

FIBA 2-Person Pre-game Conference

Schedule

20:00 – On court
 12:00 – Captains meeting (invite Coaches)
 Following captains meeting R to table
 10:00 – Check with Table make sure all
 players are on sheet/Coach Asst Coach etc
 1:30 – Greet coaches if both did not attend
 captains meeting.

Halftime

Meet at half court
 Check to ensure no issues with table
 Change the arrow
 15 minutes duration
 Back on court at 5:00

Coaches

Introduction
 Players properly equipped?
 Practice good sportsmanship

Captains

Introductions
 Speaking captain
 Practice good sportsmanship
 Good luck, have fun.

Timer

Stop clock on all whistles
 Check with scorer to make sure score matches

24 Sec Timer

Review when to reset

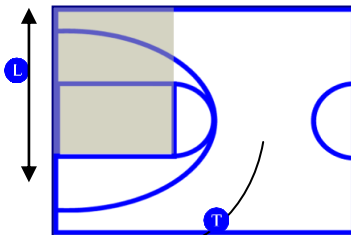
Start clock on inbound after score
 Reset signal

Scorer

Count players in book
 Check for duplicate numbers
 Sign scoresheet
 Timeouts – mark in book – as below
 Possession arrow
 Team fouls match clock
 Notify on 5th foul each quarter
 Notify on 5th player foul
24 Sec Clock Equipment Issues
 No Clock – use stopwatch at table
 One working display – shot off, use stopwatch
 Poor operator – replace if overly disruptive

COURT COVERAGE

Half Court



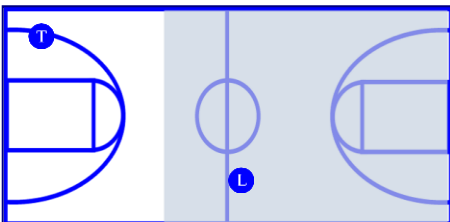
Trail's Primary Responsibilities

- Sideline and mid-court line
- Shot clock violations
- Last second shot
- Post travels
- Weak side rebound coverage

Lead's Primary Responsibilities

- End-line and sideline
- Post play
- Illegal screens at elbows

Transition & Press Coverage



Transition

- Trail & lead
- Long pass – lead must cover receiver
- Be aware of partner's position – extend your coverage off ball

Press Coverage

- Lead must help if 3 or more def in backcourt
- New lead watch sideline in back court – don't turn back

COMMUNICATION

Strong voice
 Tempo – voice & mechanics
 Fouls – shooter, voice, throw-in-spot
 Double whistle
 Throw ins – eye contact, check table, clocks
 Clock situations – eye contact in transition
 Bonus situation – 2 shots on 5th foul each quarter
 Player Fouls – 4th personal
 Time outs – team & inbound spot
 Warnings
 Soliciting for help
 Jump ball – no calling help w/ direction
 Substitutes

FREE THROWS – RESPONSIBILITY

Lead – Opposite Players
 Trail – Shooter and Opposite players

DISCUSSION POINTS

Rule changes (blood/injury)

Free-throw Violations

Technical foul administration

Consistency

-- ball in after timeouts

-- warnings

-- block/charge

-- 3 seconds

-- hand checking

-- post play

-- screens

-- pass/crash

Respect partners area

-- oh my vs. OH MY GOD

Team Knowledge – Rivalries – Coaches

Coaching Box Enforcement

KEY POINTS TO A GREAT GAME

Trust your partner to call their primary
 Stay in your primary – IT MUST BE OBVIOUS
 FOR YOU TO COME OUT OF YOUR
 PRIMARY

Clock management

Knowledge & Enforcement of the rules

Referee the Defense

TIME OUTS

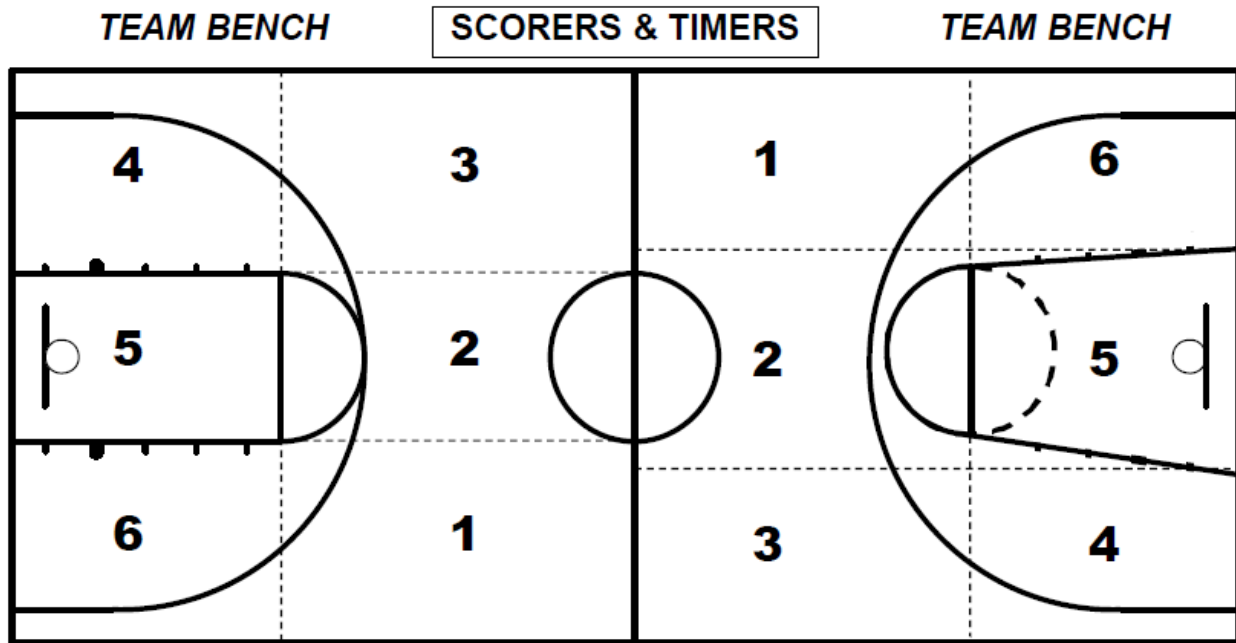
2- First half

3- Second Half No Carry over

TO req at table by coach. Only at next stoppage of play or if scored upon

NO TO between Free throws

1 Min in duration Horn at 50 Seconds. Teams must stay in huddle for 50 seconds. One TO for OT



PRE-GAME CONFERENCE

1. RULE CHANGES
2. PRE-GAME RESPONSIBILITIES
3. END OF HALF, END OF GAME PROCEDURES
4. JUMP BALL
5. COURT COVERAGE
 - Trail*
 - Lead*
 - Switching*
 - Presses*
 - Off Ball*
 - 3 Point Shot*
6. MAKING THE FOUL CALL
 - Freezing*
 - Double Whistle*
7. FREE THROW

- RESPONSIBILITIES
- THROW-INS
- Eye Contact*
8. TECHNICAL FOULS
10. TIME-OUT RESPONSIBILITIES
11. SPECIAL SITUATIONS
 - Block-Charge*
 - Screening*
 - Goaltending*
 - Basket Interference*
 - Closely Guarded*
 - Bench Decorum*
 - Injured Player*
 - Shot at Buzzer*
 - Grasping Basket*
 - Tights or Undergarments*

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