

Dedicated to Ray Farricker

2000-2001 NATIONAL FEDERATION PREGAME CONFERENCE CARD

1. RULE CHANGES, EDITORIAL REVISIONS, AND POINTS OF EMPHASIS

- A. "20"s are now "30"s in length
- B. Coach verification that players:
 - Are legally equipped
 - Will wear their uniforms properly
 - Will exhibit good sportsmanship
- C. Exception to multiple FT substitution rule
- D. Clarification regarding contacting the backboard

2. PREGAME RESPONSIBILITIES

- A. Position on court during warmups
- B. 12 minutes -- R to table, U takes over team responsibilities
- C. 5 minutes -- Get captains. U -- home team. Coaches are asked to be at meeting.
- D. 1 minute -- Greet coaches together when possible. Verify player equipment & uniforms
- E. Appoint official Timer and Scorer. Verify that the books are correct, and agree to signal for final approval of score
- F. Timer: Remind him no subs after first warning horn and not to let subs enter the game until beckoned by an official
- G. Remind Scorers about: a) setting the first alternating possession arrow, b) bonus and double bonus, and c) checking books after each quarter/extra period

3. COURT COVERAGE

- A. Presses -- Help each other
- B. High trap near division line and lead's sideline
- C. Good off the ball coverage. (Going from trail to lead)
- D. Fast break situation. Officiate your side of the court
- E. Know your line responsibilities based upon position at time of throw-in. Blow your own lines.
- F. Asking vs. giving help on an out of bounds
- G. Three point shot -- coverage and correction
- H. Lead: Strong side movement as ball and bodies penetrate free throw line
Trail: Step high into court and give backside help
- I. Stay with the shooter -- protect a jump shooter off their feet (up and down)

4. MAKING THE FOUL CALL

- A. Preliminary signal to be given at the spot of the foul for all fouls
- B. Calling official must designate throw in spot following common foul
- C. Official making the call informs fouler, shooter and partner
- D. "Pass and Crash" -- Lead and Trail responsibilities
- E. Double whistle -- Give to official in whose area the foul occurs
- F. Use two blasts and come hard to take call from partner
- G. Call your own area, be sure outside of it
- H. If the ball enters the basket on a foul call, tell your partner: "The ball went in."
- I. Trail never counts the goal on a double whistle
- J. Non-calling official tells coach on 5th foul and starts clock
- K. No "Long switch"

5. FREE THROW RESPONSIBILITIES

- A. Lead -- Responsible for opposite lane line and player in first lane space same side
- B. Trail -- Always back out opposite the table, watch action there
- C. Trail -- Foul shooter and flight of ball
- D. Trail -- Prior to assuming FT position as Trail, verbally confirm number of free throws with the Lead
- E. Lead bounce ball to shooter from under basket on **all** free throws
- F. On delay after timeout between throws, lead, put ball on floor at foul line.
Not following a timeout, technical for delay (unless shooter in free throw circle)
- G. No lane violations until shooter has possession and control of the ball

6. THROW INS

- A. Official bounce ball to thrower for sideline and backcourt endline throw-ins
- B. Before putting the ball into play, make eye contact with partner and check the clock
- C. On out of bounds call, if responsible official is not sure of call; the other official, if asked, should signal direction or jump ball
- D. Lead is responsible for the near sideline from the baseline to the division line
- E. Lead blow and bounce for throw-ins below free throw line extended on his sideline
- F. Calling official must designate the spot of a throw-in following a violation or foul as it affects court coverage for the throw-in -- inside 3-pt arc, go to baseline
- G. End line throw-ins: Backcourt -- outside thrower; Frontcourt -- either side depending upon location of the ball

7. TECHNICAL FOULS

- A. Use to help/improve the game
- B. All free throws are to be taken in the order in which they occurred
- C. Officials who calls the technical becomes the new Trail and goes to division line away from the table
- D. Following last free throw, lead bounces ball to trail, who administers throw in opposite table
- E. No free throws for double technicals or simultaneous technicals by opponents

8. TIME OUT RESPONSIBILITIES

- A. Player/Coach request may be oral and/or visual
- B. Reporting official goes to table, gives number of the requesting player, & starts time out clock. **No "piggy-back"**
- C. Do not report time out until both teams are at their respective benches; and injured, disqualified, or substitute players have been replaced
- D. Officials should watch players as they cross paths on way to benches
- E. **"TIME OUT MEANS TROUBLE!"** -- Both officials must know the game situation when play resumes following the time out
- F. On official at spot of throw in or free throw line, off official at division line (far side for full length, near side for 30-second)

9. SPECIAL SITUATIONS

- A. Both officials are responsible for possession arrow at start of game
- B. Held ball: Off official gets arrow while on official stays with the pile
- C. Halftime: meet at circle, go together to change arrow and retrieve jackets
- D. Resuming Play Procedure: In effect at start of all periods except start of game and any OT
- E. Clock mistakes: correct every mistake, no matter how trivial it may seem at the time
- F. Bench decorum: If you warn a bench, notify partner during next dead ball
- G. Taunting and Baiting
- H. Injured player/Blood rule
- I. Hand checking/Post play: stop dribble, re-direct dribble, loses ball, or inferior defender controls superior dribbler, especially in the backcourt
- J. Goaltending/Basket interference -- Trail's primary responsibility
- K. Closely guarded counts -- stay with it until player gives it up or status changes
- L. Last shot -- Trail **unless** specifically discussed
- M. End of game: Give the defense a chance to steal the ball before calling the quick foul
- N. Talk to one coach, invite the other

10. MISCELLANEOUS

- A. Treat coaches, players and table personnel with respect
- B. "Cruise control" -- we must maintain composure while those around us lose theirs
- C. Get the early "walks", "charges", "illegal screens" and "3-seconds"
- D. **Good** contact at one end, don't ticky-tack at the other (be consistent at both ends)
- E. Be aware of team fouls, possession arrow and time out situation -- don't leave game at the table
- F. Knowing who left the game is more important than knowing who entered the game
- G. Official nearest table **must** be certain of ten players on the floor, and cue partner -- do not signal all clear until replaced players are across the sideline
- H. If an official has a few fouls in a row in against the same team, then double whistle, pass foul to partner
- I. Foul by partner and trouble with coach, try to keep him away from benches on throw-in
- J. If warning the low post, do not warn a specific player. Don't warn swim stroke, hook, or backing into defender towards the goal
- K. First two minutes and last five minutes most important in game
- L. Referee the dead ball periods -- get good flow by telling the players where you are going to inbound or line up for foul shots