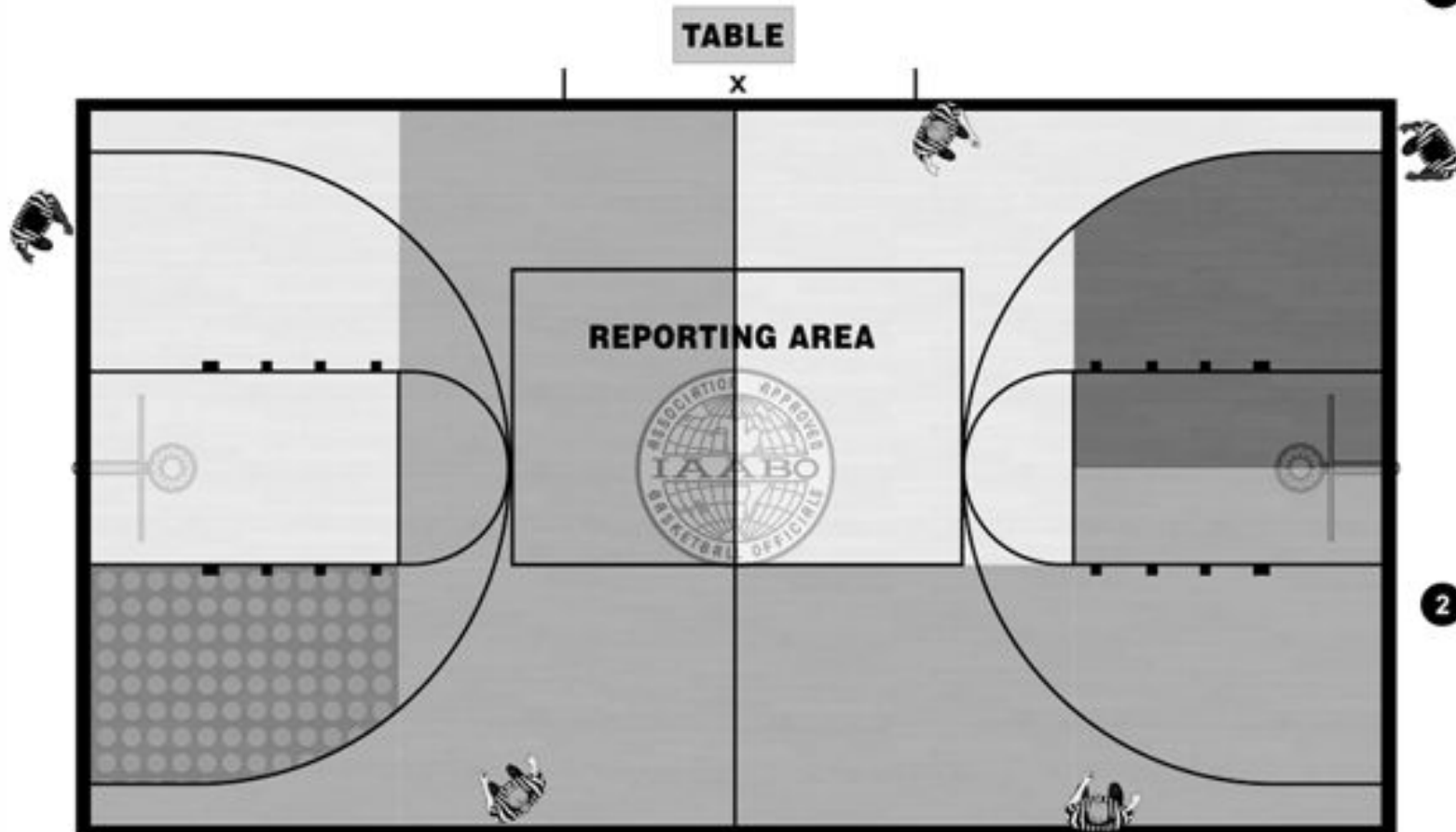


2024-2025 OFFICIALS' PRE-GAME CONFERENCE CARD



1 PRE-GAME RESPONSIBILITIES

Crew of Two (Co2)

Referee: Observe Visiting Team

Umpire: Observe Home Team

Crew of Three (Co3)

Referee: Observe from division line

Umpire 1 : Observe Home Team

Umpire 2: Observe Visiting Team

Crew of 2 and 3 (Co2, Co3)

Pregame: Identify Site Administrator

@ 12 min: Referee checks scorebook

@ 10 min: Coaches/Captains' mtg;
identify medical personnel

2 JUMP BALL RESPONSIBILITIES

Crew of Two (Co2)

Referee/Tosser: Observe jumpers,
proper toss, check arrow

Umpire: Rule on toss, non-jumpers,
start clock

Crew of Three (Co3)

Referee: Proper toss, check arrow

Umpire 1: Rule on toss, observe
jumpers, start clock

Umpire 2: Observe non-jumpers

produced by:



POSITIONING & COVERAGE RESPONSIBILITIES IAAB

3 COURT COVERAGE

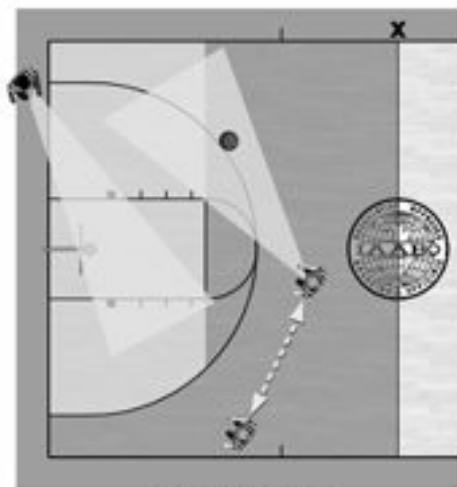
Trail: Starting position is 28' mark, sideline-oriented. Be active, position-adjust for "open looks." Co2: Work arc to basketline to cover match-ups across court in PCA, wrap back and close down on tries.

Center: Starting position is free-throw line extended, heels on sideline, maintain focus on PCA, help in SCA if needed, remain and read before rotating/transiting. Transition coverage extends across the court.

Lead: Use A-B-C technique. Obtain depth (4' to 6'), maximize field of vision without watching ball outside PCA, primary coverage on block/charge in lane, focus on rebounding action during tries.

4 PRIMARY COVERAGE AREA (PCA)

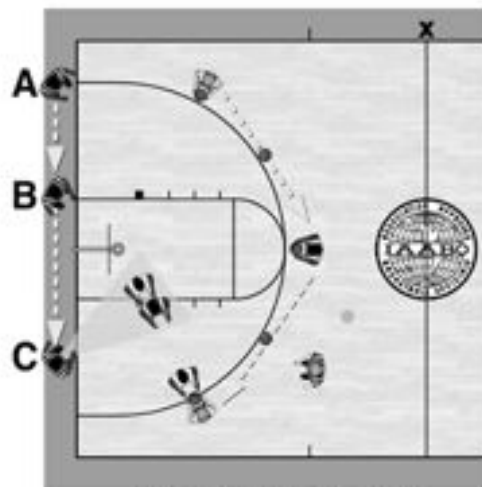
- Accept ball when it enters PCA, release ball when it leaves PCA.
- Start closely guarded counts in PCA, maintain outside PCA.
- Line/throw-in responsibilities – ensure use of proper spot.
- Three-point try coverage – only one preliminary signal.
- Avoid/minimize/handle double or multiple whistles.
- Pass/crash coverage – direction of the pass dictates coverage.
- Ruling outside PCA – use **3 B's - Be late, Be right, Be needed!**
- Stay with shooters! - up, down, next move, then rebound.
- Press coverage – Co2 Lead / Co3 Center – remain and read, help if two or more competitive match-ups in backcourt..



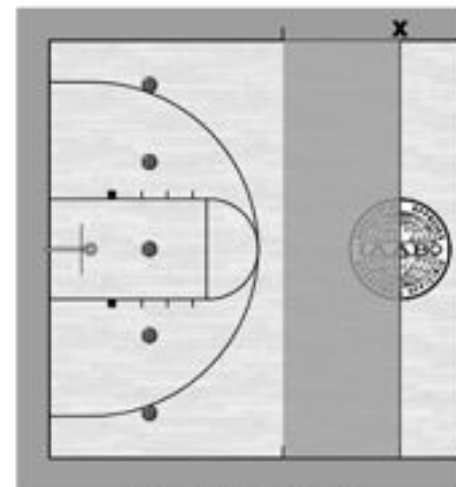
CREW OF 2
TRAIL WORK THE ARC
LEAD EXPAND PCA



CREW OF 2
LINE COVERAGE
ABOVE FT LINE EXTENDED



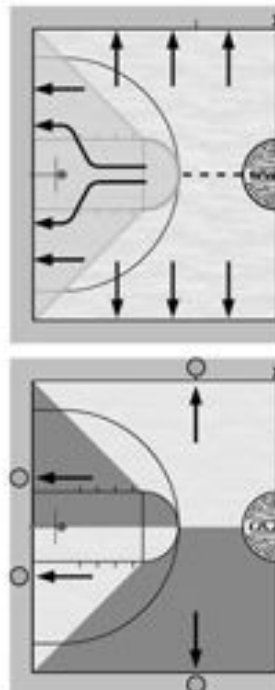
LEAD BALL SIDE /
ROTATION



TRAIL AVOID
"PENALTY BOX" WHEN
BALL BELOW FT LINE

5 THROW-IN PROCEDURE

- **Frontcourt:** Out-of-bounds go to nearest spot. Other stoppages go to nearest of four designated spots.
- **Backcourt** – nearest spot.
- Check table/clocks, visually sweep floor (5 on 5), and make eye contact with partner(s) before putting ball in play.
- After time-outs and intermissions, also make eye contact with timer before putting ball in play.
- Bounce or hand ball as appropriate.
- Backcourt endline: verbalize / signal type of throw-in.



6 COMMUNICATION

- Maintain eye contact with partner(s) throughout the game.
- Dead ball efficiency – visually sweep floor – ensure 5 on 5.
- Table – who will beckon subs?
- Indicate throw-in spots.
- Partner help – help offered/needed procedures. (Out-of-bounds, 2-pt vs. 3-pt try, tipped ball, count/cancel score).
- Check clocks on possession changes and whistles.
- Communicate time and score near the end of a quarter.
- Communicate bonus situation – avoid correctable errors.
- Last-second try – responsibility and communication.

7 TIME-OUT PROCEDURE

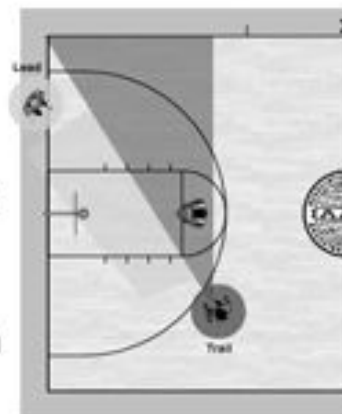
- Each team allotted three 60-sec. and two 30-sec. time-outs.
- Be sure request can be granted before stopping play.
- Identify throw-in spot or confirm shooter with partners before reporting to the scorer from the foul reporting area.
- Positioning – 30-sec, 60-sec, between quarters, injury situations.

8 FOUL PROCEDURE

- Ruling Official – **Use proper signals!** Don't rush. At site of foul: stop clock, count / cancel goal, verbalize color and number of offender, type of foul, identify shooter or indicate spot.
- Non-Ruling Official(s) – make eye contact, "body freeze " (1-2 seconds) then visual freeze on players, help identify shooters, initiate switches.
- Intentional/Flagrant/Technical Fouls – brief meeting (while keeping eyes on players) to ensure proper procedure.

9 FREE THROW COVERAGE

- Ensure proper shooter and lane alignment.
- Lead: position-adjust as needed.
- Center (Co3) / Trail (Co2):
 - Position 1/2 way between lane and sideline
 - Responsible for the shooter
 - Flight of ball, close down on release
- Resume normal rebounding coverage on same side of basketline once try is released.
- Penalize distraction and other violations.



RULES REVIEW AND REMINDER



10 RULES CHANGES

- **Blood:** Allow 20 seconds for a player to address any minor blood issue before being directed to leave the game.
- **Basket Interference:** A player touching the net while the ball is on or within the basket is legal if there is no impact on try.
- **Faking Being Fouled:** First infraction is a team warning. Team technical for any subsequent offense.
- **Pregame Technical Fouls:** Administrative/bench technical fouls "offset" if same number is committed by each team.
- **Screening:** Wide stance is legal if contact is only on screener's torso.
- **Throw-in Mistake:** Mistake shall be rectified before first dead ball, unless team control has ended.

11 POINTS OF EMPHASIS

- **Warning for Delay**
- **Faking Being Fouled**
- **Blood Procedures**

12 REMINDERS

- Enforce the rules regardless of time, score, game, team or player situation.
- It is critical to maintain our composure at all times.
- Be courteous and respectful to all participants.
- Respectfully answer questions from head coaches during dead ball periods; no need to respond to statements.
- Get it right, confer/ask for help when needed.

13 RULES REVIEW

- **Contact:** ensure freedom of movement is not inhibited (RSBQ).
- **Block/Charge:** did the defender obtain/maintain LGP?
- **Handchecking:** one or two hands on, arm bars, jabbing.
- **Screening:** time / distance, shoulder width, movement by screener.
- **Rebounding:** on back vs. over back, displacement.
- **Team Control:** loose ball situations, often still team control.
- **Verticality:** don't penalize defenders that stay within vertical plane.
- **Double Fouls:** personal/technical; fights, resume play at POI.
- **Intentional Fouls:** end-of-game contact, contact above shoulders, excessive contact.
- **Offense-Initiated Contact:** creating space to dribble, pass or shoot.
- **Traveling:** find pivot foot, jump stop, spin move, euro step, step back.
- **Carrying/Palming:** ball comes to rest, dribble has ended.
- **Three Seconds:** enforce, know when to suspend count.
- **Backcourt:** 3 exceptions – (jump ball, throw-in, defense).
- **Basket Interference / Goaltending:** Be ready. Be patient.
- **Continuous Motion:** may complete customary arm/foot movement. Allow plays to start, develop, finish – have a patient whistle.
- **Held Ball:** must be held firmly by opponents. Airborne player – was the pass/try prevented?
- **Blood/Injury Situations:** players may stay in game with time-out.
- **Concussion:** signs, symptoms, behaviors – direct player out of game.
- **Alternating Possession:** know and monitor arrow.
- **Resumption-of-Play Procedure:** place ball on floor when necessary.