

IOTS

1. The open angle look is needed on every possession. Move- stop -observe -decide. Use the crossover step to get or maintain the open angle. Avoid leaning and working flat footed. You may need more than one open angle on a play. Never guess on calls. The centre must officiate a strong game by anticipating the next action.
2. Find a reason to rotate more as the lead and know when to be in the cd position. Rotate or back out. The lead needs to scan during the rotation. Check for the inside look in zone two. Check the four boxes. Do not leave early as centre. You are the last to move.
3. During weakside transition plays, the lead will go directly to the close-down position with an active mindset rotation decision is likely.
4. Our initial positions must be exact. Get there on time, establish yourself, find your competitive match -up, and locate the defence noting their legality. Officials need to own their primary.
5. Eliminate the marginal calls. Call the obvious ones, the meaningful fouls, the rough play fouls, and the non basketball plays. Be prepared with an active mindset to go out of your primary on plays that you have an open angle when **an obvious foul is missed**. These decisions should be made when the call is needed to help the game or the crew. These play types require a cadence whistle (CW)
6. On landing area fouls do not allow reckless close outs by the defenses and penalize the shooter for kicking their leg outside their cylinder and making contact. Be a good game caller on rough play fouls. Anyone can upgrade calls. The entire crew looks bad when one is missed or incorrectly called.
7. The trail official needs to stay attached to the initial play towards the basket until there is contact by a secondary defender. Remember to keep weight on toes. "Apply the basic play calling principle of LTWD"-Longest time with the defender.

As the new trail on the endline throw-ins avoid coming onto the court too soon {free throw line}. Remember to trail the play.

The trail needs to concentrate on keeping proper spacing on matchups. You may need a second open look. When the ball is up high the trail and centre must check in and out regularly.
8. Every time you blow the whistle, use your voice. Designate the correct spot for throw ins.
9. Good communication and management skills are essential. Take care of the benches early in the game. Be known as a great game manager. Run the game. Know the foul count and have awareness of the clocks. **Do your best to talk, warn, and then T.**

10. Reporting of fouls needs to be clear and precise. Tell the whole story.
11. Know and apply consistently the OB help and intervention protocols. **Ring the bell.**
12. Game rhythm and dead ball efficiency are important in every game. Keep the flow. Blow your whistle on meaningful fouls.
13. Catalogue the crews' decisions at the end of each quarter. Discuss the consistency of calls. **Officials must set the calling standards early in the game.**
14. During the final plays of a game get the call correct! No matter where it is from. Please stay engaged and remember the game always comes first.
15. **Most importantly officiate the defense on ball situations. Identify the point of contact and its consequence on the play. Never come a long distance to get a marginal call.**
16. Know the language and the penalty for the new rules.
15. The illegal boundary line crossing signal must be used in the last 2 mins of the 4th Quarter and the last 2 mins of any overtime period.
16. 50\50 protocols. Charge\block decisions. Call it on the defense. Ball in hand on shot clock/game clock expiry and shooting vs on the floor foul- shoot it.
17. On throw ins, the administering official must stand 6 feet back and bounce the ball to the player. Get to your spot before bouncing the ball.
18. Avoid double and triple whistles on singular coverage when the play is out of your primary.
19. The trail and centre need to check in and out regularly. Apply 1\2\3\4\ concept.
20. Use your voice for preventive officiating.
21. During the final plays of a contested game. Get the call right! No matter who makes the call.

