JC² FFICIALS

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Officiating Terminology

Rotation – Live Ball movements of officials **Switch** – Dead ball movement of officials

Strong Side - side with two officials (Lead & Trail)

Weak Side - side with one official (center or slot)

Ball Side - side where ball is located

Trail – outside/high official on strong side; positioned @ 28' mark with shoulders to the basket **Lead** – official on endline on strong side; positioned 45 degrees midway between near lane line & 3-point line

Center/slot – weak side official; positioned free throw line extended with shoulders parallel to the sideline



Table Side – positioning on the side nearest the scorer's table

Opposite – positioning on the opposite side of the table

Transition – movement from back to front court

High – away from basket

Low – nearer/closer to basket

Dive down – movement @ center to enhance angle **Wide Triangle Coverage** – concept of court coverage **Outside-In** – desired angle (in most cases) **Side Out** – angle created by "dive downs"

Primary -1st area of responsibility when officiating **Secondary** -2nd area of responsibility; may assist primary official, if necessary **Off Ball** - area away from the ball

Transition Coverage

Press Coverage

Different situations where areas of responsibilities are in state of change

Rebounding Coverage - strong, weak, perimeter

Reach – call out of primary

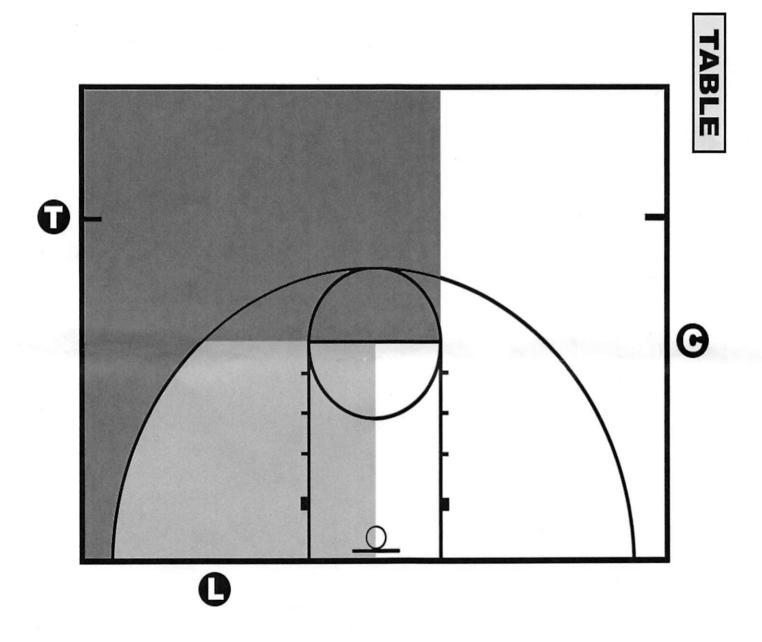
Spraying – continuous calls out of primary

Ball Watching – continuously focusing on the ball @ improper times

Lane Area - free throw lane area

Inside or Outside Arc – the area in the lane indicated by a semi-circle that a secondary defender cannot establish legal guarding position for the purposes of drawing a player control foul

3 Person Court Coverages



Tips on How to Breakdown Tape

Eric Lewis

- 1. Purpose of Tape Breakdown
 - Find areas in your performance that need correcting
 - Find ways that will improve performance
 - Make sure you are maintaining good habits from game to game
 - Be honest with yourself; don't always think you're right
 - The more plays you watch the easier they become to recognize and respond to

2. Positioning

- How do you setup?
 - o Do you maintain open or closed looks?
- Eyes
 - o Where are you looking?
- Reaction to player movements
 - o Do you continue to maintain open looks to see the offense & defense?
 - Anticipate rather than react.
- Rotations
 - Do you recognize rotations and maintain your coverage areas?

3. Calls

- Quality of calls
 - o Do they meet the guidelines? (RSBQ, etc.)
- Quality of no calls
- Non-Quality calls
 - o Why did you get it wrong?
 - o How can you prevent it from happening again?
- Consistency
 - o Individual calls
 - o Crew calls
- 4. Conflict/Resolution
 - If there were any atypical situations
 - i.e. technical fouls, elbows, ejections, coach/player & referee interactions
 - Why did they occur?
 - How can you effectively handle them?
 - How can you recognize those situations next time to prevent them from happening in the future?

5. Miscellaneous

- What Effect did my whistle have on the game? Positive & Negative
- Be accountable for actions in your primary coverage
- Be active in dual areas of coverage but maintain discipline

Tips on Tape Breakdown Part 2

Eric Lewis

Evaluate body language:

Make sure you are not giving off negative vibes by the way you stand or communicate.
 You want to have a professional look when moving around in a non-action situation and look athletic in action situations

• Evaluate position:

 Make sure that you are creating open angles and not getting stacked. Use the 2 step rule when players near you. 2 steps spacing to the left or right to give yourself time to adjust.

• Mechanically sound:

 Make sure you are refereeing in your primary and rotating when the guidelines dictate that you should and also shouldn't. Make sure that your head transitions on ball and off ball when dictated by position of the ball.

Play calling:

 Make sure you are consistent with calling the obvious. Consistent with calling the guidelines. Consistent with your non calls. Consistent with crew (game). Eliminate marginal whistles.

Managing game:

 Did you run the game administratively from penalty situations to administrations of the rules, clocks, etc. Did you recognize areas where the crew could have made adjustments to make the game better?

• Conflict Resolution:

- If there were any situations find out why it occurred and how could you have effectively handled them. Also, how could you have recognized it before it became a problem so that you could prevent it from happening again.
- Change is created through recognition and fleshing out the WHY and HOW to develop a higher awareness.
- Reinforce positive actions and repeat them
- Eliminate bad habits and delete them
- Add new good habits and reinforce them

Tell me and I forget, teach me and I may remember, involve me and I learn.

Benjamin Franklin

10 Characteristics of Good Leadership

- 1. Recognizes the value in other people, continually invests in others the develop new leaders.
- 2. **Shares information with those in the organization.** The more knowledge a team has, the better they are collectively, which directly benefits the leader.
- 3. Have above average character there are no perfect people and leadership always draws criticism from someone, but people who know the leader best should trust the leader's character.
- 4. Uses the influence for the good of others.
- 5. **Is skillful and competent** Good leaders can be depended on for their professionalism and follow through.
- 6. Not afraid for others to succeed (even greater than their own success) Good leaders realize that some followers will outgrow the leader's ability to develop them any further. Good leaders, however, aren't threatened by another's success. They are willing to celebrate as those around them succeed.
- 7. Serves other expecting nothing in return Good leaders have a heart of service. They truly love and value people and want to help others for the good of the one being helped, not necessarily for personal gain.
- 8. **Continues to learn** Good leaders are always learning and implementing those learnings into the betterment of the organization.
- Remains accessible, approachable, and accountable to others Good leaders don't
 isolate themselves for people regardless of the amount of responsibility or power they
 attain. Good leaders willingly seek the input of other people into their professional and
 personal lives.
- 10. Is a visionary: Thinks about the organization beyond today Leaders are always thinking beyond today. "What's next?" is a common question asked by good leaders, knowing that someone must continually encourage change, growth and strategic thinking for the organization to remain healthy.

10 P's on Officiating JB Caldwell

- 1. **Plan-** Set goals and work on taking steps to get better (vision). Where do you see yourself in 1, 5, 10 years?
- 2. **Protocol/Procedures-** Everything has an order; Black-White-Grey
- 3. **Professionalism-** Respectful to all individuals (coaches, fans, supervisors, officials, administrators, etc.).
- 4. **Preparation-** Rules, conditioning, uniform, paper work, and organization.
- 5. **Production-** If you prepare and work hard you will get positive results towards achieving your goals or dreams!
- 6. Perception- must work on having people comfortable with you!
- 7. **Personality-** BE YOURSELF-Work within the framework of your personality.
- 8. **Perseverance-** Stay on course and do what is necessary to achieve your goals!
- 9. **Perspective-** FAITH-FAMILY-PROFESSION-OFFICIATING! Maintain a healthy balance!
- 10. Positive- BE HELPFUL Problem solver!

10 Tips for Improving Play Calling

- 1. Have a dependable position
- 2. Know your coverage areas
- 3. Works for open looks
- 4. Have a patient whistle
- 5. Know the difference between an immediate and cadence whistle
- 6. Study your decisions legal vs illegal contact
- 7. Have big picture awareness
- 8. Recognize matchups
- 9. Engaged vs. Engaged matchups
- 10. Stationary vs. Moving Players

Fundamentals are the key to successful officiating

Honor the mechanics, have assertive people and be fundamentally sound

First Impressions & Officiating Checklist

5 A's of First Impressions – Jake Bell

- Athletic/Mobility (Fitness, the Look, Agility)
- Aptitude (Rules Knowledge)
- Awareness (Multi-Tasker, Field of Vision)
- Availability (Work Ethic, Priorities)
- Attitude (Body Language, Receptive, Positive)

Officiating Checklist — Jake Bell

- 10. Tell the Truth
- 9. Accept Criticism
- 8. Accept Responsibility
- 7. Great Work Ethic
- 6. Family Support
- 5. Responsible in Dealing with Social Media
- 4. The Look The "IT" Factor
- 3. Communication Skills
- 2. Priorities
- 1. Core Values
 - Leadership
 - Give Back
 - High Expectations
 - Build Relations
 - High Trust

8 Most Common Errors/Trouble Spots

by JB Caldwell

- 1. Trail getting stacked on Jump Shots, Pont of Contact, 2 or 3 point shots
- 2. Far lane line drives block/charge, plays @rim
- 3. Weak side out of bounds end line
- 4. Jump shot@ "elbow" between Lead & Trail
- 5. Thrown-in on end line, getting 94 feet new Lead position line coverage and effective court coverage
- 6. Slot press coverage position weak side coverage
- 7. Transition: crashes mid court area
- 8. Dead Ball/Timeouts eyes & head lose focus

Observations from Nuggets' Center Court 2019-2021 Luis M. Terrazas—Courtside Administrator

"The virtue of justice consists in moderation, as regulated by wisdom." -- Aristotle

Discipline—Each referee adhered to the mechanics guidelines. With but rare exception, no one ventured out of their respective lanes. Officials deliberately focused on primary areas, standing in the correct position, adjusting as needed, identifying primary defenders, and maintaining total game awareness. Consequently, they **never** guessed. Rather, they showed total faith in the system and trusted in their partners' ability to do the same.

Focus and Awareness—The top referees understood the impact of every foul they called. Beyond just team fouls, they knew how many fouls each player had. They maintained total clock awareness. They had knowledge of key match-ups, they knew players' tendencies, and they effectively anticipated plays by getting to the proper position before the plays happened.

Humility— Referees accepted the human factor, knowing that mistakes were inevitable. Consequently, they missed obvious fouls, subtle fouls, traveling violations, and above-the-rim plays. Yet those mistakes did not define their body of work. Rather than dwell on a missed call, officials moved onto the next 24, came back to the four basics, and sought ways to better themselves in the context of that particular game.

Poise—Referees stepped up to the relative intensity of each game while maintaining control over their emotions. Officials conducted themselves as stewards, leading through the moral force of their character. They did not personalize players' and coaches' actions. Instead, they held themselves to a high standard of self-control and insisted that others do the same.

Confidence—Referees balanced boldness and humility, exhibiting relative blends of both depending on the situation. Top crew chiefs provided their partners the gift of confidence, especially among newer officials. They did this by way of showing total faith in their partners' judgment and situation handling, accepting their partners' strength and relative weakness.

Management (people)—Referees offered pithy, yet polite, replies to coaches' questions. They were never smug or snarky, and they did not succumb to verbal challenge from players and coaches. Rather, they made deliberate efforts to de-escalate and defuse anger and frustration.

Management (game)—Beyond the game's personalities, officials understood how each play fit into the context of the game. Rarely did they appear surprised or reactionary. Instead, they processed plays, blending patience and resolve in the calls they made. The game never stopped, even when the whistle blew. If anything, a whistle set the referees into motion by illustrating the crew's ability to address administrative matters swiftly and decisively. Therefore, what unfolded after the whistle, during the dead-ball period, often determined the crew's ability to manage the game.

Communication—Referees used their voices—a lot, in fact. The best ones used their words to mitigate tensions and show proper command. They gave thumbs-ups before every throw-in after a time-out or substitution. (Billy Kennedy, as slot, would hold up fingers designating the number of incoming substitutes) Beyond words, trail and slot officials checked each others' eyes and officiated where their partners were not. The trail waited until the lead picked up the ball in the corner before shifting eyes to low-post. They spoke during mandatory time-outs, making adjustments as needed. They listened to their partners' perspectives during reviews. Every voice on the crew mattered.

Situation handling— Technical fouls, when issued, were about the game, not about the official, so there was rarely any emotion; rather it was all business. Referees issued technicals swiftly and decisively, without threat or undue challenge. When technicals were called, especially on a coach, non-calling officials never approached the penalized coach. When coaches' emotions failed to dissipate, referees stepped back, empowering coaches to choose whether they would stay or get themselves ejected. Referees who ejected players and coaches immediately walked to the other side of the floor, never escalating a conflict, while keeping the process dignified.

Pace of play—Referees guided the pace of the game from the margins. They remained aware of teams' offensive and defensive strategies. They understood how those strategies changed depending on the shot-clock. Common fouls on the defense served a purpose. Therefore, one rarely saw common, non-shooting fouls with less than four seconds on the shot-clock in any given possession.

Last two-minutes—Referees exhibited a remarkable degree of clarity in the final two minutes of the game. The NBA issued a "last two minute report" on every game that has a three-point margin in the final two minutes. Regardless of whether an official's decision fit the context of the game, a league evaluator graded each decision as "correct" or "incorrect," and the NBA released the report the next day. Yet in spite of such scrutiny, officials exhibited a heightened kind and degree of focus that punctuated their performance throughout the game.

Athleticism—Referees were fit. Both men and women had upper-body strength, wearing shirts that accentuated their shoulders. On the court, they moved like athletes. They ran like athletes. They thought like athletes. Their presence complemented the players'.

Courage—I cannot think of one example when an official made a call for the sole purpose of calming or pleasing a player or coach. They stayed above the din and emotion, focusing solely on the plays in front of them and the context in which they occurred. They rolled with the consequences, showing proper respect for their whistles without ever abusing their power.

Leadership—Leadership came by way of words and actions, not as a consequence of title. It didn't matter who the designated "crew chief" was. Leadership played out subtly; leaders never lorded their influence over others. If anything, leaders brought their partners up, emboldening and empowering them to take risks, accept more responsibility, and manage the game.