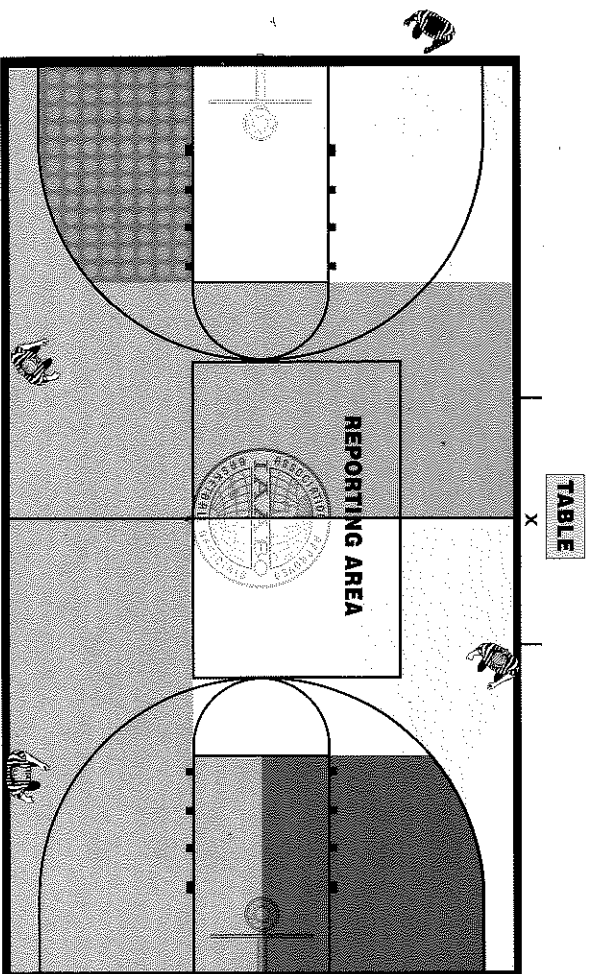


2023-2024 OFFICIALS' PREGAME CONFERENCE CARD



1 PRE-GAME RESPONSIBILITIES

Crew of 2 (Co2)

Referee: Observe Visiting Team
 Umpire: Observe Home Team

Crew of 3 (Co3)

Referee: Observe from division line
 Umpire 1: Observe Home Team
 Umpire 2: Observe Visiting Team
 Pregame: Identify Site Administrator
 @ 12 min: Referee checks scorebook
 @ 10 min: Coaches/Captains meeting,
 identify medical personnel

2 JUMP BALL RESPONSIBILITIES

Crew of 2 (Co2)

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

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

Crew of 3 (Co3)

Umpire 1: Observe jumpers, toss,
 start clock

Umpire 2: Observe non-jumpers

Produced by:
IAAB
 INTERNATIONAL ASSOCIATION OF APPROVED BASKETBALL OFFICIALS

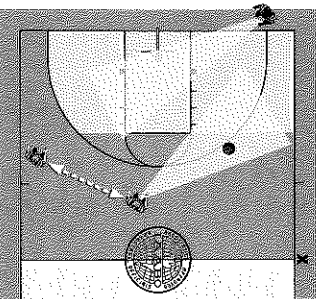
POSITIONING & COVERAGE RESPONSIBILITIES

3 COURT COVERAGE

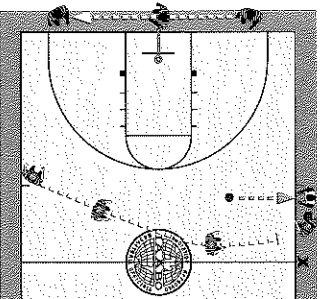
Trail: Starting position is 28' mark, sideline-oriented. Be active, position-adjust for "open looks." **Co2:** Work arc up to basket-line to cover match-ups across court in PCA, wrap back and close down on tries.

Center: Starting position is FT-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.

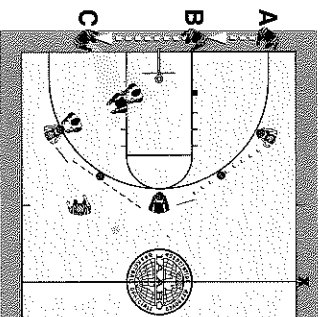
Lead: Use A-B-C technique. Get depth (4' to 6' ft.), maximize field of vision (FOV) without watching ball outside PCA, primarily on block/change in lane, keep eyes down and focus on rebounding action during tries.



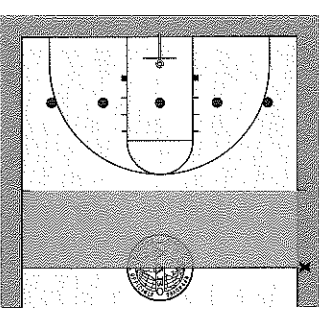
CREW OF 2
 TRAIL WORK THE ARC
 LEAD EXPAND PCA



CREW OF 2
 LINE COVERAGE
 ABOVE FT LINE EXTENDED



LEAD BALL SIDE /
 ROTATION



TRAIL AVOID
 "PENALTY BOX" WHEN
 BALL BELOW FT LINE

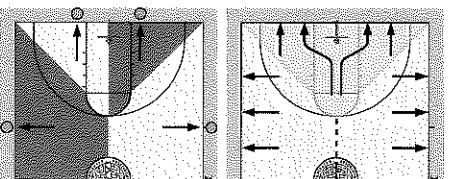
4 PRIMARY COVERAGE AREA (PCA)

- 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.
- 3-Point Try Coverage - should be only one preliminary signal.
- Avoiding / minimizing / handling Double (Triple) 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 2 or more competitive matchups in backcourt.

PROCEDURES & COMMUNICATION

5 THROW-IN PROCEDURE

- Frontcourt: Out-of-bounds go to nearest spot. Other stoppages at nearest of the four designated spots.
- Backcourt – nearest 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.
- Bounce or hand ball as appropriate. (May bounce on frontcourt end line.)
- 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-make sure 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

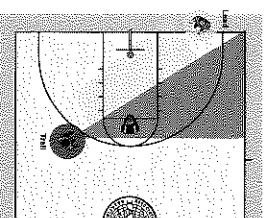
- Each team allotted three 60-sec. and two 30-sec. timeouts.
- Be sure request can be granted.
- Identify throw-in spot or confirm shooter with partners before reporting.
- Positioning 30-sec, 60-sec, between quarters, injury situations.

8 FOUL PROCEDURE

- Ruling Official – **Use proper signals!** At 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 ½ 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 & REMINDERS

10 RECENT RULES CHANGES

- **Bonus:** Two FTs beginning with fifth foul, reset to 0 each qtr.
- **Designated Spots:** Four designated spots in frontcourt for stoppages other than out-of-bounds violations.
- **Undershirts:** May wear black under dark jersey.
- **Throw-in Mistake:** May be corrected until first dead ball or change in possession. Correct time w/definite knowledge.
- **Player Out-of-Bounds:** A player may step out of bounds of their own volition without penalty unless they are first to touch the ball after returning to the court OR if they left the court to avoid a violation.

- **Uniform Bottoms:** Must be “like colored.”
- **Shot Clock Operator:** Must be seated at scorer’s table.

11 POINTS OF EMPHASIS

- Uniforms, Equipment and Apparel
- Bench Decorum
- Throw-ins
- End of Game Protocol

12 REMINDERS

- Enforce the rules regardless without regard for time, score or game/team/player situation.
- It is critical to maintain composure at all times.
- Be courteous and respectful to all participants.
- Respectfully answer questions from head coach during dead ball periods; no need to respond to statements.
- Get it right! Confer with crew as necessary.

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 within vertical plane.
- **Double Fouls:** personal/technical; fights, resume play at POI.
- **Intentional Fouls:** end-of-game contact, contact above shoulders, excessive contact.
- **Contact Above the Shoulders :** stationary vs. moving elbow.
- **Offense-initiated Contact:** creating space to dribble, pass or shoot.
- **End of Game:** Is contact a legitimate attempt to play the ball?
- **Traveling:** find the pivot foot, jump stop, spin moves, euro step, step back.
- **Carrying/Palming:** ball comes to rest, dribble has ended.
- **3-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 patent 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 timeout.
- **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.