

## BCL PROTOCOL before the start of ANY GAME

80 minutes before tip-off a meeting takes places in Referees locker room .

Participants: Referees, TD and all table officials

- ✓ Introduce each other
- ✓ Identify roles
- ✓ Confirm the communication channel between TOs and TD, and TD to referees. TD is the main channel of communication to the referees when they need some information. However, the referees can also ask any of the table officials if needed. TD must always be focused and alert.
- ✓ Do TOs know about any issue with the devices recently?
- ✓ How to proceed when there might be a mistake or a discrepancy between DSS and scoreboard: Immediately alert the TD and he will initiate the next step, either by notifying the CC or resolving internally
- ✓ Confirm the protocol after each correction: Before starting the game again TD confirms that devices are showing what we wanted them to show
- ✓ Collaboration shot clock operator (ball touched the rim or not, new team control or not etc) with referees in tough situations always through TD
- ✓ Arrow after each AP throw-in

Duration maximum of 5-7 minutes

Then all the crew (referees, TD and TOs) go to check IRS and TOs take their dedicated positions on the table.

After IRS check, referees check all devices:

- Check devices functioning and **sound and light signals**.
- Ask to register actions: 1 point up, 1 point down, 1 foul, delete 1 foul, change game clock time (seconds, and tenths of seconds), change shot clock time (seconds and tenths of seconds)

Duration: 2-3 minutes

**Referees should be back at their locker room 60 minutes before the game at the latest**

After this meeting the TD is meeting with the statisticians

- Agree their communication channel and immediate reaction in any case of discrepancy between board and stats
- Ask for stats after each quarter to check points (total/player) and fouls (total/player) with the board and deliver stats to the TOs, so that they will also crosscheck with DSS
- Confirm their names and FIBA license numbers