



# GCBOA

## 3 Person Pre-Game Conference



### Game Management

New Rules/Mechanics- Use High School Mechanics  
 Team, Coach, Player Tendencies- Pre-Wrap, Head, Wrist Band  
 Game Awareness- Clock, Team Fouls, Game Changing Events  
 Team Officiating- Only as Good as the Crew

Ref the Defense- Defender Must Beat Opponent to the Spot

Ref Strong when the Ball is Not in your Primary

Ref New Area Immediately when Rotate-1st Competitive Match

**Patient Whistle- See Play Start, Develop, Finish**

Freedom of Movement- Impedes, Reroutes, Dislodges-RSBQ

**Aggressive- OK Rough- NO**

**Lead-** Relax and Stay in Your Primary

a. Ball in Post- Trail's primary is to call travel

b. Center and Trail Must Ref Curls in the Post

**Center-** If the ball is on your side and driven to the hoop, referee the play all they way to the hoop.

**Rotation-** Lead (Ball) Keys rotation- Visually Scan Partners

If a trap occurs on C's side in offensive end at mid court, rotate, T hold position briefly and look for player coming to help, then move to C. Backcourt Rotations

**Trust Your Partners-Ref Your Primary-Get the Play Right**

### Court Coverage

Referee Your Primary- Review Areas of Responsibility- (C 60/40)

If Defense Presses- C stays back and helps

Lead as Deep as the last Offensive Player

If No Press, C gets to frontcourt position- watch off ball

**TYP-Take Care of Your Primary/ Trust Your Partner/ Tell Your Partner/Track Your Partner**

Fouls- Call the Obvious, Talk Players Out of Trouble When Possible

**Communicate w/Partners-** Spot or Shot, Help with Shooters- **Avoid "On the Floor"**

Mechanics/ Partner Mechanics/ Table Mechanics/ Confirm # Shots by Trail

5th Foul/ Make Lead and Center Aware/ Patience/ Who Let's Coach Know?

**Double Whistle/Minimize, Eye Contact/NO DOUBLE SIGNALS-Let Primary Take It**

**Visual & Verbal Communication:** Play, Dead Ball, Time Outs, Subs-

Trail- Mirror Chop in Front Court- Lead look at Trail

Bringing In Subs: Who, When, Avoid Overuse of Whistle

Out of Bounds Call Responsibility- Corner Shots- Put Ball in Right Spot

Lead to Trail- don't come inbounds until ball is at Free Throw Line- Stay within 1 section

Shot- Let Trail cover as much as possible out top- Shots, Counts- 1 Official Covers

Stay with the Shooter until back to the floor- 1 Official Covers

Off Side Official watches the Ball and Rebounding

Close Down on Plays- Get wide on Shots

Rebounding- Get a Wide Angle, Don't Leave Early as Trail and Center

### Pre-Game - Floor

Use Warm-Up to identify Players- Stars, Disruptors, Tendencies  
 Shooters, Post Players, Left Handed

Captains at 12:00 Book at 10:00 Coaches at 2:00

U1 covers Home, U2 covers Visitors

U1 will Chop Clock and call back a bad Toss- Rotations

U2 watches off ball players movement- Early movement

Referee checks that possession arrow is set

### Special Situations

**Block/Charge- Primary's First**

Last Second Shot- Opposite Table Official (OTO) counts basket- **Anyone Can**

**Kill the Shot-** Immediately signal shot No Good so OTO doesn't count it

Goal Tending/Basket Interference- opposite outside official Not Covering the Shooter

Closely Guarded- Visible Count

Atypical Situations- Discuss anything Unusual and how you will Handle it

Taunting/Baiting/Bench Decorum= Technical Foul- Communicate Warnings to Partners

### Tempo-Setters

Travels

Palming/Carries

Discontinued Dribbles

Pre-Dribbles/Post -ups

### Positioning

**LEAD- 2 sets of Eyes ( Strong Side )**

**CENTER- Work Really Hard**

**TRAIL- Big Picture ( Work out onto the Floor )**

**Hustle - Communicate as Needed - Have Fun!!!**