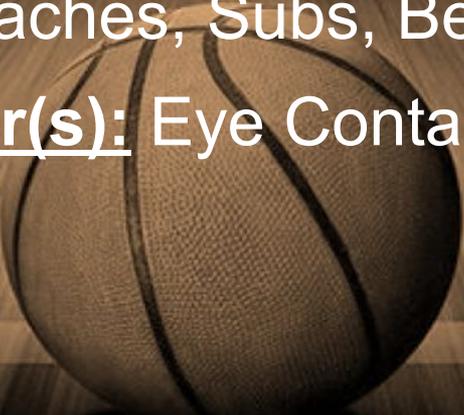
- Don't be a "yea but...." guy
 - That's why God gave us 2 ears and 1 mouth
- You may not agree with an observer's comments
- Locker room is no place to argue
- Just ask to explain what you saw and why you made the decision you made
- Be open minded
- Please know that the observers are only trying to help



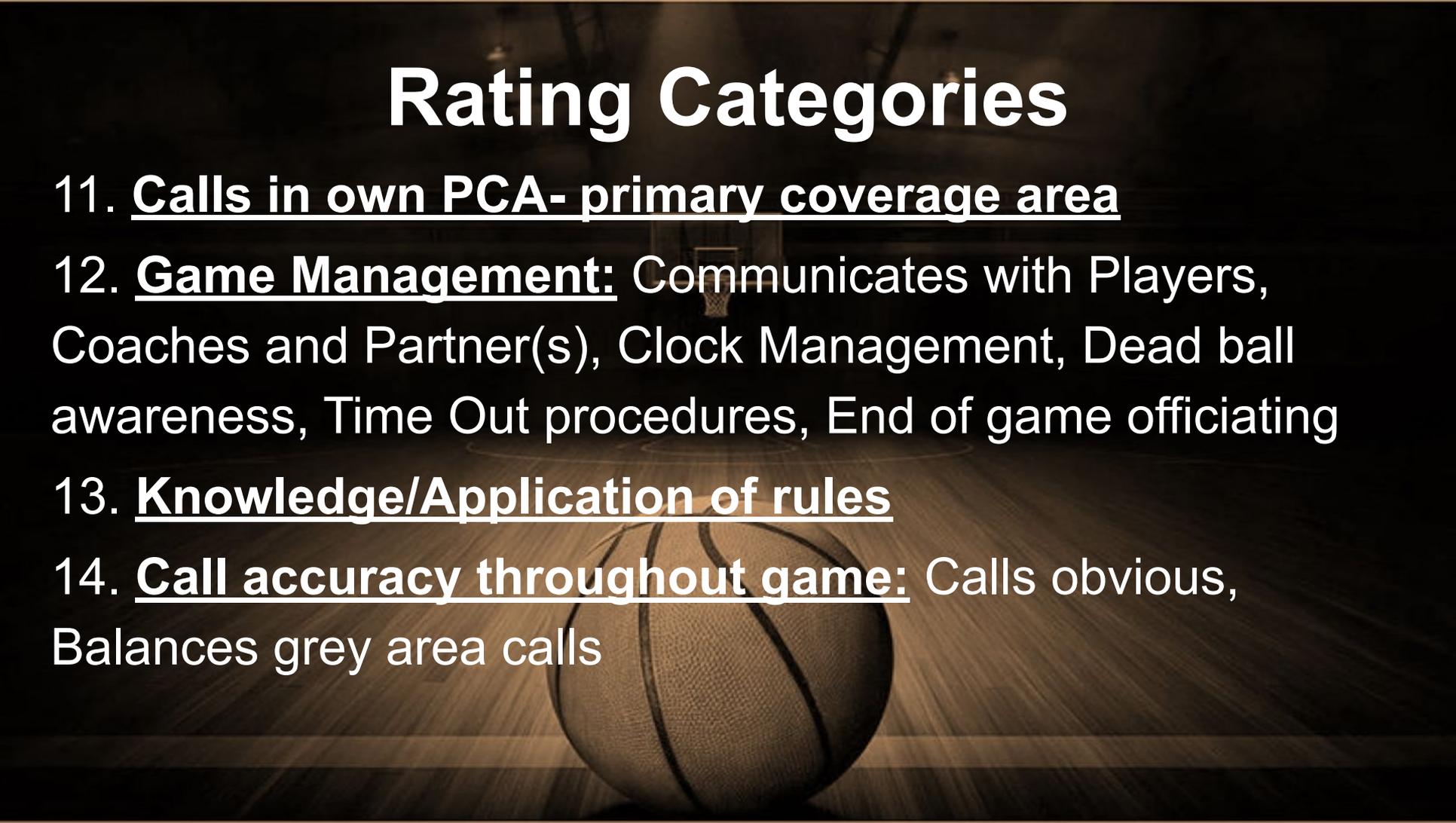
Rating Categories

1. **Overall Appearance:**
 2. **Positioning:** Proper floor position to make the call
 3. **Hustle:** Court coverage, Press, Transition from Trail to Lead
 4. **Court Demeanor:** Facial expressions, exudes confidence, body language
 5. **Mechanics:** Use of authorized mechanics and signals
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Rating Categories

6. Whistle: Sharp, Clear or Weak
 7. Table mechanics/presentation: Reporting fouls, Slow, Precise, Use of hand signals, Signal resembles actual call
 8. Enforces Points of Emphasis
 9. Game Control: Coaches, Subs, Bench
 10. Work with partner(s): Eye Contact, Teamwork, Consistent
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- A basketball is positioned in the lower center of the frame, resting on a wooden basketball court floor. The background is a dark, blurred image of a basketball court with a hoop and backboard visible in the distance.

Rating Categories

11. Calls in own PCA- primary coverage area
 12. Game Management: Communicates with Players, Coaches and Partner(s), Clock Management, Dead ball awareness, Time Out procedures, End of game officiating
 13. Knowledge/Application of rules
 14. Call accuracy throughout game: Calls obvious, Balances grey area calls
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Overall Appearance

- **Be in good shape**
- **Look sharp – Shirt / Pants / Shoes**
 - **Shirt pressed and tucked**
 - **Belt vs. Beltless pants**
 - **All black shoes**
- **Hair**
- **Glasses**
- **Clean shaven**



Positioning

- Proper floor position to make the call
 - Know the manual
 - Move to improve
- **RIGHT** guy making the **RIGHT** call at the **RIGHT** time

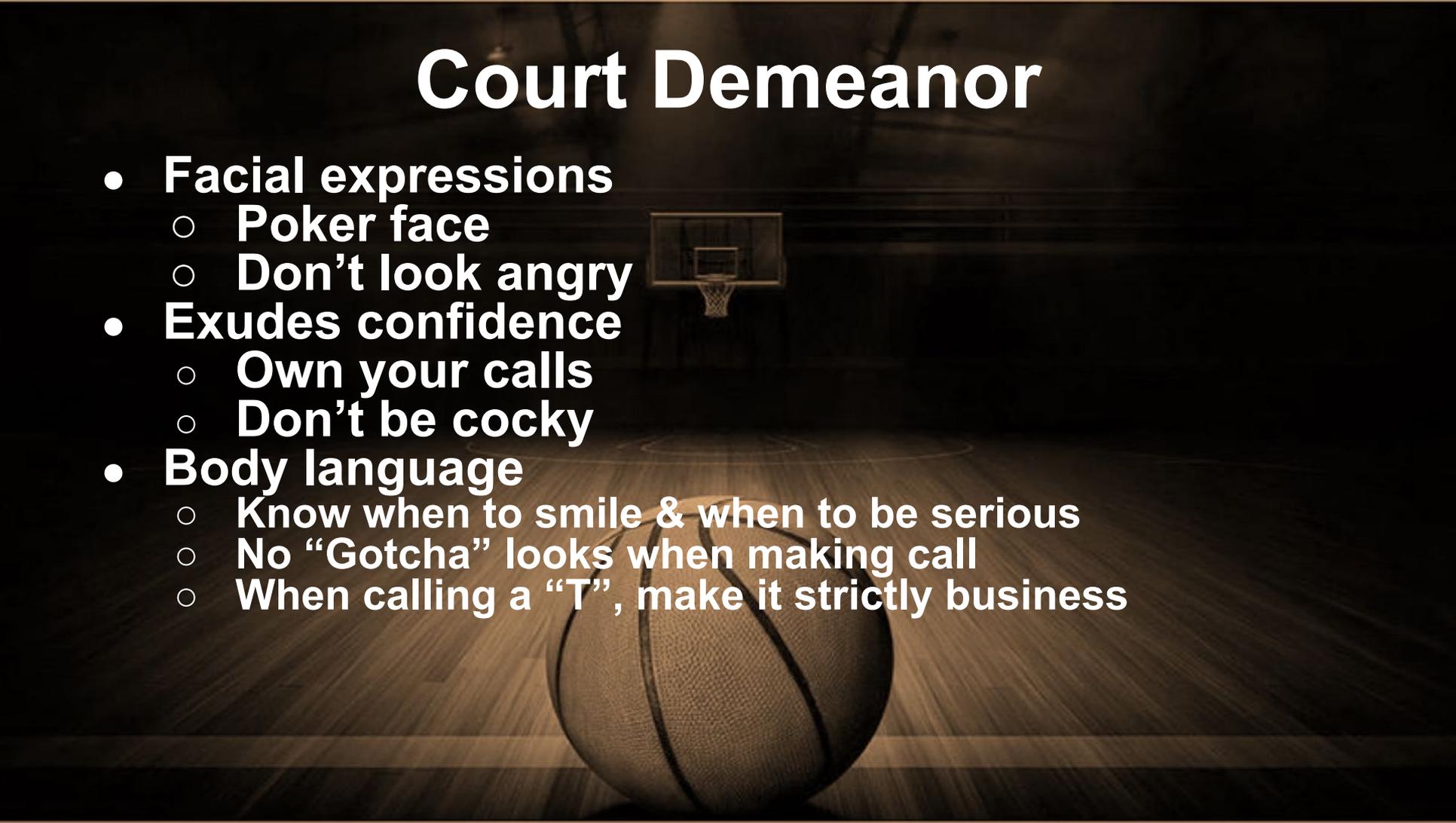


Hustle

- **Court coverage**
 - **Press**
 - **Does the new Lead help out?**
 - **Transition from trail to lead**
 - **Don't**
 - **get beat**
 - **be lazy**
 - **run with your back to the play**
 - **walk, when you can run**



Court Demeanor

The background of the slide is a dimly lit basketball court. In the foreground, a basketball is positioned at the bottom center. In the background, a basketball hoop and backboard are visible, centered horizontally. The court floor has visible wood grain and some faint lines.

- **Facial expressions**
 - **Poker face**
 - **Don't look angry**
- **Exudes confidence**
 - **Own your calls**
 - **Don't be cocky**
- **Body language**
 - **Know when to smile & when to be serious**
 - **No "Gotcha" looks when making call**
 - **When calling a "T", make it strictly business**

Mechanics

- **Use of authorized mechanics & signals**
 - Use the signals in the book
 - No ambiguous signals
 - Prescribed signals (the language of the game)
 - “What was that?”
 - Be yourself
- **Point of Emphasis**
 - **STOP** the clock



Whistle

- **Sharp, Clear or Weak**
 - **No mouse farts**
 - **Good strong whistle**
 - **Know when to double toot**



Table Mechanics/Presentation

- **Reporting fouls:**
- **Get to the “Reporting Area”**
 - **Slow**
 - **Precise**
 - **Use of hand signals**
 - **Signal resembles actual call**
 - **Be clear with what the call is**
 - **Hustle back to new position**



Enforces Points of Emphasis

- Carry out the initiatives set forth by The Rules Committee
 - “I’m just doing my job.”
 - Make the game of basketball a better game
 - Freedom of Movement
 - Rhythm
 - Speed
 - Balance
 - Quickness
 - Be consistent from December through March
 - “Call the fouls, the players will adjust.” - Hank Nichols
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Game Control

- **Coaches, Players, Subs, Bench (Assistant Coaches)**
 - Don't let the coach, especially the assistant coaches get out of control
- **Manage the game from beginning to end**
- **Always know:**
 - **Time (Game clock & Shot clock)**
 - **Score**
 - **Team fouls**
 - Know how to handle coaches in regards to lopsided team fouls
- **If you warn someone, make sure everyone knows**



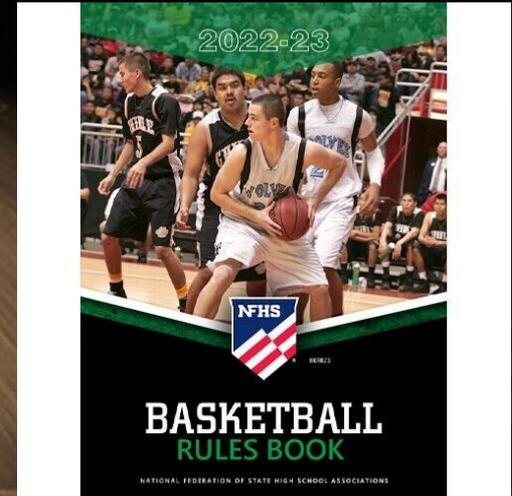
Game Management

- Communicates with:
 - Players
 - Coaches
 - Partner(s)
 - Be a good listener
- Clock Management
- Dead ball awareness
- End of game officiating
- Have good communication skills
- Manage the game from beginning to end
- Know what to say & what not to say
- Know when not to say anything



Knowledge/Application of Rules

- **NEVER KICK A RULE!!!!**
- If you miss violations & fouls, it is apparent that you don't know the rules



Call Accuracy Throughout the Game

- **Calls obvious**
- **Balances grey area calls**
- **Referee by memory**
- **Don't mirror a wrong call**
- **Be consistent on both ends of the floor**



Call Accuracy Throughout the Game

- **Black & White Calls = 100%**
- **Grey Area Calls = BALANCE**
- **Get your plays right**
- **Don't get caught up in the time & score**
- **Use common sense**



Post Game

- Listen to the observer's comments
- Learn from your mistakes
- If you disagree with their opinion, DO NOT argue with them
- If there is an issue with the observer, notify the coordinator of the observers &/or an Executive Committee Member



Final Thoughts

- **Pay it forward**
- **Back your partner(s)**
- **“You haven’t come full circle in this business until you have given back to the game.” - Gene Steratore**



The Crazy Ref

