

Basketball Pre-Game

- **Court Arrival Procedures; clock; scorebook; coaching boxes; “x” on floor; captains-coaches pre-game conference (times for all)**
- **Jump Ball; who is watching what?**
- **Stay with fouls (not leave too quickly); watch for aftermath activity; say out loud numbers (foul/shooter) and/or where the ball is to be placed for throw-in**
- **Help with shooters if non-calling official**
- **If non-calling official, know if ball goes in; if under official making call help if needed (tell, don’t signal – calling official makes the decision & signal)**
- **Foul near shot, but it was a pass (vs. shot); calling official needs to be aware it was a pass**
- **Make eye contact before putting ball in play; off officials count players; keep hand up if not ready to go**
- **If we need to talk about anything; let’s do so – especially if something unusual occurs; very clear communication if “T”**
- **Keep shirts tucked in; each dead ball; last resort is tell kids that you’ll send out of the game if they’re repeat offenders.**
- **Primary/secondary responsibility on drives; related - simultaneous whistles; make eye contact; someone take charge; ‘COME IN HARD & VERBAL’**
- **If we need to change a call be 100% sure!**
- **3 point coverage; if away from the table signals, then official in front of bench do so too to insure seeing. (Point to line if toe on the line)**
- **Goal Tending; Basket Interference**
- **Time-Outs; ask coach if 30 second or full; if no answer – full. Get teams on warning; communicate during timeout where throw-in will be (move along baseline apply)**
- **Warning issued (where applies); communicate with partners**
- **T – fouls; Intentional fouls; procedures**
- **Coaches/coaching boxes; how manage**
- **Full court press coverage**
- **Last second shots**
- **Free throw violation coverage**
- **Front court coverage; particularly watch – C watch weak side off ball, illegal screens, rough play/elbows, 3 seconds**
- **Throw-in coverage; particularly watch same as above**
- **Closely guarded coverage visible count**
- **Contact vs. foul philosophy; related, protect the shooter**
- **Tagging/hand checking**
- **New rules; points of emphasis**
- **Let the players try to establish a level of physicality/contact early; do not call a “light” contact foul early.**
- **Reporting mechanic; 5th foul manage – issues/potential problems?**
- **Flopping**
- **Other**