

## Basketball Three Person Pre-Game

### GENERAL

- Had either of these teams lately?
- Had any unusual plays / situations lately?
- Trust your partners to call their primary.
- Clock management.
- Work the system.
- Referee the defense.

### POINTS OF EMPHASIS

- Concussions.
- Uniforms.
- Time-outs.
- Intentional Fouls
- Rules enforcement / proper signal use.

### NEW RULES

- Headbands and sweatbands (white or torso jersey color, same for each item and all participants, maximum 1 item on head and 1 on each wrist; headband maximum 2", wristbands 4", wristbands must be below elbow).
- Exact time observed may be placed on clock on timer's mistake.
- Warning added for failure to have the court ready for play following timeout.
- New signal for team-control foul (arm extended and fist is punched).
- Review major changes from previous year as well.

### ARRIVAL ON FLOOR

- U1 - Home team, count players, observes toss and jumpers, chops time. Coaches in boxes to start.
- U2 - Visitors, count players, responsible for eight non-jumpers and possession arrow.
- Legal equipment, captain's meeting at 12:00, Check scorebook at 10:00.
- Pregame with scorer and timer, greet coaches at 1:30.
- Blocks after introductions.

### CONSISTENCY

- Similar calls ... similar plays.
- Be aware of what partners have just called or not called.
- We must set the tempo from the tip.
- Block / charge - be consistent, number of players on the floor, officiate ahead of the play - officiate the defense.
- Post play - clean it up early, hands, hooking, forearms, and knees. Are we talking first, and then whistle?
- Hand checking - be consistent, locked arm, drive to basket - be patient - let play finish.

## **COURT COVERAGE**

- Rotation: Lead will initiate. C - don't rotate too early, except to observe trap near centerline. Lead must recognize.
- Review normal positions, line responsibilities (lines of responsibility in transition - L/T), off ball coverage, look / ask for help if needed on out of bounds calls, staying with shooters.
- Review press situations. Backcourt –  $\frac{1}{2}$  &  $\frac{1}{2}$ , C must help across entire court.

## **ALL**

- Hustle. Move to get the good look. Communication while passing between T & C, and T & L.
- Block / charge situations. Pass and crash situations. Double whistles
- Changing a 2 - 3 or 3 - 2. Changing an out of bounds call.
- Free throws - L opposite line and low block on L side. C opposite line and shooter.
- Out of bounds. Be patient with the whistle.

## **TRAIL**

- If rotation is made and C fails to recognize, C still needs to become the new L.
- Come in and sell calls. Discuss NEW primary area with the lead position.
- Help L with travel calls in lead's primary.
- Divide court coverage  $\frac{2}{3}$  &  $\frac{1}{3}$  in frontcourt. Stay with your counts.
- Handle all throw-ins on sidelines.
- Close down on shots. Three point line and shooters. Rebounding responsibilities.

## **CENTER**

- Divide court coverage  $\frac{2}{3}$  &  $\frac{1}{3}$  in frontcourt. Stay with your counts.
- Get deep (F.T. line extended and below), work hard in the middle.
- If drive to basket originates from C area, C must take it all the way to the hoop.
- Be prepared to help T at the division line.
- Close down on shots. Three point line and shooters. Rebounding responsibilities.
- After made basket, stay to help with the press.
- If rotation has occurred and you are late to recognize, you must still become the new lead.

## **LEAD**

- Always be on ball side. Recognize offensive patterns, go strong side. Discuss NEW primary area.
- Know when to close down and when to stay wide. Stay wide on shots.
- Help on fast break 3's, only give preliminary signal.
- Don't break up court too early. Wait for possible quick steal and lay-up.
- In transition, be aware of players still on floor after loose ball. Don't leave them. Partners must recognize this and adjust.

## FOUL CALLS

- Communicate throughout the game team foul status (7<sup>th</sup> or 10<sup>th</sup>). Be alert to assist your partners.
- Give clear preliminary signal. Indicate shooting foul or designate out of bounds spot.
- If off-ball foul, be sure to communicate - direction, shooter, and how many. You must have these!
- Double whistles. Third official must help with fouler, shooter, shot went in or not. Be alert during these situations.
- Off officials - freeze your eyes. Get and keep the shooter. Communicate this to calling official.
- Did the shot go in? Communicate to calling official if necessary.
- New trail or center (tableside official) takes care of substitutes and 5<sup>th</sup> foul disqualification procedure.
- No long switches in the backcourt.
- No lane violations until shooter has possession and control. Penalize the first violation.

## TIME OUTS

- 3 full & 2 - 30's. Player on court or coach may request. Dead ball or live ball request situations. Get signal from coach. Do not grant time out until injured, disqualified, or substituted players have been replaced. Blood on jersey T.O.
- Do not report time out until crew has communicated spot of inbounds, or foul shooter and number of free throws.
- Communicate to partners and opposing team whether full or 30.
- One official on ball, others are blocks on full timeouts and top of key on 30's. Observe teams as they move to huddles.
- First horn, bring them out. Resume play after second horn. Be aware if arrow needs to be switched (A/P before TO).

## TECHNICAL FOULS

- Communicate. Know what has happened and what needs to be done. Shots taken in correct order.
- Calling official becomes C during shots and administers throw-in at half-court to resume play.
- Coaches privileges lost – direct technical loses box, indirect does not.

## GAME MANAGEMENT

- Be aware of game time, clock start and stops, end of quarter, last second shot - opposite table.
- Clock corrections, if necessary, go through the referee. Time, Situation, Score.
- End of game; give the defense a chance to steal the ball before a quick whistle. Be aware of intentional fouls.
- Taunting and baiting situations. Assume the worst. Confront immediately.

## MISCELLANEOUS

- Goaltending / basket interference - C and T must see this. Ball flight - opposite side official.
- Held Balls. Assume each will be a fight. Calling official stay with players. Off officials take care of direction.
- Make sure counts are visible, and for the full amount. Stay with the count until it ends (moving out of primary).
- See the whole play. Anticipate the play, not the call. Officiate the defense and ahead of the play.
- Withhold whistles, let them play and block shots when possible. Advantage / disadvantage & impact / effect on play.
- Be alert at the opening tip. First two minutes and last five. Work hard and have fun.