#### COMMUNICATION/ MANAGEMENT

# Use Verbal Judo. We dictate the terms of the dialogue with the players and coaches.

- Establish a culture of respect.
- Let's be extremely approachable and courteous and blend it with firmness.
- Hold the coaches and players accountable for their actions, REACTIONS and OVERREACTIONS.
- The best time to approach a coach is following a time-out. That's when they are most open and receptive.
- Explanations should contain basketball terminology
- Let's be <u>proactive</u> and try to stay one step ahead of the game.
- When the ball is <u>DEAD</u> we become <u>LIVE</u>.
- If you see any SPARKS, put them out before it becomes a FOREST FIRE.
  We don't want to have to call the fire department.
- Don't let any player or coach come and mess the game up.
- Talk the players down from incidental contact before it rises to illegal contact when possible. Ex. "Hands off, easy, don't hold, let go, clean it up, don't push, enough."
- Let your voice shine through when necessary. KNOW WHEN TO SAY NOTHING...
- Signal and verbalize to the crew on the 6th team foul to indicate that the bonus will follow.
- If we have to warn a coach/player let the crew know.
- If we have a TECHNICAL FOUL at least 2 officials get together. Take your time and get the play right.
- If we have a FLAGRANT FOUL or DOUBLE TECHNICAL FOUL, or any crazy situation, **immediately send teams to the bench.** Give the players time and space to cool off. **RUN THE GAME!**
- It presents good optics for the game when we get together to discuss potential Flagrant fouls even if you think it will be a common foul.
- Let's get in between the players on time-outs and then get together to discuss the games history and recent plays when time allows.

# **Rapid Responses for coaches**

- "Coach, talk to me, what did you see"
- "I am very approachable if you have a question but please do not yell at us from across the court"
- "Coach with all due respect \_\_\_\_\_\_'
- "You might be right"
- "I would never"
- "We'll give it a look"
- "I'm here to listen"
- "I didn't have any illegal contact on that play, tell me how you saw it"



# Only blow the whistle if you're 100%. No guessing.

#### Major officiating concerns/Enforce Freedom of movement

- Enforce Hand-checking/Body bumping
- Post Play-call the first foul
- Rebounding- Displacement? Possession consequence? Clean-up foul?
- Offensive initiated contact-Referee the defender
- Traveling-find the pivot foot
- Screening-Illegal screens should be obvious. Judge them by illegal contact over. illegal action (too wide, butt out, pivoting)
- Hook and Hold
- Protecting jump shooters-feet, foul, floor, foul?
- Coaching box/Sportsmanship-Run the game
- PATIENT whistle on plays going to the basket
- Don't lower the bar for incidental contact at the rim. Have a high pain tolerance.
- START-DEVELOP-FINISH-DECIDE
- Referee the legality of the defender- Did he establish LGP? Verticality?
  Moving backwards? In arc?
- Restricted Arc plays-Find the feet. Referee from the ground up. Bring 100% information if you have it.
- Have full trust in the crew

- Let's own our third and have the awareness to know when a crew member should come out their primary.
- Double whistles-Stop the clock and hold. Eye contact. The primary official takes it.
- Post-Pause-Process-this will prevent blarges and conflicting calls.
- Discuss Block/Charge coverages
- We can match 50/50 plays. We cannot match plays that are black and white. Know what to do with the gray.
- Step in between every competitive match up. On all jump shots stay with the shooter- Feet, Foul, Floor.
- Position adjust to find every open look.
- Let's not blow the whistle when we have a closed look.
- As the lead, we shouldn't call through the paint on plays going away and high up.
- The trail and center should ref most plays above or at the rim.
- Goaltending/Basket Interference. If your 100% anyone come get it. Let's get it right.



### **Hyper Focus**

Have that inner clock

- Let's all look at both clocks 2-3 times per possession.
- Find your markers on the court that remind you to take a glance (endline, division line, 28-foot.)
- Timestamp all fouls, violations and resets.
- Signal or verbalize to each crew member in the last 2 minutes of the second half or overtime as a reminder that the coach can now call a time-out during a live ball.

How do we know when the game clock expires?

- When clock reads 0
- LED (red light)
- horn

How do we know when the shot clock expires?

- Horn
- when clock reads 0

#### Last minute tip:

When the game gets hot and the attention is on you, use this breathing technique to calm down and lower your heart rate. (technical fouls. getting booed or being yelled at)

- Breath in for 3 seconds
- Hold for 3 seconds
- Breath out for 3 seconds
- Hold for 3 seconds
- Repeat



Undergarments-Requires leg tights to be two-legged and of equal length. Not all teammates are required to wear the same length.

Reset of the shot Clock-Requires shot clock to be reset to 20 seconds when a shot hits the rim and possession is regained by the offense in the front court.

Player Delays-Adds faking being fouled (flopping) to player delays Granting Timeouts-Permits a head coach to call a timeout in the last two minutes of the game and the last two minutes of any overtime period when a player of that team is in control of the ball.

Media Timeouts-When officials elect to use Instant Replay and this creates a dead ball with 30 seconds or less before a media mark timeout is required, this dead ball will become the media mark timeout.

Throw-in Changes the determination of the throw-in spot for a single contact dead ball technical foul or a single flagrant 2 technical foul to a designated spot.

Instant Replay/Scoring- Permits the use of instant replay to determine when an off-ball foul occurred in relation to the shot.

Instant Replay/Fouls-Permits an official to use instant replay to adjudicate all penalties by removing fouls, assessing fouls against any player or concluding that no foul occurred on swinging of the elbow fouls and hook and hold plays.

Instant Replay- Permits the officials to use instant replay to review basket interference and goaltending plays when a call has been made in the last

two minutes of the second period or the last two minutes of any overtime period.

Instant Replay-Requires the officials to use instant replay at the end of games to ensure that all penalties including free throws are enforced and that all games are concluded with accurate statistics.

Confidence conditioning statements (pregame self-talk)

- I'm big with my body language and act confident at all times
- I use it voice to project strength
- I get to the right spot to see plays clearly
- I process plays and make correct decisions
- My signals have snap, command, and energy
- I communicate effectively with coaches and players
- I'm one of the best referees in the game