

Basketball Two Person Pre-Game

GENERAL

- Had either of these teams lately?
- Had any unusual plays / situations lately?
- Trust your partner to call his/her primary.
- Clock management.
- Work the system.
- Referee the defense.

POINTS OF EMPHASIS

- Legal Uniforms.
- Rough Play.
- Time-outs.
- Slapping the Backboard.
- Officials' Mechanics and Signals.

NEW RULES & EDITORIAL CHANGES

- Any item that goes around the entire head (elastic strips/bands, pre-wrap, headbands, etc.) shall meet the rule requirements regarding color, maximum size, logo restrictions and team uniformity. Black and beige have also been added to the colors a team is permitted to wear.
- During a free throw, all players will move up one marked lane space, leaving the two spaces closest to the end line vacant.
- A maximum of one technical foul shall be charged directly to the head coach when a participant wears an illegal jersey, illegal pants/skirt or an illegal number.
- Review major changes from previous year as well.

ARRIVAL ON FLOOR

- U - Home team, count players, observes toss and jumpers, & all other players, chops time. Coaches in boxes to start.
- R - Visitors, count players.
- Legal equipment, captain's meeting at 12:00, check scorebook at 10:00.
- Pregame with scorer and timer, greet coaches at 1:30

CONSISTENCY

- Similar plays ...similar calls.
- Be aware of what our partner has just called or not called.
- We must set the tempo from the tip.
- Block / charge - be consistent, number of players on the floor, officiate ahead of the play - officiate the defense.
- Post play - clean it up early, hands, hooking, forearms, and knees. Are we talking first, and then whistle?
- Hand checking - be consistent, locked arm, drive to basket - be patient - let play finish.

COURT COVERAGE

- Review normal positions, line responsibilities, off ball coverage, look / ask for help if needed on out of bounds calls, staying with shooters.
- Review press situations. Backcourt and half court traps.
- Delay offense coverage.

ALL

- Hustle. Move to get the good look. Communication while passing between T & L.
- Block / charge situations. Pass and crash situations. Double whistles.
- Asking for help on out of bounds – should be verbal.
- Changing a 2 - 3 or 3 - 2. Changing an out of bounds call.
- Free throws - L opposite line and low block on L side. T opposite line and shooter.
- Out of bounds. Be patient with the whistle.
- Bring shooters back down to the floor.

TRAIL

- Come in and sell calls.
- Stay with your counts.
- Close down on shots. Three point line and shooters. Rebounding responsibilities.
- Move to get the best look; you must cover a lot of the court.
- Be prepared for off-ball post play.

LEAD

- Recognize offensive patterns; be prepared to assist on trail's low block.
- Be aware of and officiate post play.
- Know when to close down and when to stay wide. Stay wide on shots.
- Help on fast break 3's, only give preliminary signal.
- Don't break up court too early. Wait for possible quick steal and lay-up.
- In transition, be aware of players still on floor after loose ball. Don't leave them. Partner must recognize this and adjust.

FOUL CALLS

- Communicate throughout the game team foul status (7th or 10th). Be alert to assist your partner.
- Give clear preliminary signal. Indicate shooting foul or designate out of bounds spot.
- If off ball foul, be sure to communicate - direction, shooter, and how many. You must have these!
- Double whistles. Must help with fouler, shooter, shot went in or not? Be alert during these situations.
- Off official - freeze your eyes, observe ALL players. Get and keep the shooter. Communicate this to calling official.
- Did the shot go in? Communicate to calling official if necessary.
- Taking care of substitutes and 5th foul disqualification procedure.
- No lane violations until shooter has possession and control. Penalize the first violation.

TIME OUTS

- 3 full & 2 - 30's. Player on court or coach may request. Dead ball or live ball request situations. Get signal from coach.
- Do not grant time out until injured, disqualified, or substituted players have been replaced. Blood on jersey T.O.
- Do not report time out until crew has communicated spot of inbounds or foul shooter and number of free throws.
- Communicate to partners and opposing team whether full or 30.
- Position of ball and back of center circle on full timeouts, position of ball and front of center circle on 30's. Observe teams as they move to huddles.
- First horn, bring them out. Resume play after second horn. Be aware if arrow needs to be switched (A/P before TO).

TECHNICAL FOULS

- Communicate. Know what has happened and what needs to be done. Shots taken in correct order.
- Calling official becomes T during shots and administers throw-in at half-court to resume play.
- Coaching box privileges lost? Direct / Indirect.

GAME MANAGEMENT

- Be aware of game time, clock start and stops, end of quarter, last second shot - opposite table.
- Clock corrections, if necessary, go through the referee. **Time, Situation, Score.**
- End of game; give the defense a chance to steal the ball before a quick whistle. Be aware of intentional fouls.
- Taunting and baiting situations. Assume the worst. Confront immediately.

MISCELLANEOUS

- Goaltending / basket interference - T must see this.
- Held Balls. Assume each will be a fight. Calling official stay with players. Off official takes care of direction.
- Make sure counts are visible, and for the full amount. Stay with the count until it ends (moving out of primary).
- See the whole play. Anticipate the play, not the call. Officiate the defense, and ahead of the play.
- Withhold whistles, let them play and block shots when possible. Advantage / disadvantage & impact / effect on play.
- Be alert at the opening tip. First two minutes and last five. Work hard and have fun.