

Fragileisms

State Tournament-

Remember to be Professional on and off court.

Locker room – board is available for pre-game. R conduct.

Pre Game Conference – be very thorough

Mechanics – are a method of communication

- With partner
- with players
- with coaches
- with table
- with MEDIA

- can never be too sharp with mechanics

- mechanics begin when arrive at gym and before game

Arrival on floor – Trot to the spots on floor R half court / U1 and U2 28 foot mark

Face in and watch

See shooters, 3pt shooters, rim play

Do not get together and talk

12 minutes –

Go over to bench and intro self and others to bench, get captain from coach

Bring coach to meeting

R on one side of conference facing table and U1 and U2 on the other side toward floor

Friendly, not overbearing

Exchange cards

Get captain for team

Players properly equipped / must be for entire game (this takes care of the shirt problem if later need to send player out)

Sportsmanship by all

R – check book, U1 U2 observe players

Teams leave, trot off court, take off jackets, come back out

Not on table side when come back.

R at midcourt and U1 and U2 stay 28 foot mark until time to play

Jump ball

R tosses

U1 and U2 on the 28 foot line on toss

U1 chop with table side arm.

Make sure of arrow direction.

Court coverage –

Off end line. Lead square shoulders to end line.

C – foul line extended. Near side line.

T – 28 foot mark. Near side line.

Primary – L –

C-

T-

Counts – trail as many as can, keep until change in status

Drive from C side – Give C primary call / Lead stay off preliminary signal

Otherwise C stay off preliminary signal

Foul calls – straight arm/fist with some pizzazz

Get call correct with correct mechanics

L - Do not count basket on “and one”. Let partner tell you ball went in. Count it at table.

Don't back out on shots

Close down – move toward basket

Switches

No long switch in reporting box – NO EXCEPTIONS

Very simple – wherever you call it, treat it as if you are staying in that court, then go wherever it takes you

EXCEPTION: Can roll over on side when would have to cross

Time out – to spots

1st 30 second used goes to 60 second if Radio / use 30 second spots

Use correct arm for out of bounds calls

Rotations: MOVE TO IMPROVE COVERAGE

Lead initiates / brisk walk
Can do the # times as need to do
Cross Center line go
Do not be in a big hurry
Focus and stay in paint

LEAD – GET OFF END LINE AND FACE COURT

3 PT SHOT - Not lead unless breakaway
If in doubt, it is a 2

Last second – official opposite table has primary
Referee can make call if unknown – if unsure, count it by rule book. Not one official's call only,
be alert

Can check with table to confirm

Reporting box – get there. No exceptions. Stop.

Help on 3 pt play

Time outs – only head coach designates what type it is. Hear and see

Time out – see and hear it

Full – blocks and ball out

30 second top of key

1st horn – notify teams then get to where need to be

OUT OF YOUR ZONE – Critical Calls Only

Slow down mechanics / no happy feet

Make sure give spots to partners for OB / Good eye contact with both partners

Shot goes up – 3 people officiate the rebound

C close down foul line

Need help from Lead or will have a rough game

Press coverage – C / L give help

C can referee across court / especially near center line

Ball advances – you advance

Don't put ball in and go to sideline as T

Free throws – C 45 near sideline, pretty close to sideline / wrist flick – got shooter and top 2 spots opposite

Lead 4 feet out lane and off floor as much as space allows / do not stand beside lane spot – got 1st and opposite lane
T 28 foot mark, close down / don't block scorer

Violations – single whistle, open hand stop clock, signal, direction and then spot for throw-in (remember eye contact for throw-in with both partners)
(Remember C will start clock with electronic device – remind C if see he is not on pack)

3 pt shot – signal / shoulder height arm extended out. Touch down by both arms up. No signal for 2 pt.

Double whistle – only area is in middle of lane
- feel coming to is best but can have own mechanic

Between quarters – sound whistle and HAND BALL to thrower. DO NOT BOUNCE BALL IN THIS SITUATION

- BACK COURT WITH PRESSURE – HAND BALL
SIDELINES – MAY BOUNCE BALL TO THROWER OTHERWISE
BASE LINE FRONT COURT – HAND BALL NO EXCEPTIONS

Throw-in – outside in to 3 pt line, inside out to side line (Pat uses ½ from lane line to end line)

Fouls – Fist / no bird dog

Verbally shirt color and #

Then signal at spot

Number of shots / spot

Be stationary

Then free throw number to partner

Go to reporting box / STOP / COMMUNICATE TO TABLE

Color / number of player. One hand indicate it. NO back hand on double numbers.

Allow them to communicate with you. Situational awareness.

SLOW DOWN.

Resume play for fouls – L crack whistle

Foul out by player –

Notify coach, notify timer, notify player

Player is bench personnel from time coach is notified.

Do not have a quasi time out.

Control benches

VOICE CONTROL - Use it. Need it to be good official.