

Good morning!

Hope you had a great weekend and were able to relax and get prepared for this final week of the season. SOME games this week will have very big impacts on playoff seeding. We need to be our BEST this week. Just like a game where we make a mistake early in the game, the offended team has time to make up for that mistake.....we must be perfect the final 2 minutes because teams don't have sufficient time to make up for something we do wrong. We are hip deep in the 'last 2 minutes' of the regular season this week. We must be the best we possibly can be....EVERY game.

Here are a few reminders for this last week.....preparing for the playoffs.....finishing the season strong.....concentrate from the time you get in your car to go to the game until you are back home! Here you go.....these are plays/situations I have had in my own games or have seen this past week.....

- 1) Be ready from the time the ball goes in the air.....you never know when a play or situation happens that the team winning the jump goes right to the hole and we have a foul.....be ready!
- 2) DQ'd players.....we know the procedure for what happens when the table tells us the player has five, but a thought for an additional FIRST step.....turn to your partners and tell him/her/them that you have 5 fouls so that they do NOT resume play while the DQ process is happening. After they are clear, tell the coach, get the 20 seconds rolling and go tell the DQ'd player.
- 3) A coach MUST BEGIN THE GAME within the confines of his/her coaching box in order to have the box available to him/her. Talk about it in pre-game so that the crew knows who has responsibility for this. It isn't a bad idea to remind coaches of this in the captain's meeting as well.
- 4) If a coach loses his/her coaching box during a game, he/she is not required to sit within the box if he/she does not want to.
- 5) If a coach loses his/her coaching box during a game, is he/she may stand only to call a timeout.
- 6) If anyone comes onto the floor to assist an injured player, that player must leave the game or the coach must call a timeout and the player be ready to play by the time the TO is over. Remember that if players from each team are injured and the head coach desires that they remain in the game, BOTH teams must be granted a TO and they run simultaneously.
- 7) A timeout called by a team when a they have used them all IS granted and a technical foul assessed...that technical is a TEAM technical, NOT to the player or coach. Make sure the scorekeeper writes in the margins that it is a team technical and also make sure they add it to the team total towards the bonus.
- 8) When 0.3 or less remains on a throw-in, only a tip or tap is permitted to count a goal. If the throw-in pass is CAUGHT, The period ENDS, a goal may not be allowed.
- 9) Make sure that when the crew has a technical foul, intentional foul, free throw violation/foul POE or any other 'weird' situation, TALK with at least one partner. Make sure the teams are being observed AND that at least one official is watching them. If the entire crew must talk, send the teams to their benches.
- 10) If the crew needs to look at the table for the arrow on a held ball, generally let the official who is *opposite the table* look to it so that the table side official(s) may continue to monitor the players on the floor.

Remember, when the ball is DEAD, we must be ALIVE!

Have a great game today!

Tim