South Texas Chapter

Officials Pregame Checklist

2019 - 2020

Responsibilities of Officials after receiving game assignments

- Accept game in a timely manner

- Referee to communicate with co-officials as well as Home Team Coach confirming date, time and transportation arrangements to game site at lease 48 hour prior to game date.

- Arrival to game site – **1 hour prior to game start time**

  o This allows for those officials to decompress, "catch-up" with their partners, get any required medical attention, dress and stretch out and still have enough time to conduct a proper pregame conference.

The Three C's to a Successful Game

Communication
Verbal and non-verbal cues should be used to communicate between officials. Body positioning should be used by partners to determine whether an official is on or off ball coverage.

Consistency
It is important for the crew to be consistent at both ends of the court, as well as consistent in what each official is calling. Officials should be cataloguing all calls to ensure that their calls "fit" with what is been called, or not called, throughout the game.

Concentration
The crew must remain focused for the entire game, particularly during dead ball periods. Heightened awareness for the last 2 minutes of the first and second half are crucial.

Pregame Responsibilities

Upon arrival on the court:

- U1 and U2 check their respective teams for illegal or improper equipment

- All officials should seek to identify atypical moves by ball handlers (left- or right-handed, post players and three point shooters

15:00: Officials arrival on the court

14:00: Captains' Meeting conducted by R

12:30: R goes to table to meet with table crew

- Remind scorer to watch foul being reported

- Clock for horn sound/loudness and reset capability

- Remind timer to hold subs until beckoned

- Remind timer not to start timeout clock until signaled

2:30: Greet coaches together; visitors first

To Have a Great Game, We Need…

To work as a team
No individual is greater than the crew; the crew will sink or swim together

To communicate with each other
Communication helps to maintain consistency, anticipate problems and reduce late game mistakes

To be approachable to players, coaches and partners
Working relationship with game participants is important to having a smooth game

To have great game management
Manage dead ball situations to improve the game

2019-20 COMMENTS ON THE RULES Cont.

Bench Technical (10-5-5 Note): This addition to the rule permits assistant coaches to enter the court to assist in controlling a fight that has broken out or is about to break out. This change does not preclude the responsibility for bench control. The head coach must preplan what assistant coaches must do in such a situation. An assistant coach must be designated to remain at the bench to maintain control of bench personnel.

Signal Chart – change in execution of signal #3: The held ball signal must be executed by first stopping the clock for a violation with signal #2 prior to the use of the held ball signal.

2019-20 POINT OF EMPHASIS

Pre-Game Meeting with Administrator on Supervision and Crowd Control: It is a necessity to have game an administration representative to meet with the official crew. This meeting will allow for communicating the expectations of each group. The contest officials are there to manage the contest which includes the players and coaches. It is the expectation that school administration will manage the student body, parents and all other spectators.

Game administration is responsible to be proactive in crowd supervision and control. Administration should address inappropriate spectator behavior before it escalates.

Spectator behavior remains a critical concern. Too often, spectators are using abusive language toward coaches, players and officials. Spectators are also approaching the court, team areas and locker rooms - places that used to be "off limits" - to confront participants.

Game administrators must create and follow security procedures and support efforts to have offending spectators removed from the premises. Proactive policies lead to fewer problems. It is the game administrator's ultimate responsibility to provide a safe environment for coaches, players and officials. **Do not wait for the official to point out the problem.**

Philosophy of Officiating

Allow Freedom of Movement
Player should be able to move freely on the court, subject to legal guarding and screening principles.

Call Obvious Fouls and Rough Play
Basketball is a contact sport. There will be legal and illegal contact. Obvious illegal contact is a foul. Aggressive or physical play is legal; rough play is not and must be penalized.

Incidental Contact is Not A Foul
Contact that does not create an advantage or disadvantage is incidental and not a foul.

Call Plays, Manage Situations
CALL plays based upon what players and coaches do.

MANAGE dead ball situations to improve the quality of the game.

Protect the shooter

Referee the defense and be aware of the offense

Take of business early
- Hand checking
- Post play
- Illegal Screens
- 3-seconds in the lane
- Block/charge

Positioning for open look
Get to where you need to be to call what you need to call

Patient whistle
Let the play develop, see the whole play (anticipate the play, not the foul)

Attitude and Ego

Game Management

Opening tap: Re-toss if necessary; get arrow right

Benches: Lend an ear, but do not let it be abused

Use head coaches to control benches

Get all rules right: conference until all are agreed on rule and its application

Communication as a crew:
- Verbal and non-verbal
- Help/changing calls: look before blowing
- Warnings to players/bench personnel

Heightened Awareness:
- Dead ball periods
- Timeout requests to stop a run or at the end of the game
- Players returning to or leaving benches at timeouts or intermission
- End of game: steal/trap/foul

Game Fight Procedures

Aggressive vs. rough play: Displacement trumps all.

Non-basketball plays are a foul

Patient whistle: let play develop and finish:
- Verticality/blocked shot: verticality likely only "inside"
- Spin move to the goal
- Dribbler contact (location on floor, drive to basket)

Foul awareness:
- Consistency
- Disparity (affected by how teams play)

Rules and Mechanics Revisions 2019-20

2019-20 COMMENTS ON THE RULES

Contrasting Number (3-4-3e,2): (Effective 2024-25)
The color of the number cannot be the same color as the body of the jersey, though bordered by a contrasting color, because it is difficult to see. Two other options for the style of the number remain as indicated in the rules book.

Headband Clarification (3-5-4b): Headbands may be no more than 3 inches wide. This rule change is consistent with the width of the headband allowed in volleyball. A headband is worn around the head or the crown of the head. The headband must be circular without extensions. The headband is subject to color restrictions

Hair Control Devices (3-5-4d): Hair control devices are not subject to color restrictions. A hair control device is worn around the hair.

Team Member's Equipment (3-5-5): Added Note: This note provides states an opportunity to ease the rule on wearing the shorts as intended as long as there is not a conflict with Rule 3-4-5, the drawstring or other parts do not cause harm to the wearer or others and the shorts are worn in a manner that parts of the anatomy are not objectionably exposed. Rolling or folding the shorts at the natural waistband may be allowed.

Mouth Protector (NEW 3-5-6): This rule provides a safety option for players with specifics for coverage of the device. State association may deem a tooth and mouth protector mandatory.

Backcourt (9-9-1): The rewording of this Exception is provided to give more clarity to the exception already in the book. The Exception defines who is able to recover the ball when it goes from the front court to the backcourt based on who last touched the ball in the front court.

THROW-IN SPOT
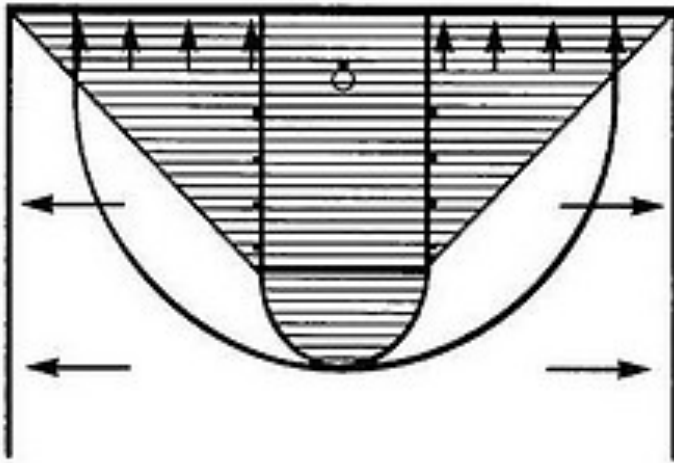
FREE THROW
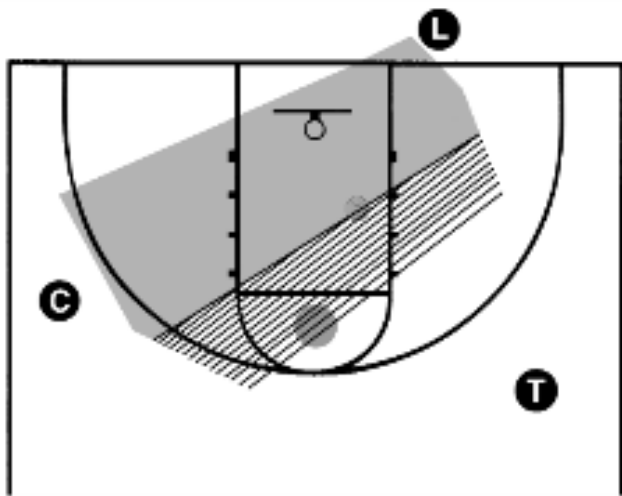
Clock Awareness

All members of the crew must be aware of the time on the game and shot clocks, both when they are stopped and when they start.

If a crew member is certain of the correction, make the correction

If a crew member is not sure of the correction, conference as a crew and the R will confer with the table personnel

One minute reminder in each half

- Lockdown preferences

End of Half/Game

Two clocks, rotation; one clock, lock down preference

Late in the game, get together during timeouts to review score, team and player fouls, AP arrow and timeouts remaining

Center or Trail Opposite Table has last shot (Help should give if overloaded)

Remind scorer to look to R for "thumbs up" to verify final score

USE OF PROPER TERMINOLOGY

- Backboard (NOT Glass)
- Division Line (NOT Center, Mid-Court, or Time Line)
- End Line (NOT Baseline)
- Fumble (NOT a Muff)
- Goal (NOT Basket)
- Grant Time-Out (NOT Call Time-Out)
- Held Ball (NOT Jump Ball)
- Obtain (NOT establish)
- Officiate Game (NOT Call)
- Request Time-Out (NOT Call Time-Out)
- Ring (NOT Rim)
- Screen (NOT Pick)
- 60-Second Time-Out (NOT Full Time-Out)
- Traveling (NOT Walk)

Court Coverage

Stay in primary area; trust your partners

Lead should look for reasons to rotate early in the game; avoid rotation in "triple threat" situations

Rotations: regular versus end of half/game

Areas of intersection: do not give up the ball unless partner has clearly accepted it

"Strong" Center must referee plays to the basket

Active Trail on traveling in the paint and in front of the Lead

Look for competitive match-ups in primary; if none, extend vision

Center and Trail responsibility for curl plays to the basket

On all whistles: Check partners for double/triple whistle and/or preliminary signals

Double/triple whistle: give up to primary unless multiple fouls in a row

"Fishing in someone else's pond"/high certainty calls: does the call fit the game?

Lead closed down: secondary rebounding responsibility

Press situations: Center stay to help

Help calls:

- Out of bounds
- 3 to 2 point goals (or reverse)
- Shooters
- Goal Tending / Basket Interference
- Pass / Crash

Asking for vs. giving help; how to ask/give."

NFHS & NCAA Men's Coverage

2 – Person Coverage

SCORER/TIMER

3 – Person Coverage