



2014-2015 Basketball Pregame

1. Current / Recent GHSA Bulletins / Rule Changes(asterisk new rules)
2. Game Script
 - a. The use of electronic devices is permitted during the game.*
 - b. Non-Media Game. (iPad-Stats only, no videos.*
 - c. No use of megaphone or any electronic communication device @courtside.*
3. Review Recent New Rules
 - a. Team Control Fouls / Point of Interruption
 - b. Loose Ball / Interrupted Dribble
 - c. 6 feet closely guarded – front court – holding or dribbling
 - d. Timers Mistake
 - e. Only Head Coach can request a timeout from the bench
 - f. 20 seconds to replace disqualified player - horn at 15
 - g. Head/sweat bands – same color as shirt – or white – consistent logos among team
4. Points of emphasis
 - a. Post Play – (BENT ELBOW and/or HAND – antenna go up)
 - b. Each official MUST be consistent on verticality
 - c. Hand Checking – (NOT ALLOWED Call It One touch no two hands)
 - d. Screening - Cutting
 - e. Rebounding
 - f. Three second violations
 - g. SECONDARY DEFENDERS
5. Scoring /Timing procedures
 - a. Substitutions
 - b. Technical Fouls
 - c. Fighting (The head coach may enter the court where a fight may break out-or has broken out-to prevent the situation from escalating*
 - d. Bonus situation

e. End of game procedure

6. Game Tempo

- a. The product on the court - Foul selection
- b. Violations
- c. Consistency in calls

7. Game awareness/management

- a. Dead ball situations
- b. Bench decorum
- c. Crew communication
- d. Resuming play – FT and TI
- e. Focus

8. Clock awareness

- a. Know the status of the clock
- b. Sweep the floor before resuming play
- c. Bonus situations

9. Floor Coverage

- a. Basic rotations
- b. Off ball – ball side coverage
- c. Switches / reporting fouls – go to table side
- d. Pressing situations - Ball transition
- e. Line calls - Double whistles
- f. Curl Plays - Expanding coverage areas

10. Keys to a great game

- a. Call in your primary and trust your partners to do the same
- b. Manage the game – highest level of concentration – softest touch
- c. Clock awareness
- d. Work the system
- e. Find and referee the defense
- f. Crew communication

11. Q and A

- a. Team tendencies
- b. Player tendencies
- c. Enjoy the experience