2025-2026 REFEREE PREGAME SHEET

Foundational Basics

Referee the defense ✸ Trust your partners ✸ Rotate/position-adjust to get open look ✸ Call the obvious fouls & violations ✸ Own your primary

Points of Emphasis

- Physicality – Call 1st foul, especially on post backdown plays; call contact that puts opponent at disadvantage esp. illegal use of hands
- Address Delay of Game Tactics – Interfering with ball after made goal; huddling; not being ready to play in timely manner
- Monitor Reviews – Limit number of reviews and time spent at the monitor
- Adherence to Mechanics as Prescribed in Mechanics Manual – Coverage/Whistle Discipline; focus on primary area; stay engaged but disciplined on non-primary plays and/or plays going away; recognize when you have open look to help on obvious fouls; give primary referee first shot at play, then come with cadence whistle
- Game Administration – With attention to dead ball situations; keep the game moving
- Traveling – Focus on pre-dribble traveling, sliding of pivot foot and split step travels; when in doubt or not obvious, err toward no call
- Enforce the rules while also finding a balance between the art and science of officiating

Court/Equipment

- Headbands not wider than 4 inches permitted
- Allowable to play w/only one working shot clock; SCs permitted (not required) to display tenths of a second w/under 5 sec remaining
- Undergarments extending below shorts must be same color as shorts, black, white, or beige; all teammates must wear same color; one logo allowed; differing lengths among teammates allowed; individual player may have different length on each leg
- Undershirts: must be similar color of jersey; only one manufacturer's logo (no other logos); same color must be worn by teammates; different lengths among teammates and on individual player allowed; can extend below elbow

Mechanics/Procedures/Positioning/Administration

- FT-line extended is new line of demarcation for throw-ins after fouls/violations (old trapezoid eliminated)
- Player is disqualified after committing three (3) Flagrant 1 fouls in a game
- Player may call timeout even though he is airborne so long as he has possession of the ball
- Any non-student bench personnel may leave bench area as a "peacekeeper" to assist in preventing a potential fight/altercation
- Defender must establish legal guarding position on airborne player with ball prior to any part of opponent's **last** foot touches floor
- For double technical or simultaneous technical fouls during same stopped-clock period, no FTs should be shot if penalties are equal
- When ball is awarded to wrong team for throw-in, error must be rectified before 1st dead ball after ball becomes live; can correct time
- Starting lineup violations may be enforced at any time before the end of the first period
- Time to replace disqualified or injured player = 20 seconds; table sounds warning horn on signal to start the 20 second clock
- More than 5 players on court or calling excessive TO = administrative technical foul w/increased penalty of **two** free throws
- After all flagrant/technical fouls, resumption always at 1 of 4 spots nearest to where foul occurred (no longer division line throw-in)
- Player may re-enter when opponent commits foul/violation with no tick off clock (offending team can match offended team's sub)
- Coaches may request TO during any dead ball, or during the following LIVE ball situations: 1) during last 2 minutes of 2nd half or last 2 minutes of OT when team has possession; 2) anytime in the game when ball is at own team's disposal before throw-in is released
- Called timeout within 30 seconds of media mark becomes/replaces media (i.e. TO @ 16:30 or less replaces 16 min media)
- The penalty for all administrative and Class B technical fouls is **one** free throw (**except** for >5 players on floor and excessive TO)
- 10-second backcourt count resets on all game clock stoppages **except**: 1) Defense causes ball to be out of bounds; 2) Offense retains possession after held ball; 3) Technical foul assessed to offensive team
  - *Reminders*: Team can "buy" new 10 second count with a TO; know the status of the ball (frontcourt/backcourt) and communicate remaining time to officials/coaches/players/table

Shot Clock Scenarios

- Shot clock will reset any time ball hits rim in frontcourt & offense retains possession except when a throw-in directly hits rim
- All live-ball changes in possession, def. fouls in backcourt, & inadvertent whistles in BC w/no player/team control are 30 sec resets
- Reset to 20 seconds or time remaining (whichever is greater) when:
  - Personal or technical foul assessed to defensive team and ball will be inbounded in frontcourt
  - Kicking or fisting violation by defense in either frontcourt or backcourt (new 10 sec count if violation in backcourt)
  - This type of reset only applies when foul or violation occurs prior to try for goal which hits ring or flange
- Reset to 20 seconds when:
  - Offensive team will inbound in own frontcourt after change of possession off of opponent's turnover in backcourt
  - Offensive team first to gain control of ball in their frontcourt after ball hits ring/flange for any reason except on throw-in
  - Loose ball foul on defense: 1) after missed FT; 2) after missed shot that contacts ring/flange; 3) during successful try where offensive team will inbound ball in frontcourt
  - Offensive team retains possession in frontcourt when awarded ball out of bounds after ball contacts ring/flange
  - Offensive team awarded possession in frontcourt after held ball after ball contacts ring/flange
  - Jump ball is caused to be out of bounds and possession will be awarded to a team in their frontcourt
- If shot clock is turned off at end of period but offensive team rebounds a shot taken (that hits ring or flange) with >20 seconds on game clock, shot clock shall be reactivated to 20 seconds

Unique/Difficult/High-Focus Plays

- Contact to groin area no longer automatic F2 foul; can be downgraded to F1 or common foul depending upon nature/result of contact
- Continuous Motion – player who is fouled after ending dribble & attempting shot is allowed one step/pivot to complete motion
- Post Play – offense is legal if he plays w/bended elbows, but he cannot dislodge, ward off, hold off w/extended arm; defense allowed forearm w/equal pressure; no dislodge with knee; penalize illegal swim moves; on backdown plays, posts allowed one bump if contact is equal, on 2nd bump there should be heightened awareness to penalize player initiating the contact and gaining advantage
- If review shows that common foul called on A1 was caused by flagrant foul by B1, the common foul on A1 may be removed
- If close, err toward blocking foul on all block/charge; hard for primary defender to recover after getting beat on straight-line drives
- Must protect players in "vulnerable" position; **Flagrant 1** = excessive and/or unnecessary; **Flagrant 2** = severe or extreme
- Screening – inside of feet must be no wider than shoulder width; must be stationary & inbounds; blind/back screens must allow defender normal step before contact; screen & roll plays: is roller legal, did defender obtain legal guarding position?
- Screening vs. Cutting – Is defender trying to get around screen or switching off? Is screener cutting or committing a moving screen? Did defender (guarding screener) push screener into defensive teammate to create contact? Did defender (guarding ball) illegally force way through a screener ("blow up" the screen)? All screens are two referee plays!
- Loose ball foul occurs on fumble, deflection, or after release for a try (will shoot in bonus situation for either team except basket does not count nor are free throws awarded to defense on a player control/airborne shooter foul)
- If defender jumps to block shot & is going to miss shooter but shooter initiates contact, it's either no foul or offensive foul (leg kick)
- Injured shooter: common foul → opposing coach chooses from 4 on floor to shoot; flagrant foul → offended team's coach chooses any teammate on floor or on bench to shoot; blood/lost contact → player's substitution shoots
- Correctable Errors: a) failing to award merited free throw; b) awarding unmerited free throw; c) permitting wrong player to attempt free throw; d) permitting player to attempt free throw at wrong basket; e) erroneously counting or canceling a score

Monitor Reviews/Replay Situations/End-of-Period Situations

- Know **when** & **why** we can go; all three officials will go to monitor at the same time to expedite review process
- Must have **definitive** call on the floor; must be **indisputable** evidence to overturn call on the floor
- Instant replay may be used at any time during game to determine whether or not a timing error has occurred
- Instant replay may be used at any time during game to determine if foul occurred prior to a shot-clock violation
- On last second shot, order of reference point: reading of zeros on game clock → red/LED light → sounding of horn
- On shot clock review, order of reference point: sounding of horn → reading of zeros on shot clock → red/LED light
- Shot clock review permissible only on made basket; can review even if waived off (before or after release), but must be made basket
- Shot clock review must be initiated immediately after made basket; too late after ball becomes live on throw-in
- During review for possible flagrant foul, observing faking being fouled can be assessed with a Class A technical foul
- Allowed to use replay to determine when off-ball foul occurred relative to a shot being taken (to see when actual foul occurred)
- Allowed to review if player's last foot prior to leaving floor was OOB prior to releasing shot as time expires (can't fix if time remaining)
- May assess all penalties (4 options when call is made, 3 options when no call is made) when reviewing cylinder/swinging of elbow plays and hook/hold plays (as long as call is made on floor, can assess foul on any player after review and/or remove fouls)
- After foul call has been made, officials may review for potential flagrant foul, and if review shows, by indisputable evidence, there was no contact, the foul call shall be reversed with no foul charged; if any contact occurred, foul call cannot be reversed (Rule 11-2.1.d.1)
- Upon completion of review, inform coaches/table prior to Push-to-Talk/PA announcement; inform media talent if situation warrants
- Must use replay to determine if last second shot counts and enforce all penalties incl. FTs regardless of impact on outcome of game
- In last minute of any period, minimum of 0.3 seconds must elapse on throw-in when ball is legally touched inbounds then goes OOB
- During **last 4 minutes** of regulation or the **entire** overtime period(s): stop game immediately to review if made basket is 2 or 3
- No timeout allowed nor substitution(s) permitted until results of review have been reported to both coaches
- If shot clock violation occurs, put correct time back on game clock from when shot clock violation actually occurred
- Coach may **APPEAL** for a review for a correctable error, timing, scoring, flagrant foul; if not reversed/changed, team charged timeout
- Coaches are allowed to **CHALLENGE**:
  - A called out of bounds violation, at any point during the game (**referees can no longer review OOB on their own**)
  - A called basket interference or goaltending violation, until the last two minutes of regulation
  - A called restricted area blocking foul when official points to RA, until the last two minutes of regulation
  - Referees may (on their own) review BI, GT, and RA blocking fouls during last two minutes of regulation and **entirety** of OT
  - Teams are given one challenge per game; if that challenge results in overturned call, they receive 2nd (and final) challenge
  - Team must have a legal timeout to initiate challenge; challenge must be initiated before next live ball; ref must be notified of challenge before signaling to table to start the timeout; if challenge is successful, team is not charged with a timeout

Game Management/High Performance Dictators

- Be fair & consistent with players/coaches; use personality while remaining professional; **Listen → Defuse → Handle with Strength**
- Be cognizant of player interactions, especially during dead balls; follow teams to timeout huddles to head off potential trouble
- Clock Awareness – Know game & shot clocks on every possession; must know time when possession began – "magic number"
- SLOW PATIENT WHISTLES (SPWs), especially on loose balls, rebounding plays, and plays to the rim (let them block shots!)
- Let plays **Start → Develop → Finish**; avoid blowing whistle on marginal contact that has no consequence
- If a player's **Rhythm / Speed / Balance / Quickness** is affected by contact, a foul has likely occurred
- **Get the Plays Right ✸ Communicate/Listen ✸ Consistent on Both Ends ✸ Be a Good Partner ✸ Have Courage**