

OHSAA Basketball Official's Checklist

Day Before the Game

- Confirm game site, arrival time, and crew members
 - Contact game administrator
 - Parking instructions
 - Entrance/gate access
 - Game management/other official's numbers
 - Verify game bag:
 - Shoes
 - Socks
 - Pants
 - Shirts
 - Jacket
 - Whistle with lanyard
 - Rule book/case book
 - Towel
-

Game Day

Arrival

- Arrive at least 75 minutes before tip-off
- Business casual attire to and from game
- Conduct crew pregame meeting

Floor Timing

- On floor at 20-minute mark or when first team enters
 - Take proper pregame positions
 - Captain meeting (optional)
 - Referee checks scorebook at 12:00
 - Meet coaches at 2:00
 - Handshakes optional
-

Mechanics Priorities

Signals

- Use approved NFHS signals only
- Strong stop-clock signal
- Strong directional signal (no one-finger point)
- Report from proper reporting area
- Strong presentations to table
- Proper closely guarded counts

Special Signals

- Held ball = stop clock first, then jump-ball signal
 - No on the floor ever If no shot Wave off = baseball safe signal only and “NO SHOT”
 - Player/team control foul = whistle, hand behind head
-

Movement & Mechanics

- Move around, not through players when reporting fouls
- No "Statue of Liberty" raised hand while walking to report
- Proper free-throw positions
- Trail and Center step down on last FT

Key Philosophy

Hustle don't hurry. Move with a purpose.

Position Responsibilities

Trail

- Officiate near sideline and move in a banana cut based on position of ball
- Step down to top of key in frontcourt when action of players take you into the “playing area”
- Proper backcourt counts
- Proper closely guarded counts
- Help on full-court pressure. Adjust position based on players in the backcourt
- Help on basket interference/goaltending (BI/GT)

Center

- Referee off-ball action
- Watch illegal screens
- Help with midline coverage
- Move with purpose, not constant jogging
- Help on BI/GT

Lead

- Mirror ball toward sideline to lane line extended based on ball location
 - Rotate with purpose
 - Keep shoulders parallel to baseline
 - Head on swivel
 - Referee first competitive matchup after rotation
-

Communication

Crew Awareness

- Know team foul count each quarter
- Be ready for 2-shot bonus at 5th team foul
- No free throws on team-control fouls
- Limit unnecessary coach conversations
- Help partners when needed

Final Two Minutes

- Timeout status for each team
 - Team fouls
 - Clock status
 - Score confirmation during timeout
 - Last-second shot coverage
 - Stay on floor if there is a potential conflict
-

Points of Emphasis

- Use warning procedures when necessary
- Officiate rough play early:
 - Post play
 - Perimeter play
 - Illegal screens
 - On-ball defense
 - Off-ball defense
 - Hand check / arm bar that displaces opponent
- Referee the defense
- Maintain composure
- Use voice and proper signals
- Be a great partner
- Raise the bar when the game becomes competitive

OHSAA Rules Reminders

Team Fouls

- On 5th team foul each quarter = 2 free throws.
- Team fouls reset every quarter.

Running Clock

- 35-point differential starts running clock.
- Stops if margin drops below 30 (35/29 rule).

Throw-Ins

- Below FT-line sideline throw-ins administered by Lead.
- Trail maintains 5-second count and starts clock.

Uniforms

- Visiting team undershirts may be black or match jersey color.
- All teammates must wear same solid color undershirts.
- Home white uniforms require white undershirts.

Out-of-Bounds

Players may leave the court unless:

- They are first to touch the ball upon return, or
- They left to avoid committing a violation.

Basket Interference/Goaltending

BI/GT applies when a defender blocks a shot after the ball contacts the backboard.

New NFHS Rules for 2026-27

End-of-Quarter Timing

With 59.9 seconds or less remaining:

- At least 0.3 seconds must run off the clock after a legal inbounds touch.
- Applies only when the clock displays tenths.

Clock Malfunctions

Officials may use a silent count to correct timing errors when definitive knowledge exists.

Offset Technical Fouls

Opposing technical fouls occurring during the same dead-ball period, if offset, and resume at the point of interruption.

Jump Ball

Be ready for anything

Throw-In Violations

Enforcement location is the original throw-in spot.

New mechanic in 2026-27

Reporting official stays table side

10 Personal Reminders

1. Communicate with signals and voice.
2. Hustle - don't hurry.
3. Use positive self-talk.
4. Maintain composure.
5. Avoid game interrupters.
6. Referee the defense.
7. Have a great pregame.
8. Be a good partner.
9. Provide information when needed.
10. Raise your bar when the game gets competitive.

Bottom line: Strong communication, disciplined mechanics, proper positioning, crew teamwork, and awareness of the quarter-based foul / team control foul procedure and 2026-27 timing rules should be the primary areas of focus.