

Pre-Game Coverage: KBCA Officials 2007 Season

Court and Equipment:

1. Identify artificial noise makers and have removed by game management
2. Check braces, backboards, low hanging items, overhangs, side baskets
3. Coaching boxes clearly marked
4. Discuss space on baselines, sidelines and general gym layout
5. Positioning of clock (one, two or overhead)

Players and player Equipment:

1. Count number of players immediately when on the court
2. Check braces, tape, compression garments and jewelry
3. Uniforms: home team white, visiting dark, undershirts and patches

Before Game:

1. At 12 minutes, check the book and meet coaches
2. Introduction to game management for any situations that may come up during the game (rowdy fans, noise makers or ejections).
3. If both teams return to the locker, return to the locker and leave jackets.
4. Identify scorer and timer (discuss horn changes for 30 second timeout and disqualified player).

Toss:

1. Referee whistle in or out – depending on preference
2. Responsibilities for the toss – blow down the toss if necessary
3. Set arrow and continue to monitor throughout the game. Only make a change when all officials agree.

Game Management:

1. Discuss Tendencies of the team:

- a. Pressing Defense, Up tempo offense
- b. Physical teams – hand checks, traps and back door cuts
- c. Problem players and coaches

2. Communication and Eye contact:

- a. Double whistle – hold signals and give up accordingly
- b. Spot location – point, be clear, everyone on same page
- c. Shooting fouls – identify shooter, communicate shots, help w/ made basket
- d. Substitutes – responsibilities, count players, don't be in a hurry
- e. Time outs – allow players to get to the bench before reporting to the table, don't huddle unless necessary (end of game, special situations), discuss new time out positioning (2 man).
- f. Last Second shot – who has it, 1 minute notification
- g. Warnings – notify partners; discuss players being rough, etc.
- h. Notify partner when either team is in the bonus

3. Specifics

- a. Shirt Tales – discuss in pre-game and administer accordingly
- b. Post play – watch for rough play early and stay consistent
- c. Hand checks – call it early to clean it up
- d. Take care of picks and screens early
- e. Off ball coverage – stress importance

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- f. Gray/double coverage areas – free throw line extended (count, 3 pointer and double whistle).
- g. Lane coverage – crash in the middle – be sure we get something.
- h. Technical Foul – take care of it, control emotions, walk away/go opposite.
- i. Block/Charge – be aware of situations; hold signal and eye contact
- j. Possible fight – players on the floor, get #'s and be proactive.
- k. Hard fouls/crash – stay at spot, non-calling officials stay home
- l. Near end of game timeout – R check book for score and timeouts (avoid communicating to team # timeouts).
- m. Double personal/technical or simultaneous foul – point of interruption
- n. Offensive foul – no free throws and throw in at spot of foul
- o. Be consistent through the whole game – keep the same calls late that you had early – don't change just because close game.
- p. Be aware of the clock – especially late.

Points of Emphasis:

1. Uniforms: home wears white (required); one technical for each player participating with an illegal uniform
2. Free Throws: Rough play, violations – getting in early
3. Ball Handler/Dribble: Traveling (hops, spin moves); Palming
4. Displacement: Post Play (no swim, push or pin) Screening (back door and contact issues)

Rule Changes:

1. 2-12-4; 5-11-2 – Changed the warning horn for a 30-second time-out to be sounded with 15 seconds remaining.
2. 2-12-5; 10-5-3 – Changed the replacement interval for a disqualified or injured player to 20 seconds, with a warning horn sounded with 15 seconds remaining.
3. 4-15-4d; 9-5-2 – Changed that a dribble ends when loss of control by the dribbler is caused by the opponent touching, or being touched by, the ball, rather than an intentional batting of the ball.
4. 4-42-5 – Changed that a throw-in ends when the throw-in pass is “legally” touched by another player.
5. Signal Chart – Added a signal (spreading of the arms) for when a defender is not in a closely-guarding position.

Key Points:

1. Court Review – coaches box
2. Good communication - Good eye contact, Spot and Free Throws
3. Table – clear up any confusion immediately
4. Technical Foul – take care of business as necessary, if you give one – get away if you need to;
5. Mid-Court Discussions – Be sure to include both coaches

3-Man Mechanics:

1. Need a strong game from the C position
2. Referee your primaries
3. Be sure we have good communication, especially on double whistles
4. Anytime we have a crash/hard foul during play and players are on the floor; let's make sure the trail stays with the players until they get up and return to play.
5. When we have substitutes, the trail official should bring them in from the frontcourt. If we are going the other way, C should bring them in – Trail get to the baseline or deepest point.
6. Discuss long switches