



Central Pennsylvania Basketball Officials' Association
October 30, 2005, 1:00 P.M. East Pennsboro High School

The meeting was called to order by Vice-president, Michele Rolko, at approximately 1:00 P.M. The day's interpretation was given by Craig Bradley. See attached notes for his presentation outline. After the interpretation, Tim Hughes reminded members about the upcoming tournament for new members and their mentors. He also reminded members that the rules test is due to him no later than November 4th. Michele Rolko reminded members to pay their dues and pick up their raffle tickets. She also asked that if you haven't been receiving emails from Secretary, Barbara Eppley, that you need to email her so she can add you to her address book. The meeting was adjourned at 2:25 P.M.

Pre- Game Conference

“Building a Solid Foundation”

Desired outcome.

The official will...

- list reasons to conduct a pre-game.
- name several topics for pre-game discussion.

Why a pre-game?

- Three reasons:
 - Cleanse your mind:
- Job
- Family
- Traffic
 - Get your mind on BASKETBALL.
 - Focus on specifics of THIS game.
- Rivalries
- History

Let's get started.

- Closed date sheet.
- Accept the game.
- Update the closed date sheet.
- What do you know about the teams?
- Call your partners. Try to travel together.
- Pack bag- use a checklist (mental or real).
- Arrive early.

What do you talk about?

- Rule Changes and Pts. Of Emphasis
 - Team control
 - Post play
 - Sportsmanship
- Communication
 - Eye to eye contact
 - Help with shooters
 - Warnings

•Mechanics

- Pre-game responsibilities.
- Jump ball coverage.

- Basic floor coverage. (2 or 3 person)
- Front court (primaries and rotations)
- Trail vs. lead
- Back court (presses and traps)
- Fast break (pass and crash)
- Fouls -
 - freezing,
 - switching,
 - help w/ shooter
- Disqualifications
- Injuries
- Technical fouls –
- Conference

–Consistency
Same play = Same call
Both Ends
All Night

- Special Situations
 - Coaches
 - Fast breaks
 - End of quarters, half, game

Summary

- Rule Changes
 - Communication
 - Mechanics
 - Special Situations
- Test
- Why have a pre-game?
 - What topics should be discussed?

Table Pre-Game Conference

Measurable Outcome

- Officials will...
 - ...name items to be checked in the scorebook and identify penalties for infractions.
 - ...list what should be discussed with timer and scorers.
 - ...identify a legal ball.

11 Minute Mark

“Ref, check the book!”

- Names
 - Count your players
 - Crossed out names are not in the book.
- Numbers
- Starters
- Not ready at 10:00 prior
One Team Tech
- Changes after 10:00
(Other than injury)
One Team Tech

Talk to scorer

- Make them feel comfortable.
 - They are a part of your team.
- Make eye to eye contact.
- How do they record
scores, fouls, techs, time-outs?
- Reminder to compare score books
OFTEN
- Book cannot leave the table.

Timer Talk

- Time-out Reminders
 - “Wait for my signal”
 - 45/60
 - 20/30
- Help with substitutes - Horn
- Last second shot
- Mercy Rule
 - 40 in 2nd half
 - stop for time outs, injuries, all shooting fouls

Inspect the ball.

- Home team responsible.
- *NFHS* mark.
- Boys 29 ½” - 30”
- Girls 28 ½” - 29”
- Round, Orange
- Bounce 49”-54” (chest)

Summary

- Scorers
 - Names, Numbers, and Starters
 - 10:00 mark.
- Timers
 - Time-out
 - Substitutes
 - Last second shot
 - Mercy Rule
- Ball
 - Round
 - 49-54” bounce

Test

- Which items should be checked in the scorebook?
- What are penalties for score book infractions?
- What should be discussed with scorers?
- What should be discussed with timers?
- How do you identify a legal ball?

Uniforms

MEASURABLE OUTCOMES

- Officials will recognize legal and illegal aspects of the uniform.
- Officials will name the appropriate penalty for uniform violations.

SHIRT

- Solid color body
- Numbers ~
 - centered front and back
 - unobstructed.
 - each digit ≤ 5 (0 or 00 – not both).
- Memorial patch
 - inset or above neckline.
- Flag ~ OK away from number.
- NO LOGO!
- Home team light color
 - White in '07-'08

Illegal Jersey – may play with

One Technical per player
(*must be penalized before live ball)

T - SHIRT

- Same (1) color as jersey
- Same length sleeves
- Not frayed
- NO LOGO
- Illegal T- Shirt

Cannot Play

PANTS

- Legal to wear
 - Shorts
 - Pants
 - Skirt
 - One LOGO
 - *****
- Illegal Pant – may play with

One Technical per player
(*must be caught before live ball)

Compression Shorts

- Same color as game pants / skirt
- Can extend to the knee.
- ONE LOGO
- No visual undergarments.
- Illegal compression shorts or undergarments

Cannot Play

Wearing the Uniform Properly

- Shirts that are meant to be tucked in must be tucked in – all the way around.
 - Blousing is permissible.
 - Pants must be worn above the hips.
- *****

Penalty ~ Removal from the game. No foul is charged.

- If a foul shooter is to be removed, the shot(s) must be attempted first – clear the lane.

SOCKS

- No restrictions.
 - Color
 - LOGO

- Above knee?
 - Rule 2-3 ~They are now illegal tights.
- *****

CANNOT PLAY

HEAD / WRIST BANDS

- Head bands (Scrunches)
 - 2 inch maximum
 - One LOGO
 - ONE color per player
- Wrist bands
 - One LOGO
 - Any colors
 - Worn anywhere on the arm OK

Penalty - **CANNOT PLAY**

Shoes

- No lights.
- No “Spice Girl” elevator shoes.

CANNOT PLAY

Braces

- Nothing hard from elbow to finger tip.
- Hard brace on shoulder or upper arm must be padded.
- Knee braces with exposed hinges must be covered.
- Finger sleeves – NO – treated as a glove

CANNOT PLAY

Jewelry

NO !

CANNOT PLAY

SPECIALTIY ITEMS

- Religious jewelry- taped inside uniform
- Not on the neck
- Religious Headwear* – PIAA approval

- Judicial Ankle fashions – covered
- Medical Bracelets – taped to the wrist
- Medical pumps*- secure under uniform
* Cannot play without permission*

SUMMARY

- LOGO OK every where but shirts
- Penalty
 - Tech for illegal uniform shirt/pants
 - Tech – removing shirt/pant/skirt
 - Other violations –
 - CANNOT PLAY**
 - Safety First

TEST

A1 is fouled and is awarded two shots. His shirts is untucked, and the referee directs the player to leave the game.

Who shoots his foul shots?

A1 does with the lane cleared. Then he leaves.

The referee discovers shooter A4 is wearing a memorial patch that has #34 on it. When can she be penalized?

Only after A4 leaves the game and re-enters can a technical can be charged.