

# **BASKETBALL PRE-GAME**

1. Court Arrival Procedures; clock; scorebook; coaching boxes; “x” on floor; captains-coaches pre-game conference (times for all)
2. Jump Ball; who is watching what?
3. Stay with fouls (not leave too quickly); watch for aftermath activity; say out loud numbers (foul/shooter) and/or where the ball is to be placed for throw-in
4. Help with shooters if non-calling official
5. If non-calling official, know if ball goes in; if under official making call help if needed (tell, don’t signal – calling official makes the decision & signal)
6. Foul near shot, but it was a pass (vs. shot); calling official needs to be aware it was a pass
7. Make eye contact before putting ball in play; off officials count players; keep hand up if not ready to go
8. If we need to talk about anything; let’s do so – especially if something unusual occurs; very clear communication if “T”
9. Keep shirts tucked in; each dead ball; last resort is tell kids that you’ll send out of the game if they’re repeat offenders.
10. Primary/secondary responsibility on drives; related - simultaneous whistles; make eye contact; someone take charge; ‘COME IN HARD & VERBAL”
11. If we need to change a call be 100% sure!
12. 3 point coverage; if away from the table signals, then official in front of bench do so too to insure seeing. (Point to line if toe on the line)
13. Goal Tending; Basket Interference
14. Time-Outs; ask coach if 30 second or full; if no answer – full. Get teams on warning; communicate during timeout where throw-in will be (move along baseline apply)
15. Warning issued (where applies); communicate with partners
16. T – fouls; Intentional fouls; procedures
17. Coaches/coaching boxes; how manage
18. Full court press coverage
19. Last second shots
20. Free throw violation coverage

21. Front court coverage; particularly watch – C watch weak side off ball, illegal screens, rough play/elbows, 3 seconds
22. Throw-in coverage; particularly watch same as above
23. Closely guarded coverage visible count
24. Contact vs. foul philosophy; related, protect the shooter
25. Tagging/hand checking
26. New rules; points of emphasis
27. Let the players try to establish a level of physicality/contact early; do not call a “light” contact foul early.
28. Reporting mechanic; 5th foul manage – issues/potential problems?
29. Flopping
30. Other