

Officials Pre-Game Conference – 3 Officials



15:00

Arrive on court
 R – Half Court
 U1 – Home / U2 – Visitor U1/U2 –
 Count players, give to R
 U1/U2 – Observe players, be sure
 to note any uniform violations or
 dangerous equipment.

2:30

R/U1/U2 – Meet with coaches.
 Visiting coach should be greeted
 first if possible. Don't lollygag,
 greet, good luck, game instructions
 and move to position in front of
 scorer's table.
 Speak to coaches on
 sportsmanship, ready to play after
 time out, and notifying of type of
 time out to take when one is taken.

12:00

U1 – H Captains, U2 V Captains
 Meet at jump circle
 Introductions, speaking captains,
 sportsmanship, chase ball, stop
 on whistle.
 Have fun.
 U1/U2 add any additional
 comments if necessary.

Half Time

R/U1/U2 – Meet at jump circle.
 R – Change possession arrow.
 10 minute half time.
 Ask that the teams and officials
 be notified when 3 min
 remaining in half time.

10:00

U1/U2 back to observe
 R to table. Verify book, meet
 timer. Discuss possession arrow,
 warning horns with timer.
 Be sure there is an X on the floor
 Secure game ball
 Check on placement of coaching boxes
 Check books. Confirm player counts,
 check for duplicate or illegal numbers.
 Brief overview of 3 full and 2 30
 timeouts.
 Ask home book to notify on 6th and 9th
 team fouls, foul outs, 1 timeout
 remaining.
 Sign books legibly with state ID #.

Court Coverage – (see 3 person court coverage diagram)

- * Boundary Line Responsibilities * Shot Clock and Last Shot * Post Play and Post Travels
- * Drives Starting in Primary (& Secondary Defender) * Bringing Subs in * Rebounding coverage
- * Illegal Screens at Elbows * On press, trail only if 1-on-1 (C help if more) * T & C don't bail on rebounding
- * Rotate from closedown * L refs from position 3 (1 is bus stop) * What are reasons to rotate?

Communication	Discussion Points	Keys to a Great Game
Strong voice & clear, slow signals	Technical Foul Administration	Over communicate!
Fouls (get shooter or throw-in spot)	Coaching Box Enforcement	No rough play
Double Whistles (freeze)	Consistency(know what partners call)	Clock Management
Throw-ins (eye contact, table, clocks)	Ball in after time-outs	Referee the Defense
Communicate at 6 & 9 fouls	Closely guarded (B or G game)	Anticipate the play, not the call
Help each other on foul-outs (DQ)	Block/charge	Note trends in offenses
Time-outs (inbound spot, mechanic)	Fumbles, 3 seconds, kicked ball	Screens and handchecks early
Warnings (tell scorer/coach/partners)	Recurring themes, tendencies	If I come to U, you change your call
Soliciting for help (or coming in)	Matchups, coaches, athletes	Tussle/Fight, off official watch bench
Jump balls (help with direction)	Handchecking	Use our captains
Subs	Post Play and screens early	Dead ball officiating
If you need to talk with coach (etc.) Notify the official with the ball.	Rim Level stuff ("C" then "T") The Further you are, the worse it has to be	Unusual situations (get together Quickly and be decisive)
T and C (show when you take play)	Pass/crash	Help situations (ask? Come in?)
Eye contact (see rotations!)	Trust partners and their primary	Justify that "C" position.
Free Throws(eye contact w/ partners)	Only "reach" if it makes game better	
Lock down	Support Partners	HAVE FUN