



PREGAME CARD



BEST PRACTICES FOR EFFECTIVE PREGAME: Drill down on specific items. Stay away from repetition to prevent the mundane. Incorporate each official. Mix topics up. Discuss themes from prior games.

NEW RULES/DIFFERENCES/POEs

- Review section S4 in Membership Handbook

PREGAME

- Responsibilities/Court positions
- Captains/Coaches meetings
- Special events or awareness?
- Past history – team styles, players

GAME MANAGEMENT

FREEDOM OF MOVEMENT

- Legality of offense and defense
- Cutters
- Off-ball play
- Post play
- Double fouls

GAME AWARENESS

- Clock(s) status
- Team fouls displayed properly
- Timeouts, score, player fouls, etc.
- Why is a player substituting in?
- Match-ups – Big versus small or ability?
- Team/Player tendencies

COMMUNICATION

- With coaches, players, partners
- How will play resume?
- Sixth/ninth fouls; Player-impact fouls
- Help – OB plays, non-shooting versus shooting fouls, etc.
- Simultaneous/Multiple whistles
- Gray-area coverage

MECHANICS

LEAD

- Crew of two versus three
- Three areas of focus

- When to rotate
- Drives to the free-throw lane
- Drives down the opposite free-throw lane line
- Rebounding patience/trust

TRAIL

- Crew of two versus three
- Three areas of focus
- Mainly 28-foot line or below
- Connection on drives and post play
- Transition play
- Strong-side rebounding primary

CENTER

- Three areas of focus
- Off-ball action
- Curl-play connection
- Middle of pack in transition
- Weak-side rebounding primary
- Free-throw line home base
- Stay center until play dictates

JUDGMENT

VIOLATIONS

- Obvious travels – Strike-three mentality
- Closely guarded
- Above-the-ring play
- Out-of-bounds plays – High importance
- Timing plays – three seconds helps reduce post physicality

FOULS

- Loose-ball plays
- Possession-consequence plays
- Verticality – know legality of offensive and defensive player
- Start – Develop – Finish

COMMON DIFFICULTIES

- Screening action (blind v visual, etc.)
- Opposite lane-line drives
 - Held ball versus foul/violation/timeout scenarios
 - Point-of-contact plays
 - Plays at areas of intersection
 - Plays at elbow and free-throw line
 - Under 30-seconds remaining in period
 - Ugly and/or athletic plays

COMPLEX RULINGS

- Substitution (injury/contact lens/free-throw shooter)
- Plays in consideration of intentional/flagrant fouls
- Correctable-error situations
- Unusual situations

FINAL THOUGHTS

TRUST

- Partner(s) and system

OFFENSE AND DEFENSE

- Find first active match-up. Know legality of both offensive and defensive players

PRIMARY

- Own your primary

MOVE TO IMPROVE

- Stay with open look and move when closed look

OBVIOUS

- Only insert yourself on obvious situations



CREW OF THREE

SCORER/TIMER

CREW OF TWO

