

WEST COAST OFFICIALS ASSOCIATION PREGAME CONFERENCE

1. 2006-07 Rules/Mechanics Changes
 - One warning for delay of game. Rule 4-47. One warning for any of four delays of game situations; subsequent delay for any of four, technical foul.
 - Lag time. Rule 5-10-1. The exact time observed by the official may be placed on the clock.
 - Headbands and sweatbands. Rules 3-5-3, 3-6. Headbands and sweatbands must be dominant color of jersey or white. Only one logo permitted (team or manufacturer); must be the same color for everyone on team.

2. 2006-07 Points of Emphasis
 - Uniforms. Enforce proper wearing of uniform, especially as it relates to keeping the jersey tucked in and the shorts pulled up above the hips. Undershirts shall be the same color as the game jersey, with sleeves hemmed and the same length. Visible markings on undershirts are not permitted.
 - Time- Outs. Officials should not grant time out until player control is clearly established. A request for time out does not guarantee a time out shall be granted.
 - Intentional Fouls. An intentional foul is a personal or technical foul that neutralizes an opponent's obvious advantageous position. Examples are contact when not making a legitimate attempt to play the ball or player, excessive contact with an opponent while playing the ball, and during throw-in situations, fouling a player not involved in the play in any way.
 - Rules Enforcement and Proper Use of Signals. Officials must be consistent in the application of all rules and be aware that personal interpretations of the rules have a negative impact on the game. Signals of officials are a means of communication and deviations from NFHS signals is unacceptable.

3. Officiating Philosophy
 - Call the Obvious Fouls – Illegal contact that has an impact and is obvious must be called
 - Allow Freedom of Movement – The ball handler, dribbler, cutter, or shooter, must be permitted to move without being illegally impeded, re-routed or displaced. Displacement is a foul.
 - Evaluate the Impact/Effect of Contact on the Play – When contact doesn't displace and has no effect on the execution of the play, it is incidental.
 - Permit Aggressive and Physical Play, Do Not Allow Rough Play – Permit play to continue if contact does not affect a players speed, balance, rhythm, or quickness.
 - Use Common Sense Officiating – Maintained fairness and balance; calls similar plays on both ends of the court; make quality calls that are significant; let play continue when incidental contact occurs; let common sense prevail.

4. Tone
 - From the opening tip – quality calls.
 - Officials set the tone, not players.
 - Stay consistent as a crew throughout the game.
 - Similar plays = similar calls.
 - Discuss team styles and tendencies if known

5. Game and Clock Management
 - Review all dead ball management situations.
 - Stay with the play after a foul or violation.
 - Do not look away from the action. Slow down.
 - Know team and personal fouls, score and time.
 - Game clock awareness. Starting and stopping.

6. Basic Rotation / Floor Coverage

- Discuss on/off ball coverage and areas of responsibility.
 - Lead – facilitate rotations, relax and stay in your primary – Don't reach across the paint, keep post play legal.
 - Center – referee drives all the way to the basket, step on the court to get angles.
 - Trail –
7. Double Whistles
- Don't assume your partners call. Confirm / Affirm.
 - Double whistles belong to the primary. Release.
8. Communication
- Match up problems
 - Help calls – out of bounds, 2- v 3-pointer
 - Bonus situations
 - Identify shooters
 - Warnings to coaches
 - Timeouts – get together, especially late in game – period ending situations
 - Last second shot
9. Challenging Calls/Situations
- Jump ball – no surprises
 - Illegal screens
 - Traveling
 - Out of bounds
 - Curl plays – coming toward center and/or trail
10. Atypical Situations
- Double personal/technical fouls, intentional, flagrant, fights
 - Consider intentional on fast break situations
 - Always know the status of the ball
11. Key Points
- Referee the defense.
 - Patient whistle, blocked shots, rebound action, calls out of your primary
 - Call the obvious, get the play right, don't guess – high degree of certainty!
 - Concentrate and focus throughout the entire game
 - HAVE FUN !!!