

Officiating Points

1. Trust your partners.
2. Stay in your primary.
3. Clock management. Every whistle/dead balls/live balls watch the clock.
4. Constantly work for best angle/position.
5. Referee the defense.
6. Referee your new area of responsibility immediately.
7. You set the tempo (Reporting/Time-outs/Administrative Issues). Have a purpose!
8. Call the obvious. Make the tough calls.
9. Patient whistle. See the whole play. Don't anticipate!
10. Communication within crew. (Verbal/Non-Verbal)
11. Deal with problems (Early/Directly), review match ups as game progresses.
12. Two positions for lead on the baseline. (Normal/Closed Down)
13. Work wide in Lead to referee outside in. Let match-ups dictate.
14. Relax in the lead and stay in your primary. Let the play develop.
15. Trail/Center referee play all the way to the hoop.
16. Double whistles. Check with primary, unless necessary release to primary
17. Trail/Center responsible for curl play, rebounding, screen. Trail look into the post when Lead picks up ball outside lane. Strong backside support.
18. Post play guidelines: what they can and cannot do. Displacement/Arm Bar /Handcheck
19. Legal versus Illegal screens: Most missed call.
Screener face any direction/Time & Distance relevant/Stationary except when both players moving in same direction/Must stay within vertical plane & stance shoulder width apart. Front or side of stationary opponent short of contact/Stationary from behind one normal step/Screener must allow moving opponent time & distance to avoid contact(1 to 2 steps)/**Player may not use arms, hands, hips or shoulders to force their way through a screen/Cannot hold the screener and push them** to maintain guarding position.
20. Basic rotation and floor coverage. Let teams/play dictate rotations.
21. Hand checking and guard play: what they can and cannot do. Consistency!
22. Traveling find pivot foot, emphasis in post after offensive rebound.
23. Half- and game-ending situations and mechanics.
24. Know team and personal fouls, score, time and possession.
25. Referee strong when ball goes away from you. Strong Center is critical!
26. When official stays in primary, the fraction of calls that are correct is high.
27. When calling out of your primary, 75% of calls are wrong.
28. Get the play right.