HIGH SCHOOL PRE-GAME

- 1. New Rule and Mechanic Changes
- 2. Game Protocol
 - A. Meet with the captains/coaches 12:00
 - B. Meet with table crew Everyone go over (Sign Book)
 - C. National Anthem/Introductions
- 3. Primary/Secondary Areas of Responsibility
 - A. On-Ball Coverage
 - **B.** Off-Ball Coverage
 - C. Strongside Half-Court Coverage
 - D. Set the tone/tempo
 - E. Match-ups (Problem areas and/or players)
 - F. RSBQ Rhythm/Speed/Balance/Quickness
- 4. Transitions
 - A. Basic Court Transition/Pressure
 - B. Fast Break (Lead take pass; T or C take the crash)
 - C. One-on-one Situations
 - D. Press Coverage (C stay home)
 - E. Backcourt pressure
- 5. Shot/Rebound Coverage (Strong Game from T and C)
- 6. Violations (Bump and Run backcourt)
- 7. Throw-ins/OB Coverage (Get the spot right/Call your own lines)
- 8. Personal/Technical Fouls (Table side reporting)
- 9. Player Disqualification (Calling Official Handle)
- 10. Free Throws (Be aware of Bonus/Help with Shooter)
- 11. 3-Point Shots (Protect the Shooter) (Watch areas of intersection)
- 12. Subs/Timeout Administration (Transfer of subs when necessary)
- 13. Clock/Dead Ball Management
- 14. Last Second Shot (Make sure of proper responsibility)
- 15. Timing Counts/Signals (10 seconds, closely guarded, etcetera)
- 16. Rotations/Switches
- 17. Post Play (Watch displacement)
- 18. Hand Checking
- 19. Verticality (Don't penalize height or jumping ability)
- 20. Patient Whistle (Especially on blocked shots and rebound situations)
- 21. Call the Obvious Fouls/Violations
- 22. ANTICIPATE THE PLAY NOT THE CALL
- 23. Review shot clock principles.
 - A. When it resets
 - B. When it doesn't
 - C. Beware of actual time on both clocks when whistles blows
- 24. 4 New frontcourt inbound spots (When, Why & Where)