

BASKETBALL PREGAME SHEET

Officiating Crew Basic:

1. Review the new rules for the officiating season.
2. Call the Obvious.
3. Referee the Defense.
4. Stay in your primary.
5. Trust your Partner.
6. Consistency, Communication, Coaches, Clocks, Chaos, and Confidence.

Areas of Concern:

1. Enforce the Rules as Written
2. Freedom of Movement/Players Moving without the ball/Screening/Legal Guarding
3. Contact on and by the ball handler/dribbler.
4. Enforce the absolute throughout the game.
5. **Bench Decorum/Sportsmanship - Enforce it throughout the game.**

Shot Clock

1. Shot clock must display 35 seconds.
2. On resets, the shot clock must indicate 25 seconds.
 - a. When it hits the rim, or on fouls committed in the front court when the shot clock is below 25.
 - b. If not certain whether ball hit the rim? Same Team recovers! Stop play and ask.
 - c. On kick balls and fouls committed in the back court, the shot clock resets to **35 seconds**.
 - d. On kick balls in the front court, the shot clock resets to **25 seconds**. If it above 25 it remains.
 - e. On timeouts in the back court by the offensive team – the offensive team will get a new 10 second.
 - f. When the shot clock is off, the crew must show a visible **10 second** back court count.
 - g. 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.
 - h. If clock is not operable, it must be turned off and the officiating crew should use the game clock.
 - i. 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.**
 - ii. **Official Scorer must be 21 years of age for a GHSA varsity game. If not, replace them and send in a game report.**
3. **Hair Accessories**
 - a. Beads are legal if they are tied close to the head and does not cause harm to players during the contest.
4. **Uniforms**
 - a. **Compression Shirts:** long/short sleeves are permitted. **Similar color** as defined by the **neutral zone**. Visiting team can wear black undershirt or a color similar to the torso of their jersey. (Refer to the color requirement)
 - b. **Arm/Leg Sleeves/Full Length or Compression Tights:** shall be a solid color black, white, beige, or the predominate color of the jersey.
 - c. 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.**
5. **Bonus Fouls**
 - a. All bonus fouls are TWO (2) SHOTS. Bonus will now be administered on the FIFTH team foul. Fouls reset after each quarter.
6. **Throw-In**
 - a. Fouls will adhere to the FOUR throw-in spots – (28 Foot Mark and the two tic marks outside the lane line).
 - b. Throw-In can be corrected if administered to the wrong team and recognized before the team scores.

Game/Sportsmanship Statement: The GHSA sportsmanship statement MUST be red 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.

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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 trail 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.
 - o **EVERYONE MUST GIVE INPUT.**
2. 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. DO NOT - Let anyone take control of your halftime. This is the time your crew needs to talk to adjust. Once the crew has finished discussing. You may allow visitors to the locker room to speak.
2. Discuss problem plays.
3. Crucial game situations (plays that can hurt the crew for the second half)
4. Adjustments (if needed)

Post-Game:

1. DO NOT - Let anyone take control of your post game. This is the time your crew needs to talk the game. Situations, areas of improvement, things you all could have done better, etc. Once the crew has finished discussing. You may allow visitors to the locker room to speak.
2. Things the crew did well or need adjustments in
3. Things that could help going into the next game.
4. Leave out together.