



## Game Management Tools

### TABLE CREW

- Stress to the table how important they are for a smooth game outside the rectangle
- If something unusual happens off the toss, make sure they know how to set the arrow — ensure it gets switched properly on all AP situations
- Remind the scorer to make eye contact when fouls are reported and to promptly notify you of a player's 5th foul

### CAPTAINS

- Use the pregame meeting to gain their confidence and set the tone for good sportsmanship
- Remember the speaking captain's first names — work through them when a problem needs to be addressed

### COACHES

- Be approachable — do not go about your business with a chip on your shoulder
- 3 principles: 1) Answer briefly using rule book language 2) Acknowledge — a simple nod suffices 3) Penalize insanity — it's still just a foul!

### SIMILAR PLAYS = SIMILAR RESPONSES

- The biggest challenge: blending three officials into one
- Stay alert to what has been called and match responses to SIMILAR plays as the game continues while striving to get each play correct
- That consistency is what coaches complain about most

### DEAD-BALL SITUATIONS

- Be proactive — prevent, prevent, prevent! Never take your eyes off players during dead balls
- Held balls: two closest officials close in and calmly end the play; third official oversees remaining players and checks the arrow — don't rush to check the arrow before players settle

### TIMEOUTS

- Watch players as they head to benches — especially if they cross each other's paths
- Be a pest reminding teams not to be late coming out of the huddle — if you put the ball down for one team, do the same for the other if warranted

### FREE THROWS

- We embarrass ourselves more during free throws by resting mentally instead of physically
- The Center can be the "crew saver" — ensure bottom lane spaces are occupied properly, correct shooter is at the line, no players talking to bench below foul line extended
- After the shot is released: watch for players entering too soon — especially from above the arc or the shooter chasing a bad shot

### LAYERED PLAYS

- When a live-ball foul is followed by a dead-ball technical, communicate before going to the table
- Get teams to their benches, then do a "dress rehearsal": order of fouls, player numbers, shooter, # of shots, inbound spot after free throws
- Take a few extra seconds to sort it out — report it once, clearly, without confusing the scorer and PA announcer

### HELP CALLS

- If you know your partner erred on an OOB call, go to them — don't run and blow your whistle drawing unnecessary attention
- Walk briskly and in a calm, quiet voice offer your 115% correct opinion — gives them the option to take your info or stay with their call
- If the call changes, it is done by the calling official, not the one offering info — swallow your ego and get the

### LAST TWO MINUTES

- "They always remember how you finish, not how you start" — supervisors get more complaints about this period than any other
- If you haven't made a 3-second or illegal screen call in the first 30 minutes, it most likely does not need to be called now
- Every call should have a high degree of certainty — don't insert yourself into the game for a call you haven't made earlier
- After the game, if you look at it on tape, you shouldn't have to rerun it three times to find the call