

2 PERSON PRE-GAME CONFERENCE 2006-2007

A. Prior to Tip

1. Pre-Game Duties

Captains Meeting at 12:00

- "KISS"

Referee meets scorer/timer/secures game ball; Umpire stays across court

Scorer Meeting

-eye contact with reporting official

Timer Meeting

-when to begin timing timeout

-horn on DQ

-single/double horn on TOs/Quarters

Referee rejoins Umpire

Come back to meet coaches / table at 01:30

2. Opening Jump, Umpire:

-takes baseline, unless he is pinned by retrieval of tip

-is prepared to whistle for re-jump

-primary responsibility for jump-ball infractions/ball out-of-bounds

B. Mechanics

1. Half Court

Court division

Out of bounds opposite from trail

Grey areas:

-3 point shot (If both go up, lead drops)

-Closely guarded: w/in two feet of grey area, taken by trail; follow count

-Low post play

-Double whistle inside

Help from trail with: rebounding / wires above basket / ball over backboard

Block/Charge Coordination

Officiating block attempts

Off-ball coverage

Three second call - when?

Man w/ ball will indicate which way to box, but try to keep trail in same position

2. Full Court

Get the damn call right!

Move up court together, trouble area across from lead, ahead of trail

Pass/crash

Long switches (?)

3. Various

Ts

-Make sure other knows about warnings

-One/two man mechanics; make sure we meet to discuss, get situated

-Don't fail calling official

DQ procedure

-Calling official will hand off

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C. General

2006-07 Rule Changes/Pts of Emphasis

Philosophy of talking

Low-post play

Hand-checking

Make good eye contact during dead-ball periods/Constantly communicate!

Compete to be 1st to warn re 7th/10th fouls, under 0:30 in a quarter

After foul, make sure other knows exactly what's happening

Off-official:

must help pick up shooter

must not signal made basket on foul. Only verbal and only when asked for
shall signal in subs; whistle; open palm "stop sign"

"Get the call right" situations: "If you're 100% sure , we have to talk."

Especially scoring situations

OOB help

vs.

Overturning calls procedure

Do not come in unless we're changing call

Official with original call will correct his call

For obviously blown calls

Basket Interference/Goal Tending

For goal tending, ball must:

have a chance to enter basket,
be above the ring,
outside the cylinder, and,
on its downward flight.

Basket interference, if:

ball is touched in the ring or imaginary cylinder above the ring
ball, ring, or net is touched while ball is on the ring

Bring shooter back to the floor

Slapping the backboard

Bench conduct rule

Make the first call "be there"

TOs

Three full TOs, Two 30s

One additional per OT period

May buy reentry of injured/blood player

Before going to table, make other knows what type of TO it is

For correctable errors, coach may only use full TO

Positioning during TOs

full versus 30

At halftime, meet at midcourt

Last second shot:

Trail all the way, unless discussed

What reminder signal will we use?

What's called at one end is called on the other