



"Making A Difference In The Game"

CENTRAL CONNECTICUT BOARD #6

of

Approved Basketball Officials

One Rule + One Mechanic + One Interpretation = the Board #6 Way

END OF GAME TIPS

Start at 3-minute mark

- check remaining time-outs (type and #); notify coaches/partners when appropriate
- anticipate the time out call but be certain it is called
- check fouls committed (7 vs. 10)

Press

- discuss coverage
- new Lead must help new Trail

Fouls

- do not change how you call fouls
- do not let game get out-of-hand
- call the intentional foul
- do not pass on the obvious call even if may mean the game
- "If you pass on an obvious call, you did decide the game."
- when team is trying to foul, call foul immediately when contact occurs

Dead Ball

- when ball is dead, you become alive
- talk with your partner when appropriate

Clock

- know the rule for .03 or less time on clock
- remind timer to watch officials' "chop-in" signal if clock has stopped

Last Second Shot

- discuss coverage. New Lead may need to take the call if team needs to travel full length of court.
- only 1 official should make call
- must be strong, confident call especially if horn/shot release are close
- may need to consult with timer and scorers
- if try/tap is released after horn, wave it off immediately. Do not wait for try/tap to go in.

Leaving Court

- leave together if possible
- acknowledge scorer to "approve the score"
- once you leave the confines of the playing court/gymnasium your jurisdiction ends