

MBOA HIGH SCHOOL BASKETBALL PRE-GAME

Crew Basics:

- 1) Call the Obvious
- 2) Referee the Defense
- 3) Stay in your primary
- 4) Trust you Partner
- 5) Review Safety Protocol

Rules Update and Changes:

- 1) Discuss Point of Emphasis
- 2) Discuss New Rules Changes
- 3) Discuss New Mechanics
- 4) Discuss Shot Clock Rules (Games that require use of the Shot Clock)
- 5) Discuss Covid-19 Protocol

Areas of Concern:

- 1) Enforce the Rules as Written
- 2) Post Play/Three Seconds **(Post Defender may only place one body part: Hand w/Bend in elbow or Forearm)**
Post player must turn shoulders square to the backboard to be considered a BH/D
- 3) Freedom of Movement/Players Moving without the ball/Screening
- 4) Contact on and by the ball handler/dribbler
- 5) Legal Guarding/Restricted Area/Lower Defensive Box
- 6) Bench Decorum/Sportsmanship
- 7) Signal at the end of each period on made or missed baskets

Player Equipment

1. **Arm Sleeves:** solid color (black, white, beige or **any color in the jersey**)
2. **Leg Sleeves:** Solid Color: (black, white, beige or **color of game shorts**)
3. Teammates are required to wear the same color
4. One Institutional Logo Mascot may appear on any arm, leg or knee sleeve
 - **Note: Knee braces are not considered sleeves. Patella knee braces are permitted to be any color. Any sleeve worn under a knee brace must be the same as other team members.**

Coverage:

*** Stay focused in your primary and own it!**

1. Plays that come down the middle of the paint depending on the side of the lane (**Lead Will take these plays**) (center be patient)
2. Center side drives (Lead be patient)
3. **Plays that leave the trail into Lead/center primary (trail be patient)**

Two Referee/Help Plays:

1. **High screen/rolls**
2. **Lane line Elbow Plays**
3. **Continuous Motion/Upward shooting**
4. ***Pass and crash plays:** Discuss coverage. T-L plays, C-L Plays, and down the middle

Substitutes:

When Permitted

1. Free-throws on Fouls: Common, FF, Technical (before 1st or after final on all tech and FF)
2. Coach or trainer comes on court (Options)
3. Injury, blood, contact, timeouts

Atypical Situations and Game Management/Communication:

1. Get together with the crew and talk thru all aspects of incident. Make certain to cover all possible rules and all participants involved. Everybody has an input!
2. Dead balls situations
3. Taunting
4. Change in the flow
5. Disrupters (players off bench)
6. Coaches/Asst. Coaches
7. Partners (what's being called and not called)
8. Rotations
9. Fighting: determine if fight occurred and who was involved and have knowledge of bench personal coming off the bench.