

BASKETBALL PREGAME

NEW RULES

Discuss New Rules

POINTS OF EMPHASIS

High school

PREGAME

Court positioning / Monitoring Teams
Scorebook Verification: Coach needs to sign
Game Administrator's Meeting (Coach, Security)
Captains Meeting

GAME MANAGEMENT

Rough play
Freedom of movement
Patient Whistle
Call the obvious
Don't bail out the offensive player — verticality
Incidental contact vs. legitimate contact
Fighting – player, bench ramifications
Correctable errors – when can we use and how to apply

CLOCK MANAGEMENT

Responsibility on every whistle
Under one minute
Initial starting on inbounds, off free throws, throw-ins, jump ball

COMMUNICATION

Eye contact with partners
Verbally and visually confirm # of free throws
Get the shooter on all partners' fouls with indicated point
Next foul bonus
Double whistles
Warnings to coaches/players
Before each throw-in
On any unusual plays, get together and discuss. Get it right!

COACHES

Acknowledge questions, not statements
Be a responder; not an initiator
Deal with the behavior of an out-of-control coach
Technical foul ramifications
Ignore, acknowledge, warn or penalize

SPECIAL AREAS OF INTEREST / MECHANICS

LEAD

Primary area of coverage
Moving along endline to create angles
Stay with the shooter in your area
Rebounding coverage
Rotate

TRAIL

Primary area of coverage
Penetrate toward endline on try
Stay with shooter in your area
Rebounding coverage
Don't bail out on try
Basket interference, goaltending

CENTER

Don't become a second trail
Help with backcourt/press coverage
Primary area of coverage
Basket interference, goaltending
Secondary coverage on breakout situations
Initiate rotation during halfcourt trap

BENCH DECORUM

Take care of business
Assistant coaches may not address officials
Coaches must stay in the coaching box
Accepted/tolerable conduct
Players must not be allowed to stand continuously

FINAL THOUGHTS

STAY IN YOUR PRIMARY

If a call needs to be made for the good of the game — get it!

CONSISTENCY

Same play on both ends of the floor, context of calls, tempo, etc.

REFEREE THE DEFENSE AND THE OFFENSE

Find the defensive player, let the play develop and finish and determine the call

COMMUNICATE

With partners, table, coaches, players, game administrators

HUSTLE

Hustle don't hurry