

DAY OF GAME

2 PERSON MECHANICS



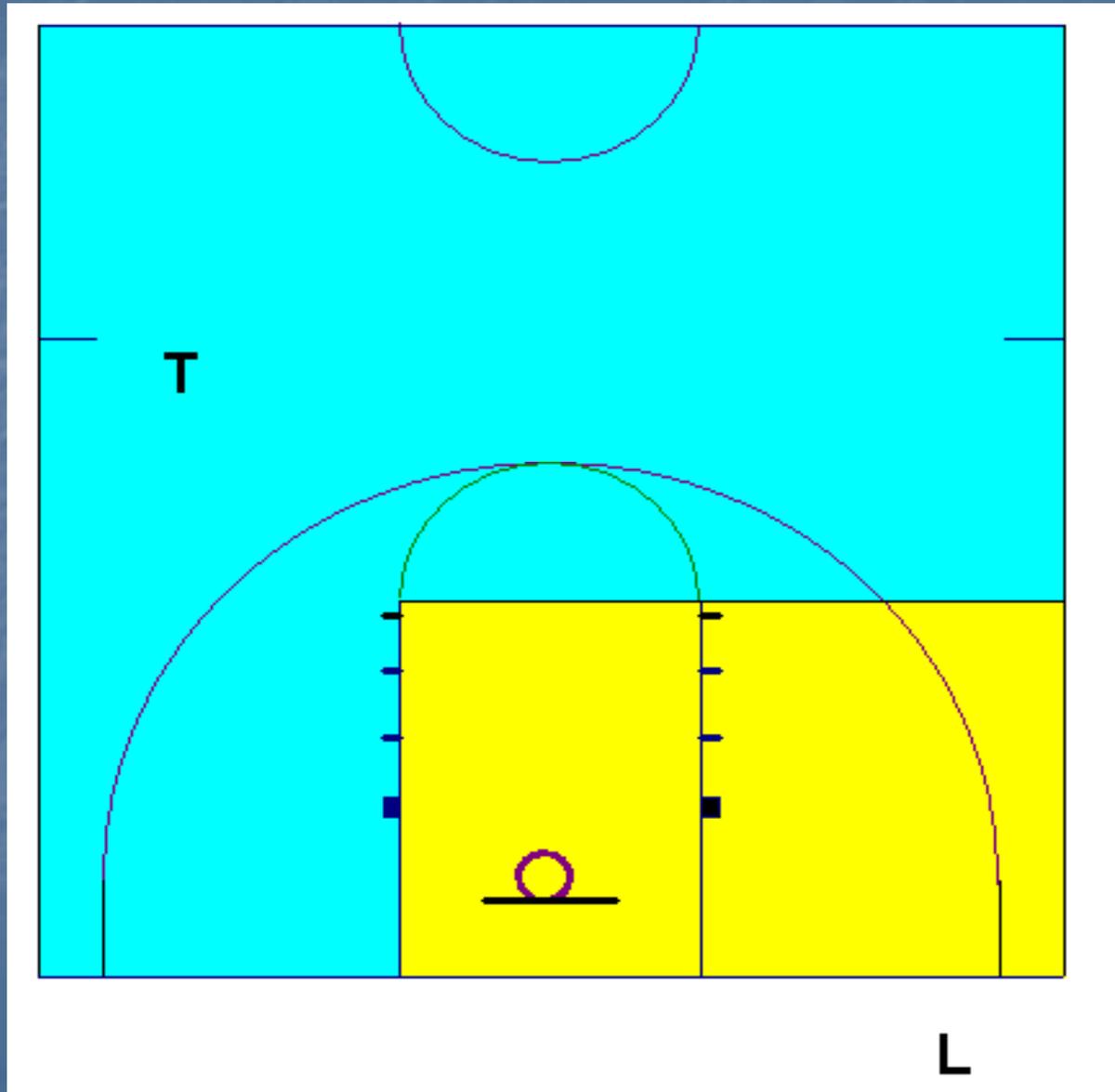
By Daryl Gelinas & Kevin Smith

THREE THINGS OFFICIALS MUST ALWAYS BE AWARE OF:

- LOCATION OF BALL
- LOCATION OF OTHER OFFICIALS
- LOCATION OF PLAYERS

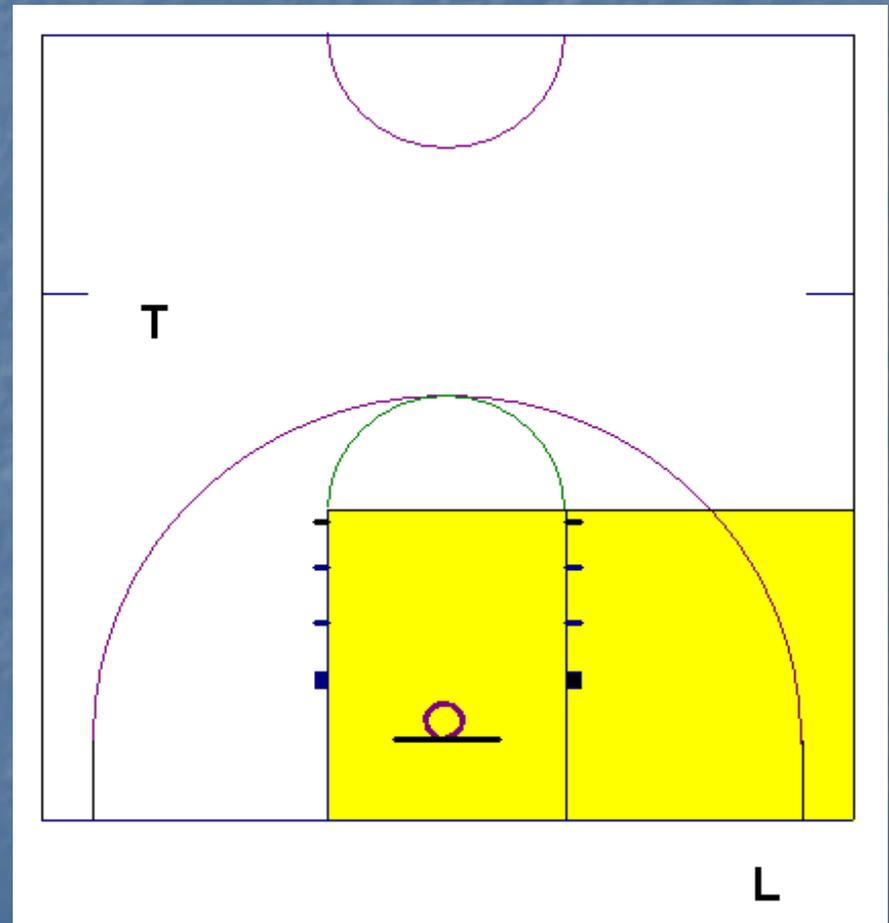


PRIMARY AREAS



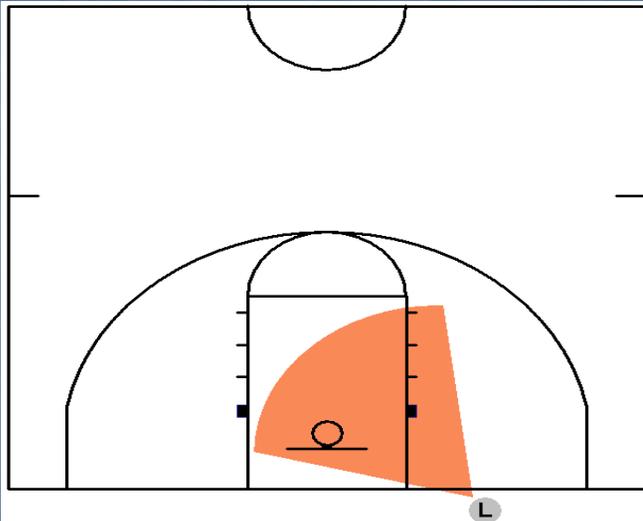
PRIMARY AREA - LEAD

- PRIMARY AREA IS BOUNDED BY:
 - THE END LINE
 - FAR LANE LINE
 - FREE THROW LINE EXTENDED
 - NEAR SIDELINE

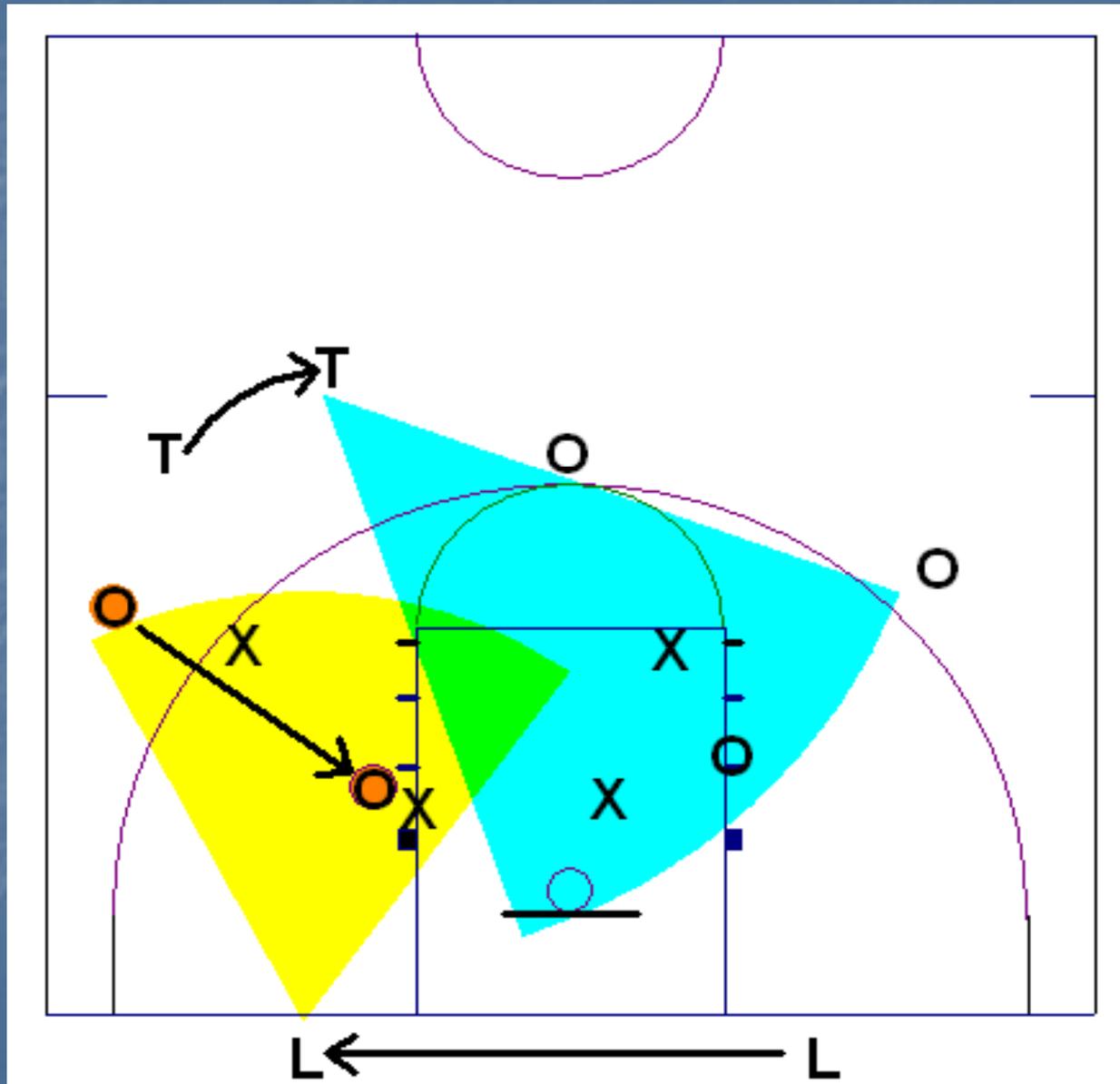


LEAD OFFICIAL

- MIRROR BALL
- PURPOSEFUL MOVEMENT
 - WORK TO GET ANGLES
 - OPEN LOOKS
- POST PLAY
 - CALL FIRST FOUL (ROUGH PLAY)
 - DISLODGE OR DISPLACE
 - MAY COME BALL SIDE

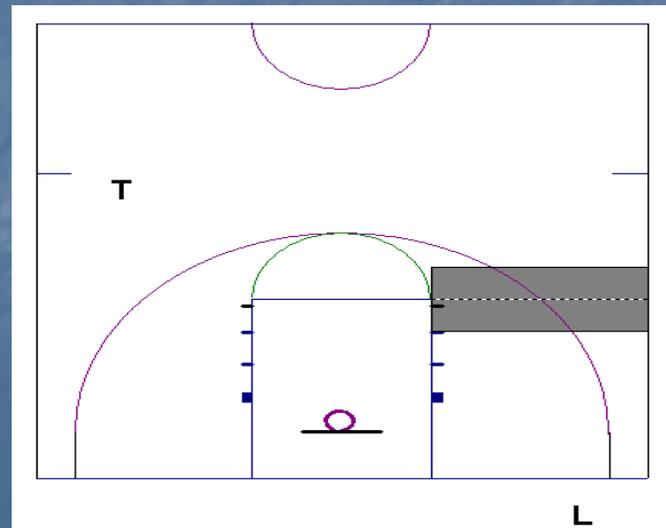
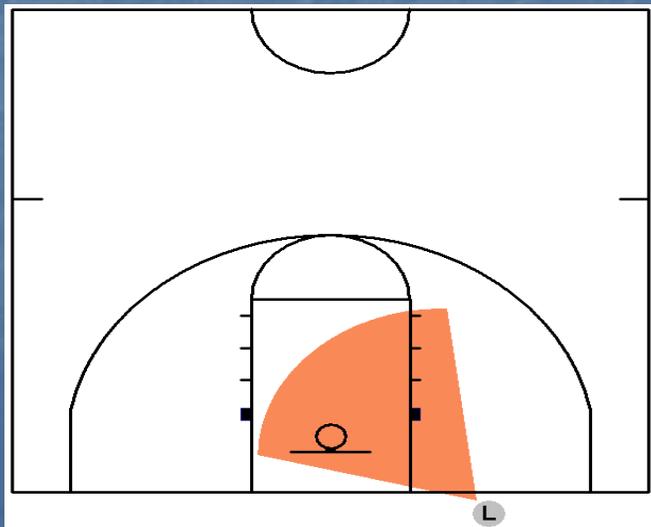


LEAD COMES ACROSS



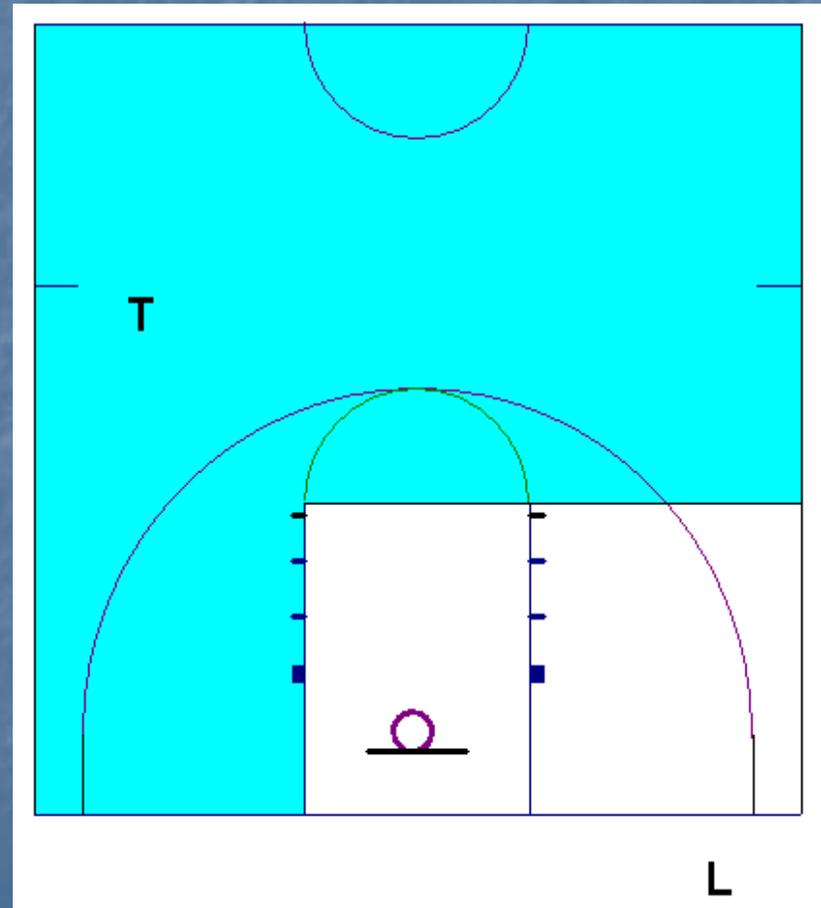
LEAD OFFICIAL CONT.

- 3-POINT SHOTS/5-SECOND COUNTS
 - FREE THROW LINE EXTENDED DOWN
 - KNOW GREY AREAS
 - NONVERBAL COMMUNICATION



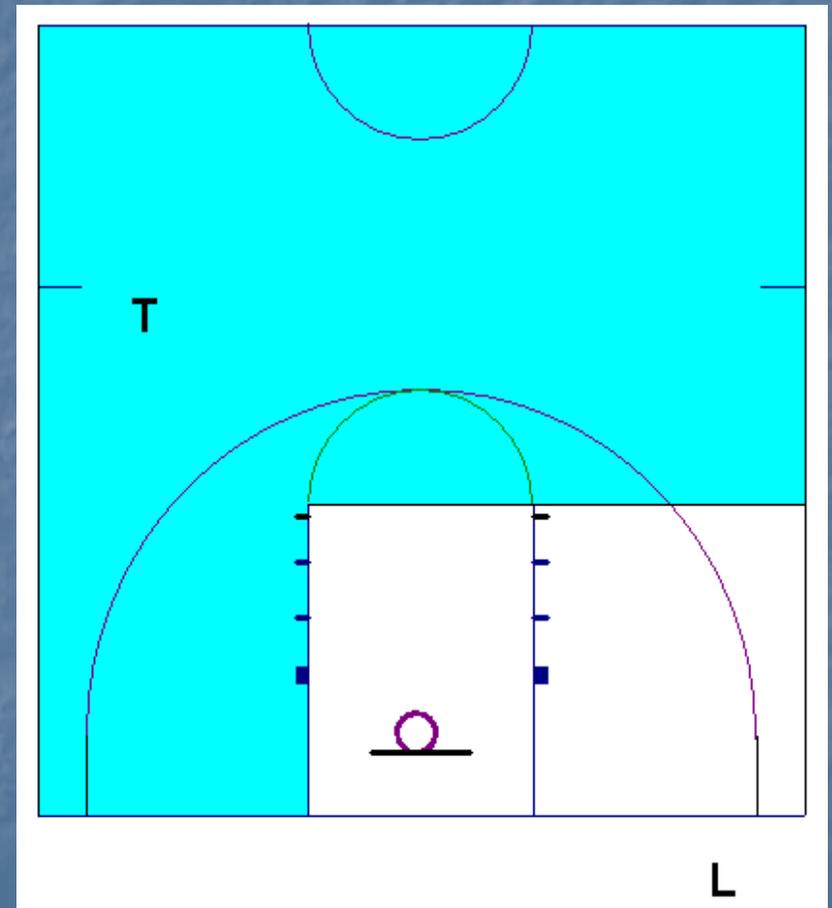
PRIMARY AREA - TRAIL

- PRIMARY AREA IS:
 - AREA ABOVE FT LINE EXTENDED
 - ALSO, AREA OUTSIDE THE FT LANE ON NEAR SIDE



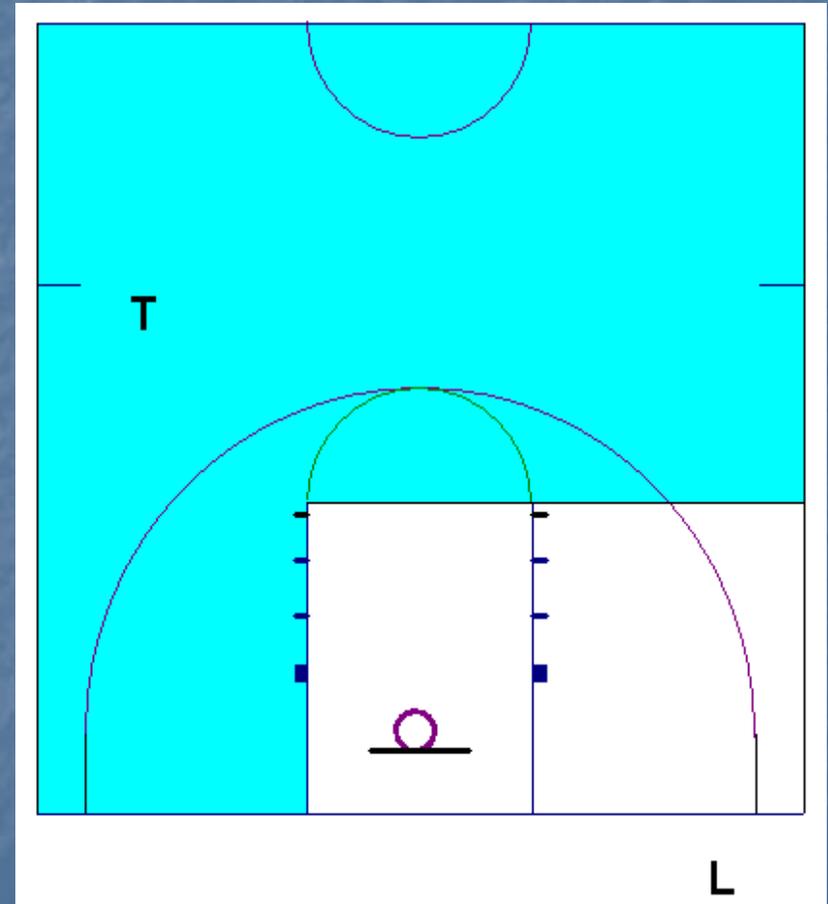
TRAIL OFFICIAL

- WORK DEEPER
 - BETWEEN 28 FT. LINE AND FT LINE EXT.
- PURPOSEFUL MOVEMENT
 - WORK TO GET ANGLES
 - OPEN LOOK, NOT CLOSED LOOK
 - DON'T HUG THE SIDELINE
 - COME ONTO FLOOR WHEN NECESSARY



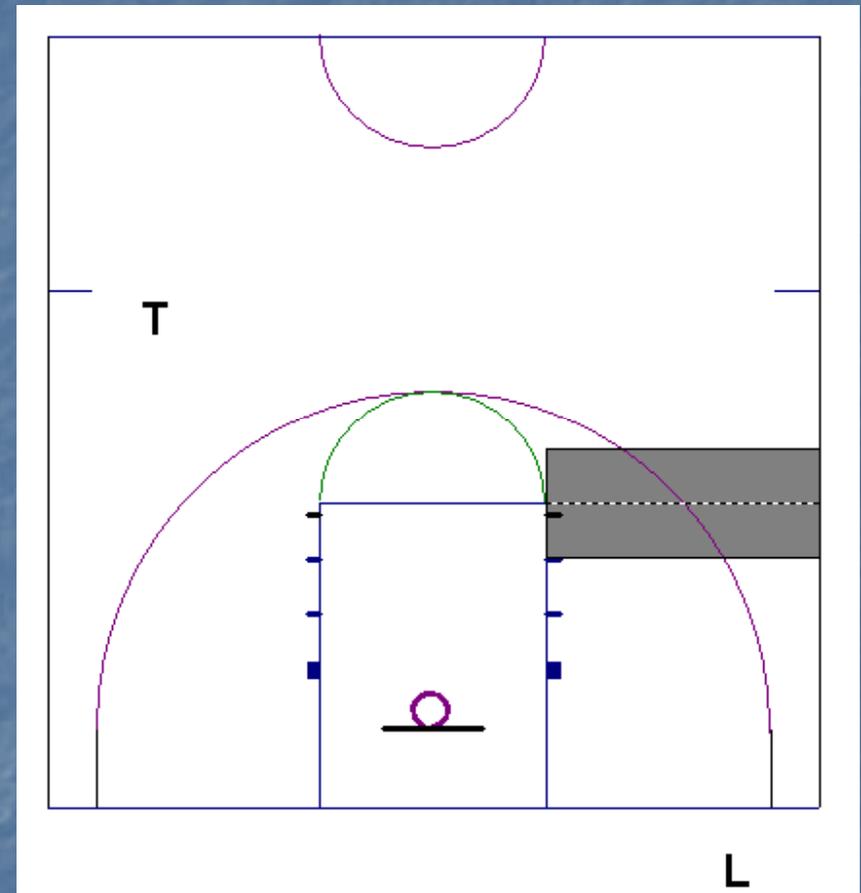
TRAIL OFFICIAL CONT.

- WEAK SIDE REBOUNDING
- HELP LEAD
 - OBVIOUS MISSED CALLS
 - SPIN MOVES/CURLS/TRAVELS
 - PLAYS OPPOSITE LEAD IN THE PAINT
- OFF-BALL COVERAGE
 - ILLEGAL SCREENS
 - CHUCKING CUTTERS



TRAIL OFFICIAL CONT.

- 3-POINT SHOTS/5-SECOND COUNTS
 - KNOW GREY AREAS
 - NONVERBAL COMMUNICATION WITH YOUR PARTNER
 - WILL MIRROR SUCCESSFUL 3 POINT TRY
- GOALTENDING/BASKET INTERFERENCE

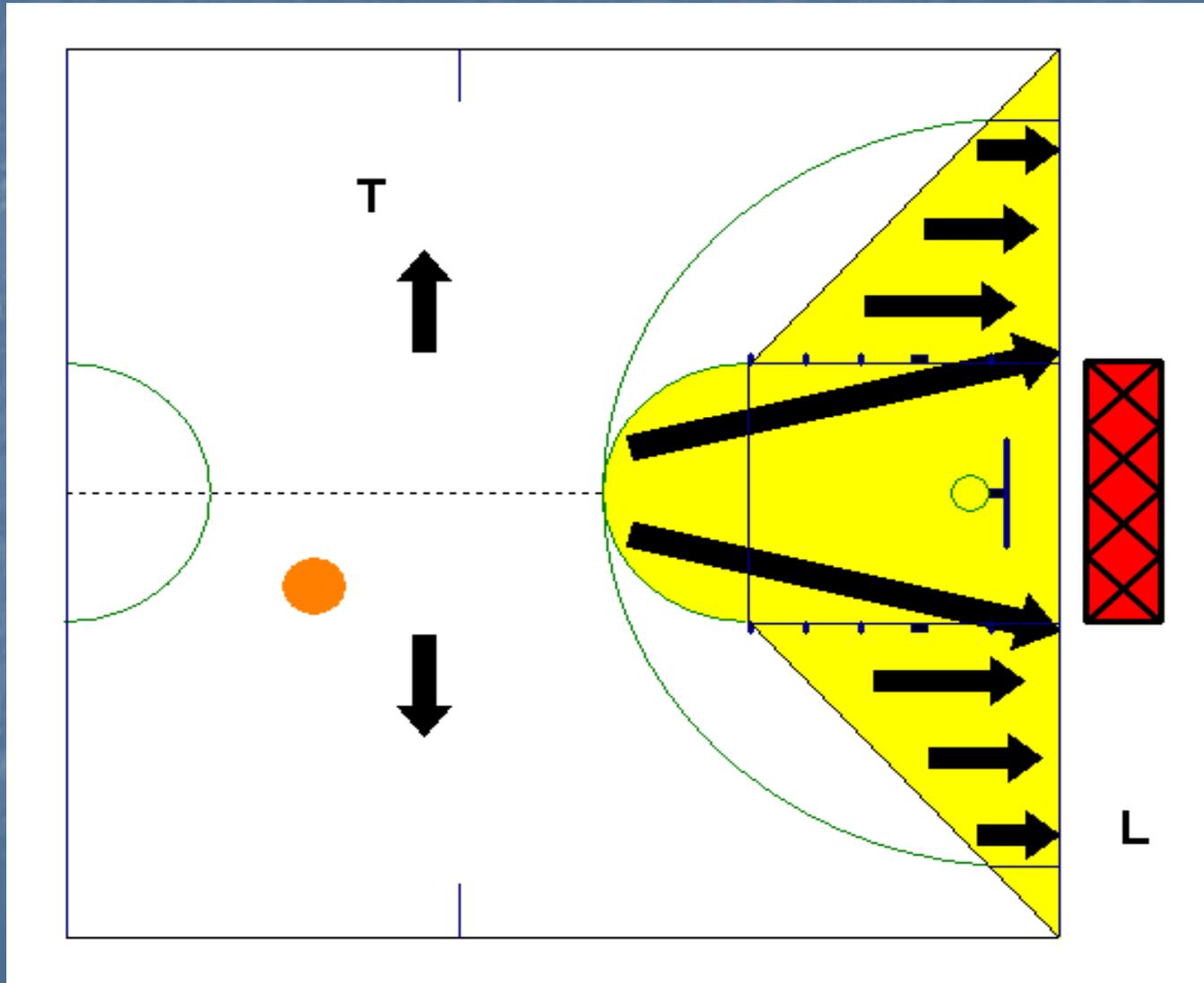


BIG PICTURE MENTALITY

- MOVING TO AN ANGLE THAT ENABLES AN OFFICIAL TO SEE HIS OR HER PRIMARY MATCH-UP AND AS MANY OF THE OTHER EIGHT PLAYERS AS POSSIBLE.
- REFEREE OUT OF TOP & BOTTOM OF EYES AT THE SAME TIME
- EXAMPLE:
 - SEE FLOOR, CEILING AND BOTH WALLS



THROW-IN SPOTS



FOUL REPORTING PROCEDURES

- GO AROUND (NOT THROUGH) PLAYERS TOWARD TABLE
- COME TO A COMPLETE STOP IN FOUL REPORTING AREA
- USE STRONG VOICE AND CORRECT MECHANICS
- COLOR, NUMBER, INFRACTION (AND NUMBER OF FREE THROWS)
- COUNT (OR WIPE) THE GOAL *FIRST*, IF NECESSARY



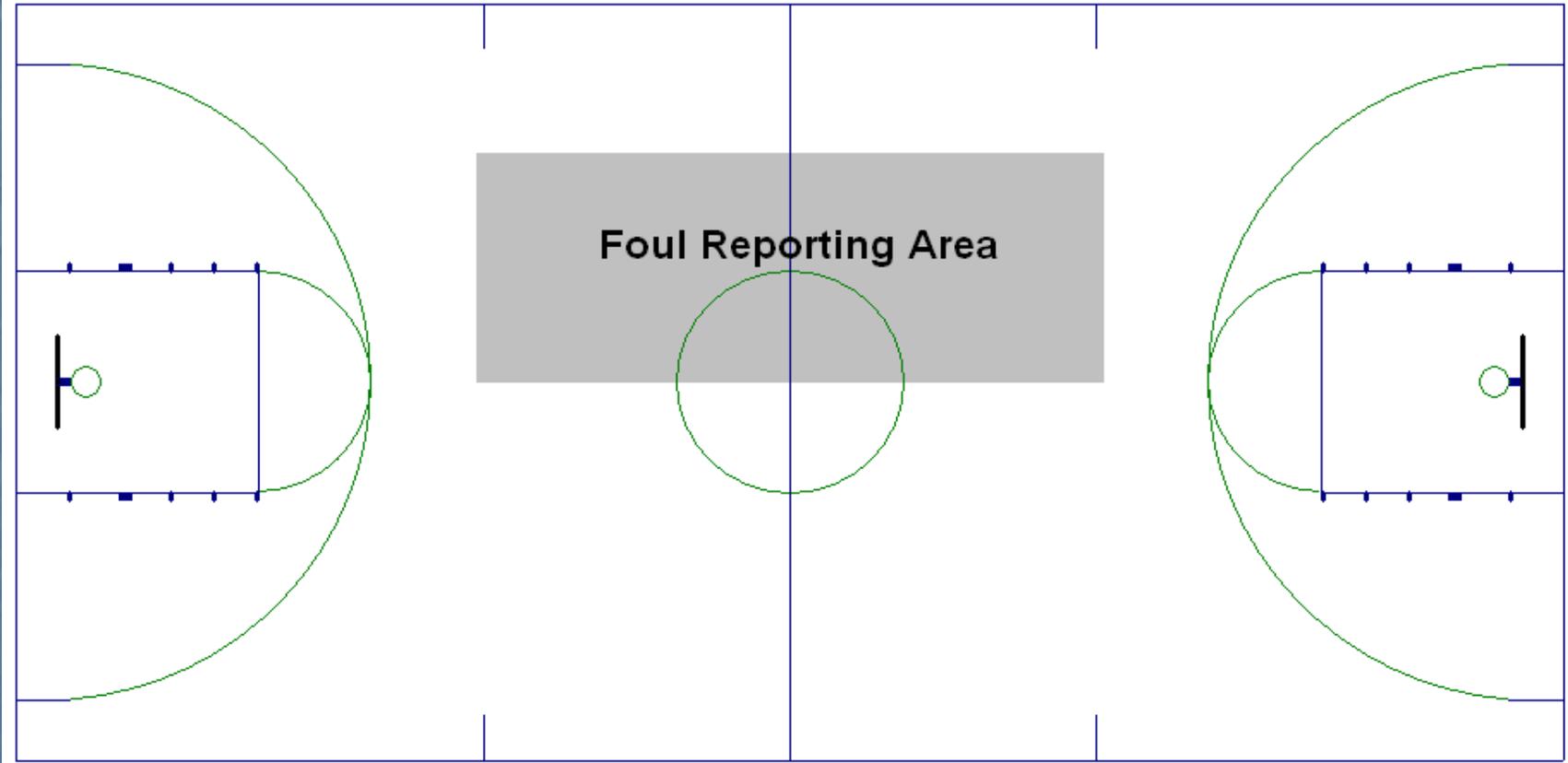
Home

Table

Visitor

X

Foul Reporting Area



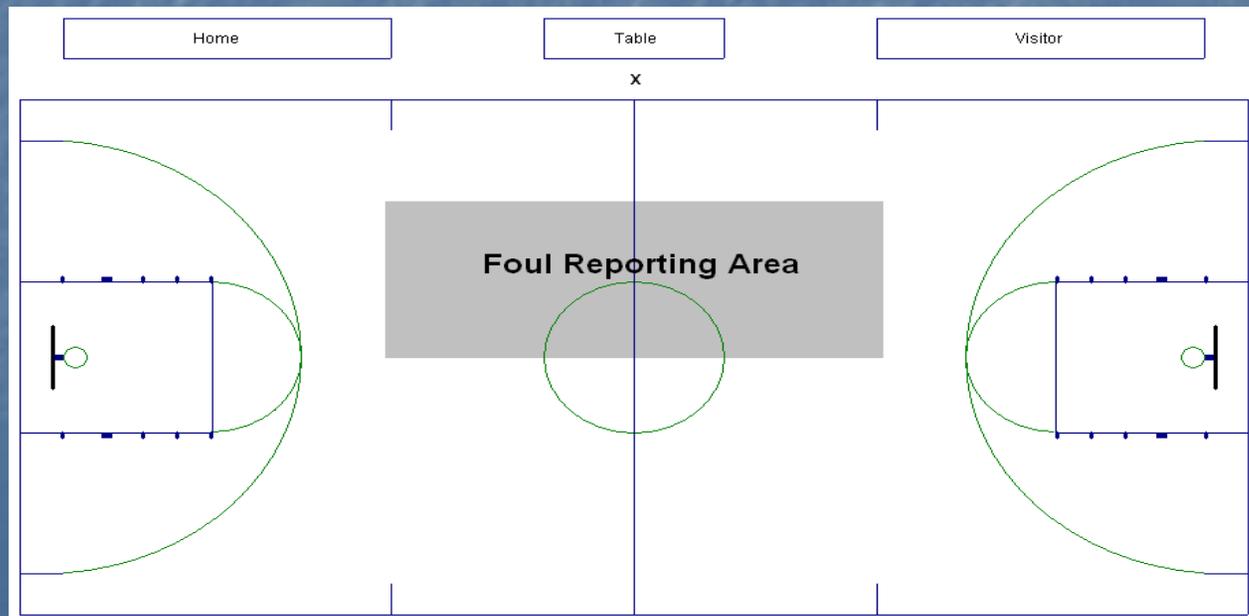
DOUBLE WHISTLES

- FIRST: RECOGNIZE DOUBLE WHISTLE
- OUTSIDE OFFICIAL: NO PRELIMINARY
- VIOLATION VS. FOUL: GO WITH VIOLATION IF POSSIBLE
- TAKE THE CALL IF YOU NEED TO
- GET THE PLAY RIGHT!



PRESS SITUATIONS

- NEW LEAD: STAY BACK AND HELP
- TRAIL: TRAIL PLAY, MOVE IN
- KEEP PLAYERS BOXED IN
- WATCH FOR SCREENS
- BLOCK CHARGE: SEE DEFENDER



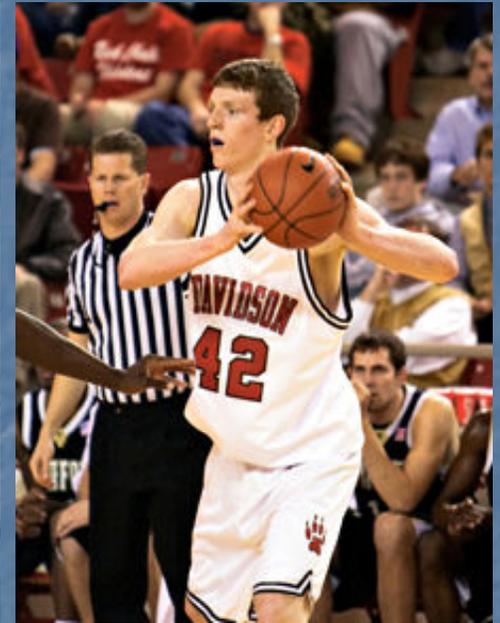
OFFICIATING BASICS

- CONCENTRATE ON YOUR PRIMARY AREA OF COVERAGE
- DICTATE OPEN ANGLES
- SEE ENTIRE PLAY
- REFEREE THE DEFENSE
- CALL THE OBVIOUS
- BE A GREAT PARTNER

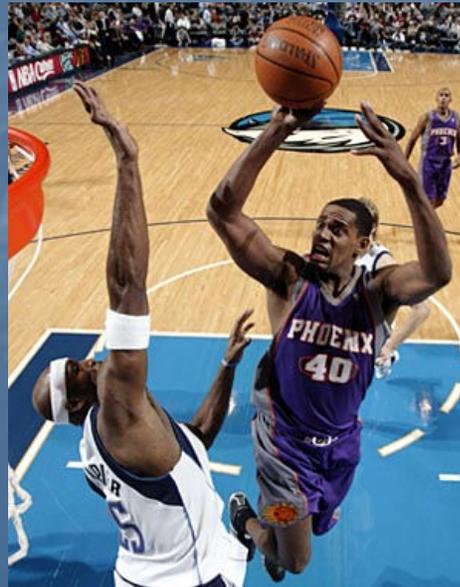
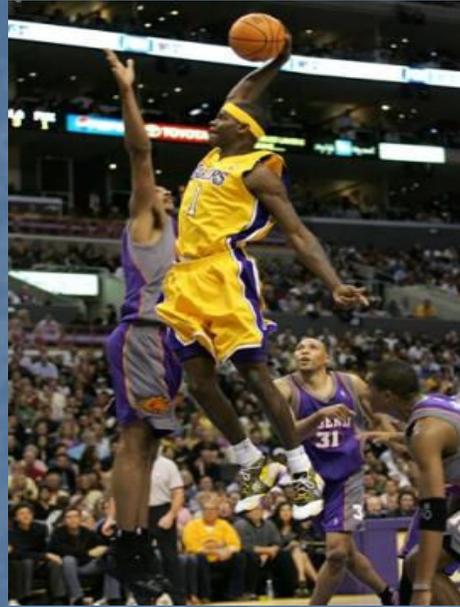


CONCENTRATE ON PRIMARY AREAS

- TRUST YOUR PARTNERS
- DON'T BALL WATCH
 - BUT KNOW STATUS OF BALL AT ALL TIMES
- ACTION AREAS
- COMPETITIVE MATCH-UPS



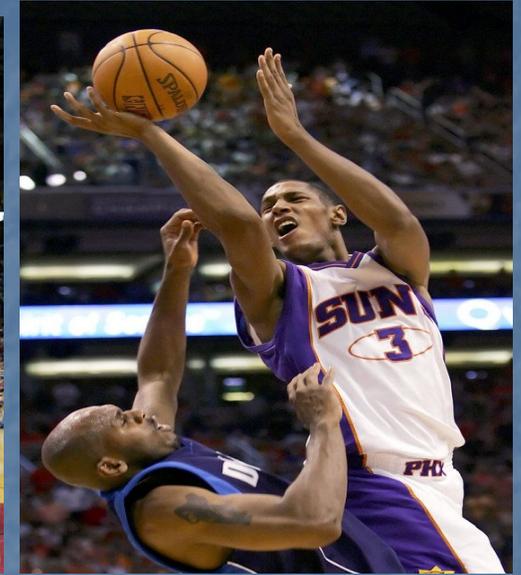
Dictate Open Angles



- MOVE WITH A PURPOSE
- GET AN OPEN LOOK
- PROPER POSITIONING LEADS TO:
 - LESS GUESSING
 - ACCURATE CALLS
 - CONSISTENT CALLS

SEE ENTIRE PLAY

- OPEN ANGLES
- BIG PICTURE MENTALITY
- START, DEVELOP, AND FINISH
- DOES CONTACT AFFECT: SPEED, QUICKNESS, AND BALANCE OR RHYTHM
- QUARTER EXAMPLE



REFEREE THE DEFENSE



■ REFEREE THE DEFENSE

- IN ALL ONE-ON-ONE SITUATIONS ON THE BALL
- PRIMARY ATTENTION TO THE LEGALITY OF THE DEFENDER
- OFFENSIVE PLAYER IN FIELD OF VISION, BUT FOCUS IS ON THE DEFENDER

CALL THE OBVIOUS

- EVEN OUT OF YOUR PRIMARY
- NO MATTER WHAT THE SCORE
- OH, OH NO, AND OH \$#!T



BE A GREAT PARTNER



- **COMMUNICATION**
- **TEAMWORK**
- **NO EGO**
- **MENTORING**
- **NEVER ALLOW OUR TEAM TO MAKE A MISTAKE**