

Responsibilities of Officials after receiving game assignments

- Accept game in a timely manner
- Referee to communicate with co-officials as well as Home Team Coach confirming date, time, transportation arrangements and COVID-19 procedures at least 48 hour prior to game date.
- Arrival to game site – **1 hour prior to game start time**
 - This allows for those officials to decompress, “catch-up” with their partners, get any required medical attention, dress and stretch out and still have enough time to conduct a proper pregame conference.

The Three C's to a Successful Game

Communication

Verbal and non-verbal cues should be used to communicate between officials. Body positioning should be used by partners to determine whether an official is on or off ball coverage.

Consistency

It is important for the crew to be consistent at both ends of the court, as well as consistent in what each official is calling. Officials should be cataloguing all calls to ensure that their calls “fit” with what is been called, or not called, throughout the game.

Concentration

The crew must remain focused for the entire game, particularly during dead ball periods. Heightened awareness for the last 2 minutes of the first and second half are crucial.

Pregame Responsibilities

Upon arrival on the court:

- U1 and U2 check their respective teams for illegal or improper equipment
 - All officials should seek to identify atypical moves by ball handlers (left- or right-handed, post players and three point shooters)
 - 15:00:** Officials arrival on the court
 - 14:00:** Captains' Meeting conducted by R
 - 12:30:** R goes to table to meet with table crew
 - Remind scorer to watch foul being reported
 - Clock for horn sound/loudness and reset capability
 - Remind timer to hold subs until beckoned
 - Remind timer not to start timeout clock until signaled
- 2:30: Greet coaches together; visitors first COVID-19 Procedures**

To Have a Great Game, We Need...

To work as a team

No individual is greater than the crew; the crew will sink or swim together

To communicate with each other

Communication helps to maintain consistency, anticipate problems and reduce late game mistakes

To be approachable to players, coaches and partners

Working relationship with game participants is important to having a smooth game

To have great game management

Manage dead ball situations to improve the game

2019-20 POINT OF EMPHASIS Cont.

Palming/Carrying

Across the country, more and more players are being allowed to illegally dribble the basketball. Likely, a combination of increased viewing of other players doing this act and poor enforcement of the rules by officials has led to this decline in proper fundamentals.

The dribble begins by pushing, throwing or batting the ball to the floor before the pivot foot is lifted. (4-15-3) The act of palming/carrying is when the dribbler allows the ball to come to rest in one or both hands and then continues dribbling. (4-15-4b) This causes the dribble to end and is a violation.

Clarification of Intentional and Flagrant Fouls

There is a distinct difference between an Intentional Foul and a Flagrant Foul. A foul should be ruled an Intentional Foul when a player, while playing the ball, causes excessive contact. It should be called away from the ball when it's a non-basketball play. These are considered either personal or technical fouls.

A Flagrant Foul is violent in nature or a noncontact play demonstrating unacceptable or uncivil behavior. The penalty for a Flagrant Foul is immediate ejection.

There is a concern that there is lack of enforcement for Intentional Fouls. Fouling has become a strategic part at the end of game and officials need to understand the differences between common fouls, Intentional Fouls, and Flagrant Fouls and have the conviction to make the correct call.

5-6-2 EXCEPTION 4

Clarifies the process to be used when a technical foul is ruled after the ball becomes dead to end a quarter or extra period

Philosophy of Officiating

Allow Freedom of Movement

Player should be able to move freely on the court, subject to legal guarding and screening principles.

Call Obvious Fouls and Rough Play

Basketball is a contact sport. There will be legal and illegal contact. Obvious illegal contact is a foul. Aggressive or physical play is legal; rough play is not and must be penalized.

Incidental Contact is Not A Foul

Contact that does not create an advantage or disadvantage is incidental and not a foul.

Call Plays, Manage Situations

CALL plays based upon what players and coaches do.

MANAGE dead ball situations to improve the quality of the game.

Protect the shooter

Referee the defense and be aware of the offense

Take of business early

- Hand checking
- Post play
- Illegal Screens
- 3-seconds in the lane
- Block/charge

Positioning for open look

Get to where you need to be to call what you need to call

Patient whistle

Let the play develop, see the whole play (anticipate the play, not the foul)

Attitude and Ego

Game Management

Opening tap: Re-loss if necessary; get arrow right

Benches: Lend an ear, but do not let it be abused

Use head coaches to control benches

Get all rules right: conference until all are agreed on rule and its application

Communication as a crew:

- Verbal and non-verbal
- Help/changing calls: look before blowing
- Warnings to players/bench personnel

Heightened Awareness:

- Dead ball periods
- Timeout requests to stop a run or at the end of the game
- Players returning to or leaving benches at timeouts or intermission
- End of game: steal/trap/foul

Game Fight Procedures

Aggressive vs. rough play: Displacement trumps all.

Non-basketball plays are a foul

Patient whistle: let play develop and finish:

- Vertically/blocked shot: vertically likely only "inside"
- Spin move to the goal
- Dribbler contact (location on floor, drive to basket)

Foul awareness:

- Consistency
- Disparity (affected by how teams play)

Rules and Mechanics Revisions 2020-21

2020-21 COMMENTS ON THE RULES

TIMER'S DUTIES 2-12-5: The intent of the rule change is to avoid gamesmanship and ensure the time for replacement remains within the rules. This rule change makes 2-12-5 consistent with 2-12-4 "second horn" requirement.

FORFEITURE, PROTEST, INTERRUPTED GAME 5-4-1, 2: When a coach has been removed, this rule clarifies that if no other coach or school personnel are available, then the game is forfeited unless state association rules determine otherwise.

HEAD COACH'S RULE 10-6-Penalty: To clarify that officials are not required to issue a warning prior to issuing a technical foul. However, they may issue a warning when the offense is judged not to be major.

2019-20 POINT OF EMPHASIS

BLOCK/CHARGE

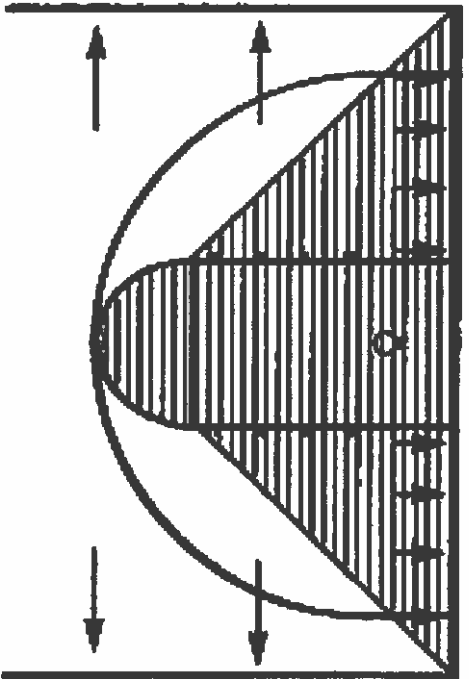
By definition, "a block or charge foul" occurs when a defender impedes his/her opponent to stop him/her from going in that direction. If he/she does not obtain a legal defensive position and contact occurs, it is a blocking foul.

The obtaining and maintaining of a legal guarding position on a player with and without the ball has been a point of emphasis over the years, but yet, remains one of the most difficult plays to coach and officiate.

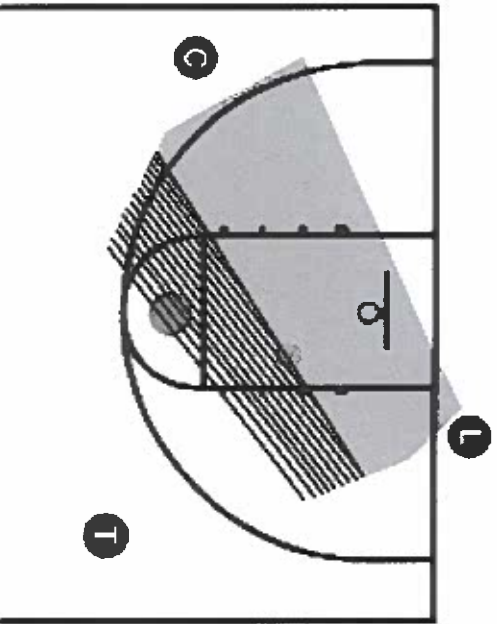
Use of proper signals and the reporting area

One of the most important tenets of good officiating is good communication. The easiest and quickest way for officials to establish credibility is to effectively communicate with players, coaches, spectators, and the scorer's table during a high school basketball game. When officials properly and effectively communicate with all stakeholders during a contest, their judgment is less questioned, their confidence is heightened, and their over-all game management is improved.

THROW-IN SPOT



FREE THROW



Clock Awareness

All members of the crew must be aware of the time on the game and shot clocks, both when they are stopped and when they start.

If a crew member is certain of the correction, make the correction

If a crew member is not sure of the correction, conference as a crew and the R will confer with the table personnel

One minute reminder in each half

- Lockdown preferences

End of Half/Game

Two clocks, rotation; one clock, lock down preference

Late in the game, get together during timeouts to review score, team and player fouls, AP arrow and timeouts remaining

Center or Trail Opposite Table has last shot (Help should give if overloaded)

Remind scorer to look to R for “thumbs up” to verify final score

USE OF PROPER TERMINOLOGY

- Backboard (NOT Glass)
- Division Line (NOT Center, Mid-Court, or Time Line)
- End Line (NOT Baseline)
- Fumble (NOT a Muft)
- Goal (NOT Basket)
- Grant Time-Out (NOT Call Time-Out)
- Held Ball (NOT Jump Ball)
- Obtain (NOT establish)
- Officiate Game (NOT Call)
- Request Time-Out (NOT Call Time-Out)
- Ring (NOT Rim)
- Screen (NOT Pick)
- 60-Second Time-Out (NOT Full Time-Out)
- Traveling (NOT Walk)

Court Coverage

Stay in primary area; trust your partners

Lead should look for reasons to rotate early in the game; avoid rotation in "triple threat" situations

Rotations: regular versus end of half/game

Areas of intersection: do not give up the ball unless partner has clearly accepted it

"Strong" Center must referee plays to the basket

Active Trail on traveling in the paint and in front of the Lead

Look for competitive match-ups in primary; if none, extend vision

Center and Trail responsibility for curl plays to the basket

On all whistles: Check partners for double/triple whistle and/or preliminary signals

Double/triple whistle: give up to primary unless multiple fouls in a row

"Fishing in someone else's pond"/high certainty calls: does the call fit the game?

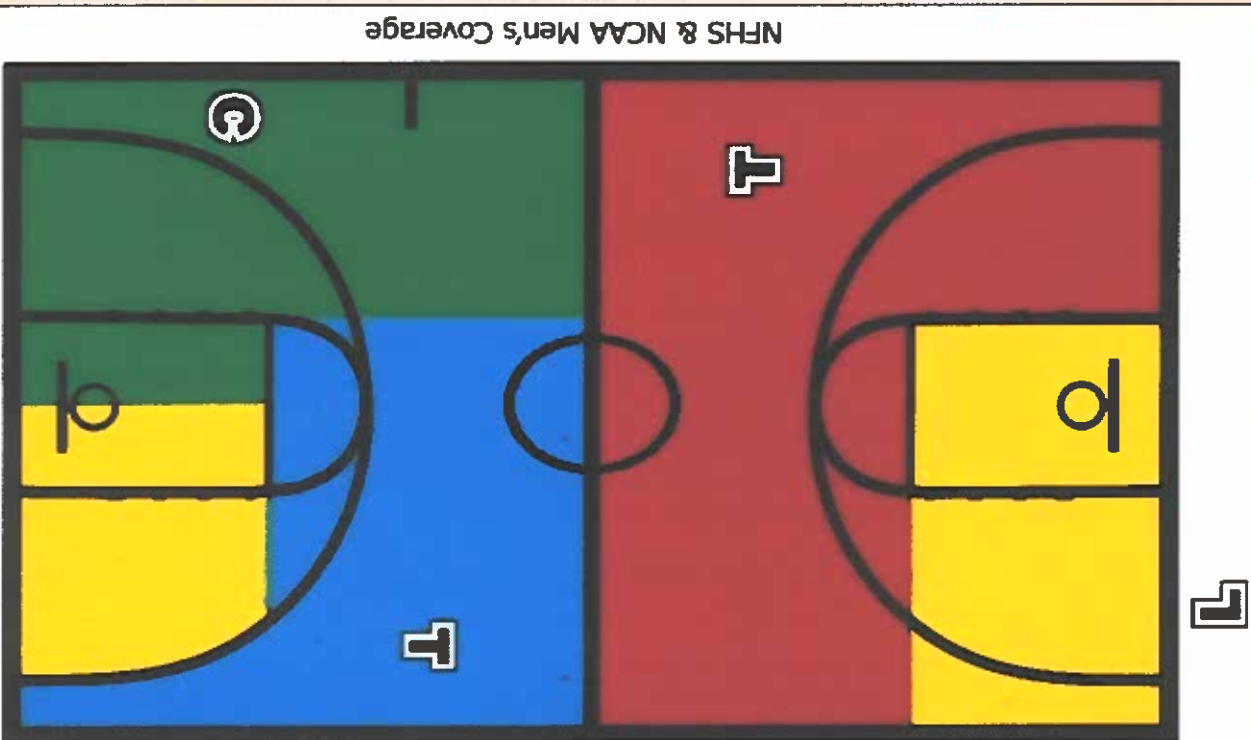
Lead closed down: secondary/rebounding responsibility

Press situations: Center stay to help

Help calls:

- Out of bounds
- 3 to 2 point goals (or reverse)
- Shooters
- Goal Tending / Basket Interference
- Pass / Crash

Asking for vs. giving help; how to "ask/give."



2 - Person Coverage

SCORER/TIMER

3 - Person Coverage