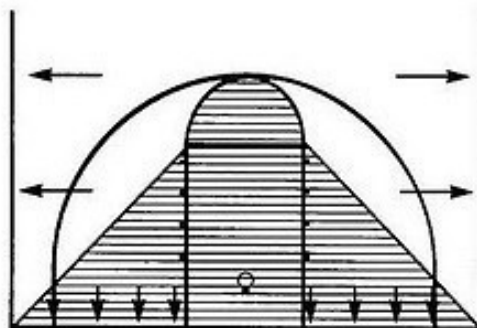


**OUT OF BOUNDS SPOTS**



- Inbound the ball at the correct spot — Tell Your Partners where the spot is
- On sideline or baseline (Trail going other way): bounce ball to thrower, step 4–6 ft back to improve field of vision
- On baseline staying as Lead: hand ball to inbounder with hand closest to thrower, count with the inside hand and chop clock with outside hand
- Non-verbal communication: In frontcourt — Trail signals ready to Lead by raising hand to mirror chop. Lead waits for Trail before handing ball to thrower
- If the inbound spots is on the sideline from the baseline to the free throw line, the Lead will administer the ball and the Trail will count and chop the clock.

**OFFICIATING PRE-GAME: EMPHASIS ON DETAILS**

- New Rules / Mechanics / Rotations: Use High School Mechanics throughout
- Pre-Game Duties (Captains, Coaches, U1 & U2)
- Check headband (incl. pre-wrap) & wristband colors, bobby pins, etc.
- Jump Ball: Coverage, Responsibilities & Rotations
- TYP: Take care of Your Primary / Trust Your Partner / Tell Your Partner / Track Your Partners (use peripheral vision to recognize rotations)
- Call the obvious. Talk players out of trouble when possible
- Avoid using the term "on the floor" — it's either spot or shooting
- Visual & Verbal Communication: play, dead ball, timeouts, subs, etc.
- Out of Bounds Call Responsibility / Discuss dead corner coverage
- Bringing in subs: discuss who / when / avoid use of whistle
- Rotations on Fouls: difference if in Frontcourt / Backcourt — Discuss
- Fouls: patient whistle & discuss style of play
- Double Whistles: minimize double whistles and NO DOUBLE SIGNALS — especially on block/charge calls: defer signal to primary official
- Warnings & Techs: Communicate with partners
- Last-second shot (OHSAA): OTO is the only official who counts it — if shot is in your primary and you're sure it's not good, go to OTO and tell them: treat it like an OOB call. Let the OTO make the call
- Discuss possible non-verbal communication to help OTO such as 3pt or 2pt signal — do not wave off a shot if you're not OTO