

## Before the Game Begins

Officials Jurisdiction starts when they “arrive on the floor” and shall be at least 15 minutes before the start of the game. 2-2; art. 2.

### Position:

2 person crew

- Each is positioned opposite the table midway between 3-point line and center circle
- **(R)** Observes visiting team (count the visiting players and get a count of the home players from the **(U)**).
- **(U)** Observes home team (count the home players and provide the count to the **(R)**).

3 person crew

- Each is positioned opposite the table. **(U1)** and **(U2)** are positioned midway between 3-point line and center circle. **(R)** Is positioned on the mid-court line.
- **(U1)** observes home team (count the players on the floor and provide that information to the **(R)**).
- **(U2)** observes visiting team (count the players on the floor and provide that information to the **(R)**).

### Inspect all equipment including:

#### COURT

- Make sure there is a coaching box marked (2-inch wide line) 14 feet from the end-line, then 14 feet from that point toward the mid-court line. 1-13; art. 2.
- Need an “X” 12 inches long, 2 inches wide, out of bounds on the sideline in front of the official scorer. 1-17.
- Make sure there is space between the bench and the scorer’s table—move the chairs away if possible.

#### TABLE

- You get to designate the official timing device, timer, scorebook, and scorer. 2-4; arts. 2 & 3.
- The official scorer is required to wear a black and white vertically striped “garment”. 2-11 art. 12.
- Must have an alternating-possession arrow on the table. 1-16

#### BALL

- Provided by the home team, but the referee MAY pick a ball provided by the visiting team. 1-12; art. 3
- Must have the NFHS authenticating mark. 1-12; art.1g
- Legal air pressure. Drop it from 6 ft (measured from floor to the bottom of the ball). Must rebound to a height of between 49” and 54” (this time it’s measured to the top of the ball). 1-12; art. 2

### Observe players during warm-up:

#### UNIFORMS

- Home team wears white, visiting team wears dark. 3-4; art. 1c
- Check for legal numbers (basically one or two digit numbers using the numerals 0 through 5, except they can not use both 0 and 00). 3-4; art. 3d
- All kinds of “legal” definitions for the type of lettering, side inserts, trim, names, etc., check rule 3-4.
- Illegal jerseys, pants/skirt, or illegal numbers are penalized with a single direct technical foul on the head coach (regardless of the number of offenders). 10-5; art. 4 (penalty).

#### ILLEGAL EQUIPMENT or APPAREL

- From the elbow down to the finger-tip---Nothing hard (even if covered!). 3-5; art 2a.
- Above the elbow (includes shoulder), anything “hard and unyielding” must be padded. 3-5; art. 2b
- Knee and ankle braces OK, (no additional padding is required). 3-5; art. 2c
- Anything worn on the arm or leg (except for a knee brace) is considered a sleeve (tights are allowed). 3-5; art 3a
- Sleeves must be white, black, beige, or the predominant color of the jersey. 3-5; art. 3b
  - All sleeves (both arm and leg) must be the same color for each item and each team member. 3-5; art. 3b
- Wristbands and headwear (defined as any item that goes around the entire head) must be white, black, beige, or the predominant color of the jersey. 3-5; art. 4a & b
  - Only one item on the head and on each wrist (may have only one logo). 3-5; art. 4a, b, c
  - Color must be the same for each item and all members on the team and must match the color of any sleeve/tights. 3-5; art. 4a
  - Wristbands must be worn on the arm below the elbow. 3-5; art. 4c
- No hard items (beads, bobby pins, barrettes, etc.) to control hair. 3-5; art. 4d
- Undershirts must be a single solid color similar to the color of the jersey. Sleeves the same length and hemmed with no frayed edges. 3-5; art. 6
- Undergarments (not tights) can not extend below the pants (or skirt) 3-5; art. 7.
  - Compression shorts may be worn if the length is above the knee and they are the same single color similar to the predominant color of the pants/skirt. 3-5; art. 7
  - Note that the rule book uses the term “pants/skirt” not shorts. This makes it legal for a player to wear long pants if they are not worn as undergarments under shorts. Casebook reference 3.5.7B
- NO Jewelry (not even during warm-ups). 3-5; art. 8 also casebook play 3.5 situation A

**NOTE: There is no expressed penalty (i.e. technical foul) for illegal equipment. The player must either remove the illegal equipment or they can not participate. (This is a good time to use the “BY RULE” phrase).**

TPoma

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# Before the Game Begins

## **NO DUNKING (or grasping either basket) DURING PRE-GAME (also applies during half-time).** 10-4; art. 1i

- If observed, penalized with a technical foul on the player and an indirect technical foul on the head coach.
  - Note that this indirect technical foul on the head coach means they can not use the coaching box.

## **The 12 Minute Mark**

- Meet with captains at 12 minute mark on pre-game clock.  
Hint: Before the 12 minute mark, the Referee (**R**) should take a look at the table and assess the readiness of the scorer (or walk by and check it out).
  - Is the scorer there? Official scorer is required to wear a black & white striped shirt. 2-11 art. 12
  - Is the book done? (If not, find the scorer and get him/her working on the book).
- Coach may participate in the pre-game conference with captains.

## **The 10 Minute Mark**

- Each team must provide the official scorer with:
  1. Name and number of each team member. 3-2; art.1
  2. The five designated starters. 3-2; art.1
- The referee (**R**) reviews the score book at the 10 minute mark to verify that each team has complied.
  - (**U1**) and (**U2**) should have a count of the players on the floor for the team they've been observing. Make sure that information is communicated to the (**R**).

Also is a good idea to compare the official book (home team) side-by-side with the visitor's book—everything should line-up. Jot down the number of players somewhere on the official book (this may help to clear up any dispute regarding how many players were originally listed, and whether any names were added after the book was inspected).
- If the official book does not have the line-up and/or starters, BY RULE, the team is penalized with one team technical foul. This counts toward team foul count for bonus, but is not charged to the head coach. 3-2; art. 1 & 10-1 (penalty)  
Be careful before you assess the penalty. This situation can easily be avoided by using preventive officiating. Make sure the problem wasn't caused by an incompetent home team scorer.
- After the 10 minute time limit, a team is penalized by one and only one team technical foul for any of the following:
  1. Changing a designated starter (except if necessitated by illness, injury, illegal equipment or apparel or to attempt a technical foul free throw). 3-2; art. 2a
    - Note that you can only penalize the changing of a designated starter IF it is discovered before the ball becomes alive to start the game. If you discover that a team has changed a starter and the ball has become alive, it is too late to penalize at that point. 10-1 art. 2a penalty also casebook play 3.2.2 situation E.
  2. Adding a name to the list. 3-2; art. 2b
  3. Requiring a change to the team member's or player's number in the score book (unless the uniform must be changed because of blood or if the shirt is torn). 3-2; art. 2c
  4. Requiring a player to change to the number in the book. 3-2; art. 2d
  5. Having identical numbers on team members or players. 3-2; art. 2e

## **The 3 Minute Mark**

"By Rule", the referee (**R**) is responsible for having each team notified three minutes before each half is to begin. 2-4; art 4

## **The 1:30 Mark**

- Go to across and introduce yourselves to the coaches (visiting team first).
- Introduce yourselves to the personnel at the scorer's table.
- Stand for the National Anthem
- Remove jacket during introduction of players
- When introductions are finished, HUSTLE out to your positions for the start of the game.

## **THE TOSS**

- Before you start the game with the jump ball, check to make sure that there are five and only five players from each team on the floor.
- This is also the point where you should make sure that the appropriate amount of playing time is displayed on the clock (it is very embarrassing to begin play with no time on the clock).
- Know that no time out can be called before the ball becomes alive to start the game (This makes it important to know when the ball becomes alive to start the game). Ball becomes alive when:
  - On a jump ball, the tossed ball leaves the referee's hand(s). 6-1; art. 2a
  - On a throw-in, it is at the disposal of the thrower. 6-1; art. 2b
  - On a free throw, it is at the disposal of the free thrower. 6-1; art. 2c