

# Gulf Coast Basketball Officials Association

## Observation & Evaluation Form

### Administration

#### Partner Cooperation

- Cooperation with partner
- Conducted pregame
- Fifth Foul Notification

#### Pregame/ Half Time

- Appropriate position at 28 ft mark
- Meet with captains and coaches
- Table Communications by meeting with scorer and timer
- Clear players before going to table
- Change arrow at half
- No lingering at table
- Return with 3 minutes
- No lengthy delays at half-time

### Physical Presentation

#### Uniform

- Black pants
- V neck shirt
- Black shoes/socks
- Well fitting
- Jacket

#### Physical

- Good posture
- Gets up and down floor
- Poise and Calmness

### Mechanics

#### Authorized Mechanics

- Use of NF approved signals
- Strong Mechanics
- Points on OOB strong
- 3 point signal at 45 degree angle
- Straight arm on fouls
- Good Transitions
- Doesn't turn Back on Players
- Looks over shoulder in transition
- No traffic cop signals
- Mirrors three point appropriately

#### Table Mechanics/Reporting

- Clear hand signals
- Does not walk through players
- Moves to reporting area swiftly
- Stops to report
- Reports color and number

#### Counts

- Use appropriate visible count
- Count is right speed
- Use appropriate hands/switches on 5 second count

#### Out of Bounds

- Makes eye contact with partner
- Bounces ball if on sideline
- Hands ball if on end line in front court
- Lead official take ball below free-throw line extended
- Chops in time
- Boxes in players
- Pushes partner when appropriate
- Takes ball out of bounds in correct spot
- Indicates if player can run or must stay on spot
- Reminds players of throw-in plane

#### Free Throws

- Relays appropriate number of shots
- Bounces ball to shooter
- Uses correct delayed dead-ball signal
- Trail steps towards end line, and starts clock
- Trail looks at shooter, flight of ball and opposite lanes
- Lead looks at low position on official's side and opposite sides.

#### Time Outs

- Correct position on floor
- Reports time out correctly (doesn't relay time out)
- Notifies coaches at end of first horn

### Court Coverage

#### Court Coverage

- Standard court coverage
- Trail picks up perimeter and weak side rebounds
- Lead picks up strong side rebounds
- Good angles
- Trail works 3-point arc
- Lead works deep corners
- Good transition
- Works strong side as lead
- Makes primary call to basket when starts in trail
- Good coverage in paint
- Deals well with double coverage
- Good press coverage (helps when at half court as new lead)

#### Off Ball Coverage

- Watches for illegal screens
- Watches off ball

#### Movement / Court / Positioning

- Gets good positions
- Steps to basket on shot as trail
- Closes when needs to on jump balls
- Stays with players who may retaliate
- Moves quickly to spots

## Communication

### *Coach*

- Firm when necessary
- Pleasant
- No casual conversations during pregame or game
- Makes appropriate clarifications/explanations

### *Players*

- Sells calls appropriately
- Not overbearing
- Doesn't coach players
- Talks to players to prevent
- Doesn't tolerate disrespect

### *Partner*

- Double whistles
- Unusual situations
- Technical foul

### *Whistle*

- Too many/not enough
- Strong whistle
- At a delay or when play resumes

### *Voice*

- Strong voice when appropriate
- Low key voice when appropriate

## Game Management

### *Advantage/Disadvantage*

- As defined in rule book

### *Calls/No Calls*

- Courageous to make calls when they occur
- Makes Intentional Calls when necessary
- Makes Technical Call when necessary
- Calls the obvious

### *Coaching Box*

- Keeps coach in box
- After technical foul, loses privilege

### *Confidence/Composure*

- You know this when you see this
- Not arrogant

### *Consistency*

- With partner
- From tip-off to end of game
- Both ends of floor
- On traveling, three seconds, and block/charges

### *Game Awareness*

- Player's fourth foul
- Close to bonus
- Substitutions at table
- Time outs remaining
- Pays attention to who is calling time out
- Player interaction and management
- Possession arrow awareness

### *Quarter ending / Game ending*

- Clock management
- Does not sneak up on official
- Checks book during time-out and verifies with table
- Last second shot (generally trail)
- Kills all play with whistle

### *Resuming Play*

- No long delays
- Gets teams out
- Puts ball on floor if necessary
- Calls delay technical foul if necessary

### *Rough Play*

- Cleans up rough post play and guard play
- Cleans up tagging
- Cleans up elbows on screens
- Penalizes head hunting

## Rule Interpretation

### *Block/Charge*

- Head and shoulder past the torso – block
- Initial guarding position established – charge

### *Closely Guarded*

- Picks up count when defense is within six feet

### *Continuous Motion*

- Motion that immediately precedes a try

### *Illegal Use of Hands/Holding*

- Hand check, post play

### *Traveling*

- Travel by guard
- Travel by post player
- Correct interpretation of jump stop

### *Screening*

- Within field of vision, short of contact
- Outside field of vision minimum of one step, maximum of two
- Not moving