

• **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 are 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 yeling “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”

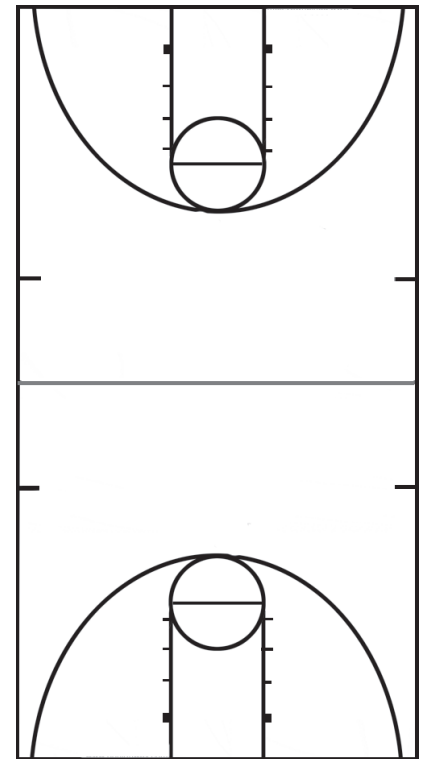
2. Run the Game:

Confidence, not arrogance Command respect Reflect enthusiasm

3. Responses to Coaches:

Does if Fit Can be defended by administration
Was it Effective Seek solutions NOT closure

Notes:



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