DEAD BALL OFFICIATING

- Clock is stopped
- Not a time for a mental NAP!
- This is when things will go off the tracks
- What to know
  o On the Ball
    ▪ What
    ▪ Who
    ▪ Where
    ▪ Where is my partner(s)_UC
  o Off the Ball
    ▪ What
    ▪ Who
    ▪ Where
    ▪ Where should I be?

- Foul
  o Flag – be clear and efficient
  o Change of possession – be clear, efficient and start play but DO NOT RUSH
- Out of Bounds
  o Clearly signal, get the ball/player to location and re-start play
- No Running re-starts and no player within 5yds
- Be ready for a Time Out either way
- Dead Ball Fouls – order of occurrence
- Know the time and score – check the clock (must have knowledge if you are going to adjust)
- If you screw up – clearly correct and provide the teams a chance to adjust
- Keep the game moving – get a FLOW!!

- A statement does not require a response, a question might require a response