

PREGAME GAME CONFERENCE

Above all else-use the Oswald Tower Theory of Advantage/Disadvantage Concept

New Rule Changes: 2022-2023...Unconscious player, player walk off in disgust, head bands, ball available when at player's disposal for throw in count to begin (ramifications-time out, personal or technical foul). Remember previous years' rule changes. Player running out of bounds-violation, swinging elbows violation, etc. Don't forget this season's Points of Emphasis. Know the team tendencies for the game you are officiating.

Pregame Responsibilities: Observe players for dunking, jewelry, staying on their ½, and anything else necessary. At 10 minutes-ref to check book, ball, official scorer and clock- umpire watches both teams. Captains meeting - introduce, **READ** sportsmanship code, add anything else pertinent. **DO NOT** dismiss coaches before players. After meeting, greet assistant coaches-visitors first (ref first), then head coaches, quick greeting to table personnel, during intros-fist pump players, during National Anthem-stand side by side at attention. Use professionalism now and throughout game.

Jump Ball: get off to a good start. Good toss, move the right way, make sure arrow is set properly. Out of bounds call, know who gets the ball and arrow.

Primary Coverage Areas: Look off the ball. Don't reach. Allow trail or center in 3 person to have first shot in his PCA. Remember gray areas for dual coverage at times. On double whistles, give the call to the official that the play is coming at unless you have something that happened first and you need to step in and take it.

Switch on all fouls: except in 2 man when trail is already table side (Trail can go to lead opposite in volatile situations), and in 3 man-no long switch.

Help out with shooter for partner, don't give numbers out loud.

Alternating Possession: Know whose ball it is. Don't trust table. Fix arrow if it is incorrect right away. Team loses arrow only on violation.

Be aware of all game situations. Be focused and try not to daydream.

- * Where the ball comes in bounds after time out. Use dead ball awareness.
- * Show spot for throw in after common foul and violations. Be accurate and fair to both teams with correct throw in spot.
- * After time out, know who the shooter is and how many shots.
- * Who gives first warning at 15, where to stand during time outs.
- * Know when bonus will go into effect, double bonus, communicate.

- * Eye contact at all dead balls-no need to signal when ready.
- * Size of players, who's responsible for BI and Goaltending.
- * Injured player or bleeding player– how to handle.
- * Count number of players after subs, timeouts, etc. Prevent violations.
- * Last second shot-important to sell one way or the other!! If not a buzzer beater...don't look to see if it went in.
- * Give fair counts at all times for throw-ins, 10 seconds, closely guarded, switch hands when changing to new count.
- * At less than one minute, hold a finger up once until eye contact.
- * Know differences between NCAA and NFHS rules if necessary.
- * Time outs remaining. Let coach know if necessary
- * Free throw admin. Lead has 1st on his side and 3 opposite, trail has everybody else.
- * Be aware of intentional fouls towards end of game (be on the same page).
- * Always look for clock malfunctions towards end of game.
- * Always look for time out request late in game from coach or during potential jump ball situation from players or head coach.
- * Record warnings in book (one per team-per game).
- * Don't buy flops!
- * Whistle subs in as trail or closest official. No subs after time out warning buzzer.

Prevent 3 seconds, illegal screens, chucking, low post action. If possible, catch early. Enforce when necessary.

Principle of Verticality: important, don't call fouls on clean blocks up top when shooter causes slight body contact. Let big guys be big guys and be fair to both teams to let them play defense.

Hand checking: call when necessary

Taunting and baiting: don't tolerate, automatic T

Technical fouls: talk if necessary, get it right. Who shoots and which end. Administer in order of occurrence.

Double fouls: no shots, go to Point of Interruption.

Disqualified player: how to handle, inform properly, give 20 seconds to replace, warning buzzer at 15.

Bench decorum: handle properly, control assistant coaches, etc.

Pass Crash: – who takes passer, who takes receiver of pass. Use PCA.

Dislodging: don't allow early, they will adjust.

Airborne shooter: till player touches the ground.

Protect shooter: on touch fouls on shooting arm, or hand on hip.

Jump Stops: understand the concept...one foot to 2 w/simultaneous stop, no pivot foot.

Referee the defense: Don't penalize good defense! Don't bail out offensive player who is out of control or initiating contact.

Help: If you need help, ask for it, don't guess. Bottom line is, get it right. It's not “who's right”, but “what's right”. If you see a deflection that the calling ref missed, approach him, give him the information and let him change the call if he chooses to, also let him know if a shot went in on foul calls.