



Basketball Pregame Conference

- 1) Administrative Duties:
 - A. Report to the floor before 15:00 (DO NOT BE LATE) Stand Tall-minimize socializing-great time to mentally prepare for game.
 - B. Captains/Coaches 13:00-12:30 (allow enough time for R to check book before 10:00) keep it brief. Check game ball, talk w/official scorer and timer. Hustle back to floor positions.
 - C. If both teams leave floor, leave with them. Leave jackets in dressing room. Arrive back on floor w/1st team
 - D. After introductions/anthem U1-U2 hustle to low blocks-R to division line opposite table.
- 2) NFHS Rule changes-NSAA/NHSOA POE
 - A. Review new rules this year and last year
 - B. Points of emphasis
 - a. Rough Play in post, when warranted call foul early and throughout game, Freedom of movement, obvious illegal contact. BE CONSISTENT
 - b. Communication – crew, table, players, coaches
 - c. Game Management – timeout administration, dead ball officiating, last second shot responsibilities-game clock awareness-know game situations*****every time the whistle is blown officials should be thinking “players-clock-coaches”*****

C. Verticality-Advantage/Disadvantage

C1: Rebounding/Shot Block... was the defender in his/her own vertical space?? Who initiated the contact??

C2: Was an advantage gained or was the contact incidental? See the whole play

3) Mechanics and Floor Coverage

- A. On/Off ball coverage areas of intersection (if double whistle give PCA official) if both T and C signal 3 point attempt, C drop signal-concentrate on rebounding action, T watch shooter to the floor.
- B. Trail: establish home base at 28" line. Officiate where the L cannot, stay wide, move to improve angles of coverage, pick up secondary defenders on drives to the basket, close down on shot attempts "do not bail out". As old L-new T in transition after a goal is scored, stay OOB until the throw in is completed and the team is heading toward the frontcourt "trail" the play, keep pace with the dribbler while staying a few strides behind. Check with table on dead balls if score is correct, # of TO remaining, # of fouls. FT administration, responsible for table, substitutes, perimeter rebounding, goal tending, and basket interference.
- C. Center: establish home base at FT line extended and on or near the sideline. Move to improve angles of coverage "2-3 steps up or down" Close down on shot attempts to get best angle for rebounding action. Hold position after shot attempt or made basket, be ready to help if pressure is applied. On drives to the basket in your PCA officiate the play all the way. Need great off ball coverage.
- D. Lead: Position 4-6 feet off of the end line if possible and assume a wide angle position. Move with the action "mirror the ball" to get the best possible angles of the play/players. When the ball is in the middle of the court or crosses to C's side of the court, Close Down "position 1 step outside the FT lane line extended" if play dictates initiate a rotation. Never initiate a rotation from out wide. On FT attempts make eye contact with partners before bouncing ball to shooter.
- E. General Mechanics: 3 point signal is at 10:00 o'clock and always use the arm toward the center of the floor, switch hands when going from a holding to a dribbling 5 second closely guarded count, arm straight and high with closed fist on fouls-open palm on violations, use only NFHS approved signals

4. Key Issues/General Reminders

A. Be ready to officiate at the jump. R: hold position until direction has been established, point direct to set possession arrow. U1: check w/table and make sure they are ready, responsible for toss and signal clock to start when legally touched. U2: responsible for the position and action of 8 non-jumpers.

B. Get together for brief conversation on 1st time-out to discuss concerns/issues.

C. Make eye contact with partners before EVERY throw-in, get the correct throw-in spot (page 67 of manual). All throw-ins along the frontcourt end line should be handed to the thrower, throw-ins along the sidelines or backcourt end line can be administered by bouncing or handing to the thrower.

D. Official across from table help with direction arrow on jump balls, if needed. "Do not turn your back to look at table". We do not need 3 sets of eyes on the players tied up.....off official monitor other players and action

E. Anticipate the play.....not the call. See the entire play.

F. Time Out mechanics are important. Calling official: Stop clock, relay needed information to partners (30 or 60-throw in spot-# of FTs-shooter) administer time-out to table (30 or 60-who called-time and quarter called). Partner by non-calling bench: let coaches know 30 or 60. Get the teams out before the 2nd horn.

G. Halftime: Switch arrow before leaving floor. Discuss concerns/problems if any. Make adjustments if necessary.

H. Have Fun. Work Hard. Keep in mind that the student athletes and coaches work hard and we need to do the same.

POSTGAME: Always leave the floor together. Relax. Reflect on the good things you and your crew did. Talk about things you and your crew could have done better. Any strange plays or rulings?

Always have our MIG=Mind in Game and make sure we are in the book!