

2022-2023 REFEREE PREGAME SHEET



Foundational Basics

Referee the defense * Trust your partners * Find reasons to rotate * Call the obvious fouls & violations * Own your primary

Major Officiating Concerns

- Handchecking/Body Bumping – Enforce 10-1.4 on perimeter (also applies to post faced-up or outside 3-foot mark on end line)
- Post Play – OFFENSE is legal if he plays w/bended elbows, but he cannot dislodge (**call the first displacement especially on back down plays**), ward off, hold off w/extended arm; DEFENSE allowed forearm w/equal pressure, but watch for illegal swim moves
- Screening – inside of feet must be no wider than shoulder width; must be stationary & inbounds; blind/back screens must allow defender normal step before contact; screen & roll plays: is roller legal, did defender obtain legal guarding position?
 - Screening vs. Cutting – Is defender trying to get around screen or switching off? Is screener cutting or committing a moving screen? Did defender (guarding screener) push screener into defensive teammate to create contact? Did defender (guarding ball) illegally force way through a screener (“blow up” the screen)? Need 4 eyes on all screening plays!
- Traveling – Find pivot foot especially on step back, spin move, Euro step; when in doubt or not obvious, err toward no call
- Flopping – **No warnings for flopping**; issue Class B technical foul; eliminate flopping from the game!
- Cylinder – Defense must allow offense space for “normal” basketball play (shoot/pass/pivot); can’t straddle; vertical forearms
- Bench Decorum/Coaching Box/Sportsmanship – 38’ box requires enforcement of coaching box rule; no “official” warnings for bad behavior within box; “official” warnings are for being out of coaching box actually coaching, not arguing calls; be fair and consistent
- Enforce the rules!

Court/Equipment

- **If one shot clock not working, turn other off**; SCs permitted but not required to display tenths of a second with under 5 sec remaining
- No camera within square on backboard; camera cannot be attached directly to backboard
- Leg tights must be two-legged and equal length; not all teammates required to wear same length
- Undershirts: similar color of jersey; only one manufacturer’s logo (no other logos); same color must be worn by teammates; sleeves must be equal length on same player (same length not required among teammates) and **can extend below elbow**

Mechanics/Procedures/Positioning

- **STOP THE CLOCK** on all fouls and violations
- **Starting lineup violations may be enforced at any time before the end of the first period**
- Time to replace disqualified or injured player = 20 seconds; warning horn 20 seconds prior to expiration of limit
- **Player control signal (stop clock → hand behind head → point direction)**; no longer should use “fist punch” signal on team-control foul
- See accompanying Rule 4-10 Delay Flowchart for delay warnings/procedures
- Player may re-enter when opponent commits foul/violation with no tick off clock (offending team can match offended team’s sub)
- On foul/violation by defense or timeout taken by offense, throw-in spot will be either 28’ mark (sideline) or 3’ post mark (end line); know line of demarcation; only applies when throw-in will be in frontcourt
- Coaches may request TO during any dead ball, or during the following LIVE ball situations: 1) during last 2 minutes of 2nd half or last 2 minutes of OT when team has possession; 2) anytime in the game when ball is at own team’s disposal before throw-in is released
- Called timeout within 30 seconds of media mark becomes/replaces media (i.e. TO @ 16:30 or less replaces 16 min media)
- Defender may establish legal guarding position **facing** player with ball from **any** direction; no closely guarded count while dribbling
- The penalty for all administrative and Class B technical fouls is **one** free throw (**except** for >5 players on floor and excessive TO)
- 10-second backcourt count resets on all game clock stoppages **except**: 1) Defense causes ball to be out of bounds; 2) Offense retains possession after held ball; 3) Technical foul assessed to offensive team
 - **Reminders**: Team can “buy” new 10 second count with a TO; know the status of the ball (frontcourt/backcourt) and communicate remaining time to officials/coaches/players/table

Shot Clock Scenarios

- All live-ball changes in possession, def. fouls in backcourt, & inadvertent whistles in BC w/**no** player/team control are 30 sec resets
- Reset to 20 seconds or time remaining (whichever is greater) when:
 - Personal or technical foul assessed to defensive team and ball will be inbounded in front court
 - Kicking or fisting violation by defense in either frontcourt or backcourt (new 10 sec count if violation in backcourt)
 - **This type of reset only applies when foul or violation occurs prior to try for goal which hits ring or flange**
- Reset to 20 seconds when:
 - **Offensive team will inbound in own frontcourt after change of possession off of opponent’s turnover in backcourt**
 - Offensive team first to gain control of ball in their frontcourt after missed shot that hit ring/flange or after missed FT
 - Loose ball foul on defense: 1) after missed FT; 2) after missed shot that contacts ring/flange; 3) during successful try where offensive team will inbound ball in frontcourt
 - Offensive team retains possession in frontcourt after OOB after missed FT or missed shot that contacts ring/flange
 - Offensive team awarded possession in frontcourt after held ball after missed FT or missed shot that contacts ring/flange
 - **Jump ball is caused to be out of bounds and possession will be awarded to a team in their frontcourt**
- If shot clock is turned off at end of period but offensive team rebounds a shot taken with >20 seconds on game clock (that hits ring or flange), shot clock shall be reactivated to 20 seconds

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Unique/Difficult/High-Focus Plays

- For double technical or simultaneous technical fouls during same stopped-clock period, no FTs should be shot if penalties are equal
- Must protect players in "vulnerable" position; **Flagrant 1** = excessive (unwarranted, too much) and/or unnecessary (avoidable, uncalled for, not required for circumstances of play); **Flagrant 2** = severe (brutal, harsh, cruel) or extreme (dangerous, punishing)
- No longer division line throw-ins for certain flagrant/technical fouls; resumption always at 1 of 4 spots nearest to where foul occurred
- Loose ball foul occurs on fumble, deflection, or after release for a try (will shoot in bonus situation for either team except basket does not count nor are free throws awarded to defense on a player control/airborne shooter foul)
- Trail & Center stay engaged on drives/plays at rim; T & C may have best/open look even though Lead is nearest to the play (cadence)
- If defender jumps to block shot and is going to miss shooter but shooter initiates contact, it's either no foul or offensive foul
- Be aware of **leg kick** by jump shooter to fool referee and draw foul on defense; penalize shooter with common or flagrant foul
- More than 5 players on court or calling excessive TO = administrative technical foul w/increased penalty of **two** free throws
- Either team may be first to touch ball in backcourt after pass/loose ball deflected by defense in frontcourt, even if offense last to touch in frontcourt (old "last-to-touch, first-to-touch" rule eliminated)
- Injured shooter: common foul → opposing coach chooses from 4 on floor to shoot; flagrant foul → offended team's coach chooses any teammate on floor or on bench to shoot; blood/contact → player's substitution shoots
- Secondary defender in RA must **jump vertical** to "cleanse himself" from blocking foul if more than incidental contact
- Correctable Errors: a) failing to award merited free throw; b) awarding unmerited free throw; c) permitting wrong player to attempt free throw; d) permitting player to attempt free throw at wrong basket; e) erroneously counting or canceling a score
- **When ball is awarded to wrong team for throw-in, error must be rectified before 1st dead ball after ball becomes live; can correct time**

Monitor Reviews/Replay Situations

- Know **when** and **why** we can go
- Only two referees at the monitor at any time; the third must be observing players and coaches
- Must have **definitive** call on the floor; must be **indisputable** evidence to overturn call on the floor
- Review with 30 seconds or less before media mark will replace media mark TO
- Instant replay may be used at any time during game to determine whether or not a timing error has occurred
- Instant replay may be used at any time during game to determine if foul occurred prior to a shot-clock violation
- On last second shot, order of reference point: reading of zeros on game clock → red/LED light → sounding of horn
- On shot clock review, order of reference point: sounding of horn → reading of zeros on shot clock
- Shot clock review permissible only on made basket; can review even if waived off (**before or after release**), but must be made basket
- Shot clock review must be initiated immediately after made basket; too late after ball becomes live on throw-in
- During review for possible flagrant foul, observing faking being fouled can be assessed with a Class A technical foul
- Allowed to use replay to determine when off-ball foul occurred relative to a shot being taken (to see when actual foul occurred)
- May assess all penalties (4 options when call is made, 3 options when no call is made) when reviewing cylinder/swinging of elbow plays and hook/hold plays (as long as call is made on floor, can assess foul on any player after review and/or remove fouls)
- After foul call has been made, officials may review for potential flagrant foul, and if review shows, by indisputable evidence, there was no contact, the foul call shall be reversed with no foul charged; if any contact occurred, foul call cannot be reversed (Rule 11-2.1.d.1)
- Upon completion of review, inform table and coaches prior to PA announcement; inform media talent if situation warrants

End of Period Situations

- Must use replay to determine if last second shot counts and enforce all penalties incl. FTs regardless of impact on outcome of game
- In last minute of any period, minimum of 0.3 seconds must elapse on throw-in when ball is legally touched inbounds then goes OOB
- During **last 4 minutes** of regulation or the **entire** overtime period(s): stop game immediately to review if made basket is 2 or 3
- During **last 2 minutes** of regulation or the **last 2 minutes** of any overtime period:
 - Coach is allowed to call TO during live ball when own team has possession and own player has control (coach is also allowed to call TO anytime during game when live ball is at disposal of own team before throw-in is released)
 - Allowed to review to determine which team caused ball to go out of bounds, **but only after a call has been made**
 - Allowed to review to determine if secondary defender was in RA (not to see whether or not defender was airborne)
 - Allowed to review basket interference/goaltending only if violation was called on the floor; **reset clock to time when violation occurred or when the official thought the violation occurred**
 - No TO allowed nor substitution(s) permitted until results of review have been reported to both coaches
 - If shot clock violation occurs, put correct time back on game clock from when shot clock violation actually occurred

Game Management/High Performance Dictators

- Be cognizant of player interactions, especially during dead balls; follow teams to timeout huddles to head off potential trouble
- Referee game clock and shot clock; we must know when it is not properly started/stopped (do not rely on PT pack)
- Patient whistles, especially on loose balls, rebounding plays, and plays to the rim (let them block shots!)
- Let plays **Start → Develop → Finish**; avoid blowing whistle on marginal contact that has no consequence
- If a player's **Rhythm / Speed / Balance / Quickness** is affected by contact, a foul has likely occurred
- **Get the Plays Right * Communicate/Listen * Consistent on Both Ends * Be a Good Partner * Have Courage**