

Getting Back to Basics

Doing it right for all situations



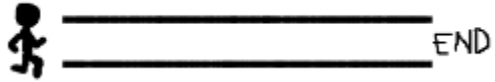
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IHSA Basketball Clinician
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Here's Your Assignment

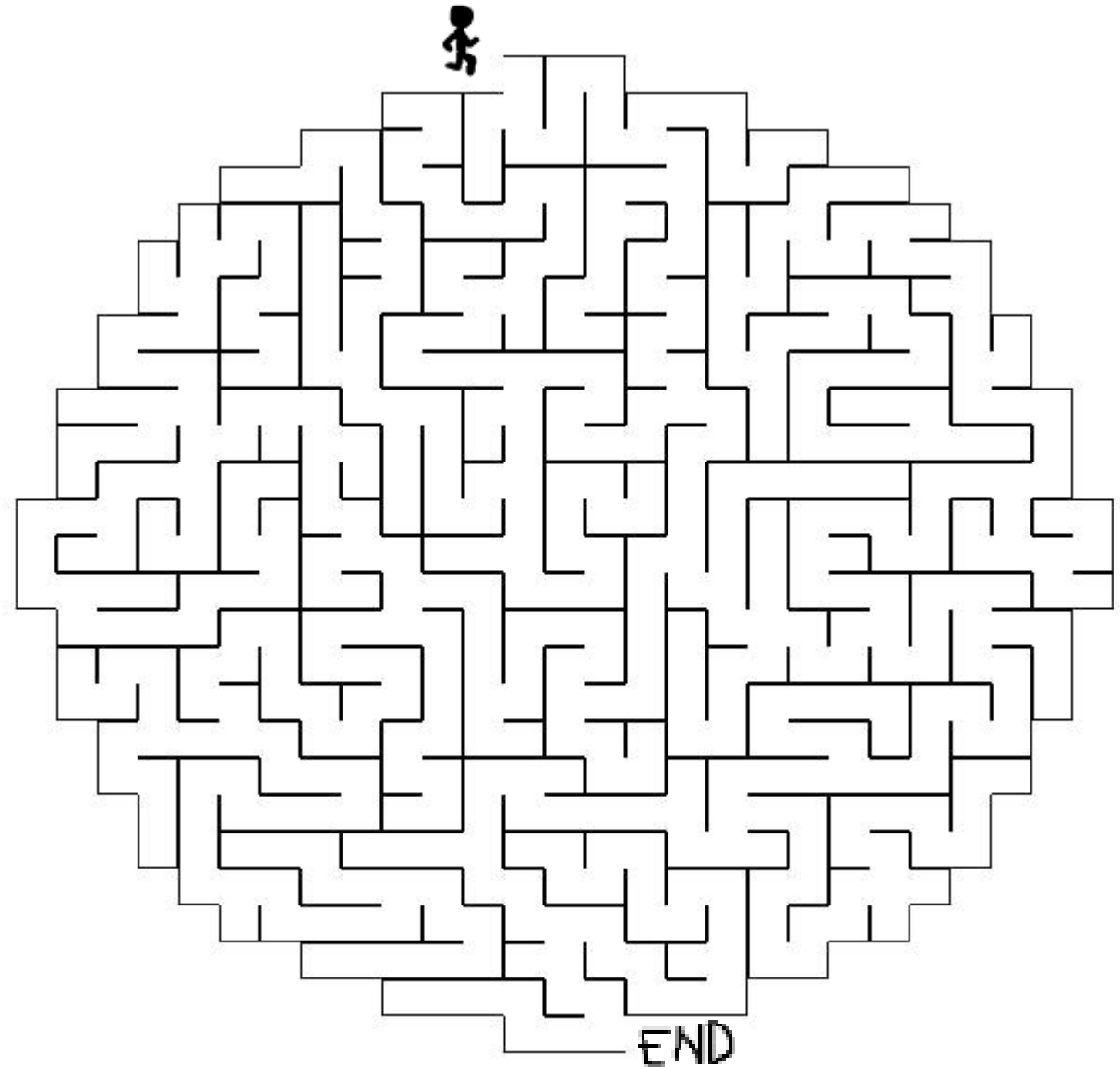
You have ten seconds to complete a maze.
If you can complete it correctly, you could win a prize.



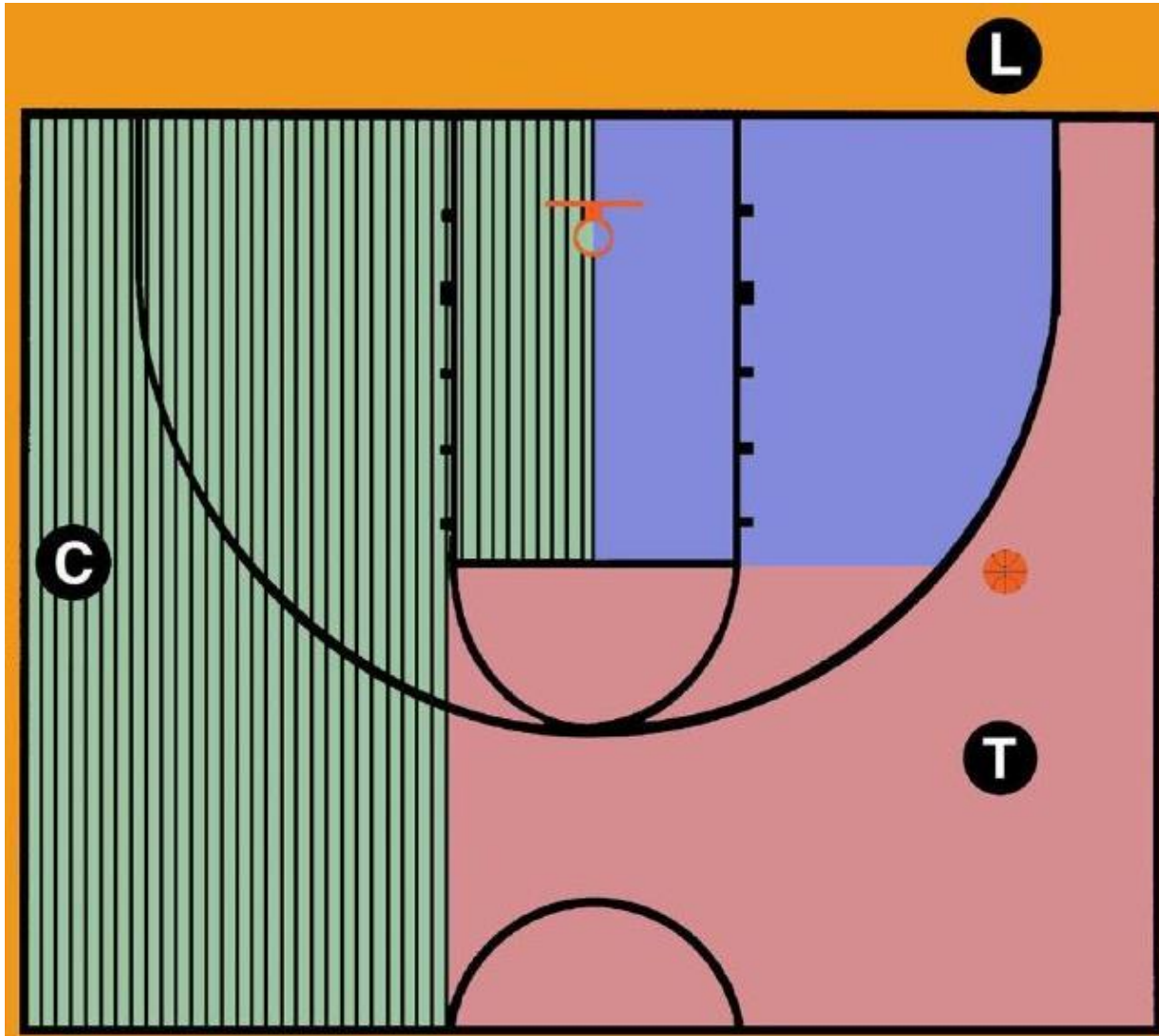
Which Maze Would You Choose?



OR



Know Your Home Base



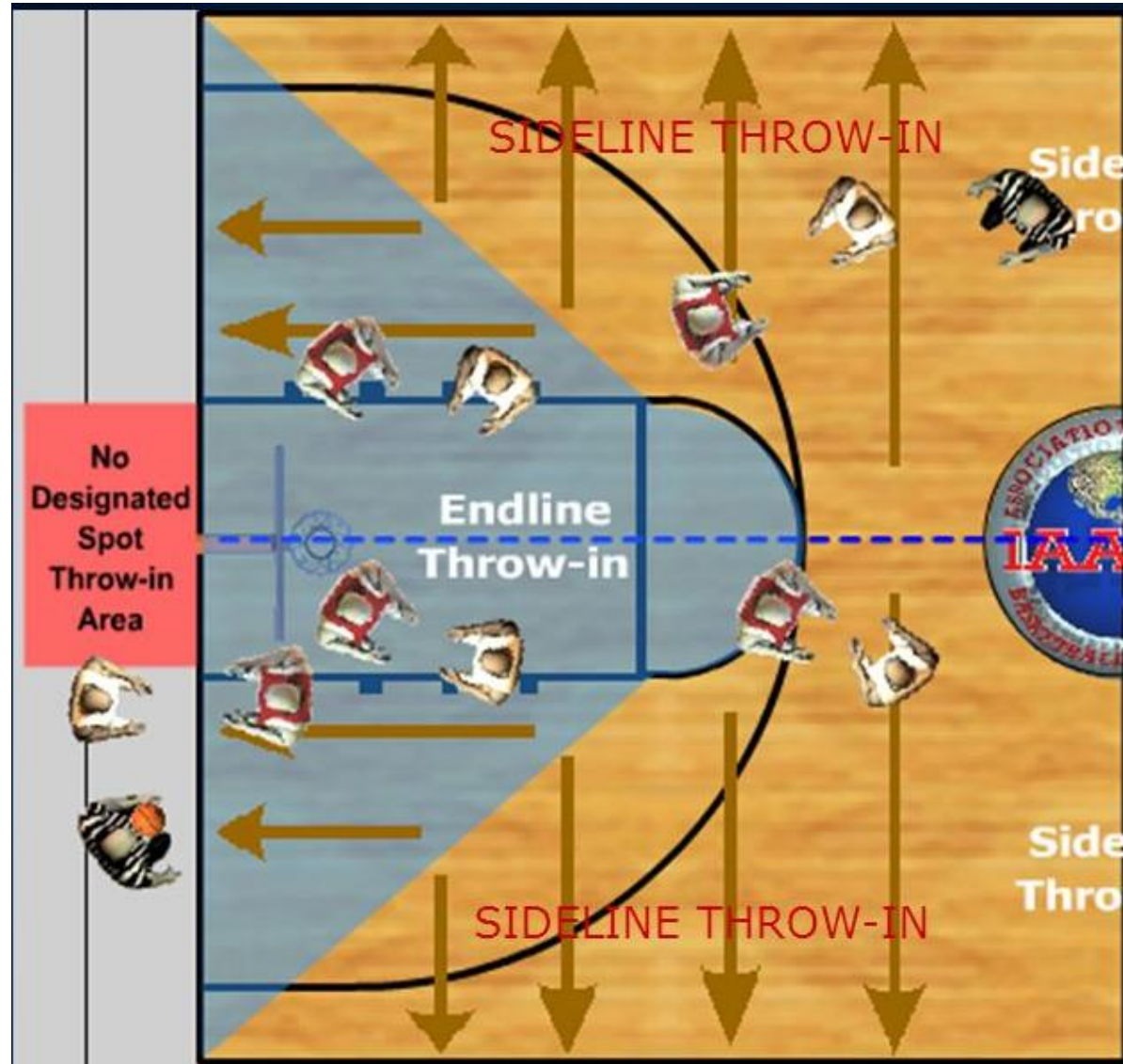
Key Starting Positions:

Trail = 28-foot-mark. Start of Coaches' Box

Center = free throw line extended

Lead = Ball side, 45-degree angle

Throw-Spot Diagram



Throw-Ins

Inbounds the ball at the proper spot.

Always hand the ball to the thrower on either end line.

Bounce the ball to thrower on the sideline in the frontcourt. You may either bounce or hand the ball to the thrower in the backcourt on sideline out of bounds plays.

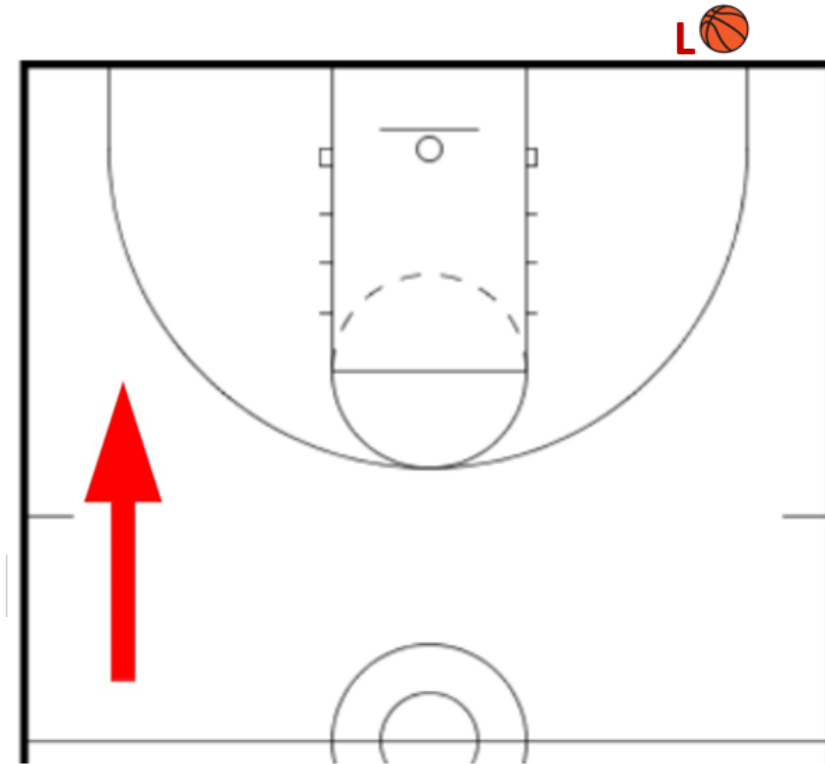
Administering official needs to scan players before presenting ball to thrower.

Improper Ball Placement Video



Throw-Ins

When inbounding on the end line, the lead should determine if the ball will be inbounded in the outside third (panel). If the ball is in that area, the lead should administer the throw-in from inside the thrower.



What is the Primary Coverage Area of this Lead?



Do Not Back Away from the Play



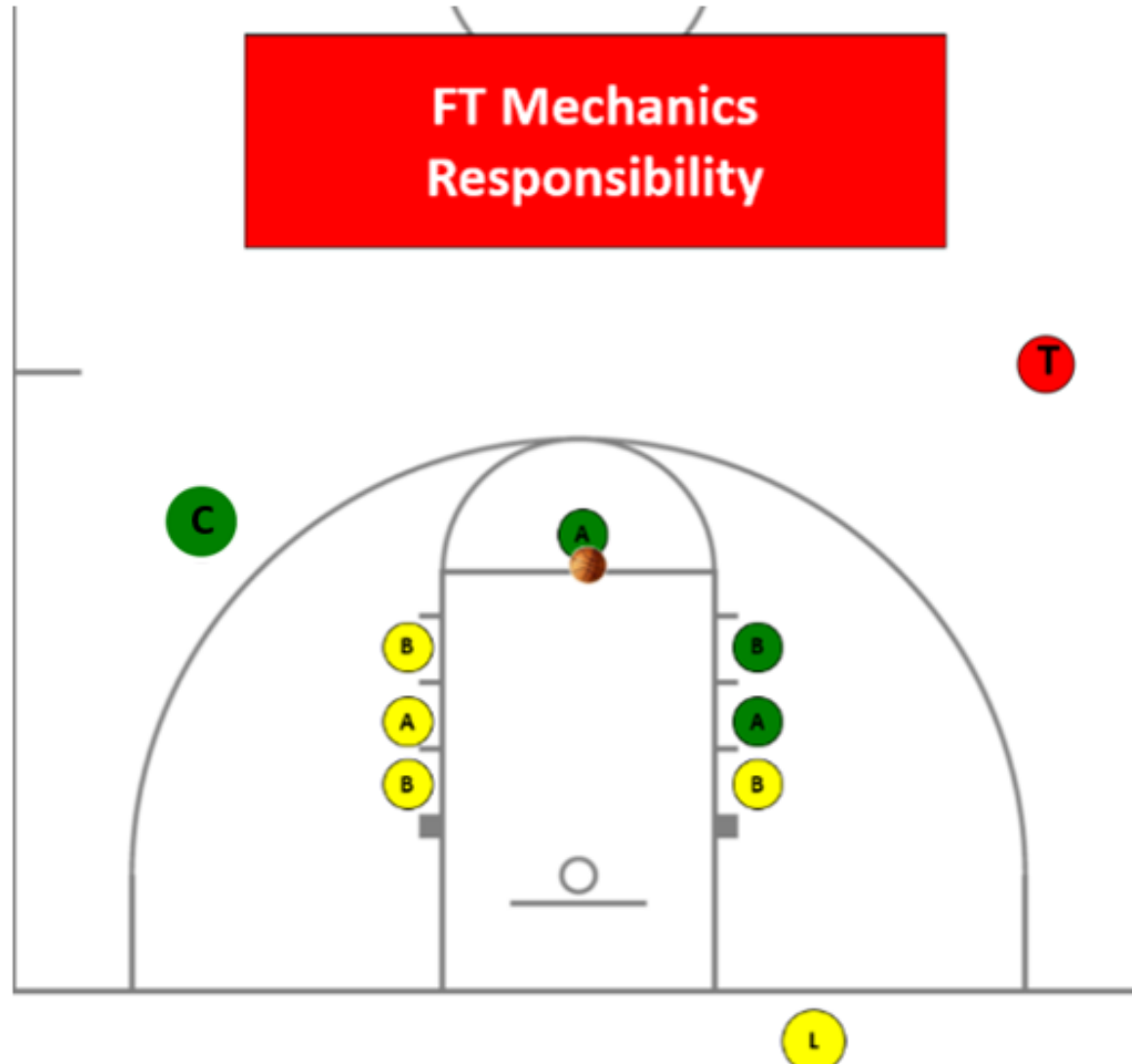
Do Not Back Away From the Play



Free Throw Coverage

- Center (Trail in 2-person) has shooter, and highest two players on opposite side.
- Lead has closest player in lowest spot and all players opposite.
- Trail has all players not in marked spaces.

Free Throw Coverage Diagram



What is Missing from this Picture?



Is the Lead in the correct position?



Is the Lead in the correct position?



Is the trail in the correct position?



Substitutions

Know the substitution re-entry rules.

Unless there is a time-out or end of period, every new sub is beckoned on to the court with a whistle.

All officials are responsible for substitutes entering the game. Every official must glance at the scorer's table before every free throw and throw-in before allowing the ball to become alive.

Jump Ball

Administering official blows whistle before toss.

Make sure the toss is straight and fair.

U1 should know when to chop the clock.

All officials must know when a jump ball ends.

Is this a legal jump ball play?



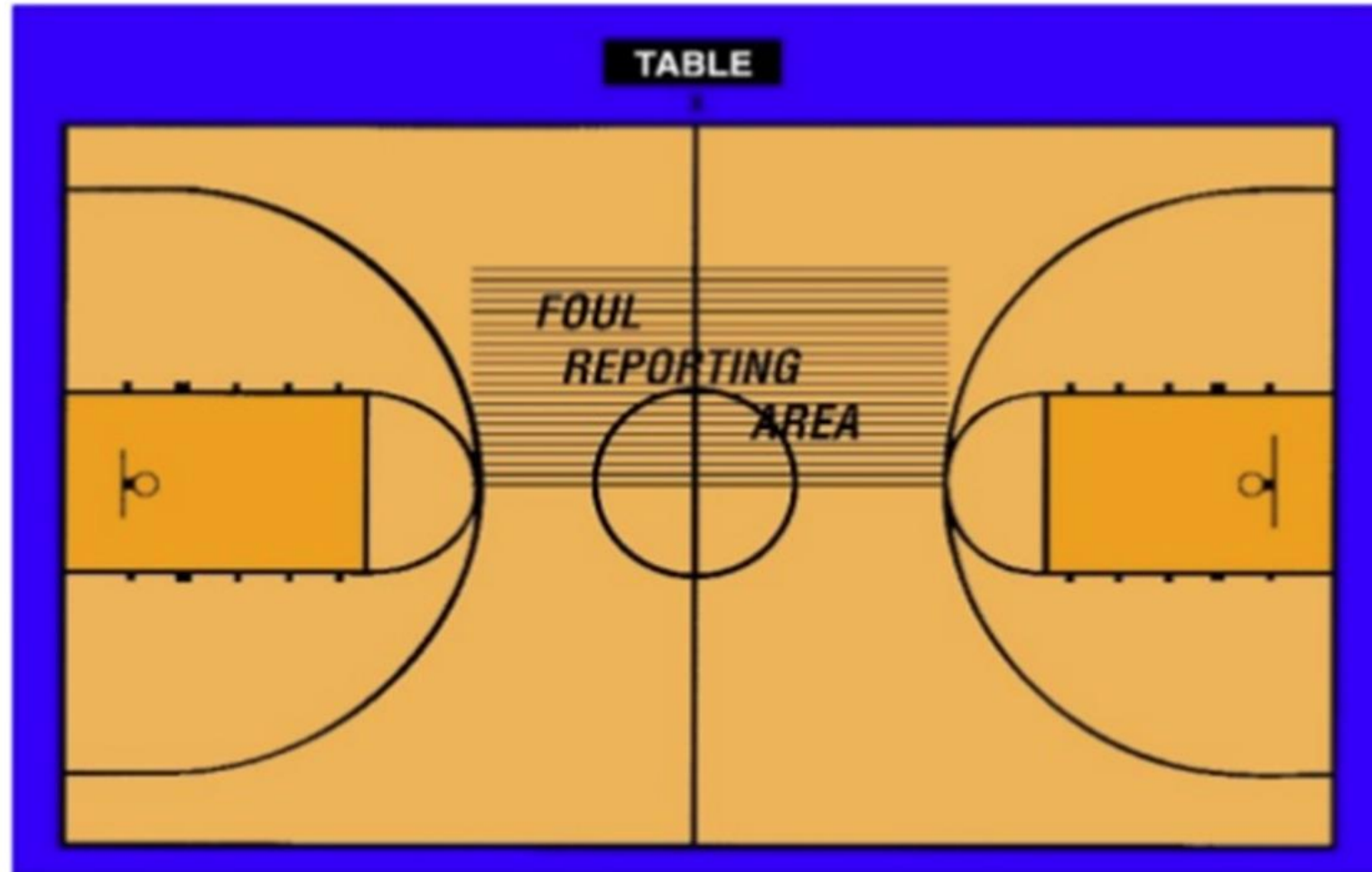
Time-Outs

Remain in your same position when the time-out is over.

If we need to have a discussion, do so at the spot of the throw-in.

Have the calling official report the time-out, do not pawn this off on the official closest to the table.

Foul Reporting Area



Help with Out of Bounds

If the lead makes an out of bounds call and your partner comes in to overturn the call, the original calling official will make the corrected call.

If you need help on an out of bounds play, then the official who comes to help will make the call.

Overtime Rules

Overtime is an extension of the fourth quarter. Teams continue to shoot at the same basket they did in the previous period. The team foul count continues.

The length of the overtime period is half the length of the previous quarter.

Both teams get an additional FULL time-out at the start of each extra period and they can carry over any unused time-outs.

Each extra period starts with a jump ball and the AP Arrow is reset.

Make sure that you communicate all of these rules with the timer and scorer.

Officials should occupy the same positions (R, U1, U2) that they did in the initial jump ball.



Keep it simple.
Keep it honest.
Keep it real.