

## 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)?
  - 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**