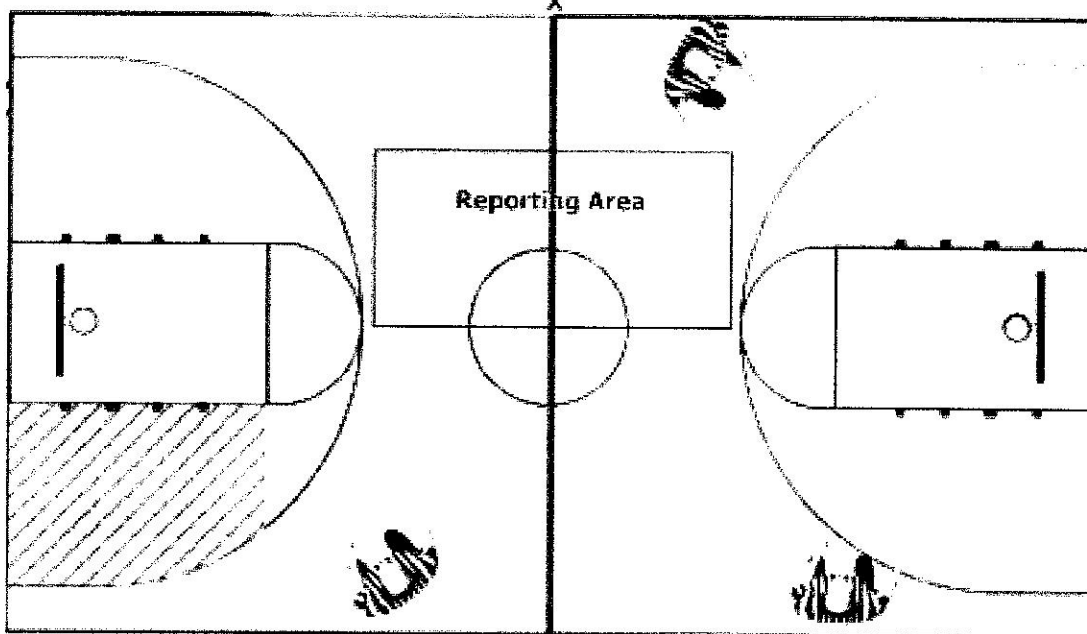


PREGAME CONFERENCE CARD

Produced by the
International Association of Approved Basketball Officials, Inc.

Table



PREGAME CONFERENCE

Rule - Mechanic - Signals Changes

Pregame Responsibilities - Captains and Coaches Mtg.

Use Pregame time on the court wisely - concentrate

End of Quarter, Half, and End of Game procedures

Jump Ball - Take pride in toss; straight and high

Court Coverage

Trail—Get in the Game; off ball coverage; no magic spot; move to improve

Center—Off Ball Coverage; remain & read; key to transition play across court

Lead - Off Ball Coverage; no magic spot; move to improve

(A) Wide at arc; (B) Close down; (C) Move to Ballside

Primary Coverage Area Discipline

Accept ball when it enters PCA; release ball when it leaves PCA

Ball in PCA - field of vision cone is narrow and short

Ball not in PCA - field of vision cone is wide and long

Free Throw Responsibility

(2) Trail - Lead; (3) Trail - Center - Lead

Reminders

Enforce the rules with no regard for score or time

Enforce the rules, players will adjust

Freedom of movement is a rule given right

Each ruling affects both teams

Unofficial warnings assist/help only one team

Officiate the game to the end regardless of time and score

margin; may be the only time that some team members get playing time

Foul Ruling at the Site & Reporting Procedures

Eye contact with partner(s) after every whistle

Complete all information required at the site of the foul

Hustle to and from the reporting area

Have precise knowledge of throw-in spot or free thrower

Freeze field of vision while assuming new coverage position

Throw-in Procedure

Eye contact with all involved (visually sweep the floor)

Coverage positioning; designate the throw-in spot

May hand or bounce ball (hand only at frontcourt endline)

Time-out Procedure

Identifying throw-in spot; identifying type of time-out

Signals and communications with table and partner(s)

Review/Briefing

Alternate possession - lose arrow only by throw-in team violation

Backboard - Basket Interference - Goaltending - Grasping Ring

Contact - Incidental Contact - Freedom of Movement

Continuous Motion - merely begins attempt (no "on the floor")

Closely guarded - care, apply it

Disqualified player - Injured Player - Bleeding Player

Eye contact - upon hearing or sounding every whistle

Fighting - Taunting & Baiting - Bench Decorum

Flagrant, Intentional, Technical Fouls - (crew confers)

Flopping - acting as if fouled

Free throw lane coverage and Disconcertion

Guarding - Block/Charge - Pass/Crash coverage

Last second attempts

Rebounding play - Post play - Verticality

Screening - with/without the ball

Time-out requests - player control factor

Uniform requirements - don't warn, enforce

Professionalism - Composure/Courtesy/Communication/Courage

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/BA