

Wheelchair Basketball - 3 Officials

PRE-GAME CONFERENCE CARD 2011

Pre-Game Duties

- Observe warm-ups:
 - chairs / jewellery etc
- Check Score table – *Ball – Equipment - bells - hooter*
- Positions for warm-ups

Pre Tap-Off Timetable

(This pre-game program may vary)

20 mins – On court

12 mins – Meet captains

10 mins – Check score table – 1st 5

Captains – contact lenses

– Player cards – Coach signatures

6 mins – Teams to benches

- Presentation of teams.

(Clock stops? Restarts?)

2 mins – meet both Coaches

RULES

Violations

- Tap -off
- Out of bounds
 - Thrown off opponent's chair
- Throw-ins – 5 secs - warn
- Throw-ins – Players in key ..
 - withhold ball and get them out
- 3 secs in key – chair held there
- Travel – 3 pushes – pivot
- Cross-court
- Illegal playing the ball
- Player or Hands On The floor
- Wheels Up
- Footrests down
- Free throws

Timing

- 3 seconds
 - NB: Chair trapped in 3 sec area
- 5 seconds:
 - Free throws
 - In-bounds
 - Closely guarded
- 8 seconds in back court –
Time remaining - preventative help
 - Use visual count / Use voice
- Time remaining from in-bounds throw-in .. Inform the players
- 14 seconds / 24 seconds
 - Awareness - Time remaining
- Last 2 minutes
Time Outs - Timing - in-bounds spot

Fouls

- Guarding The Ball
- *Cover the path*
- Guarding Off The Ball
- Closing The Gap
- Crossing The Path
- Block / Charge
- Pass and Charge (Pushing)
- Screening
- Wheelchair Tripping
- Advantage / Disadvantage
- The Act Of Shooting
- Raising The Wheels Illegally

Technical Fouls

- **Coach** - Bench decorum
- **Players - Captains**
- Disqualification
- Illegal Equipment
- Make crew aware of any warnings

Physical Advantage

- Use of Feet or Leg Stumps
- Raising Up Out Of The Chair Seat

Special Situations

- Chair Damage
- Injury -> Time + treatment
- **Defense** chair tipped over
 - 24 sec. clock reset (14 or 24?)
 - request to stop play?
- **Offense** chair tipped over –
 - request to stop play?
 - 24 sec clock reset (14 or 24?)

New Rules and Points Of Emphasis

Review current interpretations

Managing The Game

- **Deal with problems early**
- Preventative - Players + Coaches
- Time outs – speak briefly about any problems if necessary.
- Rough Play - Hard fouls -
 - Swinging Elbows
- Score table / clock problems

Get the first call right
- Then be consistent

3PO Court Coverage

Areas Of Responsibility

- Primary Areas + Boxing in.
- Shared area - Trail and Lead
- Centre calling in restricted area ...
 - On ball and Off ball
- Full court press
- Shooting - 3 point shot
- Transition
- Last second shot – Opposite calls

Back Court Coverage

- Trail and Centre positioning
 - On ball and Off ball areas
- Back court contact OFF ball and behind the ON ball play
 - T or C - deal with this early.

Rotations And Switches

- Tap-off
- Half court game - rotations
- Foul call switches
- **FOUL + SUBS** =
Report foul to scorer, then go opposite – The new table-side official beckons in the subs.

Team Work

- Double whistles
- Knowledge of shooter and in-bounds spot - esp after time out
- Trail / Centre - Help with Lead call
 - award or cancel score?
- Freeze off ball on foul call
 - watch players – game control
- Opposite official - Help with Arrow
- 5th foul bonus – awareness
- 3 point shot – Trail + Centre signal
- Time outs – positions and duties

Communication

- Eye contact - Voice
- Strong Signals / Whistles

Half Time / Full Time

- Leave the court together

Match background

- Teams - Previous experience
- Player match-ups
- Coaches – tactics - defence

Concentration
Consistency
Team work

3 Officials - Court Coverage

