RAOA Basketball Meeting 2026-27

November 18th 6:00 pm Lourdes High School

Introductions….

Charter Clinician and VP of Basketball- Eric Rain

MSHSL Regional Coordinator - Mj Wagenson

Basketball Scheduler/Secretary-Treasurer - Jared Butson

President 2026-27 Mj Wagenson

Past President 2026-27 Jesse Kralewski

Transfer Officials

Jerry Sample - LaCrosse

Derek Wolden - Stillwater

Kevin May - Rochester

Completed Evaluation Program 2026-27

Dane Guzzo - Winona

Carson Thompson - Caledonia

Andrew Hoiness- Rushford

Austin Bahler - Harmony

Steve Miller - Rochester

Justin Wohlers - Winona

Luke Gardner - LaCrosse

Evaluation Officials - 2026-27

Seth Schroeder
Joe Mills
Skip Christenson
Nate Kerner
Vaida Goplin
Alex Washington
Caden Boyum
Wesley Johnson
Jon Osterlund
Zach Dather
Lenny Diekman

New Officials - 2026-27

David Veldhuisen
Eric Wirta
Drew Schindler
Shiloh McHanna
Klayton Hawkins
Isaac Trocinski
Jesse Becker
Damien Sara
Mission Duop

Mentor Officials

Tim Andring
Ryan Keller
Brian Brecka
Jordan Whitcomb
Doug Inman
Scot Field
Josh Dasccher
Jordan Jensen
Jerry Carr

Joe Klunder
Kent Bruinsma
John Cassellius
David Broadwater
Jesse Kralewski
Mike Klavetter
Eric Okstad

State Tournament 2026 - Girls

Mike Klavetter - Consolation

Nate Gasner - Consolation

Tim Nicometo - Quarterfinal

Doug Inman - Quarterfinal

Zach Fuller - Quarterfinal

Justin Haakenson - Quarterfinal

State Tournament 2026 - Girls

Royce Ruter - Semifinal

Mallory Harber- Semifinal and Consolation

MJ Wagenson- Semifinal and Replay

Danny Duchene- Semifinal

Barb Storsveen- Quarterfinal and Final

Katie Ressie- Quarterfinal and Final

Jeremy Zacher- Replay AAAA Semifinals

State Tournament 2026- Boys

Taylor Buck- Consolation

Justin Ruhberg- Consolation

Chris Zollner- Consolation

Dan Matejka- Quarterfinal

Marshall Behrens- Semifinal

Jared Butson-Semifinal and 3rd place

David Broadwater- Quarterfinal and Final

Jeremy Zacher- Replay A and AAA Finals

Scott McCready presentation

Shot Clock Refresher

Live Ball

35	**Change of Possession**	Full reset anytime this happens without a stoppage in play
20	Offensive Rebound • Try • Free Throw • Deadball COP front court	If the shooting team retains possession without a stoppage, shot clock should go to :20 BACKCOURT OFFENSIVE REBOUND IS INCLUDED IN THIS

Backcourt - Throw in

35	Turnover (Foul, Violation, AP Favors Defense) Defensive Foul Technical Foul	Shot clock should be set to 35 before throw in
35-	AP (HELD BALL by Defense and IW with Team Control) Out of Bounds by Defense	Leave shot clock as is before throw in

Frontcourt - Throw in

20+	Foul Double Foul or Simultaneous Foul AP (HELD BALL by Defense and IW with Team Control) Out of Bounds by Defense Violation (Kick/Fist) by Defense	If the shot clock is at 20 or above, leave it as is
20	Turnover Violation (Kick/Fist) by Defense Shot (Try or Free Throw) Hits Rim and • Defensive foul during try (includes successful try) • AP • Out of bounds AP (IW with no Team Control)	If shot clock is below 20, reset to 20.
19-	AP (HELD BALL by Defense and IW with Team Control) Out of Bounds by Defense Double Foul or Simultaneous Foul	No change to shot clock before throw in with these scenarios if the ball stays with original offensive team.

New Rules 26-27

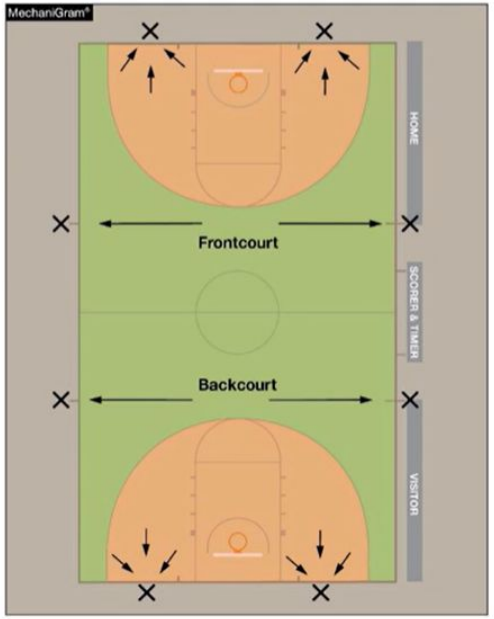
Rule 5-95 In the last 59.9 of each half or OT, if play is resumed by a throw-in or and unsuccessful FT, a minimum of three-tenths (.3) of a second must expire on the game clock when the ball is legally touched by a player in bounds.

5-10-2 Note If the officials determines the game clock malfunctioned, was improperly started or stopped, an official's visible or silent count, or other official information, may be used to correct the timing error.

8-6-4a thru d When both teams are assessed technical fouls during the same dead-ball period and before the ball becomes live:

a. All fouls are recorded and penalized
b. If an equal number of fouls are committed, play resumes at POI
c. If unequal number of fouls are committed, play resumes as thought he final stage of a single technical

RESUMPTION-OF-PLAY PROCEDURE, THROW-INS 7-5-4

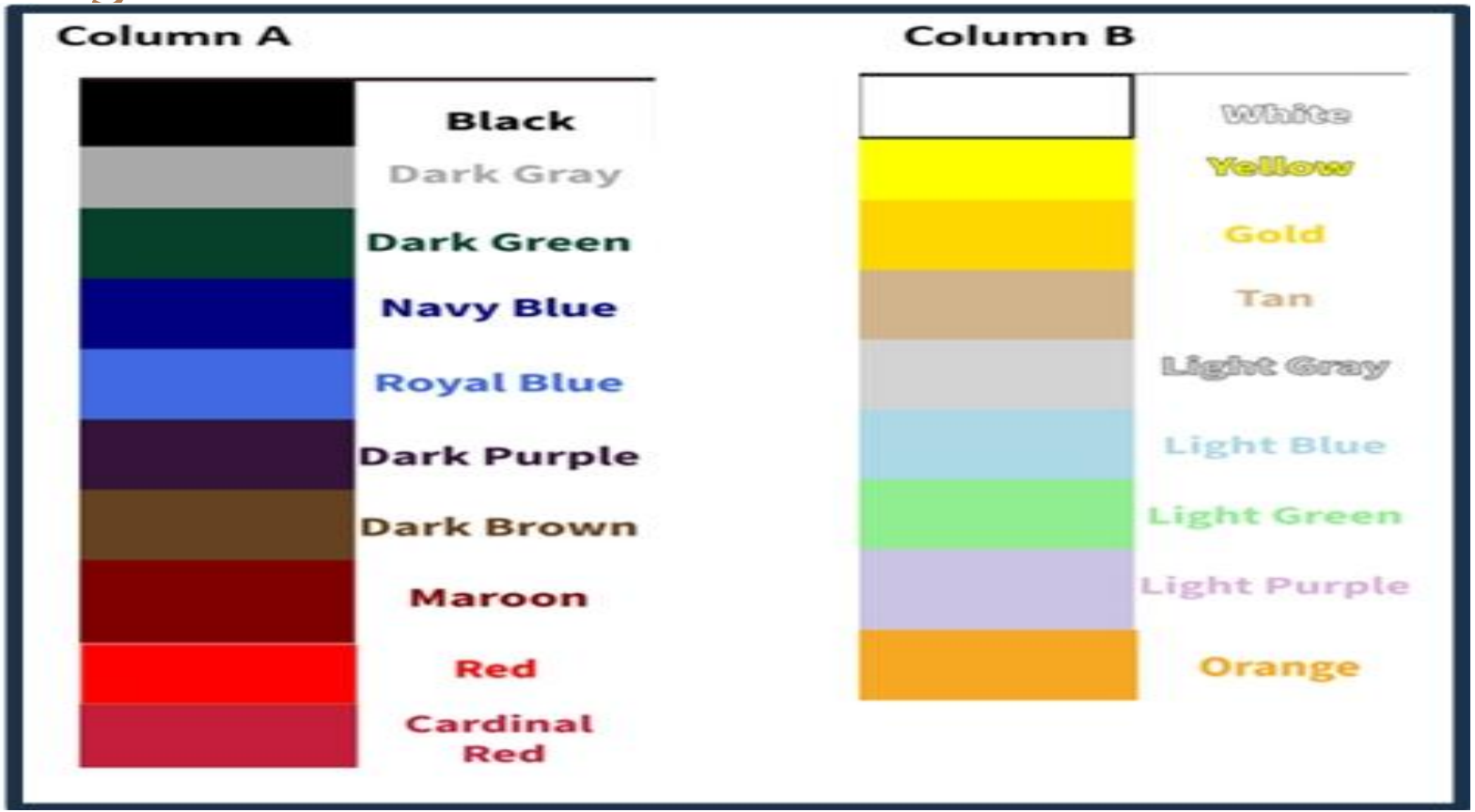


- Officials shall determine the designated spot by using three-point line in the frontcourt or backcourt.
- If the stoppage of play occurs on or within the three-point line, the designated spot shall be the nearest point on the end line three feet outside the lane line.
- If the stoppage occurs outside the three-point line, the designated spot shall be the nearest sideline at the 28-foot-line.

Rule Reminders from 25-26

- Defensive goaltending
  - Offense can't commit goaltending, 2 vs 3
  - Once ball touches backboard, cannot block if still has chance to go in
- Defines player as 1 of 5 on court except during timeouts and intermissions
- Thrower delaying return to court is now violation
- Basket Interference
  - Now includes slapping the backboard causing rim or backboard movement to impact shot
  - Touching of net only, must determine if it had an effect on the ball

Legal Uniforms



GOALTENDING
4-22-1



Goaltending occurs when a **defensive** player touches the ball during a try or tap for field goal while the ball is on its downward flight entirely above the basket ring level, has the possibility of entering the basket in flight and is not touching the basket cylinder.

Goaltending vs Basket Interference



Minnesota Reminders

- Coaching Box
  - Use tape to mark box if not present
- Unsporting Behavior
  - Coach- use warning when needed, if too egregious give Technical.
  - Cannot ignore poor behavior or actions
  - Spectators-DO NOT ENGAGE OR PENALIZE
- ARC Plays
- Work your primary
- Legally equipped starts during pregame-cannot wear jewelry/headphones during warm ups

Flop warning

- Faking being fouled/Flopping
  - Big ticket items only
  - If foul occurs by player who faked, call foul and ignore the common foul
  - Do not interrupt scoring opportunity for team that did not flop
  - First offense is a warning. All subsequent flops are a Team Technical
  - Wait for team control to stop play and put warning in book. Want to avoid use AP arrow to award ball to someone.
  - Should not be an every game occurrence

Transition Coverage

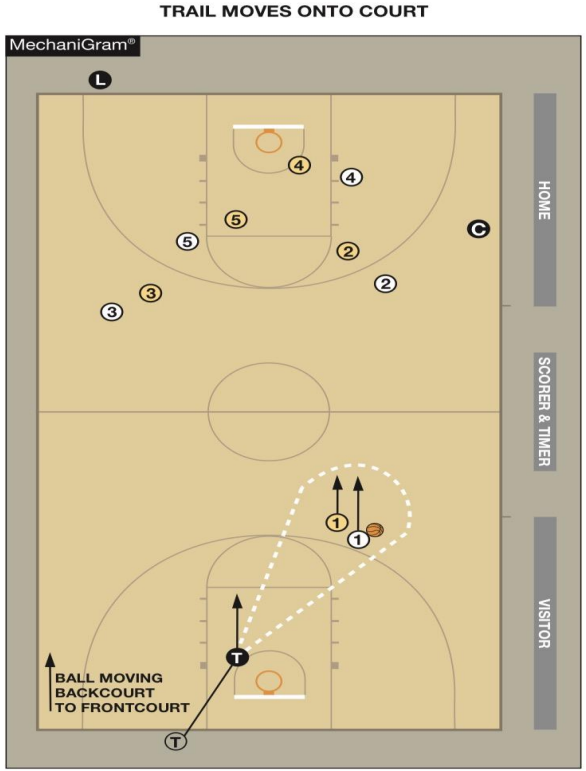
General Discussion

When? Are you ready?

- Rebound
- Free Throw
- Made Shot
- Turnover
- Pressing Situations

New Lead	New Trail	Center
Box in all Players • Free Throws Receive Post Matchup Aware of Spot Up Pass/Crash - Almost Always Receiving the Pass Easiest Shot Clock Look	Slightly behind and to the side of the ball handler Move onto the court to stay connected Only releasing the ball handler if it goes to C's sideline and turns upcourt Pass/Crash - Almost Always with the Crash	YOU ARE THE GLUE Everything L and T can't cover Sideline to Sideline in the middle of the court Second Wave of Action Extra help with backcourt situations Pass/Crash - Almost Always with the Crash (unless the pass is coming to your sideline)

Stay Connected



If there is one player providing defensive pressure, the trail must move onto the court to have a clear view of the play. That may require the trail moving up near the middle of the court to get the best angle on the play. When the ball reaches the frontcourt, normal frontcourt responsibilities apply.

L

Get to a spot and find defenders (RA and other)

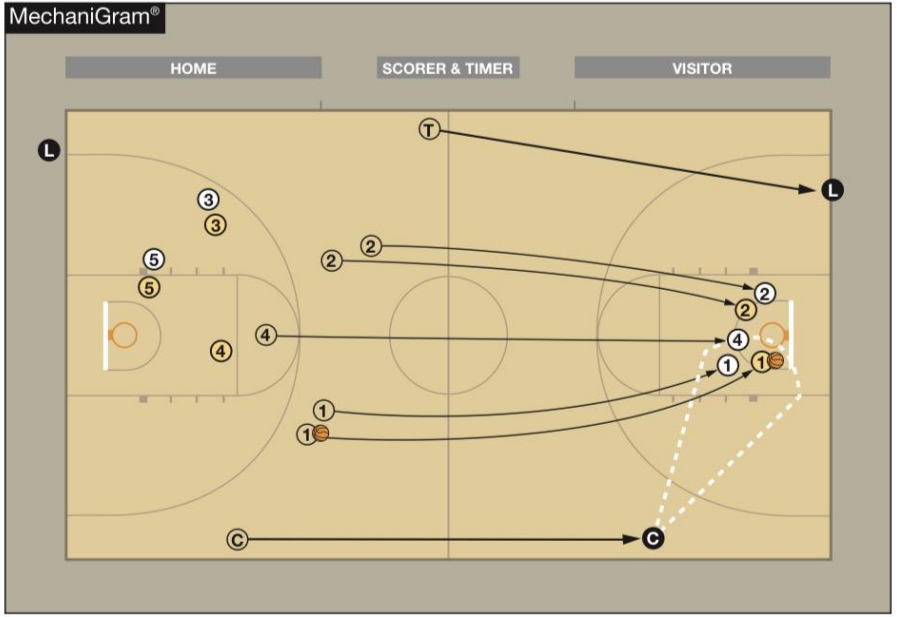
C

Cover matchups when the ball is on your side. Cover backboard height contact and the ball above the backboard when opposite

T

Find contact behind the play and find Basket Interference and Goaltending

AFTER A TURNOVER



Fast-break action is shared among the lead and center officials.

Much like frontcourt drives to the basket, the lead and center are responsible for action that originates from their side of the lane, even on fast breaks. In the MechaniGram, the new lead is blocked out and can't see the drive to the basket clearly. That is the action the center must officiate.

If a play happens, move to get the proper angles and officiate as needed. The lead would still have primary responsibility for restricted area plays.

CENTER & TRAIL HANDOFFS

CENTER (C)

Square Up: Face the play.

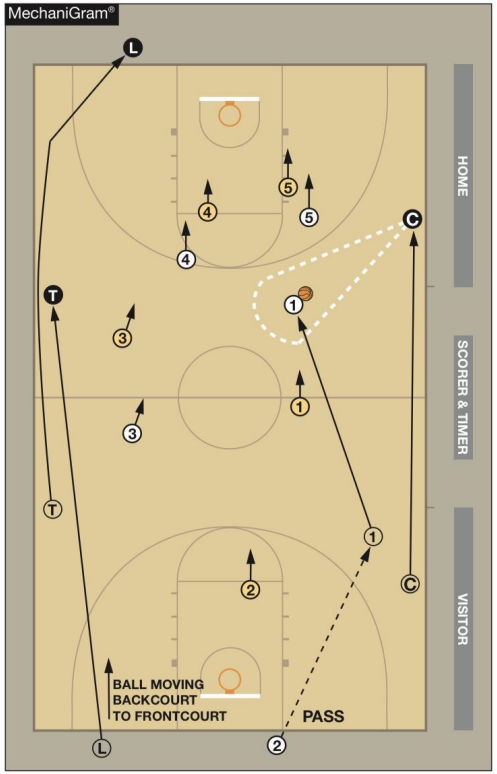
Matchups: Receive on-ball side.

TRAIL (T)

Patience: Keep matchup until claimed.

Rearview: Find contact behind play.

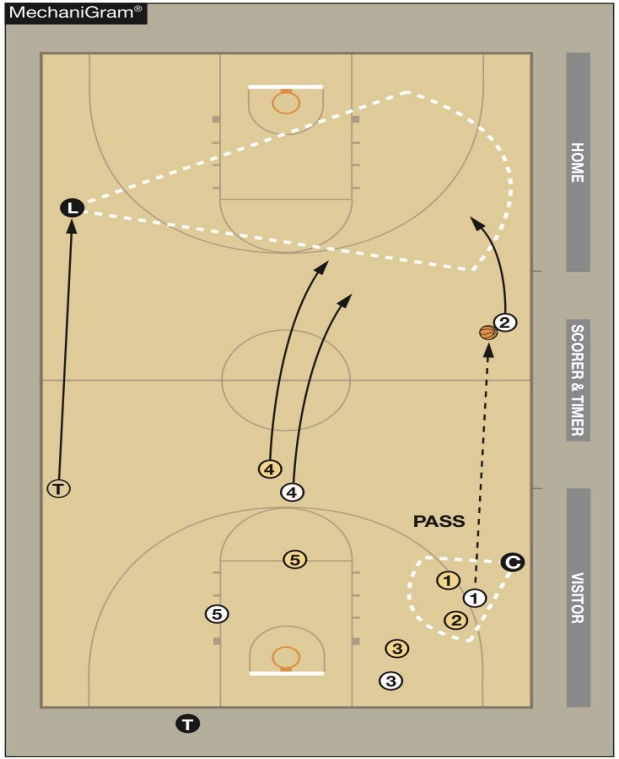
CENTER RESPONSIBLE FOR BALL



If the ball is at the free-throw lane line extended nearer the center's position, the center is responsible for on-ball coverage as soon as the ball crosses the division line, as seen in the MechaniGram.

- L - Own sideline to sideline when necessary

LEAD HELPS



If defensive pressure is applied which causes the center to assist in the backcourt, the new lead must hesitate near the free-throw line extended or higher if necessary and assist with any action as seen in the MechaniGram. Come onto the court temporarily if necessary.

Off Ball Coverage

General Discussion

SOLID ON THE BALL!

- Ball Handlers
- Ball Screens
- Shooting Action

SOLID DURING DEAD BALL INTERVALS!

Where the game gets away from us... Off-Ball

Players will figure out where the line is (or isn't).

We WILL miss some, but consistently failing to observe off-ball leads to escalation.

Non-basketball type plays often come out of nowhere - focus wire to wire.

IDENTIFY COMPETITIVE MATCHUPS

Know where the off-ball action occurs.

POST PLAY

Watch for displacement.

CUTTERS

Monitor illegal chucking.

REBOUNDING

Observe early positioning.

Screens

See it develop.

Crew Coverage - Getting from 6 to 10

Crew Coverage - Getting from 6 to 10

All Players Boxed In

0 players outside of the vision of the crew

Find you primary

Both your area and your matchup

Off Ball - Find 2

If in your primary, cover.

If outside, find the matchup your partners can't see.

On Ball

Light pressure

Screen coming

Sometimes a post

6 Covered

10 Covered

12 Covered

SCREENING ACTION

Anticipate: Recognize blind screens early.

Read Offense: Process the upcoming play.

- Screen & Roll or Roll & Screen
- Moving with or without contact
- Slip Screen
- Dribble Hand Off with Contact

“Steering the Screener”: Did the defender, “help” the screener become illegal?

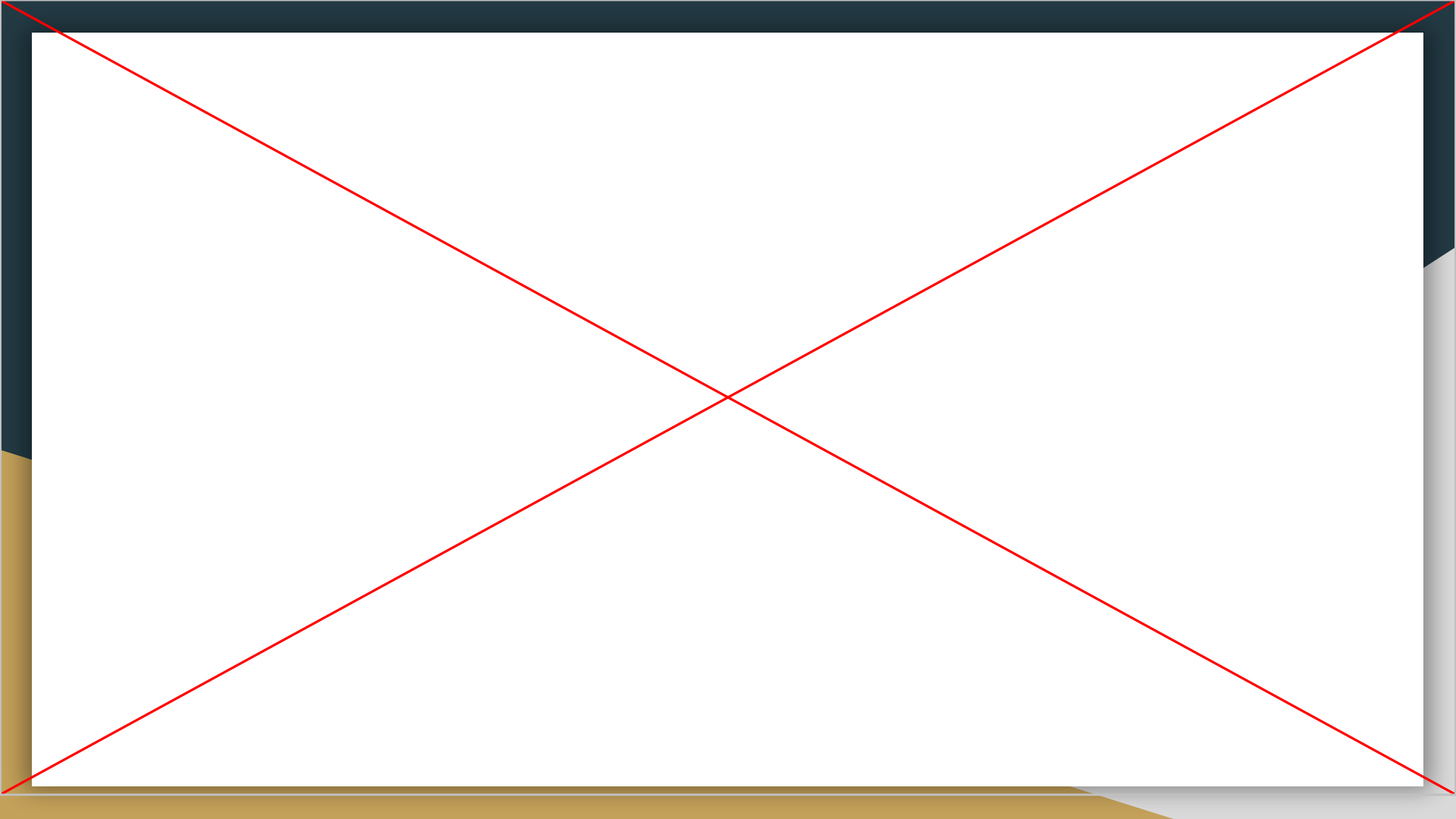
Coverage: Screener coming from my area? Screens coming from L require expanded coverage and focus.




PLAINVIEW-ELGIN-MILLVILLE
BULLDOGS
PLAINVIEW-ELGIN-MILLVILLE
5:07
BULLDOGS
PERIOD
CARDINALS
59
2
54
FOULS
PLAYER FOUL
FOULS
6
3
3
7
SCORE
MATCH
SCORE
LY FL PTS


CARLETON
BUENA VISTA
18
7:19
2ND 15
CARLETON
27


CARLETON
BUENA VISTA
48
1:24
3RD
30
CARLETON
56
NCAA



MSHSL Administration

- Eligibility items-deadline is November 24th
- Every 2 year clinics/Zooms
- Official/Judge Schedule Form - Varsity games only
- Basketball Page - lots of info!
- Badges - be prepared to show at school or by email.
- Ejection and Contest Report
- State Tournament application - early December

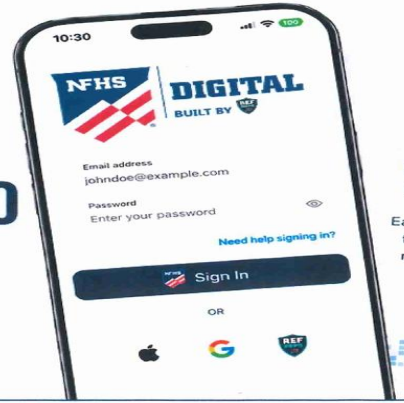
MSHSL Administration - Continues

- Badge assistance - Contact Jared Butson
- Do not contact MSHSL.
- Post-season Requirement
- RefMasters App

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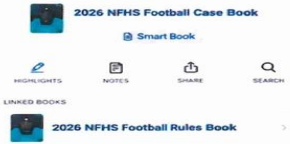
2 Smarter search

Search books, highlights, keywords, and rules faster.



3 Publication Home Pages

Jump into contents, notes, highlights, and linked books.



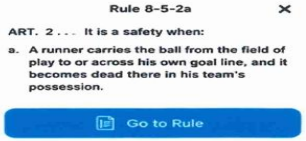
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RAOA Administration

- Arbiter Profile - everyone double check - Cell/Address - PUBLIC
- Arbiter Blocks - full day or partial
- Game Acceptance/Turn Back - timely manner
- Eval Games - Process
- Scheduling of Varsity games
- Scheduling of Under-Varsity games
- Scheduling of Eval Games
- Playoff games - All Classes Section 1 - Mid Feb.

RAOA Administration - Continues

- Bound
- Big Nine 5:45/7:15
- Red Wing - HVL
- Lewiston-Altura - New AD
- All varsity games = 3-person
- 9th = C-squad
- 9th grade with Varsity games
- Single Varsity
- Ejection Reports - send verbiage to Butson and Rain
- Confirming games

RAOA Adminstration- Continues

- RAOA Game Fee and Mileage - 2026-27
- Payment process - Arbiter Pay OR Check (1 month)
- RAOA Website - THANK YOU Tim Nicometo!
- Season - End Sport Specific Dues - UV = $2.00/game
  Varsity = $3.00/game
- Email out late February, payment by March 14, 2027.

Scrimmages 2026 still needing help

Hayfield Boys Saturday 11/28

8 a.m.- 11 a.m. 3 officials still needed

11 a.m.-1:00 p.m. 4 officials still needed

All other scrimmages are full at this time.

MSHSL Test

- Review questions in small groups
- Spokesperson
- Reconvene in 10 minutes

ENJOY THE SEASON!!!

- MAKE THIS YOUR BEST YEAR YET
- CHALLENGE YOURSELF WITH RULES REVIEW
- TAKE THE QUIZZES
- REVIEW MSHSL TRAINING TAPES
- MAKE GOALS TO IMPROVE