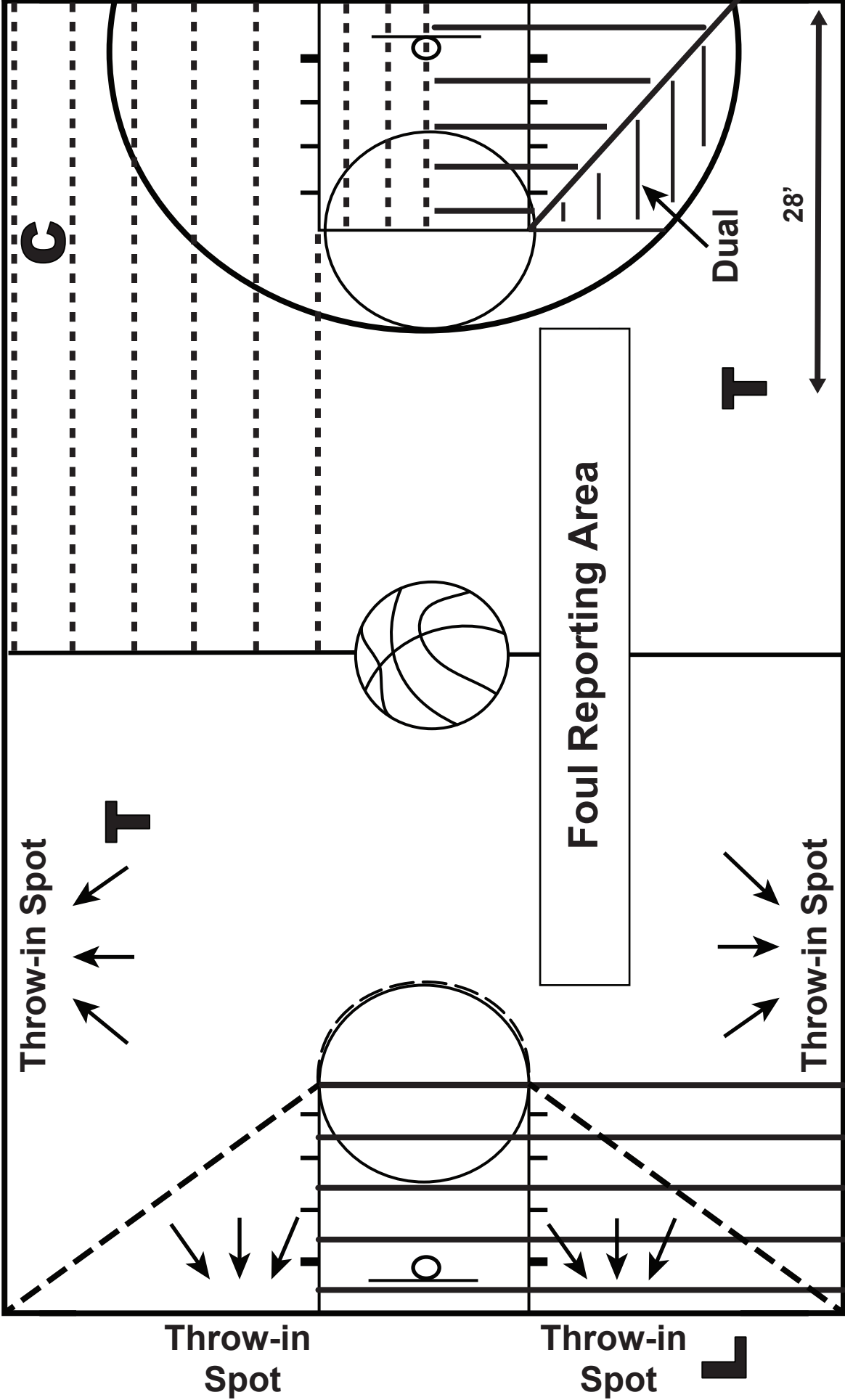


# Nebraska Basketball Officials

## Court Diagram

2-person

28'



3-person

Throw-in Spot

T

Throw-in Spot

Throw-in Spot

Foul Reporting Area

Dual

Throw-in Spot

28'

28'

Coaching Box

Table

Bench

Bench

C

T

X

L

# BASKETBALL OFFICIAL PREGAME

## NEW RULES/RULE DIFFERENCES

Reference new rules/Points of Emphasis  
Rules for refs if moving between high school/college

## PREGAME DUTIES

On floor time • Court positioning  
Captain/coach's meeting • Special event night?

## GAME MANAGEMENT

### ROUGH PLAY

Advantage disadvantage • Freedom of movement  
Patient whistle • Call the obvious  
Don't bail out the offensive player - verticality  
Incidental contact vs. legitimate contact

### CLOCK

Responsibility on every whistle • Under one minute  
Starting on inbounds, off free throws, throw-ins, jump ball

### COMMUNICATION

Eye contact with partners - before each throw-in  
Substitutions - count # of players on floor  
Verbally and visually confirm # of free throws  
Get the shooter on all partners' fouls  
Next foul bonus • Double whistle  
Out of bounds - If have no idea and I look to you for help,  
just give a directional signal. No need to come to me. If  
signal wrong, then blow the whistle and come talk. Tell  
what you saw and let me decide if I'm going to change it.  
On any unusual plays, get together & discuss. Get it right!  
If one official issues a warning to player or coach, make  
sure the other official knows.

### COACHES

Ignore, acknowledge, warn, or penalize  
Acknowledge questions, not statements  
Be a responder, not an initiator  
Deal with the behavior of an out-of-control-coach  
Protect each other

### SPECIAL AREAS OF INTEREST

Fighting - player, bench ramifications  
Correctable errors - when can we use and how to apply

### Technical Fouls - Procedure for coach/player

If T a coach, get away. The situation is heated and  
don't want to whack the coach back-to-back.  
Let's get together and make sure we administer the  
penalty or penalties correctly and in the correct order  
and at the correct basket.  
Non calling official should inform the coach that the  
coaching box privilege has been lost.  
If T a player, same procedure as above, however,  
discuss who will talk with the coach.

## MECHANICS

**LEAD:** Primary area of coverage • Rotate  
Moving along end-line to create angles  
Stay with shooter in your area • Rebounding coverage  
Pass and crash - lead official stay with the ball

**TRAIL:** Primary area of coverage • Rebounding coverage  
Penetrate towards end-line on try  
Rebounding coverage • Stay with shooter in your area  
Basket interference, goaltending

**CENTER:** Initiate rotation during half-court trap  
Help with backcourt/press coverage - don't bail  
Don't become a second trail • Primary area of coverage  
Secondary coverage on breakout situations  
Move towards end-line on try - rebounding coverage  
Basket interference, goaltending

## GAME PROTOCOL

**BENCH DECORUM:** Take care of business • Assistant coaches  
may not address officials • Coaches must stay in their box

**GAME EXPECTATIONS:** Potential problems • Rivalry/tensions •  
Key players • Styles of play • Game management concerns

**TABLE PERSONNEL:** Eye contact, timeout procedure • Keep  
track of all warnings • Intermission - inform teams/officials at  
3 minute mark • Possession arrow errors - notify immediately  
• Foul out procedure • Shot clock procedure

## FINAL THOUGHTS

### STAY STRONG IN YOUR PRIMARY

Have confidence in your partners. If a call needs to be made  
for the good of the game - get it!

### CONSISTENCY

Let's see if we can call the same game. Be consistent with  
each other. Let's try to remember what we've called earlier in  
the game, and what we haven't called. Be consistent with  
what has already happened in the game.

### IMPORTANT TIMES

First 2 minutes - Get teams into a flow  
Last 2 minutes before half - Referee smart  
Last 2 minutes of the game - Let players determine game

### REFEREE THE DEFENSE AND THE OFFENSE

Find the defensive player, let the play develop and finish  
and determine call.

### COMMUNICATE

With partners, table, coaches, players, and game  
administrators

### HELPFUL HINTS

Try to keep the good players in the game • Look sharp • Be  
confident • Get every angle necessary to see the play