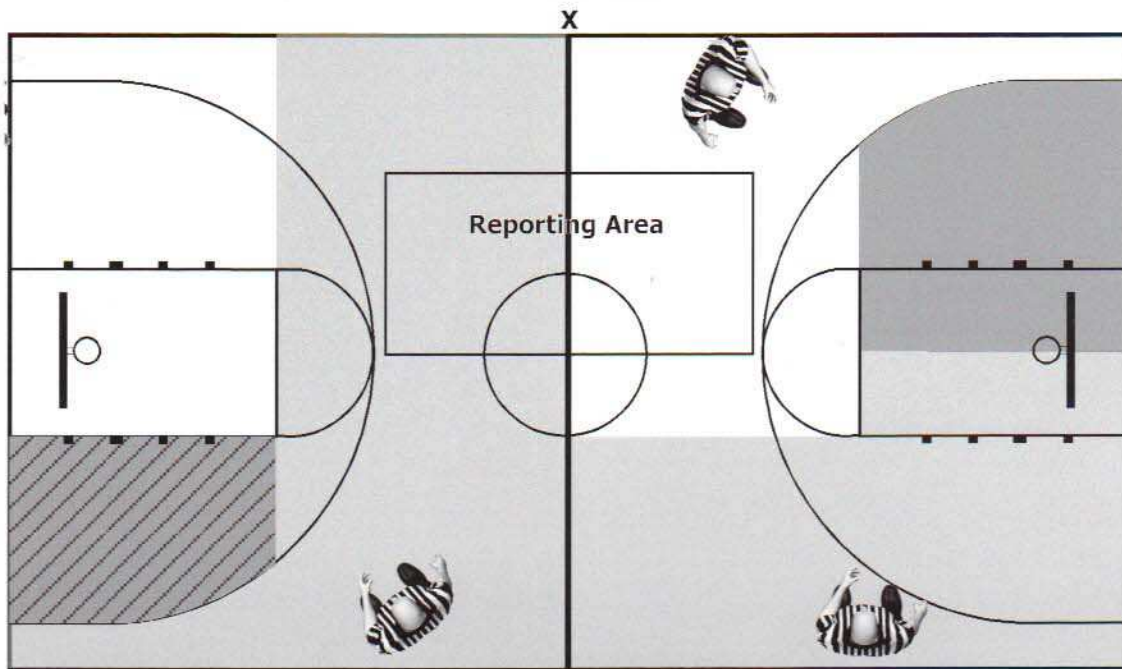



PREGAME CONFERENCE CARD

Produced by the
International Association of Approved Basketball Officials, Inc.

Table



 Lead off-ball coverage when ball is high in Trail's coverage area.

PREGAME CONFERENCE

Rule - Mechanic - Signals Changes

Pregame Responsibilities - Captains and Coaches Mtg.

Use Pregame time on the court wisely - concentrate

End of Quarter, Half, and End of Game procedures

Jump Ball - Take pride in toss; straight and high

Court Coverage

Trail—Get in the Game; off ball coverage; no magic spot; move to improve

Center—Off Ball Coverage; remain & read; key to transition play across court

Lead - Off Ball Coverage; no magic spot; move to improve

(A) Wide at arc; (B) Close down; (C) Move to Ballside

Primary Coverage Area Discipline

Accept ball when it enters PCA; release ball when it leaves PCA

Ball in PCA - field of vision cone is narrow and short

Ball not in PCA - field of vision cone is wide and long

Free Throw Responsibility

(2) Trail - Lead; (3) Trail - Center - Lead

Reminders

Enforce the rules with no regard for score or time

Enforce the rules, players will adjust

Freedom of movement is a rule given right

Each ruling affects both teams

Unofficial warnings assist/help only one team

Officiate the game to the end regardless of time and score

margin; may be the only time that some team members get playing time

Foul Ruling at the Site & Reporting Procedures

Eye contact with partner(s) after every whistle

Complete all information required at the site of the foul

Hustle to and from the reporting area

Have precise knowledge of throw-in spot or free thrower

Freeze field of vision while assuming new coverage position

Throw-in Procedure

Eye contact with all involved (visually sweep the floor)

Coverage positioning; designate the throw-in spot

May hand or bounce ball (hand only at frontcourt endline)

Time-out Procedure

Identifying throw-in spot; identifying type of time-out

Signals and communications with table and partner(s)

Review/Briefing

Alternate possession - lose arrow only by throw-in team violation

Backboard - Basket Interference - Goaltending - Grasping Ring

Contact - Incidental Contact - Freedom of Movement

Continuous Motion - merely begins attempt (no "on the floor")

Closely guarded - care, apply it

Disqualified player - Injured Player - Bleeding Player

Eye contact - upon hearing or sounding every whistle

Fighting - Taunting & Baiting - Bench Decorum

Flagrant, Intentional, Technical Fouls - (crew confers)

Flopping - acting as if fouled

Free throw lane coverage and Disconcertion

Guarding - Block/Charge - Pass/Crash coverage

Last second attempts

Rebounding play - Post play - Verticality

Screening - with/without the ball

Time-out requests - player control factor

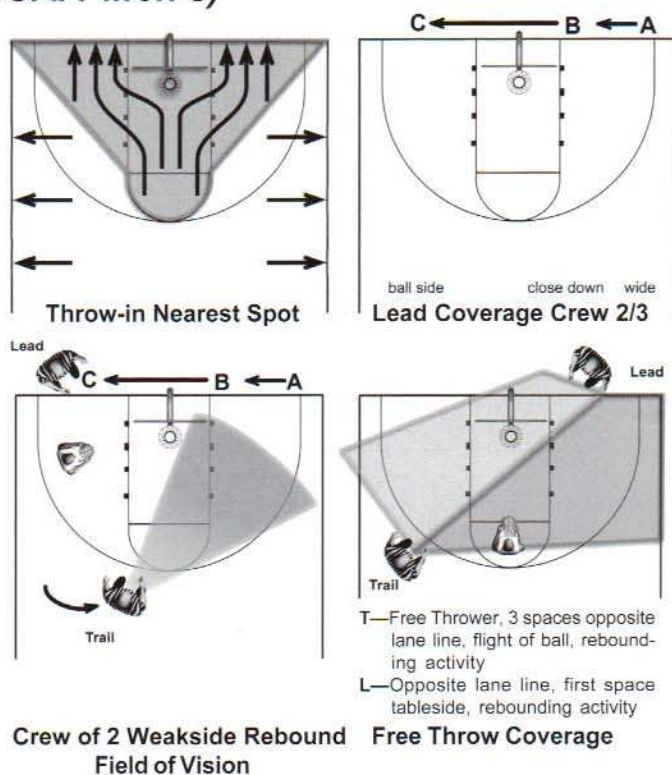
Uniform requirements - don't warn, enforce

Professionalism - Composure/Courtesy/Communication/Courage

SIGNIFICANT NATIONAL FEDERATION RULES DIFFERENCES

(Compared to NCAA Men's)

1. AIRBORNE SHOOTER—Player control foul until one foot touches floor
2. COACHING BOX—Up to 14'
3. ARRIVAL ON COURT—15 Minutes
4. TIMEOUTS
 - a. Three (3) 60-second timeouts
 - b. Two (2) 30-second timeouts
 1. Cannot change a 30-second timeout to a 60-second timeout after it has been reported
 2. Cannot shorten timeouts unless both teams ready
5. TV REPLAY—NOT ALLOWED FOR USE BY OFFICIALS - EXCEPTION AT STATE LEVEL
6. VIDEO RECORDING—NOT ALLOWED FOR COACHING PURPOSES DURING ENTIRE GAME
7. RESTRICTIONS ON ENTERING LANE DURING FREE THROWS
8. THROW-IN - No control by thrower-in during throw-in (no team control foul)
9. FOUR (4) OFFICIAL WARNINGS
10. GOALTENDING - Try on its way up or at its peak and in touch with the backboard; ball may be contacted



SIGNIFICANT NCAA RULES DIFFERENCES

(Men's—Compared to National Federation)

1. AIRBORNE SHOOTER—(If ball is released, count the basket; administer free throws by opponent if in bonus)
2. COACHING BOX—Endline to a mark 28-feet up sideline
3. ARRIVAL ON COURT—30 Minutes
(Only one official required)
4. TIMEOUTS
 - a. Non-Media—Four (4) 75-second timeouts; two (2) 30-second timeouts
 - b. Media—Four (4) 30-second timeouts; one (1) 60-second timeout. First 30-second timeout of second half shall be expanded to a media timeout.
 - c. If calling team wishes to resume play, timer to sound warning signal; resume play after 15 seconds.
 - d. Erroneous timeouts not charged.
5. TV REPLAY EQUIPMENT PERMITTED:
 - Scorer's/Timer's mistake
 - Rectify correctable errors
 - Clock malfunction
 - Determine fight participants
 - Determine if try for goal is 2- or 3-point attempt
 - Determine if try for goal or foul preceded 00:00 on game clock
6. 35-SECOND SHOT CLOCK

7. STOP CLOCK DURING LAST 59.9 SECONDS OF SECOND HALF AND ANY EXTRA PERIOD ON ALL FIELD GOALS
8. GOALTENDING - Entire ball is above the level of the ring during a try and in touch with the backboard. It is goaltending when the ball is touched.
9. TECHNICAL FOUL ADMINISTRATION—(Direct/Indirect)
Two free throws and the ball is returned to the point of interruption; intentional technical/midcourt throw-in.

(Women's—Compared to NCAA Men's)

1. AIRBORNE SHOOTER
(Same as National Federation)
2. ARRIVAL ON COURT—15 Minutes
3. 5-SECONDS CLOSELY GUARDED
Holding Ball Only/Within 3 Feet, front and backcourt
4. NO 10-SECOND COUNT IN BACKCOURT
5. 30-SECOND SHOT CLOCK
6. DUNKING IN PREGAME WARMUPS
7. EXCESSIVE TIMEOUT—Penalty two free throws and loss of ball
8. INTENTIONAL TECHNICAL FOUL—Ball at nearest spot
9. UNSPORTING TECHNICAL FOUL—Ball at nearest spot