

Officiate Michigan Day II



Michigan High School Athletic Association



Agenda

- 5 Keys
 - Play Calling Formula
 - Watching Video
-
- First session?
 - Experience?



Joe DeRosa: 5 Keys to Success



NBA / Getty Images

- 1. Respect the Profession
- 2. Court Presence and Confidence
- 3. Master Fundamental Positioning and Court Coverage
- 4. Call Accuracy / Accountability
- 5. Develop Communication Skills

Basic Play Calling Principles



- (Positioning + Ref the D + Timing + Marginal/Illegal) x Awareness =
- High Percentage of Correct Calls

Transitional Positioning

- New Lead
 - “Infield Single”
 - Get ahead of all players
 - Position of the ball dictates initial setup position
 - My third: midpoint on baseline
 - Other two thirds: close down position
- Center
 - “Base Hit”
 - “There is no press”
 - Stay one pass ahead until it’s one on one
 - Get to FT Line Extended
- New Trail
 - “HR Trot”
 - Get an angle, be wide
 - Continue to run to below 28’ line, don’t pull up short

Dependable Ft Court Positions

- Trail
 - Work at or below 28' line, sideline oriented
 - Get open looks by moving your feet
 - Don't get stacked
- Center
 - Work one step up and one step down from FT line extended
 - Stay square to the sideline
 - Do not roll top side until lead has cleared AND the play dictates
 - NEVER LEAVE AN OPEN LOOK
- Lead
 - Mirror the ball on the perimeter
 - Close down to be ready to rotate
 - Go wide to see post play and rebounds
 - Pinch the paint to see curl plays and drives from C
 - ROTATE - ROTATE - ROTATE

(Positioning + Ref the D + Timing + Marginal/Illegal) x Awareness

- Timing
 - Start – Develop – Finish – DECISION
 - Air in your belly not your throat
- Marginal VS Illegal
 - Illegal contact affects RSBQ
- Awareness
 - What is the impact of my whistle?
 - Time, Score, Situation
 - Match up plays (Do we still do this?)

Officiate the Defense

- What did the defender do wrong?
- Find the pivot foot
 - Officiate the pivot foot until the defender can foul
- Find the “Point of Contact”
 - Contested Jump Shots
 - Wall Up vs Walk Under
 - Block/Charge Plays
 - All Secondary Defenders in the paint = Lead gets first crack
 - Lead MUST find the secondary defender early
 - Trail/Center must stay connected, referee primary and other defenders

NCAA Training Videos

BASKETBALL

Reduce Physicality to Create Freedom of Movement

- a. Hand checking/body bumping the ball handler: Rule 10.1.4.
- b. Freedom of movement for players without the ball - cutters.
- c. Screening - make sure all screens are legal.
- d. Offensive initiated contact on legal defenders.
- e. Physical post play - call the first foul.
- f. Rebounding - call the displacement fouls.

1 of 1

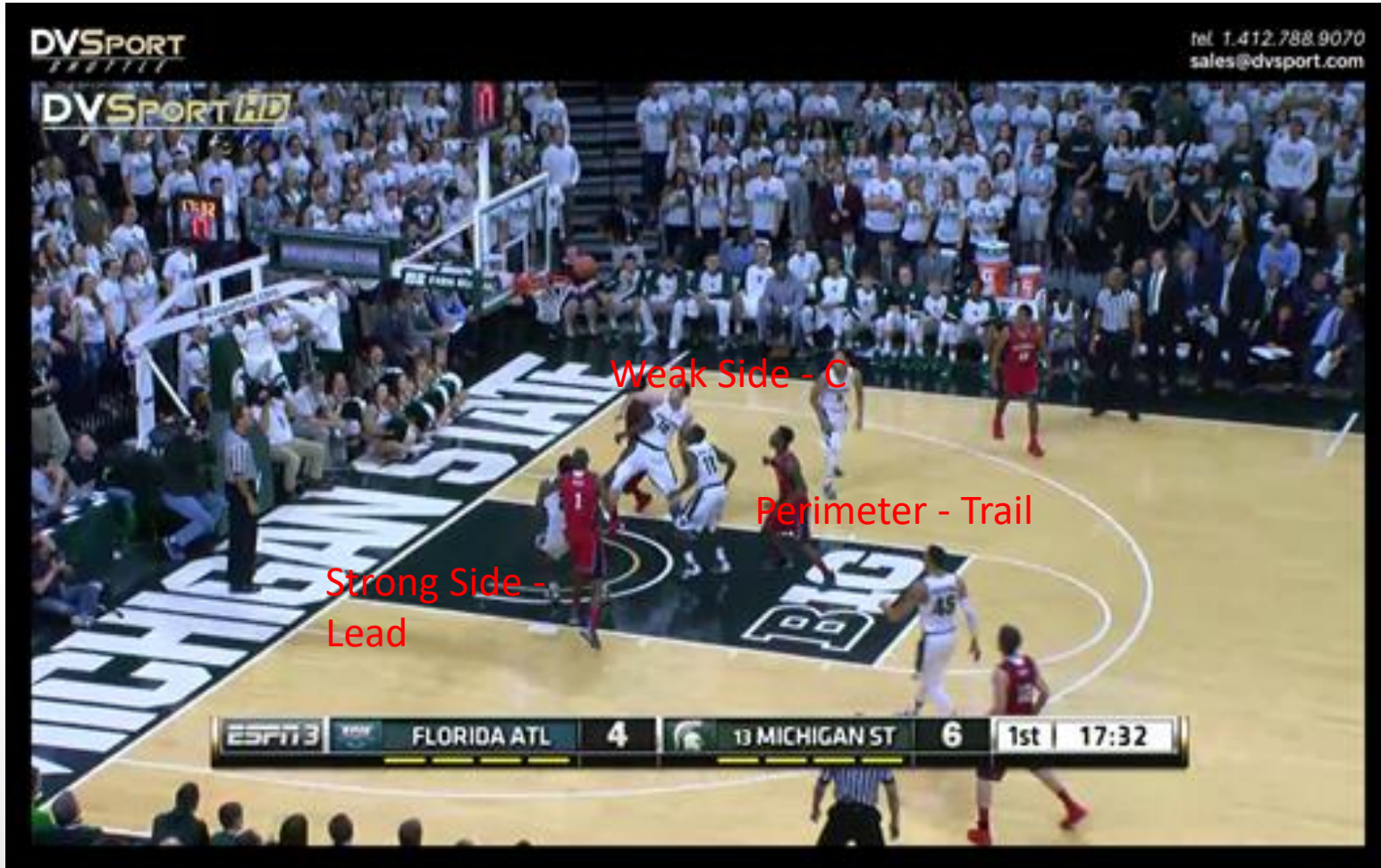
00:50 / 04:51

The image is a screenshot of a video player showing a slide from an NCAA training video. The slide has a blue background with a white fingerprint pattern. The text is in white. At the top left, the word 'BASKETBALL' is written in a bold, sans-serif font. To the right of this, the main title 'Reduce Physicality to Create Freedom of Movement' is displayed in a larger, bold, sans-serif font. Below the title, there is a list of six items, each starting with a lowercase letter followed by a period. The items are: 'a. Hand checking/body bumping the ball handler: Rule 10.1.4.', 'b. Freedom of movement for players without the ball - cutters.', 'c. Screening - make sure all screens are legal.', 'd. Offensive initiated contact on legal defenders.', 'e. Physical post play - call the first foul.', and 'f. Rebounding - call the displacement fouls.'. At the bottom of the slide, there is a video player interface. On the left, it says '1 of 1'. On the right, it shows the time '00:50 / 04:51' and some icons for volume, full screen, and other video controls.

Freedom of Movement

- Freedom of Movement Plays
 - Post Play
 - Pick up post players early
 - Front or Behind, not both
 - Clamp vs Lock
 - Swim Move/Ward Off
 - Screening
 - See the whole play
 - Defender and screener moving: high alert
 - Rebounds
 - Know your responsibility
 - Find the backside guy
 - Possession consequence or game clean up

Rebound Responsibility



Officiate the Defense

- Find the point of contact (cont.)
 - On Ball Defense NCAA Rule 10-1-4
 - “Guidelines” are now Rules
 - Placing and keeping a hand/forearm on an opponent
 - Putting two hands on an opponent
 - Continually jabbing by placing hand or forearm on opponent
 - Using an arm bar to impede the progress of the dribbler
 - Still must “impede the progress of the player with the ball”
 - Intended outcomes
 - Defenders need to move their feet as opposed to using hands/arms
 - Increased emphasis will create a less physical game
 - REDUCE PHYSICALITY TO INCREASE FREEDOM OF MOVEMENT

Going Out of Primary

- Geographical Primary vs Philosophical Primary
- Secondary Cadence Whistle
 - Give primary calling official the first crack
- Save the crew
 - Game Deciding
 - Flagrant
 - Can't be marginal
 - Bodies on the floor
- “Throw a Strike”
 - You have to be 100% right
- Have the best look (Philosophical)
 - Curl Play
 - Backside defender

Watching Video

- Grade every play
 - CC, IC, NCC, NCI
- Be overly critical of your work
- Look for reasons why you missed a play
 - Usually positioning
 - “Wow, that didn’t look like I thought it did”
- Look for trends in your play calling
 - What are you missing? Why?
 - Extra focus on those areas each night

Sample Game Breakdown

Date:	11/11/2016	Game Notes:	Good job staying at/below 28ft line at Trail. Move a little fast from C to C. Class A Tech on Valpo 23 for dropping the ball on an opponent, observer felt that I could have given a warning (disagree). Still need to work on finding the pivot foot, especially when defense is closely guarding. Gave a coaches box warning and a delay of game warning for grabbing the ball after a made basket.
Home:	Valparaiso		
Away:	Southern Utah		
Referee:	Bret Wegenke		
J1:	Jeff Spedoske		
J2:	Anthony Burris		
Source:	ESPN3		

Half	Time	Official	Position	Type of Play	Grade - CC, IC, NCC, NCI	Comments
1	18:02	Wegenke	Lead	B/C	IC	Defender in LGP
1	18:00	Crew		Mechanics	IC	Should have shut down play earlier to fix net
1	17:43	Wegenke	Lead	Hold	IC	No foul here, certainly not a hold
1	17:10	Wegenke	Center	Hit	CC	
1	16:17	Burris	Lead	B/C	CC	
1	16:17	Spedoske	Trail	Class A Tech	CC	Player dropped the ball onto an opponent who was on the ground
1	16:02	Spedoske	Trail	Block on hedge	CC	
1	14:29	Wegenke	Lead	FOM	CC	
1	14:07	Burris	Lead	FOM	CC	
1	12:47	Wegenke	Lead	Verticality	CC	Jump ball, CC
1	12:45	Wegenke	Lead	Verticality	NCC	
1	12:33	Wegenke	Trail	Cylinder	CC	
1	11:53	Burris	Center	Block	IC	Defender in LGP
1	11:36	Wegenke	Trail	Travelling	CC	
1	11:23	Spedoske	Center	Travelling	CC	
1	9:25	Wegenke	Trail	Rebound foul	IC	Both players jumped straight up, Lead had better look
1	9:11	Burris	Lead	Hit	CC	
1	8:42	Spedoske	Trail	Travelling	CC	
1	7:56	Spedoske	Lead	RA Play	CC	Grounded secondary defender in the arc
1	7:34	Burris	Lead	Hit	CC	
1	6:48	Wegenke	Center	Hand Check	CC	
1	6:36	Burris	Trail	FOM	CC	
1	6:20	Wegenke	Lead	Body	CC	
1	5:26	Burris	Lead	Rebound foul	CC	
1	5:08	Wegenke	Center	B/C	IC	Defender in LGP
1	4:47	Burris	Lead	Hit	CC	Look at rebound just before the shot, possible push by Valpo #2
1	4:07	Wegenke	Lead	B/C	?	It's only a block if he's in the RA, you don't point so I am assuming you had him out
1	3:33	Burris	Trail	Cylinder	CC	Good get coming in from T, I had a held ball but foul is the right call
1	3:16	Wegenke	Lead	Post Foul	CC	Light but probably a foul this year
1	2:35	Spedoske	Center	Rebound foul	CC	
1	2:35	Spedoske	Center	Mechanics	IC	Horrible mechanic, pointed wrong way and got the wrong shooter
1	2:30	Spedoske	Center	Shooting foul	NCI	Player on the floor contacted the shooter, should have had a foul
1	00:26.3	Wegenke	Lead	FOM	CC	
2	16:31	Wegenke	Lead	Push	CC	
2	16:07	Spedoske	Lead	Post Foul	CC	
2	15:26	Burris	Lead	Rebound foul	CC	
2	14:46	Spedoske	Lead	B/C	IC	Observer felt the defender was legal (disagree)
2	14:24	Spedoske	Center	Travelling	CC	
2	14:07	Wegenke	Lead	B/C	CC	Defender in LGP moved laterally to maintain
2	13:47	Spedoske	Lead	Post Foul	CC	Arm bar outside of post area
2	13:23	Spedoske	Trail	B/C	CC	Dribbler push off
2	13:08	Spedoske	Center	Carry	NCI	Crossover carry, need to get this
2	13:06	Burris	Lead	Bump on shot	CC	
2	12:55	Spedoske	Lead	Rebound foul	CC	
2	12:35	Wegenke	Lead	Verticality	IC	What did the defender do wrong?
2	12:15	Burris	Trail	Travelling	CC	
2	11:23	Spedoske	Center	Push	CC	Possible F1?
2	10:35	Burris	Center	Block	CC	Great NCC just before this
2	10:25	Spedoske	Center	B/C	NCC	Defender flopped, be careful letting any more contact go as a NC
2	9:37	Spedoske	Lead	RA Play	CC	Grounded secondary defender in the arc
2	9:19	Burris	Lead	RA Play	CC	Grounded secondary defender in the arc
2	8:37	Wegenke	Lead	Rebound foul	CC	Inside smaller player backed into a big, mechanic?
2	8:19	Spedoske	Lead	Rebound foul	CC	10.1.4
2	8:11	Spedoske	Center	Two Hands	CC	
2	7:56	Spedoske	Center	Rebound foul	CC	
2	7:38	Burris	Trail	Travelling	CC	
2	6:28	Wegenke	Center	Hit on Shot	CC	
2	6:09	Wegenke	Center	Travelling	CC	
2	5:47	Burris	Lead	Hit on Shot	CC	
2	5:35	Wegenke	Center	Body on Shot	?	And 1, light contact let play finish
2	3:44	Wegenke	Lead	Post Foul	CC	Should have had a foul sooner in the possession
2	3:12	Burris	Lead	Hand Check	CC	Let play finish, give him a shooting foul
2	2:58	Spedoske	Lead	Body Bump	CC	Match up foul
2	2:18	Wegenke	Lead	Hit on Shot	CC	
2	1:55	Burris	Lead	Block	CC	
2	1:11	Burris	Center	Verticality	NCC	Offensive player lost the ball on his own, great no call

Questions?

