


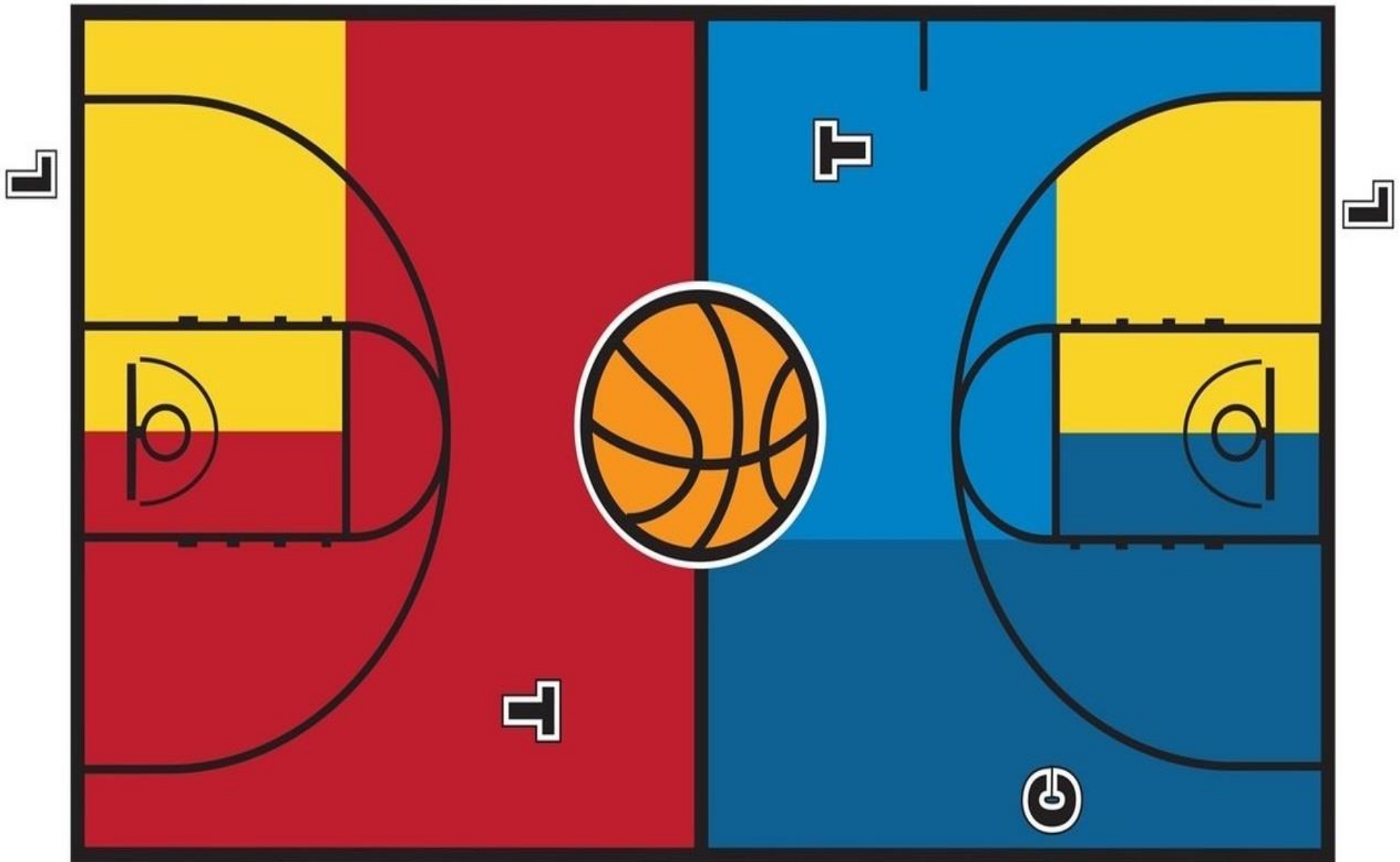


PRE-GAME 2022-23

- **NEW**
RULE CHANGES: DON'T KICK A RULE
>ADDRESS UNIFORM ISSUES IN WARM-UPS
👉 POINTS OF EMPHASIS (POE's)
👉 DISCUSS TEAMS/COACHES
- **ATYPICAL PLAYS:** GET KIDS TO BENCHES
>DISCUSS AT CENTER CIRCLE
(always complete the rules)
- **ON FLOOR:** 15:00 >CAPTAINS14:00 >CHECK BOOKS 12:00 >COACHES 1:30
(this buys crew 2:00 before any Technical must be given)
- **JUMP BALL:** BE READY TO REFEREE!! > 10 PLAYERS> STOLEN TIP> VIOLATIONS/FOULS >POSSESSION ARROW
- **GAME FLOW/TONE:** FOM >R-S-B-Q>POE's >PLAYERS & COACHES WILL ADJUST >SET TONE EARLY!
- **POST PLAY:** CLEAN UP EARLY >TALK TO PLAYERS IN POST TO PREVENT >3 SECS >1ST ILLEGAL CONTACT >LOOK FOR HOOKS, HOLDS, CLAMPS, KNEES, DISPLACEMENT, FACE UP
- **FOM WITHOUT BALL/SCREENING:**
>DEFENDER MUST BEAT CUTTER TO SPOT >SCREENS = SET, THEN ROLL >CONTACT & MOVING >NO HOLDS, REROUTES/REDIRECTS/PUSHING THROUGH SCREENERs
- **BLOCK/CHARGES:** KNOW YOUR PCA> REFEREE THE DEF >FIND 2ndry DEFENDER >EST. & MAINTAIN LGP/PATH >ALL OFFICIALS HOLD >YIELD TO LEAD
- **SHOOTING:** PROTECT SHOOTERS FROM TOP TO BOTTOM> ALLOW SAFE RETURN TO FLOOR.
- **PASS & CRASH:** LEAD STAY WITH CRASH>C&T STAY WITH PASS.
- **COMMUNICATION:** 
 - **VERBAL:** OVER COMMUNICATE >HELP WITH SHOOTERS, 1 & 1 & DOUBLE >CREW SHOULD KNOW ALL INFO AFTER WHISTLE BLOWS >DELAY OF GAMES> TABLE/SUBS
 - **NON-VERBAL:** >EYE CONTACT BEFORE BALL BECOMES LIVE >SCAN TABLE/SUBS, CLOCK & PARTNERS >BODY LANGUAGE ACCEPTING OR GETTING OFF PLAYS
- **COACHES:** QUESTION? RESPOND (SHORT) >ANSWER-MOVE ON >IGNORE STATEMENTS >TOOLS/LEVELS WE CAN USE >DON'T ANSWER FOR CO-OFFICIALS >ENFORCE COACHES BOX >WARNINGS TO TECHS>OPTION THINKING
- **TECHNICAL FOULS:** SLOW DOWN >COMMUNICATE WITH CREW 1ST >NON-CALLING OFFICIAL- *"WHAT DO WE HAVE?"* >CALLING OFFICIAL GO OPP. TABLE OR CAN COMMUNICATE WITH COACH IF THEY REQUEST ELABORATION.
- **FIGHT/ALTERCATION:** CLOSEST OFFICIAL INTERCEPT- *"RESPONDER"*>2nd CLOSEST ENGAGE *"INITIATOR/AGGRESSOR"*>FURTHEST OFFICIAL TAKE CARE OF BENCHES w/ BIG PICTURE MENTALITY
- **PLAY CALLING:** DON'T GUESS>SEE WHAT YOU CALL, CALL WHAT YOU SEE> RESPOND DON'T REACT
>START>DEVELOP>FINISH!!!!
- **DOUBLE WHISTLES:** >KNOW YOUR PCA> HOLD/COMMUNICATE> UNDERSTAND SITUATION
- **PCA:** REFEREE STRONG IN PRIMARY >BE PATIENT IN SECONDARY-*HIGH CERTAINTY ONLY*>CADENCE WHISTLES ON PLAYS THAT LEAVE YOU >READY FOR PLAYS THAT CURL TO YOU >REFEREE WHERE PARTNERS CAN'T >ANY OFFICIAL GRAB *OBVIOUS* ILLEGAL/INTENTIONAL PLAYS >HELP CREDIBILITY/GOOD FOR THE GAME
- **OFF BALL/DEAD BALL:** >WHEN BALL IS DEAD WE ARE ALIVE! >DISRUPTORS >PLAYERS GOING TO TIMEOUTS CROSSING PATHS >CLEAN UP ISSUES
- **REBOUNDING:** >T & C STAY! >DON'T BAIL >GET FIRST ILLEGAL ACTION
- **PRESS & TRANS. COVERAGE:**
>STRONG/ACTIVE CENTER >CREW MOST VULNERABLE>REF WHERE PARTNERS CANNOT
- **FINAL THOUGHT:** NFHS MECHANICS & SIGNALS>WORK HARD -ANGLES & OPEN LOOKS >STAY HIGHLY FOCUSED NO MATTER SCORE >PROFESSIONAL & GREAT PARTNERS!



2-Person Coverage Scorer/Timer 3-Person Coverage



NFHS & NCAA Men's Coverage