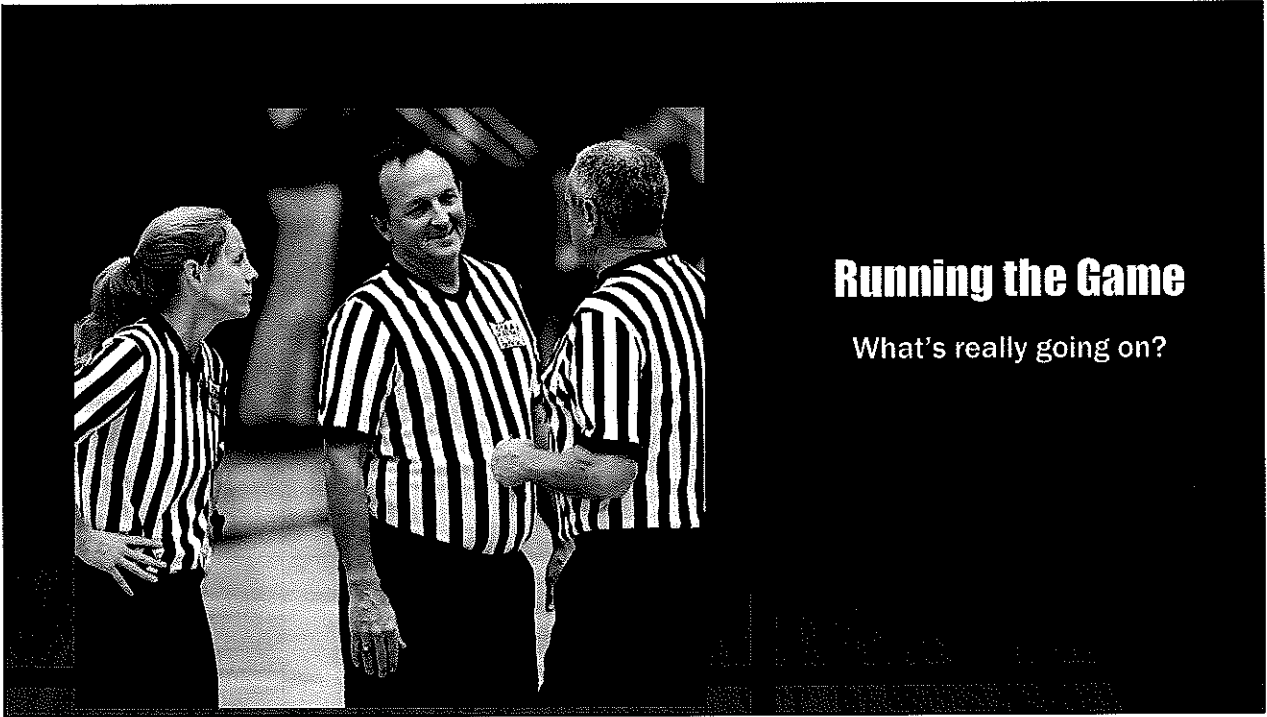


Game management is possibly the most crucial responsibility of a crew. In this presentation, we will cover elements that fall within good game management.



Running the Game

What's really going on?

There are many factors that go into managing, or running, the game. Whether you have a crew of two, or three, you need to cooperate and work together as one team. Hopefully with much preparation and experience, your crew will be the best team on the floor for each and every game.

Where does it all begin?

Before you even walk onto the court, it's important to have a good pre-game with your partners. Discuss the following factors to give your crew knowledge to help manage the game:

- Is this a rivalry game?
- What are the records for each team?
- Who are my star players?
- Have there been any issues in previous games between these two teams?
- What are the coaching styles of the head coaches?
- Are the teams tired from playing in back-to-back games, rested, injured, healthy?
- What recent plays have you encountered that may be helpful to go over with crew?

Managing the game doesn't begin when you walk onto the court. It begins well before that. It's important to have a good pre-game with your partners. You should discuss a variety of topics so that your crew can be prepared for anything that might occur during the game.

Some questions that you should discuss revolve around what each of you know about both of the teams about to play:

- Is this a rivalry game?
- Have there been any issues with any of the players on these two teams?

You should also discuss things important to ensure you maintain a safe environment for the players, as well as actions of the crew so that your play calling is consistent and fair.

Once Crew Enters the Gym

Once your crew enters the gym, it's game on. First impressions can set the tone to how you will manage the game.

- Do you watch players warming up, or socialize with spectators?
- Do you make introductions with the table crew and coaches, or huddle with crew and share laughter and stories?
- Do you take care of business during warmups, or wait for player introductions?
 - Are uniforms legal?
 - Are players wearing jewelry?
 - Are headbands, arm & leg sleeves, wristbands all the same color (as well as white, beige, black or predominant color of the jersey)?

Your jurisdiction starts when you enter the gym. It's time to get to work. Your first impression can set the tone to how you will manage the game.

It's important to observe the players warming up. This is the time to look for the legality of uniforms. Why wait until the coaches and captains meeting to mention you noticed a headband was illegal?

Do not allow players to continue to warm up if you notice anything is illegal. Mention it to the coach, so he/she can address it with the player. When you take care of business as soon as possible, this will allow teams as much time as possible to correct any issues.

If you're socializing with spectators and not observing warmups, you might miss activity on the court. If you see a player dunk in the warmups, do you know how to handle this? You should. It's a technical foul on that player. And because all of the players are considered bench personnel during warmups, the head coach also receives an indirect technical foul and needs to remain seated during the game. The game begins with 2 free throws by the other team. The possession arrow will point towards the team who was penalized.

Once the Game Begins

To manage a game well, officials have a lot to be aware of:

- Clock
- Possession Arrow
- Score
- Timeouts
- Foul Count
- Player Safety

Once the game begins, your crew has a lot to be aware of:

- Clock
- Team entitled to the next possession arrow
- Score of the game
- Timeouts remaining by both teams
- Foul count (for each team)
- Player safety

Once the Game Begins

To manage a game well, officials have a lot to be aware of:

- **Clock**
 - Know how much time is on the clock, always, but especially at the end of each quarter
 - Glance at clock after each score, and after each whistle
 - If table doesn't start or stop clock, you will need to inform table what time to put on clock
 - You need definitive knowledge on how to add/subtract time off clock
 - Which official has last second shot?
 - If official who has last second shot needs help on whether or not to count or cancel made basket, get together as a crew and discuss. Key is to get the play right.

From the opening tip, you need to have clock awareness. The clock should start when the tossed ball is first touched by a player. Glance at the clock after the opening tip to make sure the timer started the clock.

You need to know how much time is on the clock, always, but especially at the end of each quarter. It's important to glance at the clock after each score, and after each whistle. If play has been going on, and you notice the clock hasn't started, will you know what time should be put on the clock? If you had glanced at the clock during the last dead ball, and you had definitive knowledge of what time should be on the clock at that point, then you need to inform the timer for time to be subtracted (or added) to the clock.

The official opposite the table (in crew of 3), or the trail official (in crew of 2) is responsible for the last second shot. If that official needs help (either because he/she wasn't sure due to watching whether the shot attempt was a 3 point or 2 point shot, was looking for contact by the defender, or lost track of time and simply was caught off guard with the horn), then it's important that your crew come together to put pieces of the puzzle together to determine if shot was released prior to the expiration of the playing time. The important thing is to get the play right, so coming together in that situation is key to getting the call right.

Once the Game Begins

To manage a game well, officials have a lot to be aware of:

- **Possession Arrow**
 - Glance at table after opening toss to make sure table set it properly
 - Glance at table after end of every possession arrow throw in
 - Remember, offense loses possession arrow on a violation by the offense

During the game, the possession arrow will need to be set at least four times (after the opening tip, and after the start of each of the next three quarters). If there are held balls during the game, there will be more.

It is important to glance at the table after the opening tip to make sure the possession arrow gets set properly, then again after every possession arrow throw in. If the table crew doesn't set it properly, and the officiating crew doesn't discover/notice that when it happens, it may be more difficult to remember later in the game.

Remember, the offense loses the possession arrow on a violation by the offense. For example, if the possession arrow was set to white, and white has the ball out of bounds following a held ball, if the white team violates, white also loses the possession arrow. That means the dark team gets the ball out of bounds following that violation, as well as gets the possession arrow kept in their favor.

Once the Game Begins

To manage a game well, officials have a lot to be aware of:

- **Score**
 - **If lopsided:**
 - Make sure not to miss violations/fouls against the team that is up big
 - Team that is down big may be frustrated; be aware of how players may react and be ready for anything
 - **If close:**
 - Every possession counts, so more important than ever to be on your A game

Another factor in good game management, is knowing the score of the game.

If one team is down big, frustration may set in for those players. Understand that these players are just kids, and they may not be good at managing their emotional frustration. What could happen with frustrated players? Unsportsmanlike behavior for one. Be alert, and be ready for anything.

If the score is that lopsided, it may be more difficult to stay engaged into officiating the game. But you can't let your guard down. Make sure not to miss any violations or fouls against the team that is up big.

If the game is tied, or score is close, you can understand how important every possession is for each team.

Once the Game Begins

To manage a game well, officials have a lot to be aware of:

- **Timeouts**
 - Know how many timeouts are left for each team
 - At end of game, be aware of when team may want to call a time out
 - You need to focus on the court and players first; glance at bench when you are able (partners can help with this)
 - Player in control of ball and/or coach can request time out, but it's not an automatic; timeout can't happen until official grants the request.
 - official needs to make sure there's player control
 - Official needs to make sure timeout is being requested by head coach

Each team is entitled to three 60 second time-outs and two 30 second time-outs during a regulation game. Each team is entitled to one additional 60 second time-out during each extra period.

Know how many timeouts are remaining for each team.

Be aware of when a team may want to call a time out. Is a player trapped by two defenders in legal guarding position? Is the official getting close to a 10 second back court count? Is a player out of bounds for a throw in having difficulty finding a player in bounds to throw ball to? One of the officials on the court should be able to glance at the bench to see if the head coach is desiring a time out.

Remember, a player needs to be in control of the ball before that player, or the head coach of that player, can request a time out. And not until the timeout is granted by the official can the timeout take place.

Once the Game Begins

To manage a game well, officials have a lot to be aware of:

- **Foul Count**
 - Know what foul count is, so you know when team is in the bonus or double bonus
 - You may want to ask the table to tell you when you're at 6 fouls so that you know the next foul puts team in the bonus
 - Know what players may be in foul trouble
 - You don't want to foul out a star player on a marginal call
 - Remember that technical fouls count towards the team foul count

Another aspect of good game management is knowing the foul count on each team. When there are 6 fouls on a team, give a signal to your partner(s) so that all are aware that the next foul is putting a player on the line to shoot free throw(s). Note however, that if the foul is a team control or player control foul, that the offended team will not go to the line to shoot free throws.

It is also important to know what players may be in foul trouble. A foul is a foul, but it's not good game management to call a 5th foul on a starter if that foul is a marginal foul.

Lastly, remember that technical fouls count towards the team foul count.

Once the Game Begins

To manage a game well, officials have a lot to be aware of:

- **Player Safety**

- This should be your number one priority
- Blow your whistle to stop the game if any player has the potential to be seriously injured
- Wearing jewelry could pose a safety hazard; if jewelry is discovered on a player in warm ups or during the game:
 - Player has to remove the jewelry immediately (it is not a technical foul if discovered during play)
 - If player will not remove jewelry, the player can no longer participate
 - This includes placing a band aide over earrings

Player safety should be your number one priority in game management. Do everything in your power to keep players from getting injured.

Did a defender undercut a shooter?

Was there excessive contact on an attempt to block a shot?

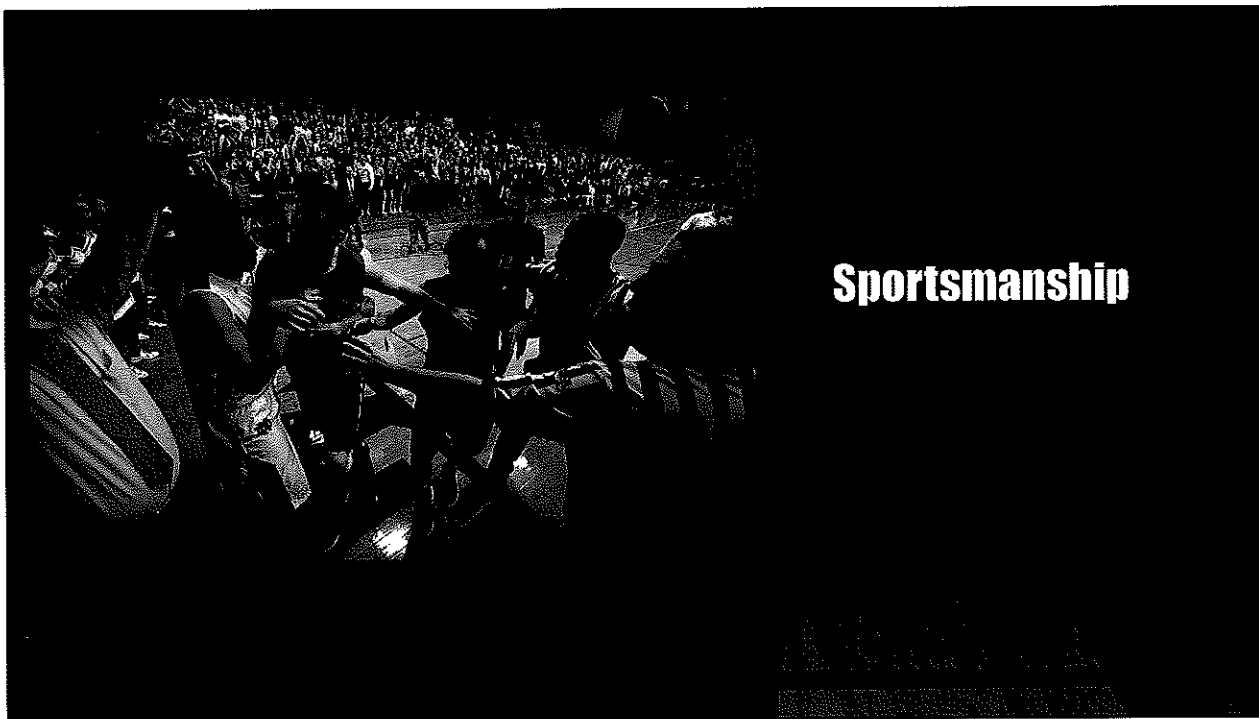
Was illegal contact made on a player from behind?

Don't just penalize with a personal foul on these plays. These are considered intentional fouls and should be ruled as such.

There may be times where players suffer an injury, with or without a foul or a violation being called. If it appears that a player is seriously injured, blow your whistle to stop play. If a player is injured, but the injury doesn't appear to be serious, stop the play only if that team is in possession of the ball.

Wearing jewelry could pose a safety hazard; if jewelry is discovered on a player in warm ups or during the game, have that player remove the jewelry immediately. Note that it is not a technical foul if discovered during play). If the player refuses to remove the jewelry, the player can no longer participate.

If a player has a band aid covering body parts such as a nose or ear lobes, ask the player if he/she is covering up jewelry. If so, the jewelry needs to be removed as covering up with a band aid does not make wearing jewelry legal.



Officials needs to ensure that there is good sportsmanship being displayed throughout the game.

To maintain good sportsmanship, do a good job of the following:

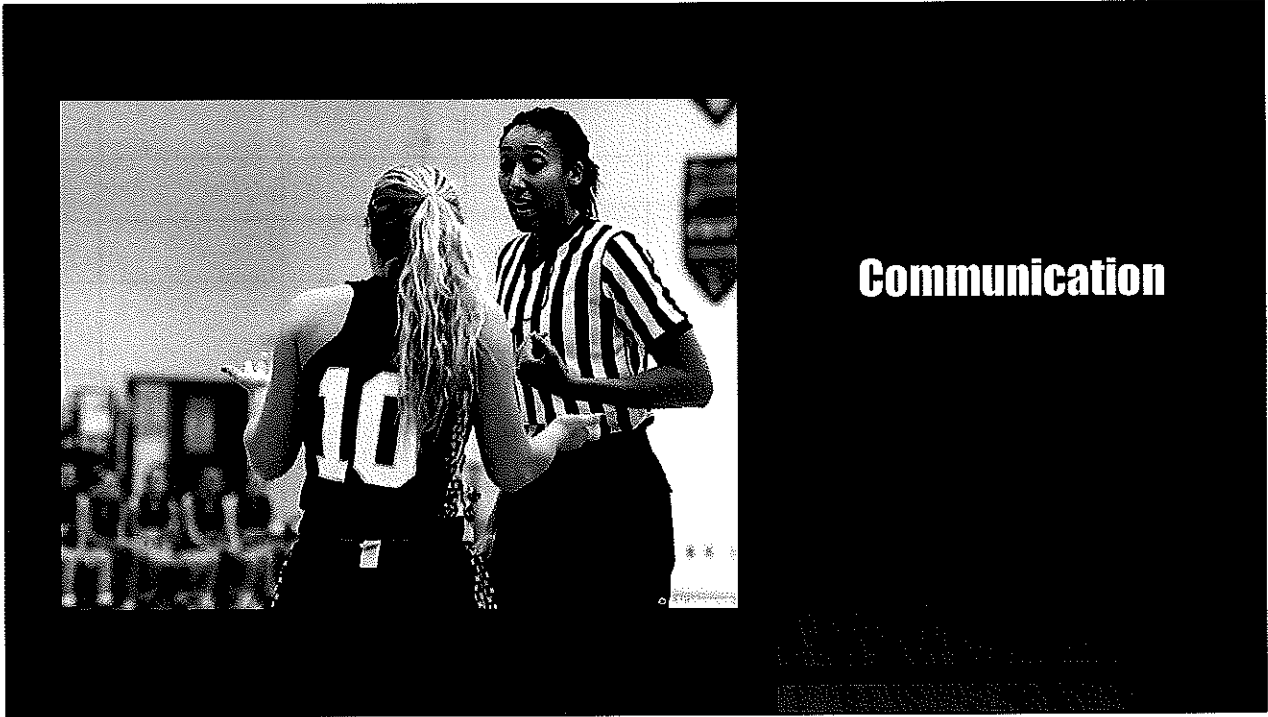
- Dead Ball Officiating
- Game Changers vs. Game Disrupters
- Control Taunting & Baiting
- Know what was done/said
- Bench Decorum
- Give Warning and/or Technical Foul when warranted

In order to ensure an environment of good sportsmanship and fair play, officials need to be good at dead ball officiating. There's a saying that officials need to "come alive" during dead balls.

For play calling, refrain from blowing your whistle on incidental contact. Not all contact is a foul. If you call a foul on incidental contact, this is simply a game disrupter and doesn't help with game management.

Make sure you're aware of players that may be on the fringe of doing an unsporting behavior. Make your presence be known. This may help avoid any player taunting or baiting.

Officials now have a tool available to help control sideline behavior. When there is a minor sportsmanship issue from the bench, take advantage of this tool. You should stop play to issue the warning, which is recorded in the scorebook by the scorer and reported to the head coach. Any continued misconduct by bench personnel would result in a technical foul being called on the offender.



Great communication is needed to have good game management.

Communication : a must for all game personnel

- Pregame Conference
 - Crew
 - Coaches/Players
 - Table
- Verbal and Non-Verbal
 - Voice
 - Body Language
- Mechanics
 - This is how you communicate with everyone (your partners, players, coaches, table, fans)

Communication consists of verbal and non-verbal.

Officials need to communicate with each other, with the coaches/players/fans, and with the table crew

When communicating with your voice, be strong and clear with your message. Use good mechanics, so that everyone in the gym knows what you've just called.

Verbal communication skills are needed to maintain a good rapport with the coaches. While it is important to answer questions they may address to you on your play calling, it is not necessary to have a discussion with coaches on each and every call or no call. You don't have the luxury of time to do that much conversing. Be short, and clear, on what you saw and what you called. You may have to agree to disagree on some calls, as it is likely you won't be in agreement 100% of the time.



Play calling is another aspect to good game management.

Play Calling

- **Areas of Responsibility**
 - Know your Primary
 - Ball Watching vs. Ball Awareness
 - TRUST YOUR PARTNER
- **Officiate the DEFENSE**
 - Look for separation
- **Call the obvious**

Each official has their primary (and secondary) areas of coverage. Know what your primary coverage area is. If each official focuses on his/her primary area, there is a better chance for the game to go more smoothly.

If the ball isn't in your primary area of coverage, it is important to have ball awareness. But it's just as important to not ball watch. That's because you may miss something that happens in your primary if you're watching the ball which is out of your area. This is trusting your partner is taking care of business in his/her primary.

Officiate the defense. If the defender is in legal guarding position, and there is contact between the ball handler and the defender, then the contact must be called a player control foul.

Sometimes there is an obvious foul or violation that is missed by the official in his/her primary area. Perhaps that official was not in position, or perhaps the official was momentarily distracted. In that case, it is important for another official on the crew to call that foul or violation. Remember, your goal is to get the plays right. So if the play was missed by one official, it is important for another official to step up.

Play Calling

- **Focus**
 - Work together as a crew (get together if needed – in order to get the play right)
 - Call similar plays the same
 - Keep an eye on players
 - Stay with shooters
 - Identify shooters for free throws

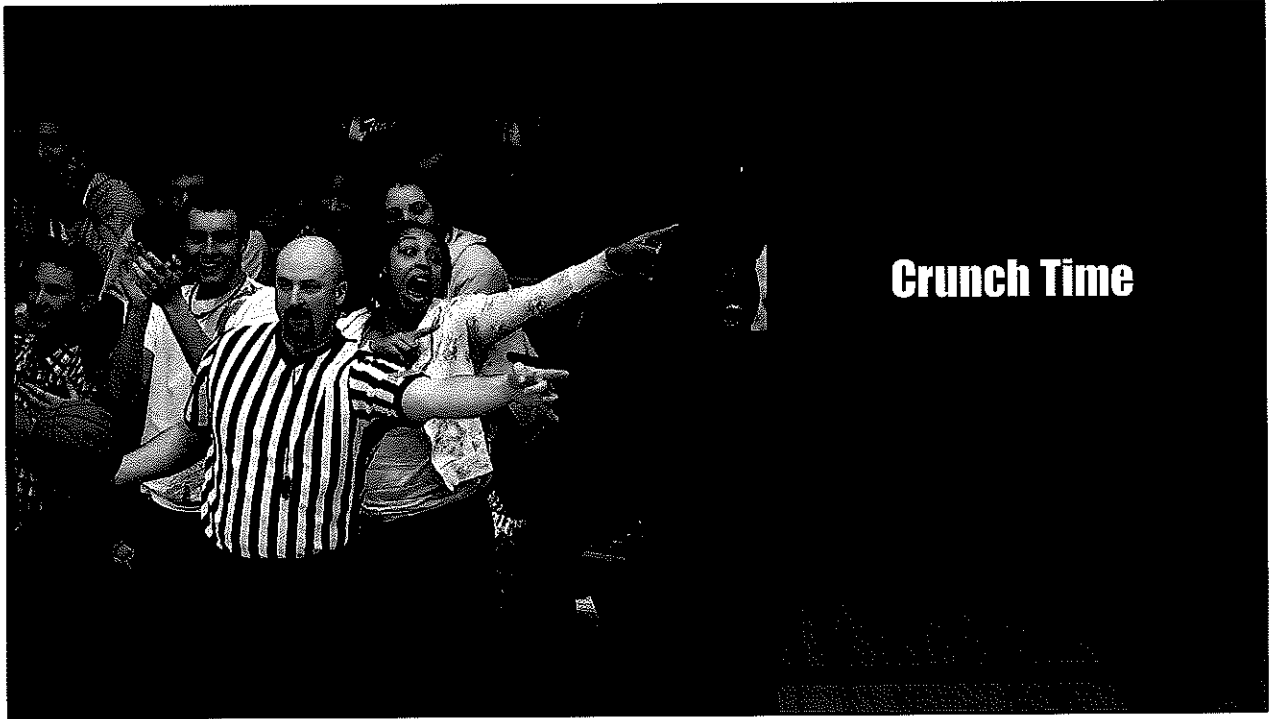
It is important for your crew to focus. Work together to get the plays right. Help each other out when needed.

Maintain consistency. If a block was just called on one end of the court, and a similar play takes place on the other end of the court, call the block.

Keep an eye on the players. Don't turn your back, as you may miss something.

The official who has the shooter in his/her primary needs to stay with the shooter until the shooter has the opportunity to land. Don't let your eyes wander to the basket before the shooter lands.

When calling a shooting foul, try to point to the shooter so your partner(s) get the right player to the free throw line. The non-calling official should be able to assist with getting the offended player to the line.



It's nearing the end of the game, and the score is tied or close. It's crunch time. It's more important than ever to have great game management skills.

Crunch Time – What Not to Do

- **DO NOT GUESS ON ANYTHING**
- **Don't make marginal calls on IMPACT PLAYERS**
- **Don't make marginal calls OUT OF YOUR PRIMARY**

IF IT WASN'T A FOUL OR A VIOLATION IN THE FIRST 30 MINUTES OF THE GAME, DON'T MAKE IT A FOUL OR A VIOLATION IN THE LAST 2 MINUTES OF THE GAME!

In crunch time, it's just as important in knowing what **NOT** to do as well as knowing what to do.

First, do not guess on anything. If you didn't see the foul, you can't call the foul. If you didn't see the violation, you can't call the violation.

If you call a foul on an impact player, make sure it wasn't a ticky-tack foul that didn't impact the play and that only you could see. Especially if this was that player's 5th foul, you want it to be a foul that was quite obvious.

Do not make a marginal call on a play that was not in your primary. That goes back to what was mentioned earlier – trust your partner. There may have been a good reason why that official passed on that play.

Lastly, if you didn't call a foul or violation on that same play in the first 30 minutes of the game, don't call that in the last 2 minutes of the game. Consistency is key.

Crunch Time – What to Call & How To Do It Philosophies

- Immediate whistle **ABOVE** the free throw line if the following are affected:
 - Freedom of Movement
 - Balance
 - Speed
 - Quickness
 - Rhythm
- Patient whistle **BELOW** the free throw line:
 - *Officiate the **START, DEVELOP & FINISH**, THEN decide the **RESULT** of the play before blowing your whistle*
- **SLOW & patient** whistle on rebounding plays

What should you focus on and call in crunch time?

You should have an immediate whistle when the ball is above the free throw line if any of the following are affected:

- Freedom of movement
- Balance
- Speed
- Quickness
- Rhythm

However, if the play is below the free throw line, you want to have a patient whistle. Officiate the Start, Develop, and Finish of the play. Then, decide what was the result of the play before blowing your whistle.

Be slow and patient with your whistle on rebounding plays. If there was minimal contact on a player, and the player was able to secure the rebound and maintain possession, refrain from calling that foul.

Crunch Time – What to Call & How To Do It Philosophies

- **ALWAYS** find the **POINT OF CONTACT** between two players
- **ALWAYS** be looking for **ADVANTAGEOUS** Off Ball Contact & Movement
- **Get angles to see:**
 - Love taps
 - Ticky tack
 - Displacement
 - Result of play

You want to find the point of contact between two players. Did contact occur on the legs of the defender and ball handler? Then perhaps that's a block. Did the contact occur on the chest of the defender and the ball handler? Then perhaps that's a charge. Use your judgment on which player initiated the contact.

Off ball play calling is the primary responsibility for the center official in a crew of 3. Look for off ball contact that created an advantage for that player and rule accordingly.

Move and get the best angles to see severity of contact, whether the contact was indeed displacement or whether it was a game interrupter ticky-tack.

Game Management – Wrap Up

Good game management skills begin before you even enter the gym and do not end until you exit the premises. There are so many things that you need to factor into officiating a good game. Below are just a sample of questions that may run through your head throughout the game. There are hundreds more. Be prepared, and be ready for anything.

Who's playing? Who's shooting? What's the score? Where's the game at? How much time is left? Will the shot go in? Where are the rebounders? What happens if the shot doesn't go in? Are there timeouts left? Where could trouble take place? What's the rule for goaltending and basket interference? Which official has the last second shot? Is the timer competent? Which is the closest exit? What is the shooting percentage of both teams? Are there any players in foul trouble? What kind of offense does each team run?

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