



# Officiating Professionalism

Bill Harrigan



# Agenda

- Before you get the game
- Once you get the game
- When you arrive
- Pregame
- Game time
- After the game




Working hard for something  
we **don't care about** is called **stress**.

Working hard for something  
we **love** is called **passion**.

- *Simon Sinek*





SETTING GOALS IS THE FIRST  
STEP IN TURNING THE INVISIBLE  
INTO THE VISIBLE.

—Tony Robbins

# Before you get the game

What is your goal, and what do you need to do to accomplish that goal before you get your first assignment?

# Before you get the game

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## Goal setting

- Are you a Varsity official looking to advance to the playoffs or further in the playoffs?
- Do you want better games?
- Are you a sub varsity official looking to get varsity games?



## Steps to meet that goal

- Resume
- Arbiter
  - Picture
  - Blocks
- Rule book, Case Book, Officials Manual
- Camps, Trainings, Officials organizations
- Conditioning
- Car go bag

# Once you get the game

I got the game, now what?

By failing to prepare,  
you are preparing to fail.

Benjamin Franklin

“ quote fancy

# Once you get the game

Now that I have been assigned a game, what are the steps that I should take?



## Before game day

- Accept the game as soon as you are notified
- Contact your partner (text, email, note, etc.)
- Map it out
- Understand the game you will be working
- Practice mechanics



## On game day

- Pack night before (double check day of)
- If you have not heard from your partner, contact the assigner.
- Check traffic
- Nutrition and fluids





# When you arrive

From entering the parking lot to the locker room, you are on duty.



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## Arriving

- Allow yourself time to arrive under control and park in a valid, safe location
- Be respectful of the campus
- Do NOT use the parking lot as your changing location



## Entering the site

- First impressions
  - Dress for what you want to work
  - Black luggage
  - Confident posture and smile
- Site administration
- Watch game before and be prepare to provide positive and constructive feedback
- Use locker room

# Pregame

Getting locked in personally and  
as a crew

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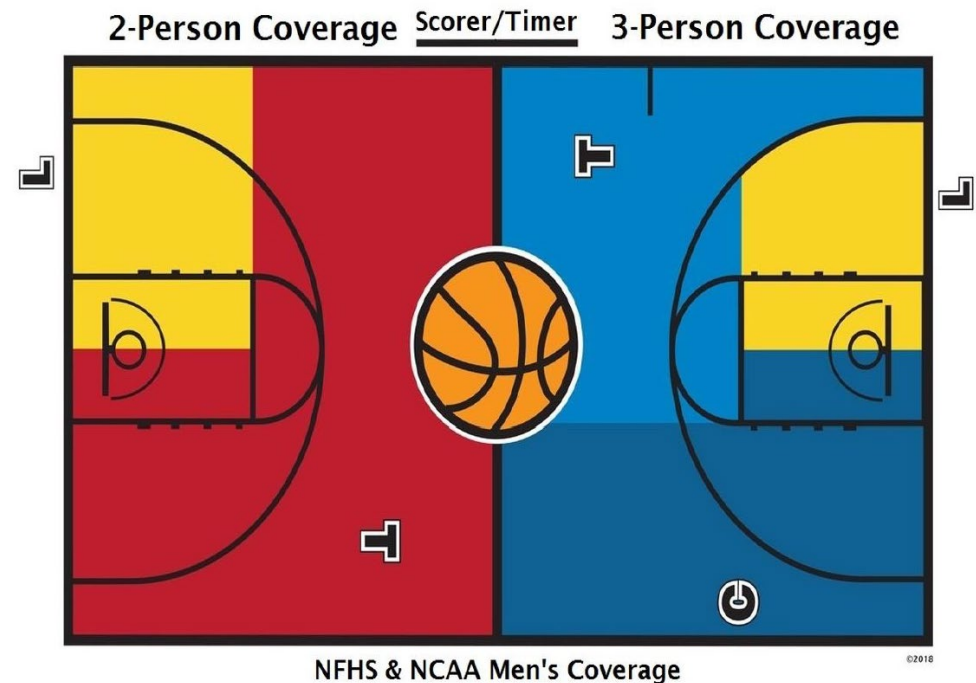
# Pregame

Getting locked in personally and as a crew

## Pregame Meeting

- Understand how much time you have and prepare accordingly
- Allow for time to dress and build relationships
- Be respectful of locker room/coaches' office, but remember this is your time to prepare for the task ahead
- No matter how many times you have worked with someone, take the time to do a thorough pregame

## Court Coverages








## PRE-GAME 2022-23

- RULE CHANGES:** DON'T KICK A RULE  
>ADDRESS UNIFORM ISSUES IN WARM-UPS  
☞ POINTS OF EMPHASIS (POE's)  
☞ DISCUSS TEAMS/COACHES
- ATYPICAL PLAYS:** GET KIDS TO BENCHES  
>DISCUSS AT CENTER CIRCLE  
(always complete the rules)
- ON FLOOR:** 15:00 >CAPTAINS 14:00 >CHECK BOOKS 12:00 >COACHES 1:30  
(this buys crew 2:00 before any Technical must be given)
- JUMP BALL:** BE READY TO REFEREE!! > 10 PLAYERS> STOLEN TIP> VIOLATIONS/FOULS >POSSESSION ARROW
- GAME FLOW/TONE:** FOM >R-S-B-Q>POE's >PLAYERS & COACHES WILL ADJUST >SET TONE EARLY!
- POST PLAY:** CLEAN UP EARLY >TALK TO PLAYERS IN POST TO PREVENT >3 SECS >1<sup>ST</sup> ILLEGAL CONTACT >LOOK FOR HOOKS, HOLDS, CLAMPS, KNEES, DISPLACEMENT, FACE UP
- FOM WITHOUT BALL/SCREENING:**  
>DEFENDER MUST BEAT CUTTER TO SPOT  
>SCREENS = SET, THEN ROLL >CONTACT & MOVING >NO HOLDS, REROUTES/REDIRECTS/PUSHING THROUGH SCREENERS
- BLOCK/CHARGES:** KNOW YOUR PCA> REFEREE THE DEF >FIND 2ndry DEFENDER >EST. & MAINTAIN LGP/PATH >ALL OFFICIALS HOLD >YIELD TO LEAD

- SHOOTING:** PROTECT SHOOTERS FROM TO BOTTOM> ALLOW SAFE RETURN TO FLOOR.
- PASS & CRASH:** LEAD STAY WITH CRASH>C&T STAY WITH PASS.
- COMMUNICATION:** 
  - VERBAL:** OVER COMMUNICATE >HELP WITH SHOOTERS, 1 & 1 & DOUBLE >CREW SHOULD KNOW ALL INFO AFTER WHISTLE BLOWS >DELAY OF GAMES> TABLE/SUBS
  - NON-VERBAL:** >EYE CONTACT BEFORE BALL BECOMES LIVE >SCAN TABLE/SUBS, CLOCK & PARTNERS >BODY LANGUAGE ACCEPTING OR GETTING OFF PLAYS
- COACHES:** QUESTION? RESPOND (SHORT) >ANSWER-MOVE ON >IGNORE STATEMENTS >TOOLS/LEVELS WE CAN USE >DON'T ANSWER FOR CO-OFFICIALS >ENFORCE COACHES BOX >WARNINGS TO TECHS>OPTION THINKING
- TECHNICAL FOULS:** SLOW DOWN >COMMUNICATE WITH CREW 1<sup>ST</sup> >NON-CALLING OFFICIAL- *"WHAT DO WE HAVE?"* >CALLING OFFICIAL GO OPP. TABLE OR CAN COMMUNICATE WITH COACH IF THEY REQUEST ELABORATION.
- FIGHT/ALTERCATION:** CLOSEST OFFICIAL INTERCEPT- *"RESPONDER"*>2nd CLOSEST ENGAGE *"INITIATOR/AGGRESSOR"*>FURTHEST OFFICIAL TAKE CARE OF BENCHES w/ BIG PICTURE MENTALITY
- PLAY CALLING:** DON'T GUESS>SEE WHAT YOU CALL, CALL WHAT YOU SEE> RESPOND DON'T REACT  
**>START>DEVELOP>FINISH!!!!**
- DOUBLE WHISTLES:** >KNOW YOUR PCA> HOLD/COMMUNICATE> UNDERSTAND SITUATION
- PCA:** REFEREE STRONG IN PRIMARY >BE PATIENT IN SECONDARY-*HIGH CERTAINTY ONLY*>CADENCE WHISTLES ON PLAYS THAT LEAVE YOU >READY FOR PLAYS THAT CURL TO YOU >REFEREE WHERE PARTNERS CAN'T >ANY OFFICIAL GRAB *OBVIOUS* ILLEGAL/INTENTIONAL PLAYS >HELP CREDIBILITY/GOOD FOR THE GAME
- OFF BALL/DEAD BALL:** >WHEN BALL IS DEAD WE ARE ALIVE! >DISRUPTORS >PLAYERS GOING TO TIMEOUTS CROSSING PATHS >CLEAN UP ISSUES
- REBOUNDING:** >T & C STAY! >DON'T BAIL >GET FIRST ILLEGAL ACTION
- PRESS & TRANS. COVERAGE:**  
>STRONG/ACTIVE CENTER >CREW MOST VULNERABLE>REF WHERE PARTNERS CANNOT
- FINAL THOUGHT:** NFHS MECHANICS & SIGNALS>WORK HARD -ANGLES & OPEN LOOKS >STAY HIGHLY FOCUSED NO MATTER SCORE >PROFESSIONAL & GREAT PARTNERS!





# GameTime

Keys to success once you leave the locker room

# Gametime

Keys to success after you leave the locker room. Use the locker room at half.

## Officials Manual – Part 1.6 Uniform and Equipment

1.6.1 The uniform shall be clean and neat. The official uniform consists of the following:

- A. Belt: if worn, it shall be black.
- B. Jacket: Black, if worn. Recommend for wear prior to game.
- C. Shirt: Standard black/white vertically striped:
  - 1. Short sleeves – approx. 8 inches in length with black cuffs
  - 2. “V” neck shirt shall be worn and an undershirt should not be visible
  - 3. Worn inside pants
  - 4. Entire crew shall wear same design and style
- D. Shoes: predominately black with black laces.
- E. Socks: Entirely black
- F. Pants: Entirely black slacks.
- G. Whistle: Recommend black, pealess plastic whistle; carry a spare.
- H. Black Lanyard.
- I. No jewelry, except wedding band, shall be worn by officials while officiating a game. Fitness bands, rubber bands are considered the same as jewelry.

## Communication

- Smile
- Use proper mechanics
- Enforce POEs
- Answer questions, ignore statements, address behavior
- Use the rules to help communicate
- First time-out, get together & share information
- Under 2 minutes: Clock Aware, Coach Aware
- HAVE FUN!



# After the game

I made it out, now what?

***“In order to improve your game, you must study the endgame before everything else.”***

***- José Raúl Capablanca***



# After the game

You made it out, now what?



## Crew

- Use locker room
- Quick discussion, ask questions
  - What went well?
  - What could we have done better?
  - What can I do better?
- Discuss next steps as crew (reports, film, etc.)
- Leave locker room in a better condition than when you arrived
- Leave together, be safe



## Personal

- Hydrate, Hydrate, Hydrate
- Care for your body, it's a long season
- Film study
- Rule review
- Track your mileage and expenses
- Mentorship ([ncoanorthbasketball@gmail.com](mailto:ncoanorthbasketball@gmail.com))



# Thank You

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NCOA North Basketball

