

WCOA PREGAME TIMELINE

1. Contact Your Partners
 - WCOA policy is for umpire (U1, or U1 and U2) is to contact referee 72 hours in advance of game. Communicate game site, time of game, time of arrival at site.
2. Arrival at Game Site
 - One hour before game time arrive at site. Find game administrator and get into locker room. Carry pertinent phone numbers (partner, assigner) with you.
3. Pre Game in Locker Room
 - Refer to WCOA Pre game Sheet for topics for discussion
4. Pre Game on Court
 - Arrive on court with 15 minutes on clock and take positions on sideline opposite the table.
 - 2-man – Officials stand along sideline opposite table, R at 28 foot mark to observe home team warm up. U1 at 28 foot mark to observe visitors warm up. Count the number of players on your respective side and inspect uniforms, equipment, and check for jewelry.
 - 3-man – All officials stand along sideline opposite table with R at halfcourt, U1 at the 28 foot mark to observe home team warm up, U2 at the 28 foot mark to observe visitors warm up. U1 will count the number of players on the home team and inform the R. Inspect uniforms, equipment, and check for jewelry. The U2 will perform the same duties for the visiting team.

At 12:00 minutes, R goes to table to check book to insure starters are designated by the ten minute mark. Select a game ball and check air pressure. Book should have the same amount of players listed in it that you counted in warm-ups. Check that there are no illegal or duplicate numbers listed. Make sure five starters are checked. Write your name in the referee space, your partner(s) name(s) in their respective spaces.

Captain and coaches meeting shall take place in front of the scores table at ????????. The FHSAA card will be read at this meeting. Find out from the home coach if any special announcements will be made. Return to positions sideline opposite the table.

When introductions and national anthem are concluded, U1 will gather jackets and take them to the table, find the game ball and roll it to the R.
5. Jump Ball Positions
 - R will confirm the crew is ready and the players are lined up properly for the jump. Face the table and separate the jumpers. A good toss starts the game in a positive manner.
 - 2-man – U1 is positioned in front of the table at the division line and will chop the clock.
 - 3-man – U1 is positioned at the 28 foot mark in front of the home team and will chop the clock on jumpers touch. U2 is positioned at 28 foot mark on the sideline opposite the visitors bench.
5. Halftime in Locker Room

- Discuss plays/situations from the first half that warrant consideration.

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7. Halftime on Court

- Return to the floor at the three (3) minute mark. Not being notified of the time by game management is not a valid excuse for being late.
- Assume positions from pre game.
- Starting the second half - make sure the ball is awarded to the proper team, make sure there are five players for each team, get eye contact with your partner(s), blow the whistle, and administer the throw in by bouncing the ball to the thrower in.
- After the throw in, confirm the alternating possession arrow has changed and that the clock has started.

8. End of Game

- Late in the game, all officials should meet during a time out to discuss end of game scenarios. Time and score, time outs remaining per team, bonus situation (does one team have fouls to give?), AP arrow, throw in (spot or run endline), number of free throws and the free throw shooter, and who has last second shot responsibility must be discussed.
- Last second shot is the responsibility of the position opposite the table. The official must put themselves in the best position to have all the information to get the call right. The official may seek assistance from their partner(s) who can provide definitive knowledge. Team work at this juncture of the game is crucial. The officials whistle should sound, immediately followed by the proper signal counting the basket and/or ending the period.