

60 Seconds on Officiating - Crew of Two - 5 Minute Pregame Cheat Sheet

Topic	Make sure to discuss ...	
Rules	Any rule changes we should discuss?	Points of emphasis for this game?
Warm-Ups	Who's watching which team? What time will referee check the home book? Who's tossing the jump ball?	Referee= Visitors / Umpire = Home Typically 12 min (or less). Referee's choice on time and toss.
Captains and Coaches	Get captains / coaches to meet? Time? Special topics to discuss?	Referee choice - after checking book. Properly Dressed / Sportsmanship
Jump Ball	<ul style="list-style-type: none"> Whistle back a bad toss (re-jump). 	<ul style="list-style-type: none"> Watch AP Arrow's Initial Setting
Court Coverages <i>Use Court Diagram or Magnetic Board</i>	Lead's PCA <ul style="list-style-type: none"> Much smaller area vs. Trail's PCA Let the play come toward you. Stay with corner shooters until play is over. Trail will avoid foul calling in this area. Move across basketline? Ballside coverage? 	Trail's PCA <ul style="list-style-type: none"> Larger area vs Lead's PCA Must be very active. Move to improve. Stay with corner shooters too. Help with rebounding fouls.
Trouble Spots	<ul style="list-style-type: none"> Lead's Sideline above the Free-Throw Line Extended Division Line / Sideline across from Trail (Trap Corner) 	<ul style="list-style-type: none"> Shared line of responsibility. Administer throw-in if you blow whistle on OOB. Trail move over to cover this!
3 Point Coverages	<ul style="list-style-type: none"> Grey Area - where Free-Throw Line extended meets the 3 Point Arc Lead can help on fast-break signal. 	<ul style="list-style-type: none"> Only one official signals try. Trail takes priority (better look) in grey area. Trail mirrors lead on make only.
Press Help	<ul style="list-style-type: none"> Four or more in the backcourt the Lead should be helping during transition. Look for fouls during outlet passes -- whistle the line you are standing on in transition. 	
Double Whistles	<ul style="list-style-type: none"> Grab eye contact before signaling. If in Lane - allow Lead to Administer 	<ul style="list-style-type: none"> No preliminary foul signals from the Trail official.
Free Throws	<ul style="list-style-type: none"> Review coverage areas and contact with thrower. 	
Time-Outs	<ul style="list-style-type: none"> 30-60 Sec and Between Quarter Positions Breaking Huddles @ 1st Horn 	<ul style="list-style-type: none"> Resuming Play / Counting Players Delay Warnings
Subs	<ul style="list-style-type: none"> Closest to table will handle. 	<ul style="list-style-type: none"> Replacement Interval is :15 sec.
Throw-Ins	<ul style="list-style-type: none"> Counting Players (Both Responsible) 	<ul style="list-style-type: none"> Eye contact (or thumbs up) ready?
Goaltending Basket Int.	<ul style="list-style-type: none"> Usually the Trail will make this ruling. 	<ul style="list-style-type: none"> Lead can whistle if in transition and has not made the button hook
Time Expires	<ul style="list-style-type: none"> Trail will handle Try / Tap at the end of expiration (the horn). 	
Special Situations	<ul style="list-style-type: none"> Technical Fouls: Come together as a crew before administering. Come together if help is needed on a call. 	<ul style="list-style-type: none"> Coaching Box and Bench Decorum How will we handle a fight? Correctable error procedure?