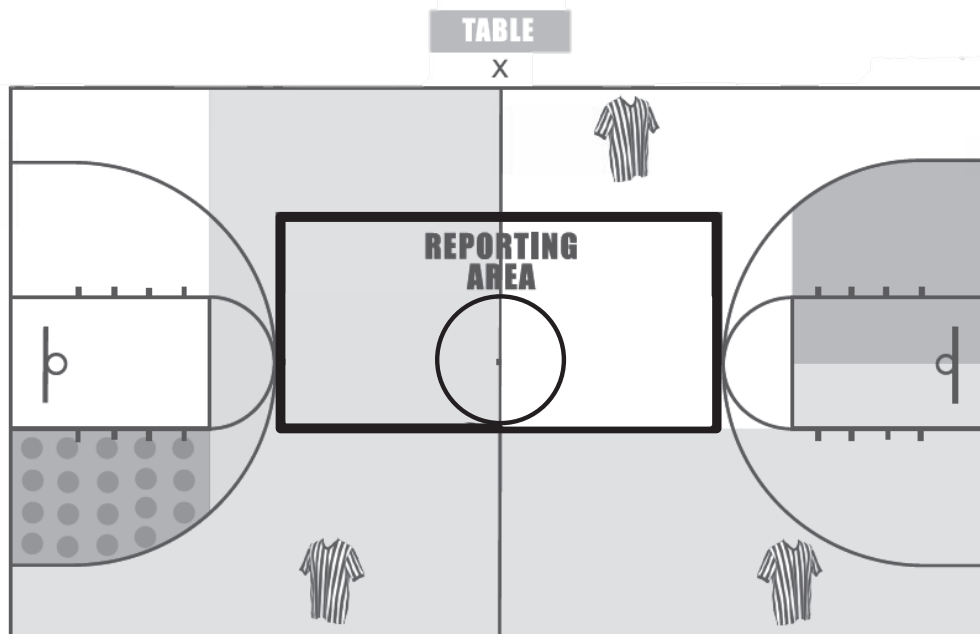


2020-2021 OFFICIALS' PRE-GAME CONFERENCE CARD



produced by: **IAABO**
INTERNATIONAL ASSOCIATION OF APPROVED BASKETBALL OFFICIALS

1 PRE-GAME RESPONSIBILITIES

Crew of 2 (Co2)

Ref: Visiting team (Home bench)

Ump: Home team (Visitors' bench)

Crew of 3 (Co3)

Ref: Division line

U1: Home team (Visitors' bench)

U2: Visiting team (Home bench)

@ 12 min: Referee checks scorebook

@ 10 min: Coaches/captains meeting, identify medical personnel

2 JUMP BALL RESPONSIBILITIES

Crew of 2 (Co2)

Ref: Jumpers, toss, check arrow

Ump: Toss, non-jumpers, chop time

Crew of 3 (Co3)

Ref: Arrow

U1: Jumpers, toss, chop time

U2: Non-jumpers

POSITIONING & COVERAGE RESPONSIBILITIES

3 COURT COVERAGE

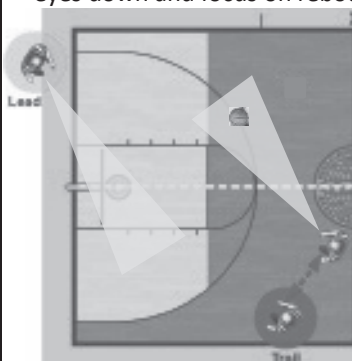
Trail: Starting position is 28' mark. Be active, make adjustments to get "open look." **Co2:** Work arc to cover match-ups across court in PCA, wrap back, step down on tries.

Center: Starting position is FT-line extended, heels on sideline, resist watching ball outside PCA, remain and read before rotating/transitioning. Transition coverage extends across the court.

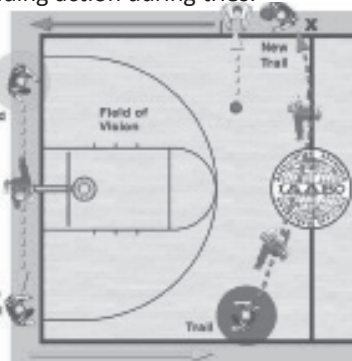
Lead: Use A-B-C coverage/rotation technique. Get depth, resist watching ball outside PCA, primary on block/charge in lane, keep eyes down and focus on rebounding action during tries.

4 PRIMARY COVERAGE AREA (PCA)

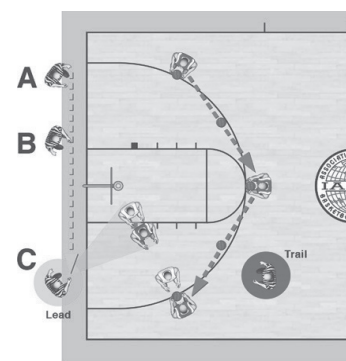
- Accept ball when it enters PCA, release ball when it leaves PCA
- Start closely guarded counts in PCA, continue outside PCA
- Line/throw-in responsibilities
- 3-point try coverage
- Double (triple) whistles
- Pass/crash plays
- Ruling outside PCA – Be **late**, be **right**, be **needed!**
- Stay with shooters: Up, down, next move



CREW OF 2
TRAIL WORKS THE ARC,
LEAD EXPANDS PCA



CREW OF 2
LINE COVERAGE
ABOVE FT LINE EXTENDED



LEAD BALL SIDE / ROTATION



CREW OF 3
CENTER INITIATES ROTATION

PROCEDURES & COMMUNICATION



5 **THROW-IN PROCEDURE**

- Use proper throw-in spot.
- Make eye contact with partners before putting ball in play.
- After time-outs and intermissions, also make eye contact with timer before putting ball in play.
- Use bounce pass when needed. (May bounce on frontcourt endline.)
- Backcourt endline: verbalize/signal type of throw-in – Designated spot or freedom to move along endline.

6 **COMMUNICATION**

- Have good eye contact.
- Dead ball efficiency – visually sweep floor-make sure 5-on-5.
- Table – who will beckon subs?
- Indicate throw-in spots.
- Partner help – out-of-bounds, 2 vs. 3-point try, tipped ball, count/cancel score.
- Know time and score.
- Know bonus situation – avoid correctable errors.
- Last-second try – responsibility and communication.

7 **TIME-OUT PROCEDURE**

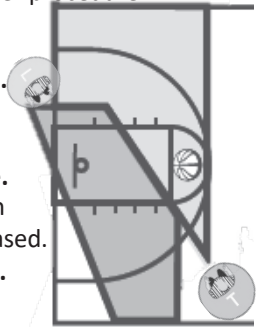
- Each team allowed three 60-sec. and two 30-sec. time-outs.
- Be sure request can be granted.
- Identify throw-in spot or confirm shooter with partners before reporting.
- Positioning 30-sec, 60-sec, between quarters, injury situations.

8 **FOUL PROCEDURE**

- Ruling official – **Use proper signals!** At spot of foul: stop clock, count/cancel goal, verbalize color/number of offender, type of foul, identify shooter or indicate spot.
- Non-ruling official(s) – eye contact, 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 & lane alignment.
- Lead: Position adjust as needed.
- Center (Co3) / Trail (Co2):
 - Flight of ball, step down on release.
- Resume normal rebounding coverage on same side of basket line once try is released.
- Penalize distraction and other violations.



RULES REVIEW & REMINDERS

10 **RECENT RULES CHANGES**

- A warning signal is required at the end of an interval of time to replace a disqualified player (15-seconds).
- Forfeit must be declared if head coach is removed and no assistant coach or school official is available.
- Officials are not required to give the head coach a warning prior to assessing a technical foul for conduct/behavior.
- Shorts may be “rolled” (only one visible logo is allowed).
- Headbands have maximum width of 3 inches.

11 **POINTS OF EMPHASIS**

- Block/charge
- Use of proper signals and reporting area
- Palming/carrying
- Intentional/flagrant fouls

12 **REMINDERS**

- Enforce the rules without regard for time, score or game/team/player situation.
- Have courage to enforce rules as written.
- Maintain composure at all times.
- Be courteous to all participants.
- Respectfully answer questions from head coach during dead ball periods; no need to respond to statements.

13 **RULES REVIEW**

- **Contact:** ensure freedom of movement is not inhibited.
- **Block/Charge:** did the defender obtain/maintain LGP?
- **Handchecking:** one or two hands on, arm bars, jabbing.
- **Screening:** time /distance, stance, movement by screener.
- **Rebounding:** on back vs. over back, displacement.
- **Team control:** loose ball situations, often still team control.
- **Verticality:** don't penalize airborne defenders within vertical plane.
- **Double fouls:** personal/technical; fights.
- **Intentional fouls:** excessive contact, contact above shoulders.
- **Offense-initiated contact:** creating space to dribble, pass or shoot.
- **End of game:** teams need to foul properly (going for ball).
- **Traveling:** find the pivot foot, jump stop, spin moves, euro step.
- **Carrying/palming:** ball comes to rest, dribble has ended.
- **3-Second rule:** enforce, know when to suspend count.
- **Backcourt:** 3 exceptions – (jump ball, throw-in, defense).
- **Basket interference/goaltending:** know the difference.
- **Continuous motion:** may complete customary arm/foot movement.
- **Held ball:** must be held firmly by opponents (undue roughness).
- **Grasping the ring:** technical foul (unless attempting to avoid injury).
- **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:** put the ball down if needed.