

QUAD A BASKETBALL OFFICIALS

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TIME-OUT PROCEDURE

A very important part of this process is that there is absolutely no need to rush. The official granting the time-out is to report it to the table; it is never passed to another official. The closest official to the ball will get the ball and hold the spot where play will be resumed. Before the granting official goes to the table to report the timeout, he/she must first establish with both partners the free throw shooter (if shooting free throw) or the spot of the throw-in and whether the player has a spot or is able to run the endline. Wait for both teams to arrive at their benches. Next, ask the coaching staff for the type of time-out (full or 30 seconds) and inform your partners about the length so they can mirror the time-out and let their respective teams know what kind of time out it is, and then move to proper positions. Next, report the timeout to the table and be sure the scorer can hear you from your place in the "foul reporting" box. Using the proper NFHS signals, indicate the length of the time-out, the shirt color of the calling team and either the number of the player or the "C" signal for the coach. Then move to the appropriate spots; either to administer a throw-in/free throw or to the top of the 3-point arc or the low boxes in the free-throw lane. During timeouts, stand professionally at parade rest with hands at the side or behind but not in pants pocket; be attentive! On the first horn, all three officials will raise one finger and hold momentarily. The two officials responsible for the teams will move closer to the team huddles and state, "First horn, let's play". Remain there to assure that the team comes out in a timely manner; teams are to be ready to play by the second horn. As a reminder to the three officials, all three should raise your hand with two fingers to signal the second horn. If a team is delayed in coming out of the huddle, get on it right away and let one of the coaches know that they must be ready to play by the second horn. Go to your appropriate position for the free throw or throw-in.

TRAVELING

You need to be more consistent with traveling; traveling is not being called when it happens and it is being called when a player makes a great move. As soon as a player has possession in your mind you must know their pivot foot and know all of the ramifications with the movement of that foot.

TIME-OUT NOTIFICATION TO TEAMS

Only notify teams when there are zero left. Score keepers have made mistakes, they tell you one left, you tell the coach one left and they call a timeout and everybody finds out that they actually had none left when you go to the line to shoot two free throws for the technical. *Rule 2 Section 11 SCORER'S DUTIES Article 6: Record the time-out information charged to each team (who and when) and notify a team and its coach, through an official, whenever that team is granted its final allotted charged time-out.*

TRAIL AND SUBS

When the Center official is to accept subs as described in the "NFHS Official's Manual" on pages 76 & 77 Part 3.4.5 come across the floor to at least be aligned with or beyond the center circle closing towards the scorer's table. The table needs to recognize that you are in charge of the subs. Remember, *ALL 3 OFFICIALS* must make sure we count 5 and 5 all night long before we put the ball in play.

TRAIL ON FREE THROWS

For both free throws, the Trail official is to be in the vicinity of the 28 foot line/the beginning of the coaching box but remains responsible for all substitutes. Always be cognizant of substitutes at the table. If there are players from both teams in the backcourt, you must put yourself in position to observe their activities. At a minimum, the Trail should straddle the division line with both shoulders parallel to the sideline and look at all players in the backcourt. If there are enough players in the backcourt to justify moving closer, do so but make sure your partners know.

POST PLAY

Post play has really improved but don't get lulled to sleep. As the game moves to crunch time and things get a little more intense, don't be lulled into complacency with what you have done for the previous time of the game. When the intensity of the game changes you need to recognize so and adjust to make the calls.

BODY BUMPING

There is still too many offenses being disrupted by the defender; body bumping the offensive player with the ball and cutters trying to go the basket being held or bumped. These plays are illegal and must be called. As you are watching your matchups keep this in mind: "FREEDOM OF MOVEMENT".

COMMUNICATION WITH COACHES

This is by far the overriding comment from coaches in the evaluations of officials, that is, that officials are not communicating with the coaches. “A civil question deserves a civil answer” and at the same time you do not conduct a clinic throughout the game. If you do not know what to say at least acknowledge them. You must determine when the coaches are trying to help you officiate and when their concern is genuine; answer questions, DO NOT respond to comments.

WHISTLES

Every time you blow your whistle, you draw attention to yourself. The ideal game is for fans not to recognize the presence of officials, to be as inconspicuous as possible. Many times the comment heard about a well officiated game is that all concerned didn't even know who was on the game. Do not blow your whistle for substitutes; the timer is to sound the horn for every new person entering the game.

LOCKER ROOM VISITORS

No one is to be in the official's dressing facility except for the three officials and the observer. One momentary exception may be when the Athletic Director needs to clarify and/or get details about a technical or unusual situation that occurred during the game. At NO time should a coach be in your locker room, if they need to discuss something they have a course of action to follow through their Athletic Director, who will contact me.

PIAA SPORTSMANSHIP CARD

You must read the PIAA sportsmanship card before each and every game; it will protect your liabilities. It is emphasized on the cover page of the PIAA Bulletin One that was recently published and is attached with this email.

CENTER CIRCLE PREGAME

For good preventive officiating, please tell both teams to congregate in the nearest free throw circle during introductions to eliminate any possibility of confrontation.

WHISTLE AT END PERIOD

RULE 6 SECTION 7 DEAD BALL The ball becomes dead, or remains dead, when: Article 6...Time expires for a quarter or extra period. Do not blow the whistle every time the horn sounds to end a period. At the end of the period or game, sound the whistle in the following situations: (1) the ball is released on a try for goal; (2) the horn sounds; and (3) the try is successful or not. The whistle is needed to make the ball dead.

FOUL REPORTING AREA

Get to the foul reporting area and make sure you have a clear line of sight and eye contact with the official scorer.

REMOVING SHIRT IN PLAYING AREA

Players must leave the confines of the gym to remove their game shirt, make sure you know the rule if they don't.

GROOMING

Facial hair is not acceptable.

PENN HILLS COACHING BOX

Penn Hills High School has an unusual bench situation, therefore the acceptable place for the coaching boxes (mats) is right next to the scorers table.

CAMP INFORMATION ONLINE

The camp information and registration form for Pitt (June 19-21) and Robert Morris (August 1-2) are now available at www.qabo.org.

WPIAL STANDINGS

The WPIAL standings are now available at www.qabo.org in the left section of the home page; they are linked with the Pittsburgh Post Gazette. Within those standings if you click on a team, you will also find their schedule.

U1 AND U2 PREGAME OBSERVING

It is your responsibility to observe your team for anything that is illegal, do this throughout your time before the game and it will save you from problems and aggravation later!

“COMMITMENT...THE KEY TO EXCELLENCE”