## Quick Pre-game

## Pre-game (Should not be a lecture—entire crew should participate)

- Ice Breaker
  - o Early in the season—New Rules
    - Reinforcing "Absolute" fouls committed against a ball-handler and emphasizing that a post player becomes a ball-handler when they receive the ball. The acts that constitute a foul against a ball-handler are defined as:

Rule 10-6 art. 12

- > Placing two hands on the player
- > Placing an extended arm bar on the player
- > Placing and keeping a hand on the dribbler
- Contacting the player more than once with the same hand or alternating hands
- All sleeves, tights, headbands, wristbands must be white, black, beige or the predominant color of the JERSEY....and must be the same color for all team members
  - > Points of Emphasis:
  - > Post play
  - > Rebounding
  - > Protecting the free throw shooter
  - > Using NFHS Mechanics and Signals
- o Later in the year--What kind of strange plays have you had?
- Responsibilities on the floor before the game
- Rule interpretations (All 3 on the crew should agree on the interpretation)
- Changing calls (3 to a 2, or out of bounds, etc...)
- How do you cover areas of intersection? How will I know that you're covering the ball?
- Double whistles (Defer to primary? Get together to discuss?)
- Coverage on a jump shooter (all the way down to the floor)
- Center—STAY Home! after a made basket
- Stay engaged during dead balls (help with the player who committed the foul)
- Be aware of team foul situations and communicate with crew—get the shooter on the 7<sup>th</sup> team foul
- Don't penalize good defense!!!!
- Piling on a player on the floor
- HELP!
- Handling subs
- Warning Coaches
- Technical fouls
- Be AWARE of what your partners ARE / AREN'T calling
- Late in game situations
  - Will a team foul in order to stop the clock?
  - Pay ATTENTION to time on the CLOCK
  - How many time outs remain—DON'T TRUST the scoreboard!
  - Be aware of situations where coaches might want a time-out
  - Are there a lot of players with 4 fouls? We need to slow down in administering free throws to make sure the player hasn't committed their 5<sup>th</sup> foul.
- Last second shot coverage