

Pre-Game

- Referee should contact partner for meeting time/location
- Arrive Early (per School direction)
- Referee conducts Pregame
 - Use Pregame Card (cover new NFHS and MIAA Rule Changes)
- ID Site Manager and Health Care Professional
- On Court:
R = Visitors U = Home
- R to Table at 12 Min Mark (addresses Table), U moves to Division Line
- 10 Min Mark = Captain and Coaches Meeting (Sportsmanship/Legally Equipped/Uniforms)
- Warm-Ups – ID potential uniform issues and address

The Game

- Jump Ball “Hold Your Spots” is not a thing
-Players may leave, they may NOT enter
- Know your Time Out Positions!
- No extra Whistles other than after a delay, TO or start of a quarter
(No whistle at the end of a quarter UNLESS the try comes after time expires)
- Coach/Bench Technical – Ruling Official becomes Trail (AWAY from the bench)
- Move to Improve (get the Open Look)
- Traveling is a violation of the Pivot Foot (you can’t Travel if your are dribbling a live ball)
- “High” Dribbles are legal!

The Game (con't)

- Rule on contact affecting the ball handler (rhythm, speed, balance, quickness)
- Cross Over Step – If the dribbler goes Left, step Right. Maintains the “Open Look”
- Get To The Reporting Area. Stop. Color first!
- Stay wide to see the Screen
- Screener must be within their core.
- Verticality! Don't penalize a LEGAL Defender
- Team Control applies during Throw-ins for fouls only
- A/P Throw-ins – Violate: Lose the ball/Lose the arrow

Post Game

- Meet at Center Court
- Walk to the Table Together
- R confirms Final Score
- No Handshake
- Leave Together
- R notifies assigner after game (score and any issues)
- Remember, its “Feedback”. Be open to it.