

BASKETBALL PRE-GAME

1. **REVIEW NEW RULES**
 - Work Wide
 - Relax stay in primary
2. **REVIEW POINTS OF EMPHASIS**
3. **SCORING/TIMING PROCEDURES**
 - Cover in pre game with table crew
4. **SET THE TEMPO**
 - Hand checking
 - Traveling
 - Palming the ball
 - Illegal Screens
 - 3 Seconds
 - Off Ball Coverage
5. **GAME MANAGEMENT**
 - Review dead ball management
 - Stay with the play – after foul or violation
 - Slow Down – Don't look away
 - Communicate with your partners
6. **CLOCK MANAGEMENT**
 - Status of game clock
7. **BASIC ROTATION AND FLOOR COVERAGE**
 - Review lead, center and trail floor coverage
8. **LEAD**
 - LOOK FOR COMPETITIVE MATCH UPS
 - Initiates rotations
 - No excuse not to rotate
 - Mirror ball
9. **CENTER**
 - LOOK FOR COMPETITIVE MATCH UPS
 - Referee the ball all the way to the basket
 - Curl plays
 - Referee strong when play leaves you
10. **TRAIL**
 - LOOK FOR COMPETITIVE MATCH UPS
 - Referee where lead cannot
 - Curl plays
11. **REVIEW PRIMARY AND SECONDARY COVERAGE**
12. **DOUBLE WHISTLES**
 - Belongs to primary
 - Good eye contact and communication
13. **CALL THE OBVIOUS**
 - Don't guess
 - Get the play right
14. **PATIENT WHISTLE**
 - Blocked shots
 - Rebounding situations
15. **ILLEGAL SCREENS**
 - Where are they set
 - The 'impact' on the play
16. **TRIPPING**
 - Any defensive pressure and player trips, call the foul (intent has nothing to do with it)
17. **TRAVELING**
 - Find the pivot foot
 - Post player
18. **ATYPICAL SITUATIONS**
 - Fight, intentional and flagrant
 - Double technical fouls
19. **HALF/GAME ENDING SITUATIONS**
 - Last few seconds, time outs
 - Time on clock we stop rotating
 - Who has last second shot
20. **BE AWARE OF**
 - Team and personal fouls
 - Score and time
21. **CONCENTRATE, FOCUS AND COMMUNICATE**
 - Eye contact Consistently
22. **DISCUSS**
 - Jump Ball/Possession Arrow
 - Warnings
 - Indirect/Direct Technical Fouls
 - Press and Free Throw Coverage
 - Help areas – out of bounds – 3 point arc
 - Correctable errors
 - Hard Foul
 - Disqualified player

FIVE POINTS TO A GREAT GAME

TRUST YOUR PARTNER STAY IN YOUR PRIMARY CLOCK MANAGEMENT WORK THE SYSTEM REFEREE THE DEFENSE