



Points of Emphasis



LHSAA/LHSOA BASKETBALL OFFICIATING

I. Court Coverage/Positioning

a. Trail official:

- Assume initial starting position at or inside the 28' hash.
- Position adjust (move 1-2 steps) to obtain a better angle and see through players (do not get straight-lined).
- Stay engaged and step down on shots (do not "bail out")
- Release plays that curl away (if it curls away, stay away)
- Focus on obvious "reset the feet" travels on the perimeter and in the post

b. Center official:

- Assume initial starting position at or inside the free throw line extended
- Position adjust (move 1-2 steps) to obtain a better angle and see through players (do not get straight-lined)
- Stay engaged and step down on shots (do not "bail out")
- Stay engaged and do not leave an "open view" of an active play just because L rotated.
- Officiate primary defenders on block/charge plays to the rim from center side.
- Release plays that curl away (if it curls away, stay away)
- Focus on obvious "reset the feet" travels on the perimeter and in the post
- Move to initiate rotation on defensive pressure near division line
- Remain in backcourt to officiate pressure play with multiple defenders (find 2nd level of defense)

c. Lead official:

- Assume initial starting position based on ball location or competitive matchup
- Work to close down as the ball moves towards C's primary area and look for a chance to rotate
- Officiate all primary and secondary defenders on block/charge plays to the rim down the lane and from strong side
- Officiate secondary defenders on block/charge plays initiated from weak side (be mindful of double whistle and make eye contact with partner)

II. Proper Procedures After Calling Fouls/Violations - Officials must slow down after calling a foul or violation to better communicate with partners and to ensure no illegal actions occur. Carefully assess the situation, continue to referee during dead ball scenarios, and pause to recognize double whistles.

a. Use proper signals and language at the spot of the foul/violation

- Get the fist up first on all fouls or show open hand for all violations. Use the player control foul signal (hand behind head) at the spot when signaling a Team-Control or Player-Control Foul.
- Be fundamentally sound with signals and use precise language.

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- b. When the whistle blows, all three officials must be engaged.**
 - Keep all players in view to discourage unsporting behavior
 - Know the status of the ball when the whistle sounds
- c. Foul reporting**
 - Move briskly, clear the 3-point arc, and establish line of sight with the scorer
 - Stop and report foul with clear, precise language (color, #, infraction, spot or FT) and correct signal
 - “Own” primary area by taking fouls to the table

III. Traveling

- a.** Find the pivot foot (officialate from the floor up)
- b.** Ensure the player has control of the ball
- c.** Penalize illegal action (ugly is not illegal)

IV. Rebounding Officiating – Get the first foul (hooks, holds, hacks)

- a.** Aggressively officiate from T and C when the ball is
 - in the air on the way to the basket
 - coming off the rim
 - possessed by rebounder
- b.** Call the first foul (unsportsmanlike behavior increases if we miss the first foul after the rebound is secured)

V. Drives from Center Side to Basket/Secondary Defender in Paint

- a.** Once primary defender is beaten, L will have primary coverage responsibilities for refereeing the secondary/help defender in the paint.

VI. Bench Decorum

- a.** Enforce sportsmanship standards
- b.** Address unsportsmanlike behavior that affects management of game
 - personal comments, profanity, prolonged and/or persistent conduct
 - coaching box
 - integrity accusations
 - threats
- c.** Assistant coaches do not have the same privileges as head coaches
- d.** Use warnings (verbal and “stop” sign) to manage coaches’ behavior; record official warnings in the scorebook; deal with coaches who are unresponsive to warnings
- e.** Players should remain seated in the bench area

VII. Fundamental Philosophies

- a.** Call the obvious; make fouls and violations “big”
- b.** Referee the defense (eyes on defender NOT ball)
- c.** RSBQ -- contact that affects a player’s rhythm, speed, balance or quickness = foul