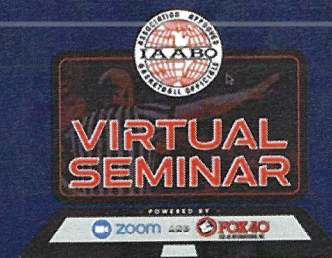
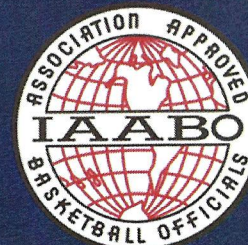


Sequencing and Guidelines

By: Al Battista

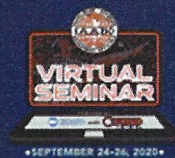
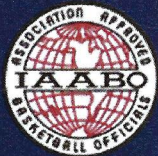


• SEPTEMBER 24-26, 2020 •



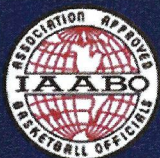
Going from Lead to Trail and there is no pressure by the defense, have the following habits:

- A. Find your clock(s).
- B. Find your team fouls.
- C. Find the formulation of the offense and the defense.
- D. Officiate the first primary defender in your PCA in the front court.



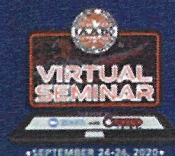
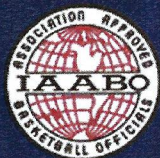
Going from Trail to Lead and there is no pressure by the defense (no press), have the following habits:

- A. Show Effort and Urgency.
- B. Find your clock(s).
- C. Officiate the last defender, or the defender that can hurt you the most.



Going from Trail to Center, have the following habits:

- A. Find all the player(s) in your area.
- B. Lift your eyes and find the moving players.
- C. Officiate the moving players.

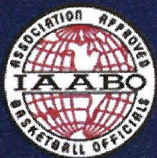


When a player is holding the ball and goes into a triple threat position. Have the following habits:

- A. Find the feet of the offensive player.
- B. Find the pivot foot of the offensive player.
- C. Find the defensive player. When you excel at this habit, start to find the eyes of the defender or their waist.

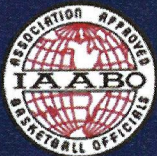
Note: If a player is right-handed, their left foot will be their pivot foot. When a player is left-handed, their right foot will be their pivot foot.

Basically in this situation you are officiating 70% offense and 30% defense.



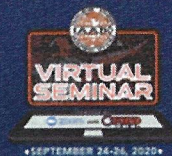
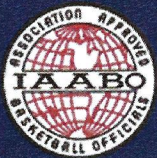
When officiating 3-point shooters, sequence your eyes in the following order:

- A. Find your screener or screeners.
- B. Find the 3-point line.
- C. Find the defender. Again when you excel at this, start to find the defender's waist or eyes.



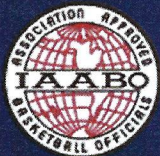
When officiating pull up jump shooters, sequence your eyes in the following order:

- A. Find the defender.
- B. See what the defender is aiming for, usually wrist or below. If the defender's hand is above the wrist, usually its legal. This is basically known as the "Lifting Principle".



When officiating jump shooters that are set up to shoot, sequence your eyes in the following order:

- A. Find when the defender goes up to contest.
- B. Find when the offender goes up for the shot.
- C. When items A & B are okay, officiate your match-ups in your rebound area.



Play- calling guidelines on pull up jump shots, set up jump shots and moving shots.

A. If the defender jumps off of “1” foot they usually foul.

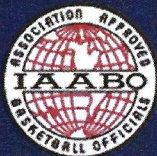
B. If the defender jumps first, they usually foul.

C. If the defender jumps second, they usually contest.

D. Ball+ Body Usually = No Call.

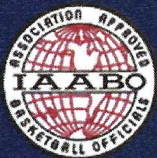
E. Body + Ball= Foul.

F. Verticality usually occurs around the basket.



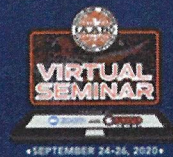
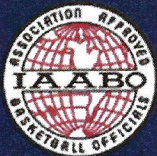
Lead Official should have the following habits on drives to the basket:

- A. When plays are coming at you, try to get wide.
- B. Officiate defender to defender.
- C. Pick up the secondary defender(s) as quick as possible.
- D. Officiate the secondary defender that can contest the play.
- E. If you excel at items- A-D, you will be officiating 70% defense and 30 % offense.



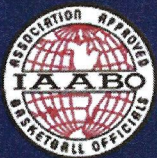
When officiating rebounds, have the following habits:

- A. Know your rebounding coverage area.
- B. Know what part of the floor, the shot was attempted, right or left side.
- C. Be patient on rebounds when players are going for “loose balls “.
- D. Have immediate whistles, when a rebounder gains control of the ball and is illegally contacted.
- E. When rebounders are in the “air”, have immediate whistles if they are dislodged.



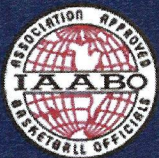
Have the following guidelines when an offensive player is driving and “pushes off”:

- A. If the offensive player wrist goes past their elbow its usually a foul on the offense.
- B. If the offensive player pushes off and the defender loses their balance and cannot recover its a foul on the offensive player.



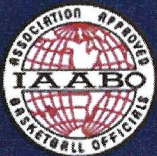
Have the following guidelines for “clamp” plays, also known as “hook” and hold plays:

- A. Identify your match-up. If its engaged, there is a good chance for this to happen.
- B. Observe the player with the straight arm, they are the one that is being fouled.



Have the following guidelines for “Fool the Ref Plays”.

- A. If the defender widens their stance when they are ready to take a charge, they could be candidates to “flop”.
- B. Floppers usually will “sit down”.
- C. Players who take charges usually end up on their back.
- D. Dribblers that are “Head “Bobbers” shoulders usually go back.
- E. Shooters that “kick out” will usually end up on their sides, or side to side with the defender.
- F. Shooters that flop will usually “sit down”.
- G. Players attempting to take a charge and their chin goes up are candidates for flopping.
- H. Floppers will usually have histrionics in their repertoire as well, especially on rebounds.



Have the following principles on “Running the Game “.

- A. Know your Clock(s).
- B. Know your Team Fouls.
- C. Know your Penalties.
- D. Keep your game moving.
- E. Know when to slow your game down when complex penalties occur.
- F. Heat of Moment Scenarios- Move on.
- G. Unsporting Scenarios- Must Address- Cannot have the intangible of Avoidance. Bennet Salvatore states “ If you permit unsporting conduct as an official, you are promoting unsporting conduct as an official”. Handle unsporting conduct.

