

NCAA Women's Basketball

2009-10 Officials' Pre-Game Conference

Tuesday, August 11, 2009



2009-10 NCAA Women's Basketball OFFICIALS' PREGAME CONFERENCE

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1. Review Last Year's (2008-09) Rules/Mechanics Changes:

- A. Court and Equipment –Restraining Line: solid line to indicate area where non-playing personnel are prohibited. Movable rings: required in 2009-10.
- B. Logos –NCAA, team or conference logos permitted on playing court provided no lines are obscured.
- C. Duties of Timer –Warning horn sounded 15 seconds prior to expiration of time limit for disqualification and injury, blood, lost/displaced/irritated contact period. All warning horns now consistent –15 seconds remaining in time frame.
- D. Uniforms –Jerseys: must be contrasting –home in LIGHT and visitors in DARK; may be altered by mutual agreement. Sleeves: arm, knee and lower-leg sleeves permitted for medical reason(s); may be verified by coach or team medical personnel (trainer). Logo: not permitted on undershirt; t-shirt removed from list of items permitting a logo.
- E. Goaltending –To be called when entire ball is above ring level on a try and ball has contacted the backboard and then touched by a player.
- F. Timeouts –Media timeout format may be used for all NCAA tournament games without presence of paid advertising. Paid advertising must be present to use media timeout format during regular-season.
- G. Flagrant Technical Foul Penalty –Play is resumed with a throw-in to offended team at the point of interruption.
- H. Mechanics Changes –Arm-bar foul signal added; end-of-timeout procedure; delay-of-game warning procedure.

2. New 2009-10 Rules Changes:

- A. Ball –Specifications clarified.
- B. Monitor –Permitted use to determine whether a flagrant foul has occurred; if not, intentional person or player/substitute technical for dead-ball contact may be called/penalized.

C. Scorebook –maximum one administrative technical foul for any change made to the scorebook from 10 minutes before until the end of the game.

D. Uniforms –changes made to permit more design freedom.

E. Jump Ball –If no possession gained to establish AP procedure; any two players may participate in re-jump.

3. 2009-10 Points of Emphasis:

A. Contact on/by the Ball Handler/Dribbler

1) We must strive for consistency in making this call from game to game and conference to conference.

2) Defense permitted one “hot-stove” touch. No arm-bars, no continual/continuous contact. No holding, reroutes or impedes with the body.

3) Offense may not extend the arm to create space, back down or charge into legal defense.

4) CALL THESE FOULS!

B. Traveling

1) Find the pivot foot.

2) Spin move.

3) Shooter’s hop.

C. Sportsmanship –Player/Bench Behavior

1) Players –taunting, baiting, intimidation, gestures, non-incident dead-ball contact (discuss new monitor rule application).

2) Bench –head coaches staying in coaching box, assistant coaches seated while ball is live; work thru HC.

4. 2009-10 Mechanics Changes &Points of Emphasis:

A. Mechanics Changes

1) Terminology added –heightened awareness, home positions, mirroring the ball.

2) Resumption-of-play procedure.

3) Held-ball procedure.

B. Mechanics Points of Emphasis

1) Positioning and primary court coverage.

2) Personal professionalism –gum, jewelry, stretching.

3) Communication –pregame, head coach, game changes.

4) Opening jump ball.

5) Ball to backcourt –touch signal.

6) Losing a fouler.

5. NCAA Officiating Philosophy:

A. Allow freedom of movement: The ball handler/dribbler, cutter or shooter must be permitted to move without being illegally impeded, re-routed or displaced. Speed, quickness, balance and rhythm must

be maintained - all displacement is a FOUL!

B. Call obvious fouls and rough play: Illegal contact that is obvious MUST be called regardless of score, time remaining or foul count; OBVIOUS TRUMPS EVERYTHING! Play can be physical/aggressive, but not rough.

C. Incidental contact is not a foul: Know, understand and apply incidental contact principles.

D. Call plays; manage situations: React to what the players give you by making the appropriate call/no-call. Manage dead-ball situations. Cannot manage call selection without manipulating the contest.

6. Set the Tone:

A. From the opening tip - quality calls.

B. All NCAA rules, guidelines and mechanics must be followed –promotes consistency.

7. Game Management:

A. Review all dead-ball management situations.

B. Stay with the play after you have called a foul or a violation. Heighten awareness regarding player behavior.

C. Step in between players and/or address volatile players; issue warnings if necessary.

D. Do not look away –slow down.

E. Know team and personal fouls, score and time to manage situations.

F. No subs until DQ'd player replaced.

8. Clock Management:

A. Game clock –starting (C and furthest official on inbound) and stopping.

B. Shot-clock awareness.

9. Basic Rotation/Floor Coverage (“Go where you need to go to see the play”):

A. On-/off-ball coverage/areas of intersection.

B. Referee your new area of responsibility immediately.

C. Exception: If the C has started the five-second closely guarded count and the L has rotated to the C side, the L needs to continue to referee in the lane until the C stops the five-second count. Be patient in starting the five-second count.

D. Lead may use accelerated pace in rotation - doesn't have to finish.

E. All officials in front court before lead rotates.

F. Do not rotate on shots, stop and return. Late rotations put crew in poor rebounding coverage.

G. Lock down near 5 seconds remaining on shot clock.

10. Lead Position:

A. In transition/home position - wide-angle (2-3 steps inside arc) or close-down (1 step outside lane) position, two to three steps off end line.

- B. Mirror the ball –one step wider than the ball –no further than wide-angle position.
- C. Use strong body language to indicate on-ball coverage.
- D. “Pinch the paint” –may step into paint-area extended one or two steps on drives from C’s side; primary coverage for C; secondary coverage for L.
- E. Relax and stay in your primary –don’t reach, unless OBVIOUS.
- F. Keep the post LEGAL.

11. Center Position:

- A. Establish home position –free-throw line extended and one to two steps off sideline.
- B. Adjust position to get angles; return to home position as soon as possible.
- C. Movement area typically goes tip of FT circle to second lane space and an imaginary line extended up from intersection of 3-pt arc and end line.
- D. Do not initiate a rotation –topside movement is NOT automatic –don’t leak/roll out too soon!
- E. Hold position until defense has clear possession.

12. Trail Position:

- A. Trail is the weak link in the system –must be engaged for system to work.
- B. Establish home position –28’ mark and one to two steps off sideline.
- C. Adjust position to get angles; return to home position as soon as possible.
- D. Movement area typically goes from top of arc up or down a few steps and an imaginary line extended up from intersection of 3-pt arc and end line.
- E. Trail must referee in the post when L picks up ball at the free-throw line extended and below. Referee where L cannot.
- F. Pick up secondary defenders on drives to basket.
- G. Free throws –at home position unless players in backcourt.

13. Double Whistles:

- A. Don’t assume your partner’s call. Confirm/Affirm.
- B. Double whistles belong to primary. Release.
- C. Exceptions: too many in a row, redemption, conference rookie-veteran.

14. Communication:

- A. Match-up problems (or any other concerns).
- B. Help calls: out of bounds, 2- vs. 3-point shot, tipped ball, count/cancel score.
- C. Signals: deflections, media.
- D. Shooters.
- E. Double whistles with different calls.
- F. Warnings: Delays go in scorebook; behavioral warnings do not.
- G. Substitutions (including under one minute)/DQ’s/injuries/blood
- H. Partner distracted –ask questions/offer information.

I. Resumption of play.

J. Timeouts: get together, especially late in the game - period-ending situations; end of timeout procedure.

K. Last-second shot.

15. Challenging Calls/Situations:

A. Jump ball –Be mentally and physically prepared from the locker room; no surprises.

B. Illegal screens –Where are they set.

C. Traveling –Strive for 100% accuracy; find the pivot foot.

D. Out-of-bounds.

E. Tripping.

F. Player hit in the face/poked in the eye.

G. Curl play –C and T primarily responsible.

H. Secondary defenders.

16. Atypical situations:

A. Double personal/technical fouls; intentional; flagrant; fights.

B. Consider intentional fouls on fast-break situations.

C. Always know the status of the ball.

D. Know monitor and correctable error rules.

17. Key Points:

A. Referee the defense –read the offense.

B. Extend your vision –be able to referee more than one player/activity at a time.

C. Trouble spots: areas of intersection, off-ball, dead balls.

D. Referee strong when ball goes away from you.

E. Patient whistle: blocked shots, rebounding situations, calls out of your primary.

F. Concentrate and focus throughout the entire game. Focus –don't fixate!

G. Call the obvious; get the play right; don't guess –HIGH DEGREE OF CERTAINTY!

18. Crew Discussion:

A. Rules questions/clarifications.

B. Previous game situations.

C. Game intelligence.

D. Video plays.

19. Conference with Bench Officials:

A. General: Equipment; special court considerations; media present; monitor present; stopwatch present; play-by-play; new rules.

B. Scorer: Good eye contact; substitution for disqualified/injured player; recording delay warnings; give DQ info immediately; subs under one minute; confirmation that game is over and there are no problems; info to locker room if T's assessed.

C. Timer: All warning horns with 15 seconds remaining; timeouts; 20-second interval for bleeding/contact & DQ; last minute of game.

D. 30-second: Kick: 14 or less - set to 15; slow vs. fast; touch vs. possession; pass vs. try; no reset on double foul; crew assistance.

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