

Long Version Basketball Pre-Game

Court Coverage

Trail's Primary Responsibilities (2 person):

Sideline And Division Line

Last Second Shot

Drives Starting In Primary

Bring Subs In

Weak Side Rebound Coverage

Lead's Primary Responsibilities (2 person):

End line And Sideline

Post Play

Illegal Screens At Elbows

Stay In Your Primary, It Must Be Obvious To Come Out Of Your Primary

Coaches And Captains

Players properly equipped.

Players wear uniforms properly.

Practice good sportsmanship.

Double Whistles

Let's both hold our preliminary signal and not give a block or player control signal.

Make eye contact with each other.

Give the call to whoever has the primary coverage, unless you definitely have something different that happened first.

Opposite signals: Assess both fouls. Count the basket if the ball was released before the contact.

Resume with the Point of Interruption.

Pass And Crash

Let's have the Lead official follow the pass, stay with the ball.

The Trail will be responsible for the crash.

Out-Of-Bounds Help

If I have no idea and I look to you for help, just give a directional signal. No need to come to me.

Just point.

If I signal but I get it wrong, then blow the whistle and come to me. Tell me what you saw and let me decide if I'm going to change it.

Press Coverage

Help each other. New Lead will wait at midcourt.

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Technical Fouls

If I T a coach, get me away from the coach. The situation is heated and I don't want to whack the coach back-to-back. Let's move away from the benches. Non calling official should inform the coach that the coaching box privilege has been lost.

Let's get together and make sure we administer the penalty or penalties correctly and in the correct order and at the correct basket.

If one official issues a warning to somebody (player or coach), make sure the other official knows. If I've already warned the coach, the coach shouldn't get a free shot at you.

Two-Point / Three-Point Shot

If one official incorrectly signals the number of points, the other official will simply blow the whistle immediately, discuss the play with our partner, come to a decision, signal the correct number of points to the table, and resume the game. We will only correct if we are 100% sure.

Goaltending And Basket Interference

99% of the time, the Trail will be responsible for the call.

Lead can help out on a quick shot in transition, when Trail hasn't made it into the frontcourt yet.

Let's remember that it's never basket interference or goaltending to slap the backboard.

Coaches and fans always want it, but we can't award the points.

Last Shot

99% of the time, the Trail will be responsible for the call.

Let's both have an opinion; in case Trail's not sure.

How will we handle a full-court pass when the Trail is stuck in the backcourt?

Foul Mechanics

Preliminary signal given at spot of foul for all common fouls.

Calling official must designate throw in spot or number of shots.

Noncalling official, get the shooter. If the ball enters the basket, inform partner that ball went in.

Throw Ins

Ten players, eye contact, check table, check clock.

Shot-Clock—If Being Used

Duties of Shot-Clock Operator

Shot Clock Situations

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Timeout Mechanics

When the ball is dead, we must be alive.

Team calling timeout must have player dribbling or holding the ball.

Both officials must know the game situation when play resumes following a timeout (team, direction, spot or run baseline, shooter, number of shots).

One official at spot of throw in or free throw line with ball facing direction in which it will be put into play.

Other official at division line, quarter for 30 second and three quarters for 60 second.

Post Play

Let's not allow a defender to use a leg or knee to move a player off the block.

Let's make sure the offensive player isn't holding off the defender, or holding him with his offhand.

As Lead, let's find the post match up as soon as possible so that we get the first foul.

Remember the RIDD's. Don't let players: Redirect, Impede, Displace, or Dislodge.

Ball-Handler / Hand-Checking

Two hands on the ball-handler is a foul. Automatic.

One hand that stays on the dribbler is a foul.

Let's not let a defender ride the dribbler as the ball is coming from backcourt to frontcourt.

Remember SBQ. If the dribbler's Speed, Balance, or Quickness is affected, we should have a hand-checking, push or block foul.

Screens

We must work hard off the ball.

In the first half especially, let's clean up the screening action. The screening action will be right in front of the defensive coach in the first half, so if the coach sees an illegal screen, we should too.

In the second half, with the defensive coach 60 feet away, let's be aware of the screening, but we don't need to focus quite as hard on it. If there's an obvious call to be made, let's absolutely make it; but we won't make it our point of emphasis in the second half.

Consistency

Let's see if we can call the same game. Be consistent with each other.

Let's try to remember what we've called earlier in the game, and what we haven't called. Be consistent with what has already happened in the game.

If I have a very close block/charge play and I call a blocking foul, then the next time you have a similar block/charge play, you should have a blocking foul.

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Game Situation Awareness

One of us should quickly check the clock after every whistle to make sure the clock stops properly.

One of us should check the clock every time it should start to make sure it does so.

Let's try to be aware of the foul count during the game. We don't want to be surprised when it's time to shoot the bonus. If we know that the next foul will result in bonus free throws, we'll be more likely to remember our shooter.

Last Two Minutes

We're not calling anything in the last two minutes if we haven't already called it earlier in the game, unless it's so blatant that it can't be ignored. We don't want our first illegal screen to be called with 30 seconds left in the game; but if the illegal screen puts a player into the first row of the bleachers, then we have to call it.

Let's not put the whistles away in the last two minutes: That wouldn't be consistent with the way we've been calling the game. If the game dictates it, let the players win or lose the game at the line. We don't want to be the ones who decide the game by ignoring obvious fouls just to get the game over.

End of game strategic fouls: If the winning team is just holding the ball and is willing to take the free throws, then let's call the foul immediately, so the ball handler doesn't get hit harder to draw a whistle. Let's make sure there is a play on the ball by the defense. If there's no play on the ball, if the defense grabs the jersey from behind, or if the ball handler receives a bear hug, we should consider an intentional foul. These are not basketball plays and should be penalized as intentional.

Rule Changes:

- 2-8-5:** Has been revised. This is a change and update in the rule regarding concussion/unconscious athlete and is now the rule in all sports: if an athlete shows signs, behavior or symptoms of a concussion they must be removed from the competition immediately. The official must speak directly to the head coach and indicate that the player may not return to play until they have been evaluated.
- Rule 3-3-8:** This rule further defines the new rule in regard to concussions. Some of the symptoms of a concussion are listed: loss of consciousness, headache, dizziness, confusion, or balance problems. This rule also clarifies that the player removed shall not return to play until they have been cleared by an appropriate health care professional -- after it has been determined the athlete was not concussed. If there is a concussion the athlete may not participate the remainder of that day, and may not return to competition until they have written permission from an Appropriate Health Care Provider. The coach/school is responsible for making sure that proper protocol is followed. If properly cleared to return, the coach must notify the referee.
- Rule 10-3-6i:** This rule was added to deal with unsporting acts of a player and does not allow a player to leave the playing court for an unauthorized reason to demonstrate resentment, disgust or intimidation.
- Rule 10-5-5:** This is related to the previous rule change and prevents coaches from allowing team members to leave the bench area or the playing court for an unauthorized reason.
- Note:** the penalty for both Rule 10-3-6i and for 10-5-5 is two free throws and the ball out of bounds at the division line. In Rule 10-5-5 the foul is charged as a direct foul to the head coach.

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2010-11 Points Of Emphasis

- 1. Rules Enforcement:** When individual officials have personal interpretations of the rules there is a negative impact on the game. Rules are written to provide balance between offense and defense, to minimize risk, promote fair play and to maintain consistency from game to game. Individual interpretations can create problems in all of the areas just mentioned. When illegal tactics are allowed they are condoned and promoted. Enforce the rules consistently, and as intended – for the benefit of the players, coaches, fans and the game.
- 2. Sporting Behavior:** When teams enter the gym they go immediately to their half of the court without running around or through the opposing team. All warm-up activities must take place on their half of the court – even if the opponent leaves the floor. The only gathering place for a team for motivation or celebration is in the area immediately in front of the team bench. All spectators must be in designated areas off of the playing floor.
- 3. Perimeter Play:** Two key emphasis – hand checking which has been an emphasis in Minnesota for the past three years and palming the ball. We will continue to emphasize hand checking and call it as has been emphasized. Remember that players may not place their hands on a player with or without the ball except as described by “Touch ‘n Play,” or the one hand or arm that is allowed when defending the post. When that hand is in contact with the ball and the palm is beyond perpendicular (more than a handshake), so that that ball comes to rest on the ball, the dribble has ended. If the player then pushes the ball to the floor a new dribble has started, which is a violation.
- 4. Closely Guarded Situations:** When not enforced properly the offense gains a significant advantage. When a defender establishes legal guarding position within 6 feet of their opponent (who has the ball), closely guarded rules must be enforced. The player may not hold the ball or dribble the ball for five seconds. They may hold the ball for four seconds, dribble for four seconds and hold the ball for 4 seconds without violating. Officials must have a clear image of the 6 foot guarding positions. Use markings on the floor to help with this. Most officials are requiring defenders to be closer than 6 ft before enforcing this rule which is not fair to the defense. Remember that the closely guarded count continues when there is a defensive switch.
- 5. Principle of Verticality:** legal guarding position must first be established. From this position the defender can rise or jump vertically and occupy the space within his/her vertical plane. The arms or hands may be raised. The offensive player may not “clear out” or cause contact with the defender who is in their vertical plane. The player with the ball is given no more protection than the defender in judging if there is a foul. Too many times defenders are called for a foul when they are in a legal position.