Basketball Education1

1. Applying basketball knowledge and common sense will lead to a well officiated basketball game. The crew must begin and remain on the "same page" throughout the game.
2. See the play from start to finish, then make your decision. Players must be allowed to play with freedom of movement.
3. Close out fouls cannot be missed by officials. They should be called personal fouls. When the close out fouls are reckless and the defensive player gets under the feet of the offensive player or the offensive player is injured, then we must call flagrant fouls.
4. Excessive contact and fouls that are committed with a wind up and a follow through, should be called flagrant fouls. You only need to show the signal for flagrant fouls.
5. Disqualification fouls need to be called when the contact shows no respect for the opponent or the game. Reckless plays should always be upgraded.
6. When a foul is called on a drive to the basket, it is considered to be a non shooting foul if the ball has not come to rest in the hands of the offensive player.
7. The criteria for a disruptive foul is when a player stops the game without making a legitimate play on the ball on a transitional play, a non basketball play by the defense anytime during the game but also note: the end of quarters\overtimes and a clear path foul.
8. Verbal support is required on every call. Everyone should be able to hear you.
9. Identify shots as either a jump shot or a drive to the basket.
10. Avoid calling fouls when players are just trying to manufacture shots. Allow players to block shots.
11. Expect a rebound on every shot. Find your nearest competitive matchup.
12. The 50-50 protocol on a shot is to be called a shot.
13. When calling delay of game, you must stop the game, give the proper signal and inform both coaches of the call by using a good voice.
14. Don't delay the shooting of free throws. This will improve game rhythm.
15. In high-pressure moments do your best to reduce controversy on critical plays by being a good communicator. You must use communication skills throughout the game.
16. In High School SSNS play, when a player has been disqualified from the game, the player must leave the bench as long as there is someone who can accompany them to the locker room. If not they will remain on the bench and are expected to sit quietly.
17. In High School SSNS play, any offensive rebound the shot clock will be reset to 14 seconds. If there are no shot clocks in the game, the official will keep track of the shot clock time.