

### The Value of Voice (When Reporting a Foul)

Many officials have adopted the habit of giving a silent report to the table, flashing the numbers only. That incorrect mechanic often invites a bookkeeping error that is unfair to a player who didn't foul. If caught later when it needs to be corrected, it destroys the flow of the game and almost always looks bad for the crew. Often, if you look closely at the bookkeeper after arriving at the reporting area, all you'll see is the top of his/her head. While you're reporting, they're already recording in the book the number of the fouler based on what they think they saw from their view at the time of the foul. And if they are incorrect, the only safeguard against a bookkeeping error is clear verbalization while signaling the number.

After stopping in the reporting area, use the adequate volume of voice given the surrounding noise in the gym, verbalize the color of the jersey of the player who fouled (don't point to the bench, verbalize it), and then signal AND express vividly the number of the fouler every time. "White, Twenty-Four"... or..."Blue, Thirty-Three"...or..."Red...Eleven".

The value of voice just might save you a headache of a situation later in the game.

### Stay with the Shooter

When signaling the three-point attempt, DO NOT IMMEDIATELY FOLLOW THE FLIGHT OF THE BALL. Stay with the shooter until after you observe the defender in relation to the shooter on the shot (shooting foul or not?), the shooter's return to the floor (did the defender illegally displace the shooter prior to or after landing?). Then, after all that, you'll still have plenty of time to see whether the attempt is successful or not. It takes a long

time for the arc of the three-point attempt to reach the rim. Stay with the shooter before you turn to see the result of the attempt. Note these good examples of "staying with the shooter":

[Stays with Shooter to Observe Entire Play 1](#)

[Stays with Shooter to Observe Entire Play 2](#)

### Game Management

**QUESTION:** When do you tell the head coach how many time-outs he/she has remaining?

**MHSAA APPROVED ANSWER:** Only after the team has used its final timeout legally permitted. "If a team has used its allotted time-outs, the calling official must notify the head coach when the final time-out has ended." (MHSAA Officials' Manual, p.162).

### Are You Conducting Mandated Meetings?

The NFHS has mandated an officials/administrators meeting before the start of the game to discuss how spectator issues will be handled during the contest, and where/how the administrator can be reached should issues arise.

The MHSAA is mandating a single pregame captains/coaches meeting with officials at or around the 13:00 mark before the start of the game to discuss expectations, requirements and players' equipment.

Officials must be conducting these meetings before the contest so that potential issues can be prevented.

### **Rule Review:**

Video clip to analyze: [Dribbler Beats the Defender on the Drive](#) (Rule 4-15-4b)

On this play, the dribbler was able to beat the defender on the way to the basket because:

- A. He was quicker than the defender and legally dribbled past him.
- B. He took advantage of a legal screen near the free throw line.
- C. He caused the ball to come to rest in one hand, committing a dribbling violation.**
- D. The dribbler travelled which put the defender at a disadvantage.