

Communications and Pre Game

- 1. Communication is what makes a Team Strong**
- 2. The Biggest Communication problem is we do not listen to understand we listen to reply**
- 3. Consistency and Communication is really everything**
- 4. Communication is the real work of Leadership**
- 5. People may **HEAR** your words but they **FEEL** your **ATTITUDE****

Professionalism

The skill good judgment and polite behavior that is expected from a person who is qualified to do a job.

5 Important keys to being a True Professional

- **Character**
- **Attitude**
- **Excellence**
- **Competency**
- **Conduct**

Professionals are:

- **Trustworthy**
- **Competent**
- **Respectful**
- **Act with Integrity**
- **Considerate**
- **Empathetic**
- **Courteous**
- **Dependable**
- **Cooperative**
- **Committed**
- **Accountable**
- **Supportive**

- 1. DON'T BE IMPATIENT WORK HARD AND PUT IN SINCERE GENUINE EFFORT**
- 2. WHY DO YOU THINK YOU'RE READY**
- 3. FIND A MENTOR / BE A MENTOR**
- 4. LET OTHERS SOUND YOUR HORN / THE SOUND WILL TRAVEL FAR**
- 5. LET THE WORK YOU PUT IN SPEAK FOR ITSELF**
- 6. THERE ARE THINGS THAT YOU HAVE TOTAL CONTROL OF (attitude, work ethic, effort)**
- 7. DON'T CUT CORNERS IN YOUR DEVELOPMENT**
- 8. FIND WHAT WORKS FOR YOU BE A SPONGE SOAK UP INFO AND KEEP WHAT WORKS**
- 9. WHEN YOUR TIME COMES BE READY**
- 10. IT'S ALWAYS WHAT'S RIGHT AND NOT WHO'S RIGHT**

OFFICIATING PHILOSOPHY'S

- **Follow the Officiating Guidelines / not your own**
- **UNDERSTAND THE POE / AND HOW TO APPLY THEM**
- **OFFICIALS HAVE TO BE ON THE SAME PAGE**
- **DON'T HAVE YOUR OWN AGENDA**
- **KNOW THE RULES (Somebody will be better prepared (listen)**
- **GIRLS GAME vs BOYS GAME (they are different)**
- **DON'T JUST HAVE THE LET THEM PLAY ATTITUDE (issues will arise)**
- **COACHES AND PLAYERS WILL ADJUST**
- **RULES RULES RULES (not yours the books)**
- **WHERE YOU ARE IS PROBABLY WHERE YOU SHOULD BE**
- **PRE-GAMES ARE VERY IMPORTANT (even if just for a few minutes)**

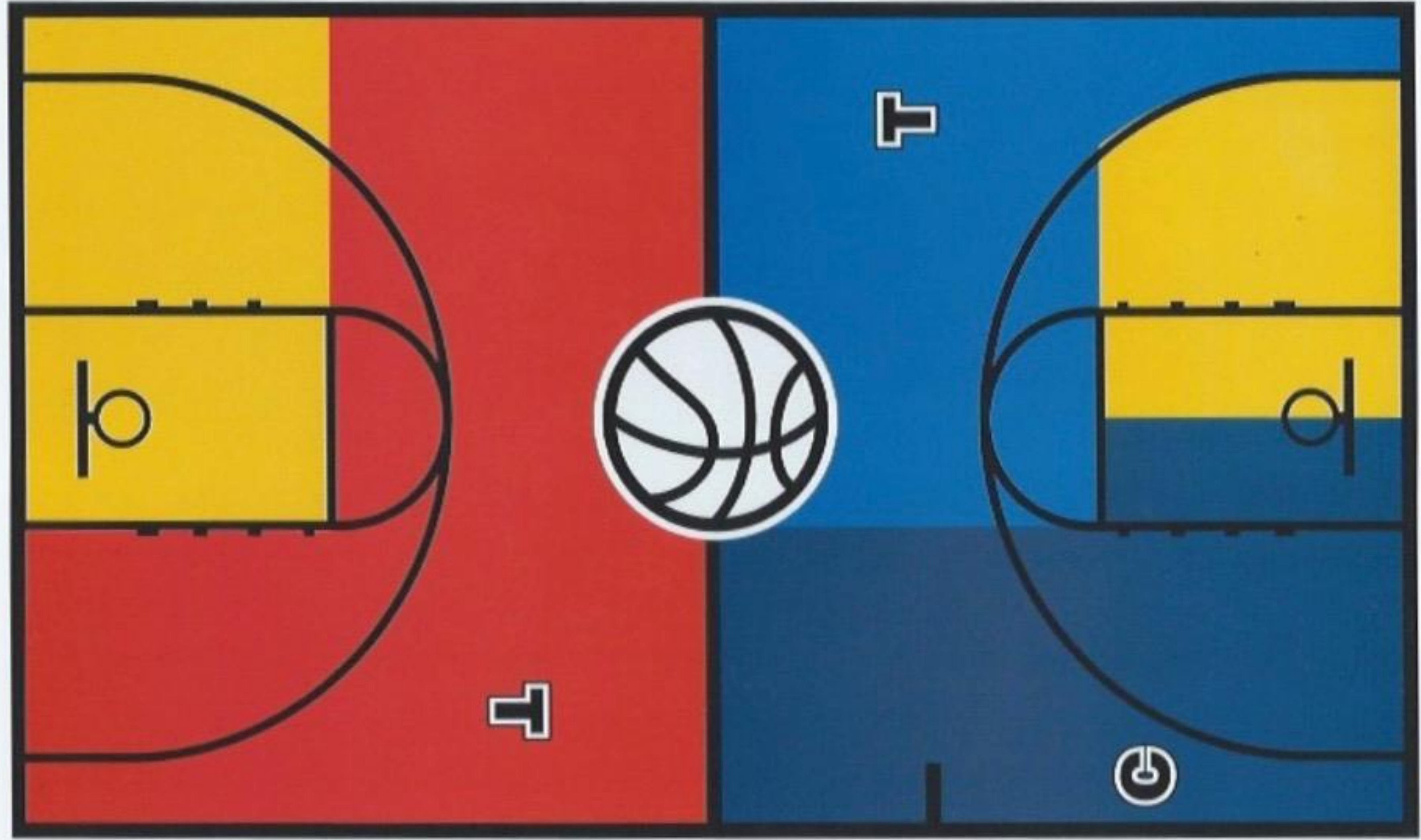
Conclusion

- 1. Start with Self RESPECT**
 - 2. leave Personal Unexpressed feelings at the door before entering the Gym**
 - 3. Determine Your Values**
 - 4. Attention to HOW YOU communicate**
 - 5. Keep PERSONAL ISSUES AT HOME**
 - 6. Be Polite in speech and Body Language**
- Take a Leadership role whenever possible**

2 - Person Coverage

SCORER/TIMER

3 - Person Coverage



- **Five Points to a Great Game**

- **Trust your Partners (Global Awareness / Local Understanding)**
- **Stay in your primary (exception / obvious call)**
- **Clock Management (All Officials)**

- **Work the System (Understand the NHF coverage)**
- **Referee the Defense (beware of the Offense)**

2. New Rules

- **Talk about any Rule Changes (New and Past Year)**

3. Scoring / Timing Procedures

- **Correctable Errors**
- **Technical Fouls**
- **Atypical Plays (Dbl fouls, Technical etc.)**

4. Points of Emphasis

- **Hand Checking, Post Play, POV,**
- **New and Past Year**

5. Tempo Setting Plays

- **Hand Checks, Traveling, 3 Sec, Illegal Screens, Taunting, Good Block Shots, Block/Charges, etc (WE SET THE TEMPO)**

6. Game Management

- Dead Ball Management (coaches, players, bench personnel)
- Be Professional at ALL times (answer questions, NO Response to Statements)
- Unusual situations (correctable errors, timing etc. have BOTH Coaches available)
- Stay with Plays (especially hard /legal Fouls)
- Slow Down Communicate with your Partners (entire Game)
- Where are Administrators (in the event there is an OFF THE FLOOR SITUATION)
- Game Clocks (be aware of non starts-early starts (there is no do over rule)
- **Fights** Be aware of rivalry matchups as well as individual matchups
- Use your voice and whistle to get players attention
- **DON'T TOUCH HOLD OR GRAB PLAYERS** (Liability concerns)
- Be aware of the Bench area (know who can come off to help)
- Know how to access penalties (shots, ejections, etc)

7. Clock Management(ALL OFFICIALS SHOULD BE AWARE)

8. Rotation and Floor Coverage

- referee NEW Responsibility after rotation (T, L C)
- Know coverage area as T, L, C

9. Lead Positions

- Wide and Close Down
- Look for reasons to rotate (Zones don't eliminate need to rotate)
- Use your voice (preventive officiating)
- Get good rebounding angles on shots (work wide on jump shots/ close down on drives to the basket)
- Relax (sneak a peak on 3s from the corner)

10. Center Position

- Referee plays to the basket
- look for curl plays
- Find a good starting point (not too high/low)
- The ball and players determines your movement (don't get straight lined)
- Double whistles in the lane

11. Trail Position

- Find a good starting point (28ft mark and work from there)
- Look for curl plays (referee where the L can't)
- Referee OFF the ball when the L is on the ball (eye contact)
- Referee on the floor (not standing on the sideline)
- Don't work too high / low keep ALL players within the TRIANGLE
- Basket interference and Goal tending
- Know your Lines (side/center court)

12. Referee Strong

- When the Ball and plays go away from you
- Know PRIMARY / SECONDARY

13. Double Whistles

- MAY go to PRIMARY (make eye contact)

14. CALL THE OBVIOUS

- Don't Guess (get the play right)

15. HAVE A PATIENT WHISTLE (on block shots and rebounding plays)

16. Illegal Screens (there is NO such thing as a MOVING SCREEN)

- where and how they are set
- impact on the play
- did the defender PUSH through
- did the OFFENSIVE player have their BASE outside the shoulders
- Time and distance
- Blind screen /Side screen

17. Tripping

18. Review ATYPICAL situations

- Fights (review rule 10; participate / non-participate)
- Intentional Fouls
- Flagrant fouls (personal / Technical / ball placement)
- Double Personal
- Double Technicals

19. End of Quarters / Half / Game

- **who will take ending shot**
- **last few minutes get together on time outs**
- **when do we NOT rotate to maintain transition integrity**
- **everyone has an opinion on shot especially 3 in the corners**
- **when / how do we leave the floor**
- **check the book, arrow, etc**

20. Be aware of

- **Team and personal fouls**
- **Score and time**
- **Always continue communications**

21. Concentrate / Focus until the final horn

Discuss the following

- **Opening Jump ball situations - possession arrow**
- **Warning to Coaches / Players (communicate)**
- **Help Areas / out of bounds, 3pt shots, Intentional Fouls**
- **changing 3/2 and vice versa**

- **Stay with shooters**
- **Blood situations, Injuries, contacts (know the time frame)**
- **Pass and crash (shot or pass)**
- **Responsibility for subs**
- **Disqualified player (time frame)**
- **Crew Support of partners calls**





















FIVE ITEMS FOR THAT GREAT GAME

- **Teamwork**
- **Communicate**
- **Be Approachable**
- **Be Professional**
- **BE A GREAT GAME MANAGER**



OFFICIAL NFHS BASKETBALL SIGNALS

Starting and stopping clock	Start clock 1 	Stop clock 2 	Stop clock jump ball 3 	Stop clock for foul 4 	Stop clock for foul (optional bird dog) 5 	Information	Directional signal 6 	
	Throw-in designation 7 	Visible counts 8 	Beckoning substitutes 9 	60-second time-out 10 	30-second time-out 11 		Not closely guarded 12 	Tipping ball 13
	Shooting/scoring	No score 14 	Goal Counts 15 	Points scored 16 	3-Point attempt score 3-Point made 17 		Bonus free throw 18 	Signal free throw 19
				Use 1 or 2 fingers after signal 15				

Violations	Delayed lane violation 20 	21 Traveling violation 	Illegal dribble 22 	Palming carry 23 	Illegal use of hands 31 	Hand check 32 	Holding 33 	
	Over back 24 	3-Second violation 25 	5-Second violation 26 	Fouls	Blocking 34 	35 Pushing charging 	Player control 36 	Team control 37 
	10-Second violation 27 	Free throw designated spot violation 28 	Excessive swinging elbows 29 		Kicking 30 	Intentional foul 38 	Double foul 39 	Technical foul 40 