

2009 Guidelines Tip to Final Horn

Pre-game Arrival

- Complete your day, set aside potential distractions
- At Gym 60 minutes, Locker room 45 minutes
- Crew Chief (CC) to initiate confirmation / If you're the new partner call the others
- Leadership in locker room starts & ends with CC but all must participate. Make it inclusive & open for Questions
- See Pregame Conference on www.refalberta.ca in September Newsletter
- Foster relationships, teamwork, be a coach not an expert
- Establish trust, credibility and be fun to be with
- Game management begins with self & crew before tip-off
- Be a great teammate - "It is sad that in our reffing world the greatest wounds can come from other sheep, not wolves."

Hustle

- Honest effort every game
- Dead ball - quicken pace, jog instead of run
- Show athleticism between the baselines
- Demonstrate ability to change gears
- Anticipate plays & where might the contact be

Accept Responsibility

- Accept feedback & criticism with gratitude, grace & genuine sincerity. Don't get defensive
- The Game requires that you change & grow
- Openly discuss your mistakes with a look to the future
- Anticipate & recognize when Primary needs help
- How many of us have made the leaps of improvement in 2,3,4 seasons that athletes make in 1 short season?
- Can't afford a slow start in the season or any game
- See www.refalberta.ca Downloads

Put the Game First

- Recognize the commitment made by players & coaches
- Coaches define themselves by winning, we don't
- Let no one's ego, lack of respect, frustrations creep into the game or become intimidating & distracting

- Resist the desire to show you're in charge or be the authority. Let your talents & effort shine through
- Let professional conduct, presence & image as well as humility be your guide. We all have arrived at this level.
- Get the shirts tucked in – monitor this, don't be overbearing
- Stop taunting & baiting / Intimidation of any kind
- “Ah c'mon, what's the big deal?” response from participants is an excuse to avoid responsibility for own actions
- Treat scorers table as part of team, be polite & professional

On Court Arrival

- 15 minutes prior to game is good
- Ok to leave court to run, stretch
- Captains meeting is a good tool at 12 minutes. We do it.
- Table crew at 10 minutes. Be brief but effective.
- Coaches 3:30 min./ go to table first - then shake hands with coaches, make eye contact, 'good game', then leave!, resist lengthy chit-chats
- Assistant Coaches - treat them with respect & they won't give you trouble later, but they are not allowed to address officials as a second coach

Opening Toss

- Practise your jump toss please!!
- Think of your 1st impression if it's a bad toss!!
- Direction - check that the A/P arrow is correct

First Whistle

- O/B-make it crisp, solid whistle, verbalize, direction
- A/P-finish direction with colour & voice
- Foul or no call to start the game - can the crew live up to it?
- Don't forget to call violations ie. carry, travels that beat legit defenders
- If you “bring it” to your games, everyone relaxes

Correctly Calling Out of Bounds

- Toughest call, 33% or more we get wrong, lackadaisical
- See the whole play & all players involved
- Anticipate & get in best position instead of reacting
- Be consistent with “give-backs” at both ends
- Be specific & clear about the spot it went out for throw-in

Throw-ins

- Designated spot or can they run baseline?
- Sweep the court with your eyes before handing to thrower in
- Check table, benches, partners' eyes, is hand up?
- Check game & shot clocks
- Check # of players on the court
- And then get the darn thing in play!!

Dead Ball Time

- Use a moving freeze, keep your eyes working
- Minimize delays by going to your next position sooner
- No wanderering, lost & glazed looks
- No strutting either, move with purpose & confidence
- Efficient movement, quickened pace or jog
- Clean up the substitution procedures, ensure they go to the table. Get a horn from timer
- Anticipate a matching sub
- Count the # of players & who has left the court

Time Outs

- Anticipate when they will be called. Don't be surprised
- Where's the throw-in coming back and which team?
- Last 2 minutes of game are crucial
- Get together, be brief, stand parallel facing table a couple meters in from the sideline
- Blow whistle when request comes from the table and give indication to players & partners

Violations

- Establish early at both ends - 3 secs, travel, carry if there
- Pick up on what your partner has called & be consistent
- Can't let a defender get beat by them but don't ticky-tack either when the offensive shift has beat the defense
- Recognize the pivot foot when a player stops
- Call the carry & palming that is obvious or beats defender
- Get your counts in real time for 5 or 8 seconds
- What's the kick ball signal? Don't hurt yourself!

Fouls & Contact Judgment

- Guards initiate offenses & create plays. Don't let them get knocked, bumped, grabbed or intimidated
- Identify the shooters, scorers and don't allow illegal restriction of freedom & movement

- Apply the concept of Speed, Quickness, Balance, Rhythm on the perimeter. If an offensive player has any of these 4 affected by illegal contact, it's a foul
- Let posts play tough, not rough or illegal
- Call dislodges & displacements by the 1st offender. Not the reaction

- If it's rough & both don't want to play nice, double fouls may be warranted
- Zero tolerance for non-basketball plays, overt language, reactions or demonstrations intended to embarrass or intimidate any player, coach, official or the game
- Get the off-ball stuff – bad screens, holds, impedes on cutters, taunts & any BS
- Block/Charge – ask “what did the defender do wrong?”
- Key on the torso & who initiated contact
- Understand verticality principle and airborne player
- Stay with the shooter, passer
- Work as a Team on crashing the boards & plays going to the hoop.
- T & C must be active & comfortable working on the court. Step on & in or down & wider by anticipating where the best “look through” will be. There is no Magic Spot

Keys to Court Positions

- Lead get to baseline to accept the play. Work open stance to be aware of peripheral/ secondary action wide on the wings. If you think about rotating, you should go. But referee the players where you've been until you get to your new strong side. Do not rotate when the Trail has the ball in their Primary!
- Trail must “trail the play - duh!” to see all players & partners. Work on the court (volleyball line is good parameter) as often as wide as they the play dictates. Must always step down or in on plays to or at the basket to maintain front court concentration
- Center is last to rotate. Do not rotate away from a play you are officiating in your Primary. When the ball is in the air on a shot or pass, there is a drive to the hoop, or rebound action you should not be rotating. Referee the play you have! And then fill the positions as required.

Critical Concepts

- **Dragons & Lizards: Almost any official can recognize & kill dragons, but really good officials know which lizards to kill before they grow up to become dragons.**
- **“Call it the same at both ends!” You can eliminate this annoying phrase if you cue up to what was called by your partner and go with the same call until you know for sure, positively, without a doubt, that it’s different. Contact flush in the torso at one end and smack in the ribs at the other end are more alike than they are different. Speak honestly about this with your colleagues.**
- **At the provincial level, officials must learn to anticipate and get in position before plays develop. When it's their Primary, moving while or after a play occurs is too late and leads to reactive officiating where the referee will not see the whole play.**
- **Develop presence by standing comfortable within your full stature, with your shoulders back and chin up off the chest. Any movement from there will be with your legs and not your head, shoulders or torso.**
- **Leaning and looking for things to call will guarantee that you will have several calls per game that you want back or were out of your Primary and/ or creates minimal secondary coverage.**
- **Learn to be comfortable refereeing from anywhere on the court, but by being in a position to accept plays rather than go hunting for them.**
- **Double whistles are OK if the Primary official's went first from correct positioning and they have the opportunity to finish the play**
- **Two reasons to call a foul: the first we all know – advantage/ disadvantage. The 2nd involves things you just don’t want to see again, they will lead to something bigger or worse. A box-out that displaces but doesn’t knock down a shooter to intimidate. Jostling or giving a strong reminder of one’s existence on the planet to an opponent. Screener leans outside of vertical or has elbows high to catch a defender. Great referees call the game with a look to the future. They manage and guide the game, mindful of the 2nd reason. Don’t get stuck just calling the game in the here & now, by reacting. Anticipate & manage the game by the parameters of the rules, crew consistency & credibility and keeping it fair and safe for both teams.**
- **Sometimes this means colouring outside the lines of consistency, when calls need to be critical & timely instead.**

- “In some games there is a time to enter the bowels of hell, the tension & moment of truth is at hand. No amount of study can replace the official who referees from their gut instincts, who breaks from the norm & makes 2,3,4 calls that diffuse the tensions & makes the game better.”

Reporting & Signals (All Eyes On You)

- Time to shine, the spotlight’s on you, otherwise why did you stop the game?
- Don’t leave point of foul until you have finished the story line
- Foul signal must have the lead role, don’t let it be a supporting actor confused or camouflaged by some wonky pointing arm, an overwhelming desire to tell the world it’s 2 shots, or a disappearing act from the scene
- Relax, you’ve rehearsed this in the mirror right? So go for the ‘Oscar’. If you can’t act well, fake it!
- Slow down, enunciate like a Shakespearean actor - “the rain in Spain”, no 3-D glasses should be required by the table crew to pick up your hand signals
- What’s your line? BFST / Colour first then #
- Report one number, twelve not 1-2, twenty-three not 2-3

Last Shot Scenarios

- There are now 4 per game, there must be space between the fingertip & the ball before the horn.
- Don’t screw it up now after calling a good game so far!
- Your pre-game has covered the scenarios, asked the questions.
- Who has last shot? Opposite
- How do we communicate last shot & when? Under 24 secs
- What are the priorities? 3 point line, release, no foul
- Watch the shooter til you see the flick of the wrist, not just the gather
- Time outs left?
- Tie game?
- 1,2,3 point spread?
- Team needs to foul? Intentional?
- Shooter tries to draw the foul?
- Breakaway foul
- Review real examples

- Until you've been there don't talk like you have. Until you've earned the right, don't presume you have the right. It's part of the strategy of patience & payoff. If you haven't wasted your words trying to get there, when you arrive, others will listen to you when you do speak. But only after your actions have earned you the credibility to talk.
- Avoid being quoted wrongly.
- Show empathy! "Let me be sure I heard you correctly."
- Say the right things.....be honest rather than smart
- Use basketball terminology ie. Over & back, not back over
- Please & thank you
- I hear you....
- Let me deal with it....
- We will correct that....
- We'll talk as a crew....
- Maybe I missed it...(But only once in awhile)
- I did not see it that way....
- That's my job, I'll do it....
- Coach, when you make a comment about my partner, you might as well be saying that about me, because we're a team. Now, what can I do for you?
- Sometimes silence is better! Can't be misquoted.
- However, only 15% of communication is verbal
- No compromise on stature, posture, uniform
- Purposeful, athletic movement
- Eye contact
- Facial expressions
- Control gestures, nervous habits
- Tone of voice
- Ability to listen

Post Game

- Absolutely necessary at this level. Must be honest, open & critical. If it's all a pat on the back, call me and I'll get you an NBA tryout!
- Give up the right to disagree with the Evaluators. Accept their feedback & experience as an opportunity to learn a new perspective. See it as an opening for further review and discussion
- If the same comments keep getting addressed, you need to have a long look in the mirror
- Offer sincere & enthusiastic feedback to U2s on your crew, include them & accept their points of view. They may need

guidance with a gentle touch or a firm hand but the important thing is that they know you care about them as a person and for their development. There is no room anymore for those who feel they need to flaunt their superiority