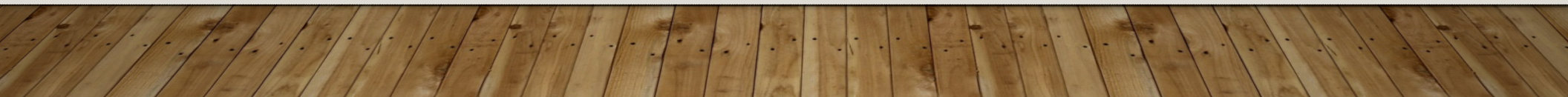


Play-Calling Guidelines Partnering A to Z Guidelines for Officiating

2017 UNDER ARMOUR NATIONAL CAMP



PLAY-CALLING GUIDELINES BY JOE CRAWFORD- NBA OFFICIAL

1. On jump shots, find the defense and recognize points of contacts. On these plays find the defender's hand{s}. If their hand is below the ball its usually a foul. For example, a hit on the elbow or wrist. If their hand is above the ball its usually legal. This is a guide to help you get plays correct. This is not true all the time, its a guide, it will keep you out of trouble night in and out. Its a plan to officiate jump shooters, lay-ups etc.

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2. In the trail position be careful of adjudicating plays where you don't have an open look and the center {slot} and lead have excellent views. Don't take chances and guess , make sure that you have a good view and you are correct.

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3. Rebound fouls can be very tough to officiate. For example, A-1, A-2 , A-3 and B-1 are all going for the rebound. 90% of the time, Team A is going to obtain the rebound. On these plays if you blow your whistle, make sure the contact is illegal and not marginal. Get the obvious plays that everyone in the audience can see. You cannot miss those plays. Also, adjudicate the plays that are needed for the game. As an official you have to figure out the needed rulings.

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4. When plays are going to the basket you must stay consistent. Remember the principle of verticality, shooters creating contact, shooters being "bumped" from A- B etc. On multiple defender plays to the basket, know what players you are responsible for.

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5. Goaltending is a timing play. The longer the ball is on its way to the basket the better chance of goaltending occurring. The rationale for this is there is a better chance of the ball coming down. The quicker the block there is a better chance of the ball going up. Make sure you recognize potential shot blockers in tape breakdowns and also in warm-ups.

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6. Tape breakdown exercise, watch yourself in a position, for example, watch yourself in the lead. Look at plays in the lane where the center{slot} and the trail have whistles on. Identify the player who committed the foul. Ask if this play is your primary? See why they called it? Is it their primary? You will learn an abundance if you practice this exercise. Do not break down tapes just to validate calls.

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7. In today's game you see this match-up more than ever. The match-up is a smaller opponent guarding a bigger opponent or visa versa. When a smaller player guards a bigger player they will tend to hold or flop. If you blow your whistle see the whole play and be patient. When a bigger player is on offense on this scenario, make sure they do not "bully" the smaller player. In other words, recognize the match-up and officiate it.

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8. Blocked shots are usually around the basket. This is also true for verticality. When a defender is trailing the play and is bigger than their opponent there is a greater chance of a blocked shot. If a smaller player is trailing the play, they usually go through the shooter. Remember ball and then body is usually a "no call". Body and ball is usually a "foul".

PLAY-CALLING GUIDELINES BY JOE CRAWFORD- NBA OFFICIAL

9. If a player gets their shot blocked or turns the ball over, be aware, they are candidates for committing fouls. They are usually upset at themselves or they thought they were fouled on their play. Its not going to happen every time; but be aware of the scenario. It will enhance your play-calling, your awareness and your "feel" for the game.

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10. A-1 is driving to the basket and passes to A-2 who has a wide open lay-up or "3" point shot. Be careful of ruling marginal contact ,if B-1 makes contact with the passer A-1. When you are doing this you are awarding poor defense and remember the contact is marginal and not illegal. Let these plays start/develop/ and finish to the basket. On these plays be patient.

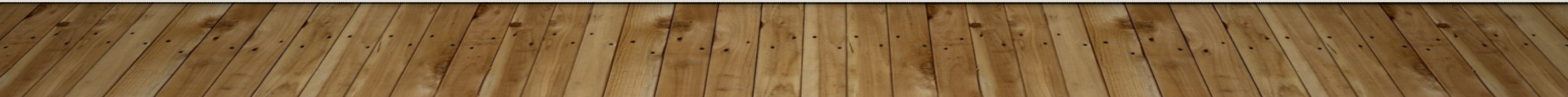
PARTNERING A TO Z

A- attitude - what can I do to make the crew better? Positive interactions The attitude we bring to the day meeting, lunch, pre game in locker room. Sets the tone for the night.

B- be prepared to help - job on weak side, quick 2 vs 3 in transition, continuation when asked. Know that it's coming and be ready to give information. A game is 10% what happens, and 90% how we react to it. When you really think about that, it means WE have the control. The game is at the mercy of US. We are not at the mercy of the game!

C- communication - nothing worse than being on the floor with people and you feel like everyone is on their own program. Like we're all in solitary confinement, except there's no walls. Communicating throughout the game keeps the whole crew engaged. Penalty, team fouls, who's got technicals, who's got delay of game warnings.

D - don't be defensive - the critique never stops. You may not agree with what's being said. Take it in, digest it. And then do what you want with it.



PARTNERING A TO Z

E - encouragement - a thumbs up or a quick head nod with confirmation "good call" does wonders for your partners and their mental state after tough plays. Even if you don't agree!! You're trying to get YOUR CREW through that game the best way possible.

F - fundamentals – if your fundamentals are strong you will almost always be considered a good partner. Even if you may not have the most sparkling personality, someone who is staying in their primary, calling the obvious, making great eye contact during dead balls, will be someone people want to work with.

G- give up double whistles - this goes a long way in keeping the whole crew engaged and active. Recognize who may need to take a play to the table when they haven't had a whistle in a while. Show in your walk that you want them to take it. Show that you know "that's your play". Slot whistle down the lane and lead blows too, you should immediately make eye contact but start your walk to be new lead. There's no question.

PARTNERING A TO Z

H- Having your partners back. - that IS NOT watching a player approach your partner in a combative way and you come flying in to give them a technical foul. It's helping them when their back is turned and they get waved off. Or someone throws the ball at them and you know they have no idea how that ball got to them. There's other subtle ways too. Things people aren't always thinking about. Your partner just had a correct call and then had to give a technical foul to the player he called it on, and then a technical foul to the head coach. Now on the next possession by the team that just got the technicals you go and call a marginal (marginal = NOT A FOUL) play in their favor because you can't withstand the moment. You can't withstand the heat. You think you're "helping". Trust me you're not. That's throwing your partner right under the bus.

I- Just like there is no I in team, there is no "I" in partner. game first, then your partners- YOU are last on the list.

PARTNERING A TO Z

J- don't justify every play. It gets old. A great partner is someone who can look at their guys and say "that call sucked". It takes being secure in your abilities to do that! Insecure referees justify every play. If you know you can work, and that you get a hell of a lot more plays right than you get wrong, it will be easy for you to say "I missed it".

K- know when your partners need help and know when to stay away. [At 9:24](#) of the first period, there's most likely not a gamer play that you need to come swooping in to get. In fact, you do way more harm than good for the crew when you do that. Now you have a young referee thinking "oh damn what did I miss?? I better not miss anything else." Now they call 3 marginal plays because they don't want to miss anything else. When your partner calls an out of bounds that you think he got wrong- don't immediately come running in! SURVEY the scene first! Is anybody reacting?? If the answer is no- then stay away!! Bennett's philosophy- One on one back down in the leads lap. One on one plays right in front of an official don't need help. Multiple defender plays - help can be needed.

PARTNERING A TO Z

L- listen - applies to everyone on this call. crew chiefs as well. On the floor in the heat of the moment, take a step back and listen to what your partners are saying. There's a good quote out there- "silence is better than bullshit".

M- mentor - I don't mean to be a mentor to everyone you work with in the true definition of the word. But when you get to a certain level and you're working with officials younger in experience than you- just for those few hours or 24 hours you're with that person- give them everything you can.

N- never be average. NBA. we need to work the system at the highest level every possession every night.

O- Opinion - HAVE ONE! on dead ball acts, after replay. It's ok to say I don't know in certain situations.

P- pick up the crew - biggest challenge here is figuring out when. It's not about every play. It's about THE play. That goaltend nobody expected after a foul was called, a rule that the crew was about to kick, or a rule that really helps the crew out of a situation, the foul that's so obvious everybody in the whole arena sees it but for some reason it's not being called. One where the entire crews credibility is going to take a huge hit.

PARTNERING A TO Z

Q- question one another Don't ever get comfortable out on the floor. If something you're doing feels wrong - raise the question.

R- RELAX - nobody likes a partner or a crew chief that seems uptight, frazzled, or stressed. It's ok to be juiced up and a little nervous. But make it a positive nervous energy. Can't wait to punch this game in the mouth. Internalize your stress so it doesn't infect your crew. Young crew member needs to feel secure. Because we know they're shitting themselves. So there needs to be a rock. Convey that message that there's nothing they will happen in the game that we can't handle.

S- don't be Selfish - I'm not even talking about on the floor here. Everything off the floor. Restaurants, car use, being on time!!

T- trust AND be trustworthy.

PARTNERING A TO Z

U- understand your role on the crew

V- view every game as an opportunity to make your partners look good.

W- watch tape together whenever possible.

X- X Factor- The definition of X factor is a variable in a given situation that may have a significant impact on the outcome. It's also defined as a noteworthy special talent.

Y- you control how you work. Nobody else! Work YOUR game and do your thing every single night no matter what. You're not going to get along great with your partners every night. But the excuse of "I'm not comfortable working with that guy" doesn't fly. You're a pro. Work like it.

Z- zone in every night.

GAME MANAGEMENT:
OFFICIATING A GAME IS ABOUT OTHERS.
REMEMBER: GAME , PARTNERS, SELF

Manage Games:

1. Know Clock(s).
2. Be aware of substitution patterns.
3. Know penalties.
4. Know "go-to" players.
5. Discuss the personality of the Head Coach- Pre- Game.
6. Know the personality of the game.
7. Have poise.

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8. Have "3" voices:

a. Command Presence.

b. Normal.

c. Diffusing.

9. Be able to warn without using the word "warn"

10. Have respect for players and coaches and make sure they respect you.

11. Be Approachable.

12. Exude confidence.

WORK ON THINGS YOU CAN CONTROL

1. Be on time for meetings and games.
2. Wearing proper dress to meeting and games.
3. Fitness and Conditioning.
4. Rules Knowledge.
5. Mechanics Knowledge.
6. Signals.
7. Positioning.

WORK ON THINGS YOU CAN CONTROL

8. Play- Calling.
9. Being a good partner.
10. Being Team Oriented.
11. Never sacrifice your character.
12. Be Detailed Oriented.
13. Have good habits.
14. Don't take situations for granted. For example, before administering jump ball, throw-in, free throw, "sweep the floor". Check clocks, partners, table.

TECHNICAL FOUL GUIDELINES

1. Have poise.
2. Do it with dignity.
3. Listen to the PA announcer to make sure they are giving correct information.

Note: This is true for fouls and certain violations as well.

4. Off- Official on technical fouls don't engage offended player or coach.
5. Be attentive to detail.
6. Know penalties.
7. Communicate to partners.

PLAYS TO BASKET

- a. Dribble- Drive
- b. Airborne Shooters.
 1. SBQR has to be involved.
 2. Don't officiate "force" to the basket.
 3. Find the legality of the defender.
 4. Observe secondary defenders quickly. You will be able to view more.
 5. Don't officiate "ugly". Can you withstand the moment.
 6. On a play to the basket a defender's forearm has to be applied.
 7. Identity the nature of the act, is it legal, illegal, incidental or marginal.
 8. If illegal make the call.

PLAYS TO BASKET

9. If the dribble drive player goes from A-B from defensive contact, it's a foul.
10. If an airborne shooter is in a vulnerable position and defensive contact has the player go from A-B it's a foul.
11. Verticality usually occurs around the basket. It rarely occurs on the "elbows" and in "3" point areas.
12. If the defender "reaches" , they are vertical, if the defender re-reaches they are non-vertical and the contact shall be ruled a foul.
13. On euro-step plays to the basket, the point of contact is usually leg to leg.
14. On jump shot scenarios, get underneath shooters and find points of contact.

PLAYS TO BASKET

15. On jump shot scenarios, if the defender jumps first they usually foul, if they jump second, they usually contest the shot.
16. If a player is attempting a dunk and is fouled, they will usually extend their arms.

GENERAL PLAY- CALLING GUIDELINES

1. Officiate from the " top of your eyes". Especially going from T-S.
2. Officiate "big". Especially going from T-S.
3. Slow down and process plays especially in the lead position. Be patient in the lead position.
4. Have focus, awareness, concentration and experience. FACE.
5. When officiating off ball, know where the ball is.
6. When officiating a one on one match-up, find the feet of the offensive player, know the pivot foot of the offensive player, then go to the defender.

UNSPORTING BEHAVIOR

1. If you permit it, you promote it.
2. Make sure you evaluate situations.
3. When enough is enough. Don't be afraid to penalize.
4. When penalizing , be under control. Show poise.
5. Diffusion skills are just as important as play-calling skills.

SELF- TALK AND DEVELOPMENT

1. Good skill to have for your general development.
2. General reminders to yourself on rules and mechanics.
3. Also relay pertinent information to your crew to enhance dynamics.
4. Have good body language.
5. Don't judge your partner calls on the floor.

POSITIONING TRAIL TO CENTER

1. Look to officiate moving players.
2. Officiate from the top of your eyes.
3. Look for engaged match-ups.
4. Have a trail mentality until you arrive at the center.

GENERAL GUIDELINES

1. Work on habits everyday.
2. Officiate on rotations.
3. When relocating on fouls freeze your field of vision.
4. Practice your counts.