

# SDHSAA Basketball Observer's Report

OFFICIAL: \_\_\_\_\_

Method of Communication with Official: Post-Game \_\_\_ Phone \_\_\_ Email \_\_\_

## OBSERVATION CATEGORIES

### Mechanics

Pre-Game Positioning ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Foul Calls, Reporting Area and Switches ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Free Throw Coverage ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Throw-In Coverage ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Live Ball Rotations and Rotation Cues ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Lead/Center/Trail Positioning ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_

### Live Ball Situations

Court Coverage ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Screens ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Post Play ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Rough Play/Loose Ball ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Rebounding ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Block/Charge ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Hand Checking ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Verticality ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Patient Whistle (Start, Develop, Finish) ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_

### Communication

Table Personnel ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Coaches ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Athletes ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Partners ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_

### Appearance

Hustle ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Movement ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Demeanor ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_

### Game Management

Game Clock Awareness ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Shot Clock Awareness ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_

### Other Items

Decisiveness ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Use of Common Sense ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Fraternization ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_  
Consistency/Correctness of Calls ----- Meets Standard \_\_\_ Needs Growth \_\_\_ N/A \_\_\_

### Additional Game Information

Did this official follow NFHS and SDHSAA two-person or three-person mechanics? Yes \_\_\_ No \_\_\_  
Was the official consistent in following accepted mechanics? Yes \_\_\_ No \_\_\_  
Were any technical or intentional fouls called during the game? Yes \_\_\_ No \_\_\_  
Were any bench warnings issued to a coach? Yes \_\_\_ No \_\_\_

Comments (visible to officials following submission)

# SDHSAA Basketball Observation Report

One-Way Mileage to Site: \_\_\_\_\_

## Officials Observed

Official #1

Official #2

Official #3

## Game Difficulty

\_\_\_ Game was relatively easy to officiate with few difficult decision and little pressure

\_\_\_ Average game to officiate

\_\_\_ Difficult game to officiate with many difficult plays, situations and high pressure

## OVERALL RECOMMENDATION/EVALUATION

Rating	Description	Official #1	Official #2	Official #3
1	Recommend for State Tournament			
2	Recommend for Region and SoDak 16			
3	Recommend for Regular Season Only (Has Potential/Needs Growth)			

## Comments (for SDHSAA use only, not visible to officials)