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## Last 5 Minutes - Crew Chief

*By Joe Forte*

In the last “5” minutes of a game, we need to be team oriented as a crew. This area can be crucial to a team’s final outcome.

When there is a time out at the 5 minute mark or below, the crew chief will gather the crew and start to give reminders. This is when we can discuss possible scenarios that could occur in the game.

For example, if a team is down by “10” points, the next possession is crucial, the team down by “10” will pick up the tempo. They will apply more pressure on the ball. They will attempt to double team to force turnovers.

It’s imperative the officiating crew enforces freedom of movement and does not allow re-routes, impedes and “hits” on the arm(s).

Also, the team that is behind, when they drive to the basket on offense, the crew cannot call fouls that the offense caused contact on. Also, when the team that is behind misses shots and they do not obtain the rebound, the crew has to protect the rebounder.

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## **Last 5 Minutes (Continued)**

The crew chief must remind the crew of team fouls, personal fouls and time outs.

Clock Management and AP Awareness are important as well. You must also review match-ups, for example, the team that is down in the game may attack a player that is in foul trouble. On these plays you cannot anticipate, and if you have a foul, in these scenarios, they must support the rule and the personality of the game.

The crew chief must go over coverage when the ball goes in the lane, each official should officiate the defender that is closest to them.

When the Crew Chief is talking don't interrupt, listen and prepare. These discussions in the last "5" minutes are paramount night in and night out.

Words of Wisdom by Joe Forte