

# MBOA High School Basketball Pre-Game

## Officiating Crew Basic Information:

- 1) Call the Obvious
- 2) Referee the Defense
- 3) Stay in your primary
- 4) Trust the system and your partner
- 5) Enforce the C's - Consistency, Communication, Coaches, Clocks, Chaos, and Confidence

## Rules Changes:

- 1) Discuss Shot Clock rules – **Varsity and Private School Varsity Only**
  - a. Shot clock must display 35 seconds
  - b. On a reset, the shot clock must indicate 25 seconds – unless it is changing possessions.
  - c. 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.
  - d. On fouls committed in the back court, the shot clock must reset to 35 seconds.
  - e. If not certain whether ball hit the rim and the **same team recovers** it stop play and ask.
  - f. When the shot clock is off, the crew must show a visible 10 second back court count.
  - g. NOTE: If the shot clock is not operable, each quarter should 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](mailto:shereka@bellsouth.net) or [mboabasketball01@gmail.com](mailto:mboabasketball01@gmail.com).
  - h. Shot clock operator must be 21 years of age and GHSA certified.

## 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
- 6) Signal at the end of each period on made or missed baskets

## Player and Game Equipment/Starting the Game”

**GHSA 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

- 1) **Arm/Leg Sleeves:** Solid color (black, white, beige or **any color in the jersey**)
- 2) **Compression Shirts** (No wavier needed) long sleeve permitted. **Similar color** on the game jersey as defined by the **neutral zone**
- 3) Teammates are required to wear the same color for both 1 and 2.
- 4) One Institutional Logo Mascot may appear on any arm, leg, or knee sleeve
- 5) **Review Shot Clock functions (if available)**
  - **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.**

## Coverage: \* Stay focused in your primary and own it!

1. In Three-Person: Plays that come down the middle of the paint depending on the side of the lane (if the play is strong side **LEAD will take these plays** - Center be patient). If the play is weak side **CENTER will take these plays** - Lead be patient)
2. Center side drives (Lead be patient – Center's primary)
3. **Plays that leave the trail into Lead/center primary (trail be patient)**

## Help Plays requires two officials:

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

## Substitutes: When Permitted

1. Free-throws/ Fouls: Common, FF, Technical, Disqualifications (before 1<sup>st</sup> or after final on all tech and FF)
2. Coach or trainer comes on court

## MBOA High School Basketball Pre-Game

3. Injury, blood, contact, timeouts

### **Atypical Situations/ Red Flags/Game Management/Communication:**

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

1. Dead balls situations/Taunting/Unsporting Behavior (players on/off the bench)
2. Change in the flow
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