

# PRE-GAME CONFERENCE CARD:

## PRE-GAME

<p><b>2-PERSON CREW</b></p> <p><b>1. Pre-Game Items/Teams/Table/Uniforms</b></p> <ul style="list-style-type: none"> <li>R-Visitors, U-Home team, pre-game positioning</li> <li>New rules, points of emphasis, special event night...</li> <li>Identify game management personnel</li> <li>Table instructions             <ul style="list-style-type: none"> <li>Timer/Shot Clock Operator                 <ul style="list-style-type: none"> <li>Time Outs, Team Fouls, Subs</li> <li>Half time: Inform teams/refs at 3-minute mark</li> </ul> </li> <li>Captain's meeting – keep it short/simple</li> <li>Sportsmanship (<b>DO NOT</b> make player read the card)</li> <li>Play the whistle, subs wait at table</li> <li>2 horns on a TO: warning &amp; be ready to play horn</li> </ul> </li> </ul> <p><b>2. New &amp; Latest Rules Review</b></p> <ul style="list-style-type: none"> <li>Admin tech's are 2 shots. Resume play at POI. Exception: excessive time out ball goes to offended team.</li> <li>A replaced player may reenter the game at the next opportunity to sub when the opponents commit a foul or violation before the game clock has properly started</li> <li>During multiple FT's for personal fouls, a sub may enter before the 1st attempt or after the final attempt if successful</li> <li>Player/Sub/Bench T is 2 shots + possession to the offended team at division line opposite table</li> <li>Location of throw-in spot after defensive kicked/fisted ball or foul in offensive front court: 28' line on side or 3' from intersection of lane line &amp; end line</li> <li>:15 seconds to replace DQ'd player. :20 seconds for injury/blood/lost contact lens</li> </ul> <p><b>3. Court Coverage: Areas/Lines of Responsibility</b></p> <p><b>4. Timeouts</b></p> <ul style="list-style-type: none"> <li>4 full (60 second), two :30 second timeouts</li> <li>OT: 1 additional 30 second timeout, all carry over</li> </ul> <p><b>5. Freedom of Movement/Setting Game Tempo</b></p> <ul style="list-style-type: none"> <li>Hand checking, arm bar, multiple touches, two hands</li> <li>RSBQ – Rhythm, Speed, Balance, Quickness</li> <li>Post Play, chucking cutters, illegal screens, off ball coverage</li> </ul> <p><b>6. Game Management</b></p> <ul style="list-style-type: none"> <li>Review dead ball management</li> <li>Stay with the play after foul or violation</li> <li>Communicate with your partner (verbally and/or visually)</li> <li>Be aware of team fouls and time outs</li> </ul>	<p><b>7. Double Whistles</b></p> <ul style="list-style-type: none"> <li>Typically belongs to primary. Come together as needed</li> </ul> <p><b>8. Patient Whistle</b></p> <ul style="list-style-type: none"> <li>Don't guess: don't anticipate a foul or a violation</li> <li>Get it right, call the obvious, avoid inadvertent whistles</li> <li>Don't bail out the offensive player – vertically</li> <li>Incidental contact vs. illegal contact</li> <li>Blocked shots/Rebounding situations, "on" the back</li> </ul> <p><b>9. Coaches/Bench Decorum</b></p> <ul style="list-style-type: none"> <li>Acknowledge questions, not statements</li> <li>Be a responder, not an initiator (acknowledge/warm/penalize)</li> <li>OFFICIALS <b>MUST</b> DEAL WITH the behavior of out-of-control coaches and TAKE CARE OF BUSINESS.             <ul style="list-style-type: none"> <li><b>AUTOMATIC</b> Technical Foul for:                 <ul style="list-style-type: none"> <li>Cursing</li> <li>Being on the court to yell at any official</li> <li>Anything personal or disrespectful</li> <li>Throwing/slamming clip/game board,</li> <li>Tantrums and disrespectful gestures</li> </ul> </li> <li>Coaches box and permissible time out location</li> <li>Only head coach can talk to you/react to calls</li> <li>All other bench personnel have a "Non-Speaking" role</li> </ul> </li> </ul> <p><b>10. Travelling/Tripping/Palming/Jump Stops</b></p> <ul style="list-style-type: none"> <li>Find pivot foot and watch for the hop after the catch of a pass</li> </ul> <p><b>11. Option to Advance</b></p> <ul style="list-style-type: none"> <li>Final :59.9 of 4<sup>th</sup> quarter and any overtime</li> <li>Process/reporting procedure &amp; location to inbound ball</li> </ul> <p><b>12. Bonus Situation</b></p> <ul style="list-style-type: none"> <li>2 shots on the 5<sup>th</sup> foul</li> <li>Team fouls reset after the 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> quarter</li> <li>Team fouls carry over from 4<sup>th</sup> quarter into OT.</li> </ul> <p><b>13. 10-Second rule</b></p> <ul style="list-style-type: none"> <li>10-second count resets for everything <b>except</b> H.O.T.I.</li> <li>Held ball and possession arrow is with the offense</li> <li>Out of bounds off the defense</li> <li>Time out by the offense</li> <li>Technical foul (<b>Admin only, except excessive time out</b>) on the offense</li> </ul>	<p><b>14. Clock Management</b></p> <ul style="list-style-type: none"> <li>Know status of game &amp; shot clock and 10-second count</li> </ul> <p><b>15. End of Quarter/Half/Game</b></p> <ul style="list-style-type: none"> <li>&lt; 2 minutes remaining: get together on all TO's</li> <li>Trail has last second shot</li> <li>Be aware of inbound location after a time out</li> </ul> <p><b>16. Discuss</b></p> <ul style="list-style-type: none"> <li>Opening jump ball situation, clock malfunctions</li> <li>Eye contact, Do not ball watch</li> <li>Potential problems, rivalries/tensions, key players</li> <li>Verbally &amp; visually confirm # of free throws</li> <li>Next foul bonus &amp; Possession Arrow</li> <li>Warnings to coaches/players/team/bench</li> <li>Direct &amp; indirect T's, Unsportsmanlike &amp; DQ fouls, hard fouls, fights, player/bench ramifications</li> <li>Free throw &amp; press/ fast break coverage</li> <li>Help areas – out of bounds, 3-point shots</li> <li>Stay with shooter, pass crash, who has the subs</li> <li>Blood rule, correctible errors, DQ player</li> <li>Be approachable to players and head coach</li> <li>3 C's: Concentration, Communication, Consistency</li> </ul> <p><b>3-PERSON CREW</b></p> <p><b>1. Pre-game duties/teams/table/uniforms</b></p> <ul style="list-style-type: none"> <li>U1 home team, R half court, U2 visitors</li> </ul> <p><b>2. Lead</b></p> <ul style="list-style-type: none"> <li>Look for competitive match-ups</li> <li>Initiate rotations, no excuse not to rotate</li> <li>Wide angle/close down positions, stay in primary</li> </ul> <p><b>3. Center</b></p> <ul style="list-style-type: none"> <li>Look for competitive match-ups, help with press</li> <li>Initiate rotation during half-court trap</li> <li>Referee the play all the way to the basket</li> <li>Watch off the ball, be active, don't be a second trail</li> <li>Referee strong when play goes away from you</li> <li>C has last second shot and chops in time on FT</li> </ul> <p><b>4. Trail</b></p> <ul style="list-style-type: none"> <li>Look for competitive match-ups, ref where L can't</li> <li>Stay with shooter in your area</li> <li>Rebounding coverage</li> </ul>
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**PRE-GAME CARD COURT DIAGRAM:**

