

2026–27 BASKETBALL PRE-GAME CARD

OFFICIAL BASKETBALL REFEREE REFERENCE GUIDE

AIM
ATHLETES IN MIND

PREGAME CHECKLIST – ALL OFFICIALS

ATHLETES IN MIND

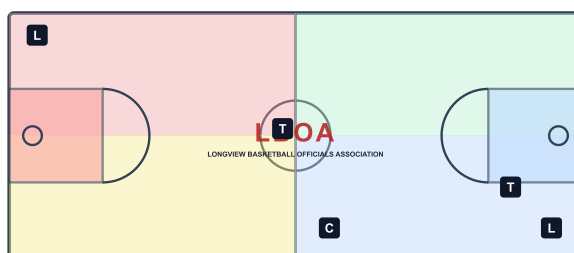
1. New Rules / Points of Emphasis
2. Pregame Duty, Table Crew
3. Jump Ball / Arrow
4. Front / Back Court Coverage
5. Rotations vs. Switches
6. Counts / Back Court
7. Pressing Defense
8. Last-Second Shot
9. Foul Call Tech / Free Throws
10. Basket Interference / Goaltending
12. Subs In-Out
13. Time-Out / Expiration / Special
14. Double Whistles / Double Fouls
15. Technical Fouls / Bench
16. Review Team Personnel / Style
17. End of Period / Leaving Floor
18. Referee to Be End of the Play
19. Don't Guess.
20. Know Situation at All Times.
21. Coaches: Questions, Not Statements
11. Shot / Rebound Coverage
22. Be a responder, not an initiator.

23. Technical Foul Ramifications: Ignore | Acknowledge | Warn or Penalize

2-PERSON COVERAGE

SCORER / TIMER

3-PERSON COVERAGE



Stay in primary & maintain consistency

Referee Def / Off & communicate

Work hard as a crew & hustle

SEE WHAT YOU CALL, CALL WHAT YOU SEE!

2026–27 BASKETBALL RULES CHANGES

NFHS / LBOA

Rule 5-9-5 (NEW): Minimum Time Expiration

In the last 59.9 seconds of each quarter or extra period, if play is resumed by a throw-in or an unsuccessful free throw, a minimum of three-tenths (.3) of a second must expire on the game clock when the ball is legally touched inbounds.

Rationale: Prevents gaining control and attempting a try without time expiring. Aligns with Rule 5-2-5 tap provisions. (Note: Does not apply if clock cannot show tenths).

Rule 5-10-2 NOTE (NEW): Correcting Timing Errors

If the referee determines the game clock malfunctioned, was improperly started/stopped, or failed to run, an official's visible or silent count (or other official info) may be used to correct errors.

Rationale: Permits maintaining silent counts as definite knowledge for timing corrections under Rule 5-10-1.

Rule 6-4-4g: Faking Being Fouled Warning

Deleted language regarding an alternating-possession throw-in following a warning for faking being fouled after a released try attempt.

Rationale: Provision is redundant following 2025–26 interpretation updates addressing faking-being-fouled.

Rule 8-6-4a through d: Offsetting Technical Fouls

When both teams are assessed technicals during the same dead-ball period before the ball becomes live: (a) All are treated as occurring simultaneously; (b) All fouls recorded; (c) Unequal technicals: play resumes as if only final single technical occurred; (d) Equal technicals: play resumes at point of interruption.

Rule 9-2 PENALTY: Throw-in Spot Violations

The ball becomes dead when the violation or technical foul occurs. The location of the violation is administered from the original throw-in spot.

2026–27 EDITORIAL CHANGES & REFERENCES

1-19, 2-2-1 EXCEPTION, 4-1-1 EXCEPTION NEW, 4-6-2, 4.11.2 SITUATION, 4-22-1 NOTE NEW, 4-22-2, 4-22-3, 4-40-3, 4-44-5b, 4-44-5c, 4.44.5 SITUATION B/C, 6-3-2, 6-3-4, 6-4-6, 6.4.6 SITUATION A, 7-5-6c NEW, 9-2-10 PENALTIES 1, TECHNICAL FOUL SUMMARY.

OFFICIATING FOCUS & REMINDERS

POINTS OF EMPHASIS

- **Uniforms:** Education-based activities
- **Timing & Counts:** Consistency & accuracy
- **Bench Decorum:** Sportsmanship
- **Physical Play:** Illegal contact
- **Player Movement:** Traveling & legal motion
- **Equipment:** Mouth protectors
- **Authenticating Mark**

REMEMBER

- **Stay professional:** Calm demeanor always.
- **Be consistent:** Call equally both ends.
- **Communicate:** Open line with partners.
- **Move your feet:** Position is everything.
- **Protect dribbler:** Watch ball carrier.

KEY COVERAGE AREAS

- **Stay fully engaged:** Focus start to finish.
- **See clearly:** Hustle for open angles.
- **Talk when needed:** Trust your primary zone.
- **Move with purpose:** Transition & rotate smoothly.

BE A PROFESSIONAL. BE CONSISTENT. BE RESPECTFUL. BE THE DIFFERENCE.

