

What new officials should study:

1. Rule Book and Case Book
  - a. My suggestion is to read 5 rule citations and 5 case book plays per day.
  - b. I also like to do quizzes and then read the rule citation whether I got the quiz question right or wrong. I am subscribed to the "MatchUp," which sends me the rule quizzes, but its even better if you go through and make your own quiz questions. Officials can make a true/false question or a multiple-choice question on a rule citation. May be difficult for new officials, but I can try to help if they need it.
2. Mechanics manual is a must read for new officials
  - a. When I first started, I read this long before the rule book and case book.
3. Work as many games as possible
  - a. The only way to actually get a feel for what you're doing out there is to get out there and do it.
  - b. Doesn't matter if its 2<sup>nd</sup> grade girls or adult leagues, just get out on the court blowing the whistle as much as possible.
  - c. Pick something to work on every game
    - i. Whether it be signals, positioning, communication, etc. But be specific about what you're going into the game to work on.
    - ii. I write down 3-4 specific items to work on every game in a notebook during the pregame.
      1. Examples: (these are simply examples, officials can pick simpler or more complex things to work on)
        - a. Get my arm up higher when calling a foul, sometimes I don't put my arm up high enough and it looks bad.
        - b. In the trail position, stay engaged on plays to the basket and keep my weight on my front foot (in other words, don't back out to early when the shot goes up).
        - c. Look coaches in the eye when speaking to them and don't get defensive when they question a call.
        - d. Take a peak at the clock on every whistle and every inbound to make sure it is starting and stopping properly.
4. Watch as much basketball as possible, whether it be live or on TV
  - a. Watch other referees that you either think look good or do a good job.
    - i. Steal items from their game to incorporate into your game, but don't try to be them. In other words, don't try to be Scott Foster, but steal some things from Scott Foster to help mold yourself as Marty Spencer.
  - b. Be a student of the game
5. Find a group of peers or friends that are also students of the game
  - a. Form a text group or an email chain and ask questions, discuss rules, play situations, etc.