**MARGINAL VS ILLEGAL CONTACT** Intent does not determine if contact is legal or illegal. Severity of the contact and impact on the play will determine if it is a foul. Marginal is contact that does not reroute, impede or dislodge the movement of a player. A foul is contact that does reroute, impede or dislodge (RID) an opponent.

**FREEDOM OF MOVEMENT** The ability of players to move freely around the court and to each position without experiencing any illegal contact. Such as: rerouting, impeding, chucking, holding, R.S.B.Q. or any other illegal contact under the rules of the game.

**OPEN & CLOSED LOOKS** Open looks are clear views between offensive and defensive players. Closed looks are trying to see the play when looking through players.

**POSITION ADJUSTMENT** Movement made to get an open look, generally at least two steps. If players shift to the right, make a PA to the left & visa versa.

**START - DEVELOP - FINISH** These are the three phases of most basketball plays. In order to officiate plays accurately it is critical to see the play from beginning to end. When a player drives to the basket the concept is to allow the play to start, develop then finish. If a whistle is warranted, it should be in rhythm with the play allowing the player to finish rather than coming early and wiping of shots or baskets.

**COMPETITIVE MATCH UPS** A competitive match-up is when two opponents are within three feet of each other. When a competitive match-up occurs the covering official will referee this situation closely. When multiple competitive match-ups occur in the official’s coverage area the official will keep a closer eye on the match-up closest to the ball while checking the other one(s).

**R.S.B.Q.** If the illegal contact affects the player’s rhythm, speed, balance or quickness according to the rules, this is a foul.

**PRIMARY & SECONDARY DEFENDERS** A primary defender is the closest defender that is facing an offensive player. A secondary defender is the player that is guarding another player and then “helps” the primary defender guard the offensive player with the ball.

**PRIMARY & SECONDARY AREA OF COVERAGE** In 2 or 3 person you have primary and secondary areas of coverage. Primary is the area where you are primarily responsible. The secondary area of coverage could be construed as “help” or calls of assistance. Making a call in your secondary area of coverage or an extended court coverage call, is when your partner had a closed look or you have “high certainty” that the call needs to be made.
• **FAST WHISTLE OFF BALL & SLOW WHISTLE ON BALL** On ball, it is important to have a slow whistle to see the impact of the contact. Start, Develop, Finish is the terms used to make sure that officials are seeing the whole play. When illegal screens, chucking a cutter or illegal contact occurs off ball which enables the team to gain an advantage, use a quicker whistle to stop the team from gaining benefiting from that illegal action.

• **REFEREE OUTSIDE-IN** The concept is keeping your field of vision on your primary area of coverage however keeping your shoulder outside the ball or potential competitive match up will help you to see the whole play.

• **TWO REFEREE PLAYS** These are plays when there is an on the ball defender and off the ball plays such as screening in close proximity. All occurring in the same action area.

• **CONNECTED TO THE PLAY** It is important that when you are engaged in a competitive play or action area that you are physically showing that with body and eyes that you are actively connected to the play. An example of this is when the Trail is concerned with getting beat so the disconnect by even one step.

• **MESSAGE SENDERS & GAME CHANGERS** Observing players who are doing actions that disrupt the game or things that players will introduce to get a negative reaction from an opponent. A Time Out or a Coach yelling “red” etc...

• **ANTS & ELEPHANTS** We want to be sure that ants do not become elephants. An example is the slaps on a rebounder and hands plays that are not called then the player retaliates with an elbow (elephant).

• **HIGH CERTAINTY** Very important in secondary areas of coverage or in help situations. If you come in to assist on an out-of-bounds, 3-point clarification, etc, you had better be 100%. There is no “I think” in those situation. Be sure that you are giving information or making a change that the video will agree with.

• **GAME MANAGEMENT** Here are 3 important tools to be sure you have in order to manage a game:

  1. Redirect communication:
     Selective listening  Diffuse emotions  Communicate – “I hear you”
  2. Run the Game:
     Confidence, not arrogance  Command respect  Reflect enthusiasm
  3. Responses to Coaches:
     Does it Fit  Can be defended by administration
     Was it Effective  Seek solutions NOT closure

**Presented by** Aaron Locks  
1.866.90.SPORT  aaron@NAofA.us  
www.NationalAcademyofAthletics.com