

# BASKETBALL PREGAME

## NEW RULES/RULE DIFFERENCES

Reference new rules sheet depending upon level of play  
Rules for Refs if moving between high school/college

## POINTS OF EMPHASIS

High school vs. collegiate

## PREGAME

Court positioning  
Conference instructions — captain's meeting, etc.  
Special event night?

Stay with shooter in your area  
Rebounding coverage  
Don't bail out on try  
Basket interference, goaltending

## CENTER

Don't become a second trail  
Help with backcourt/press coverage  
Primary area of coverage  
Basket interference, goaltending  
Secondary coverage on breakout situations  
Initiate rotation during halfcourt trap

## GAME MANAGEMENT

### ROUGH PLAY

Advantage Disadvantage  
Freedom of movement  
Patient Whistle  
Call the obvious  
Don't bail out the offensive player — verticality  
Incidental contact vs. legitimate contact

### CLOCK MANAGEMENT

Responsibility on every whistle  
Under one minute  
Initial starting on inbounds, off free throws, throw-ins, jump ball

### COMMUNICATION

Eye contact with partners  
Verbally and visually confirm # of free throws  
Get the shooter on all partners' fouls with indicated point  
Next foul bonus  
Double whistles  
Warnings to coaches/players  
Before each throw-in  
On any unusual plays, get together and discuss. Get it right!

### COACHES

Acknowledge questions, not statements  
Be a responder; not an initiator  
Deal with the behavior of an out-of-control coach  
Technical foul ramifications  
Ignore, acknowledge, warn or penalize

### SPECIAL AREAS OF INTEREST

Fighting — player, bench ramifications  
Correctable errors — when can we use and how to apply

## MECHANICS

### LEAD

Primary area of coverage  
Moving along endline to create angles  
Stay with the shooter in your area  
Rebounding coverage  
Rotate

### TRAIL

Primary area of coverage  
Penetrate toward endline on try

## GAME PROTOCOL

### BENCH DECORUM

Take care of business  
Assistant coaches may not address officials  
Coaches must stay in the coaching box  
Accepted/tolerable conduct  
Players must not be allowed to stand continuously

### GAME EXPECTATIONS

Potential problems  
Rivalry/tensions  
Key players  
Styles of play  
Game management concerns

### TABLE PERSONNEL

Eye contact, alert, timeouts  
# of horns — automatic or manual on timeouts  
Errors — notify immediately  
Intermission — inform teams and officials at 4 minute mark  
Keep track of all warnings, etc.  
New rules (kicked ball, shot clock, etc.)

### POSTGAME

Leave with all partners  
Review game for any unusual situations, missed calls, etc.  
Contact supervisors/coordinators with anything out of the ordinary  
Obtain tape of game if possible

## FINAL THOUGHTS

### STAY IN YOUR PRIMARY

If a call needs to be made for the good of the game — get it!

### CONSISTENCY

Same play on both ends of the floor, context of calls, tempo, etc.

### REFEREE THE DEFENSE AND THE OFFENSE

Find the defensive player, let the play develop and finish and determine call

### COMMUNICATE

With partners, table, coaches, players, game administrators

### HUSTLE

Get every angle necessary to see the play