

BASKETBALL PREGAME

NEW RULES/RULE DIFFERENCES

Reference new rules sheet depending upon level of play
level of play
Rules for Rets if moving between high school/college

PREGAME

Court positioning
Conference instructions
Coaches and captain's meeting, etc.
Special event night?

GAME MANAGEMENT

ROUGH PLAY

Advantage Disadvantage
Freedom of movement
Patient Whistle
Call the obvious
Don't bail out the offensive player — verticality
Incidental contact vs. legitimate contact

CLOCK MANAGEMENT

Responsibility on every whistle
Under one minute
Initial starting on inbounds, off free throws,
, throw-ins, jump ball

COMMUNICATION

Eye contact with partners
Verbally and visually confirm # of free throws
Get the shooter on all partners' fouls
Next foul bonus
Double whistles
Warnings to coaches/players
Before each throw-in
On any unusual plays, get together and discuss.
Get it right!

COACHES

Acknowledge questions, not statements
Be a responder; not an initiator
Deal with the behavior of an out-of-control coach
Technical foul ramifications
Ignore, acknowledge, warn or penalize

SPECIAL AREAS OF INTEREST

Fighting – player, bench ramifications
Correctable errors – when can we use
and how to apply

MECHANICS

LEAD

Primary area of coverage
Moving along endline to create angles
Stay with the shooter in your area
Rebounding coverage
Rotate

TRAIL

Primary area of coverage
Penetrate toward endline on try
Stay with shooter in your area
Rebounding coverage
Don't bail out on try
Basket interference, goaltending

CENTER

Don't become a second trail
Help with backcourt/press coverage
Primary area of coverage
Basket interference, goaltending
Secondary coverage on breakout situations
Initiate rotation during halfcourt trap

GAME PROTOCOL

BENCH DECORUM

Take care of business
Assistant coaches may not address officials
Coaches must stay in the coaching box
Accepted/tolerable conduct
Players must not be allowed to stand continuously

GAME EXPECTATIONS

Potential problems
Rivalry/tensions
Key players
Styles of play
Game management concerns

TABLE PERSONNEL

Eye contact, alert, timeouts
of horns – automatic or manual on timeouts
Errors – notify immediately
intermission – inform teams and officials at
3 minute mark
Keep track of all warnings, etc.
New rules review: New Throw in Locations, etc.)

POSTGAME

Leave with all partners
Review game for any unusual situations, missed
calls, etc
Contact supervisors/coordinators with anything out
of the ordinary or ejections
Obtain tape of game if possible

FINAL THOUGHTS

STAY IN YOUR PRIMARY

If a call needs to be made for the good of the game
— **get it**

CONSISTENCY

Same play on both ends of the floor,
context of calls, tempo, etc.

REFEREE THE DEFENSE AND THE OFFENSE

Find the defensive player, let the play develop
and finish and determine call

COMMUNICATE

With partners, table, coaches, players,
game administrators

HUSTLE

Get every angle necessary to see the play