



**LEVEL 1 BASKETBALL CLINIC
IHSA OFFICIALS CONFERENCE
EAST PEORIA COMMUNITY HIGH SCHOOL**

PRE-GAME TO POST-GAME

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The ONLY thing NOT GOOD about a Pre Game is NOT to have ONE!!!!!!

- Nothing good can happen when you don't have a Pre Game. It is imperative that we talk



- We have to expect the unexpected and know how to handle things when they come up

Traveling to the Game Site

- Travel with your partners whenever possible. Pre Game discussion can start with your travel
- Be ready to put all of your problems of the day behind you and wipe them away
- Start thinking & talking about your game
- What do we know about the participating teams? Who are the STUD players? Do they play up tempo or slow down?

Ways To Prepare

- It is my opinion the more you know about each team can only help your game
- Get your information from newspapers, internet, etc. Post Play vs. Perimeter Shooting. Penetrating Guard Play. Coaches behaviors
- Notify Game Management upon arrival & find your Locker Room. You now "OWN" the Locker Room

Younger & Inexperienced

- If this is YOU, and you're working with a more experienced official who is not starting a Pre Game, it is up to YOU to force the discussion by asking questions
- Has this ever happened to you? Whatever can go wrong will go wrong in your game without a thorough Pre-Game

OPEN PRE-GAME WITH PARTNERS

- 4 Keys to a Successful Game
 1. Know YOUR Primary & STAY In It
 2. Officiate the DEFENSE & Look for Separation
 3. TRUST Your Partners
 4. Call the OBVIOUS



OPEN PRE-GAME - CONTINUED

- Make sure we all START OFF seeing the same game
- Lets have a GOOD FIRST FOUL of the game. No Ticky-Tack
- See what the game & players bring us in the first 2-3 minutes of the game
- When to know when we STOP talking & START blowing
- Don't interrupt FLOW
- Don't go looking for whistles, but let the plays come to you in your PRIMARY
- Be consistent with POST PLAY, HAND CHECKING, BLOCK/CHARGE on both ends of the floor.

GAME MANAGEMENT

- Running the Game
- Must have Game Awareness with Bonus FT at 7 & 10 Team Fouls
- Always helpful if you know how many fouls a team has to give
- Always be cognizant of Time & Score

CLOCKS

- Pay close attention to Game Clock, especially in the 4th QTR.
- Know how to put on or take time off of game clock by definite knowledge.

SPORTSMANSHIP

- Bench Decorum
- Coaching Box
 - How are we going to handle the NEW Rule?
- Officiate Dead Balls just as hard as Live Balls
- Taunts & Baiting
 - IMPORTANT: Know What Was Said if Possible
- Game Changers & Disrupters (players coming off the bench)



COMMUNICATION

- Communication is a MUST for all game personnel
- Players, Coach's, Partners, Table Personnel. (2 hand reporting)
- Great Communication will make everyone look & feel good



THINGS TO TALK ABOUT IN THE LOCKER ROOM...

- Play-Calling
- TROUBLE TIME...
- What TO do
- What NOT TO do



PLAY CALLING

- Know Your Primary & STAY In It
- Don't go looking for plays & whistles, But let it COME TO YOU
- Officiate the Defense & Look for SEPARATION (Block/Charge)



MORE PLAY CALLING...

- Trust Your Partners
 - They Don't NEED your HELP from miles away
- Ball Awareness vs. Ball Watching
- Call the OBVIOUS
- DON'T GUESS ON ANYTHING
 - Most of the time you will be wrong on game film

MORE PLAY CALLING...

- **Dribble/Drives to the basket...**
- Center, Trail, & Lead have “OWN YOUR PRIMARY” Philosophy
- Center & Trail **MUST** stay Engaged & Connected longer on Dribble/Drives
- How do we handle **DOUBLE WHISTLES** in the **PAINT??**
- Center & Trail step down and look for angles on all rebounds

MORE PLAY CALLING...

- **BLOCKED SHOT ATTEMPTS...**
- NO PHANTOMS
- Look for Angles & Point of Contact
- DISPLACEMENT
- ADVANTAGE / DISADVANTAGE
- Assume that every Blocked Shot attempt is a CLEAN BLOCK until you see point of contact

Trouble Time - What NOT to do...

- Don't make marginal calls on IMPACT PLAYERS (especially early in game)
- Don't make marginal calls in KEY PARTS of the game (Attention Getter)
- Don't make marginal calls coming OUT OF YOUR PRIMARY (Magnified)

Trouble Time - What TO Call And How To Do It Philosophies...

- Immediate Whistle Above the Free Throw Line on plays that have to do with Freedom of Movement...
- Understand R.S.B.Q.
 - Rhythm/Speed/Balance/Quickness. (OBVIOUS CALLS)
- Patient Whistle Below the Free Throw Line...
- Officiate the Start, Development, and Finish of the play, then decide the RESULT of the play

More...WHAT TO CALL AND HOW TO DO IT...

- Stay SLOW & Patient on Rebounding Plays & the results of the play
- Get Angles, Love Tap, Ticky Tack, Displacement, Result of the play
- Always "Find the Point of Contact between 2 Players."
- Always be looking for Advantageous Off Ball Contact & Movement

Halftime Discussion, Thoughts and Adjustments

- Did we have good off ball coverage?
- Did we have control of the Post Play, Rebounding Action, Verticality and Hand Checking? Did we let them block shots?
- Did we have any mechanics or coverage problems? Pressing Situations, Up Tempo Play, etc.
- Were there any CALLS that we should talk about?
- Did we COMMUNICATE with the benches Professionally? Did we have ANY WARNINGS?

Halftime Discussion, Thoughts and Adjustments

- Can we KEEP the GAME right where we have it?
- Remember to keep our concentration & focus in the second half. A major screw up in the 2nd half will be more MAGNIFIED & can put our game right into the toilet
- Officiating the end of the game strategies. Personal fouls vs. intentional fouls. (Know the Automatics of an Intentional Foul) Use preventative officiating measures
- First Half was the \$10.00 half, Now we start the \$60.00 half mentality.

REBOUNDING...

- Center & Trail on 90% of Rebounding Fouls, Lead on NO-BRAINERS in Primary
- Center & Trail MUST step down and get the ANGLES & NOT BAIL OUT
- Verticality and looking for DISPLACEMENT
- Advantage & Disadvantage Philosophy

COMMUNICATION...

- **CAN NEVER BE ENOUGH**
 - Know How to Give & Get Help
 - I will ASK YOU, You Signal Direction, No Discussion, Ball in Play
- Changing a Call
 - Stay away from EARLY in Game if possible
 - Be 150% sure of the change
 - Original Calling Official will sound whistle and make the directional change
 - NO DISCUSSION!!! MAKE THE CHANGE!!!!!!

DEAD BALL COMMUNICATION DURING TIMEOUTS...

- Know where the Throw In will take place:
 - Spot Throw In vs. Movement
 - Umpire 1 count 5 Home Team Players
 - Umpire 2 count 5 Visitor Team Players
 - Referee count all 10 Players before the Thrown In



FOULS...

- Communicate the Foul with Partners at the SPOT OF FOUL
 - Shooter & Number of Free Throws
 - Communicate with Signals and Voice to the Scorer
 - Quarter Back the Free Throw Administration



OFF BALL FOULS...

- Off Ball Fouls
 - Illegal Screens, Holds, Chucks, etc. IN YOUR PRIMARY MUST BE CALLED (Game Film Supported)
 - This will only help your game tremendously
 - Stay in YOUR PRIMARY
 - Officiate CONTESTED Matchups

BENCH COMMUNICATION...

- Ask, Warn, Whack (Penalize) Philosophy if at all POSSIBLE / But NOT Needed
- Stop Sign = Score Book Warning
- If you handle it the correct way the COACH calls the PENALTY on himself



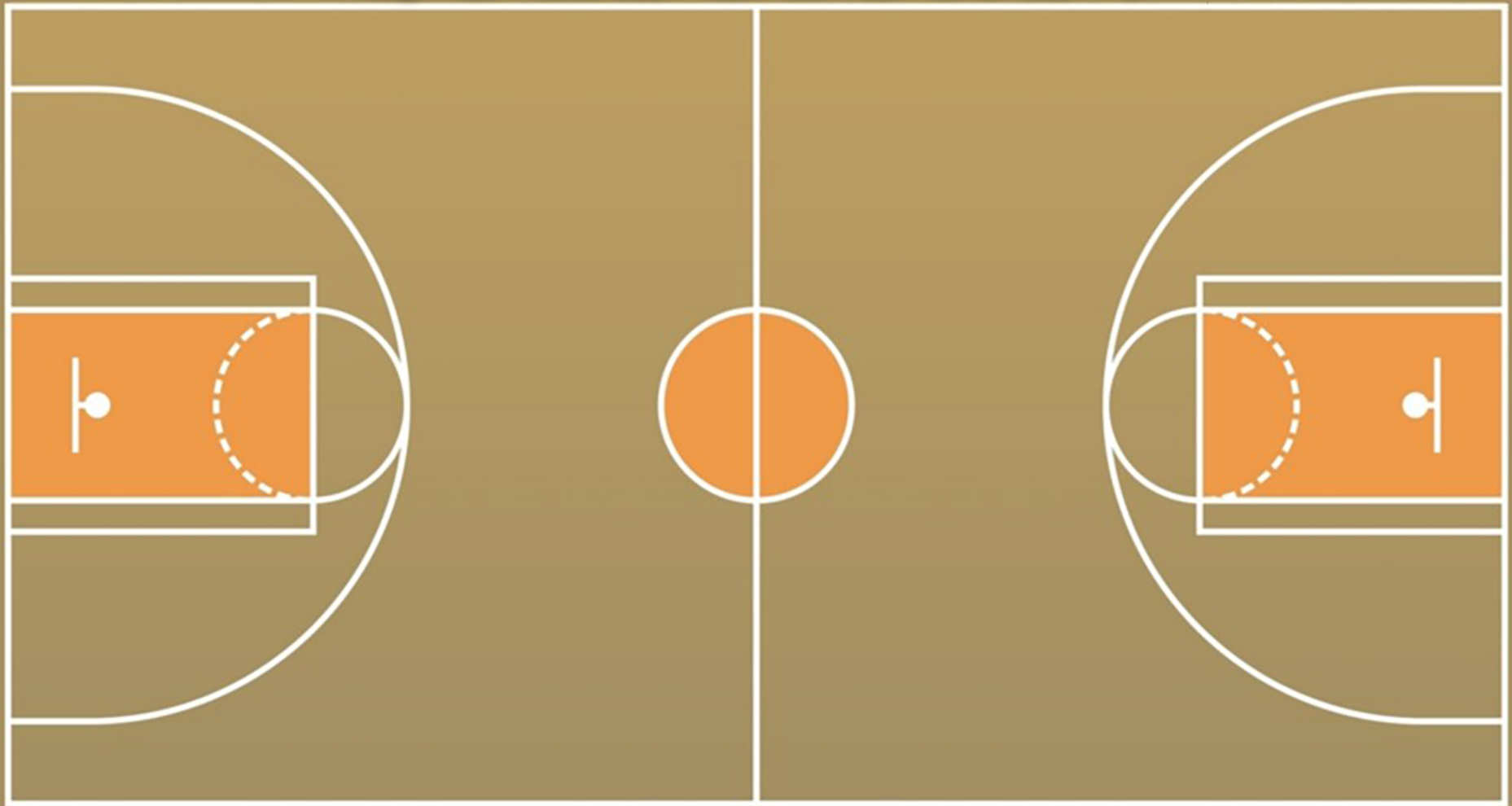
PERIMETER SHOOTING AND THE THREE-POINT SHOT...

- Work the 3-Point Line Concept
- 60/40 overlap on 3-Point shot attempts
- Watch the Shooter all the back down to the floor to avoid any FLOPS after the Attempt. If he/she hits the floor, KNOW how it happened
- Changing a 2-Point Shot to a 3-Point Shot is OK
- Changing a 3-Point Shot to a 2-Point Shot is NOT OK!!! (You got caught guessing) **BUT YOU STILL CHANGE THIS IF IT NEEDS TO BE DONE!!**

Post Game Discussions

- Be completely but professionally HONEST with each other.
- Did we handle all rule infractions correctly?
- Remember we NEVER, NEVER, NEVER, nail a game. "That Means We Were Perfect."

QUESTIONS?



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