

# 2015-16 HS PRE GAME CONFERENCE

## REVIEW RULE CHANGES/MECHANICS:

- a. Arm Bands, Headbands, Arm Sleeves, Knee Sleeves, Leg Sleeves, and Tights are all permissible.
  - Anything worn on arm/leg is a sleeve except knee brace (hole in knee cap area is considered a brace)
  - Can be Black, White, Beige or color of Headband/Wristband if worn
  - All accessories worn **Must** be **Same Color** by ALL TEAM MEMBERS; Tell the coach can't play—not the player to remove
  
- b. The following acts constitute a foul against ball handler/dribble (Hand Check)----**CALL THE FOULS EARLY and THROUGHOUT THE ENTIRE GAME!!**
  - Two hands on ball handler
  - Extended Arm Bar
  - Keeping hand on ball handler
  - Contacting ball handler more than once with same hand or alternating hands (Allowed one touch-Hot stove)

## KEY POINTS OF EMPHASIS:

1. Traveling
  - Pick up pivot foot
  - Watch hops (out near 3pt)
  - Spin moves to basket (not all moves are illegal)
  
2. Fights/Unsporting Behavior (Find your problem players!)
  
3. Hand checking/freedom of movement of ball handler
  
4. Post Play
  
5. Rebounding
  
6. **Protecting Free Throw Shooter (Displacements)—Call the fouls!**

## 1. PRE GAME RESPONSIBILITIES:

**15 Minutes**—On the floor

**Referee**—Midcourt

**U-1**—Home-28 ft line; count players

**U-2**—Visitor-28 ft line; count players

*This is the time to identify uniform and equipment violations (All players must have matching sleeves, tights and armbands—Knee braces don't require to meet color restrictions)*

**12 Minutes**—**Ref** greets coaches/Briefs table crew

**10 Minutes**—**Ref** checks book for proper numbers etc. checks ball

**3 Minutes**—Secure captains and Head Coach to meet at midcourt

We will remove our jackets after greeting both assistant team coaches and proceed directly across the court.

Be sure alternating possession arrow gets set correctly. **DO NOT GET SURPRISED (i.e. foul on jump ball)!!!**

## 2. GAME TEMPO:

- a. Let the teams settle into the game early. Let them block shots and see plays all the way through. **HAVE A PATIENT WHISTLE. OWN YOUR PRIMARY (Try not to call across the lane while in the LEAD)**
- b. Analyze the product on the floor and call accordingly.
- c. See the plays: **START, DEVELOP, FINISH**.....If it knocks the shooter off their Rhythm, Speed, Balance or Quickness ....IT IS A FOUL! If players go to the ground, know how they got there and call the foul.

3. **COURT COVERAGE (USE BOARD TO SHOW):**

- a. Full Court Press situations—Center official stay home! Top of the Key to Top of the Key and Sideline to Sideline.
  - b. Off Ball—Watch for displacement, illegal screens, rerouting etc.
  - c. Other Responsibilities: Tableside official will **whistle ALL subs** into game. If tableside official is going to be the new lead hand it off to the C (stop sign up and eye contact).
- 4.
- a. FOUL SELECTION:

**NOTE:** If a Foul is called and we are staying in the **FRONT COURT—REPORT AND STAY TABLESIDE!** Communicate with your partners i.e. shooter, how many shots, if the ball went in, **Spot** where the ball will be put in play etc...Non-calling officials freeze on other players. If it is a volatile situation we can go opposite table.

If a foul is called in the **BACKCOURT (with no foul shots)** treat as if It were a violation (no tableside or long switch is required **unless we shoot free throws**).

**NOTE: TEAM CONTROL FOULS—DO NOT SHOOT Free Throws.**

**Reminder: THERE IS NO TEAM CONTROL** during:

- a. A Jump Ball
- b. On a Rebound
- c. During A Shot or Tap
- d. During Dead Ball

**ENSURE YOU KNOW THE STATUS OF THE BALL!**

Go to your partner to ensure if the team had control or not (Get the play right)

#### 4. GAME AWARENESS:

- a. **GAME MANAGEMENT SKILLS:** Be aware especially if the foul count begins to get out of hand i.e. 6 fouls on white 1 on black (maybe a more aggressive team just be aware).  
**Zero Tolerance for baiting and Taunting!**
- b. **CREW COMMUNICATION:** *Double Whistles*—Make contact with your partner. Find out what happened first-- Violation or Foul. If it is in your Primary or originated in your primary it is your call but **GET IT RIGHT—Communicate!**
- c. **CLOCK AWARENESS:** Know the ball status, Bonus situation etc. **FOCUS!!!!!!!!!!!!!! WHEN THE BALL IS DEAD --WE NEED TO BE ALIVE!!! HOW WILL WE RESUME PLAY?? FREE THROW or THROW IN??**
- d. Goaltending-Basket Interference (Only Trail or Centers call)
- e. Last Second Shot—**Official opposite the table** makes the call (could be Trail or Center) unless responsibility given up to partner during a dead ball interval. Always get in the habit of looking at the clock. Ensure everyone knows when a minute is left in a quarter (I use one finger so everyone knows we are under a minute).
- f. **Be professional and answer questions asked by a coach; However, don't give a clinic and do not do it all game long**
- g. **Enforce the Coaching Box rule all game. Inform partners if a coach has been warned!!!**

#### 5. ALL THROW-INS:

- a. **EVERYONE COUNT** players (do I have 6 on the court?)
- b. Hold stop sign and make eye contact before putting ball in play
- c. Check for Subs (**BLOW WHISTLE AND BRINGING IN SUBS**)
- d. Sweep the floor one last time! (If no subs get the ball in play and keep the game moving).

## **A-TYPICALL SITUATIONS: (Always get with one of your partners before reporting to table)**

### **6. TECHNICAL FOULS:**

- a. Two Shots and the ball—Call as a last resort
- b. **Come together with partners** in case we are shooting one and one followed by technical foul. Communicate with each other to get it right!
- c. Coach loses coaching box if he/she gets a Direct or Indirect technical (review indirect for player dunking, bench, coach etc)
- d. Official calling Technical go opposite table
- e. Make sure you shoot at the correct basket.

### **7. INTENTIONAL FOUL:**

- a. **Think: Non-basketball plays i.e. grabbing jersey, breakaway lay-ups (excessive contact) and grab hold because they got beat or a foul on a player throwing the ball inbounds**
- b. **Swing elbow above the shoulder could be considered**
- c. Two shots and ball out at nearest spot of foul
- d. Call early in the game if necessary.
- e. Excessive contact even if going for the ball can be intentional

### **8. CORRECTABLE ERRORS:**

- a. Failure to award merited free throw.
- b. Awarding an unmerited free throw.
- c. Permitting a Wrong player to attempt free throw.
- d. Attempting Free Throw at wrong basket.
- e. Erroneously counting or canceling score.

In order to correct any of the above errors it must be recognized by an official during **FIRST DEAD AFTER CLOCK HAS PROPERLY STARTED**. If Erroneously counted or canceled score **is made while the clock is running** and the ball is dead, it must be recognized before 2<sup>nd</sup> live ball. Rule 2-10.3 (2-10.1e).

### **9. FIGHTING: (FIND PROBLEM CHILDREN—HOT TOPIC!)**

- a. U1—watch the Home bench and monitor who comes off.
- b. U2—watch Visitors bench and monitor who come off.

- c. **ALL Players involved (including bench personnel)**—Flagrant Technical Foul for each and ejected from game to the team bench. NOTE: One indirect to coach for each participant that fights!
- d. Bench personnel—Players that come on the floor are ejected (fight or not) No matter how many subs come on the floor **ONLY ONE DIRECT** Technical toward team bonus (and max 1 indirect to head coach) ***IF THEY DO NOT FIGHT!!! If unequal bench personnel from both teams enter court then ONLY a max of 2 free throws and ball out of across table at division line. (i.e. 4 bench personnel from team A and 2 bench personnel from team B do not fight then team B would shoot ONLY 2 free throws—All 6 personnel ejected to bench)***
- e. If subs **FIGHT**—Multiple Flagrant technical Fouls and **ONE** indirect foul for **EACH** sub that fights to the coach. If 3 subs fight then coach is ejected from confines of court (3 indirect technicals).  
Example: 3 subs come off the bench and FIGHT—3 indirect fouls to Coach and ejected. ***If unequal personnel from both teams enter the court and fight (i.e. 4 bench personnel from team A and 2 bench personnel from team B fight then team B would shoot the difference in players who participated-- 4 free throws, ball at division line and ALL 6 personnel who participated ejected to bench).***

**NOTE: (GHSA) MERCY RULE:** If a team is leading by 40 points at the **Half**, the losing coach **MUST AGREE** to invoke the mercy rule. If the answer is yes, then the 3<sup>rd</sup> and 4<sup>th</sup> quarters will be shortened to 6 minutes.

If a team leads by 30 points going into the 4<sup>th</sup> Quarter--**MERCY RULE IS AUTOMATIC!!** 4<sup>th</sup> quarter will be 6 minutes.

If you **start** the Mercy rule it is applied through the entire game!

# KEYS FOR GREAT GAME:

1. WORK HARD IN “CENTER” POSITION—CALL ILLEGAL SCREENS/OFF BALL CALLS! WATCH FOR DISPLACEMENT IN ALL POSITIONS!
2. STAY IN YOUR PRIMARY (DON'T BALL WATCH).
3. WE WILL *TRUST* OUR PARTNERS!
4. CALL THE OBVIOUS—REFEREE THE DEFENSE! MAINTAIN HIGHEST LEVEL OF CONCENTRATION.
5. MANAGE THE CONTEST WITH THE LIGHTEST TOUCH.
6. REMEMBER THE 4 C'S –CONCENTRATE, COMMUNICATE, CONFIDENCE, AND CONSISTENCY
7. WATCH THE PLAY START, DEVELOP, and FINISH—HAVE A PATIENT WHISTLE
8. MOST OF ALL HAVE FUN AND ENJOY!!!!!!!!!!!!!!!!!!!!!!