

## Rio Grande Valley Basketball Chapter

### Training & Development

- Recognize that we have reached a point in the season that has everyone “on edge” (i.e. fatigue has set in, tempers are short, frustration in team performance, etc.)
- Any team can beat anyone (more or less) on any given night.
- Team Work as a crew and consistency in play calling is a must & we must commit to working hard on being a “calming force” during all games at every level.

### In-Game & On the Floor!

- Be on time!
- Pre-game discussion is more important than ever (i.e. discuss unusual plays, rule interpretations & what kind of match-up/personalities you are going to have).
- Be ready from the tip-off to officiate (don’t get surprised on plays or lose focus).
- Give your maximum effort for every assignment – regardless of a mismatch.
- Officiate EVERY play in EVERY game.
- “Anticipate the Play, NOT the Call”

#### ○ DO NOT:

- Officiate the Score (i.e. stop calling the game if the score gets lopsided)
  - A FOUL is a FOUL & a VIOLATION is a VIOLATION from start-to-finish regardless of the Score or Foul Count.
- Referee to your own “personal philosophy” – be fundamentally sound & true to the Rule Book & the Mechanics Manual.
- Allow the defense to disrupt Rhythm, Speed, Balance or Quickness (“RSBQ”) of the offensive player.
- Reward the Offense when THEY (the offensive player) initiates the contact on a Legal Defender
  - REFEREE THE DEFENSE
    - Get in position and see the whole play!
      - If contact is incidental – “no call”

- If contact, by the OFFENSIVE PLAYER is illegal (i.e. too much) this is an OFFENSIVE FOUL!
    - If the contact is made by the DEFENDER into the OFFENSIVE PLAYER or hands go down into the shooter – DEFENSIVE FOUL!
  - Allow a Defender to bump, push, or dislodges the offensive player, it is a foul on the Defender.
  - Allow a dribbler to dislodge his defender with a forearm shuck or push off
  - Don't sweat mistakes & errors. After you move on, move on!! You can reconstruct it later!
  - Allow profanity on the court – this should NEVER be tolerated! It's an automatic technical foul. Remember, that the basketball court is an extension of the classroom (i.e. student-athletes).
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○ **DO:**

- Enforce the Rules as written - Call the FIRST FOUL!
- Be assertive (STRONG) in your primary & be patient in your secondary.
- Address hand-checking & the body bumping EARLY in the game. Players will adjust to how you address this illegal contact.
- Freedom of Movement is a high priority at all times.
- Referee rough post play (both boys & girls) – games will be more competitive & we all need to be prepared to address post play.
- Referee “off the ball” – stay in your primary & react to illegal contact immediately!
- Protect the Shooter (up & down). Do not allow players to push, shove or hack shooters!
- Address illegal screens early (players will adjust)
- “Clamp” plays on rebound action – find the “clamper” // 1<sup>st</sup> FOUL!

- Referee illegal contact “off the ball” officiating – TRUST the system...stay in your primary & call what you see!
- Pre-game “Block/Charge” plays!
  - Be disciplined with your whistles, preliminary signals & body language
  - The Lead Official has the right of 1<sup>st</sup> refusal to make a call – pick up (referee) secondary defenders!
  - Trail & Center should “hold” & not give a preliminary signal until they are 100% certain that the Lead does NOT have a whistle. If either the Center or Trail see illegal contact (players go down) put air in the whistle & come in with conviction!
  - IMPORTANT NOTE there should be whistles on 100% of crashes (i.e. players going down).
  - Assist on plays that involve loose balls & maintain an “open look” when there are players diving for loose balls (be ready for “extracurricular” activity – “non-basketball plays”)
  - Find reasons to rotate!
    - Be mobile, use the close down position to rotate to briskly
    - Stay wide on shots attempts (open looks) // find the best possible angle on each play
    - If position works for you & it doesn’t compromise the positions of your crew, STAY HOME!)
  - When you are going from ‘T’ to ‘L’ do not turn your HEAD going to the other end (keep your eyes on the players in transition). Open up, so you can see the play from one end to the other.
  - Officiate during “dead ball” action. A lot of activity is going on when the ball is dead between players. Stay alert!
  - Use Proper mechanics at all times. It’s ok to spice up the game with your style but consider that the UIL, TASO and State evaluators are urging us to use the proper NFHS mechanics at all

times. It will be hard to break bad habits when an opportunity presents itself.

- On time-outs, meet to discuss issues &/or possible game situations...BUT wait until the players have cleared the floor & are at their benches. BE PROFESSIONAL all times (perception is reality...eliminate laughing, joking or making any gestures. Do not convey emotions- either way!
- Avoid 'cute' comments to coaches. The less said the better at this point in the season. Respond to questions ONLY!
  - When communicating with the coaches, be the voice of reason in handling the conversation.
  - Work hard at being approachable and do your part to bring the optics of sportsmanship and bench decorum back into balance.
- BE CONSISTENT- Be aware of what is being called and MATCH "correct" play calling.
- Leave the ball alone when reporting a foul; the ball will find its way to where it's supposed to be. Concentrate on making sure the table gets your information first.
- Get 100% of the OBVIOUS & EASY calls 100% of the time!
- Be professional with table crews, they are an extension of the officiating crew!

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➤ **Note:**

- Statistically, we get **94%** of the calls correct, 6% of the time we fail.
  - **WE WILL NEVER BE PERFECT**...Focus on the 94% and polish the traits that enable us to perform at that level & chip away at the 6% of the time we are incorrect. Don't beat yourself up.
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### **Off the Floor**

- The 'R' is responsible to communicate with the crew (confirm game time, location & travel plan, as needed).

- Update your profiles on Arbiter. Upload a picture so that coaches and co-officials can identify you.
- Pay your dues, take your tests, & become eligible at the first opportunity.
- Turn in your points; it's what the administration has asked ALL OF US TO DO. JUST DO IT!
- Pay Assigning fees & attend chapter meetings.
- Requesting film from coaches. There is no policy in asking for game film. I recommend that you ask Chapter Officers to make the requests to coaches & present them from a training perspective. Search the archives on Rio Sports Live. Breaking down film is by far on of the best ways to get better as a referee. Note: If you reach out to me with enough time, I am willing to break down film with anybody (vgarza413@gmail.com or 956.802.0690).
- VOTE! Sit in on BOD meetings, ask questions & don't take things personally if you disagree or your agenda differs from anyone.
- REFLECT and determine if serving is for you. Contribute to the greater good!
- CAMPAIGNING- Food for thought, "putting out other people's candles doesn't make yours burn brighter."

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### **Summer Activity - Off-Season Training**

- Referee and make \$\$\$\$\$!
- Try new things; men's leagues are the best venues to work on your communication skills as they relate to basketball.
- Viper leagues will be going on all summer long, reach out to Robert to get some assignments. Sacrifice a game fee and work 3-person mechanics (for the young ones) to stay polished.
- Attend a camp! Invest in training & development! Invest on yourself!
- Watch film.
- Slowly re-read the rules book.

- When you are calling spring or summer ball, commit yourself to working on fundamentals & having a disciplined whistle. Make mistakes and work on your ‘R’ skills.
  - Be open to feedback. Conversely, when giving feedback, provide substance to your narrative.
  - When we offer our two pre-season tournaments, demand that the evaluators provide depth to your evaluations & film review. Ask questions & engage. The purpose of watching film is not to, “fulfill a requirement” or “get varsity eligible” but rather to make us better.
  - RGV Referee Camp: we will move forward with our 3<sup>rd</sup> Annual Referee Camp and we plan on making it better. Obstacles will always be there but you have our commitment that we will try our best to offer a great camp experience at a reasonable price.
  - Train the Trainers! I will be requesting resources to commence a “Train the Trainer” program that will allow our evaluators to enrich their evaluating skills. I want us to be more uniformed on how we deliver messages and conduct ourselves while conducting in-game evaluations. Over the past three years, our Chapter Leadership and veterans have done a magnificent job of contributing and sacrificing their time to provide insight towards our development and I think it’s time to start investing in our evaluators. We’d like to provide more quality with the film review & game evaluations and I think investing some resources in this endeavor will prove to be a wise investment.
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# 30 BASICS OF OFFICIATING

By Referee - November 22, 2017



**If you've officiated for any length of time, you've probably heard most of these basics of our avocation before, but they bear repeating and are great points to pass on to youth or new officials.**

## PREGAME

1. Arrive at the game site early. Never rush to a game. Allow ample time to get there well in advance of game time.
2. Park your car in a well-lit area near the building in which you dress. Try to leave sufficient space to avoid being boxed in.
3. Hold a thorough pregame conference. Do it even if you've worked with your partners before.
4. Attend to administrative duties early. Allow enough time to fix problems.
5. Dress in proper, clean uniform. Look sharp and you're off on the right foot.
6. Inspect the playing area. Correct potential hazards before the game.
7. Conduct a brief meeting with team captains or coaches. Tell the captains that they are the leaders of the team and may be called on to fulfill that role. Keep it brief.
8. Observe players during pregame practice. Opponents occasionally try to intimidate each other before a game. Nip that in the bud.
9. Examine your equipment. Blow your whistle, etc., to make sure it is in working order.
10. Relax. If you appear tense and nervous, the players will recognize it.



## DURING THE GAME

11. Hustle, but don't overhustle. Overhustle can be counterproductive.
12. Talk to your crewmates. Let each other know who's got what, etc.
13. Talk to the players as appropriate. Develop a good rapport by being cordial, but not overly friendly. Use your voice to make players aware that you are in the area.
14. Talk to the coaches. Keep conversations brief and to the point.
15. Keep the game moving. If you need to confer with a partner, do so, but be brief.
16. Make clear signals. All movements should be crisp and sharp without personal adaptations.
17. Never give medical aid or advice to a player. That job belongs to properly trained medical personnel.
18. Stop the game if hazardous weather approaches. Rule of thumb: If you err, err on the side of safety.
19. Keep track of major penalties, ejections. It might be helpful if a lawsuit is filed and you are named as a defendant or a witness.
20. Know where the game manager is located. In emergencies, he will need to be found quickly.

## POSTGAME

21. Leave together and without delay. There's safety in numbers.
22. Don't talk with reporters. Refer all questions to your assignor.
23. Remove your whistle. When walking through crowds, it could be hooked accidentally or grabbed intentionally.
24. Limit comment to fans. If a fan politely asks a reasonable question, answer it briefly, but be cautious.
25. Relax. Take a deep breath and gather your thoughts.
26. Review the game. Talk about any strange plays or other situations.
27. Solicit constructive criticism. Good partners will tell you what you need to work on. If asked, provide them with the same honest assessment.
28. If appropriate, thank the game manager. If he took care of you, tell him you appreciate it.
29. Leave the locker room the same way you found it. Don't force someone else to clean up your mess.
30. Walk to your automobiles together. If problems appear imminent, return to the building. Find the game manager or law enforcement authorities.

### **Closing Thoughts:**

I'd like to conclude this last training project by expressing my most sincere debt of gratitude to each and every one of you. For the past two months I have served as the First Vice President, as appointed by RGV Chapter President Robert A. Torres and the responsibility has been nothing short of a privilege.

I have absolutely loved serving as your trainer and can honestly attest that you all have made me proud. I encourage everyone, in the context of officiating and our Chapter, to live in vision rather than in circumstance. Let's grow and enrich the environment of our Chapter based on our vision and not our circumstances. "Finish Strong" & remember to, "get those black ducks"!

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