

Basketball/Pre-Game Checklist

BASKETBALL/PREGAME CHECKLIST

- ADMINISTRATIVE PAPERWORK
- PHYSICALS
- CLOSED DATES
 - CONFERENCE/LEAGUE 'PECKING ORDER'
 - ANNIVERSARIES, VACATIONS, BIRTHDAYS, SPECIAL EVENTS
- CONFIRM GAME SCHEDULES WITH SUPERVISOR
- CONTACT SCHOOL TO CONFIRM GAME DATE/TIME/OFFICIAL'S ARRIVAL TIME
- CONTACT PARTNERS 48-72 HOURS IN ADVANCE – CONFIRM CREW AND CONFIRM TRAVEL ARRANGEMENTS
- PREPARE HOTEL ARRANGEMENTS IF NECESSARY
- PREPARE TRAVEL BAG OF REFEREE GEAR
 - EXTRA ITEMS IF NECESSARY (PANTS, SHOES, WHISTLES, CONTACT LENSES, ETC)
 - RULE BOOKS
 - REFEREE CONTACTS
 - PREGAME INFO
- GAME REPORTS
- SCORE
- OFFICIALS
- PROBLEMS WITH PLAYERS/COACHES/TABLE/ADMINISTRATION
- TECHNICAL FOULS/EJECTIONS
- TEAM HISTORY INFO FOR PREGAME
 - LEADING SCORERS
 - LEADING REBOUNDERS
 - LEADERS IN ASSISTS
 - HISTORY OF TEAMS PLAYING
 - COACHES

MISCELLANEOUS ITEMS TO HELP YOU IMPROVE AS AN OFFICIAL

- BASKETBALL'S 'LIFE ORDER'
 - SPIRITUAL
 - FAMILY
 - JOB

- EXPECTATIONS AS AN OFFICIAL:
 - 1) IMPROVE EACH GAME/SEASON
 - 2) IDENTIFY AREAS YOU NEED TO TARGET TO GET BETTER (EX – GAME MANAGEMENT). HAVE A HEIGHTENED AWARENESS OF WHAT'S GOING ON AT ALL TIMES
 - 3) HELP OTHERS
 - 4) IMPROVE RELATIONSHIP WITH PEERS
 - 5) (A) ATTITUDE
(B) WORK ETHIC
(C) BE ON TIME

EXCEL WHERE YOU ARE! HAVE A VISION OF WHERE YOU WANT TO GO (SET GOALS). CONQUER EACH LEVEL OF OFFICIATING YOU WORK. FOCUS ON THE IMPACT OF WHERE YOU OFFICIATE PRESENTLY. HAVE A CAREER PATH FOR YOURSELF. MAKE SURE YOU'RE READY FOR THE NEXT LEVEL!

OFFICIATING PERSPECTIVE:

- WHAT DO REFS THINK OF YOU AS A PARTNER OR CREW CHIEF?
- PERCEPTION – FIND OUT FOR YOURSELF WHO A PERSON IS OR WHAT THEY'RE ABOUT – DON'T ASSUME!
- MOST IMPORTANT THING IN OFFICIATING IS TO BE A GOOD PARTNER
 - CONTACT PARTNER BEFORE THE GAME
 - DISCUSS TRAVEL PLANS
 - MAKE SURE YOUR PARTNERS ARE COMFORTABLE
 - HELP YOUR PARTNERS BECOME BETTER
 - TAKE RESPONSIBILITY AS A CREW CHIEF
 - REPRESENT YOUR CONFERENCE/ASSOCIATION AS A PERSON

- MISCELLANEOUS ITEMS TO HELP YOU IMPROVE AS AN OFFICIAL:

- YOU ARE ACCOUNTABLE EVERY TIME YOU BLOW THE WHISTLE OR DON'T BLOW THE WHISTLE
- LISTEN TO PLAYERS AND COACHES – KNOW WHEN TO SPEAK, WHEN NOT TO SPEAK, AND WHEN TO GIVE TECHNICALS
- TECHNICAL FOULS:
 - F – DO THEY FIT THE SITUATION? HAVE YOU DONE EVERYTHING TO DIFFUSE THE SITUATION BEFORE GIVING A TECHNICAL FOUL?
 - E – IS THE TECHNICAL FOUL EFFECTIVE?
 - D – CAN YOU DEFEND THE TECHNICAL FOUL? REMEMBER, GAMES ARE TAPED – YOU CAN'T 'BEAT' THE TAPE

- ADVERSITY WAITS FOR YOU EVERY TIME YOU STEP ON THE COURT — HOW DO YOU HANDLE IT?
- PRODUCTIVE CONFLICT — INTERACTION BETWEEN PARTNERS DURING A GAME
- REPETITION AND EXPERIENCE MAKE YOU BETTER!
- UNDERSTAND YOUR POTENTIAL AND ABILITY AS AN OFFICIAL
- CREW CHIEFS
 - HAVE HIGH TRUST AND LOW MAINTENANCE
 - ARE GREAT GAME MANAGERS
 - ARE GREAT PARTNERS
 - ARE PROFESSIONAL
 - DO YOU HAVE WHAT IT TAKES TO BE A CREW CHIEF?

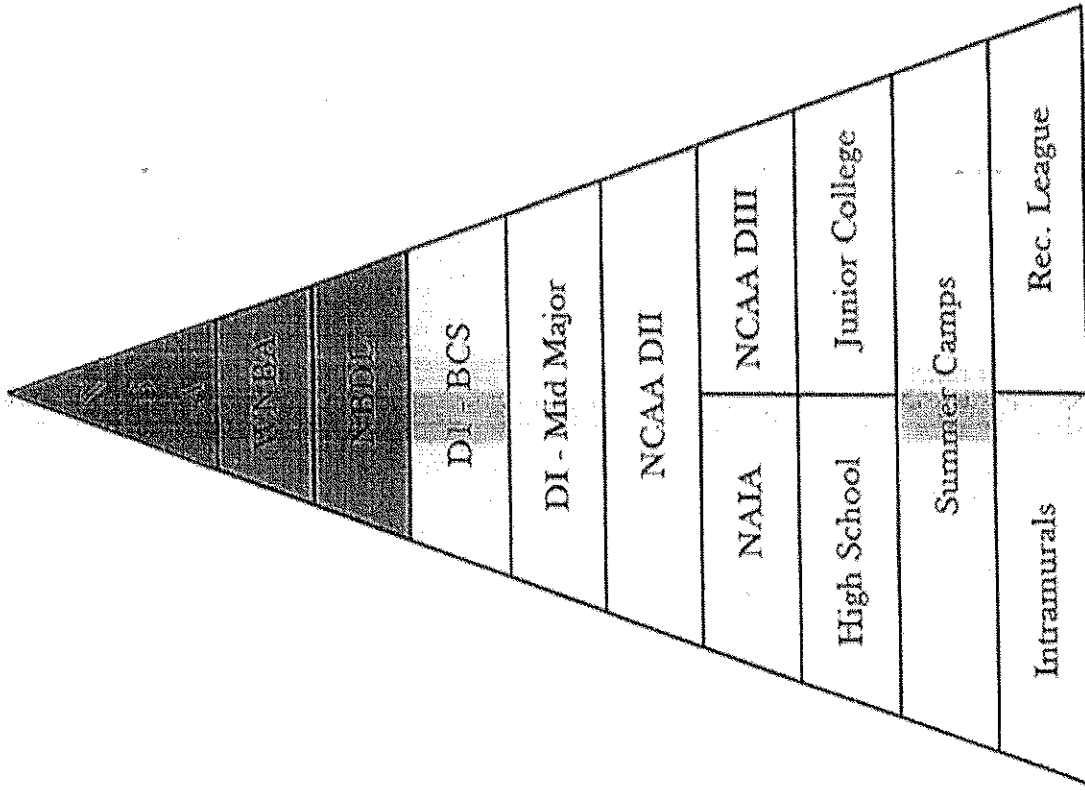
- WHEN YOU WORRY ABOUT WHAT GAMES OTHERS ARE GETTING, THAT'S A WEAKNESS IN OFFICIATING — BE HAPPY FOR OTHER'S SUCCESSES

- WHAT IS THE FOUNDATION OF YOUR OFFICIATING 'HOUSE'?
 - HAVE YOU EVER BEEN IN THE 'SOUP (TOUGH GAME SITUATIONS)?
 - HOW MANY GAMES HAVE YOU WORKED IN YOUR CAREER?
 - DO YOU HAVE A MENTOR?
- EVERY TIME YOU WORK A GAME, IT'S LIKE AUDITIONING FOR A JOB!

- WHAT SEPARATES YOU FROM OTHER OFFICIALS?
 - GAME MANAGEMENT/AWARENESS?
 - EFFORT?
 - RULES KNOWLEDGE?
 - ABILITY TO UNDERSTAND GAME SITUATIONS?
 - PLAY CALLING?

- NEVER TOUCH PLAYERS OR COACHES
- GIVE COACHES AN OPPORTUNITY BY 'LENDING AN EAR'
- DON'T BE A 'GOSSIP KING' ABOUT OTHER'S FAILURES!!!

Pyramid of Referee Development



Concept taken from John Wooden's Pyramid of Success


3 CREW PRINCIPLES

LEAD POSITION

- LEAD DRIVES THE GAME AND PUTS THE CREW IN PROPER POSITION ON THE FLOOR
- LEAD MUST UNDERSTAND PRIMARY AND SECONDARY DEFENDERS - SECONDARY DEFENDERS OUTSIDE OF LANE LINE
- SHOULD REF PRIMARILY AT A 45 DEGREE ANGLE - CREATES BEST ANGLE FOR PRIMARY AREA OF RESPONSIBILITY
- MUST MANAGE POST PLAY/POST PLAY GUIDELINES
- TAKES BALL AND PLAYERS IN PRIMARY COVERAGE AREA
- INITIATES ROTATION BASED ON BALL LOCATION - MAN TO MAN VS ZONE - ABCs OF ROTATING - WHEN TO/NOT TO ROTATE
- REPRESENTS STRONG SIDE OF THE COURT
- INITIAL SETUP - LANE LINE AND 3 POINT LINE - MIRRORS BALL
- RESPONSIBLE FOR END LINE (OUT OF BOUNDS)
- DEEP CORNER RESPONSIBILITIES (TRAPS, ETC)
- MUST BE CAREFUL NOT TO WORK TOO FAR OFF THE ENDLINE WHEN BALL IS ON THE PERIMETER - MAKE ADJUSTMENTS WHEN OFFICIATING POST PLAY


- REBOUNDED RESPONSIBILITIES
- TRAVELS
- DOUBLE LINES ON ALL SIDELINE THROW - INS
- POSITION ON PRESS
- LET PLAYS START, DEVELOP, FINISH - SLOWER WHISTLE

CENTER/SLOT

- TAKES BALL AND PLAYERS IN PRIMARY COVERAGE AREA - PLACING/HANDCHECKING, GUIDELINE PLAYS, ETC
- CLOSELY GUARDED PLAYS -  ETC)
- 3 POINT TRIES (FEET, FOUL, FLOOR) - PROTECT SHOOTER
- OFF BALL RESPONSIBILITIES (ILLEGAL SCREENS, CUTTERS, ETC)
- PLAYS TO THE BASKET (PRIMARY VS SECONDARY)
- CURL PLAYS
- WHEN TO INITIATE ROTATION
- PICKING UP ROTATIONS/ANGLE PLAYS
- BASKET INTERFERENCE/GOALTENDING

- REBOUNDING RESPONSIBILITIES
- PATIENT WHISTLE AND CADENCE/SIGNALS ON DOUBLE WHISTLES/THROW 'STRIKES' IN SECONDARY
- POSITION ON PRESS - HELP TRAIL IF MORE THAN ONE MATCHUP IN THE BACKCOURT

TRAIL

- TAKES BALL AND PLAYERS IN PRIMARY COVERAGE AREA - HANDCHECKING, GUIDELINE PLAYS, ETC
- 28 FOOT LINE
- WORKS THE ARC
- CLOSELY GUARDED PLAYS 
- 3 POINT TRIES (FEET, FOUL, FLOOR) - PROTECT SHOOTER
- OFF BALL RESPONSIBILITIES (ILLEGAL SCREENS, CUTTERS, ETC)
- * PLAYS TO THE BASKET (PRIMARY VS SECONDARY)
- * PICKING UP ROTATION

- ASSIST LEAD IN POST WITH TRAVELS
- BASKET INTERFERENCE/GOAL TENDING
- REBOUNDING RESPONSIBILITIES
- PATIENT WHISTLE AND CADENCE/SIGNALS ON DOUBLE WHISTLES
- POSITION ON PRESS - STAY BEHIND THE PLAY

KEYS TO SUCCESSFUL ROTATIONS

- BALL DICTATES/LEAD INITIATES
- TWO OFFICIALS ON STRONG SIDE OF COURT AS MUCH AS POSSIBLE
- LEAD MIRRORS BALL
- WORK OUTSIDE IN - AWARENESS OF DRIVES ENTERING LEAD'S PRIMARY FROM TRAIL
- CLOSE DOWN
- WHEN TO ROTATE - MAN VS ZONE
 - USE LANE LINE AS GUIDES
 - NO ROTATION ON DRIVES/SHOTS
 - REFEREE WHERE YOU ARE LEAVING FROM TO WHERE YOU ARE GOING TO
- BALL WATCHING