

# PIEDMONT OFFICIALS ASSOCIATION

## *CLINIC OUTLINE*

2 0 1 2 - 2 0 1 3

### Clinic 1

*[NOTE: This clinic is designed as a general organizational meeting to begin the new season. Officials should be kept together with no breakouts or on-court activities.]*

#### 1. Introduction

- a. Welcome
- b. Explanation of Piedmont Officials Association
  - i. Booking Supervisor
    1. Use of the Arbiter
  - ii. Board of Directors
  - iii. Clinic Leaders/Observers and their roles
    1. Explanation
    2. Demonstration
    3. Correction
    4. Repetition
    5. Accountability
- c. Association Requirements and Important Dates
  - i. NCHSAA State meeting
  - ii. POA Annual meeting
  - iii. Clinic Attendance
  - iv. Scrimmages
  - v. Rules exam
- d. Confirm Registration with NCHSAA and POA
- e. Confirm clinic meetings dates
  - i. Future scrimmages/expectations

#### 2. Starting the new season

- a. Review rules changes from 2010-11
- b. Rule changes for 2012 – 2013
- c. Major Editorial Changes
- d. Points of Emphasis

#### 3. Philosophy of Officiating

- a. Do you have a personal philosophy of officiating?
  - i. Important skill for success
  - ii. Three-legged stool (from retired Big Ten official Tom Quinn)
    1. Rules knowledge, mechanics, philosophy
      - a. If one leg is weak, the stool will topple.
      - b. When all 3 strong, have a game where
        - i. the players can play
        - ii. the coaches can coach
        - iii. the fans can enjoy
  - iii. What is a well officiated game?
    1. Game is called with BOTH
      - a. the spirit AND

- b. the intent of the rules
  - iv. Five Fundamentals of Officiating
    - 1. Safety
    - 2. Sportsmanship
    - 3. Consistency
    - 4. Communication
    - 5. Control
  - v. Self-evaluation as part of your philosophy
    - 1. Key thoughts
      - a. Honesty
      - b. Critique (veteran officials/observers)
- 4. Game Management
  - a. Sportsmanship
  - b. Making the “tough call”
  - c. Focus on primary coverage area (PCI)
- 5. Communication
  - a. Excess verbiage
  - b. Voice
  - c. Posture
  - d. Eye Contact
  - e. Facial expression
  - f. Listening
  - g. Obscure gestures/”homegrown” signals

PIEDMONT OFFICIALS ASSOCIATION  
*C L I N I C   O U T L I N E*  
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Clinic 2

*[NOTE: This clinic is designed as to contain elements that lend themselves to division of the group  
- varsity (3-person) or junior varsity (2-person).]*

**CLASSROOM INSTRUCTION:**

1. Health and Safety
  - a. Concussion
    - i. NFHS rule
      1. Player who exhibits signs, symptoms or behaviors CONSISTENT with concussion
        - a. Immediately removed from the game
        - b. Cannot return until cleared by appropriate health-care provider
      2. Suggested management (for schools)
        - a. No return to play on practice on same day as concussion (RTF)
        - b. Evaluation day of incident
        - c. Medical clearance prior to return to practice
        - d. Remove from practice/game if symptoms return
      3. Appropriate health-care provider
        - i. Ideally should have knowledge and extra training in sports-related concussion management
        - b. Medical doctor
        - c. Certified athletic trainer
        - d. Physician Assistant
        - e. Nurse practitioner
      4. Official's responsibilities
        - a. Recognize the signs or symptoms of a possible concussion **and remove** the athlete from play
          - i. The responsibility of the official is limited to activities that occur on the court
            1. Once the participant has been removed from a contest due to a suspected concussion
            2. the coach or appropriate health-care professional(s) assumes full responsibility for that athlete's further evaluation and safety
          - ii. No signed document is needed nor is verification of the appropriate health-care professionals' credentials
            1. Make sure game management is in agreement with player's return
  - a. Web address: [www.nfhslearn.com](http://www.nfhslearn.com)
- b. Injured player
  - i. Decision-making process
    1. Protect a player's safety OR
    2. Prematurely stopping play

- a. If you stop the game too soon, tend to create an unfair situation for team with the ball
  - b. If the player (injured) is **NOT** in immediate danger, do not **STOP** play immediately – let the play end.
  - c. Err on the side of safety!!!!
- c. Fighting
  - i. Initial reaction – use your paramedic training
    - 1. stay calm
    - 2. coolly restore order
    - 3. rule correctly
  - ii. Follow the rules
    - 1. If the fight is confined to players on the court
      - a. If an **EQUAL** number of players from both teams participate in the fight ...
        - i. **ALL** are charged with flagrant technical fouls and disqualified.
        - ii. No free throws are awarded **AND**
        - iii. The ball is in-bounded at the point of interruption.
      - b. If an **UNEQUAL** number of players from both teams participate in the fight ...
        - i. **ALL** are charged with flagrant technical fouls and disqualified.
        - ii. The offended team will be awarded two free throws for **EACH** additional player
      - c. **KEY THOUGHT** for processing a fight on the floor –
        - i. Taunting may be viewed as the “first punch.”
        - ii. If the provoked player physically retaliates,
          - 1. Both players are charged with flagrant technical fouls **AND**
          - 2. Both are disqualified.
    - 2. Players coming off the bench (bench personnel)
      - a. **KEY THOUGHT**
        - i. If a player leaves the bench area and comes onto the court during a skirmish,
          - 1. They are charged with a flagrant technical foul **AND**
          - 2. They disqualified.
        - ii. Penalties for bench personnel stepping onto the court will also impact the head coach.
        - iii. For those reserves that **ENTER** the court, but **DO NOT** participate in the fight...
          - 1. The head coach is charged with a **MAXIMUM of ONE** indirect technical foul,
          - 2. No matter how many bench players come onto the floor.
      - b. If there is an **EQUAL** number of *non-fighting* bench personnel on the court ...
        - i. Those players are disqualified.
        - ii. No free throws are awarded for their actions.

- c. If there is an **UNEQUAL** number of players who leave the bench area and **DO NOT** fight...
      - i. Those players are disqualified.
      - ii. The offended team would be awarded a **MAXIMUM** of two free throws for this segment of the scenario.
    - d. For **BENCH PERSONNEL** who **DO PARTICIPATE** in the fight...
      - i. The head coach is assessed an **INDIRECT TECHNICAL** foul for **EACH** bench person who participates.
      - ii. Remember, three indirect technical fouls would result in the head coach being disqualified.
      - iii. If there is an **EQUAL** number of bench personnel fighting on the court...
        - 1. No free throws are awarded for their actions AND
        - 2. Play would resume at the point of interruption.
      - iv. If there is an **UNEQUAL** number of players who leave the bench area and participate in the fight, the offended team...
        - 1. Would be awarded two free throws for **EACH** additional player involved.
        - 2. Would receive the ball at the division line for a throw-in.
    - e. Liability for players who have been disqualified
      - i. For liability purposes, disqualified players are permitted to remain on the bench AND
      - ii. Should not to be ordered to leave the court area without proper adult supervision.
  - 3. Post-game protocols
    - a. Assure accurate information is obtained
      - i. Players name, number
      - ii. Time of incident (game time)
      - iii. Description of action
      - iv. Officials response (rule application used)
    - b. Contact POA Assignor
      - i. Call as soon as feasible, preferably as soon as in the car
      - ii. Contact with Assignor required for all officials
      - iii. Review all aspects of the incidents
      - iv. Follow instructions provided by Assignor
        - 1. File reports with NCHSAA after recommendation from Assignor
    - d. Injured official
- 2. Rule 9 – Foul Administration\*
  - a. Recognition
  - b. Calling
  - c. Report
  - d. Primary Coverage Area PCI) – overview
- 3. Table Management

- a. Timeouts\*
  - b. Substitutions
4. Principle of Verticality (video, if available)
5. Grasping the ring (video, if available)

**ON-COURT INSTRUCTION:**

- ✓ Rule 1: Court and Equipment
- ✓ Rule 3: Players, Substitutes and Equipment
- ✓ Foul Administration
  - Calling
  - Reporting
  - PCI
- ✓ Table Management
  - Timeouts
  - Substitutes

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Clinic 3

*[NOTE: This clinic is designed as to contain elements that lend themselves to division of the group  
- varsity (3-person) or junior varsity (2-person).]*

**CLASSROOM INSTRUCTION:**

6. Review
  - a. Fighting *[revisit]*
    - i. Penalty
    - ii. NCHSAA Ejection Policy
    - iii. Is it an ejection or disqualification?
7. Court and Equipment (Rule 1)
  - a. Uniforms
  - b. Court diagram
8. Officials and Their Duties (Rule 2)
  - a. General duties
  - b. Correctable Errors *[emphasis]*
9. Violations and Penalties (Rule 9)
  - a. Throw-in
  - b. Out-of-Bounds
10. Mechanics (Differentiate between 2-person and 3-person mechanics)
  - a. Court positioning (frontcourt, backcourt, full court)
  - b. Throw-in procedure and administration
11. Critical situations
  - a. Closely guarded
  - b. Refereeing the paint
    - i. Three-seconds (in the lane)
    - ii. Rough play

**ON-COURT INSTRUCTION:**

1. Throw-in procedure/positioning
2. Out-of-bounds procedure
3. Court positioning
  - a. Frontcourt
  - b. Backcourt
  - c. Full court (press coverage)
4. Closely guarded – proper position to see “through the play”
5. Refereeing the paint
  - a. 3-seconds
  - b. Rough play

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Clinic 4

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**CLASSROOM INSTRUCTION:**

12. Game preparation – “From Assignment to Tipoff”

- a. General comments
  - i. Communicate with partner(s) following assignment
  - ii. Arrival at game site
  - iii. Pre-game meeting
  - iv. Dress code (travel and for game)
  - v. Post-game conduct
  - vi. Basketball Signals – *The Language of the Game!*

13. Live ball/Dead ball (rule 6)

14. Violations and Penalties (Rule 9)

- a. Travel, Kick, Fist
- b. Illegal dribble
- c. 3-seconds
- d. 10-seconds
- e. Backcourt

15. Mechanics (Differentiate between 2-person and 3-person mechanics)

- a. Backcourt – front court
  - i. Ten-seconds count
    - 1. When to start, when to end
    - 2. How to do it – how to not do it (no college mechanics)
    - 3. Loose ball effect on count
  - ii. Three point touch

16. Critical situations

- a. Traveling

**ON-COURT INSTRUCTION:**

1. Violations – focus on proper court positioning for each

- a) Critical review of travelling (position to see it – “SDF”)
  - i) Illegal dribble
  - ii) Legal end to dribble
    - (1) Jump stop
- b) Counts (focus on 10-seconds and 3-seconds)
  - i) Backcourt
  - ii) Establishing ball in frontcourt – 3-point touch
- c) Screening – positioning to see whole play



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Clinic 5

*[NOTE: This clinic is designed as to contain elements that lend themselves to division of the group – varsity (3-person) or junior varsity (2-person).]*

**CLASSROOM INSTRUCTION:**

17. Understanding and Utilizing Advantage/Disadvantage
  - a. Communication (Attachment 1)
  - b. Thoughts on “What to Say to Coaches and Players – And When!” (from Frank Pullen)
18. Violations and Penalties (Rule 9)
  - a. Closely Guarded
  - b. Excessive swinging of arms/elbows
19. Fouls and Penalties (Rule 10)

<ol style="list-style-type: none"><li>a. Common fouls</li><li>b. Flagrant fouls</li><li>c. Intentional fouls</li><li>d. Team technical fouls</li><li>e. Substitutes</li><li>f. Player technical fouls</li></ol>	<ol style="list-style-type: none"><li>g. Bench technical fouls</li><li>h. Coach’s Rule</li><li>i. Contact fouls</li><li>j. Call selection (attachment 3)</li><li>k. Post play</li><li>l. Block/charge</li></ol>
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20. Mechanics (Differentiate between 2-person and 3-person mechanics)
  - a. Front court coverage
21. Critical situations
  - a. Screening

**ON-COURT INSTRUCTION:**

1. Procedure for foul reporting
  - a. Proper sequences at the spot of the foul
    - i. Duty(s) of other official(s) when foul is called
  - b. Proper communication to the table
  - c. Report from approved reporting area
  - d. Clear, concise and slow reporting
  - e. Duty(s) of other official(s) during reporting by calling official
2. Managing substitutes
3. Front court coverage
4. Officiating screening

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Clinic 6

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**CLASSROOM INSTRUCTION:**

- 22. Violations and Penalties (Rule 9)
  - a. Jump Ball
  - b. Basket Interference
  - c. Goaltending
- 23. Critical situations
  - a. Last 2-3 minutes of each half/overtime
- 24. Game Management
  - a. Pre-game conference (mandatory)
  - b. Pre-game duties
  - c. Post-game review
- 25. Critical situations (2)
  - a. The Act of Shooting
  - b. Continuous Motion

**ON-COURT INSTRUCTION:**

- 1. Mechanics:
  - a. Jump ball
  - b. Full court coverage (press)
- 2. Pre-game duties
  - a. conference (with coaches)
    - i. What to say – not to say
    - ii. Where on the floor
  - b. Meeting with captains (emphasis to JV officials)
- 3. Officiating (How and where to get a good look at the play!!!)
  - a. Basket interference
  - b. Goaltending
- 4. Review (*time permitting*)
  - a. Procedure/Administration
    - i. Jump ball
    - ii. Violations
    - iii. Fouls (common)
    - vi. End-of-game procedure
      - 1. Begin planning/thinking in the last 2-3 minutes of play
      - 2. Work with the table personnel
  - iv. Technical fouls
  - v. Scoring/timing issues

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Clinic 7

*[NOTE: This clinic is designed as to contain elements that lend themselves to division of the group – varsity (3-person) or junior varsity (2-person).]*

*CLINIC NOTE: The focus of this final clinic is on mechanics with classroom and on-court instruction duely directed.*

*CLASSROOM INSTRUCTION:*

1. Mechanics
  - c. Two-person (*IABBO PowerPoint*)
    - i. Primary Coverage Area (PCI)
  - d. Three-person (*IABBO PowerPoint*)
    - i. Primary Coverage Area (PCI)
2. Mechanics Exam – 2011-2013 NFHS test

*ON-COURT INSTRUCTION:*

5. Mechanics:
  - a. Two-person
  - b. Three-person