



# Basketball Officiating Tips

- Do ..
  - look professional
  - be early
  - inspect the court
  - introduce yourself to the coaches
  - hustle and be in position
    - move to center court to make calls
  - communicate with your partner, be a team
  - focus on your area, let your partner focus on theirs
  - prioritize continuously
    - you can't watch for everything at once
  - make calls
    - be decisive and blow your whistle hard
    - know when to call an Intentional Foul
  - know the rules and signals
  - use proper mechanics
  - signal a 15-second warning when all breaks are about to end
  - know the differing roles and coverage areas for the lead and trail positions
  - be proactive, give warnings
  - anticipate when coaches may want your attention
  - have a back-up whistle
  - admit mistakes, but only make corrections when rules allow
  - apply “age-appropriate” officiating
  - Report Technicals, Flagrants, and Ejections to the League Director
    - know player number and team name at a minimum
    - if ejecting a fan, know which team they were with



# Basketball Officiating Tips

- Don't ...
  - loose your cool
    - you can't lose the argument, but you can lose respect
  - make calls you didn't actually see
  - use the wrong terminology
    - the following common calls don't actually exist
      - Over the Back (should be a push or illegal contact)
      - Reaching In (should be illegal contact)
      - Moving Pick (should be illegal screen)
    - in all of the above, if there was no contact, there is no foul to call
  - play favorites
  - hold a grudge
  - rush your calls
    - gain control
    - get attention on you
    - compose your thoughts
    - then make your call
  - wear your court shoes outside
  - point at people
    - use full hand, palm down or sideways
  - shout conversations across the court
    - go to the person and keep your voice down
  - allow players to cover piercings



# AAA Rule Differences

- Be sure you know grade-specific rules before walking onto the court
- Back up the Defender when Thrower doesn't have space to back up
- In grades where man-to-man is required, brief "naturally occurring" double-teams are ok
- Technicals are automatically 1-point
- Flagrants are automatically 2-points, and ejection
- Attempting to distract a Shooter is an Intentional Foul
- In grades where the defense must fall-back on possession changes, lagging Defenders may play defense in the backcourt only if the Ball-Handler engages them or puts the ball within their reach
- Player number changes are allowed if reported before player returns to the court
- In grades where man-to-man is required, "isolation" plays are not allowed
- In grades with no pressing allowed, a team retaining possession on a throw-in during the last minute of the game, must throw into the frontcourt
  - Position the thrower on the frontcourt side of the centerline