

BASKETBALL PREGAME SHEET

Officiating Crew Basic:

1. Call the Obvious
2. Referee the Defense
3. Stay in your primary
4. Trust you Partner
5. Consistency, Communication, Coaches, Clocks, Chaos, and Confidence

Areas of Concern:

1. Enforce the Rules as Written
2. Post Play/Three Seconds (Post Defender may only place one body part: Hand w/Bend in elbow or Forearm) Post player must turn shoulders square to the backboard to be considered a BH/D
3. Freedom of Movement/Players Moving without the ball/Screening/Legal Guarding
4. Contact on and by the ball handler/dribbler
5. Bench Decorum/Sportsmanship -Enforce it throughout the game
6. Signal at the end of each period on a made or missed basket.

Current Rule Changes:

Shot Clock

1. Shot clock must display 35 seconds
2. On reset, the shot clock must indicate 25 seconds
 - a. When it hits the rim, kick ball, or on fouls committed in the front court.
 - b. If not certain whether ball hit the rim? Same Team recovers! Stop play and ask.
 - c. On fouls committed in the back court, the shot clock resets to 35 seconds.
 - d. On an offensive reset, the shot clock must indicate 25 seconds – UNLESS it changes possession
 - e. On timeouts in the back court by the offensive team – the offensive team will get a new 10 second.
 - f. Discuss what the shot clock should display when the ball hits the rim, kick ball, or on a foul that is committed in the front court.
 - g. When the shot clock is off, the crew must show a visible 10 second back court count.
 - h. If the shot clock is not operable, each quarter will start with a technical foul and the offended team retains the ball. Do not cancel or forfeit the game. Play the game with the regular game clock. If the clock malfunction in the game, allow the home team to get a replacement clock. If one is not available, do not penalize the team. Write a game report and send it to Shereka Brown immediately at - shereka@bellsouth.net or mboabasketball01@gmail.com.
 - i. If clock is not operable, it must be turned off and the officiating crew should use the game clock.
 - j. NOTE:
 - i. Shot clock operator must be 21 years of age and GHSA certified. Certification must be present. If not replace them and send in a game report.
3. **Hair Accessories**
 - a. Beads are now legal only if they are tied close to the head and does not cause harm to players during the contest.

Player and Game Equipment/Starting the Game/Sportsmanship Statement:

The GHSA sportsmanship statement must be read prior to each contest:

Sportsmanship Statement - The GHSA and its member schools have made a commitment to promote good sportsmanship by student/athletes, coaches, and spectators at all GHSA sanctioned events. Profanity, degrading remarks, and intimidating actions directed at officials or competitors will not be tolerated and are grounds for removal from the event site. Spectators are not allowed to enter the competition area during warm-ups or while the contest is being conducted. Thank you for your cooperation in the promotion of good sportsmanship at today's event

(All teammates must wear the same color)

1. **Compression Shirts:** long/short sleeves are permitted. **Similar color** as defined by the **neutral zone**.
2. **Arm/Leg Sleeves/Full Length or Compression Tights:** shall be a solid color black, white, beige predominate color of the jersey.
3. One Institutional Logo Mascot may appear on any arm, leg, or knee sleeve
Note: Knee braces are not considered sleeves. Patella knee braces are permitted to be any color. Any sleeve worn under a knee brace must be the same as other team members.

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Coverage:

Stay focused in your primary and own it!

1. Plays that come down the middle of the paint, strong side and below free throw line extended this is a "Lead play" **Center be patient**
2. Center side drives **Lead be patient**
3. Plays that leave the trial into Lead/Center primary **Trail be patient**

Referee/Help Plays:

1. Shot Clock plays
2. High screen/rolls/Lane line Elbow Plays
3. Continuous/Upward shooting Motion
4. Flagrant, Intentional Foul-**Bring information**. Common fouls bring **act of shooting information if needed**
5. 2pt/3pt communicate if you have definite knowledge (Discuss correctable error situation)
6. **Pass and crash plays**: Discuss coverage. T-L plays, C-L Plays, and down the middle

Atypical Situations/Red Flags/Game Management/Communication:

1. Talk thru all aspects of incident. Make certain to cover all possible rules and all participants involved. Everybody must have an input!

Be aware of:

1. Dead ball situations/Taunting/Unsporting Behavior (players on/off the bench)
2. Change in game play
3. Coaches/Asst. Coaches
4. Partners (what's being called and not called)
5. Rotations
6. Fighting: determine if fight occurred and who was involved and have knowledge of bench personal coming off the bench.
7. End of game situations

Halftime:

1. Discuss problem plays
2. Crucial game situations (plays that can hurt the crew for the second half)
3. Adjustments (if needed)

Post-Game:

1. Things the crew did well or need adjustments in
2. Things that could help going into the next game
3. Leave out together