

FOURTH EDITION

**THE OFFICIAL MECHANICS AND PHILOSOPHIES OF
THE WASHINGTON OFFICIALS ASSOCIATION**

MECHANICS **BASKETBALL OFFICIATING** **ILLUSTRATED**

**2 AND 3
PERSON
HIGH SCHOOL
CREWS**



REFEREE

PUBLISHED BY REFEREE AND THE NATIONAL ASSOCIATION OF SPORTS OFFICIALS

***WOA Basketball Officiating Mechanics Illustrated:
Two and Three Person High School Crews
Fourth Edition***

On the cover: Jessica Pannoni, Longview, Wash.

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Published by Referee Enterprises, Inc.,
and the National Association of Sports Officials.

Printed in the United States of America

CONTENTS

Introduction 7

Mechanics Points of Emphasis 8

Definition of Terms 12

Washington Rule Exceptions and Interpretations 15

Approved Uniform 18

Stop Play Protocol 19

Signal Philosophy 20

Signal Chart 21

CREW OF THREE

Chapter 1: Three-Person Philosophy 32

Chapter 2: Court Positioning 35

Chapter 3: Jump Ball 43

Chapter 4: Court Coverage 48

Chapter 5: The Lead Position 63

Chapter 6: The Center Position 70

Chapter 7: The Trail Position 77

Chapter 8: Rotations 82

Chapter 9: Transitions 99

Chapter 10: Throw-ins 102

Chapter 11: Reporting Fouls & Switching 107

Chapter 12: Free Throws 135

Chapter 13: Substitutions 140

CREW OF TWO

Chapter 14: Two-Person Philosophy 144

Chapter 15: Court Positioning 147

Chapter 16: Jump Ball 153

Chapter 17: Court Coverage 158

Chapter 18: The Lead Position 171

Chapter 19: The Trail Position 175

Chapter 20: Transitions 182

Chapter 21: Throw-ins 189

Chapter 22: Reporting Fouls & Switching 196

Chapter 23: Free Throws 202

Chapter 24: Substitutions 207

Sample Pregame Conference 210

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INTRODUCTION

Thank you to the basketball committee members and REI staff for creating the WOA Basketball Officiating Mechanics Illustrated. Your time and effort is truly appreciated and will benefit all basketball officials throughout the state.

The mechanics and philosophies included in the Mechanics Illustrated have been approved for all levels of play by the WIAA, WOA Executive Board and the WOA Basketball Committee and are expected to be followed by all officials and local associations/boards in Washington.

The mechanics outlined by the Mechanics Illustrated are a starting point and should be adhered to in the majority of situations. The statewide observation program will be based on an official following the mechanics as outlined. With that being said, it is also understood by the WOA Basketball Committee that there may be situations not covered in the book or situations where it is necessary for an official or crew to deviate from the prescribed mechanic in order to place the crew in a favorable position to officiate. If an official/crew must deviate from the approved mechanic, they should return to the approved mechanic as soon as the game situation allows.

Todd Stordahl
WOA Executive Director

ACKNOWLEDGEMENTS

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MECHANICS

POINTS OF EMPHASIS

TWO-PERSON AND THREE-PERSON CREWS

Dead-Ball Officiating

See the whole play. See the actions of all players. Don't react too quickly that you do not see the second action or antics of a player that is inciting an opponent to react. Be aware of the whole situation so to penalize the correct player.

The dead-ball time after a foul, violation or timeout is critical for officials. The impact of your dead-ball officiating will affect live-ball game action. Being a good dead-ball official means a variety of things, including watching players and reporting and signaling effectively during a dead ball. After a foul or violation, it is imperative that officials perform the following duties:

- Keep all players within your field of vision. If you are the non-calling official, penetrate into the crowd slightly to let all players know you are watching. Use your voice if necessary. Don't chase the ball; going after the ball leaves players unattended.

- Keep all players within your field of vision. If you are the calling official don't turn away from the players while signaling your call. Face and keep your eyes on the players while giving you signal. Many officials turn and look toward the new front court when giving their violation signal. Don't chase the ball; going after the ball leaves players unattended.

- Communicate with your partner(s). If a timeout has been taken, indicate the spot of the ball and any other relevant information before reporting the timeout. Get together if necessary to discuss a potential problem or action. Officials should go to the spot of the ensuing throw-in or free-throw if the crew needs to communicate during a timeout. Work with the table at that point to alleviate any questions or concerns before the ball becomes live.

- Free throws. Watch players on opposite lane lines as the lead and trail (or center). The officials look opposite because it is easier to see players stepping toward you and violating than it is to see them step away from you, especially when other players are blocking your view. Adjust your angles to properly cover the free-throw action. The trail is also responsible for all players outside of the three-point arc, including players in the backcourt. The trail official must be in the area to officiate issues in the backcourt. In 3-person, if two or more players from opposing teams are in the backcourt during free throws, the Trail should position even with the deepest matchup. Trail should communicate with the Center prior to releasing, and Center will also add awareness of players along the three-point arc. Be especially wary of trouble players in that area as it is an ideal time for a confrontation or altercation to occur while the ball is dead. Officiate the ensuing rebounding action and make certain to penalize any illegal maneuvers. Do not allow rough play to start during free-throw rebounding action.

- Substitutions. Officials should be vigilant during the substitution process to ensure the process is properly completed and play will begin with five on five. The process starts with the whistle being blown to recognize that there are substitutes at the table. During free throws, this should be Trail. Once the substitutes have been beckoned on to the court, only one official, either tableside official or Center if backcourt throw-in, should have their hand up until the process is completed. Once completed, officials should make eye contact before ball is made live.

Proper Mechanics and Signals

The use of proper mechanics and signals are imperative to the success of the contest and the officiating team. Proper mechanics and signals will assist in communication to your partners and will aid in the effectiveness of all officials' calls.

Officials should study, emphasize and practice proper mechanics and signals with their partners and review those items in a thorough pregame conference. That will assist the crew of officials in its game preparation and will help it perform as a cohesive unit.

Commit yourself to them. Learn them from the manual; be aware of approved signals and mechanics through your state association; verify them with your trainer; review them on your own; practice them in front of a mirror and at scrimmages; critique yourself on video; and attend offseason camps.

Get so comfortable with your place on the floor that rotations become second nature, necessary motions become automatic, your eyes are attentive in the right place and ideal positioning is what you do.

Work on your signals and mechanics so that where to be and how to signal comes without even thinking. Make it natural to be in the right position to see and make the right call from the right place. Begin to wonder less about whether the play is now in your primary or your partner's area. Get very good at signals and mechanics, which will allow your mind to spend more time on judgment.

What is it that will occupy your decision-making processes a majority of the time during the game? Rules and mechanics are things to work on outside your time on the court or field.

Judgment then comes through experience during games and matches ... with rules, mechanics and signals already an innate part of the equation.

Officials also are reminded to use non-verbal cues to communicate with

your partners and assist them in their efforts. Use only approved mechanics and signals, enforce the rules of the level being played and call the game accordingly.

Non-verbal communication occurs much more often than verbal communication. For example, a block/charge foul. The calling official blows the whistle while putting a fist in the air to stop the clock and signify a foul, followed by a preliminary signal, a counting of or waving off of a basket and an indication of an upcoming free throw or where a team will be taking the ball out of bounds. Then in conjunction with verbal communication, the calling official steps to the table and demonstrates the proper signals for the foul. To that point, there has been very little verbal communication and a great deal of non-verbal "speak."

Non-verbal communication encompasses a wide variety of methodology. One such method is signaling. Signals should communicate to all entities, especially your partner(s), what has transpired as well as instructions on how the contest should proceed. Use the block/charge reference as a case in point. The sharper and more polished the signals are, the less chance there is for confusion. If an official is lazy, too quick or not crisp enough with their signals, confusion can creep into any situation and you can all attest to the downward spiral that could follow.

Frontcourt-Backcourt

The status of the ball and players can be particularly confusing at times, but the knowledge is necessary to properly administer backcourt violations. What if the ball is in the frontcourt during a team's offensive set and is errantly thrown into the backcourt where it is first touched by that team? Easy, backcourt violation. No problem with that one. Where it can become particularly confusing is properly recognizing and understanding the exceptions that apply to the backcourt situation.

If after a jump ball or a throw-in, an airborne player, who jumped from his or her frontcourt, is the first player to secure possession of the ball and while airborne passes to a backcourt teammate, it is a backcourt violation as soon as the backcourt teammate touches the ball. It is also a backcourt violation if a team B player jumps from his or her frontcourt, while airborne gains possession of a ball (in effect, steals the ball) that had not been in team B's control and passes to a teammate in team B's backcourt. It is not a violation if the airborne player maintains possession and lands in the backcourt.

At any time (not just jump balls or throw-ins), it is not a violation if a team B player jumps from the frontcourt, while airborne gains possession of a ball (in effect, steals the ball) that had not been in team B's control and the player lands in the backcourt.

Fight Situation Protocol

In recent years there has been an alarming rate of game incident reports citing "fighting" during basketball games. This document will serve as the protocol for game officials. The scenario shall be covered in every officials' pregame meeting prior to taking the court.

Knowledge of the rules in reference to that situation is critical for three reasons: identification of individuals participating, knowledge of subsequent penalties and knowledge of how play is ultimately resumed. Head coaches, and assistant coaches are allowed to come onto the court in an effort to break up a fight or keep a situation from escalating.

Fighting can be categorized into two groups: One, the ten players legally on the court who participate in a fight situation. Two, all bench personnel, except for the head and assistant coaches, leaving the team bench area during a fight or when a fight may break out.

Penalties: Direct flagrant technical fouls and disqualification to each offender, plus an indirect technical foul to the coach when bench personnel are involved in this infraction. Each foul counts toward the team-foul count, with the exception of the indirect technical foul assessed to the head coach.

1. Preventive officiating — Maintain a high degree of focus so you are not surprised when a fight may break out on the court.

2. Be a peacemaker — Step in between opposing players prior to a confrontation escalating into a fight. Do not contact the players.

3. Find a friend — Solicit the captains of each respective team to assist in addressing unacceptable behavior of teammates.

4. Let's Get It On — When all else fails to prevent a fight from occurring, use the following procedures:

a. The official nearest the fight should attempt to keep all other players from participating.

b. The official(s) away from the area on the court where the fight is occurring should focus their attention to the bench areas.

c. Head and assistant coaches may enter the court to assist in breaking up a fight and/or keeping his or her players from participating in the fight.

d. Officials should not attempt to physically separate the combatants. Do not contact players. That is a liability matter. Issues with crowd control are the responsibility of game management.

e. When the fracas has ended, direct all players and coaches to their respective bench area.

f. Meet as a crew to exchange information, address penalties and discuss resuming play procedure.

g. The referee will then meet with both head coaches at the division line to explain the action to be taken.

h. The referee will then go to the scorer's table to report and ensure that all penalties are accurately documented in the official scorebook.

i. After the conclusion of the game, file a game report with your appropriate state or local jurisdiction and contact your supervisor immediately.

Use of Bench Warning: Rule 4-48

The use of rule 4-48 should be used more often than it is being used. This is a tool to help manage the teams benches/coaches before using a technical foul. The following process should be used when issuing an 4-48 warning.

1. Official stops game either during a live ball or dead ball situation.

2. Goes to table, like reporting a foul, but reports "bench warning on team." Time or warning should be entered into the official book.

3. By following this process it assures that everyone, officials, coaches, fans, etc are all aware that the warning has been issued.

DEFINITION OF TERMS

The following terms are used throughout the book. Although many of the terms will seem self-explanatory, a brief review will insure complete understanding.

“A” Look — Refers to an official who can see the entire play start, develop, and finish with no obstruction.

“B” Look — Refers to an angle that may be partially obstructed, but still unobstructed enough for an official to be able make a credible decision, without guessing, on an obvious foul or violation, if the primary official's look is closed.

Backside — Refers to the area in the lane when a player moves away from the lead into the lane.

Ball side — Refers to the movement of the lead official when moving across the lane along the endline. The lead moves to the side of the court the ball is on in certain situations.

BHD: Ball Handler/Dribbler — Refers to a non-airborne player in possession of the ball.

Center official — In a three-person crew, the perimeter official who is approximately in line with the free-throw line extended. The center may be table side or opposite. During transition, the center remains the center at the opposite end of the court.

Close down — Refers to the movement by the lead along the endline from the sideline toward the near lane line.

Closed look — When an official's vision is obstructed in a way that makes them not able to make a credible decision on a foul or violation. Officials should not blow their whistle if they have a closed look.

Curl play — A curl play is where an offensive player in the post area “curls,” pivots, or spins away from one official and towards another. If the play curls away from you, you should stay away. If the play curls towards you, you should position adjust to accept the play as your primary play regardless of whether or not it starts/ends in your primary.

Dead-ball officiating — Activity during the time immediately after the ball becomes dead. Don't stop officiating when the ball is dead. Continue to watch the players and prevent problems.

Free-throw line extended — An imaginary line drawn from the free-throw line out to the sidelines.

Lane line — Refers to the free-throw lane lines perpendicular to the endline which intersect the free-throw line and the endline and run parallel to the sideline. During free throws, players are lined up in lane spaces along the lane line.

Lead official — The lead official in a halfcourt setting is normally positioned outside the endline and is primarily responsible for play under the basket and in the lane area.

Low block — The area along the free-throw lane line closest to the basket but not in the lane. It is usually marked on the court with a solid square or “block.”

Mirror the ball — Refers to a best practice by the Lead position, to be approximately as wide as the ball is in relation to the endline. The Lead should be even with, or a step wider than the ball in most situations.

New center — Refers to the center's new position during transition. The center often remains the center when

moving to the other end of the court in transition.

New lead — Refers to the official's new position during transition. The trail becomes the "new lead" when moving to the other end of the court in transition.

New trail — Refers to the official's new position during transition. The lead becomes the "new trail" when moving to the other end of the court in transition.

Open Angle — Being in position to see between players you are officiating.

Opposite — The side of the court opposite the table side.

Perimeter area — The perimeter area is the area in a halfcourt setting away from the basket nearer the three-point arc.

Post area — The post area is located below the free throw line extended vertically, and horizontally extends 3 feet on either side of the lane. The high post is the half of the area closest to the free throw line, and low post is the half nearest the basket.

Post player — Post players, usually centers and forwards, position themselves in the post area. Offensive players try to "post up" defensive players in the post area to receive passes from the perimeter.

Preventive officiating — Refers to actions by officials who prevent problems from occurring by talking to players and coaches. Preventive officiating is often related to dead-ball officiating.

Rotation — Refers to when the Lead official moves across the lane to the ball side in 3-person. The Trail rotates to Center, the Center rotates to Trail.

Referee the defense — A strategy and philosophy that has the official focusing on the defensive player's movements to correctly judge contact situations.

Screen — A legal action by a player who delays or prevents an opponent from reaching a desired position (also referred to as a "pick").

Secondary cadence — Refers to a best practice for whistles outside of your primary coverage area. A secondary cadence whistle is a delayed whistle on an obvious foul or violation the the Primary official is not able to call it. Using a secondary cadence on plays outside of your PCA minimizes double whistle situations.

Selling the call — Placing emphasis on a call with louder voice and whistle, and slightly more demonstrative signals. Selling only occurs on close calls and should be used sparingly. It is designed to help the call gain acceptance and show the official's decisiveness.

Sideline oriented — Refers to a best practice for Center and Trail positions, in order to maximize open angles on perimeter play and avoid interfering with the play.

Skip pass — A pass thrown across the perimeter from one side of the court to the other. The pass usually starts from one free-throw-line-extended area to the other free-throw-line-extended area, "skipping" a player positioned near the top of the key.

Spacing — Distance between the official and the play. If you're too close or too far, you can't see the play clearly.

Straightlining — Describes when your view of a play is obstructed by one or more players. You are in a straight line with the players and cannot see the play well.

Strong side — When coaches describe plays, the strong side is the side of the court where the ball is. However, in this book, the strong side refers to the side of the court that the lead is positioned on.

Switch — A dead-ball situation created when an official calls a violation or foul. After the call, there may be a change in the positions of the officials. The switch will normally involve the calling official moving to a new position on the court.

Table side — The side of the court on which the scorer's and timer's table is located.

Top of the key — The top of the key is the area near the top of the free-throw circle.

Trail official — In a halfcourt setting the trail official is positioned near the sideline opposite the lead and is responsible for perimeter play, including the outer part of the frontcourt. The trail is also primarily responsible for the backcourt.

U1, U2 — Umpire 1 and Umpire 2 are the officials who do not toss the opening jump ball (the referee or referee designate does so). U1 and U2 have specific pregame responsibilities.

Weak side — When coaches describe plays, the weak side is the side of the court opposite the ball. However, in this book, the weak side refers to the side of the court opposite the lead.

Wide angle — Refers to Lead positioning themselves near the intersection of the endline and three-point line.

Wing — The wings are the areas of the court near the three-point line and halfway between the sideline and the top of the key.

WASHINGTON RULE EXCEPTIONS AND INTERPRETATIONS

Blood Rule

If a player is determined to be bleeding, have an open wound or have blood on their uniform (jersey, pants/skirt) the official shall stop the game and notify coach of situation. After notifying coach, official shall direct the timer to time 20-seconds (2-12-6). If the blood situation is resolved in 20 seconds, player can remain in the game without team having to use a timeout (3-3-7).

If the blood situation can't be resolved in 20 seconds, the official shall direct the head coach to either replace the player within the 15-second substitution period or take a timeout if available (60-second timeout if they have one, otherwise they can use a 30-second timeout) in order to keep the player in the game (3-3-6).

For a player to return to the game, bleeding must be stopped, wound covered or the uniform item that has blood on it must be either cleaned or replaced (3-3-7). If cleaned and continued to be worn in the game, the coach is verifying that the uniform item was appropriately cleaned.

Players are not allowed to remove jersey, pants/skirt in the visual confines of the playing area (Technical Foul 10-4-5-h, 10-5-1-h). If the player(s) leaves the bench area to replace/clean the uniform, they must do so under the direct supervision of adult bench personnel.

If the jersey is replaced, the new number must be reported to the scorekeeper before the player returns to the game, the player will not be penalized.

If the coach uses a timeout in order to keep the player in the game, the player must be ready to play at the end of the timeout period.

Closely Guarded

Closely Guarded count (Rule 4-10, Rule 9-10) shall be utilized for both holding and dribbling the ball while team is in control in their front court.

Coaching Box

The 28-foot coaching box has been adopted.

Guards, Casts and Braces

Guards, cast and braces do not need a letter of authorization from the WIAA provided each meets the NFHS rule specifications.

Jewelry

Jewelry is prohibited, 3-5-7. Putting tape, band aide or other covering does not make jewelry legal to wear. Religious items may be worn if taped under the uniform. Medical Alert can be worn if taped but information on item should not be covered.

If an official sees a player wearing jewelry, inform the player they can't participate until the jewelry is removed. This includes the pre-game warm-up. If noticed during play, at next dead ball, get a sub for the player and player may not return to the game until jewelry is removed.

If an official suspects the player is wearing jewelry that is covered, i.e. player has tape on both earlobes, official should take player over to Head Coach and have coach verify whether there is jewelry under the covering or not. If Head Coach says there isn't jewelry, player may continue to participate. If Head Coach verifies there is jewelry under the covering, then player may not participate until jewelry is removed.

Junior High/Middle School

Leagues have the option to not follow the shot-clock operations.

Leagues have the option to use 4 – 10 minute running clock quarters.

When playing four quarters of ten minutes of running clock, the following additional rules will be in effect:

1. The clock will continue to run except for timeout, officials time out or injury.

2. During the last two minutes of 2nd and 4th quarter clock will be a normal stop clock unless a team is up 30 points.

3. Half time will be five minutes.

4. During each four minute overtime period, the clock will continue to run the first two minutes and will stop during the last two minutes. WIAA Handbook 33.66.1

Mercy Rule/Running Clock

Beginning in the second half, if the point differential is 40 points or more, the game clock shall run continuously for the remainder of the game except for an official's timeout (5-8-2, 4), a charged timeout (5-8-3), time between quarters (5-5-1), or the administration of free throws.

The clock shall stop for free throws, once the official signals the number of free throws to the scorers' table. The clock will then restart as it would normally.

If the shot clock can run independently from the game clock, the shot clock will remain in effect. If the shot clock cannot run independently from the game clock, the shot clock should be turned off.

Once the running clock has been initiated, the clock will continue to run even if the point differential drops below 40 points. NFHS 5-5-3 Note, WIAA Handbook 33.5.1.

Pregame Sporting Conduct

Team must go directly to their designated half court for warming up and are restricted to warming up only on their designated half court before the

game and at half time. If a team runs around the court or on the opposing team's baseline (whether the opposing team is on the court or not) or through the opposing team's warm up drills, an indirect technical for unsportsmanlike conduct will be issued to the head coach and the coach loses the coaching box privilege. NFHS Basketball Rule 10-5-1, WIAA Handbook 33.5.2.

Protests

The WIAA allows coaches to protest a misapplication of the rules.

A coach may not protest a judgment call by the Official. If there is a question as to whether it is a misapplication or judgment call, allow the protest to proceed.

When the Head Coach wishes to protest, the protest must be written in the scorebook. The information should include the time, number of fouls against each player and team, number of timeouts taken and the score of the game at the time of the protest, as well as the reason for the protest.

Regular Season. The game is then continued from the point of interruption. The school will proceed with the protest with WIAA staff on the next school day. Officials that worked the contest should notify their assignor immediately following completion of the contest and may be asked for more information. WIAA Handbook 29.0.0

League/District/State Playoffs. Protests must be handled immediately at the time of protest before the game may resume based on the established protocol for the particular League/District/State that the game is being played under.

Shot Clock

Art. 1 Use a 30-second shot clock.

Art. 2 Use the shot clock the entire game, including extra periods, except when 30 seconds or less remain in the quarter or extra period, in which

case the shot clock shall be turned off. **Note:** If the shot clock cannot run independently from the game clock, the shot clock may be turned off during the implementation of the mercy rule.

Art. 3 Control a separate timing device with a horn that shall have a sound that is distinct and different from that of the game clock horn.

Art. 4 Have an alternate timing device.

Art. 5 Start the timing device when:

- a. Ball is legally touched on a throw-in (also start 10 second backcourt count if applicable).
- b. Player gains possession following a jump ball.
- c. Player gains possession following a rebound.

Art. 6 Stop the timing device and reset it when:

- a. Team control changes from one team to the other.
- b. A foul occurs (Exception: Art. 7e).
- c. A held ball occurs (Exception: Art. 7d).
- d. A try for goal strikes the ring or flange or enters the basket.
- e. A violation by the team in control
- f. A kicked-ball violation.

Art. 7 Stop the timing device and continue time without a reset when play begins under the following circumstances:

- a. The ball is deflected out of bounds by a defensive player.
- b. A player is injured, loses a contact lens or glasses and official blows their whistle.
- c. A charged timeout.
- d. During team control as defined in NFHS 4-12, a defensive player causes a held ball and the alternating-possession arrow favors the offensive team.
- e. After a double foul, double technical foul, simultaneous foul, simultaneous technical foul or an inadvertent whistle when there is team control

as defined in NFHS 4-12 and as described in NFHS 4-36.

Art. 8 Sound the shot-clock horn at the expiration of the shot-clock period. The shot-clock horn shall not stop play unless recognized by an official's whistle. When the shot clock indicates :00 but the shot-clock horn has not sounded, the shot-clock time has not expired.

Art. 9 Allow the timing device to continue during a loose-ball situation when the offense retains possession or when a field-goal try is attempted and is an airball or is attempted at the wrong basket.

Art. 10 Allow the game officials to make the final decision when there is doubt as to whether a score was made within the shot-clock period or whether a for goal contacted the ring or flange. Game officials may use Table Officials (2-1) to get information to help make final decision.

Art. 11 When an obvious mistake by the shot-clock operator has occurred in failing to set or reset the shot clock, the mistake may be corrected in the shot-clock period in which it occurred only when the referee has definite knowledge relative to the mistake and time involved. Any activity after the mistake has been discovered shall be canceled, with the exception of any flagrant, intentional or technical foul.

Art. 12 It is a violation when a try for goal does not leave the shooter's hand(s) before the expiration of the shot clock or if a try for goal has been released, then the shot clock expires while the try is in the air and subsequently the try does not strike the ring or flange or enter the basket.

APPROVED UNIFORM

- a.** WOA-approved sublimated shirt shall be worn.
- b.** Black pants shall be worn. If a belt is worn it should be black and conservative in nature.
- c.** Black whistles and laynards shall be used by the entire crew (an association logo is permissible on the whistle). Exception: Associations/boards may designate one week during the season to use either a pink or blue whistle in support of cancer awareness.
- d.** Entirely black shoes shall be worn. Only black laces shall be worn.

STOP PLAY PROTOCOL

Stop Play Procedure for Violations (Calling Official):

- a. Fully extend an arm above the head with open hand while giving a single whistle blast.
- b. Communicate the nature of the violation verbally and using the proper signal.
- c. Point the direction of the throw-in team's basket while verbally indicating the jersey color of the throw-in team.
- d. Point to the throw-in spot.

Stop Play Procedure for Fouls (Calling Official):

- a. Fully extend an arm above the head with a closed fist while giving a single whistle blast.
- b. Hold the closed fist foul signal (close-in if necessary) and verbally indicate the jersey color and number of offender, then visually indicate the nature of the type of foul committed using the proper foul signal.
- c. Communicate the consequence of the foul by signal and verbally as:

i. When a shooting foul:

1. If the goal counts, give the proper signal for counting the goal.
2. Give a hand signal of the number free throws.
3. Verbally state the shooter's number and the number of free throws.
4. Use the proper foul-reporting protocol.

ii. When a common foul:

1. Point in the direction of the non-fouling team's basket and verbally indicate throw-in team's jersey color.
2. Point to the throw-in spot.
3. Use the proper foul-reporting protocol.

iii. All other fouls (double, multiple, technical, flagrant, etc):

1. Communicate the foul verbally and with the proper signal for the called foul.
2. Communicate the consequence of the foul verbally and with the proper signal.
3. Use the proper foul-reporting protocol.

Note: It is recommended that calling official confers with partner(s) before reporting any of these unusual fouls. This communication will ensure proper adjudication of situation.

Note: For Varsity games, a preliminary signal for the nature of the foul is mandatory for Block/Charge plays, and optional for all other fouls. A signal indicating number of free-throws or the ensuing throw-in spot remains mandatory for all fouls.

Stop Play Responsibilities for Fouls (Non-Calling Officials):

- a. Maintain field of view and observe players (ignore a loose ball) until the calling official is finished reporting anticipating potential non-basketball action.
- b. Communicate verbally to the calling official if the ball went in if the calling official did not communicate that the goal counted.
- c. After the foul is properly reported, secure the ball and walk with purpose into proper positions to continue play while keeping players in your field of vision. Non-calling officials should continue to dead ball officiate while walking, NOT running, to their next position.

SIGNAL PHILOSOPHY

Effective use of signals is imperative to communicate with your crew, table personnel, players, coaches, and fans. Signals communicate what just happened and what is going to happen next.

Officials should strive to tell the story of what happened on the play through proper use of signals. This includes proper sequencing and proper presentation.

All signals must have snap, command, and energy. Calling a foul is not just raising the fist above your head, but should include an athletic “pop” simulating hammering a nail into the wall above your head. Similarly, stopping the clock with an open hand should simulate a high-five.

Every whistle to stop play demands either signal 2 or signal 4, there are no exceptions. Especially on offensive fouls, signal 4 is mandatory to avoid a “blarge.”

Approved foul signals should be used effectively to tell the story of what happened. Officials should avoid making “showy” signals, however should put in effort to accurately demonstrate the illegal action and appropriately sell the call confidently.

Officials should avoid use of unapproved signals as the official signal of the foul, however officials should feel empowered to use the tools necessary to accurately and efficiently communicate to the coaches and players what happened. There may be rare cases where a secondary signal may be required to accomplish this.

Officials must make every effort to accurately show the foul that actually occurred on the play. The signal used matters. For example, showing “illegal use of hands” when the illegal contact was body contact, is improper. Officials should strive to use the signal that most accurately represents the illegal contact that occurred.

SIGNAL CHART

STARTING AND STOPPING CLOCK



Start Clock
(Use of fist acceptable)



Stop Clock



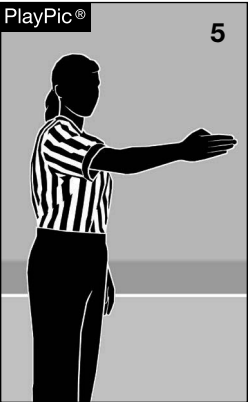
Jump/Held Ball
(preceded by Signal 2)



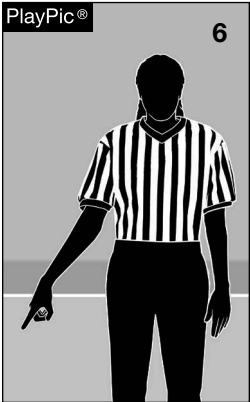
Stop Clock for Foul

SIGNAL CHART

INFORMATION



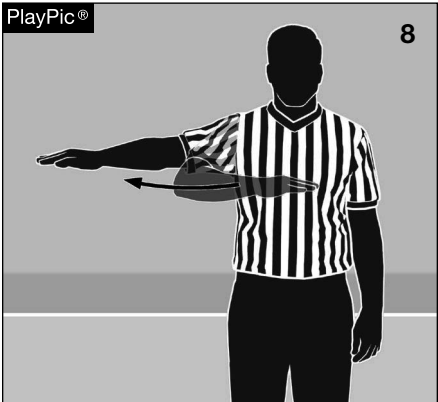
Directional Signal
(One or two fingers acceptable)



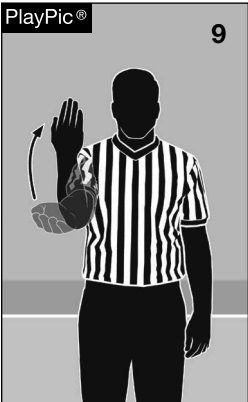
Throw-in Designation



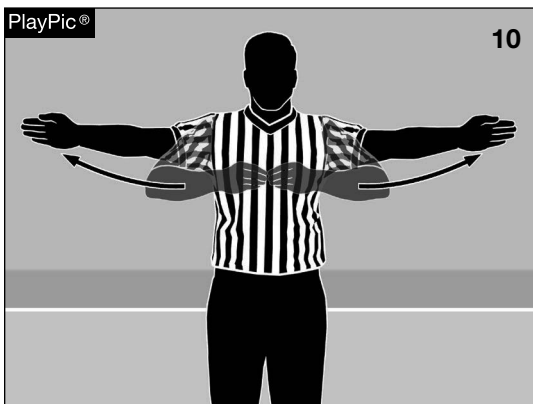
Two-Hand Reporting



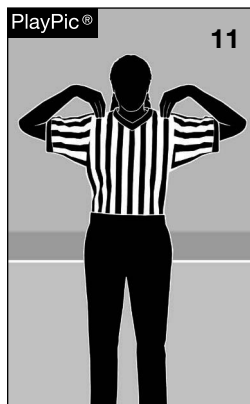
Visible Count
(One or two fingers also acceptable)



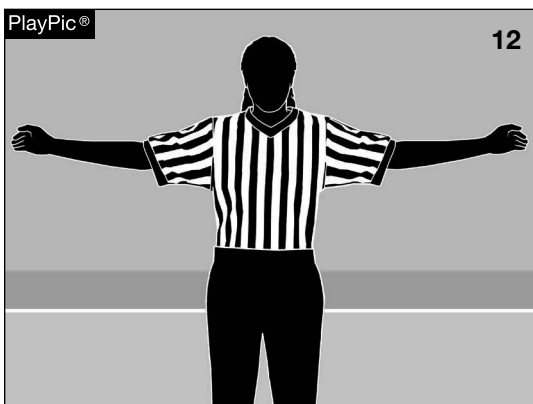
Beckoning Substitutes



60-Second Timeout



30-Second Timeout



Not Closely Guarded



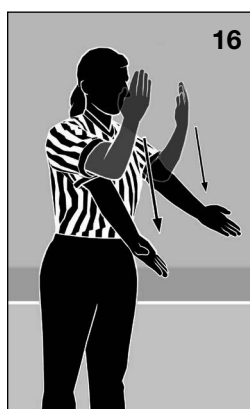
Tipped Ball



Shot-Clock Reset



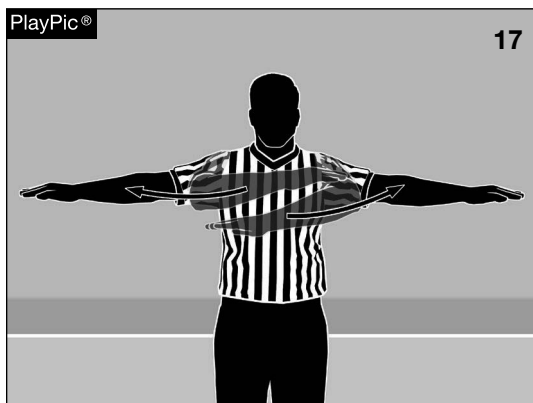
Shot-Clock Near Expiration
(Trail/Center Only)



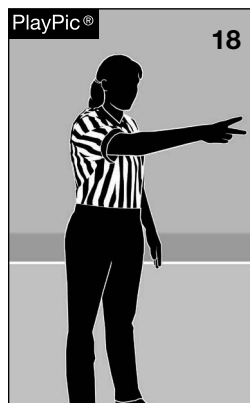
Flopping

SIGNAL CHART

SHOOTING/SCORING



No Score



Goal Counts or is Awarded; 2-Point Attempt (toward the spot of the attempt)



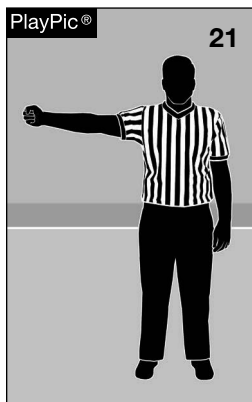
**3-Point Attempt Score
3-Point Attempt Made
(Open hand to mark initial attempt acceptable)**



Signal Free Throw

SIGNAL CHART

VIOLATIONS



Delayed Violation



Traveling Violation



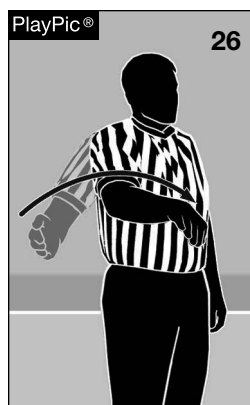
Shot-Clock Violation



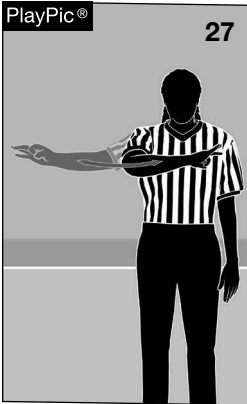
Illegal Dribble



Palming/Carrying Violation



Backcourt Violation



3-Second Violation



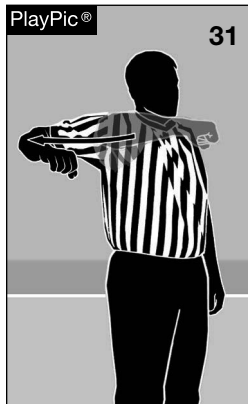
5-Second Violation



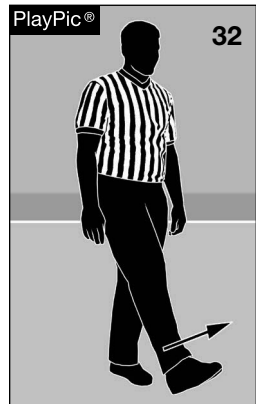
10-Second Violation



**Free Throw, Designated
Spot or Other Violations**



**Excessively Swinging
Arm(s)/Elbow(s)**



Kicking

SIGNAL CHART

FOULS



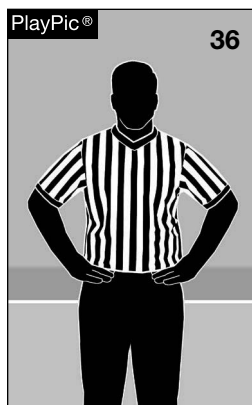
Illegal Use of Hands



Hand Check



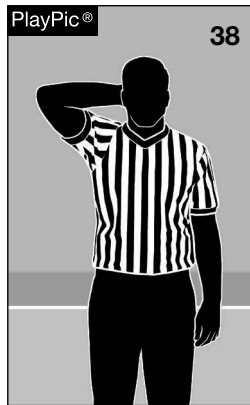
Holding



Blocking
(Use of fists acceptable)



Pushing/Charging



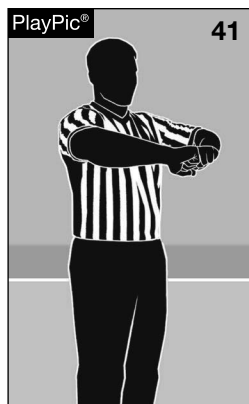
Player-/Team-Control Foul
(Signal simultaneous with directional signal acceptable)



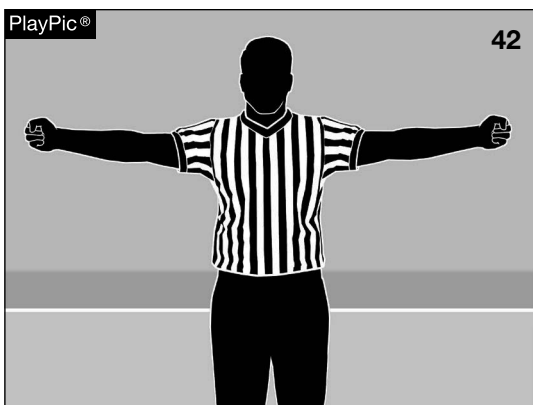
Intentional Foul



Hit to the Head



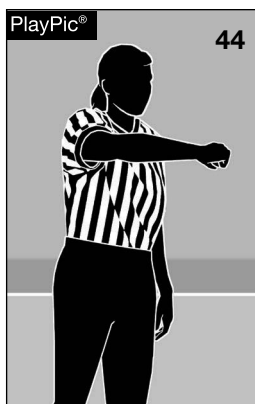
Chucking



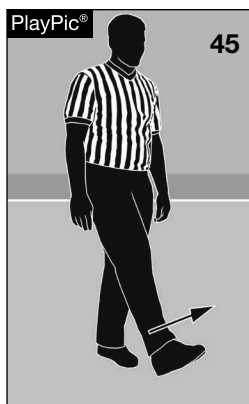
Double Foul



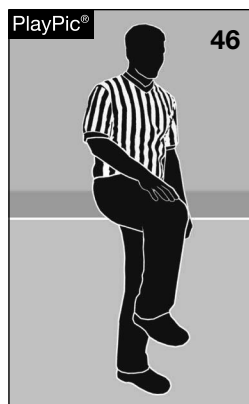
Technical Foul



Arm Bar



Tripping



**Dislodging with
the Knee**

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CREW OF THREE

CREW OF THREE

CHAPTER 1

PHILOSOPHY

- HUSTLE
- MOVEMENTS
- TRUST THE PROCESS
- UNDERSTANDING OF COURT COVERAGE
- 5 KEYS TO EVERY GAME

WOA's Philosophy is simple, everything starts from proper positioning.

Proper positioning leads to open angles; open angles lead to correct decisions; correct decisions lead to accurate play calling.

All officials must understand both how to initially position properly, and then adjust that position as players move on the court.

WOA believes in player coverage trumping court coverage. Primary Coverage Areas are important starting spots, but to accurately position and rule on plays, we must prioritize player coverage and only blow the whistle when we have an "A" (open) look at the play from start, to develop, through finish, before making a decision.

In the three official system, when one official has a closed look at a play, one or both partners, if in proper position, will have an "A"-Open Look at the play. Some plays in your PCA will close to you, which means they open to another official. This is where we use the "best open look" philosophy-sometimes the play appears to be in one official's PCA, but should be officiated by another official with a better look. Trust that when the look closes to you, it opens to someone else. Be disciplined, and hold your whistle anytime you have a closed look on a play.

Hustle

Everyone knows hustle is needed to succeed, but what does it really mean when relating it to three-person officiating? Today's basketball games feature more speed, size and physicality than the game from 10 years ago. Three officials better control a game than two officials, but only if all three hustle.

Don't allow yourself to become lazy, thinking you won't have to hustle since there's another person on the court. That's wrong! Each official on the court has a certain set of responsibilities. If one official isn't hustling, that puts undo strain on the other two officials. When that strain happens frequently, the game suffers. Don't put your partners in difficult situations because you're not hustling.

Movements

All three officials must work hard at understanding and obtaining proper angles. Your line of sight must provide you with an opportunity to view a developing play. You must be able to see completely through the play, which means your vision must be unobstructed by the players directly involved in the play and others near the play.

Basketball is a game of nearly continual motion. An official's angle and distance adjustments are constant as play is in motion. A step or two in the right direction may open up a whole new viewing experience, free from obstruction; a step in the wrong direction will screen you from the critical game action.

Movement is needed in three-person officiating, just like in two-person crews. Unlike in two-person officiating, moving far onto the court is generally a three-person no-no. With only two officials, the trail must constantly be on the court to cover plays

on the other side of the court. Not so with three officials. Almost all of the trail and center's movement will be away or toward the endlines, not toward the center of the court.

The lead also moves along the endline to improve angles. There's usually at least four and sometimes six or eight players in the lane area battling for position. Lead movement is critical to watching low-post action. It's paramount to game control. In nearly all cases, the lead official triggers movements (rotations) by the other two officials. Well-timed, distinct movements by the lead make for smooth rotations and great court coverage.

Trust the Process

In 2018, the WOA adopted the 3 Modules principle for our officiating crews. These Modules have become the cornerstone of our philosophy when it comes to court coverage. Each WOA basketball official needs to be well versed in proper areas of coverage.

The key to making three-person officiating successful is one simple word: trust. You must trust your partners and the process. Only then can you concentrate on your single area of coverage and not have to worry about what's going on in someone else's area. The three officials working the game, **MUST** be the best team on the court.

Understanding of Court Coverage

Proper coverage is enhanced by good eye contact and a "feel" for where your partners are looking. You must learn about all aspects of three-person officiating to know who is covering what. Once you've mastered that, practical on-court application develops through partner communication. You've got to know exactly what you and your partners are expected to do in specific situations — then effectively communicate with your partners — to truly master three-person officiating. When you understand why angles and distance are important and how and when to obtain them, you'll find yourself in great position throughout each game.

5 Keys to Every Game

1. Own your Primary Coverage area
2. Referee the Defense and Be Offense aware (70% Defense, 30% Offense)
3. Call the Obvious
4. Don't Guess
5. Trust the System

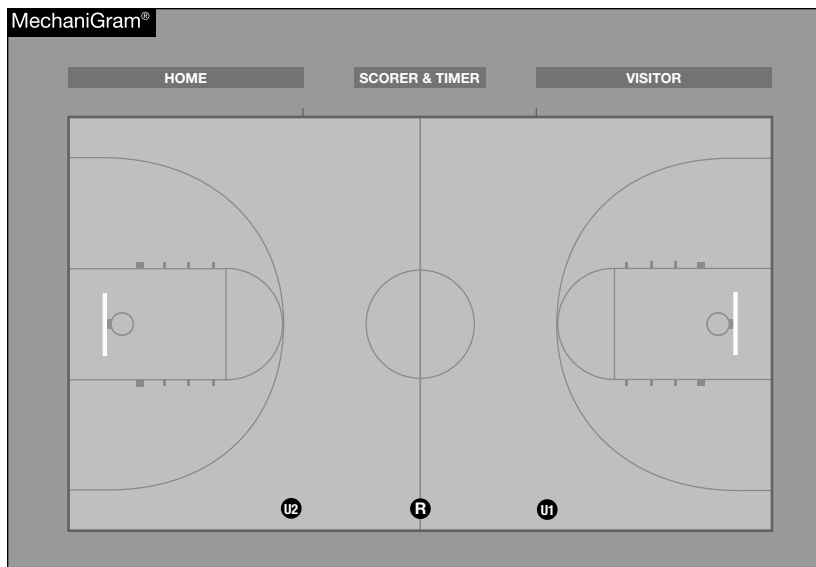
CREW OF THREE

CHAPTER 2

COURT POSITIONING

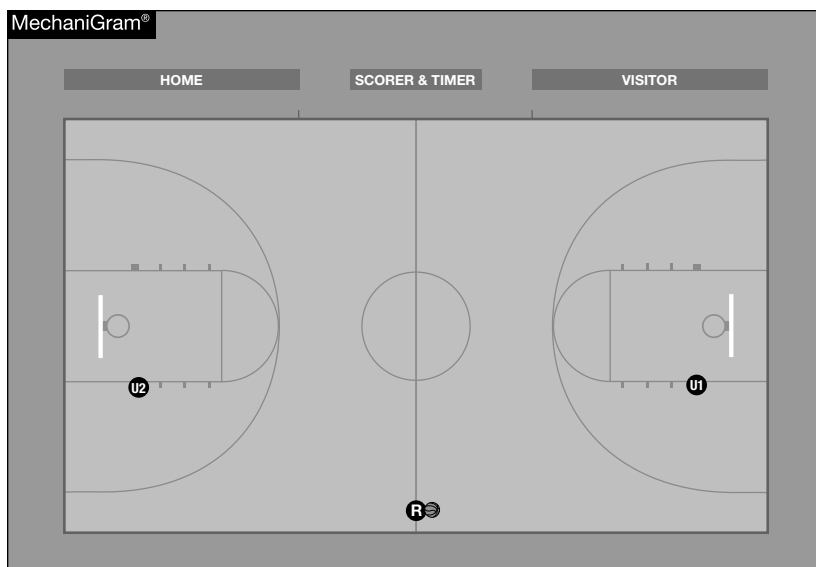
- PREGAME & HALFTIME
- BETWEEN QUARTERS
- FULL TIMEOUT
- FULL TIMEOUT: THROW-IN NEAR BENCH
- THIRTY-SECOND TIMEOUT
- THIRTY-SECOND TIMEOUT: THROW-IN NEAR BENCH
- LEAVING AT HALFTIME

PREGAME & HALFTIME



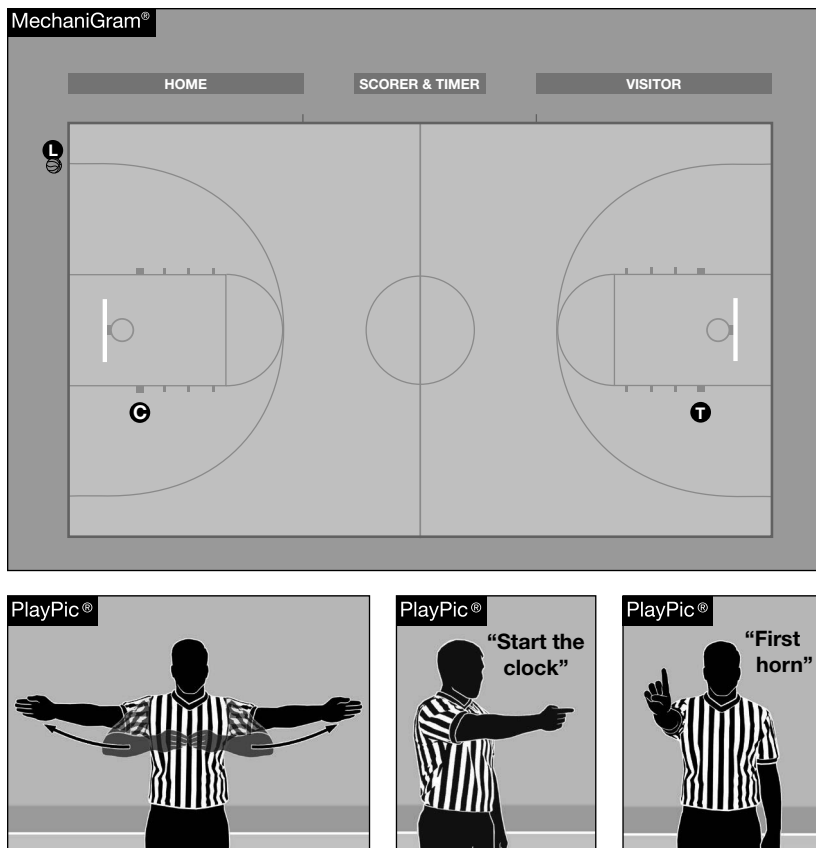
Arrive on the court 15 minutes prior to game time and position yourselves on the side of the court opposite the scorer's table. The referee will stand at the division line. U1 and U2 should be approximately 28 feet from the nearest endline. U1 observes the home team, U2 observes the visiting team. During that time, officials should check the court area, markings, and basket to make sure everything is legal and free from interference. Officials should also watch the teams warm-up to ensure no illegal activity occurs (dunking, etc.). The officials should also be checking for any uniform, equipment, or apparel issues. If found, address them with the head coach — not any player — immediately.

BETWEEN QUARTERS



During the intermission between quarters, the officials have specific spots on the floor. While holding the ball, in the direction of the team with the throw-in, the referee stands at the division line on the sideline opposite the table. The umpires stand on the blocks on the lane line opposite the table facing the benches. It doesn't matter which end the U1 and U2 are on, just as long there is one official on each block.

60-SECOND TIMEOUT



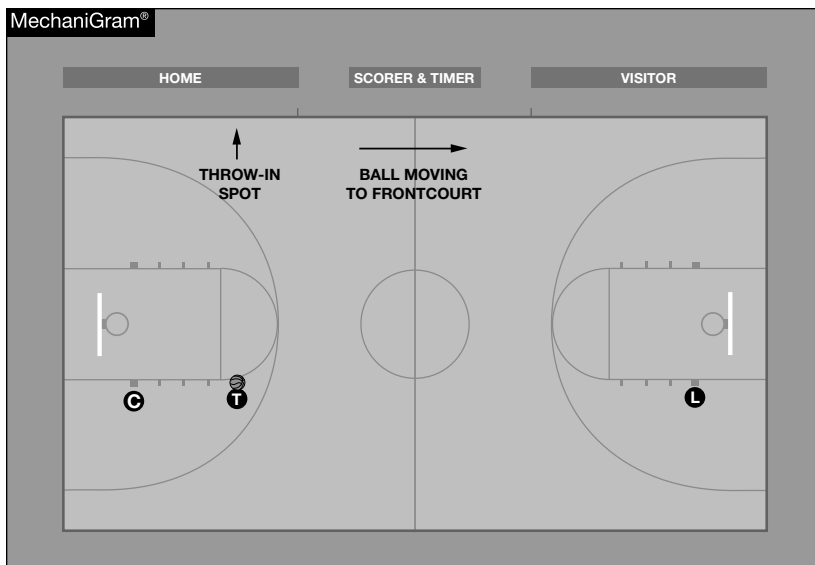
The officials assume 60-second timeout positions facing the scorer's table. The official who will be administering the ensuing throw-in will hold the ball at the location of the throw-in. The other two officials are positioned on the blocks furthest from the team benches.

At the 45-second point, you should hear the timer sound the first buzzer or horn. The officials on the blocks should take a step or two toward the team bench and give the "first horn" signal. It's a good idea to identify a person in the team bench area during pregame who is responsible for seeing that signal — assistant coach, trainer, playing captain, etc.

Once the benches have been notified of the first horn, officials should go to their position so when the second horn sounds, officials are in position to put the ball in play.

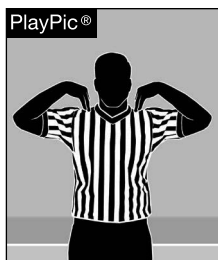
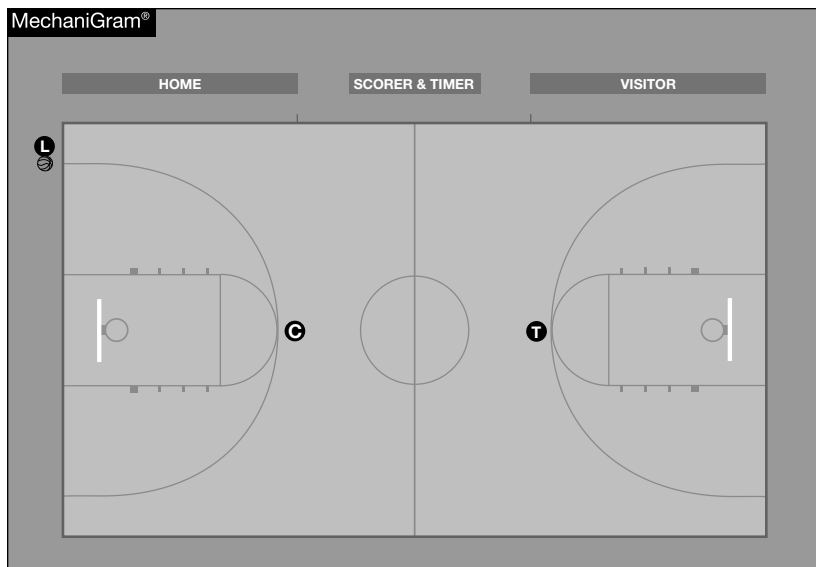
If activity on the court requires officials to move, officials should move to a safe location where they can still actively officiate during the timeout, and then move back to their previous position when the activity is concluded.

60-SECOND TIMEOUT: THROW-IN NEAR BENCH



If the ensuing throw-in will be near the scorer or team benches, having the official who is to administer the throw-in standing at the spot invites problems. Instead, move straight out on the court in line with the other two officials. The other two officials are positioned on the blocks furthest from the team benches.

THIRTY-SECOND TIMEOUT

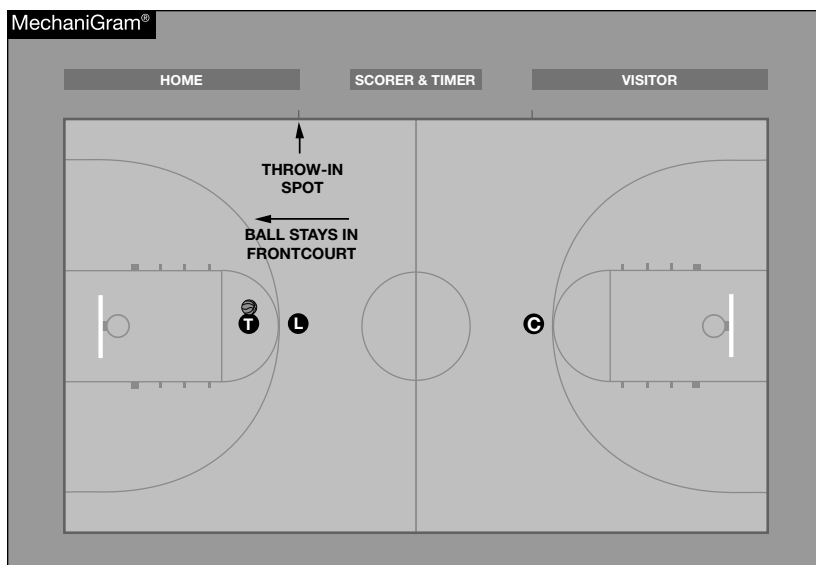


The officials assume 30-second timeout positions facing the scorer's table. The official who will be administering the ensuing throw-in will hold the ball at the location of the throw-in. The other two officials stand at the top of the near three-point arc, on both halves of the court.

At the 15-second mark, you should hear the timer sound the first buzzer or horn. The officials who are at the top of the three-point arc should take a step or two toward the team bench and give the "first horn" signal.

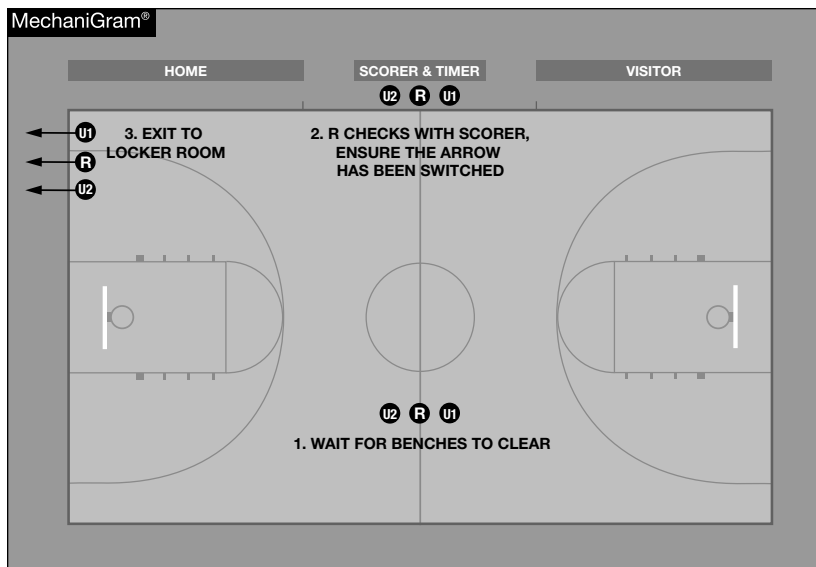
Once the benches have been notified of the first horn, officials should go to their position so when the second horn sounds, officials are in position to put the ball in play.

THIRTY-SECOND TIMEOUT: THROW-IN NEAR BENCH



If the ensuing throw-in will be near the scorer or team benches, move straight out on the court in line with the other two officials. The other two officials stand at the top of the near three-point arc, on both halves of the court.

LEAVING AT HALFTIME



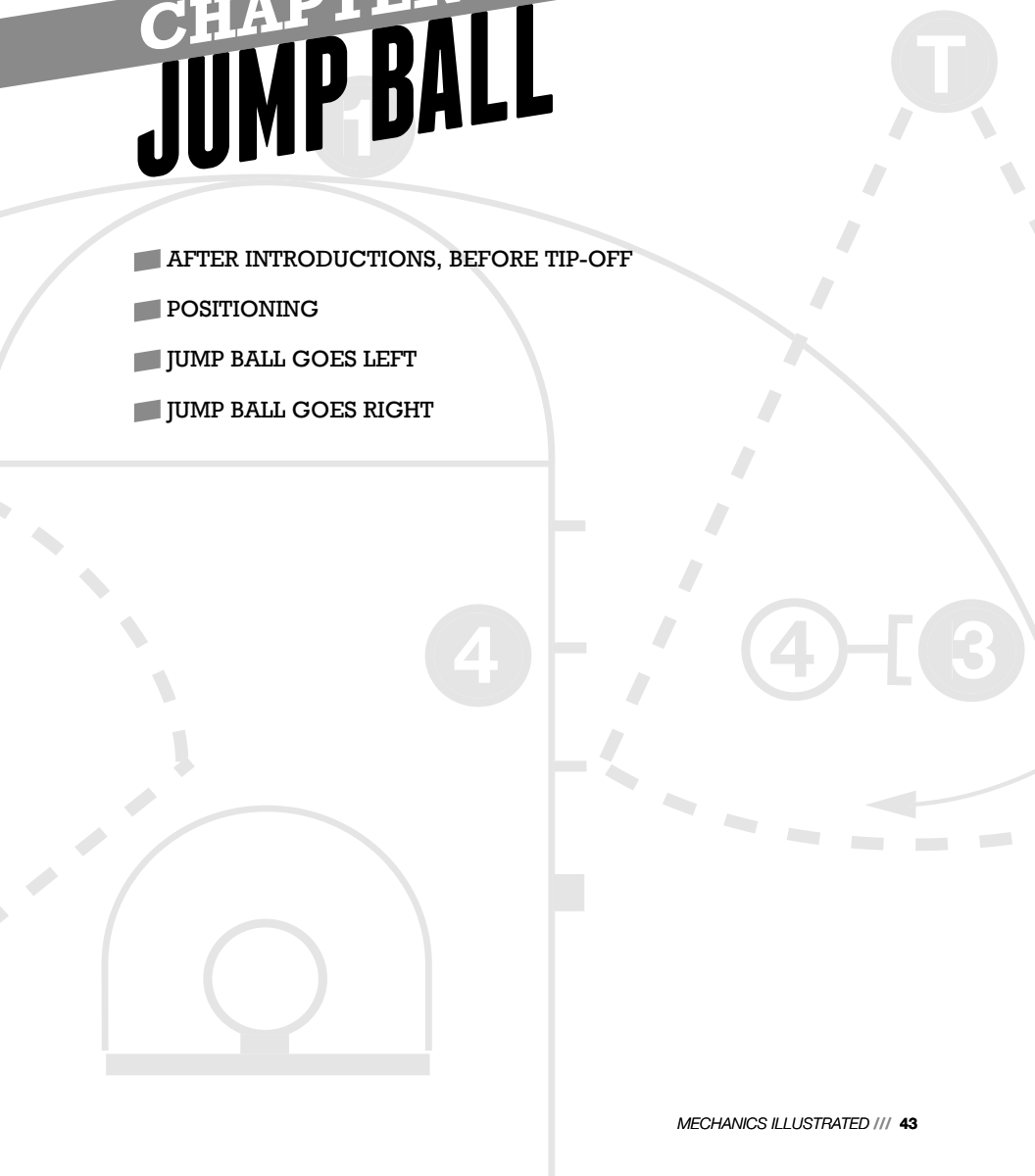
The officials are positioned halfway between the farthest point of the center circle and the sideline opposite the scorer's table (1). After both teams have left their benches and gone to their respective locker rooms, the referee walks over to the scorer's table and takes care of specified duties, while U1 and U2 stay back to observe both teams during the process of exiting, and move towards the exit to continue dead ball officiating, especially if both teams must use the same exit. (2). After performing duties at the scorer's table, the officials leave together for their locker room (3).

CREW OF THREE

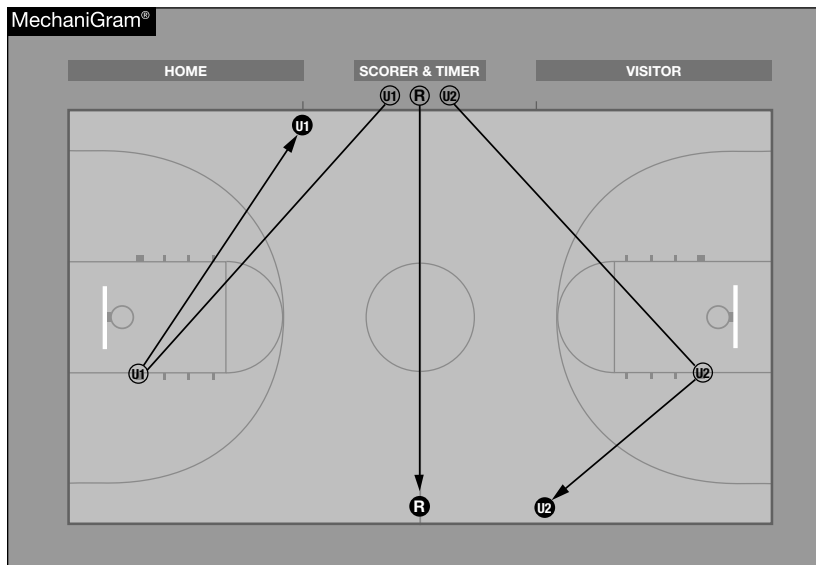
CHAPTER 3

JUMP BALL

- AFTER INTRODUCTIONS, BEFORE TIP-OFF
- POSITIONING
- JUMP BALL GOES LEFT
- JUMP BALL GOES RIGHT



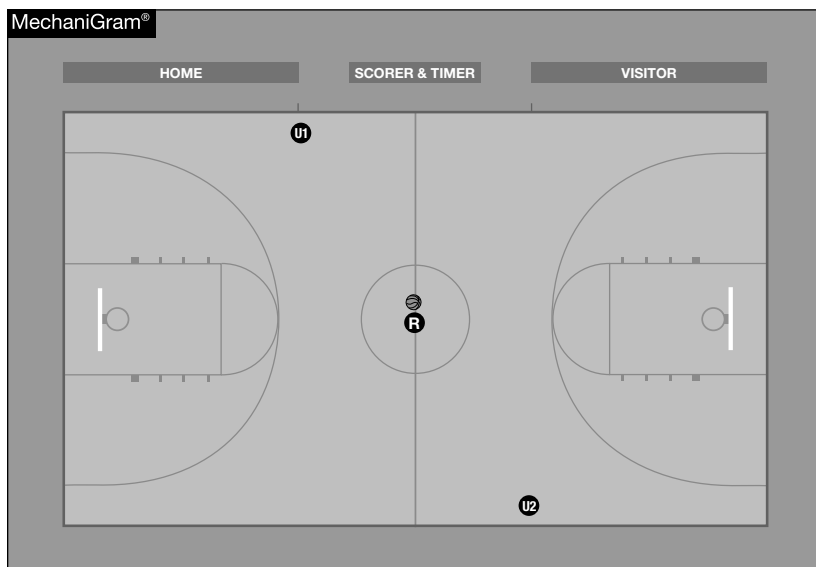
INTRODUCTION, BEFORE TIP-OFF



After the national anthem and the introductions of the players, the players are usually getting last words of instruction before going out onto the court. At that time, the officials should leave their positions at the scorer's table and go to specific locations on the court. The referee takes the ball and moves to a spot near the far sideline, facing the scorer's table. U1 and U2 go to the blocks opposite the team benches. Hold those positions until both teams start to come onto the court. This should not be a long delay and if necessary officials should blow their whistle to get players on the court and ready to play. As both teams are coming onto the court, U1 and U2 can move to the proper jump ball locations and the referee can prepare for the game's opening tip.

Note: The referee can toss the jump ball or designate one of the umpires to toss if that official throws a better jump ball. Within the book, the official tossing the ball will always be referred to as the referee. Even though the referee may designate a tosser, he or she will handle all ensuing throw-ins to start the remaining periods.

POSITIONING



U1 takes a position on the table-side sideline, approximately 28 feet from the endline to the left of the referee. U1 is primarily responsible for calling back a poor toss, signaling the clock to start when the tossed ball is legally touched and counting the home team players. U1 also watches both jumpers.

U2 takes a position on the sideline opposite the table, approximately 28 feet from the endline and on the opposite half of the court U1 is on. U2 is responsible for the position and action of the nonjumpers and counting the visiting team players.

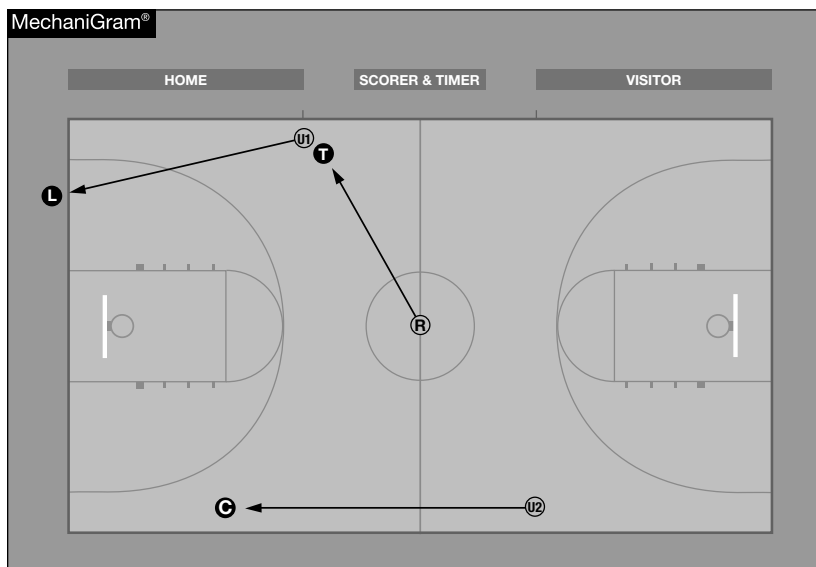
The referee should allow ample time for the players to get settled into their spots around the center restraining circle. While that occurs, U1 checks with the table personnel to ensure they are ready. Before entering the center-restraining circle, the referee makes eye contact with U2 first, then U1. By checking with U2 first and U1 last, if there's a problem at the table that needs immediate attention, the referee will be facing U1, making it easier for U1 to get the attention of the referee. U1 signals to the referee that table personnel and U1 are ready to go. All officials make sure the teams are facing the correct direction and the game clocks are correct.

While still outside the circle, the referee notifies both team captains that play is about to begin. Tell the players to hold their spots to avoid violations. Blow the whistle with a sharp blast before entering the circle.

Just before the toss, U1 uses the "do not start clock" signal (open hand raised above head). The referee tosses the ball high enough so the players tap the ball on its downward flight.

U1 and U2 must maintain a wide field of vision while the referee administers the toss.

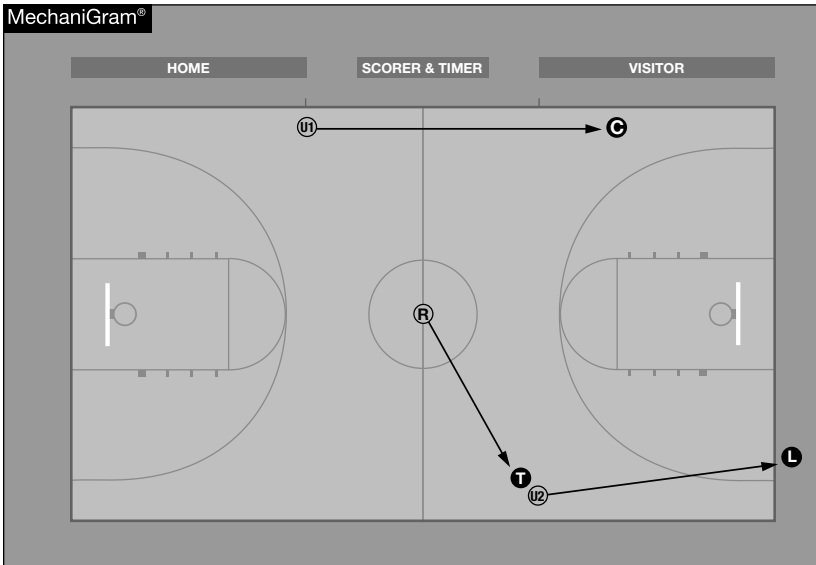
JUMP BALL GOES LEFT



If the ball goes to the referee's left, U1 will move right and become the lead. U2 will move left and become the center. The referee will hold momentarily and then will move to the trail enabling coverage of the sideline opposite U2. U1 and U2 must be alert to move in either direction should a quick turnover occur, before the referee becomes free to move. The referee will assume sideline responsibility that U1 had during the jump ball.

After the ball is possessed, the center should glance at the alternating-possession arrow to make sure it is pointing in the right direction. If it isn't, wait for the first dead ball and correct it.

JUMP BALL GOES RIGHT



If the ball goes to the referee's right, U2 will move to the right and become the lead. U1 will move to the left and becomes the center. The referee will hold until players clear and then moves to become the trail. The referee will assume sideline responsibility that U2 had during the jump ball.

After the ball is possessed, the trail should glance at the alternating-possession arrow to make sure it is pointing in the right direction. If it isn't, wait for the first dead ball and correct it.

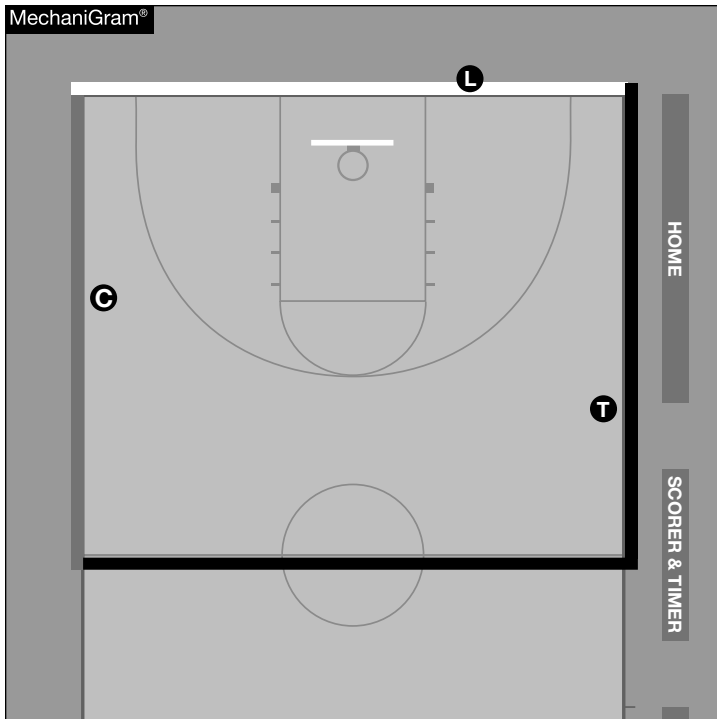
CREW OF THREE

CHAPTER 4

COURT COVERAGE

- HALFCOURT BOUNDARY LINE
- BASIC FRONTCOURT COVERAGE
- THREE-POINT RESPONSIBILITIES
- HANDLING DOUBLE WHISTLES
- PASS/CRASH IN LANE
- REBOUNDING AREAS
- REBOUNDING STRONG SIDE
- REBOUNDING WEAK SIDE
- STAY NEAR SIDELINE
- DON'T BAIL OUT ON TRY
- OFFICIATING THE DELAY OFFENSE
- BOUNDARY BACKCOURT
- BACKCOURT NO PRESSURE
- BACKCOURT WITH PRESSURE
- LAST-SECOND SHOT
- SHOT CLOCK COVERAGE

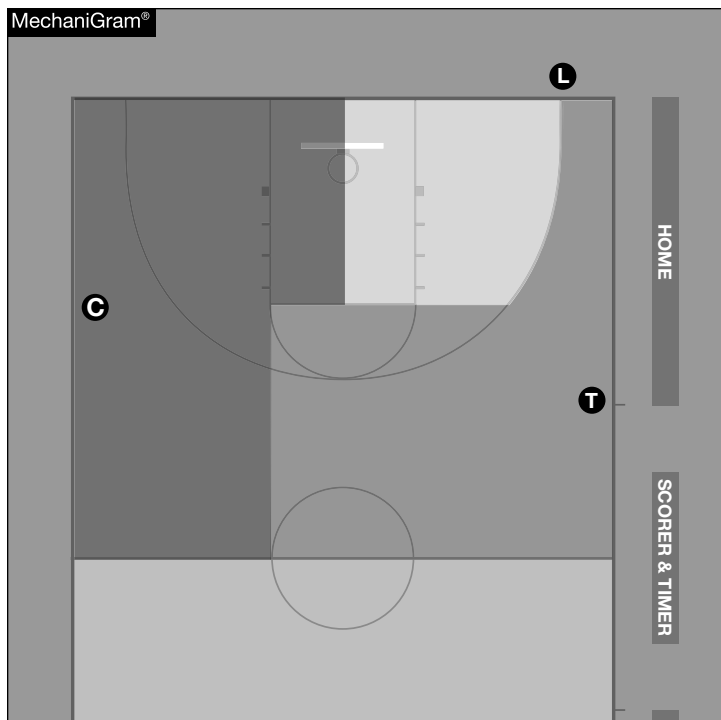
HALFCOURT BOUNDARY LINE



Every official on the court is responsible for particular boundary lines in a halfcourt setting. The lead and center are responsible for only one line, while the trail is responsible for two.

- The lead is responsible for the frontcourt endline.
- The center is responsible for the sideline nearest the center.
- The trail is responsible for the sideline nearest the trail and the division line.

BASIC FRONT COURT COVERAGE

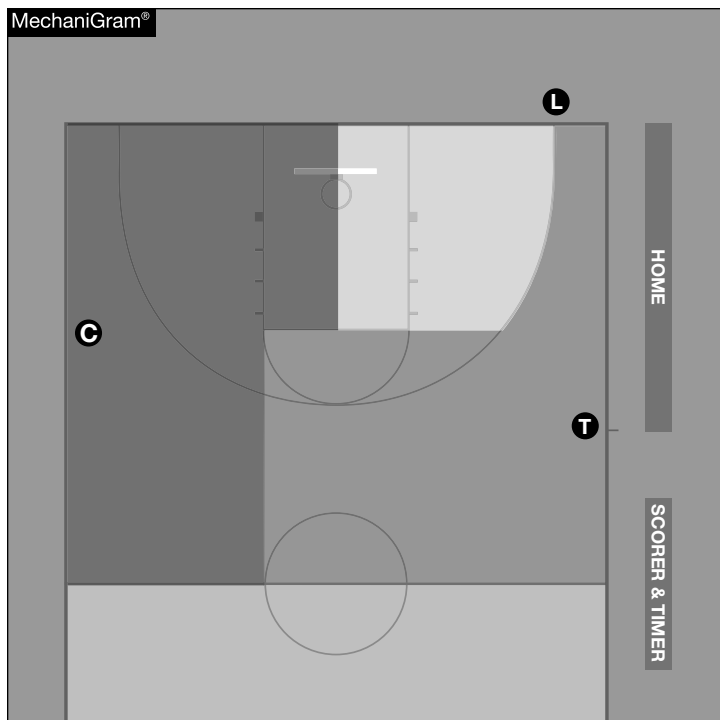


In the frontcourt, every official has a particular area of the floor he or she is responsible for, and he or she is responsible for officiating competitive matchups within. Those areas of coverage don't change regardless if you're on ball or off ball. If the ball comes into your area, you are on ball. If the ball leaves your area and the responsible official has picked up the ball, then you are off ball.

Generally, in a halfcourt setting:

- The trail's responsibilities include the area to the far free-throw lane line extended, above the free-throw line, to the division line and the sideline nearest the trail. The trail also has three-point coverage on 60 percent of the court.
- The center's responsibilities include the area from the near free-throw lane line extended to the division line, the sideline nearest the center and half of the lane itself. The center also has three-point coverage on 40 percent of the court.
- The lead's responsibilities include half of the lane, free-throw line extended to the three-point arc down the to endline on the lead's side of the court.
- All officials are responsible for the five-second count when ball is in their primary.
- All officials are responsible for officiating competitive matchups within their primary coverage area.

THREE-POINT RESPONSIBILITIES

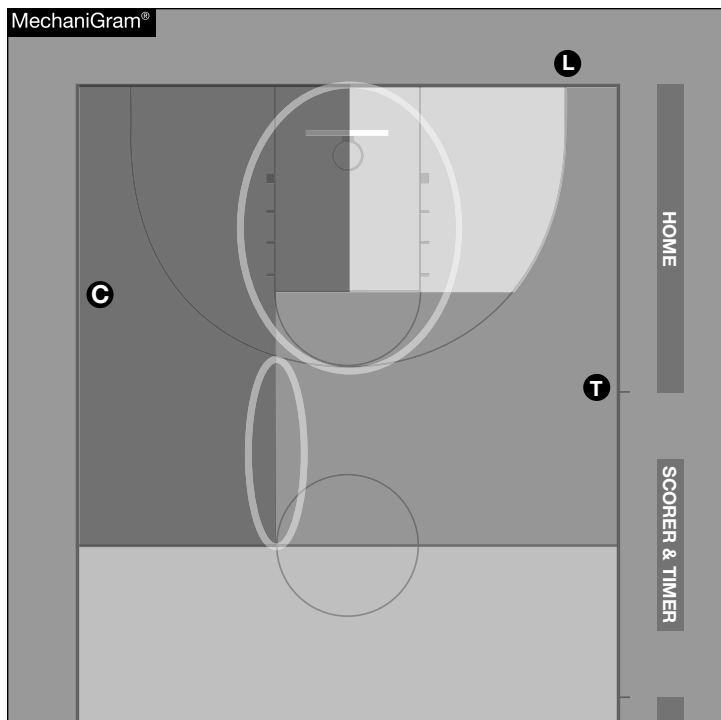


In the frontcourt, the trail is responsible for 60 percent of the three-point arc, up to the far lane line and down to the endline. The center is responsible for the three-point arc from the near lane line down to the endline. The lead does not have three-point arc responsibility except when helping in transition.

On three-point tries, only the covering official should indicate the attempt. The indication should be made with the arm closest to the center of the court so the table personnel can see it better. The covering official should also signal if the attempt is successful.

If the trail official signals a successful three-point shot, the center official mirrors the successful signal. If the center official signals a successful three-point shot, the trail official mirrors the signal. There is no need to mirror an attempt signal. If the three-point attempt is shot from the transition area between the trail and center, and both officials mark the attempt, the center should drop their mark and go to weakside rebounding coverage. Make sure the shooter is protected before going to strong-side rebounding coverage.

HANDLING DOUBLE WHISTLES



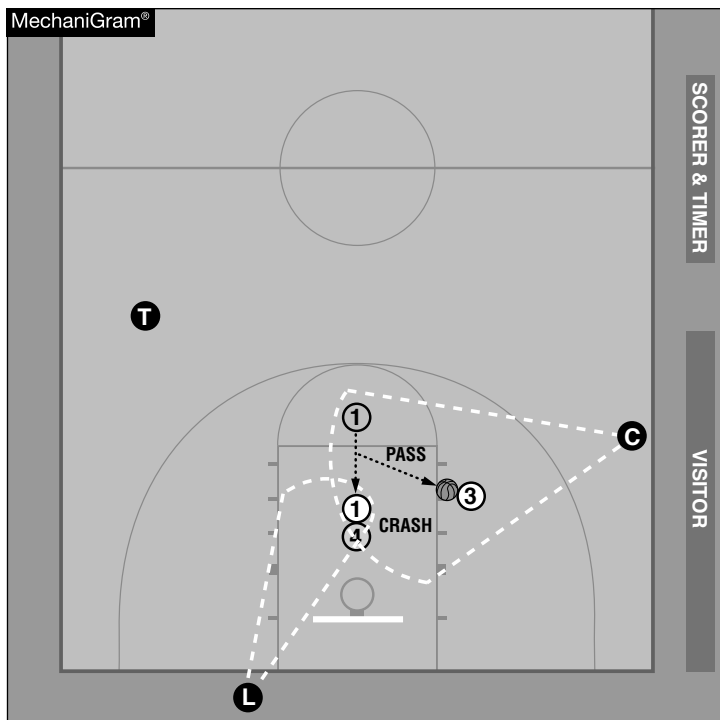
Double whistles are most likely to occur in areas where coverage intersects, such as in the lane, near the free-throw line and near the free-throw line extended.

When a double whistle occurs, first recognize that your partner(s) have blown the whistle. Give the stop the clock signal, but if all possible, do not give a preliminary signal. The outside officials (trail and center) should be patient with signals on secondary defender plays to the basket as the lead tends to jump on those quickly and signal immediately.

It is important to slow down, have eye contact with partners and not have a preliminary signal when more than whistle may be involved.

It is also important to have whistle discipline on plays that you don't have an A look at, or are not in your Primary Coverage Area. If an obvious foul occurs outside of your PCA, give a moment. If it is uncalled by the primary official, a secondary official with an A or B look may use a secondary cadence.

PASS/CRASH IN LANE

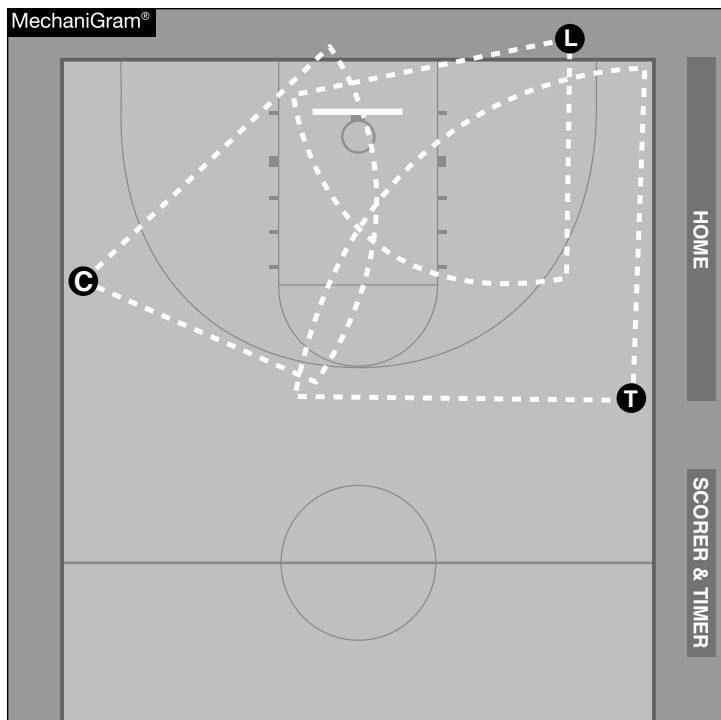


A player driving a crowded lane, passing off to a teammate, then crashing into a defender can be one of the most difficult plays to officiate. Why? There's a lot going on in a small area in a short period of time.

Each official has a job on pass/crash plays. The T or C, depending on which PCA the drive originates from, is responsible for officiating the primary defender. Usually on pass/crash plays, the defender involved in the collision is a secondary defender. Therefore, the Lead is primarily responsible for most pass/crash plays. The third official will officiate the ball matchup after the pass is released. This official should also have an opinion on the crash in case Lead does not have a whistle.

Lead should position themselves in a spot where they are not looking directly through the back of the defender attempting to take a charge. Often, close down position on these plays will offer a completely closed look, and we are guessing on whether the defender is knocked over, or falls over with little/no contact. Lead is primarily responsible for all secondary defender plays in the lane, regardless of where the defender or ball handler originated.

REBOUNDING AREAS



Rebound coverage in a three-person crew has the same basic principles of a two-person crew. If the shot is taken from your primary area of coverage, stay with the shooter until the shooter is landed and no contact is imminent. If the shot is taken from outside your primary area of coverage, immediately turn your attention to the rebounding action.

The third official on the court simply adds another set of eyes for rebounds. That extra set has a specific area to focus on. Those areas are very similar to basic frontcourt responsibilities, with one main difference: overlaps in coverage.

As the MechaniGram shows, there are areas on the court where two officials have the same rebounding coverage area.

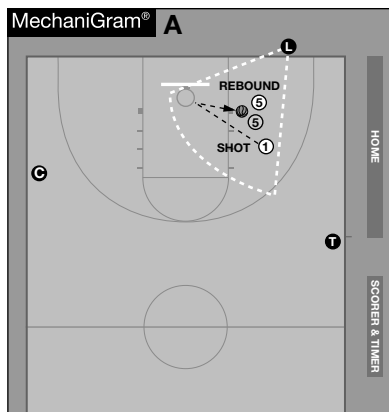
While any official can call a foul during rebounding action, the nearest official is generally primary on rebounding action when players crash the boards.

If the shot attempts originates from the trail's coverage area, the center official becomes primary on goaltending and basket interference. Likewise, if the shot originates from the center's area of coverage, the trail then becomes primary for goaltending or basket interference.

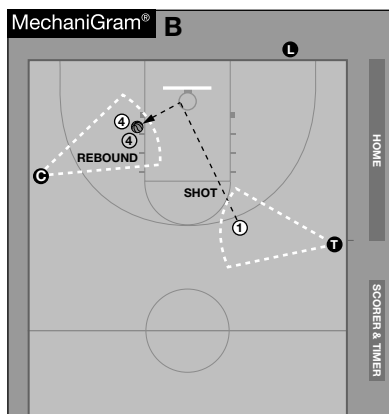
REBOUNDING STRONG SIDE

When shots are taken from the strong side, each official has certain responsibilities.

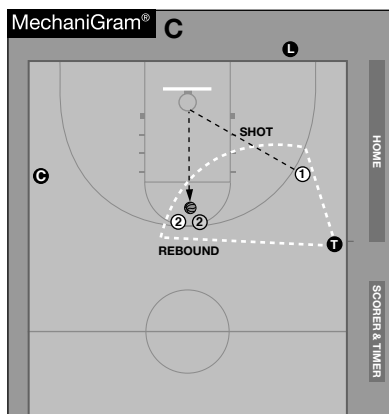
In MechaniGram A, the shot is taken from the lead's coverage area. The lead is responsible for the shooter and strong-side rebounding. The trail should also help with strong-side rebounding. The center official is responsible for weak-side rebounding action and should work to get a proper angle. Trail should attack 2-3 steps towards the basket on the shot.



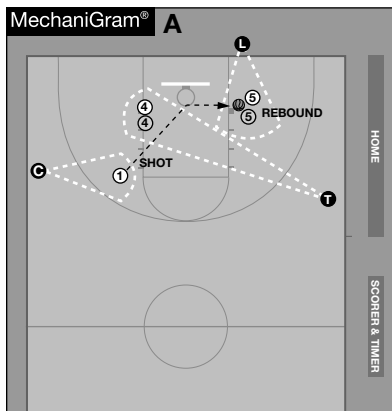
In MechaniGram B, the trail is responsible for landing the shooter. The center is first responsible for basket interference and goaltending, followed by observing weak-side rebounding action.



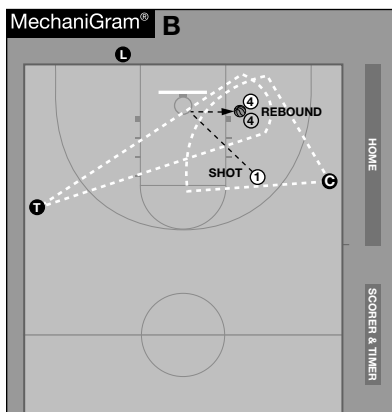
In MechaniGram C, the trail is first responsible for landing the shooter, followed by observing perimeter rebounding. The center is responsible for basket interference, goaltending and weak side rebounding action. The center can also help with perimeter rebounding.



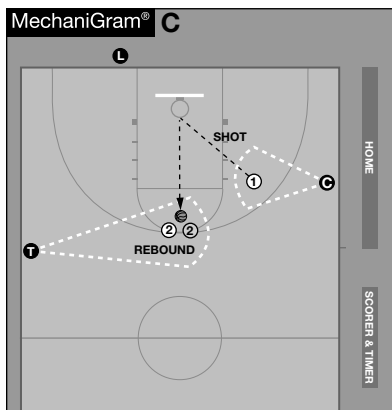
REBOUNDING WEAK SIDE



When shots are taken from the weak side, the center is responsible for staying with the shooter. The lead is responsible for strong-side rebounding, as seen in MechaniGram A. The Trail is responsible for weak side rebounding so the Center can properly land the shooter.

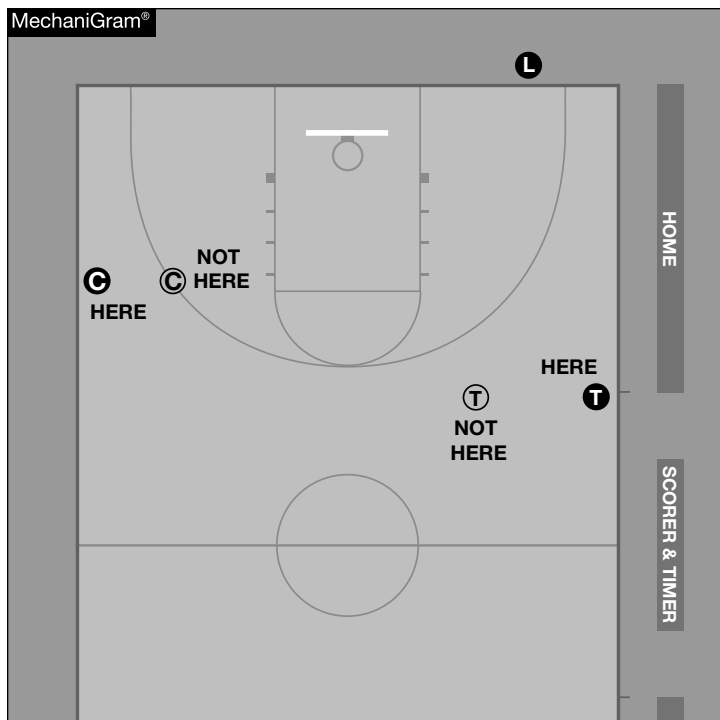


The center is responsible for landing the shooter and then officiating rebounding action that directly involves the shooter. The trail is primary on basket interference and goaltending and should help with perimeter and weak side rebounding.



In MechaniGram C, after checking for basket interference, goaltending and officiating weak side rebounding, the trail is then responsible for perimeter rebounding action.

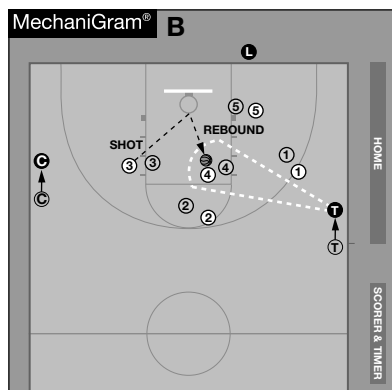
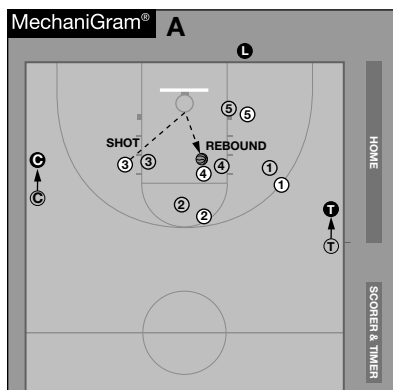
STAY NEAR SIDELINE



Officials learning three-person mechanics have a tendency to have a two-person mentality when on the court. One adjustment that needs to be made is where to position yourself while on the floor. In a two-person crew, the trail official must get off the sideline to properly officiate play above the free-throw line on the opposite side of the court. That is not the case in a three-person crew, as there is an official on both sidelines. Having both sidelines covered allows the trail and center officials to stay near the sideline, as seen in the MechaniGram. Staying near the sideline not only takes away the possibility of getting caught in the play, but also opens your angle of the entire court allowing for better coverage.

There may be times in which a temporary one- or two-step adjustment onto the court is necessary to avoid straightlining or feeling “pinched” along the sideline (when players are too close) or when all of the action is far away from the wing official. Most position adjustments by Trail and Center will be attacking drives towards the basket, by taking 2-3 steps in the direction of the drive.

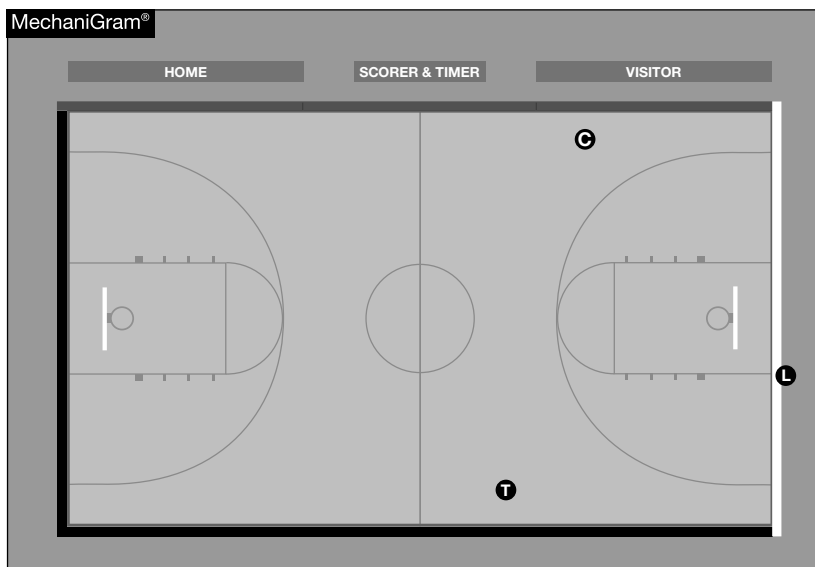
DON'T BAIL OUT ON TRY



On tries, the trail and center should step toward the basket. When bailing out, the official puts pressure on the rest of the crew to officiate rebounding. In the MechaniGram, the C and T step towards the endline and improve the crew's ability to accurately rule on rebound action.

Force yourself to step down toward the action, particularly as the center official. While you are always searching for the perfect angle to see the action unfold, a "step down" mentality might help you to avoid bailing out.

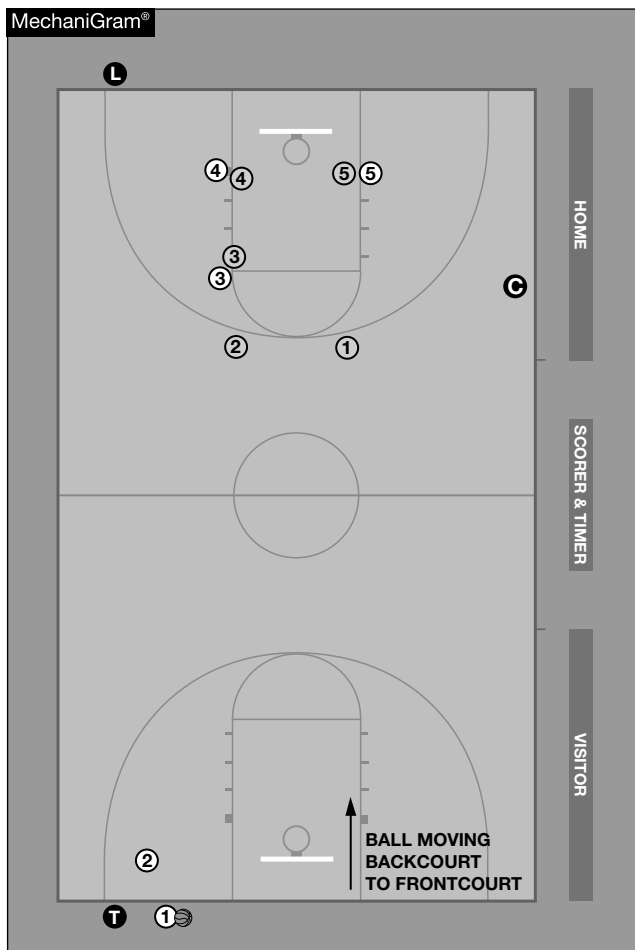
BACKCOURT BOUNDARY



In the backcourt, the new trail is responsible for the backcourt endline and the sideline on that side of the court. The center is responsible for the sideline on the center's side of the court. The lead is responsible for the frontcourt endline.

In a pressing situation, the center official should also be prepared to help out the trail on any activity involving the division line. Many times, a quick pass to a teammate near the division line will not give the trail enough time to get up the court and get a proper angle on the play. The center is close enough to rule on any such action and penalize any backcourt violations that might occur.

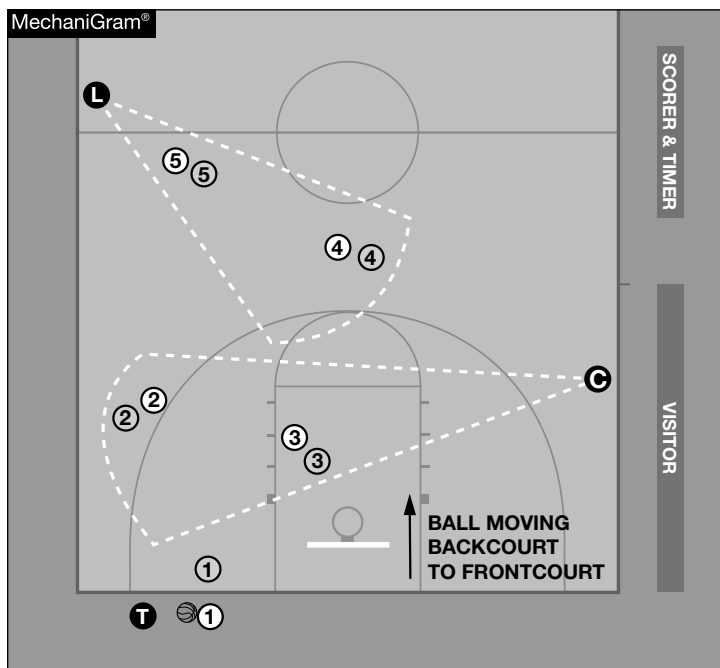
BACKCOURT NO PRESSURE



When play moves from one endline toward the other, the trail has primary responsibility in the backcourt. For example, when there is no defensive pressure, after a made basket the trail is responsible for the throw-in and watches the players move until they get to the division line. Once all players are in the frontcourt, normal frontcourt coverage areas apply.

The trail should remain behind the players at all times, even if there is no defensive pressure. The trail should not release from the endline, with or without pressure, until the ball has cleared the free-throw line extended in the backcourt. Then the trail should catch up just enough to be slightly behind and outside of the ball handler.

BACKCOURT WITH PRESSURE



When there's defensive pressure in the backcourt, the center, and sometimes the lead, must help.

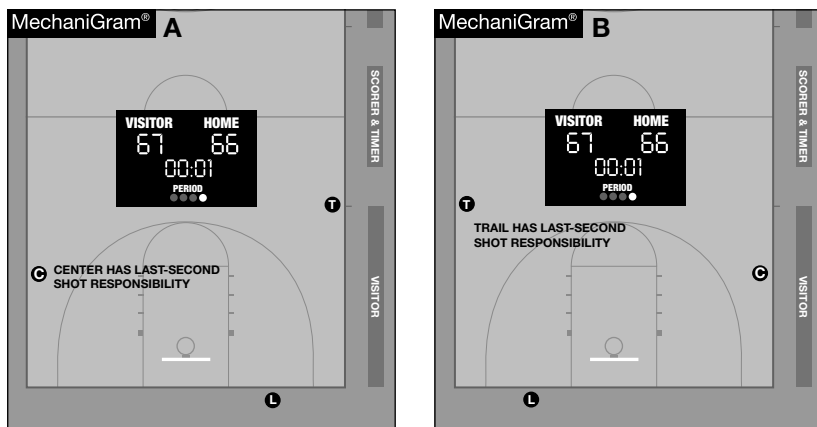
There is a general rule when the center helps the trail in the backcourt. If there are three or fewer players in the backcourt, the trail works alone there. If there are four or more players, the center helps.

When there's more than four players in the backcourt, the center's starting position is near the free-throw line extended. Basically, if you don't move after a made basket you're in perfect position. The free-throw line extended position can vary depending on the location of the players. The center must move to a spot along the sideline that gives the center the best angle to officiate. The center is responsible for the action of players in the backcourt, such as illegal screens or holding.

How long should the center "stay put" after a successful goal? Just long enough to observe there aren't going to be any problems the new trail can't handle with ease. That will probably be just a second or two. Then the center can move down the court with the "pack" — the middle 5-7 players. The lead is positioned a bit beyond the last offensive player on the court.

The trail should stay on the endline until the ball clears the free-throw line extended. If the ball goes toward the center in the backcourt, the trail should maintain the endline until the ball clears free-throw line extended, but may move as far along the endline as necessary to stay connected to the play. When the ball comes up the center's sideline, the trail should maintain connection as long as necessary, even if it creates a "2 referee play."

LAST-SECOND SHOT



The official opposite the table, trail or center, has last-second responsibilities as seen in the MechaniGrams. That official should communicate that message and responsibility to his or her partners by signaling “I’ve got the shot.” Such communication should be repeated on any change of possession. When the shot clock is still on, the crew should signal “2 horns” by showing each other 2 fingers. This reminds the crew the first horn to go off will be the shot clock horn. When the shot clock turns off and only the game clock is visible, then the crew may signal “one horn” with one finger. The crew should make sure they know the situation, without being “over the top” and distracting themselves from officiating the play.

SHOT CLOCK COVERAGE

Officials must be prepared to rule accurately when the shot clock is expiring. the on-ball official should have an opinion, however should prioritize illegal contact, especially elbow-to-wrist, landing space, and shooter kick-outs. The center or trail that is off-ball should assist with timing of the shot and potential foul relative to the expiration of the shot clock. In the case of a shot clock violation, both the center and trail have the green light to wave off a try that is not in flight when the shot clock expires. The lead should ONLY blow the whistle if there is an obvious shot clock violation missed by both the center and trail, with a delayed cadence. The off-ball center/trail should use signal 15 to alert the crew that the shot clock is near expiration when the shot clock is under 10 seconds. The lead should not use signal 15.

Shot clock responsibilities, overall, belong to the entire crew. The game and the shot clock should be officiated from all three positions without sacrificing officiating playing action.

CREW OF THREE

CHAPTER 5

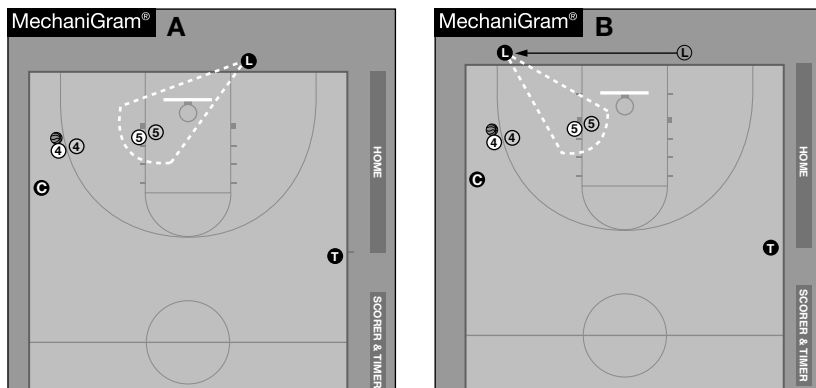
THE LEAD POSITION

- BALL-SIDE MECHANICS
- AVOID QUICKSAND
- WIDE ANGLE/CLOSE DOWN
- MOVEMENT TOWARD SIDELINE
- LEAD HELP ON THREE- POINT TRY

Lead Positioning Checklist

- Hustle from Trail to New Lead and pick up first post matchup
- When the ball is in your 1/3 of the court, or middle of the court, stay wide
- When the ball is on C side, go to close down
- Mirror the ball in front court
- Shoulders at 45 degrees, facing the lane
- Rotate for a purpose; put the crew in a good position
- Back out of rotation on quick drive/shot/pass
- Responsible for all secondary defenders

BALL-SIDE MECHANICS



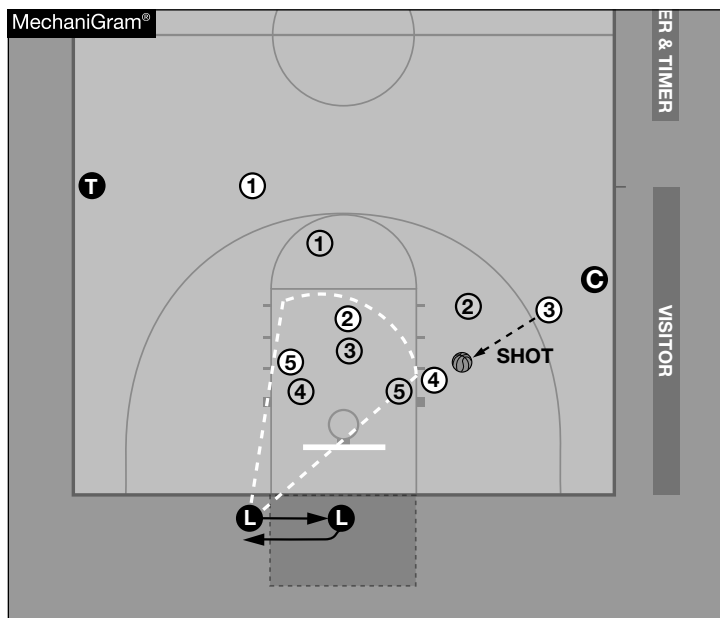
In three-person crews, the strong side would ideally be ball side at all times. While that isn't possible, the lead can move along the endline and make the strong side the ball side. The lead must anticipate a drop pass into the low post on the opposite lane line when the ball is near the free-throw line extended. In MechaniGram A, the lead is near the lane line opposite the play. It is a terrible angle to watch the post play. The lead is straightlined.

In MechaniGram B, the lead has rotated by moving across the endline to the lane line on the center's side of the court to clearly see the post play. The lead is in a much better position to see potential violations or fouls.

Keep your head and shoulders turned toward the players in the lane when moving. Remember, you still have responsibilities for watching screens and other action in your primary area. If you put your head down and sprint across the lane to the new spot you will miss off-ball contact. Move with a purpose, but do not run or job, always walk and with your eyes on your primary off-ball area.

The lead moves for three reasons: The lead is in a better position to see the play clearly (if the lead stayed on the off-ball side, the lead would be looking through bodies and guessing), secondly the lead is closer to the play, which helps sell the call or no-call. Perception is important and if you look like you're closer to the play and in good position, your ruling has a better chance of being accepted. Additionally, the lead will have a better view of secondary defender's on plays near the basket.

AVOID QUICKSAND



“Quicksand” is a danger area for the lead. Quicksand is the area directly underneath the basket. Never position yourself directly under the basket because you can’t see much of anything from there. You’re straightlined on most rebounding angles. You might as well fall into the quicksand and let your partners call the whole floor!

The lead can get caught in the quicksand when initiating a rotation and moving ball side as a player takes a shot. For example, the lead moves ball side anticipating a drop pass into the post. Instead, a shot is quickly taken while the lead is moving ball side. Now the lead must get out of the quicksand and establish good rebounding angles.

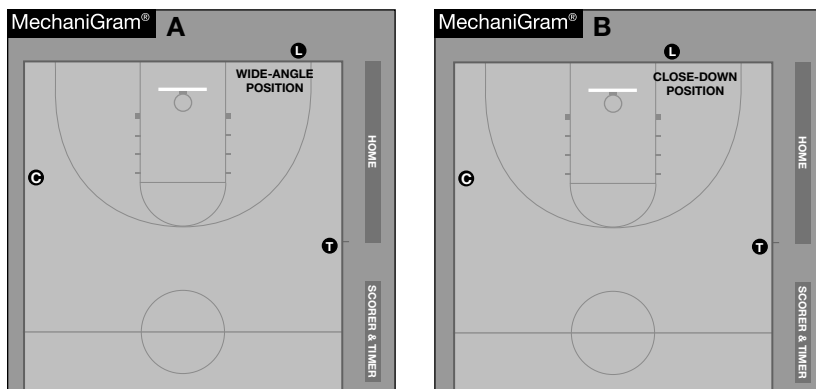
When caught in the quicksand, the lead must go back where the lead came from because the rotation wasn’t completed before the shot, drive, or pass began. If you continue with the rotation during the shot, drive, or pass, your partners might not catch a rotation occurred and end up in the wrong positions.

In the MechaniGram, the lead begins the rotation and moves ball side to watch low post action. When the lead is halfway through the lane, a shot is taken. If the lead stays put, the lead is straightlined on all rebounding angles and gets caught in the quicksand. Instead, after the shot, the lead backs out where the lead is again in good position to watch rebounding action.

How does the lead know a shot is being attempted if the lead is looking off-ball? Read the off-ball players’ movements. Do not watch the shooter and ignore off-ball coverage.

Off-ball players in the lane area will begin to obtain rebound positioning when a shot is airborne. Look for players watching the flight of the ball. Watch for offensive players moving to rebound spots in anticipation of a miss. Look for defensive players boxing out offensive rebounders. There are plenty of off-ball clues that let you know a shot is on the way.

WIDE ANGLE/CLOSE DOWN

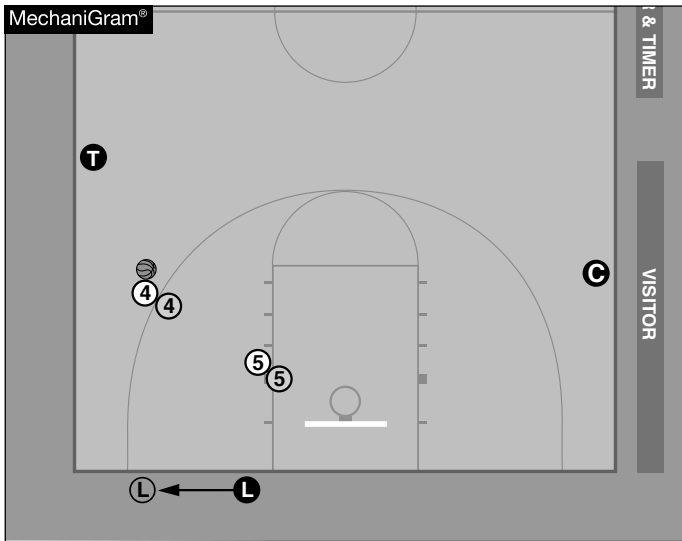


There are two basic starting positions for the lead on the endline. When the ball is on the lead's side of the court, the lead establishes a wide-angle position, which is one step inside the three-point arc line extended off the court as seen in MechaniGram A. When the ball is in the middle of the court or on the center side of the court, the lead establishes a close-down position which is three feet outside the free-throw lane line extended off the court, as seen in MechaniGram B. The close-down position makes it easier for the lead to rotate.

Lead should position themselves at all times to officiate:

- Post Play
- Secondary Defenders for both Block/Charge and Verticality/Rim Protection.
- The entire drive for baseline drives or banana drives that go down the sideline, and pivot down the endline towards the basket.

MOVEMENT TOWARD SIDELINE

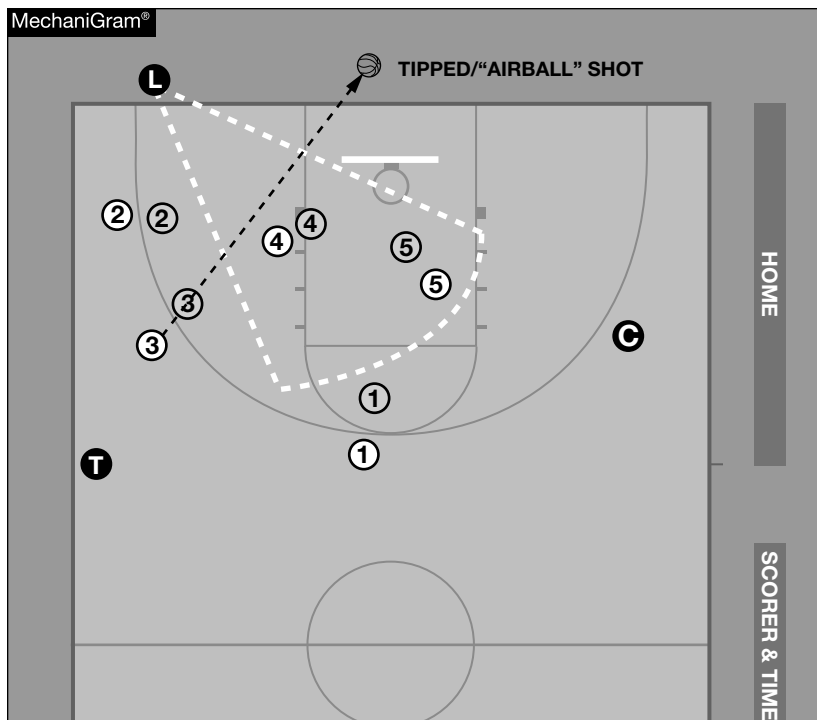


When the ball drops below the free-throw line extended on the lead side of the court, the lead's main responsibility is to watch the post players on the near low block. If you're too close to the low block, you don't have a wide angle and may not have the proper perspective.

To give yourself a wide angle and better perspective, work a step off the endline and mirror the ball, with your body at a 45 degree angle facing the lane. That movement increases your field of vision and gives you a chance to see both areas.

In the MechaniGram, the lead is in better position after moving off the endline, moving closer to the sideline and angling the shoulders. With that improved position, the lead has a better perspective on low block action and isn't on top of the play, which makes officiating the low-block area easier.

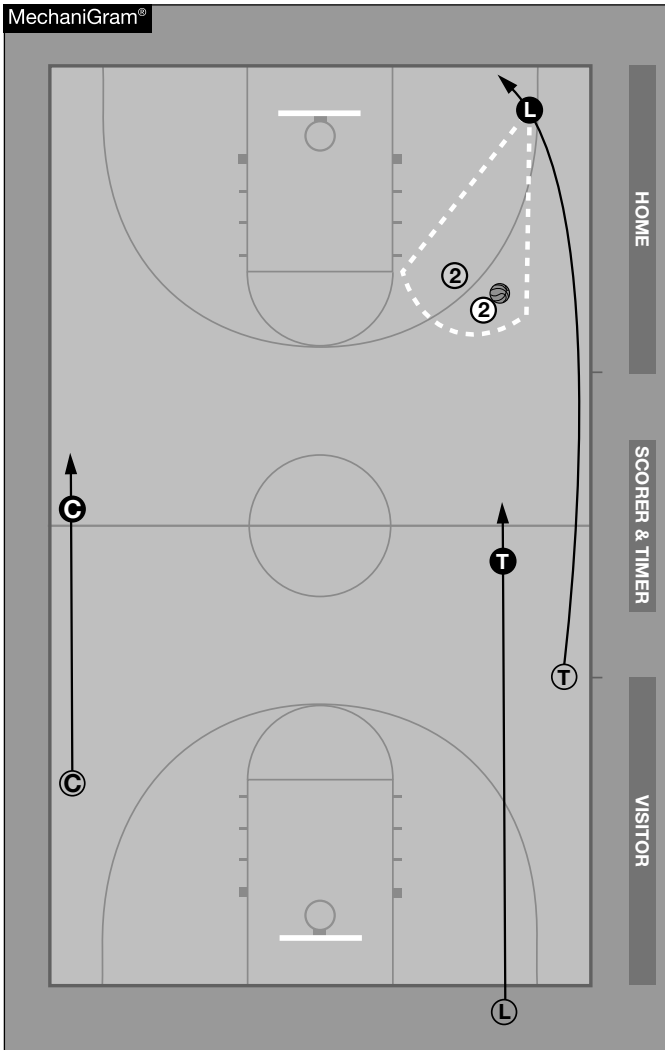
ASKING FOR HELP



Lead must ask for help on any out of bounds play that they have any level of uncertainty on. This not only includes out of bounds plays from the center half of the endline, but also “airball” try attempts.

Lead must discipline themselves to ask for help on airballs from the official from where the try originated. Center and trail must be prepared to help the lead on all airballs. In recent years, the number of perimeter shots, and hence defensive close-outs, has increased dramatically. That evolution in the game means higher potential for deflected shots or close non-deflections that demand the lead get help.

LEAD HELP ON THREE-POINT TRY



In a halfcourt setting the lead doesn't signal a three-point try or successful attempt. However, in transition that is not always the case. If a couple of passes put the ball in the frontcourt followed by a quick three-point attempt, the center and trail may not be in position to properly rule on a three-point try. In such cases, the lead should rule whether or not the try is attempted from behind the three-point arc, as seen in the MechaniGram, but should not indicate a made three-point basket.

CREW OF THREE

CHAPTER 6

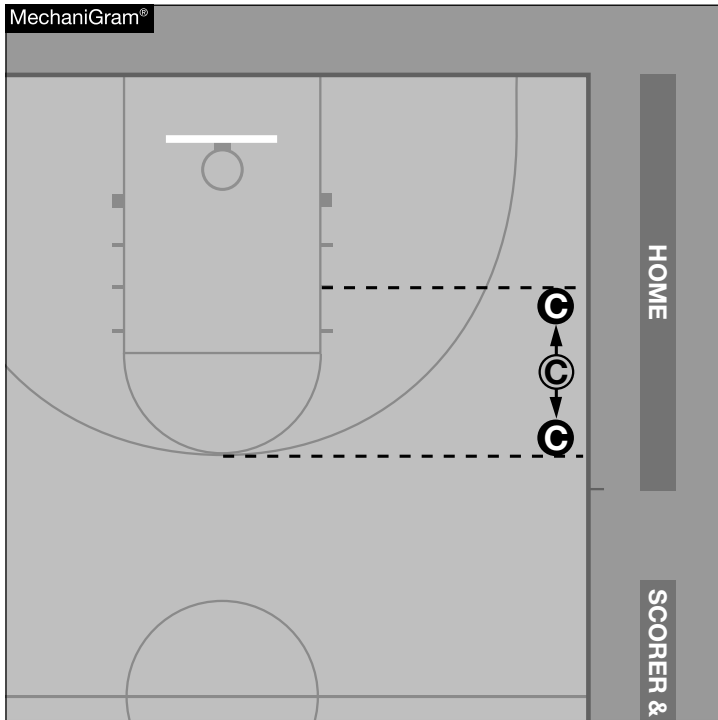
THE CENTER POSITION

- RANGE OF MOVEMENT
- MOVE ONTO COURT
- OPEN ANGLES
- DON'T BECOME SECOND TRAIL
- HELP ON OUT OF BOUNDS
- SPIN MOVE

Center Positioning Checklist

- Move with the “pack” - middle 5-7 players in transition
- Front court home base = Free Throw Line Extended
- Heels on the sideline, Shoulders parallel to the sideline
- 1-2 step position adjustments high (help with ball screen)
- 1-2 step position adjustments low (help with curl play)
- Don't leave a good angle when Lead rotates

RANGE OF MOVEMENT

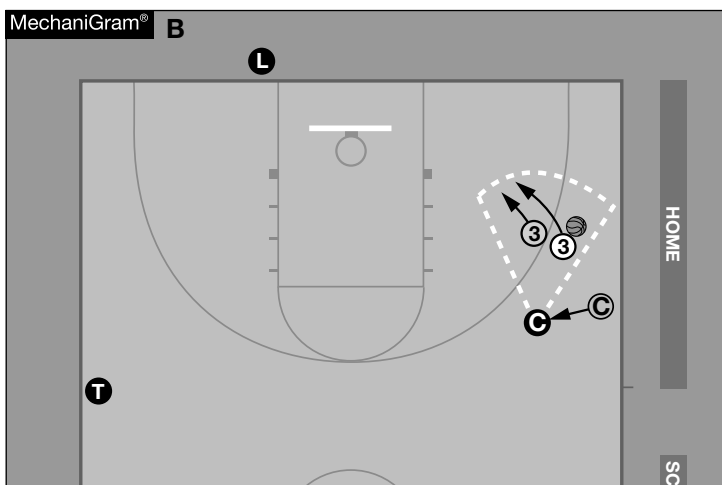
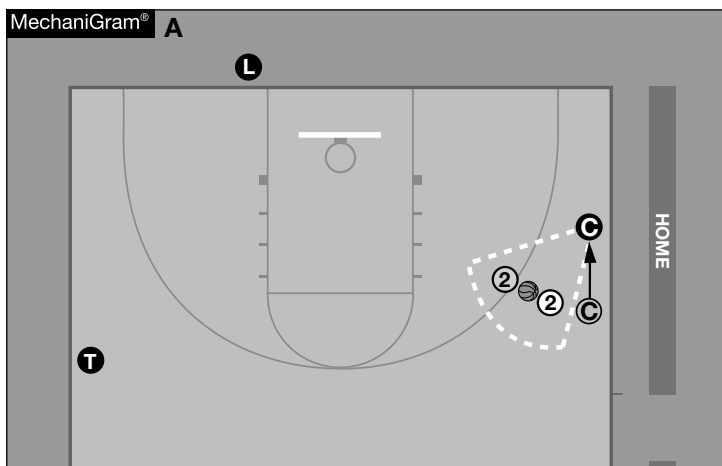


The normal starting point for the center in a halfcourt setting is free-throw line extended. That is just a starting point though and it's not the only location the center can be. The center can move comfortably up and down the sideline from the top of the key extended to the second lane space mark extended, as seen in the MechaniGram. Position adjustments should be 1-2 steps, and Center should stay sideline oriented at all times.

Movement within that range allows for the center to open angles and doesn't alter the positions or responsibilities of the lead and trail. It's the accepted range of motion for the center.

The majority of the center officials will move out toward the division line at any opportunity. It's comfortable and more like two-person. Challenge yourself to stay lower and possibly step down toward the endline instead of up toward the division line. The angles that will open up for you on off-ball coverage will be far better from that spot on the court. As much as possible, attempt to work below a jump shooter on your side.

OPEN ANGLES

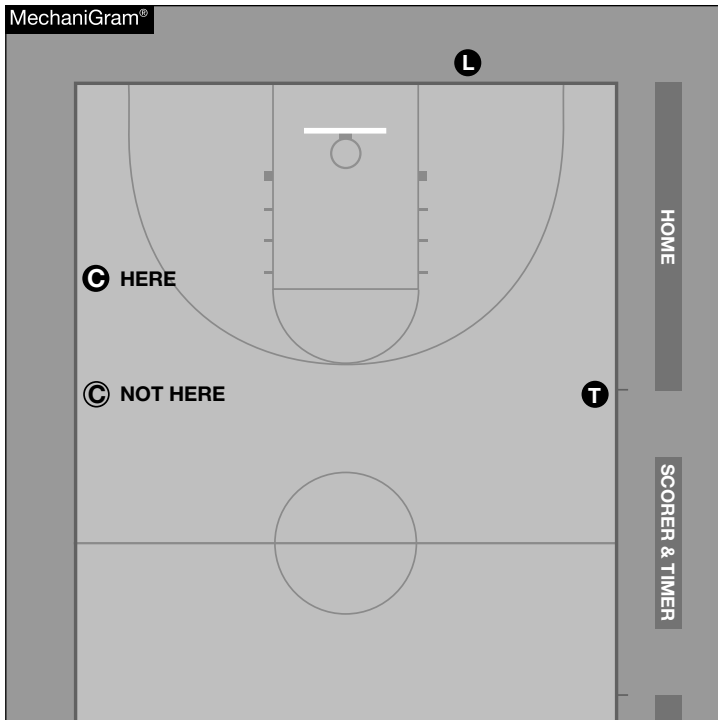


When play comes directly at the center official who is standing on the sideline, most angles and depth are lost. It is difficult to officiate any play when you have the feeling that the play is right on top of you.

The center official can and should move to maintain an open angle. Otherwise the center will become straightlined. The center should step down toward the endline, as in MechaniGram A.

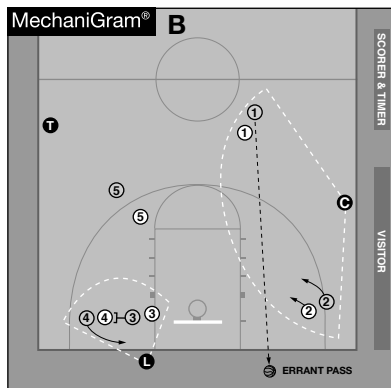
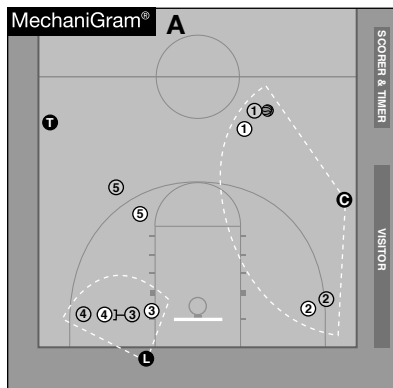
The same emphasis holds true when an offensive player with the ball in the center's coverage area turns the corner and drives the lane. The center must maintain the proper angle on that drive and that may mean moving onto the court a step at most to keep it, as in MechaniGram B. Officials who stay in the same place and don't move often don't see the whole play. Create the best angle.

DON'T BECOME A SECOND TRAIL



Because you're used to being above the three-point line as the trail in a two-person crew, many center officials don't move toward the endline far enough. When you're positioned too far away from the action as the center, you're defeating the whole purpose of having the third official: Better angles and better coverage. Do not rotate out of a good officiating position, even if lead rotates to your side of the court. Maintain your good officiating position until you can more appropriately complete the rotation.

HELP ON OUT OF BOUNDS



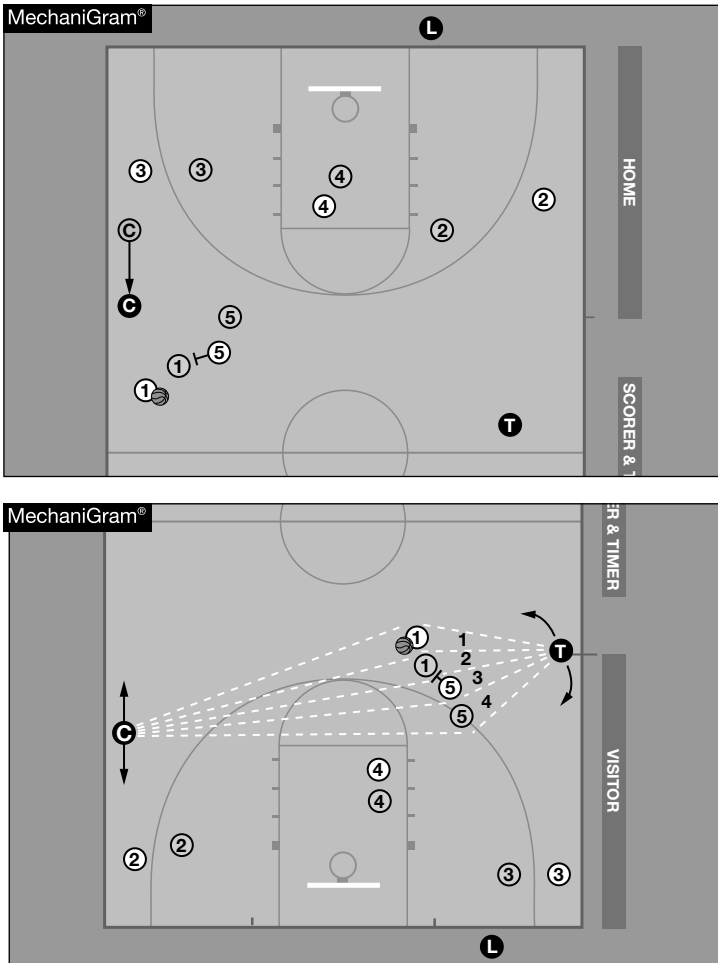
Though rare, there will be instances when action is going to occur and the calling official isn't going to know what happened. That occasionally happens on out-of-bounds calls. The center must be ready to help.

In MechaniGram A, the lead is watching a screen. The center has on-ball coverage and is responsible for the ball. In MechaniGram B, the pass is not handled cleanly and goes out of bounds on the endline.

The lead official, still watching the screen, sees the ball go out of bounds but doesn't know who touched it last. The lead should blow the whistle, make eye contact with the center, and say "HELP!" The center should pop the whistle once, and point the direction with a verbal of which team's ball it is.

Because the lead was watching the lead's primary area of responsibility, and with some communication by the center, the play can be called correctly, without sacrificing off-ball coverage. Lead must ask for help on every out of bounds play they are unsure on. Any ball thrown/bounced out of bounds on the center's half of the court, the lead must ask for help, and the center must have an opinion.

STEPPING UP



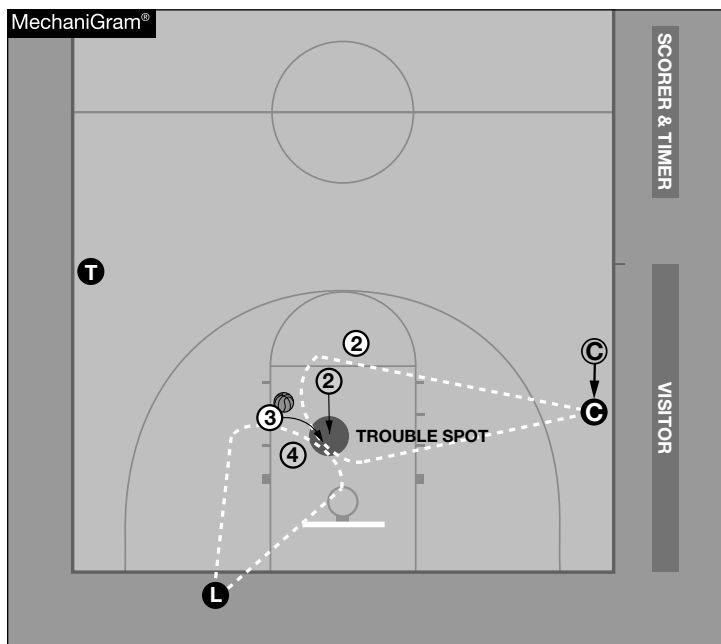
There are two very common situations that demand the center steps up to receive or assist with a play.

The first, is when the ball initially crosses into the front court, with heavy pressure, near the center's sideline where it is challenging for the trail to referee by themselves. Center should step up to accept the play.

The second play is any sort of a ball screen near the top of the 3-point arc. Center should proactively step up to approximately even with the top of the arc to assist the trail, officiating the screen bottom-up.

Trail will officiate the play with the 1-2-3-4 principle, or top-down. 1 is the BHD, 2 is the primary defender, 3 is the screener, and 4 is the screener defender. Trail is primarily responsible for players in 1-2-3-4 order. Center steps up, and assists by officiating bottom-up, 4-3-2-1.

SPIN MOVE



A trouble spot for the lead develops when a player with the ball on the low block spins toward the middle of the lane away from the lead. The quick spin move often leaves the lead straightlined and without a good look on the play.

Many times, a defender near the free-throw line will drop down into the lane and challenge the move toward the basket. That's when you'll likely see that defender slap at the offensive player, trying to poke the ball away. That steal attempt is sometimes a foul — one that goes unseen by the now-straightlined lead.

The center must help out and watch the area in the lane when a post player spins away from the lead. Commonly referred to as the lead's "backside," the center has a much better look at the play after penetrating toward the endlane for an improved angle, as seen in the MechaniGram.

Lead must also remain disciplined and avoid blowing the whistle on all plays that curl toward the center. Trust the look — the play opens up to the center, and closes to the lead. Lead should lay off, and the center should position adjust down to open the window to the play, accept the play, and officiate the entire play as their primary play, even if the play stays within the lead's PCA lines.

CREW OF THREE

CHAPTER 7

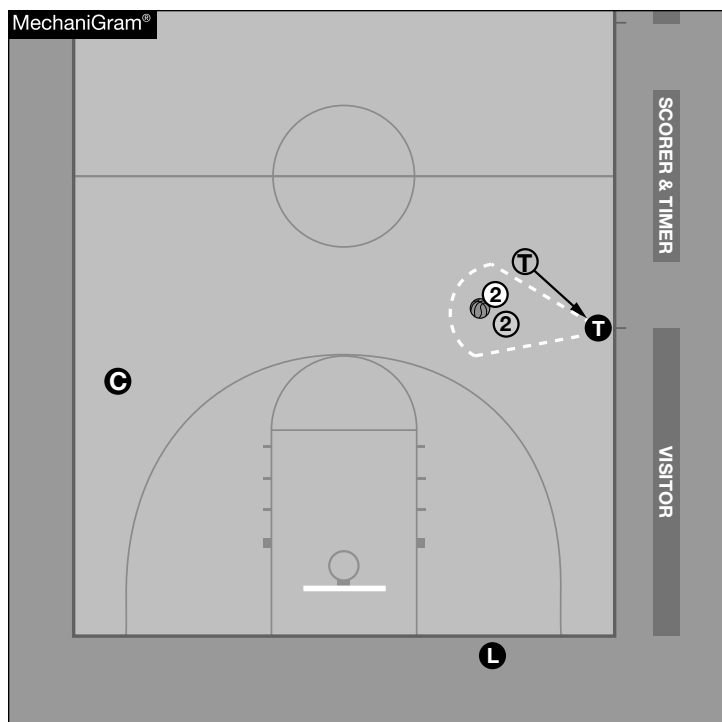
THE TRAIL POSITION

- SPACING
- OUTSIDE-IN LOOK/INSIDE-OUT LOOK
- MOVEMENT ON JUMP SHOT
- CONCENTRATE ON OFF BALL

Trail Positioning Checklist

- Trail the play in backcourt - no more than 2 steps
- Front Court Home Base - at/near the 28' mark
- Behind and Outside the Ball Handler
- Get below a perimeter shooter whenever possible
- Stay sideline oriented in front court
- Shoulders at 45 degrees to sideline, facing the lane
- Attack drives to the basket-step with the drive 2-3 steps
- High Clock awareness at all times

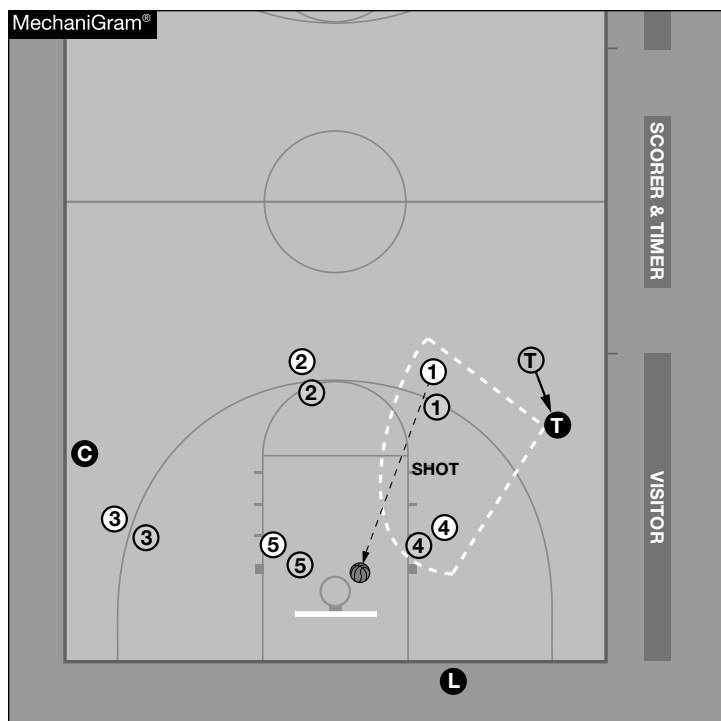
SPACING



When you get too close to a play, your view of the play is distorted, as shown in the MechaniGram. Your depth perception is off and your field of vision is narrow. Also, if you're too close, you're more likely to get in the way by colliding with players or being in passing lanes. You risk impacting the play or causing injuries to the players and yourself.

When the official moves, he or she creates proper spacing and can see all of the items involved in the play (ball, defender, hands). In the mechanigram, Trail should be sideline oriented, and at the 28' mark.

MOVEMENT ON JUMP SHOT



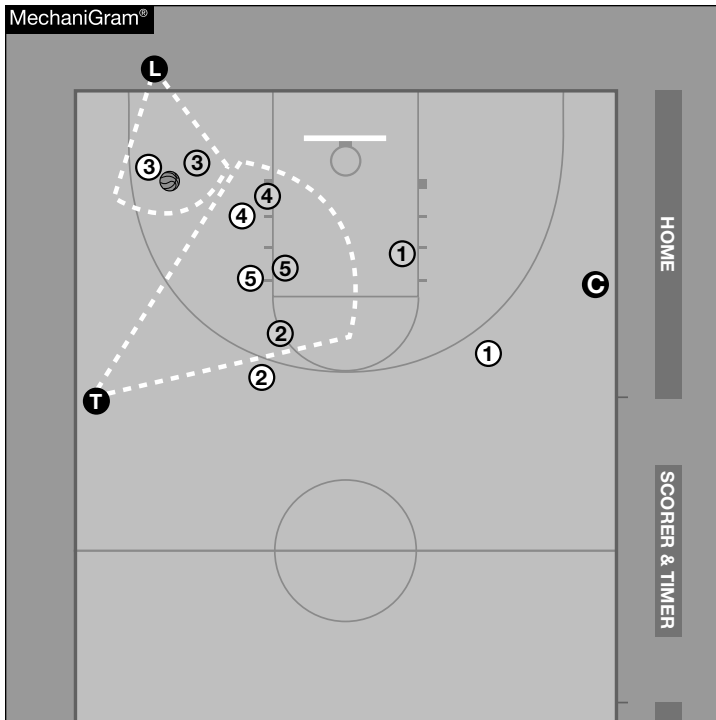
The trail has more responsibilities than simply watching the shooter. Too often a shot goes up and the trail's first thought is to start moving to the other end of the floor to avoid getting beat downcourt. When the trail leaves, the lead and center are left with offensive players crashing the boards and defensive players doing all they can to grab the rebound. That's too much to handle.

The trail must help with rebounding action. When a player takes a jump shot within the trail's coverage area, the first responsibility is to watch the airborne shooter all the way back to the floor to ensure there are no offensive or defensive fouls. While watching that action, the trail should be moving a couple of steps toward the endline, as shown in the MechaniGram.

Once everything is OK with the shooter and surrounding action, the trail steps toward the endline to allow the trail to help the lead by watching rebounding action. A step or two to improve your angle is all that's necessary to successfully watch rebounding action. Avoid going below the free-throw line extended. The trail is likely to see an offensive player pushing (or crashing into) a defensive player from behind — something that is difficult for the lead to see from the endline.

Do the game, your partner and yourself a favor and resist the urge to sprint to the other end of the floor when the shot goes up. Move toward the endline to get rebounding angles.

CONCENTRATE ON OFF BALL



One of the many keys to successful three-person officiating is knowing when to watch off ball and when not to. When the ball is not in your primary area, you must concentrate on off-ball action.

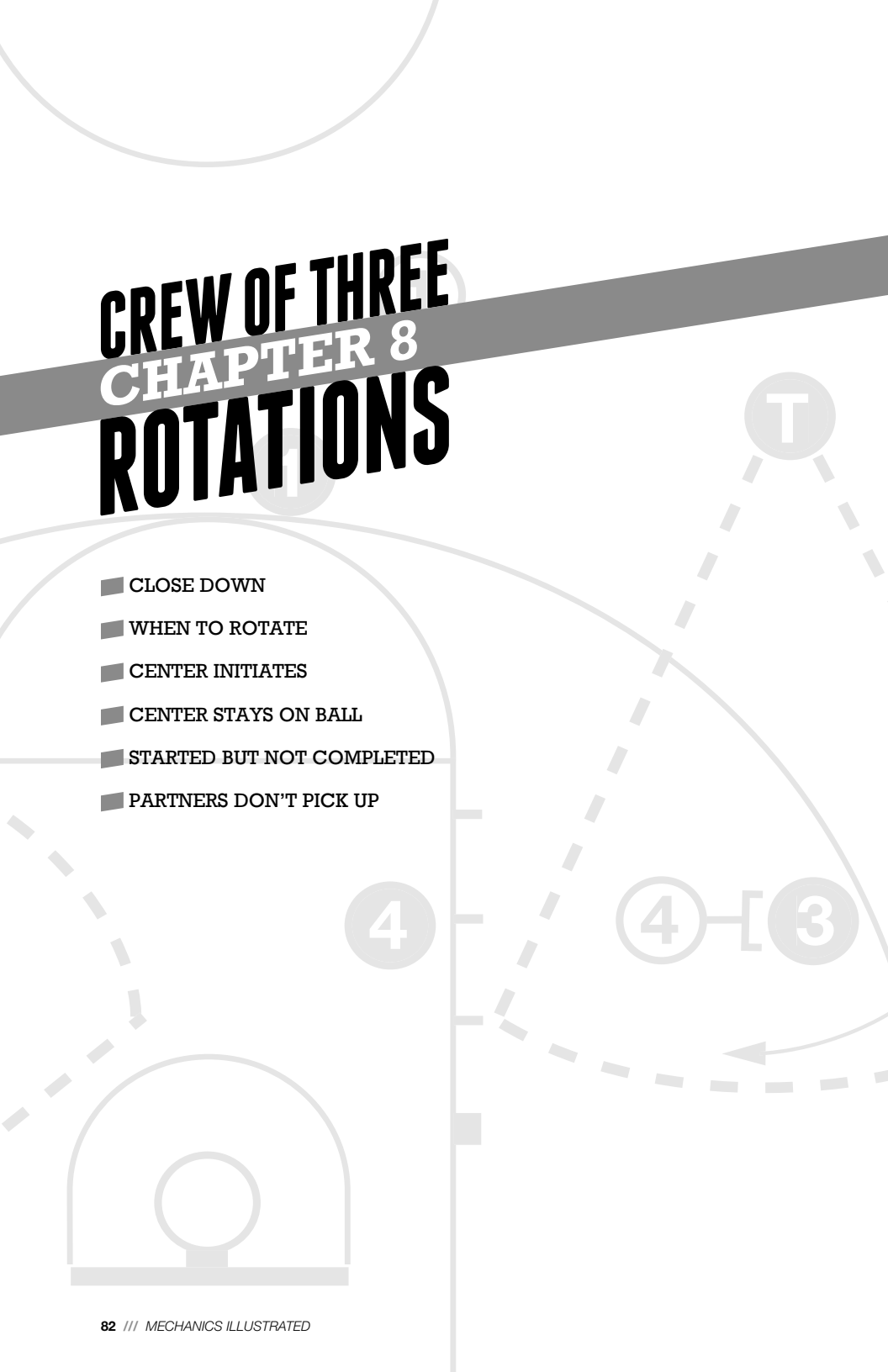
In the MechaniGram, the lead has on-ball coverage. The trail must concentrate off ball and observe the actions of players away from the ball. If the trail were to watch the ball while it is in the lead's primary area, that leaves only the center to watch the other eight players. While that is the case in two-person mechanics, having that mindset with three officials totally defeats the purpose of the third official. Concentrate on players off the ball when the ball is out of your primary.

CREW OF THREE

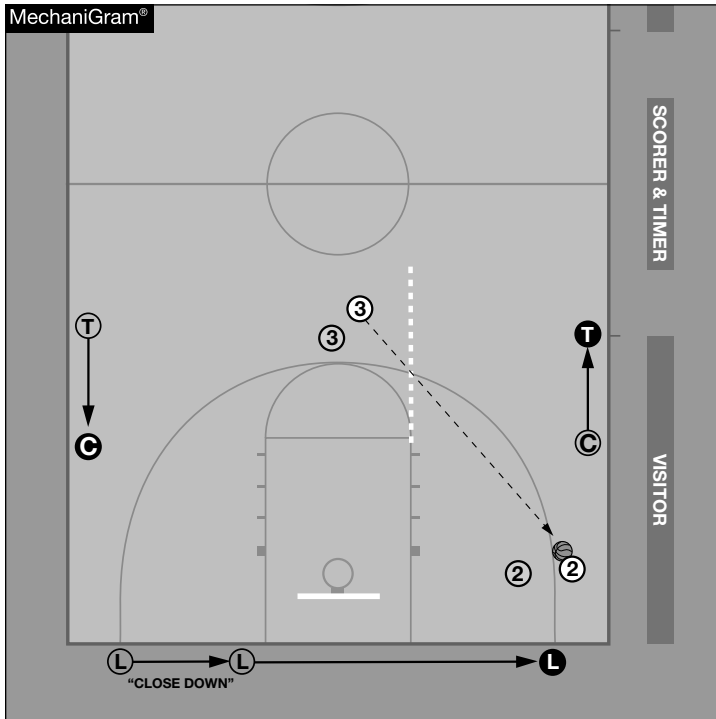
CHAPTER 8

ROTATIONS

- CLOSE DOWN
- WHEN TO ROTATE
- CENTER INITIATES
- CENTER STAYS ON BALL
- STARTED BUT NOT COMPLETED
- PARTNERS DON'T PICK UP



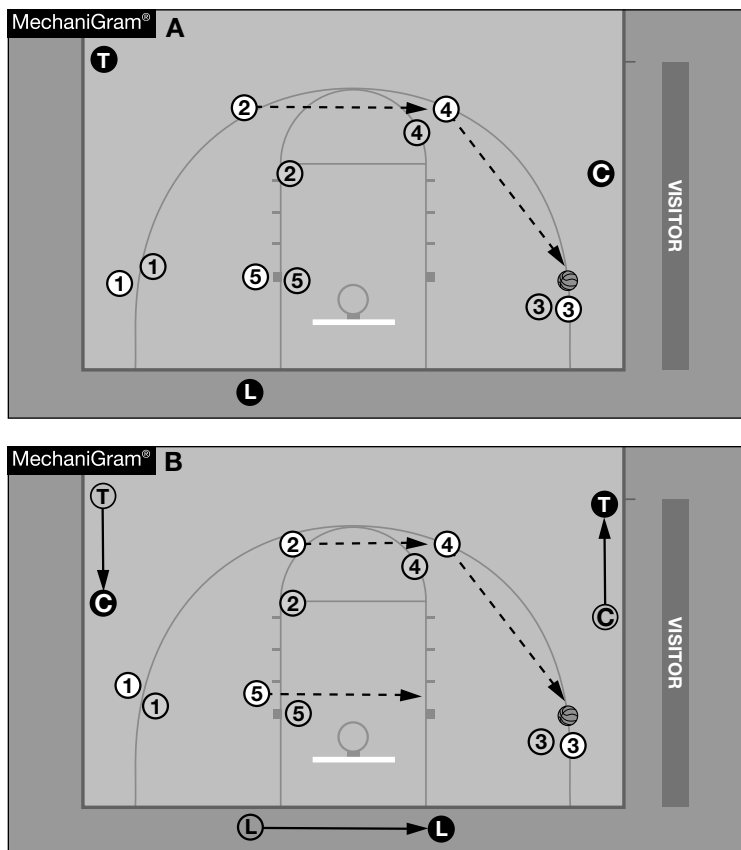
CLOSE DOWN



As a guideline and depending on playing action, the lead should close down and may move laterally to ball side when the ball is near the free-throw lane line extended nearest the center official. When the lead moves laterally across the endline (initiates a rotation), activity in the lane must still be observed by the lead.

"Close down" means the lead moves from an area along the endline on the lead's side of the court to a position one step away from the free-throw lane line nearest the lead, as seen in the MechaniGram. Often, closing down means a lateral movement by the lead of a few feet.

WHEN TO ROTATE



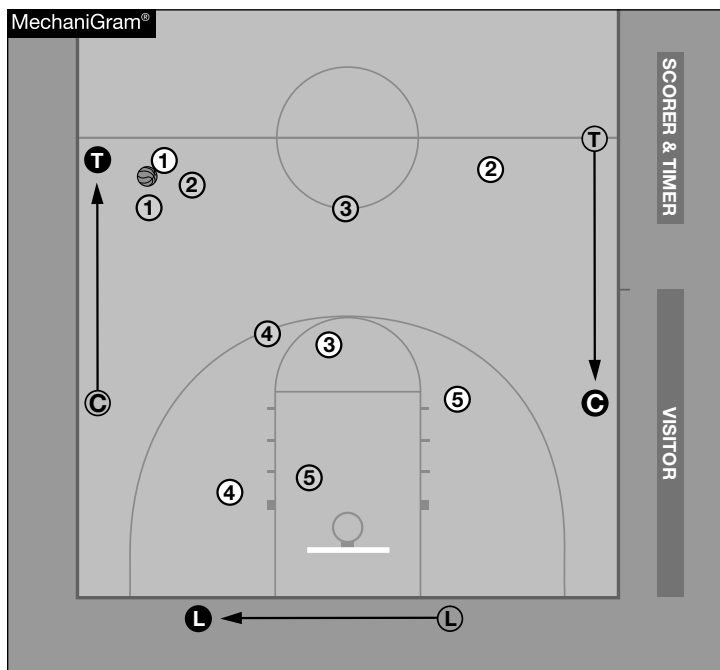
The lead should rotate when the ball is beyond the center-side lane line extended, there is imminent post play developing on the center's side, and the lead is capable of completing the rotation before the play develops. If the likelihood the ball skipping or swinging back to the lead side is high, or there is only one matchup on the center's side (even if it's the ball matchup), the lead should be patient and not rotate. The lead must read the playing action and anticipate ensuing plays to rotate properly, as seen in MechaniGram A.

If the ball is near the free-throw lane line extended and the lead senses ensuing post-play action (such as a post player moving ball side) as seen in MechaniGram B, the lead must initiate a rotation to get in better position to officiate the post play. By not rotating, the lead makes the center work harder by officiating a lot of action in a short amount of time.

By rotating to ball side, the lead is in a better position to officiate post action as well as secondary defender plays near the basket.

When rotating to ball side, the lead should work as wide as the ball while still maintaining focus on primary area of coverage.

CENTER INITIATES

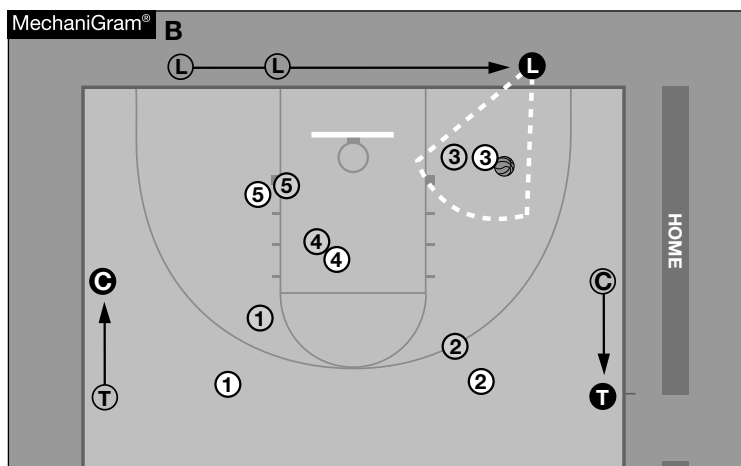
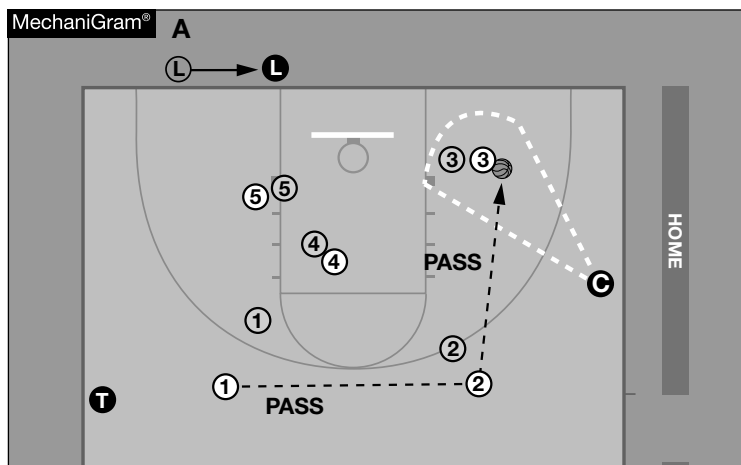


In most cases during a game, the lead dictates the rotation. However, there is a notable exception.

When a player with the ball is trapped near the division line on the center's side of the court it is a difficult area to officiate. When that happens, the center must move up toward the division line to get in better position to officiate that defensive trap, as seen in the MechaniGram. Once that happens, the other two officials must pick up on the center's movement, then rotate accordingly. With the center becoming the new trail, the trail drops down and becomes the center and the lead shifts over to ball side.

Lead should be aware in their peripheral of a weak-side trap. On a weak-side trap, Lead should immediately initiate a rotation.

CENTER STAYS ON BALL



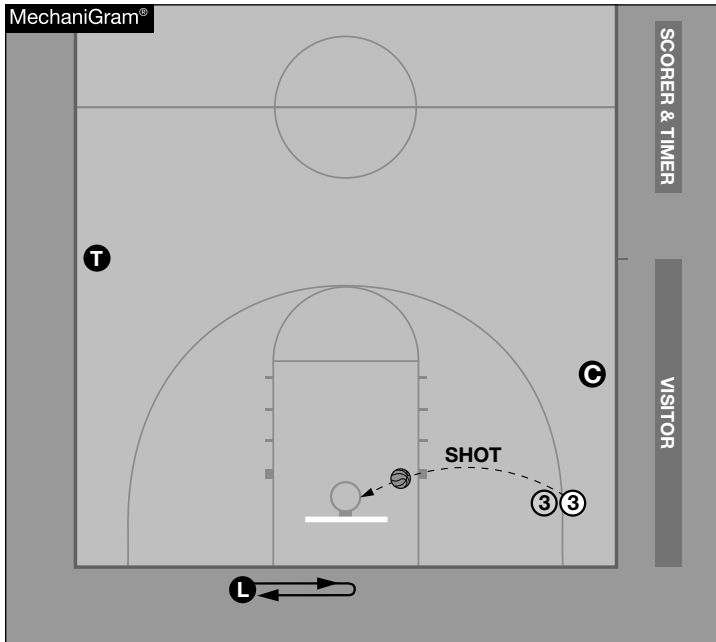
The center must referee all the action when the ball is near the free throw line line extended nearest the center until the lead can move laterally across the floor to accept responsibility to cover the play, as seen in MechaniGram A.

The center will probably be officiating on the ball prior to any rotation for a brief period of time. In order to maintain better coverage, the center may need to pause while rotating to trail. Temporarily, there are two center officials. Complete the rotation only when the play demands you to move, as in MechaniGram B.

Do not ignore the ball when it is clearly in your primary. Give it up only when you're confident your partner has picked up on-ball coverage. Recognize if a partner has started a five-second count.

As Lead rotates, they should continue officiating the post play matchup they are engaged with, even in their old PCA, until they have completed the rotation.

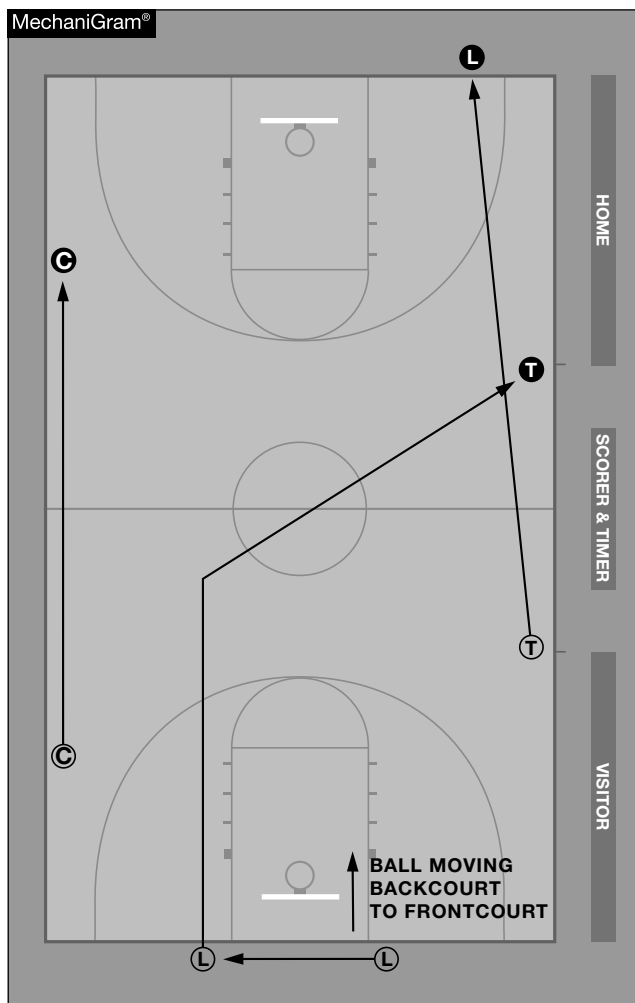
STARTED BUT NOT COMPLETED



If the lead starts a rotation and then decides to stop it because of a quick shot, quick pass, or quick drive, the lead must move back to the original position because completing the rotation would put the crew at a disadvantage. The trail and center pick up on the lead movement and continue officiating the play.

As shown in the MechaniGram, do not stop in the lane to officiate because of the terrible angles.

PARTNERS DON'T PICK UP



A rotation occurs, the other officials don't recognize it and, sure enough, play goes to other end of the court. Now what?

Don't panic. More times than not, the officials are the only people who know there's a mechanics mistake. The new trail must know the other officials are unaware a rotation should've happened at the other end of the court and act accordingly. The new trail must move downcourt, follow the play and simply fill in the missing gap.

In the MechaniGram, the lead rotated but the trail and center didn't see it. When play goes to the other end of the court, the old lead moves across the court and becomes the new trail.

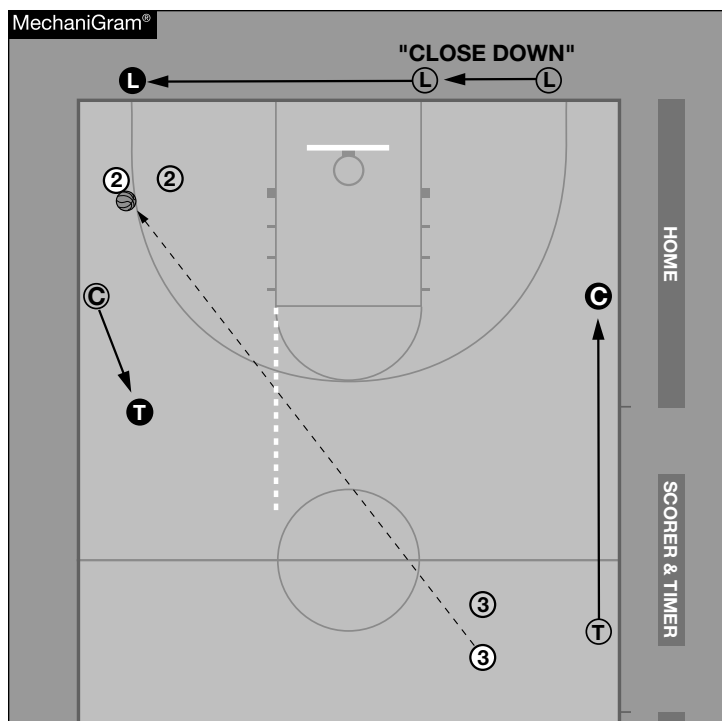
CREW OF THREE

CHAPTER 9

TRANSITIONS

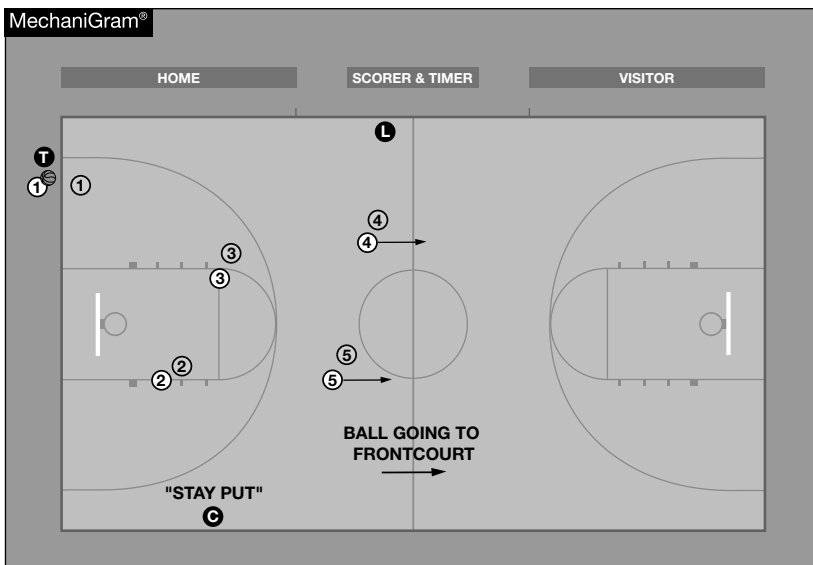
- BACKCOURT TO FRONTCOURT
- DON'T BAIL OUT AFTER BASKET
- TRAIL IN TRANSITION
- TRAIL MOVES ONTO COURT
- AFTER A TURNOVER
- ONE-ON-ONE
- TROUBLE SPOT
- CENTER BUMPED
- CENTER RESPONSIBLE FOR BALL
- LEAD CLOSES DOWN IMMEDIATELY
- LEAD HELPS
- SIDELINE RESPONSIBILITY

BACKCOURT TO FRONTCOURT



The lead may rotate ball side once all three officials or the ball and all 10 players are in the frontcourt. That makes for a smooth rotation and ensures that all three officials are aware a rotation may take place. Reminder: Lead, be patient to rotate, only rotate when it will absolutely place the crew at the optimal position to referee the play.

DON'T BAIL OUT AFTER BASKET



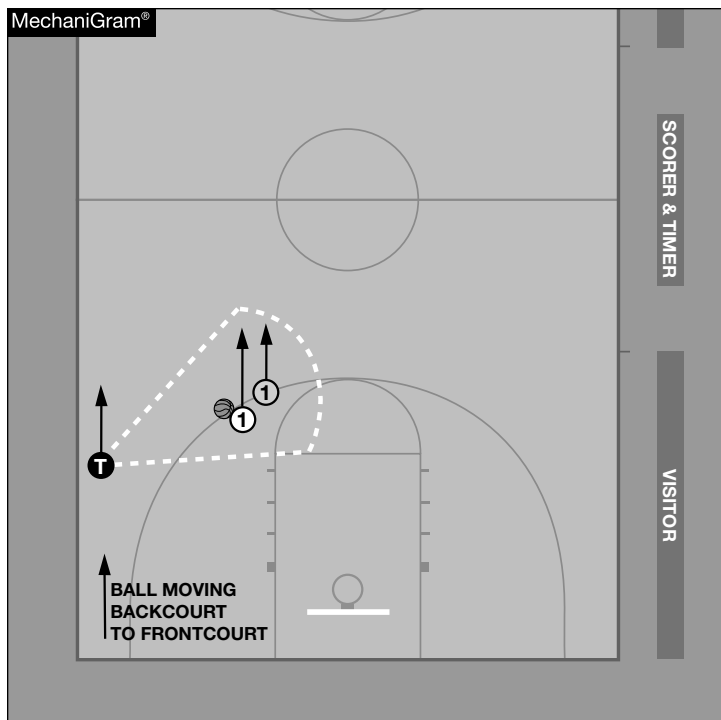
After a goal is scored, players are in a hurry to get to the other end of the court, unless the team that just scored is pressing. It is at that moment when the center can't be moving downcourt like the players.

With the center staying in the same relative location, as seen in the MechaniGram, the center helps the new trail officiate players moving to receive the ensuing throw-in pass.

If a team does press, then the center is already in perfect position to officiate the fullcourt pressure.

How long should the center "stay put" after a successful goal? Just long enough to stay with the "pack" — the middle 5 to 7 players. That will probably be just a second or two. Then the center can move down the court at the same rate as the players. However, if players' actions dictate the center to stay a bit longer, do so.

TRAIL IN TRANSITION



Following a change in possession, the new trail should be behind and outside the players coming up the court. Don't over run the players. There's a reason the position is called the trail: You're trailing the players. The trail is responsible for all one-on-one situations until it reaches the frontcourt. Reminder: the new trail should not release from the endline until the ball clears the free-throw line extended.

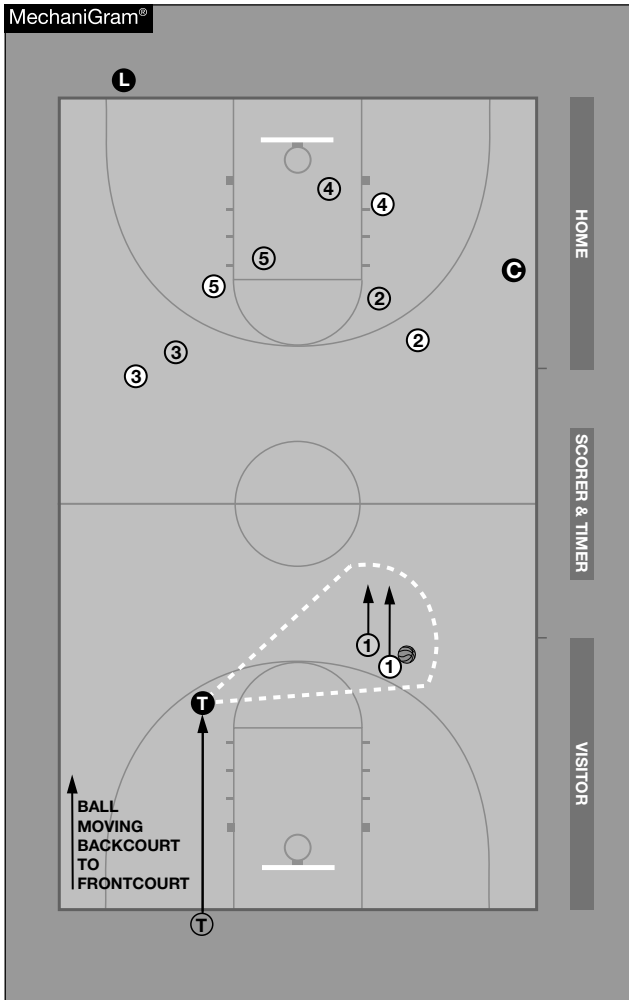
Reminder: Especially with no pressure, the trail should have high clock awareness at all times. The trail should take a peek at the game and shot clocks every time they:

- cross the endline in the backcourt to ensure the shot clock/game clock start properly and mark the start time of the possession.
- cross the backcourt free-throw line extended to ensure the clock is still running.
- cross the division line.
- arrive at the front court 28-foot line.

Every time you cross a line, peek at the clocks. Make sure to also mark:

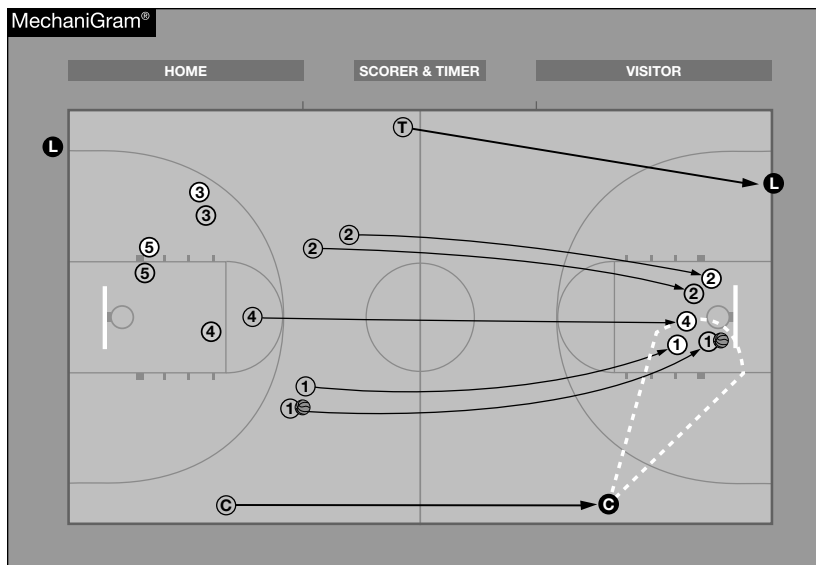
- change of possession for shot clock reset.
- near-steals with no possession to make sure the shot clock did not reset.
- rebounds off the rim to make sure the shot clock reset.
- offensive rebounds that missed the rim to ensure the shot clock did not reset.

TRAIL MOVES ONTO COURT



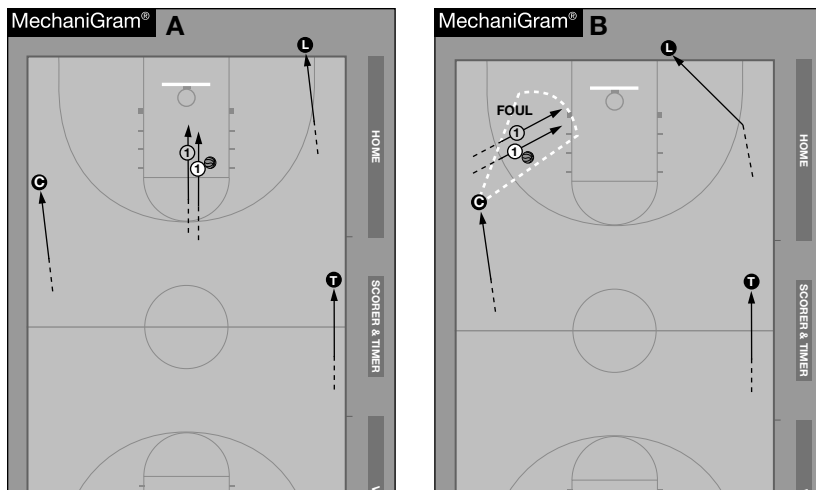
If there is one player providing defensive pressure, the trail must move onto the court to have a clear view of the play. That may require the trail moving up the middle of the court toward the center's side to get the best angle on the play. When the ball reaches the frontcourt, normal frontcourt responsibilities apply. Remember, the trail may come as far as their closest lane line to stay connected to a one-on-one matchup in the backcourt. Go where you need to go to referee the play.

AFTER A TURNOVER



The lead must hustle and attempt to beat the play to the endline as much as possible in transition. If the lead is going to clearly be beat, they may need to pull up approximately even with the low block to assist and have a dependable look at the play. In transition, all defenders are secondary defenders by definition, so the lead is primarily responsible for all block/charge plays in transition. In the MechaniGram, there are multiple potential secondary defenders. Center should be prepared to assist, especially if the play is coming down the center's side outside the lane. However, the center should still give the lead first crack if a collision occurs, and come in with a secondary cadence whistle should the lead miss an obvious foul.

ONE-ON-ONE

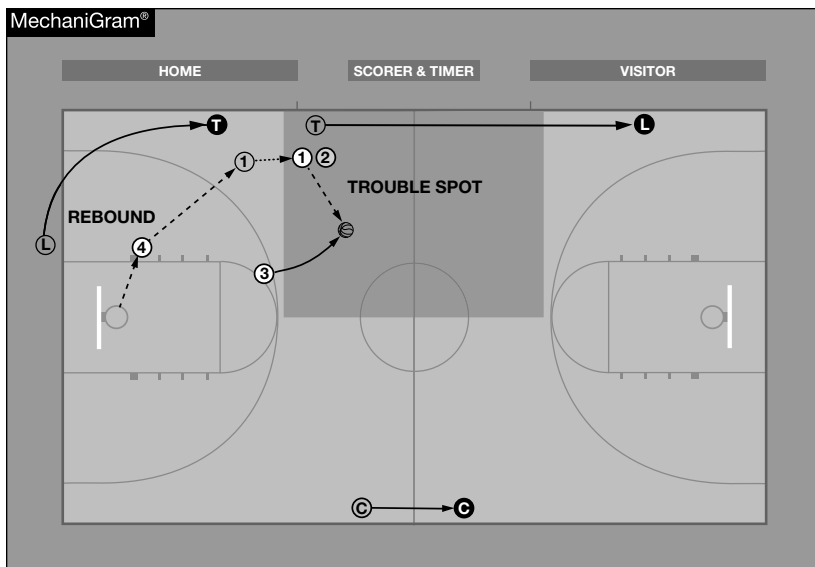


During a fastbreak one-on-one situation, the center and lead need to stay wide if the play is down the middle of the floor as in MechaniGram A. If there's a foul in the lane and a double whistle, it is the lead's call to take or give up.

In one-on-one situations, with the play originating in center's area and a foul committed on the drive to the basket outside the lane, the center makes the call as in MechaniGram B. If there is a double whistle on the play, the center will take ownership of the primary area and make the call.

In transition, all defenders are considered secondary defenders, and Lead has the primary decision on collisions with Center/Trail secondary.

TROUBLE SPOT



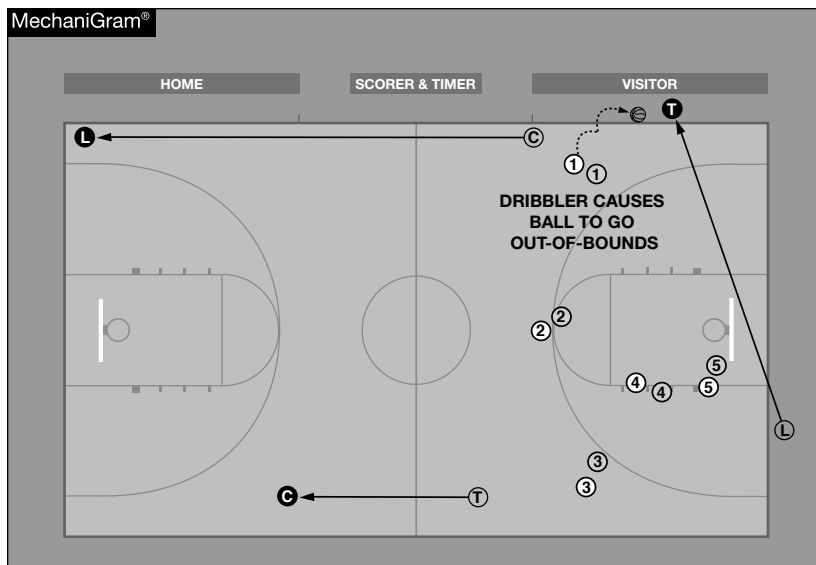
The same pass/crash principles that apply in the lane area apply all over the court. One trouble spot for officials is the pass/crash when a team in transition starts a fastbreak up the court.

The new trail must quickly read the fastbreak and move toward the sideline. That play is the new trail's call to make if the ball does not reach the pack (middle 5-7 players).

However, if the new trail gets blocked out or can't get into a position to see the play in its entirety, or the ball reaches the pack, the call or no-call will rest on the shoulders of the center. If there's no foul or violation and play continues, the center can move back to the normal sideline position (as shown in the MechaniGram).

In transition, the Center is generally responsible for coverage free throw line to free throw line, the entire width of the court within the pack. This includes help with backcourt/frontcourt status and collision (block/charge) plays.

CENTER BUMPED

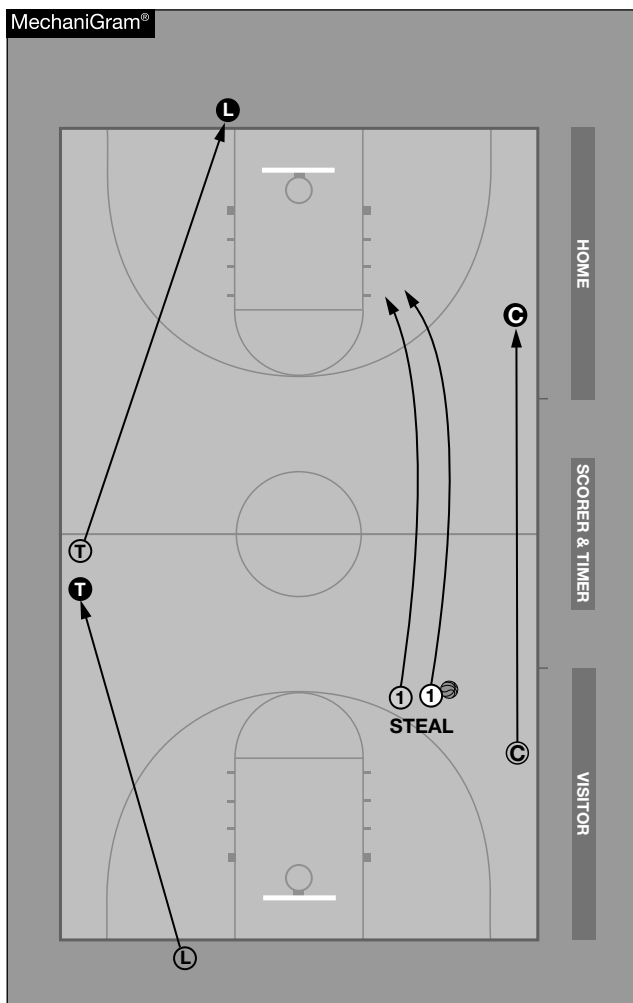


As the center official, when an offensive violation occurs in your coverage area, stop the clock, signal the violation and the direction, then point to the spot for the throw-in. Next — after checking that there are no problems — sprint downcourt while viewing the action behind you and become the new lead official.

If you're the lead, eye the center's signals, move toward the spot for the throw-in and administer it. The lead has now become the new trail. The lead "bumped" the center downcourt and the center moving to lead goes the length of the court. The trail will move to become the new center.

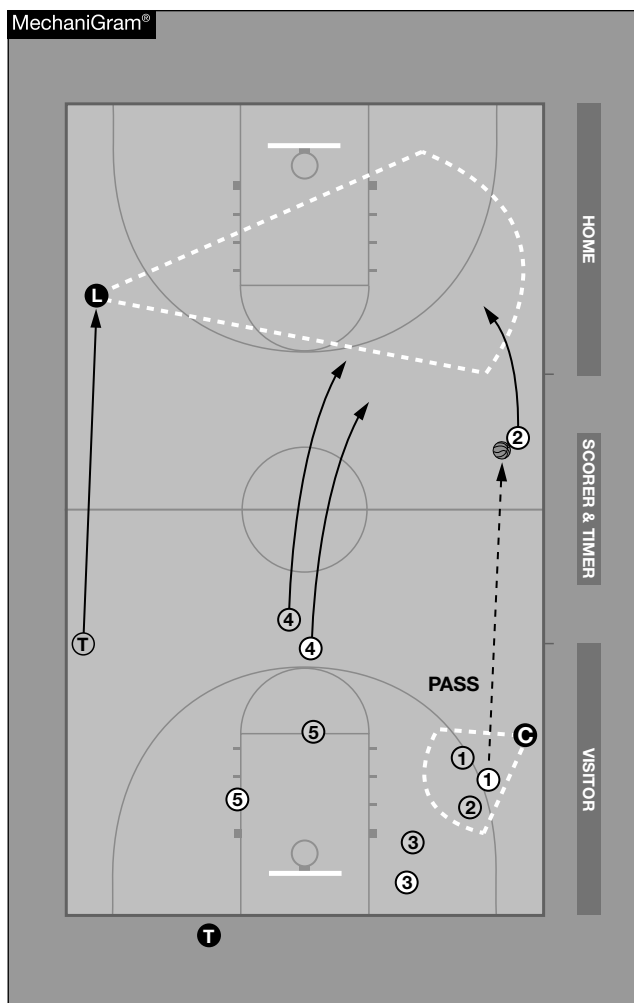
The trail becomes the new center.

LEAD CLOSES DOWN IMMEDIATELY



When there is a change of possession and the ball is on the center's side of the court, the new lead can go immediately to the close down position along the endline. There's no need for the lead to go to the endline, then move to the close down position. Just be sure to avoid potential passing lanes.

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.

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Double the sidelines in transition to help ensure your coverage will produce the correct call.

CREW OF THREE

CHAPTER 10

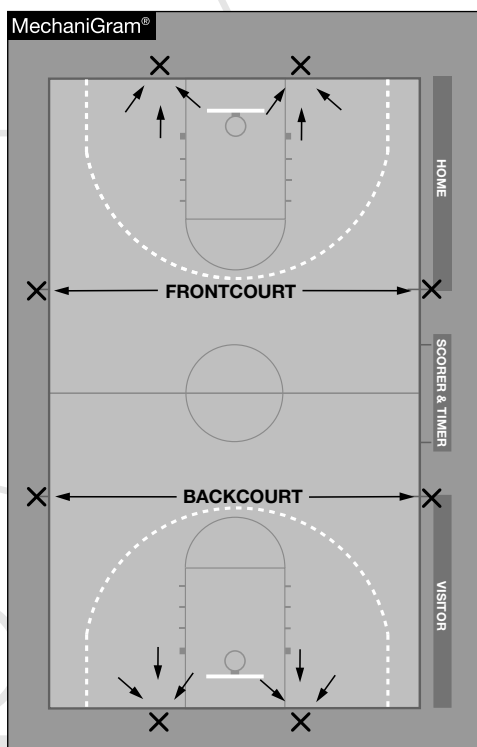
THROW-INS

■ ADMINISTERING OFFICIALS

■ WHEN TO BOUNCE

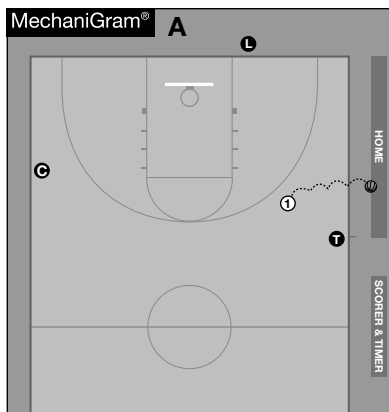
■ LEAD POSITION

■ BACKCOURT THROW-IN

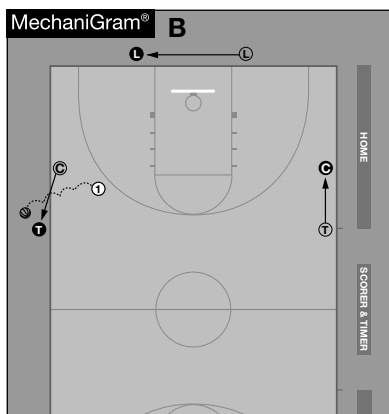


ADMINISTERING OFFICIALS

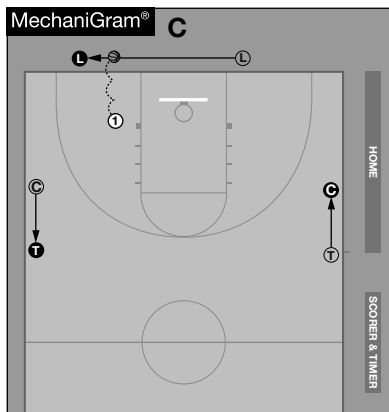
In MechaniGram A, the ball goes out of bounds on the trail's sideline. The trail is the administering official unless the throw-in is going to be administered below the free-throw line extended, then the lead may administer the throw-in by bouncing ball up the sideline. If the lead administers the throw-in, the trail will count and chop the clock. The Lead will bounce, then release directly to officiate post play.



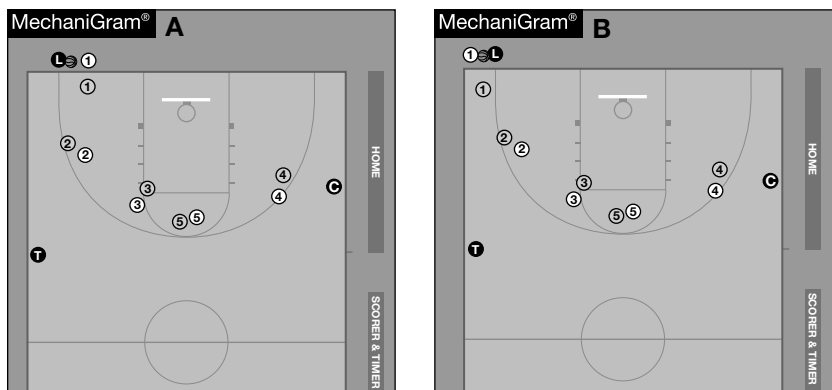
In MechaniGram B, the ball goes out of bounds on the center's sideline. The center administers the ensuing throw-in and becomes the new trail. Because two officials are needed on the same side of the court as the throw-in, the lead moves across the endline. The trail slides down to become the new center. If the throw-in is going to be administered below the free-throw line extended, then the lead may administer the throw-in by bouncing the ball up the sideline. If the lead administers the throw-in, the trail will count and chop the clock. The Lead will bounce, then release directly to officiate post play.



In MechaniGram C, the ball goes out of bounds on the lead's endline on the other side of the lane. The lead moves across the endline and administers the ensuing throw-in. The center slides toward the division line, becomes the new trail and mirrors the lead's chop. The trail slides down and becomes the center.



LEAD POSITION



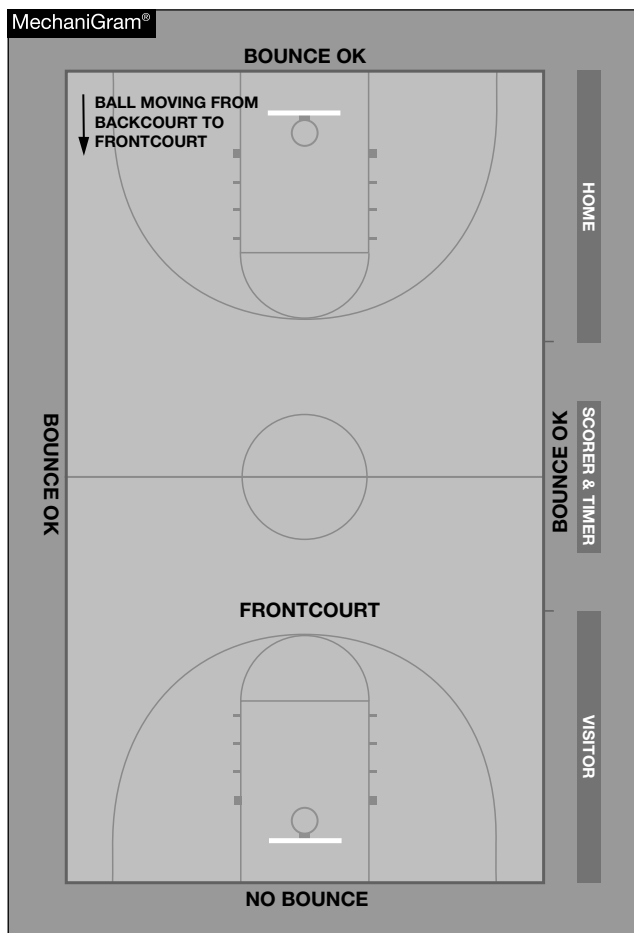
For frontcourt endline throw-ins, the lead may be on either side of the thrower, based on the best view of the play. In MechaniGram A, the lead is on the outside between the player and the sideline. In MechaniGram B, the lead is on the inside between the player and the basket. Go where you're most comfortable.

The lead should hand the ball to the thrower on all frontcourt endline throw-ins.

The trail shall mirror the lead's stop- and start-clock (chop) signals for frontcourt endline throw-ins. In many gymnasiums across the country, the timer has had a difficult time seeing the lead official chop in the clock. Having the trail official mirror the signal will give the timer additional help when the ball is in the corner and sightlines make it difficult for the timer to see the lead.

The change gives the center official increased importance. Since it's possible that two officials will now be watching the ball to initiate the chop and the starting of the game clock, the center needs to concentrate more than ever on off-ball coverage.

WHEN TO BOUNCE

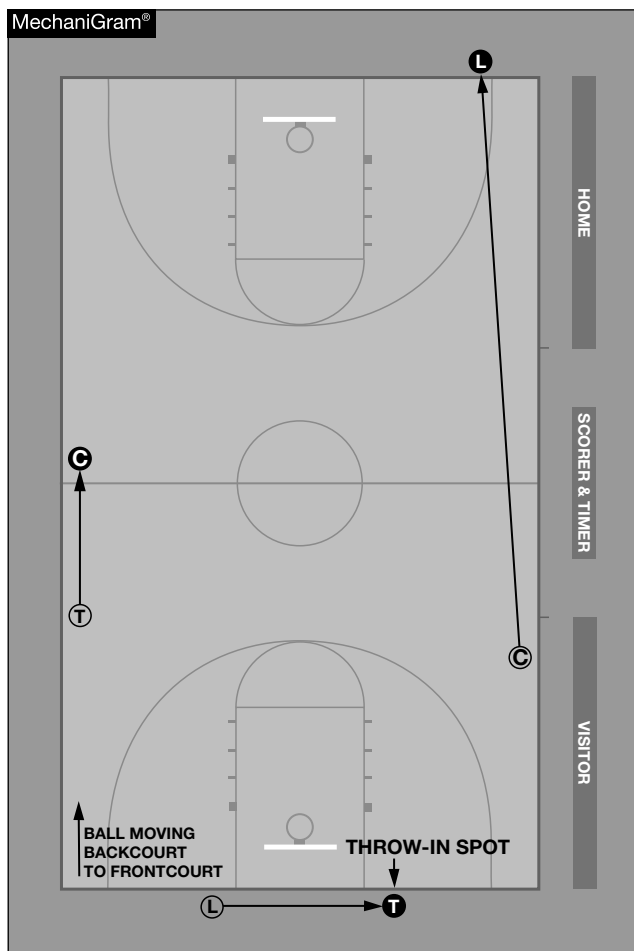


The official administering the throw-in has two ways of giving the ball to the thrower: handing or bouncing the ball. Which method depends upon where the throw-in takes place, as seen in the MechaniGram.

All throw-ins on the frontcourt endline are to be administered by handing the ball to the thrower.

Throw-ins on the sidelines or backcourt endline (with the ball moving to the frontcourt) can be done using either method.

BACKCOURT THROW-IN



When a backcourt throw-in is going to occur on the endline opposite side of the free-throw lane from the trail's position, the trail has the option to bounce the ball across the free-throw lane. When defensive pressure warrants it, the trail should move across the free-throw lane and ensure partners have adjusted accordingly before administering the throw-in.

CREW OF THREE

CHAPTER 11

REPORTING FOULS & SWITCHING

- REPORTING PHILOSOPHY
- FOUL REPORTING AREA
- TABLE-SIDE LEAD CALLS FOUL, NO FREE THROWS
- LEAD OPPOSITE CALLS FOUL, NO FREE THROWS
- TABLE-SIDE CENTER CALLS FOUL, NO FREE THROWS
- CENTER OPPOSITE CALLS FOUL, NO FREE THROWS
- TABLE-SIDE TRAIL CALLS FOUL, NO FREE THROWS
- TRAIL OPPOSITE CALLS FOUL, NO FREE THROWS
- TABLE-SIDE LEAD CALLS FOUL, FREE THROWS
- LEAD OPPOSITE CALLS FOUL, FREE THROWS
- TABLE-SIDE CENTER CALLS FOUL, FREE THROWS
- CENTER OPPOSITE CALLS FOUL, FREE THROWS
- TABLE-SIDE TRAIL CALLS FOUL, FREE THROWS
- TRAIL OPPOSITE CALLS FOUL, FREE THROWS
- TABLE-SIDE LEAD CALLS FOUL ON OFFENSE, NO FREE THROWS
- LEAD OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS
- TABLE-SIDE CENTER CALLS FOUL ON OFFENSE, NO FREE THROWS
- CENTER OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS
- TABLE-SIDE TRAIL CALLS FOUL ON OFFENSE, NO FREE THROWS
- TRAIL OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS
- TABLE-SIDE LEAD CALLS FOUL ON OFFENSE, FREE THROWS
- LEAD OPPOSITE CALLS FOUL ON OFFENSE, FREE THROWS
- TABLE-SIDE CENTER CALLS FOUL ON OFFENSE, FREE THROWS
- CENTER OPPOSITE CALLS FOUL ON OFFENSE, FREE THROWS
- TABLE-SIDE TRAIL CALLS FOUL ON OFFENSE, FREE THROWS
- TRAIL OPPOSITE CALLS FOUL ON OFFENSE, FREE THROWS
- NOTIFY COACH OF DISQUALIFIED PLAYER

REPORTING PHILOSOPHY

Reporting fouls is one of the most critical ways officials build credibility with the coaches, table crew, and fans. Officials that carry themselves with poise and command gain credibility. Officials that are timid, out of control, over overly showy on easy plays diminish credibility of the entire crew.

Officials should avoid posturing at the table. Officials should take their time, however, maintain an efficient approach. Remember that “slow is smooth, and smooth is fast.”

Officials should feel empowered to tell the story of what happened on the play at the table, without creating a show. Clearly, concisely report the foul directly to the scorekeeper, tell the story of what happened, and strive to move the game forward from there.

Voice and signals should always contain snap, command, and energy along with poise and professionalism.

Switches on a call should be efficient, but nobody should run. Walk with purpose while dead ball officiating, and move to your next spot.

On all but the final free throw, the new trail should position themselves on the court about 10 feet (where the volleyball line intersects on most courts) to provide ample space to read the demeanor and be accessible to both coaches equally, officiate bench decorum, and have higher awareness of subs approaching the table. When everyone is settled, and the final free throw is about to be administered, the trail should move to the 28-foot hash on their sideline, unless dictated by opponents in backcourt to retreat to backcourt.

FOUL CALLING AND FOUL REPORTING AREA

When a foul has occurred, the calling official should:

1. Post a foul. Vocalize the color, number (without a visual signal), foul (with a visual signal) and consequence. Delay momentarily after signaling the foul at the spot to ensure there is no continuing action or trash-talk among the players. Showing a foul signal at the spot is optional in Varsity games, except for Block/Charge plays.

2. Once the immediate area appears calm, the official clears all the players. Do not run through a crowd because then players are behind you and you lose sight of them. That's when problems occur.

3. Square up to the scorer's table and walk briskly with a purpose toward the table. Once you have cleared players and have a direct line of sight with the scorekeeper, begin reporting while continuing to walk with a purpose and maintaining eye contact with the scorekeeper. Report the color, number (with a two-handed visual signal), foul (with a visual signal) and consequence. At the end of the sequence, you should finish your report within a couple steps of your new position to start the next play.

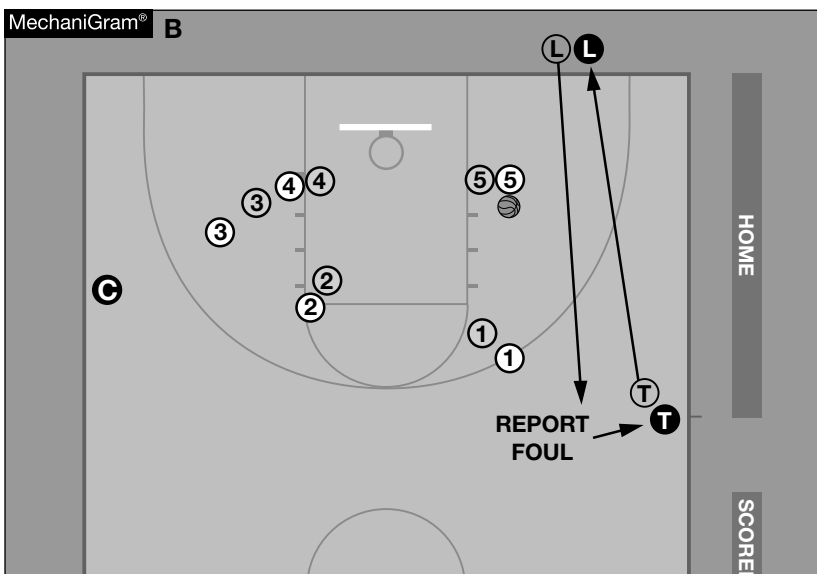
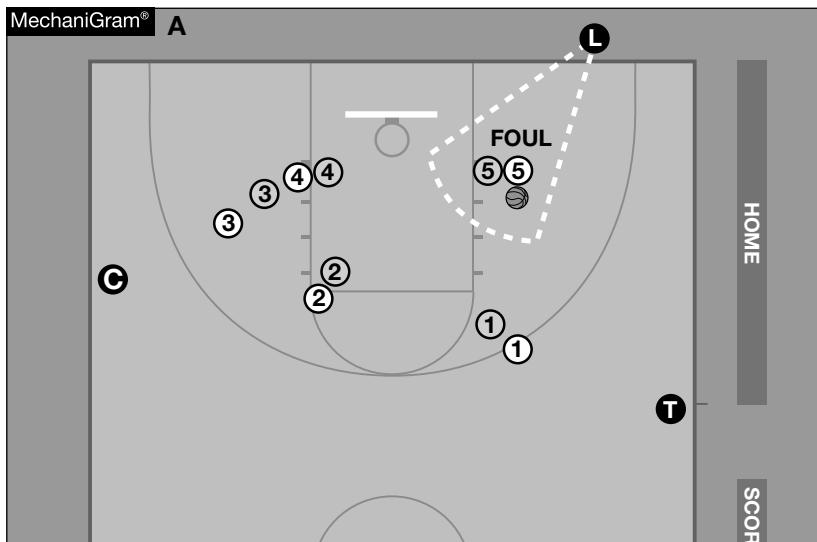
The non-calling officials also have specific duties during the dead ball:

1. Keep all players within your field of vision. Penetrate toward the crowd slightly — maybe just a step or two depending on where the players are. During that dead-ball time, you can prevent many extracurricular illegal activities from brewing into bigger problems. Use your voice to let players know you're in the area. Your mere presence may stop a problem.

2. If the players appear calm, begin moving toward the throw-in spot or begin preparing players for free throws. Do not ever run to replace the calling official. Move slowly and with your head up, watching the players as you move. Use your voice to tell the players what's next. By having the players ready for the next play, the ball will get back in play quickly and smoothly.

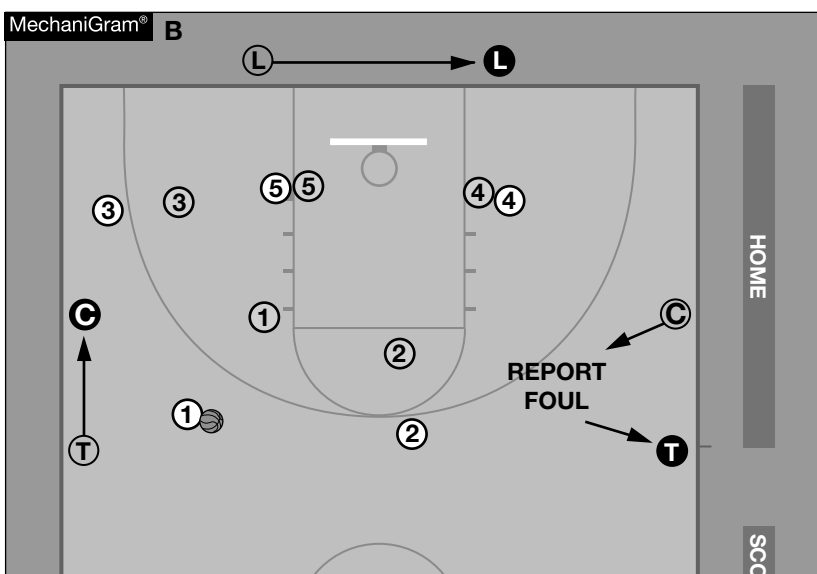
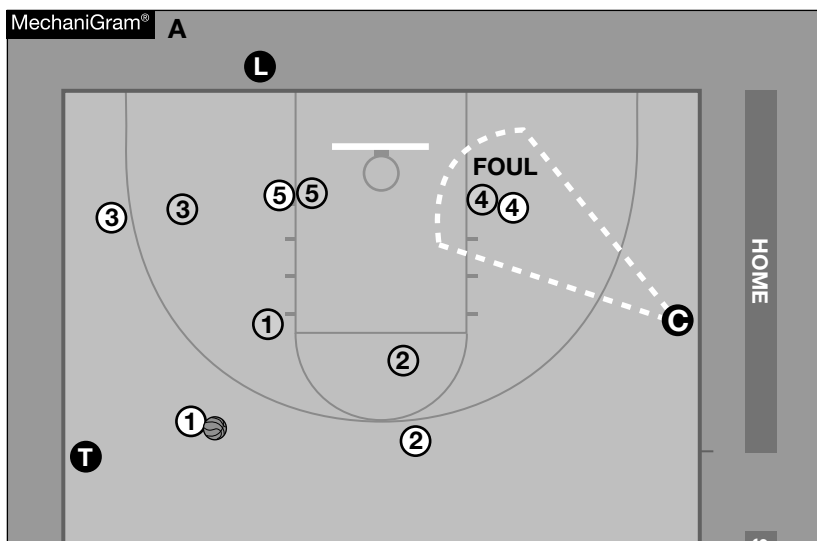
REPORTING FOULS & SWITCHING

TABLE-SIDE LEAD CALLS FOUL, NO FREE THROWS



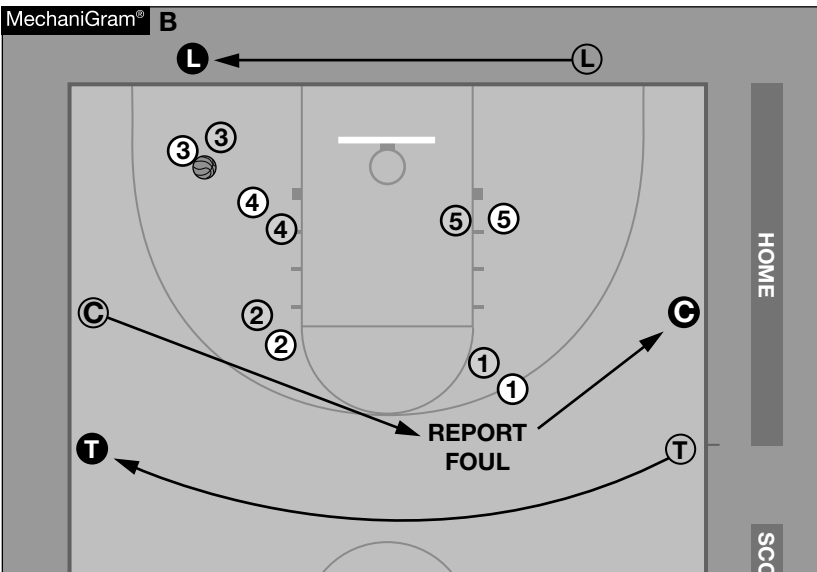
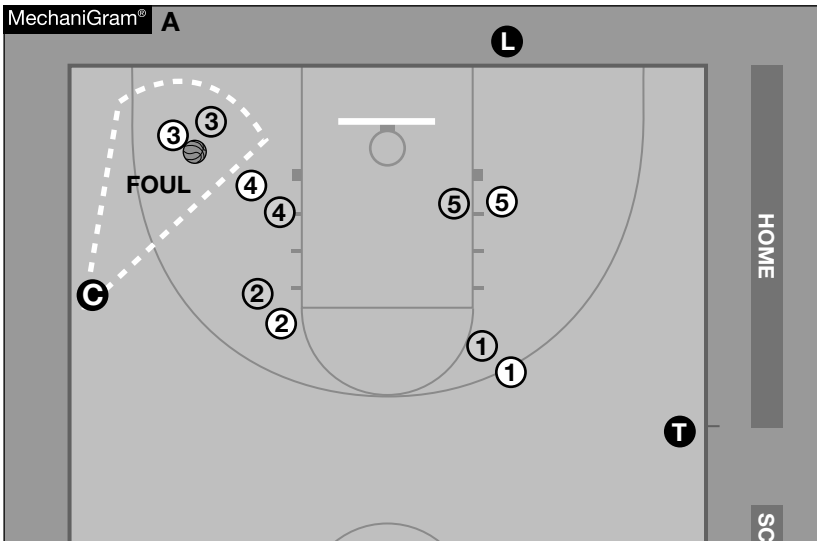
When a foul is called by the table-side lead, two officials, the lead and trail, will be involved in the switch. The lead reports the foul, stays table side and become the new trail. The old trail fills the vacated spot and becomes the new lead. The center does not switch and stays in the same position.

TABLE-SIDE CENTER CALLS FOUL, NO FREE THROWS



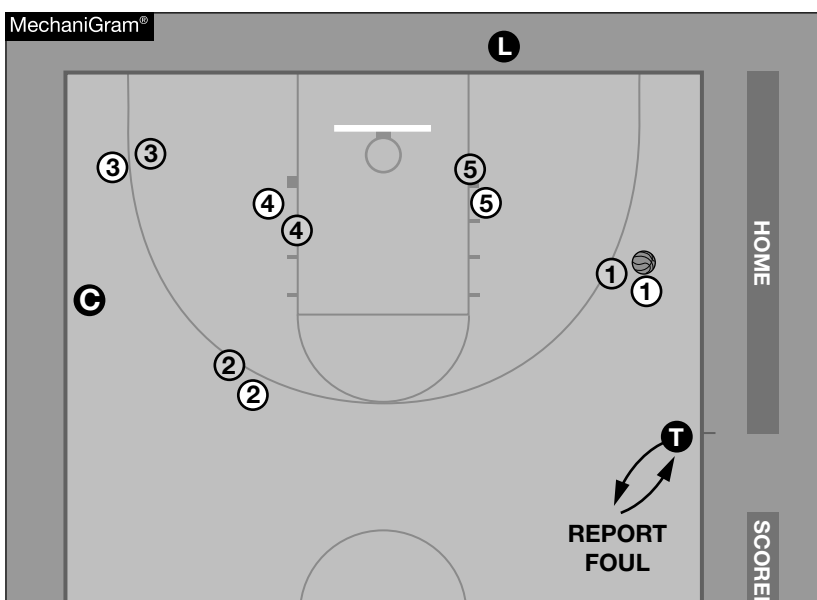
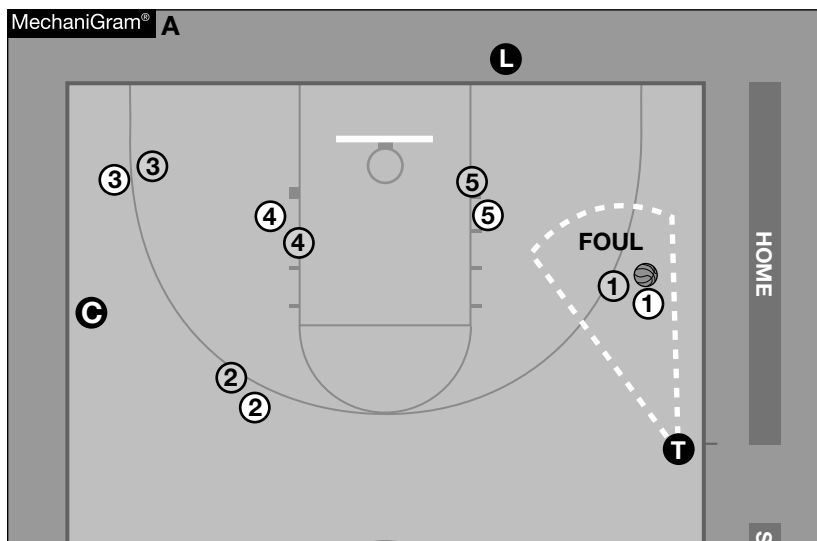
When a foul is called by the table-side center and there are no free throws, there is no switch even though all officials will be moving. The center reports the foul, stays table side, moves up and becomes the new trail. The lead stays as the lead and moves along the endline to the strong side for the throw-in. The trail slides down and becomes the new center.

CENTER OPPOSITE CALLS FOUL, NO FREE THROWS



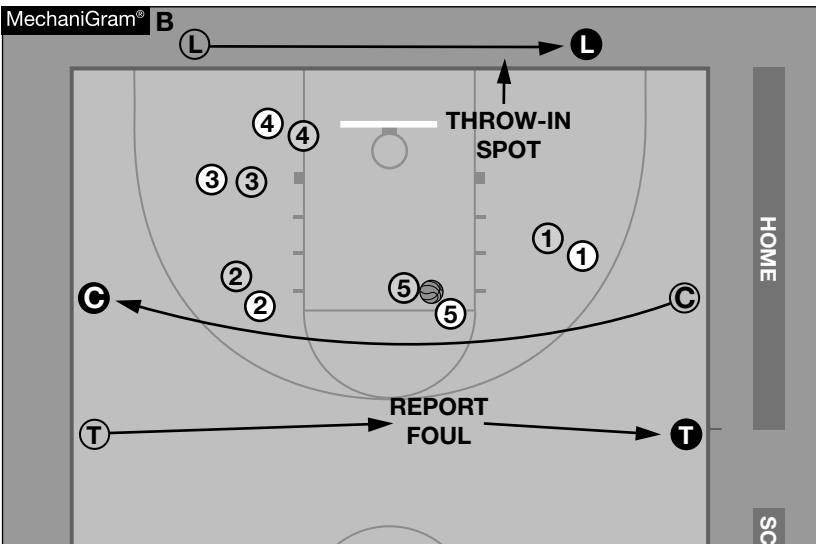
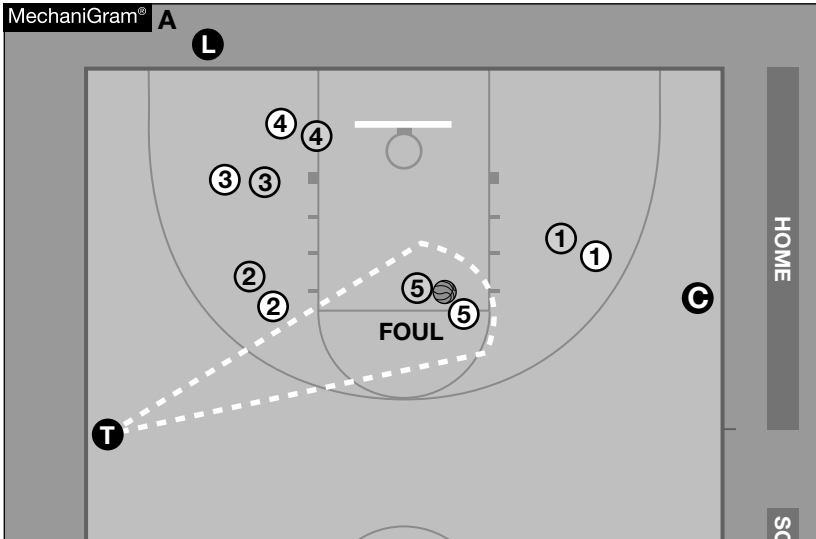
When a foul is called by the center opposite the table and there are no free throws, all three officials will be moving. The calling official, or center, reports the foul and goes table side and stays as the center even though the center is now on the other side of the court. The lead stays as the lead and moves along the endline to the strong side for the throw-in. The trail moves across the court and stays as the trail.

TABLE-SIDE TRAIL CALLS FOUL, NO FREE THROWS



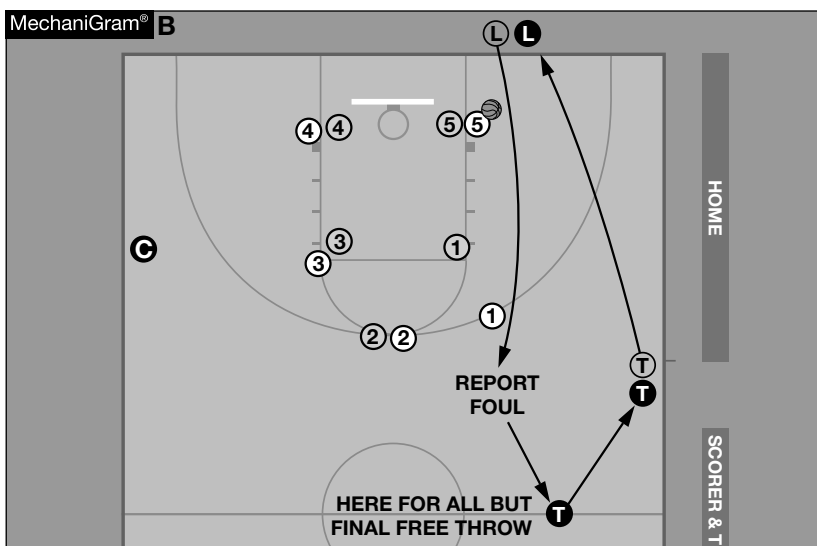
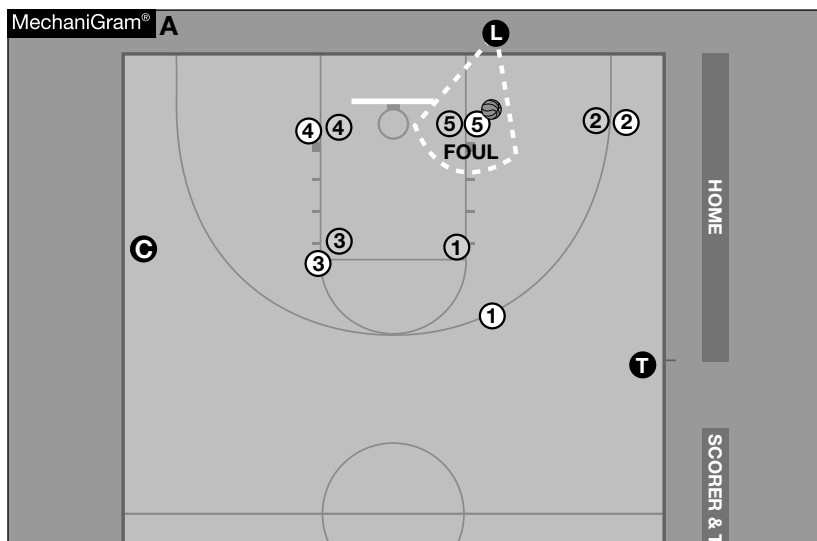
When a foul is called by the table-side trail, there is no switch. The trail simply reports the foul and stays in the same location. The center and lead officials do not move.

TRAIL OPPOSITE CALLS FOUL, NO FREE THROWS



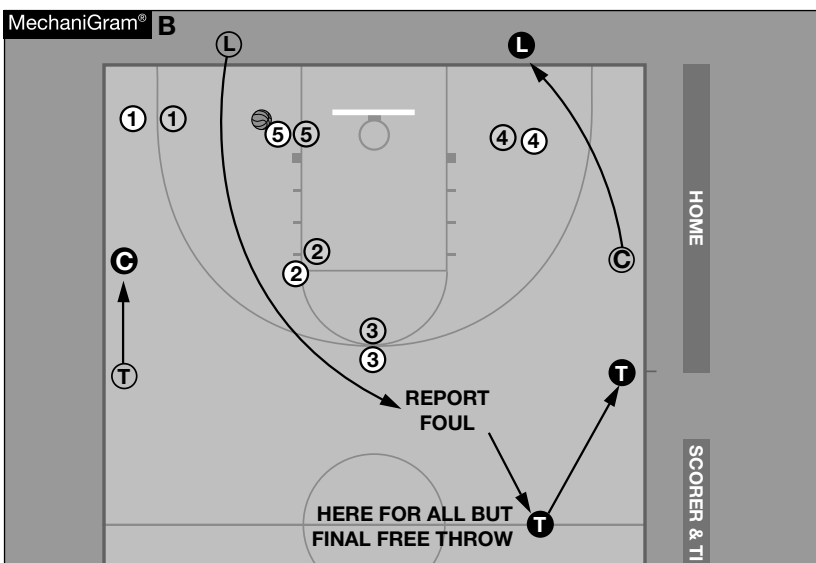
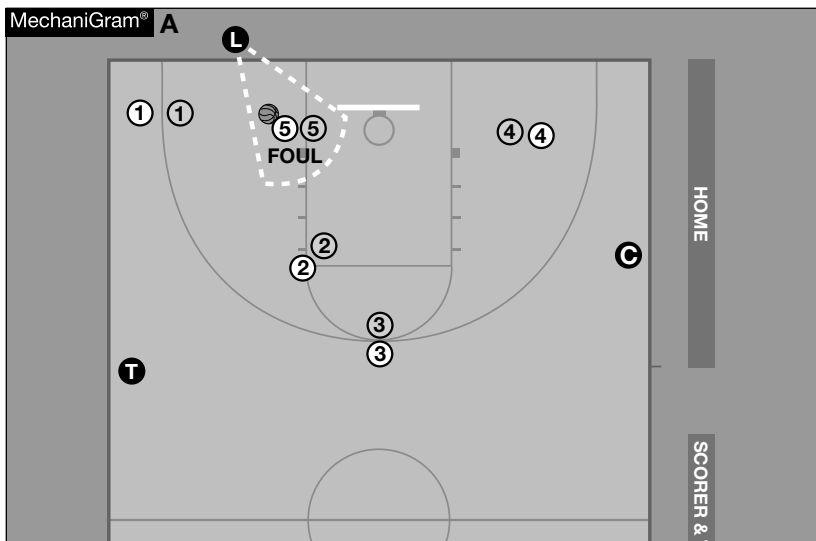
When a foul is called by the trail opposite the table and the ensuing throw-in is table side, all three officials will be moving (although only two actually switch positions). The trail reports the foul, goes table side and becomes the new trail. The old center fills the spot vacated by the old trail and becomes the new center. The lead doesn't switch. The lead simply moves along the endline to administer the throw-in but will be on a different side of the court.

TABLE-SIDE LEAD CALLS FOUL, FREE THROWS



When a foul is called by the table-side lead and there are free throws, the lead and trail are involved in the switch. The lead reports the foul, stays table side and becomes the new trail. The old trail fills the vacated spot, becomes the new lead and administers the free throws. The center does not switch and stays in the same position.

LEAD OPPOSITE CALLS FOUL, FREE THROWS



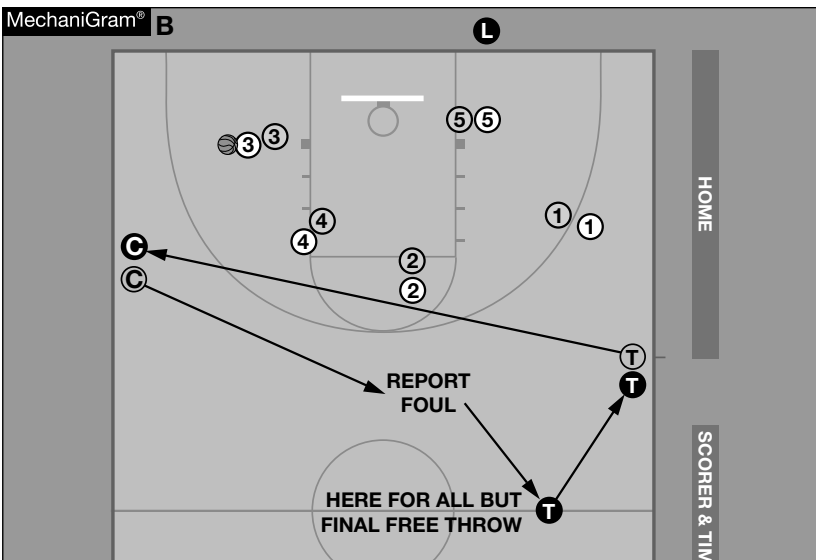
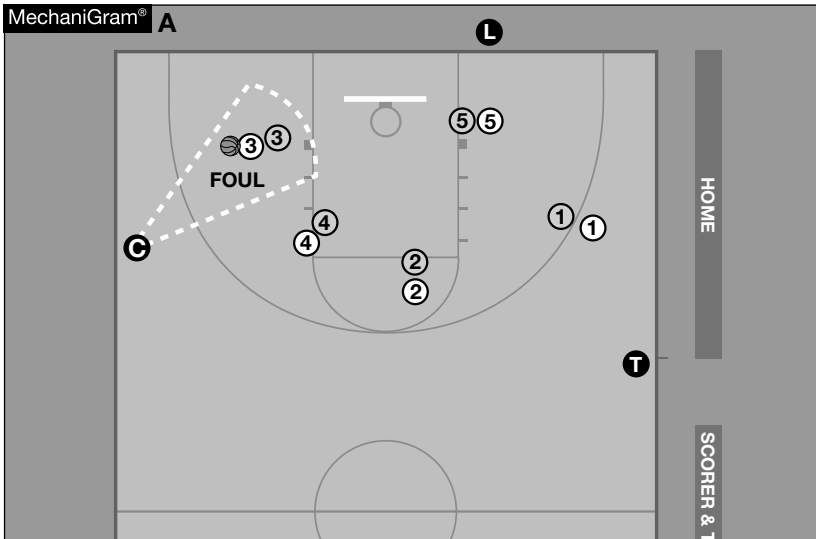
When the lead is opposite the table, calls a foul and there are free throws, the lead and center switch. The lead reports the foul, moves across the court and becomes the new trail. The center fills the spot the lead vacated and will administer free throws. The old trail stays opposite the table, slides down and becomes the new center.

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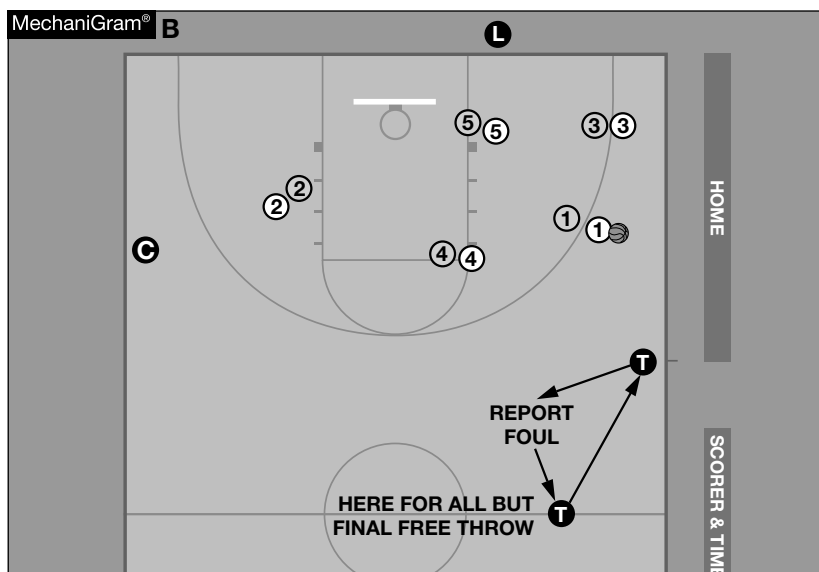
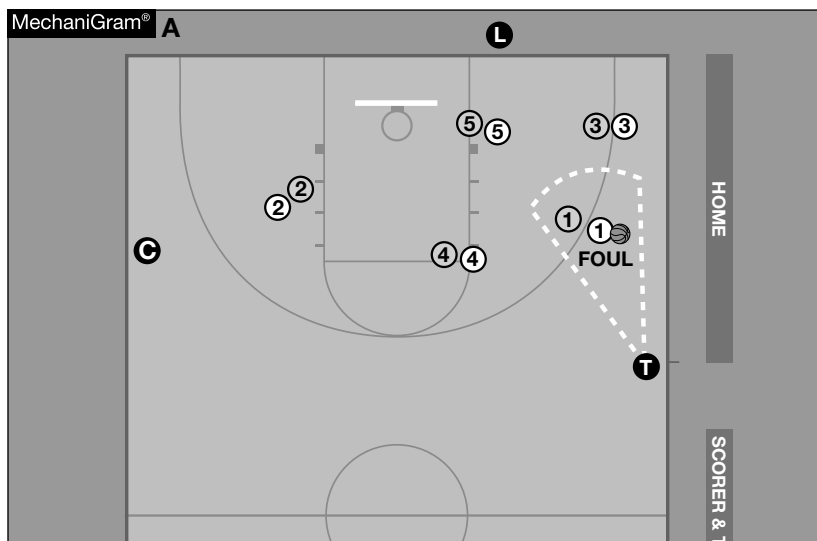
When a foul is called by the table-side center and there will be free throws, there is no switch. The center will report the foul, stay table side and become the new trail. The trail slides down to become the new center. The lead moves along the endline to the strong side, stays as the lead and administers the free throws.

CENTER OPPOSITE CALLS FOUL, FREE THROWS



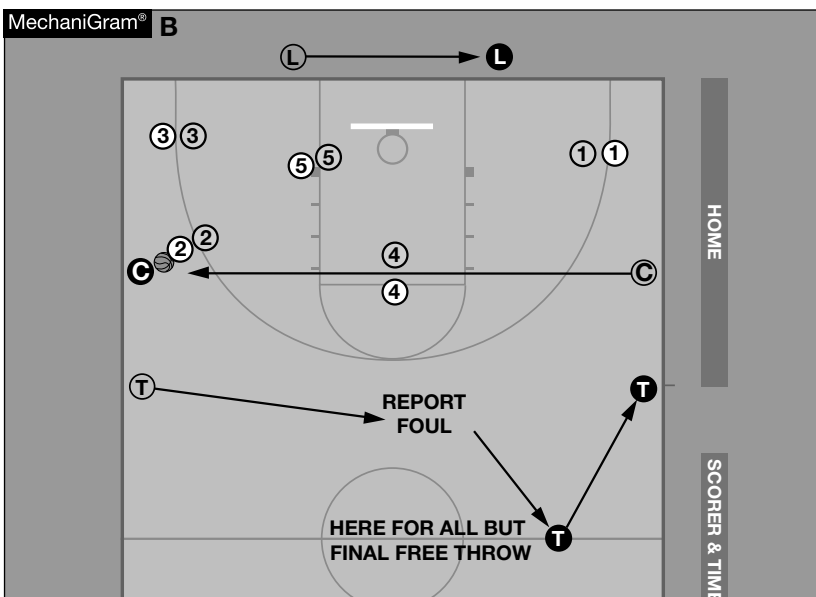
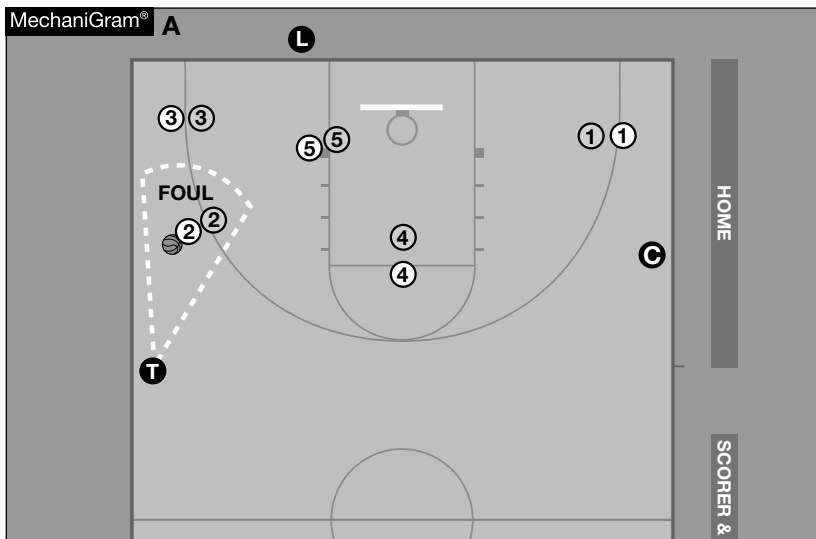
When a foul is called by the center opposite the table and there are free throws, the trail and the center switch. The center reports the foul, goes table side and becomes the new trail. The trail fills the spot vacated by the center and becomes the new center. The lead does not move.

TABLE-SIDE TRAIL CALLS FOUL, FREE THROWS



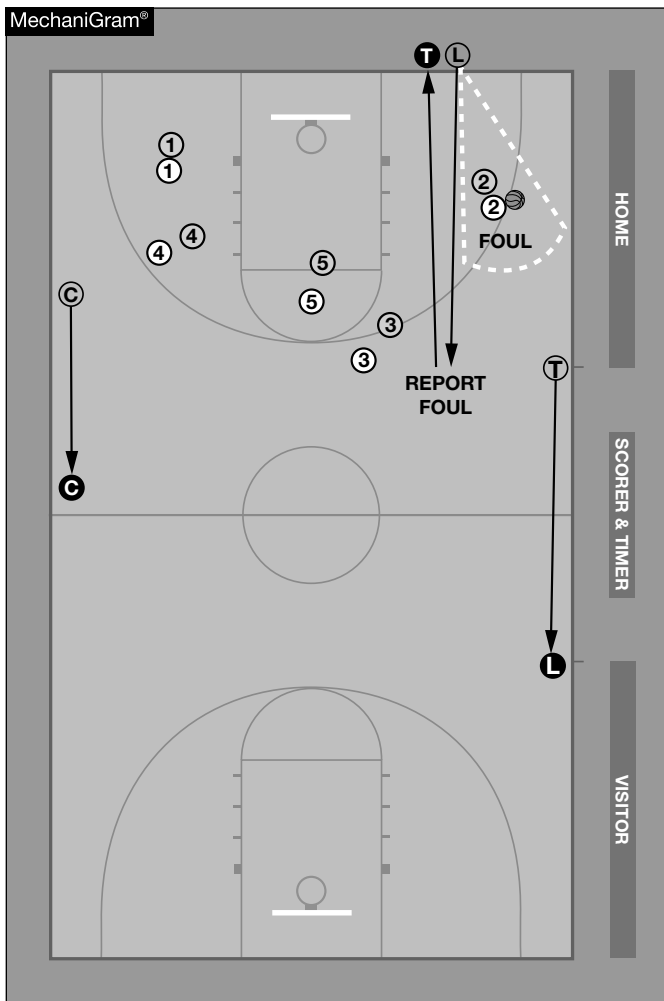
When a foul is called by the table-side trail and there are free throws, there is no switch. The trail reports the foul, stays table side and stays as the trail. The center and the lead do not move.

TRAIL OPPOSITE CALLS FOUL, FREE THROWS



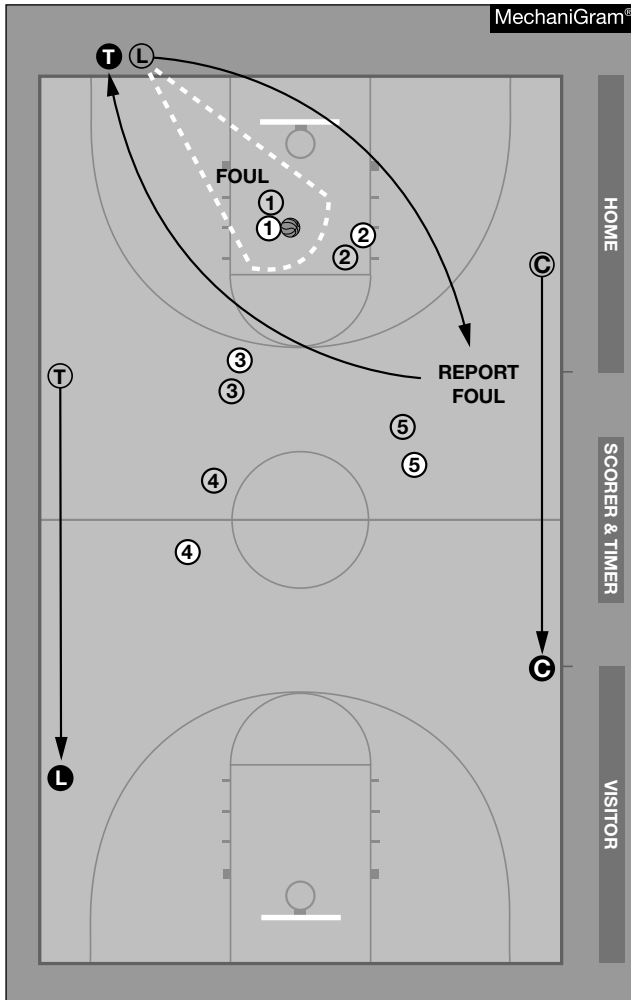
When a foul is called by the trail opposite the table and there are free throws, the trail and the center switch. The trail reports the foul, goes table side and becomes the new trail. The center fills the spot vacated by the trail and becomes the new center. The lead moves along the endline, stays the lead and administers the free throws.

TABLE-SIDE LEAD CALLS FOUL ON OFFENSE, NO FREE THROWS



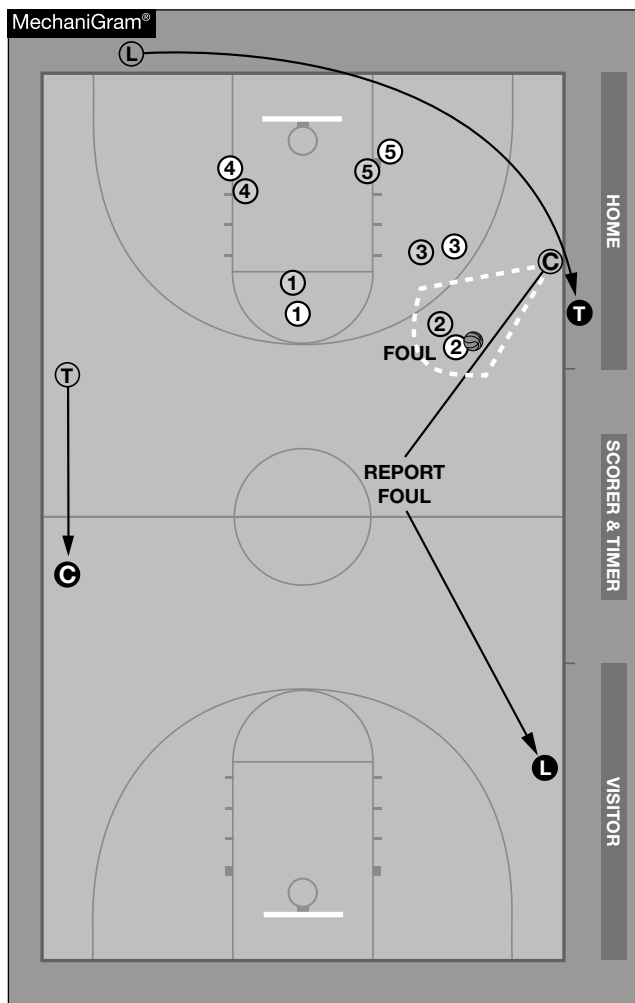
When a foul is called on the offense by the table-side lead and there are no free throws, there is no switch. The calling official moves with a purpose to the reporting area and reports the foul, goes back to administer the throw-in and becomes the new trail. The old trail moves downcourt and becomes the new lead while the center moves downcourt and stays the center.

LEAD OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS



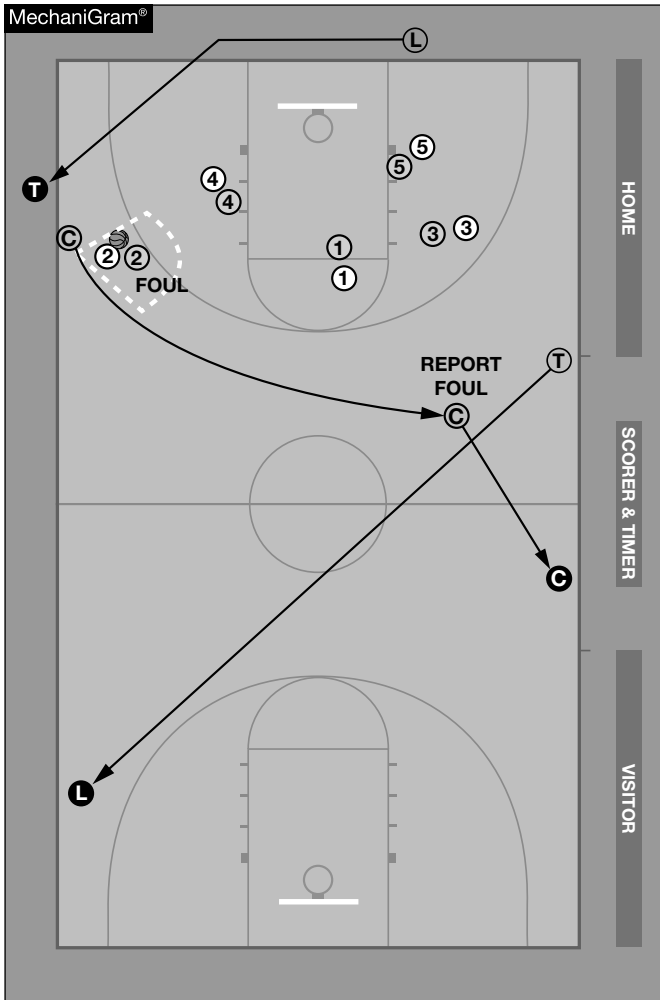
When the lead opposite the table calls a foul on the offense and there are no free throws, there is no switch. The lead moves with a purpose to the reporting area, reports the foul, goes back to administer the throw-in and becomes the new trail. The old trail moves downcourt and becomes the new lead while the center moves downcourt and stays the center.

TABLE-SIDE CENTER CALLS FOUL ON OFFENSE, NO FREE THROWS



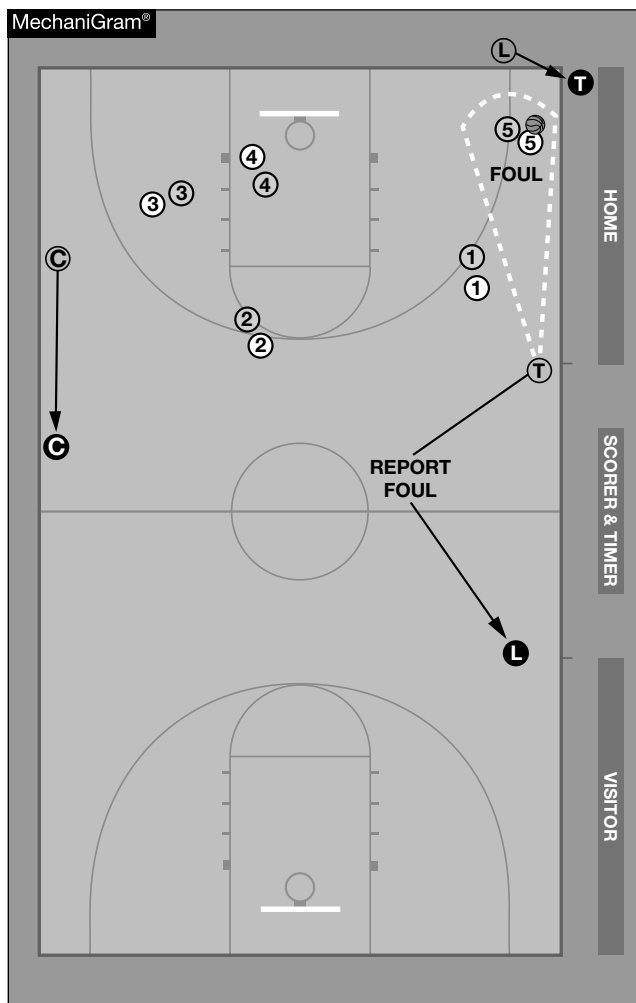
When the table-side center calls a foul on the offense or a backcourt foul by the defense and there are no free throws, the center reports the foul, stays table side and becomes the new lead. The old trail moves down the court and becomes the new center. The old lead moves across the court and becomes the new trail. The officials slide the same as they would as if a violation were called.

CENTER OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS



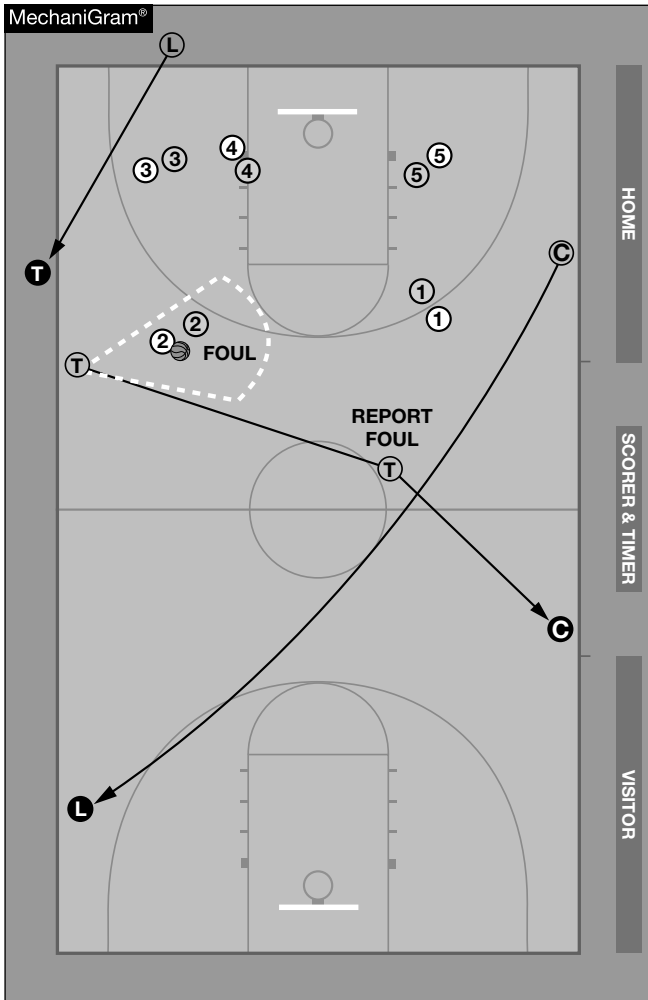
When a foul is called on the offense or on the defense in the backcourt by the center opposite the table and there are no free throws, there is no switch. The center reports the foul but doesn't go table side. Instead, the center stays opposite the table and becomes the new lead. The old lead moves across the court to administer the ensuing throw-in and becomes the new trail. The old trail slides downcourt and becomes the new center. The officials slide as if there were a violation called.

TABLE-SIDE TRAIL CALLS FOUL ON OFFENSE, NO FREE THROWS



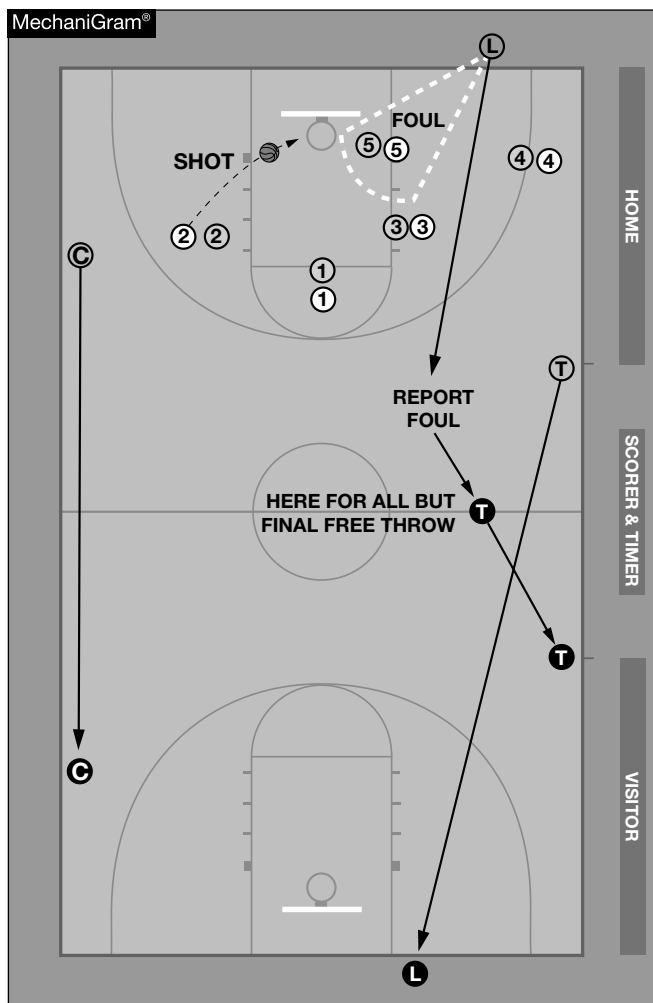
When a foul is called on the offense or on the defense in backcourt by the table-side trail and there are no free throws, there is no switch. The trail reports the foul, moves downcourt, stays table side and becomes the new lead. The old lead administers the throw-in and becomes the new trail. The center stays the center and moves downcourt. The officials slide as if there was a violation called.

TRAIL OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS



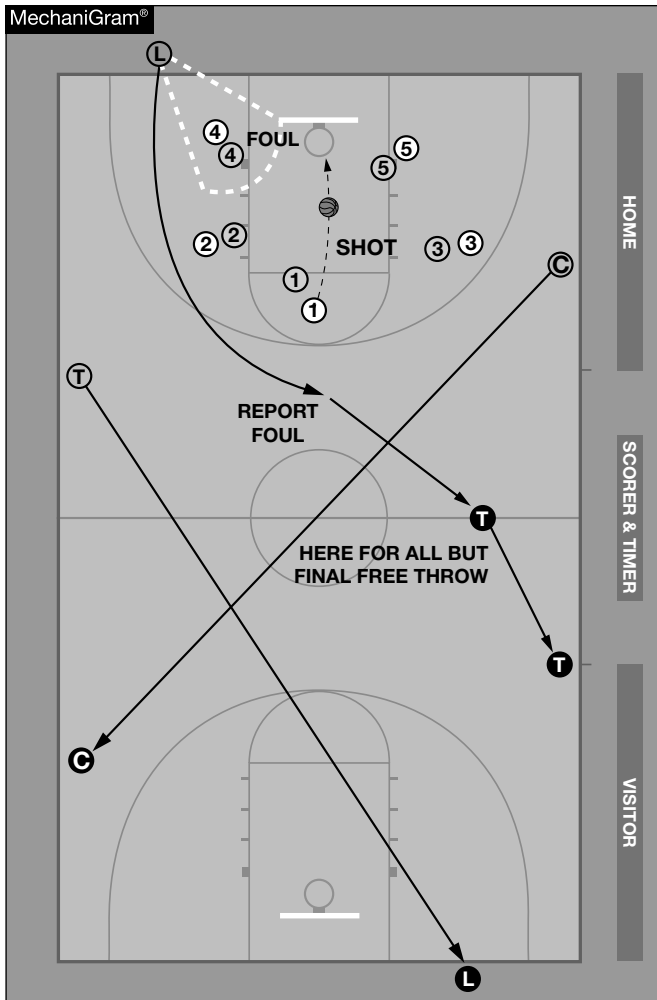
When a foul is called on the offense or on the defense in backcourt by the trail opposite the table and there are no free throws, there is no switch. The foul is treated like a violation. The trail reports the foul but doesn't go table side. Instead, the old trail stays opposite the table and becomes the new lead. The old lead moves to administer the ensuing throw-in and becomes the new trail. The old center slides downcourt and stays the center.

TABLE-SIDE LEAD CALLS FOUL IN BACKCOURT, FREE THROWS



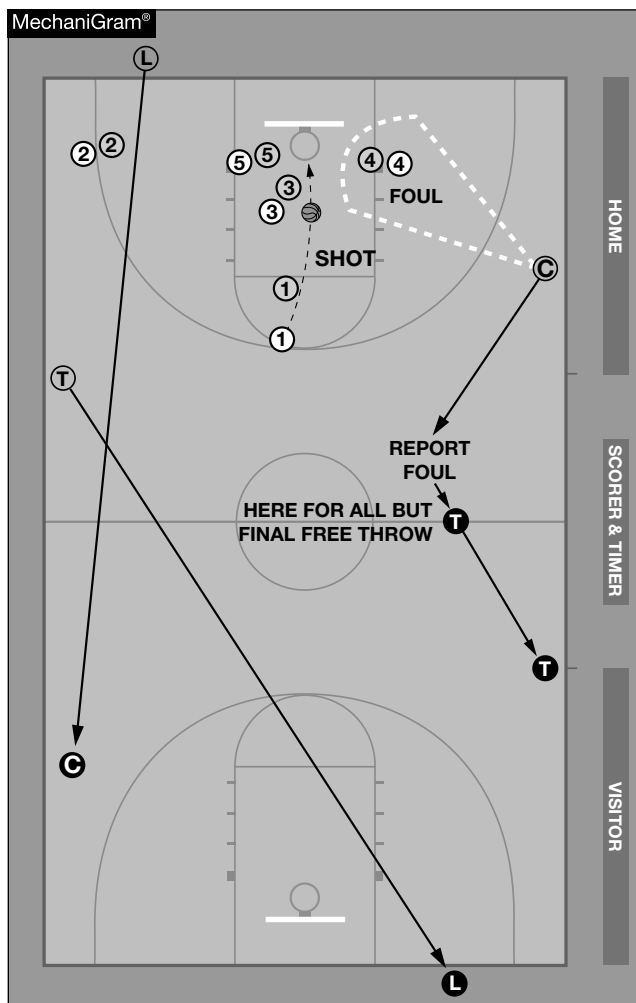
When the table-side lead calls a foul on the offense and there are free throws, there is no switch. The officials slide down the court. The lead reports the foul, stays table side and becomes the new trail. The old trail slides down and becomes the new lead. The center slides down and stays the center.

LEAD OPPOSITE CALLS FOUL IN BACKCOURT, FREE THROWS



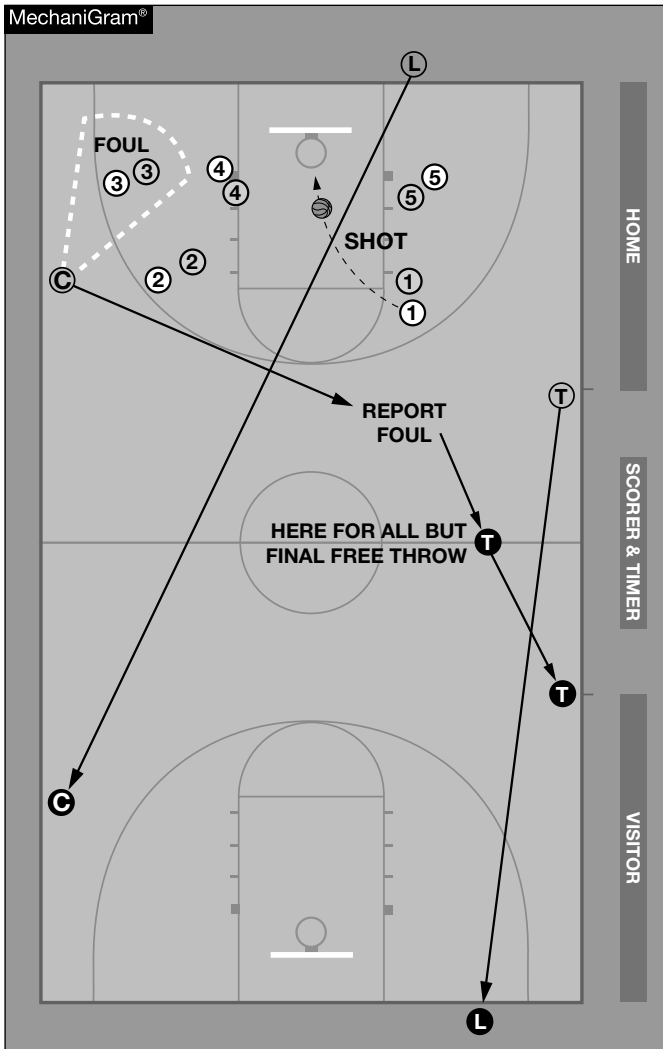
When the lead is opposite the table, calls a foul on the offensive team and there are free throws, all three officials will be moving. The lead reports the foul, moves across the court and becomes the new trail. The old trail moves across the court and becomes the new lead. The center moves across the court and stays the center.

TABLE-SIDE CENTER CALLS FOUL IN BACKCOURT, FREE THROWS



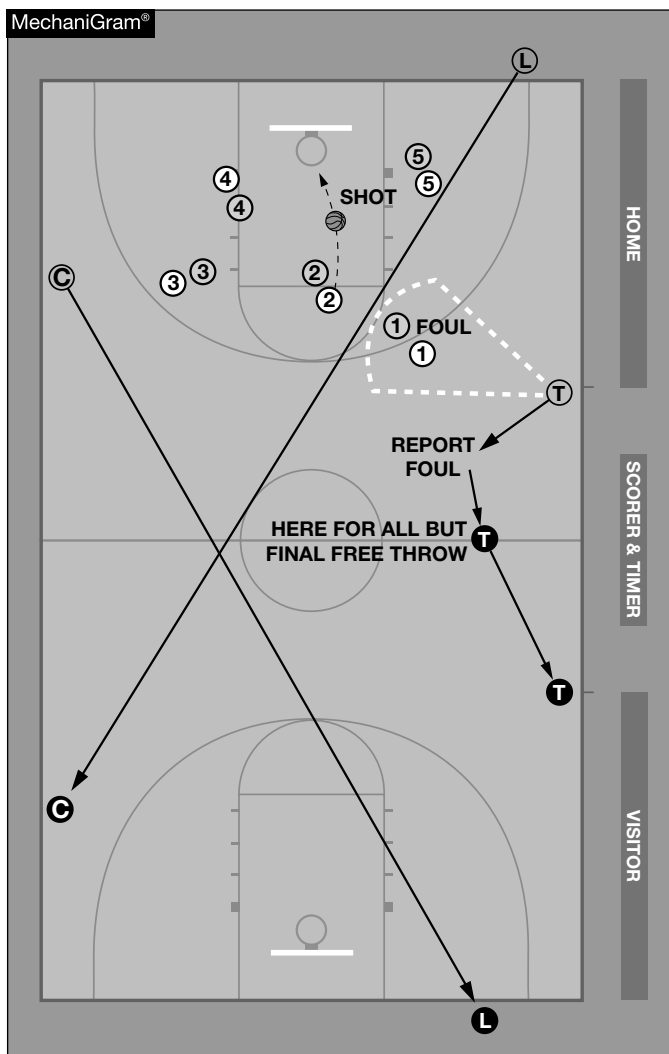
When the table-side center calls a foul on the offense and there are free throws, all three officials will be moving. The center reports the foul, stays table side and becomes the new trail. The old trail moves across the court and becomes the new lead. The old lead slides down and becomes the new center.

CENTER OPPOSITE CALLS FOUL IN BACKCOURT, FREE THROWS



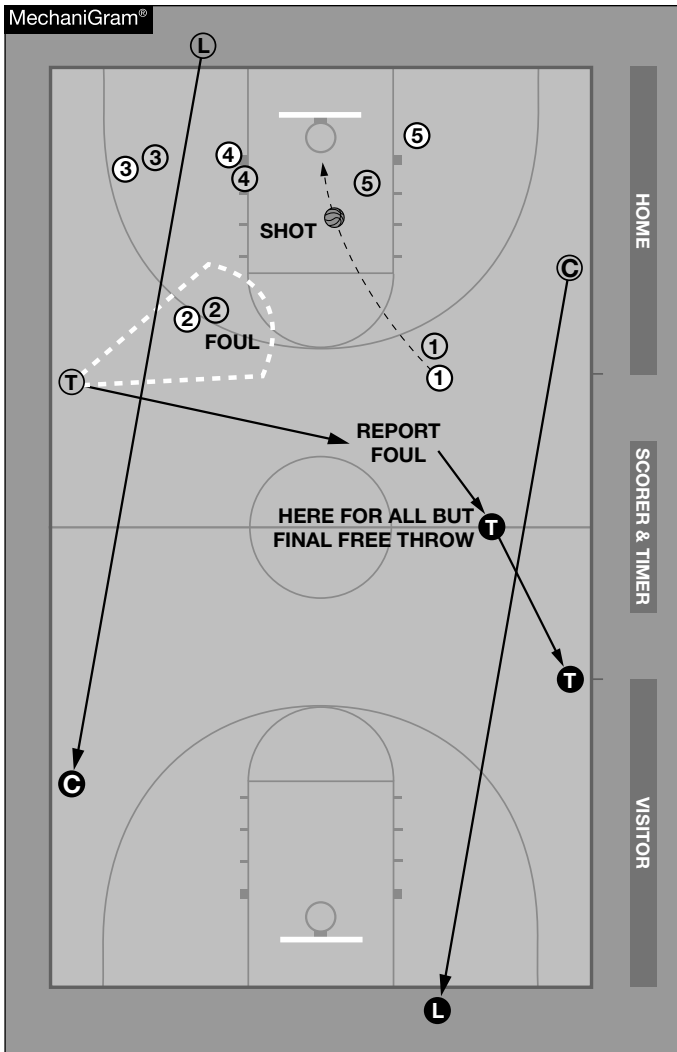
When a foul is called on the offense by the center opposite the table and there are free throws, all three officials will be moving. The center reports the foul and goes table side to become the new trail. The old trail moves downcourt and becomes the new lead. The old lead moves down and across the court to become the new center.

TABLE-SIDE TRAIL CALLS FOUL IN BACKCOURT, FREE THROWS



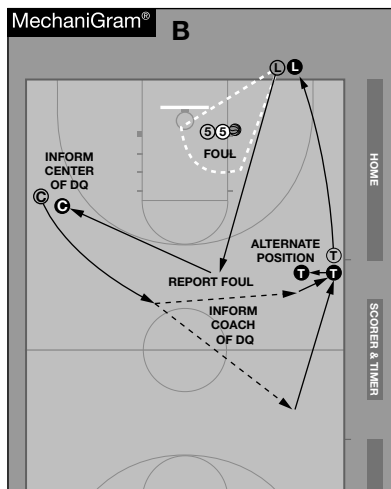
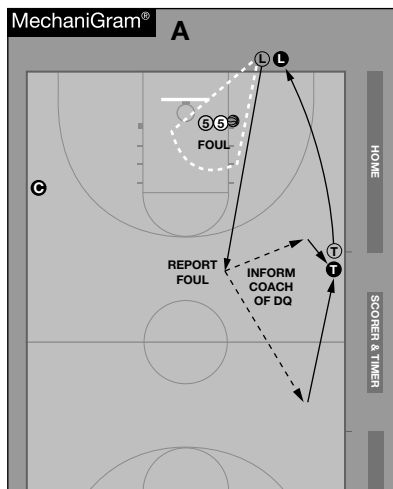
When a foul is called on the offense by the table-side trail and there are free throws, all officials will be moving. The trail reports the foul, stays table side and continues to be the trail. The old center moves down and across the court to become the new lead. The old lead moves down and across the court to become the new center.

TRAIL OPPOSITE CALLS FOUL IN BACKCOURT, FREE THROWS



When a foul is called on the offense by the trail opposite the table and there are free throws, all officials will be moving. The trail reports the foul, goes table side and stays the trail. The old center moves downcourt and becomes the new lead. The old lead moves downcourt and becomes the new center.

NOTIFY COACH OF DISQUALIFIED PLAYER



When a player fouls out, the calling official is responsible for notifying the coach, having table personnel start the 15-second substitution clock with an immediate horn and informing the player, as in MechaniGram A.

If informing the coach of the disqualified player could be heated, the calling official doesn't have to stay table side. When informed by the table of the player's disqualification, the calling official can go opposite the table. The official who is opposite, either the trail or center, should notify the coach, as in MechaniGram B.

Any official has the same option of going opposite to avoid a confrontation, such as after a technical foul or ejection.

CREW OF THREE

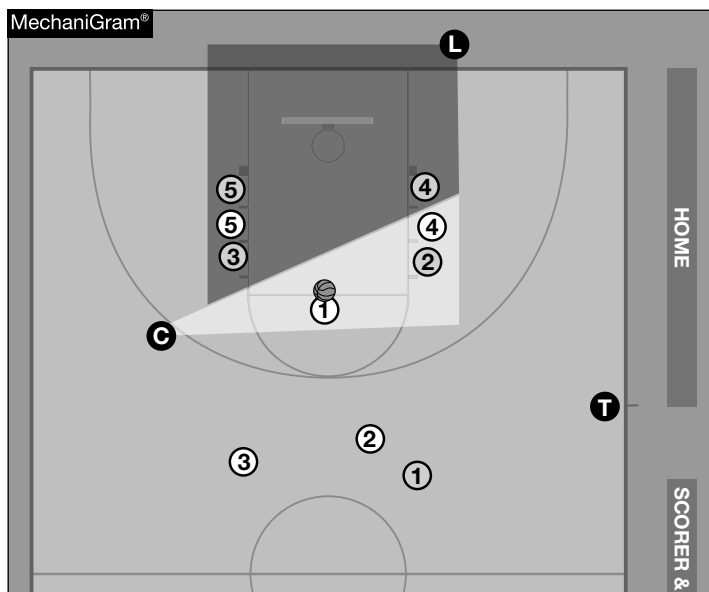
CHAPTER 12

FREE THROWS

- COVERAGE
- TRAIL POSITIONING
- CENTER/TRAIL MOVEMENT
- TECHNICAL FOUL



COVERAGE



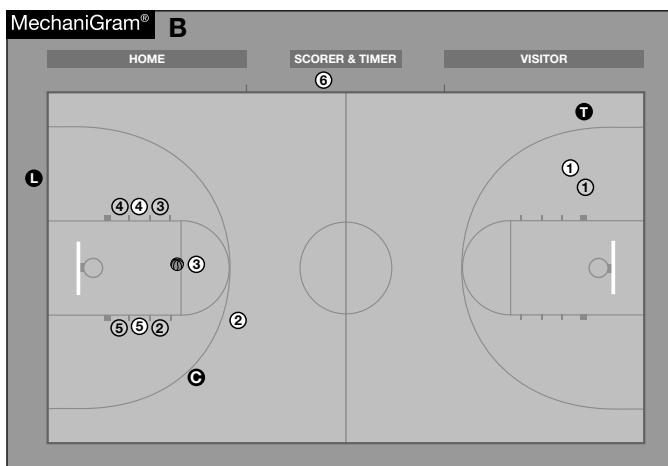
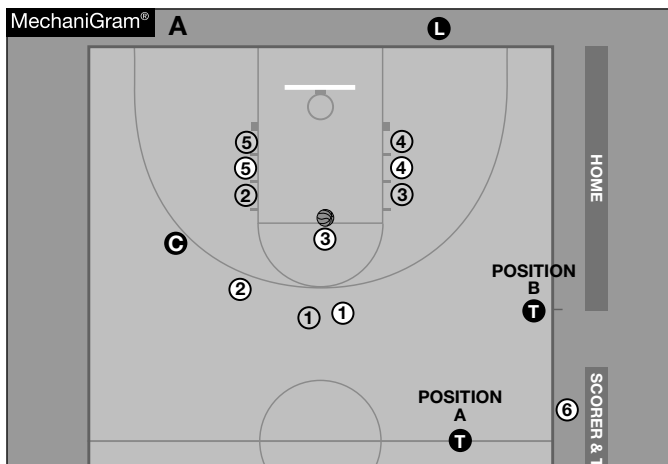
The lead is responsible for getting players lined up correctly; ensuring the first lane space is occupied by defenders. When ready to administer the free throws, the lead steps in to signal and verbalize the number of free throws to be shot while making eye contact with his or her partners, who should also be signaling the number of free throws to be shot. Once the lead has bounced the ball to the free-throw shooter, the lead should move off the court and get into a normal officiating position.

The lead official watches players on the opposite lane line (closer to the center) for potential violations, etc. The lead also watches the lane space nearest the endlane on the lane line nearest the lead.

The center official observes players on the opposite lane line (closer to the lead) except the opposite low block area. The center also watches the free-throw shooter.

The trail official watches all lane activity to assist the lead and center, but also watches any action above the three-point arc.

TRAIL POSITIONING

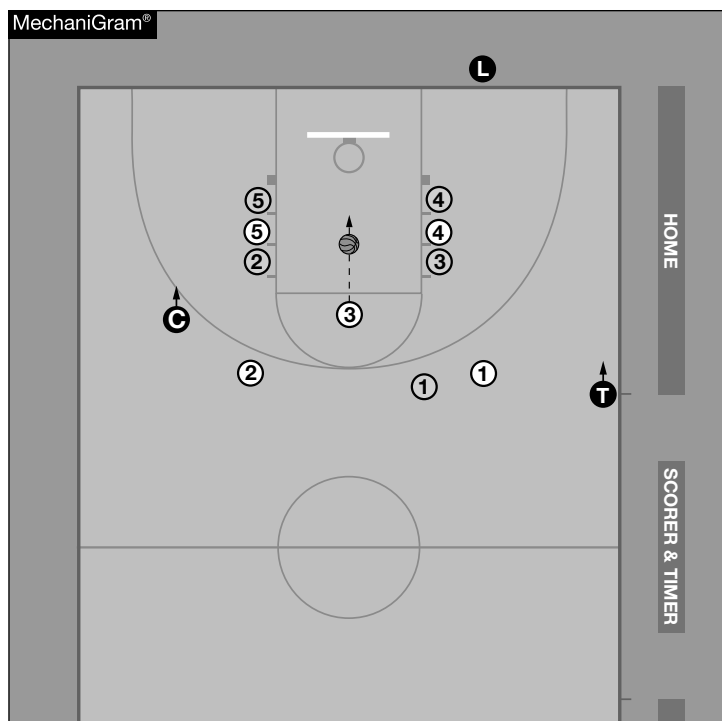


On multiple free throws, the trail shall be positioned on the court approximately 10 feet, and at the division line for the first of two (or first two of three) free throws, (position A) as shown in MechaniGram A. Be primarily responsible for holding and beckoning substitutes and any other table activity. Keep a perspective on all players in the backcourt.

When the final free throw is ready to be administered, the trail should move to the 28-foot hash in the front court, and be sideline oriented, ready to assist with rebounding (position B).

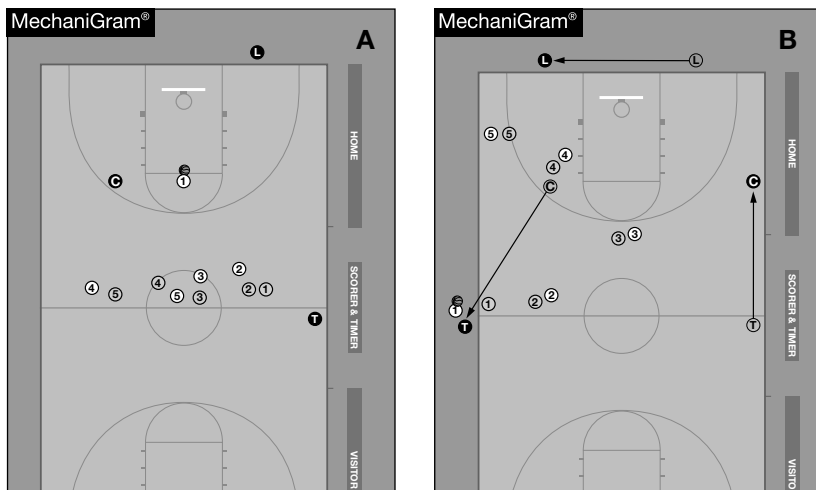
When one or more players from BOTH teams move to backcourt as shown in MechaniGram B, the Trail should move to be even with the deepest matchup. Trail should be in position to actively officiate these players as their primary coverage, but also be in position to hustle back to front court to assist if there is an offensive rebound on the final free throw.

CENTER/TRAIL MOVEMENT



During the flight of the last free throw, the center and trail penetrate slightly toward the endline. That movement ensures good angles on rebounding action. The center is responsible for weak-side rebounding and the trail is responsible for strong-side rebounding.

TECHNICAL FOUL



When a technical foul is called, the three officials should switch, just as they would with any foul. Technical foul free throws are administered in the same manner as other free throws: the lead administering the free throws, the center observing the free-throws and the trail on or near the division line to observe the remaining nine players, as seen in MechaniGram A.

After all free throws have been attempted, the center will move up the court to the division line and administer the throw-in opposite the scorer's table, becoming the new trail. The trail will move down toward the endline to become the new center and the lead will move along the endline to balance the floor, as seen in MechaniGram B.

The calling official always has the option of going opposite if the situation is potentially heated.

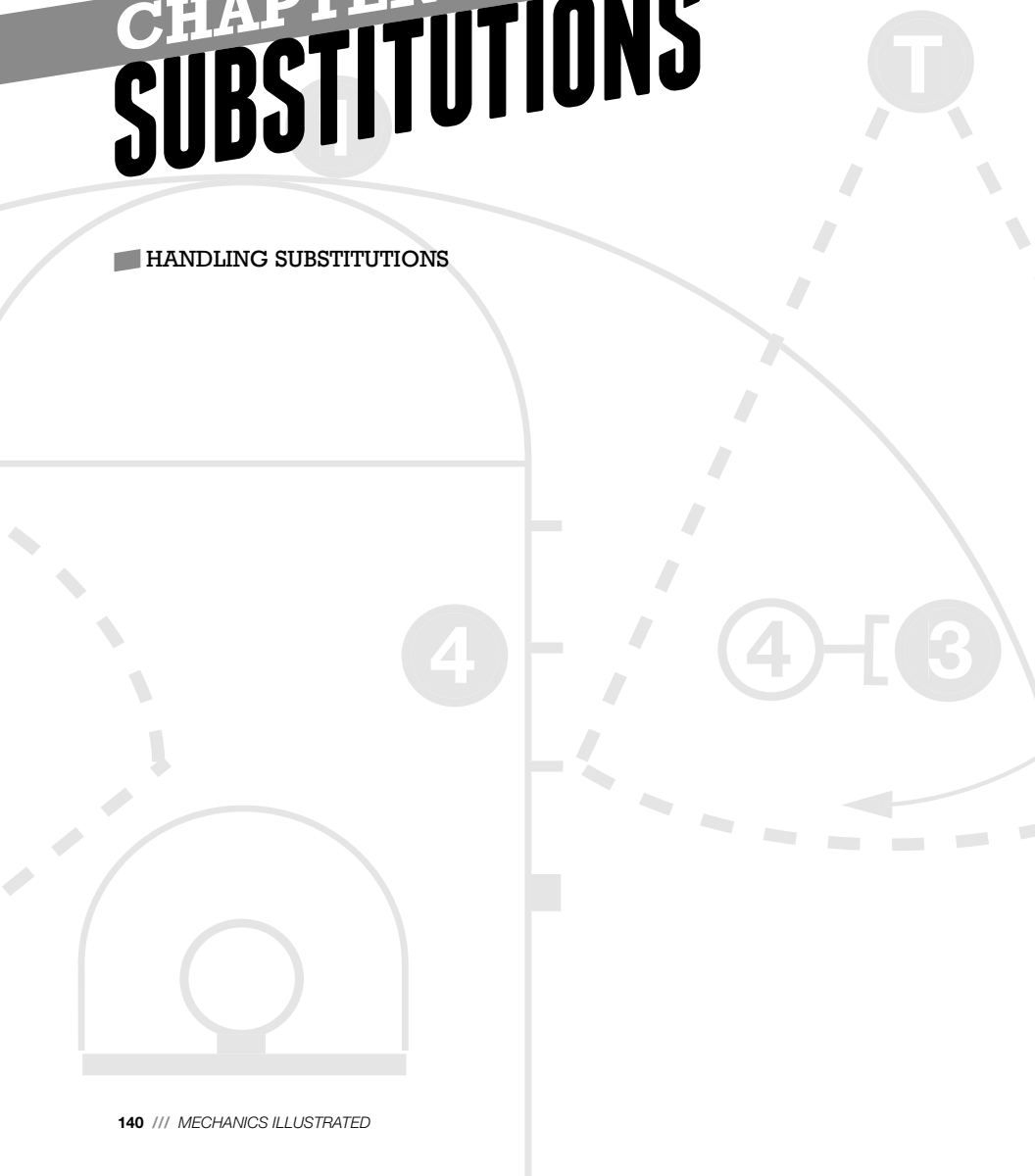
Note: Non-shooting players do not have to be behind the division line. Same as any other free-throw situation. The players need to be outside the three-point arc and above the free-throw line extended.

CREW OF THREE

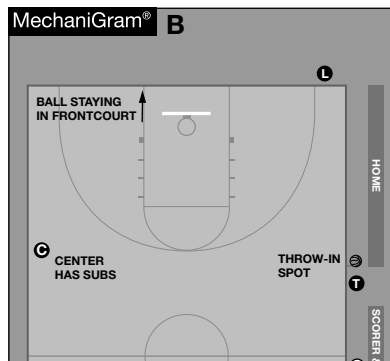
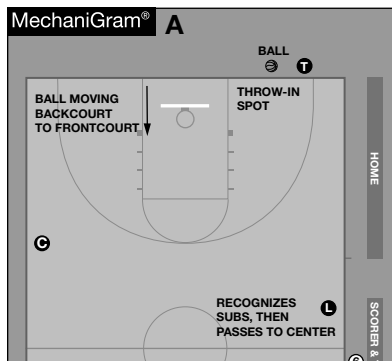
CHAPTER 13

SUBSTITUTIONS

■ HANDLING SUBSTITUTIONS



HANDLING SUBSTITUTIONS



When substitutions are coming into the game, the official responsible depends on the location of the officials and where and how the ball will become live. During all substitutions, the responsible official should blow the whistle and hold an open hand signal in the direction of the administering official while beckoning substitutes.

- Throw-in with the ball staying in the frontcourt: In most situations, the official nearest the table is responsible.
- Throw-in with ball going from backcourt to frontcourt: If table side, the new lead recognizes the substitutes and then passes substitution responsibilities on to the center, as seen in MechaniGram A. If the new lead is opposite the table, the center has all substitution responsibilities.
- Prior to last free throw: The trail official has substitution responsibilities.
- If there are substitutes after the last free throw is successful, the new lead should blow the whistle to bring in the new substitutes and pass the substitution responsibilities to the center.
- Trail administering throw-in table side: The center has substitution responsibilities even though the center is across the court from the scorer's table as seen in MechaniGram B. The trail may not see the substitutes and the center has the best view of the scorer's table.
- Trail administering throw-in opposite the table: The center has substitution responsibilities.

The key to smooth substitutions is for all officials to have good communication, including eye contact.

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CREW OF TWO

CREW OF TWO

CHAPTER 14

PHILOSOPHY

- HUSTLE
- MOVEMENTS
- COMPROMISES
- UNDERSTANDING

Movement and compromise are the characteristics of two-person officiating. Ten players are moving around a closed court, competing for space and positions; two officials must utilize hustle, angles, distance and planned compromises to observe and control the action.

Hustle

Hustle is an overused word today. Everyone knows it's needed to succeed, but what does it really mean when relating it to two-person officiating? Think of it this way: NCAA conferences (from all Division I to most Division III conferences), plus the NBA use three officials per game. Many high school conferences and state tournaments are now using three officials. Why? Because of the speed, size, quickness and the physical nature of games at those levels, three officials can better control a game than two officials. That extra set of eyes and ears prevents many problems. Plus, athletic budgets allow it at those levels, something that would be difficult at the lower levels.

The game control expectations are no different with two officials, yet there's one less person to help control the game. Significant movement by both officials is critical for proper court coverage. Hustle gives you a chance. In essence, two officials must work hard enough to cover the entire court that is better covered by three officials. That equates to more running and a well-placed concern for angles.

Movements

Both officials must work hard at understanding, then obtaining, proper angles. Your line of sight must provide you with an opportunity to view a developing play or part of a play. You must be able to see completely through the play, which means your vision must be unobstructed by the players directly involved in the play and others near the play.

Basketball is a game of nearly continual motion. An official's angle

and distance adjustments are constant as play is in motion. A step or two in the right direction may open up a whole new viewing experience, free from obstruction; a step in the wrong direction will screen you from the critical game action.

With two officials, the trail must move off (away from) the sideline for proper court coverage. Far too often officials who can't (or won't) run well stay on the sideline. They're afraid of getting in the way and aren't confident they can move quickly enough to avoid passing lanes and get good angles. The game suffers because court coverage suffers. A good trail official moves off the near sideline when the ball is nearer the far sideline; it's the best way to get good angles and proper distance from the play. This is called, "working the arc."

Why such an emphasis on trail movement? That allows the lead to watch players off-ball, the critical component to combating physical play. Rough play was a point of emphasis throughout the last decade. When the trail moves off the sideline to cover plays, the lead can focus on the lane area, where most rough play occurs.

The lead also moves along the endline to improve angles. There's usually at least four and sometimes six or eight players in the lane area battling for position. Lead movement is critical to watching low-post action. It's paramount to game control.

Proper movements on rebounding action are also important. Because there are only two officials, there's a tendency to think about moving to the other end of the court when a shot goes up to avoid getting beat downcourt. If either official ignores rebounding action, physical play develops and game control suffers. Both officials must move to get good angles on rebounding action.

Compromises

Two officials can't see everything. If they could, you'd see two officials in the Final Four and the NBA Finals. Though

all areas of officiating are important, conscious sacrifices must be made to ensure game control and quality off-ball officiating.

Because of the necessary emphasis on off-ball coverage, some boundary line coverage is compromised. It's simply a tradeoff. You're focusing on great off-ball coverage and giving up a bit of sideline coverage in some areas. You're playing the percentages because you're more likely to have rough play than you are to have close sideline violations that aren't obvious.

A complete understanding of court coverage

Proper coverage is enhanced by good eye contact and a "feel" for where your partner is looking. You must learn about all aspects of two-person officiating to know who is covering what. Once you've mastered that, practical on-court application develops through partner communication, including eye contact and understanding. At the risk of being obvious, you've got to know exactly what both you and your partner are expected to do in specific situations — then effectively communicate with your partner — to truly master two-person officiating. When you understand why angles and distance are important and how and when to obtain them, you'll find yourself in great position throughout each game.

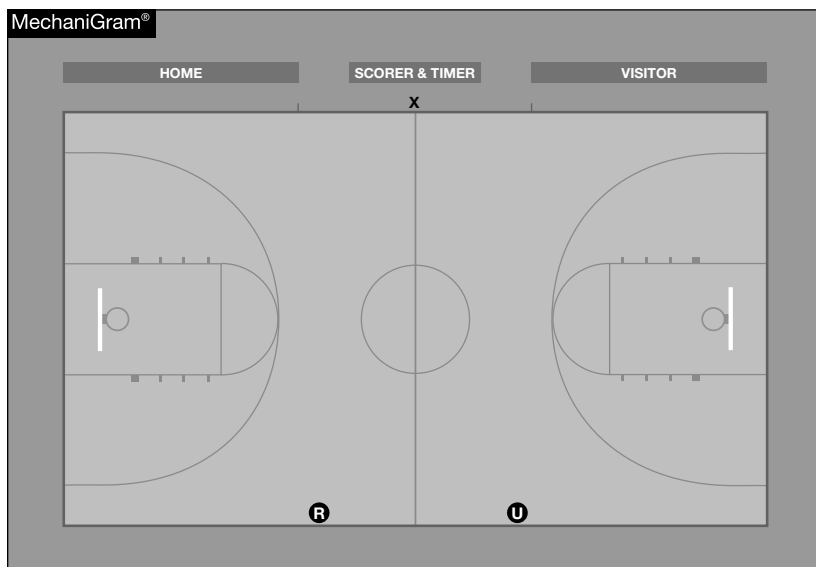
CREW OF TWO

CHAPTER 15

COURT POSITIONING

- PREGAME
- HALFTIME
- BETWEEN QUARTERS
- FULL TIMEOUT
- THIRTY-SECOND TIMEOUT

PREGAME

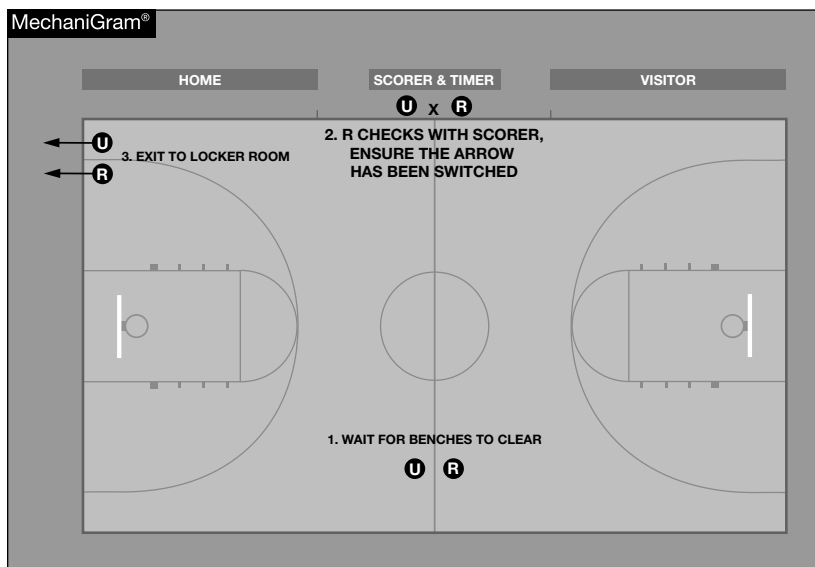


Arrive on the court at least 15 minutes prior to game time and position yourselves on the side of the court opposite the scorer's table. Each official should be approximately 28 feet from the nearest endline. The referee observes the visiting team warm-up, the umpire watches the home team.

During that time, officials should check the court area, markings and basket to make sure everything is legal and free from interference. Officials should also watch the teams warm-up to ensure no illegal activity occurs (dunking, etc.). Make yourself aware of player tendencies by watching the teams and players perform their pregame drills.

Referee recommendation: When the referee returns from the table after checking the scorebook, it might be advantageous for both officials to switch so that you can see each team during the warm-up period.

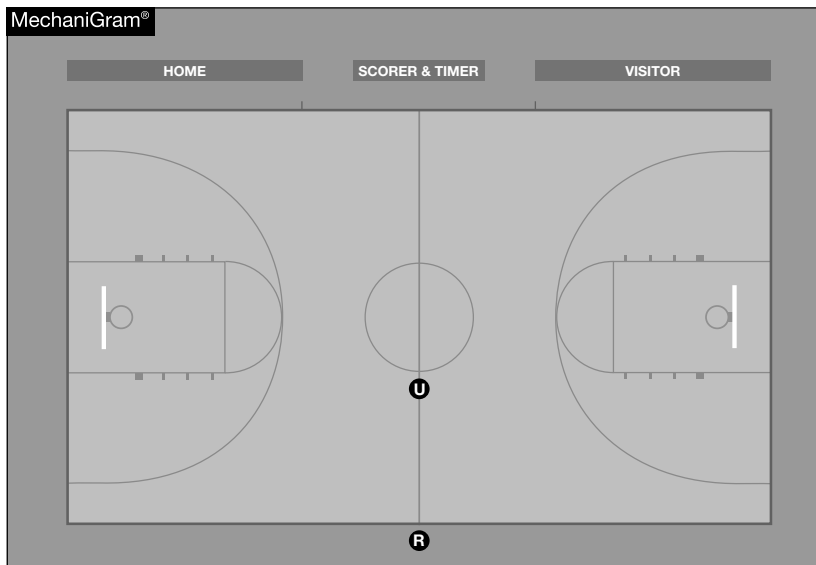
HALFTIME



At the conclusion of play for the first half, the officials are now positioned halfway between the farthest point of the center circle and the sideline opposite the scorer's table (1). After both teams have left their benches and gone to their respective locker rooms, both officials walk over to the scorer's table and the referee takes care of specified duties (2). After performing duties at the scorer's table, the officials leave together for their locker room. (3)

When the officials return to the court for the second half, the officials will stand across the court until the one-minute mark. At that time, the umpire will secure the ball and bounce it to the referee. The referee will take a position with the ball at the division line on the sideline opposite the table indicating the direction of play with the placement of the ball. The umpire shall take a position on the division line on the opposite edge of the restraining circle.

BETWEEN QUARTERS

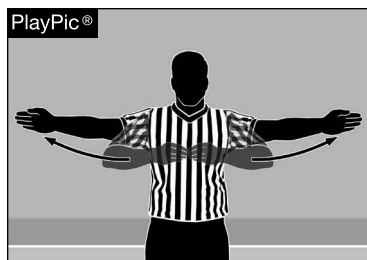
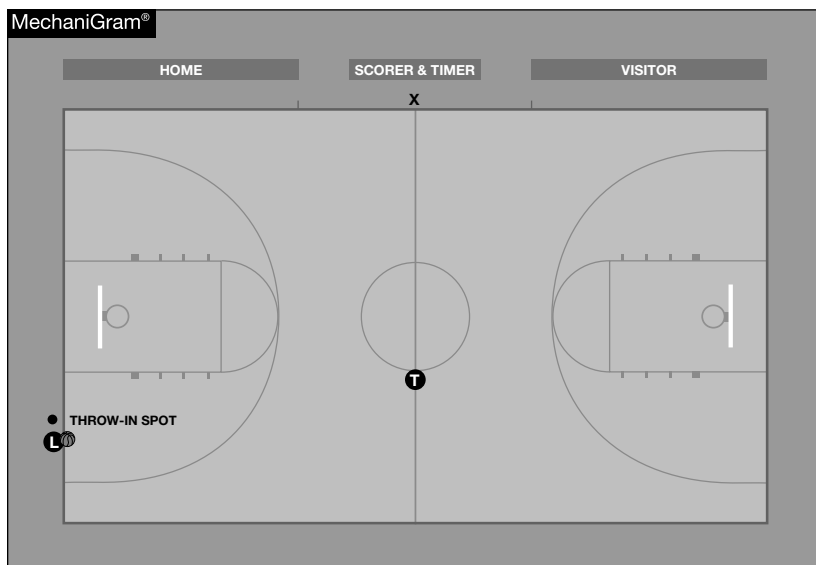


During the intermission between quarters and any extra periods, the officials have specific spots on the floor. While holding the ball, the referee stands at the division line on the sideline opposite the table. The ball shall be placed on the side of the official that indicates the direction of play.

The umpire shall take a position on the division line on the opposite side edge of the restraining circle. The umpire is responsible for acknowledging substitutes and making sure that the report takes place prior to the warning signal.

There should be no visiting with coaches or players unless it is to confer about a game situation. The officials are then responsible to count the players when the teams return to the court to begin the play. Use preventive officiating to make sure there are five players active on the court per team.

FULL TIMEOUT



Wait until both teams have been able to get to their respective team benches before signaling for the timeout to begin.

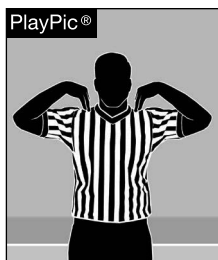
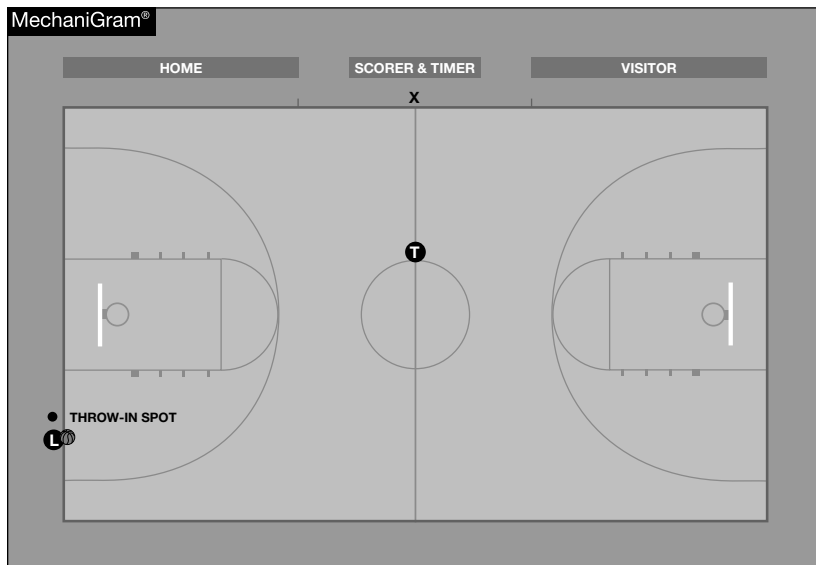
During a 60-second timeout, the administering official should take the ball to where it will be put in play. If that official needs to leave the administering spot, he or she may place the ball on the floor at the spot. If play is to be resumed near the team benches, move out onto the floor to get away from the team. If play is resumed with a free throw, take a position on the free-throw line.

The non-administering official should be on the division line on the circle farthest from the table.

If activity on the court make it necessary to move, the officials should move to a safe location and move back to the designated spots at the conclusion of the activity.

At the first horn (45-second mark), the officials will step toward the nearest team huddle and notify the teams by raising an index finger and saying "first horn" and then move to position so crew is ready to administer play when the horn sounds to signal the end of the timeout.

THIRTY-SECOND TIMEOUT



Wait until both teams have been able to get to their respective team benches before signaling for the timeout to begin.

During a 30-second timeout, the administering official should take the ball to where it will be put in play. If that official needs to leave the administering spot, he or she may place the ball on the floor at the spot. If play is to be resumed near the team benches, move out onto the floor to get away from the team. If play is resumed with a free throw, take a position on the free-throw line.

The non-administering official should be on the division line on the circle closest to the table. That official is responsible for beckoning substitutes into the game and should be prepared to give the scorer or timer any necessary information.

If activity on the court make it necessary to move, the officials should move to a safe location and move back to the designated spots at the conclusion of the activity.

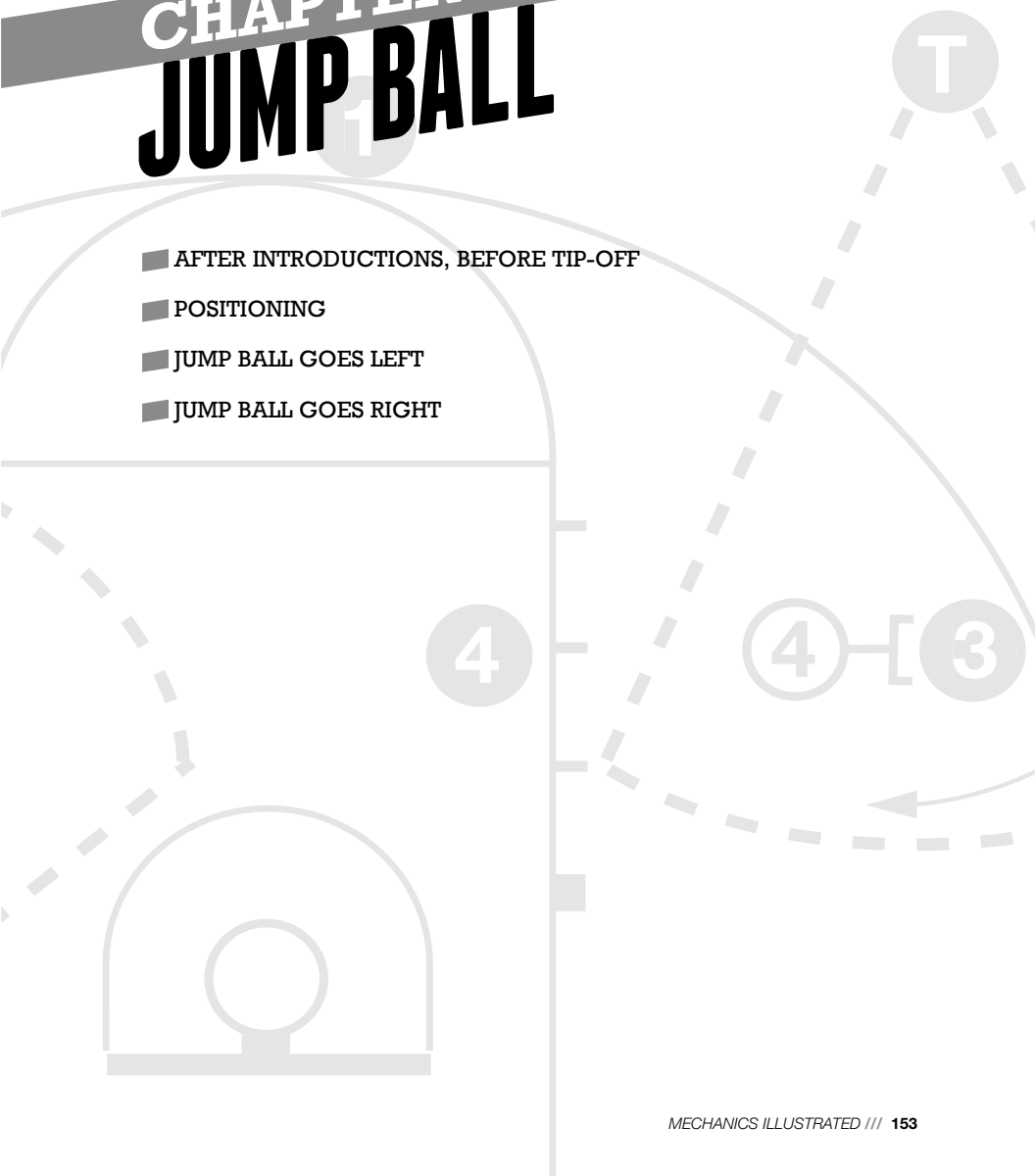
At the first horn (15-second mark), the officials will step toward the nearest team huddle and notify the teams by raising an index finger and saying “first horn” and then move to position so crew is ready to administer play when the horn sounds to signal the end of the timeout.

CREW OF TWO

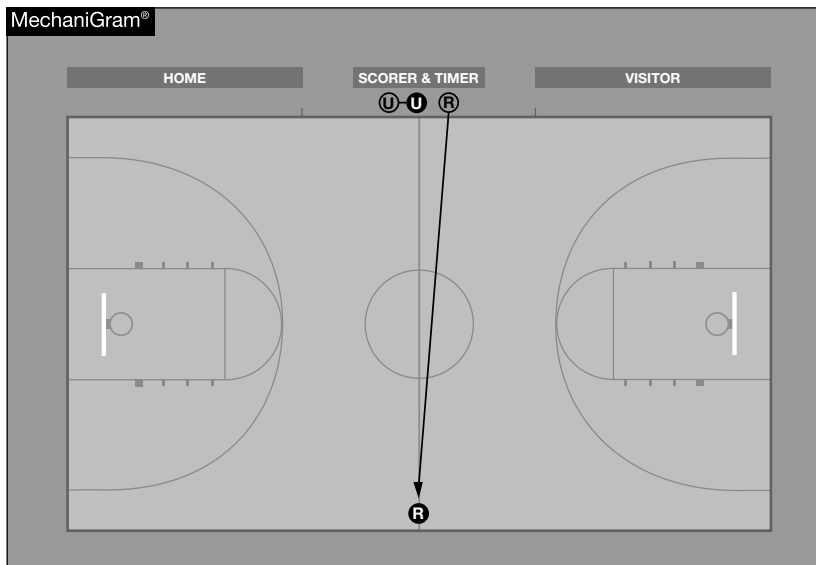
CHAPTER 16

JUMP BALL

- AFTER INTRODUCTIONS, BEFORE TIP-OFF
- POSITIONING
- JUMP BALL GOES LEFT
- JUMP BALL GOES RIGHT



AFTER INTRODUCTIONS, BEFORE TIP-OFF

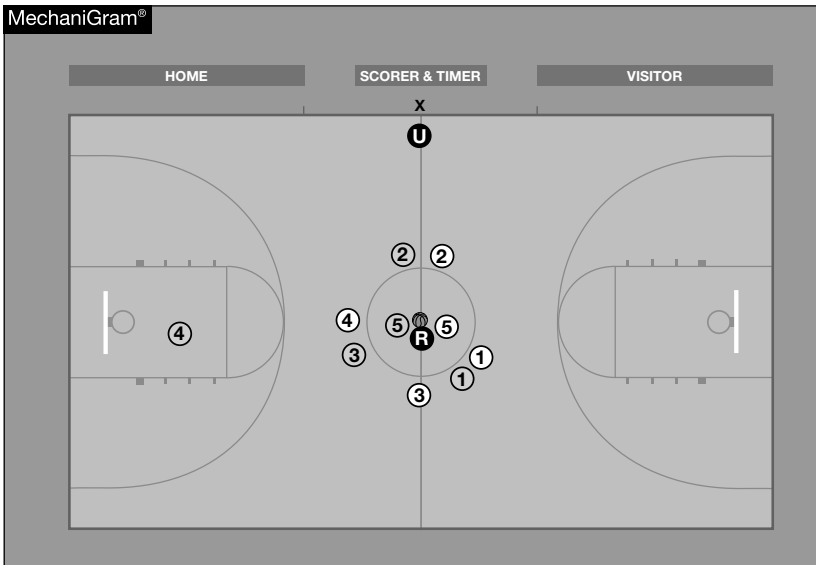


After the national anthem and the introductions of the players, the players are usually getting last words of instruction before going out onto the court. At that time, the officials should leave their positions at the scorer's table and go to specific locations on the court. The referee (or the official designated to throw the jump ball) takes the ball and moves to a spot near the far sideline, facing the scorer's table.

The umpire shall take a position on the table-side sideline, at the division line, facing the referee. That official should hustle the teams to get onto the court. Many times, teams will take an unnecessary amount of time with rituals or preparation. Get the teams on the court and ready to play.

Note: The referee can toss the jump ball or designate the umpire if that official throws a better jump ball. Within the book, the official tossing the ball will always be referred to as the referee.

POSITIONING



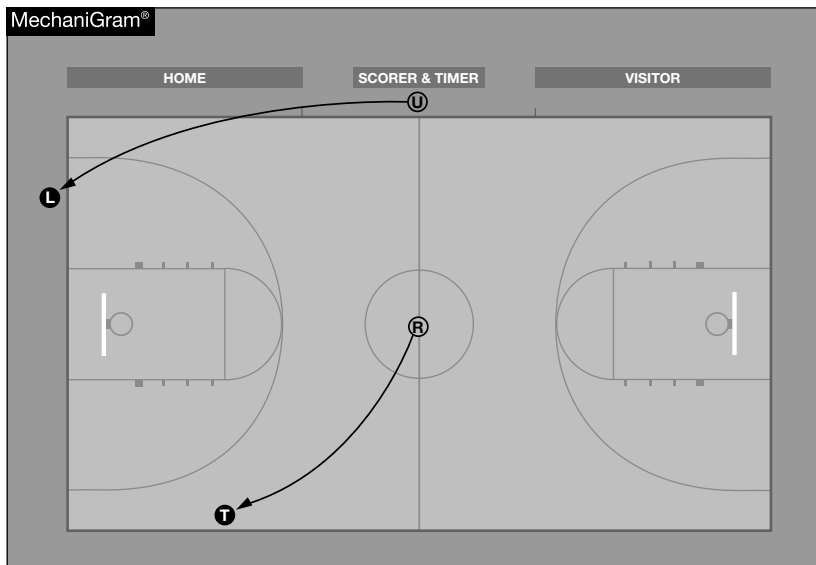
The umpire is positioned near the intersection of the sideline and the division line directly in front of the table. Before entering the center restraining circle, the referee makes eye contact with the umpire, who signals to the referee that table personnel and the umpire are ready to go. Both officials make sure the teams are facing the correct direction.

While still outside the circle, the referee notifies both team captains that play is about to begin. Tell the players to hold their spots to avoid violations. Blow the whistle with a sharp blast before entering the circle.

Tell them to jump straight up and not into each other, and tell them not to tap the ball on the way up. Just before the toss, the umpire uses the “do not start clock” signal — raised open hand. The referee tosses the ball high enough so the players tap the ball on its downward flight. The umpire starts the clock when the ball is tapped.

The umpire must maintain a wide field of vision while the referee administers the toss. The umpire is primarily responsible for the position and action of the eight non-jumpers and the toss.

JUMP BALL GOES LEFT

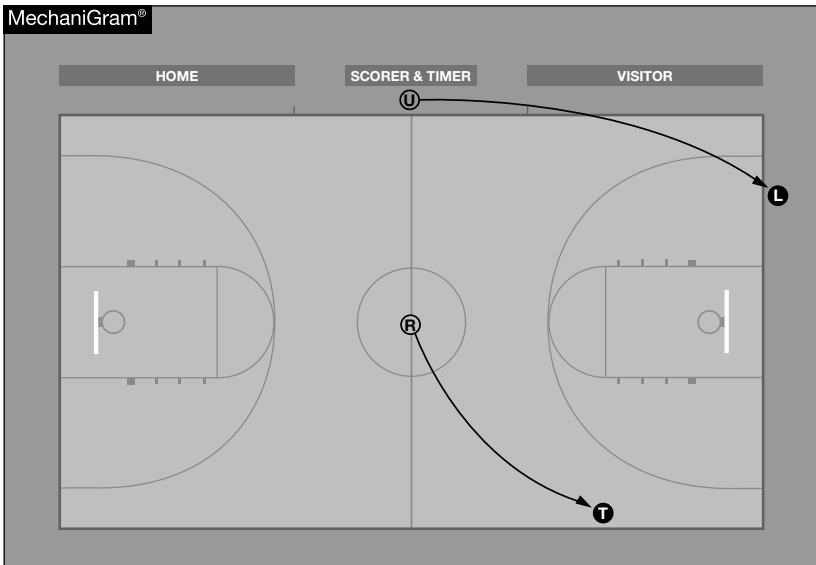


If the ball goes to the referee's left, U1 will move right and become the lead. The lead should be prepared to rule on a quick three-point attempt from anywhere on the court until the referee has cleared the players and begun to move into position.

The referee will hold momentarily and then will move to the trail enabling coverage of the sideline opposite the lead.

After the ball is possessed, the trail should glance at the alternating-possession arrow to make sure it is pointing in the right direction. If it isn't, wait for the first dead ball and correct it.

JUMP BALL GOES RIGHT



If the ball goes to the referee's right, U1 will move to the left and become the lead.

The referee will hold until players clear and then moves to become the trail. The referee will assume sideline responsibility opposite the lead.

After the ball is possessed, the trail should glance at the alternating-possession arrow to make sure it is pointing in the right direction. If it isn't, wait for the first dead ball and correct it.

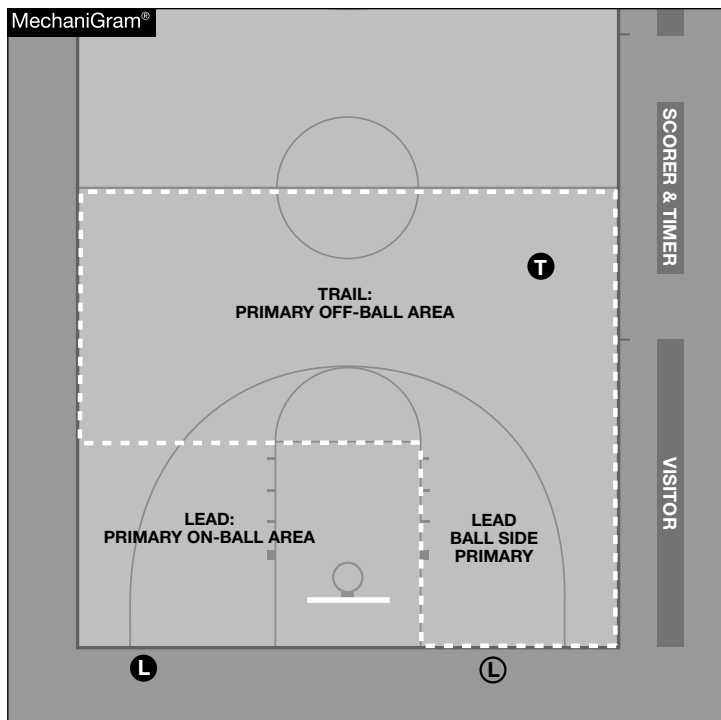
Note: If possession is gained in the backcourt, the umpire may need to move with the ball to become the trail. If that happens, the referee would then move to the lead position.

CREW OF TWO

CHAPTER 17

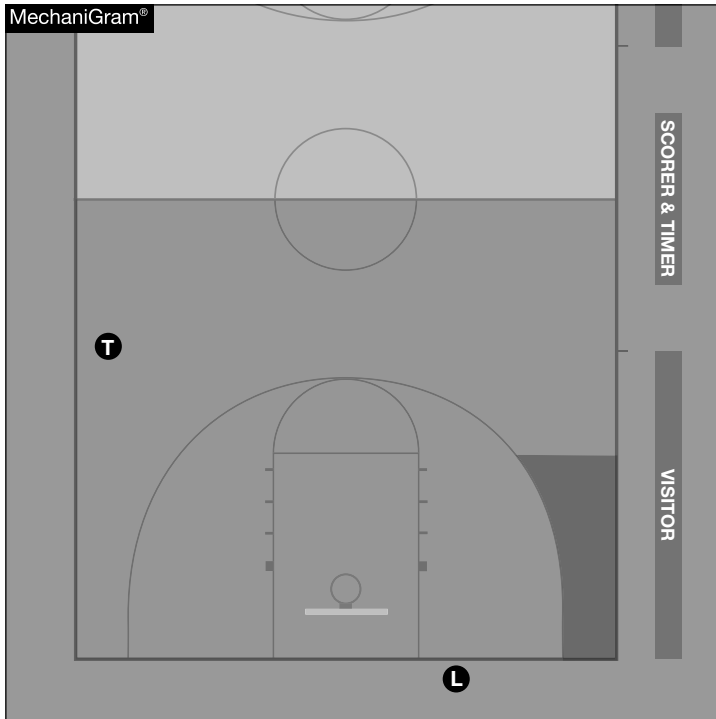
COURT COVERAGE

- HALFCOURT BOUNDARY LINE
- BOUNDARY COVERAGE: LEAD EXCEPTION
- BASIC FRONT COURT COVERAGE
- THREE-POINT RESPONSIBILITIES
- HANDLING DOUBLE WHISTLES
- SPLITTING COURT ON DRIVES
- PASS/CRASH IN LANE
- REBOUNDING AREAS
- OFFICIATING THE DELAY OFFENSE
- BACKCOURT BOUNDARY
- BACKCOURT NO PRESSURE
- BACKCOURT WITH PRESSURE
- LAST-SECOND SHOT



Officials are responsible for a five-second count within their primary coverage area. If the ball moves out of the official's primary area, that official should remain with that count until it is ended. Once the count has ended and your partner has picked up the ball, return to your primary coverage area.

THREE-POINT RESPONSIBILITIES



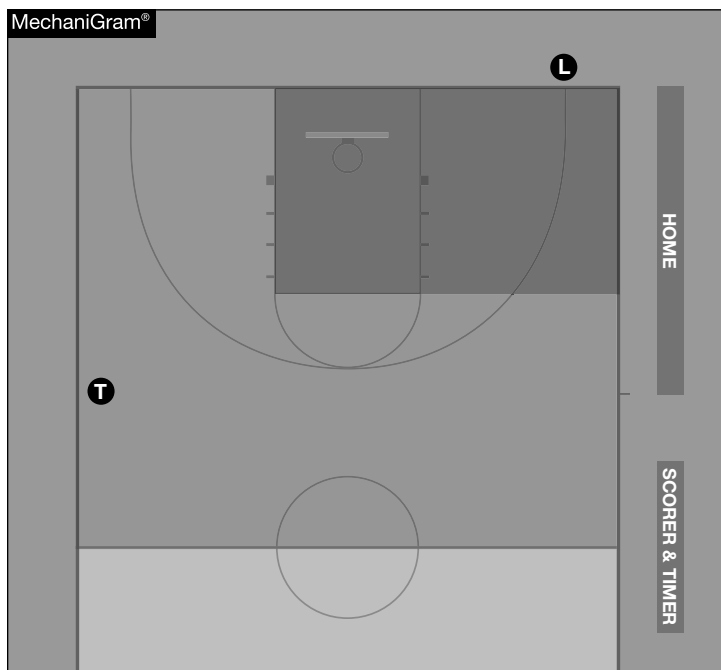
In the frontcourt, the trail is responsible for the majority of the three-point arc. The trail's coverage of a three-point try extends to the free-throw line extended opposite of the trail's current position. The lead is responsible for any attempt below the free-throw line extended on the lead's primary coverage area of the court.

On three-point tries, only the covering official should indicate the attempt. The indication should be made with the arm closest to the center of the court so the table personnel can see it better. Extend one arm above head level with three fingers extended. If successful, the covering official will signal by extending both arms over the head with palms facing.

If the trail official signals a successful three-point shot, the lead official shall not mirror the successful signal. If the lead official signals a successful three-point shot, the trail official mirrors the signal. There is no need to mirror an attempt signal.

The lead should be ready to assist the trail on a three-point attempt in transition. When a three-point shot is attempted from a transition area and both officials initially mark the three-point attempt, the trail should keep the three-point mark up and stay with shooter while the lead should drop their mark and go to rebounding coverage.

HANDLING DOUBLE WHISTLES



While coverage areas for all officials are well-defined, there can be areas on the court that occasionally are watched by more than one official.

There's a general rule for double whistles in a two-person system: Generally, the official who has primary coverage at the time of the whistles should take control of the call.

For example, if the dribbler is coming from the trail's primary area into the lead's area and there is a double whistle, the call is likely the trail's.

Another "trouble area" for double whistles occurs when a drive originates from the trail's primary area of coverage and ends up in the lane area, as seen in the MechaniGram. The reasoning: The ball originated in the trail's area so the trail stayed with the play and the lead picked up the penetrating player coming into the lane. There may be a brief moment in which both officials are watching the same area.

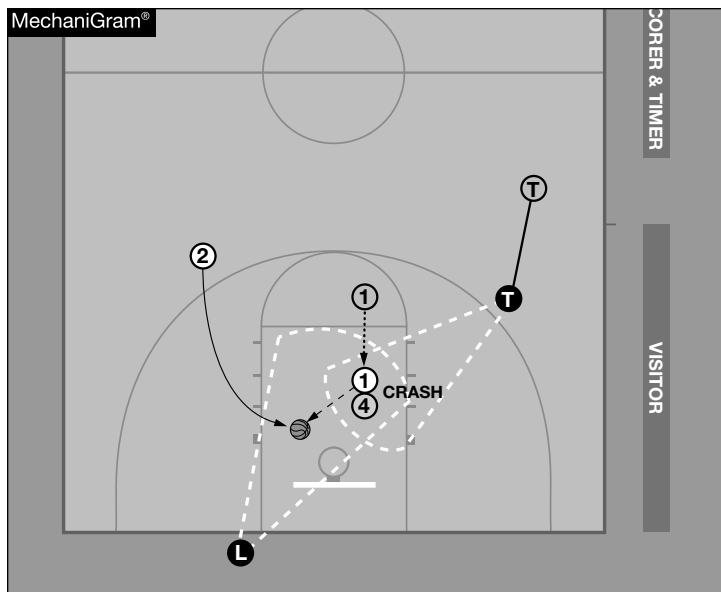
If the secondary official has a call that occurred before the primary official's call, the secondary official should close in quickly and take the call. An example might be a travel that occurs prior to a block/charge in the lane.

Double-whistles aren't the end of world. Sooner or later, they're going to happen. Just make sure when they do, they're not because of one official over-extending his or her coverage area. The keys:

1. Have good eye contact with your partner.
2. Understand where the play originated from.
3. Understand the primary area.
4. Allow the proper official to make the call.

Discuss double whistles during your pregame and how to handle.

PASS/CRASH IN LANE



A player driving a crowded lane, passing off to a teammate, then crashing into a defender can be one of the most difficult plays to officiate. Why? There's a lot going on in a small area in a short period of time.

For the lead, the play is especially tough to handle alone. Did the passer get fouled? Did the passer foul? Block? Charge? Did the dribbler travel? Did the player filling the lane catch the pass cleanly and travel or did the player merely fumble and recover? Did the violation occur before the foul? That's way too much for one official to handle in most cases.

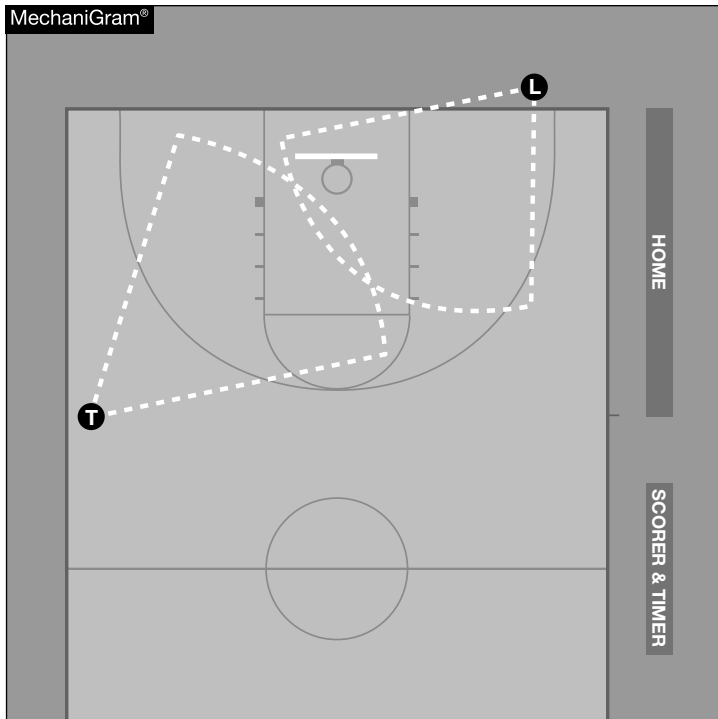
The trail must help. By aggressively penetrating toward the endline when players drive the lane, the trail can take some of the pressure off the lead by being in great position to judge the play.

The common phrase that sums up responsibilities is, "Lead takes the pass, trail takes the crash." That's generally accurate when the pass is toward the lead. However, when the pass is toward the trail (especially out toward the perimeter), the trail should take the pass and the lead take the crash.

The trail should watch the dribbler penetrate. Watch for the dribbler being fouled on the drive or while passing. Also, the trail watches for the dribbler crashing into a defender after releasing a pass that goes toward the lead. Referee the defense to see if the defender obtained legal guarding position. Be especially wary of dribblers who leave their feet to make a pass. Don't bail out an out-of-control player by making a no-call.

With the trail watching that action, the lead can concentrate primarily on the pass toward the lead and the player receiving it. Don't fall into the trap, however, of leaving all crashes to the trail. For the lead, the pass is primary, but the crash is secondary. You'd rather have a call on the crash from the lead than a no-call that lets a foul get away. Make a call as the lead if you have to.

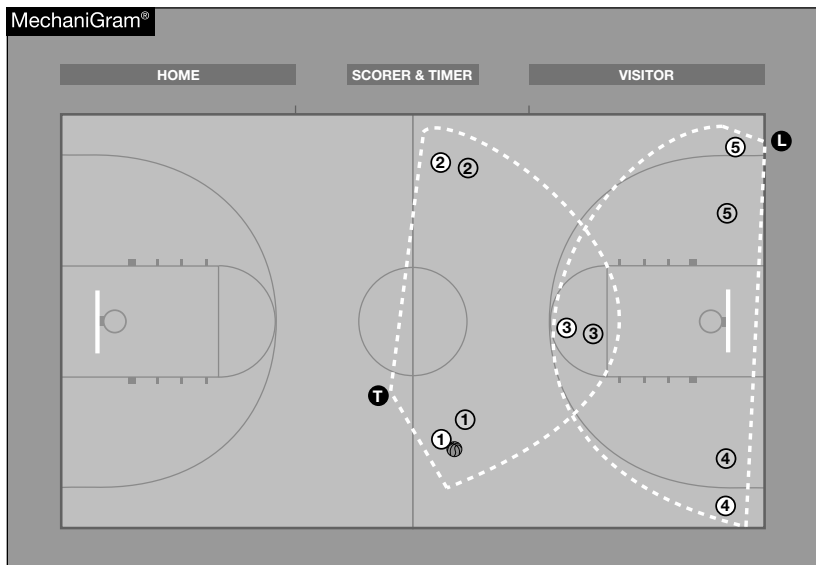
REBOUNDING AREAS



Rebounding coverages are divided and fall into primary and secondary coverage areas. If a shot is taken near the trail, the trail has to make sure the shooter returns to the floor without contact and then must watch the ball to determine for any violations. It's imperative to also watch the rebounding action on that side of the court. The lead will watch on his or her side of the court and extend that coverage into the lane area.

In a two-person crew, getting fouls on rebounds is all about obtaining the proper angle on the play. Many times, the trail official will have the best opportunity to determine a shove in the back. The lead might be closer but not able to see through so many players in a congested area.

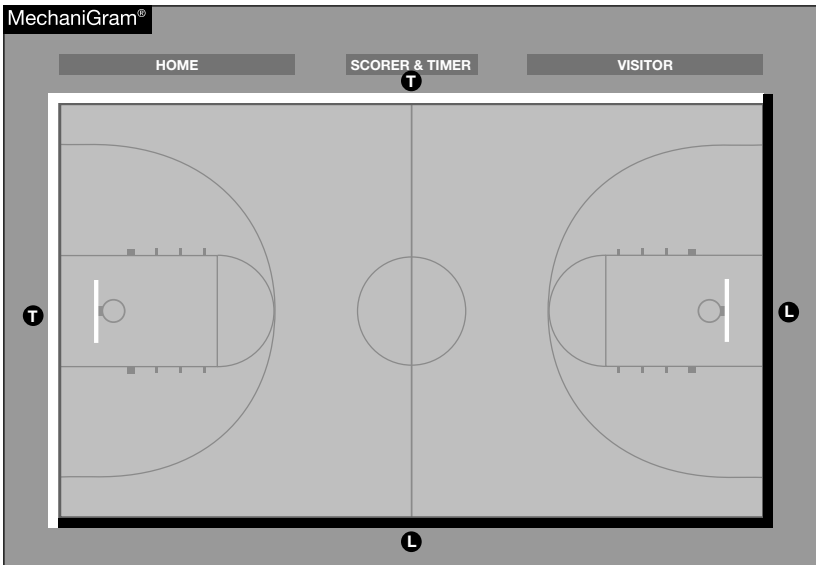
OFFICIATING THE DELAY OFFENSE



The delay offense, sometimes referred to as the “spread,” presents unique challenges for officiating crews. The delay offense spreads players out to all corners of the frontcourt and is designed to run the clock down while avoiding double teams.

When a team goes into a delay offense, the wing officials may have to referee from outside the court, as seen in the MechaniGram, to keep wide triangle coverage. That way, the players have enough room to maneuver without using you as a screen. It also keeps you out of the passing lanes.

BACKCOURT BOUNDARY



In the backcourt, the new trail is responsible for the backcourt endline and the sideline opposite the new lead. The new lead is responsible for the frontcourt endline. That's the easy part. Who's got the sideline opposite the new trail and who's got the division line?

The sideline opposite the trail in the backcourt is a shared responsibility. Simply stated, when the new lead is looking in the area where the sideline violation occurs, the new lead makes the call. Actual practice can be a bit of a challenge though.

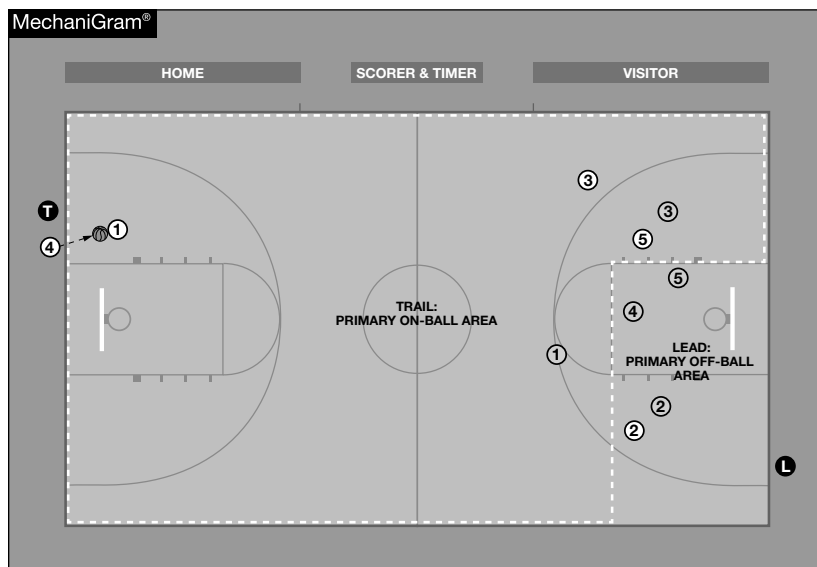
Proper coverage is necessitated by good eye contact and a "feel" for where the new lead is looking. One general rule of thumb: If you were on-ball immediately before a play near the sideline, you've likely got sideline responsibility. (One notable exception is when the new lead is helping with backcourt pressure, is positioned on the sideline and the ball goes out-of-bounds near the new lead. It would be odd to have the new trail make an out-of-bounds call from an appreciable distance when the ball went out-of-bounds in close proximity to the new lead.)

If the new lead is already looking in the area (on-ball or off-ball) where the out-of-bounds violation occurs, the new lead can make that call. If the new lead is running into the frontcourt watching players in transition (off-ball) and the play happens behind the new lead, the new trail has sideline responsibility.

Help each other out. If the new lead whistles an out-of-bounds violation on the new lead's sideline but doesn't know who caused the violation, blow the whistle, stop the clock and look for help from the new trail.

With a transition play near the division line, the new lead has initial responsibility until the new trail is in position to get a good look at the division line. Eye contact and a feel for where your partner is watching play an important role in who has division line responsibility.

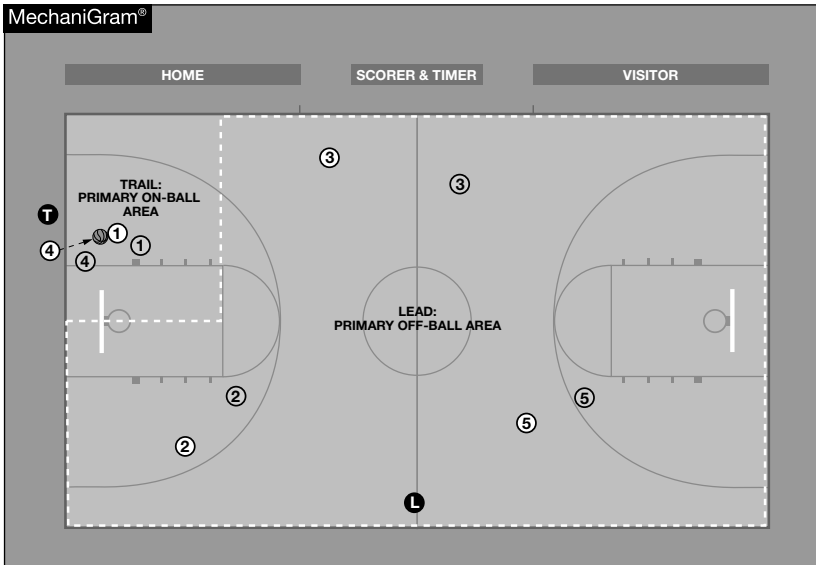
BACKCOURT NO PRESSURE



When play moves from one endline toward the other, the trail has primary responsibility in the backcourt. For example, after a made basket the trail is responsible for the throw-in and watches the players move to the other end of the court.

In any transition effective coverage means significant movement by the trail. Similar to halfcourt coverage, the trail must move off the sideline. The trail must stay behind the players as the ball is being brought up the court.

BACKCOURT WITH PRESSURE



When play moves from one endline toward the other, the trail has primary responsibility in the backcourt. However, when there's defensive pressure in the backcourt, sometimes the lead must help.

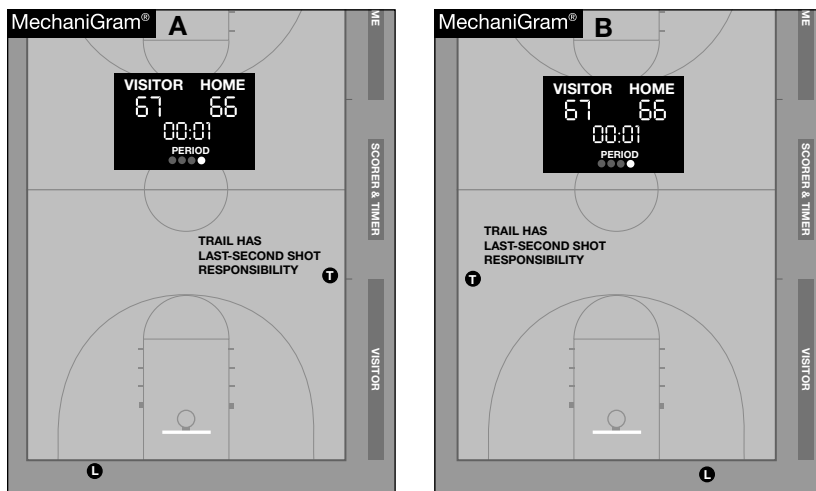
There is a general rule when the lead helps the trail in the backcourt. If there are four or fewer players in the backcourt, the trail works alone there. More than four players, the lead helps.

When there's more than four players in the backcourt, the lead is positioned near the division line. If all the players are in the backcourt, the lead may move closer to the backcourt endline for better angles. If some players are in the frontcourt, however, the division-line area is the best position.

When near the division line, the lead must stay wide and constantly glance from backcourt to frontcourt. That "swivel" glance allows the lead to help the trail with backcourt traffic plus watch players in the frontcourt.

The lead should be ready to help on out-of-bounds calls, long passes and possible infractions involving the division line. The lead will also cover quick breaks and long passes, keeping the players boxed in.

LAST-SECOND SHOT



The trail official is responsible for making the call on any last-second shot and should communicate that with his or her partner. It doesn't matter what side of the court the shot is attempted from, the call will always be made by the trail.

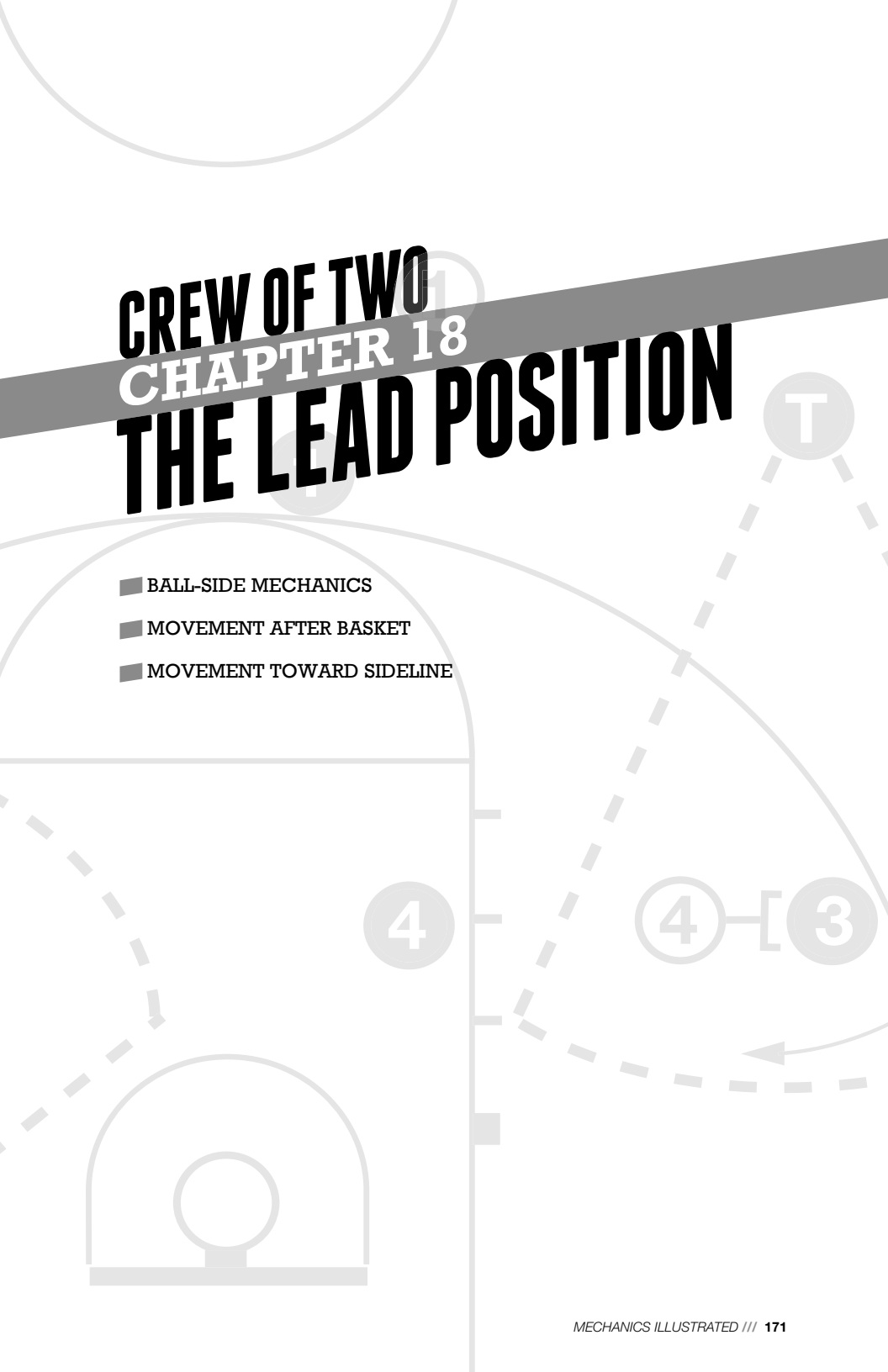
When the ball is inbounded in the backcourt and a long pass is expected, the lead should be prepared to assist. If the non-responsible official has information regarding the allowing or disallowing of a basket to share with the calling official, he or she should go directly to the responsible official for a brief discussion. The referee will make the final decision in the case of disagreement or if it is necessary to consult the timer. Use timeouts near the end of any period to communicate the coverage for any last-second shot.

CREW OF TWO

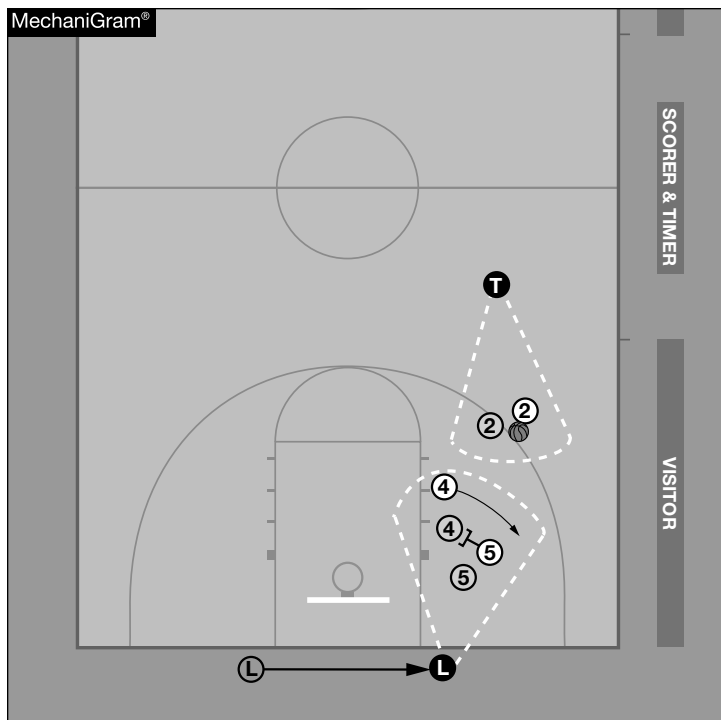
CHAPTER 18

THE LEAD POSITION

- BALL-SIDE MECHANICS
- MOVEMENT AFTER BASKET
- MOVEMENT TOWARD SIDELINE



BALL-SIDE MECHANICS

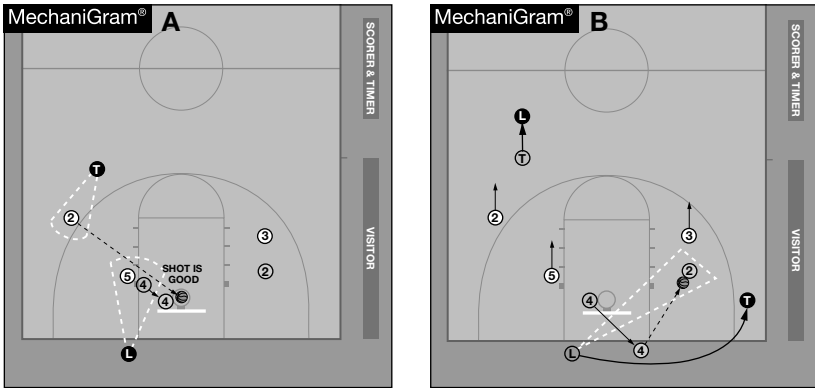


The lead must anticipate the play (that does not mean anticipate a foul) and move across the endline to get an angle on the action moving toward the open spot. In the MechaniGram above, the lead official has moved across the endline to clearly see the post player catch the ball and attempt a shot. The lead's in a great position to see the oncoming defensive players and any potential violations or fouls. Generally, the lead will only move ball side when the perimeter player with the ball is near or below the free-throw line extended.

Keep your head and shoulders turned toward the players in the lane when moving. Remember, you still have responsibilities for watching the screen and other action in your primary area. If you put your head down and sprint across the lane to the new spot, you will miss off-ball contact. Move with dispatch, but move under control and with your eyes on your primary off-ball area. If the ball moves out of the post area, simply move back to your original position to balance the floor with the trail.

The lead moves for two reasons: The lead is in a better position to see the play clearly (if the lead stayed on the off-ball side he would be looking through bodies and guessing) and the lead is closer to the play, which helps sell the call or no-call. Perception is important. If you look like you're close to the play and in good position, your ruling has a better chance of being accepted.

MOVEMENT AFTER BASKET



When the lead is ball side watching action in the post and a goal is scored, there's no need to rush back to the lane line opposite the trail and balance the floor. If immediately after the made basket you can balance the floor without interfering with the ensuing play and without missing action around the throw-in area, do so.

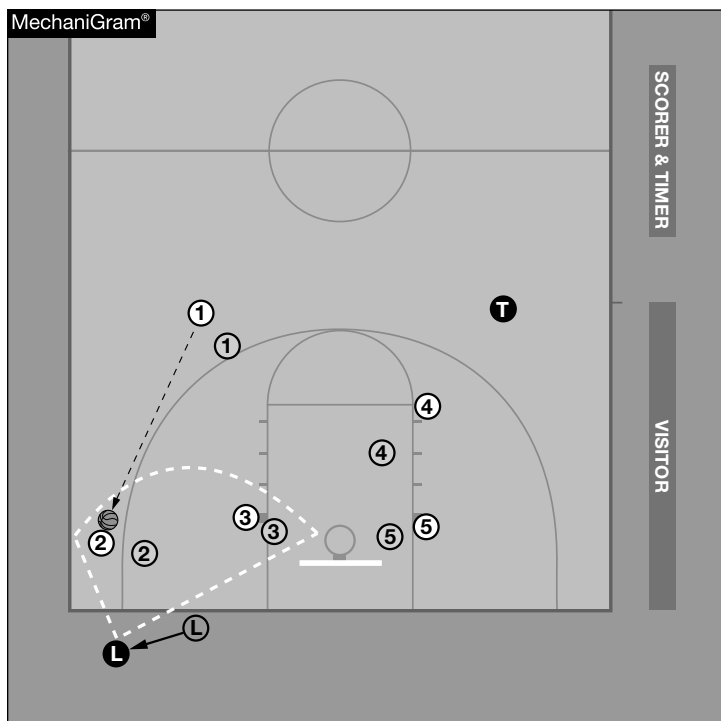
However, in most situations there is not enough time to balance the floor without interfering and missing action. If you don't have time to get over, don't panic. You've still got a pretty good angle to watch all the action.

Watch for players interfering with the ball after the made basket. Watch the player collect the ball and move out-of-bounds for the throw-in. Then, watch the thrower, the throw-in and action in the lane area. You can do all that from the lane line on the trail side of the floor.

After the throw-in is made, quickly swing behind the thrower toward the far sideline to balance the floor.

In MechaniGram A, the lead is ball side watching the post players when team A makes a jump shot. Team B grabs the ball and moves out-of-bounds for a throw-in. The lead does not have enough time to balance the floor before the throw-in. In MechaniGram B, team B is out-of-bounds and throws a quick inbounds pass. The lead, still on the opposite side, watches the thrower and throw-in, then quickly swings behind the thrower to balance the floor.

MOVEMENT TOWARD SIDELINE



When the ball drops below free-throw line extended into the lead's primary coverage area, the lead's first responsibility is the ball. The trail needs to move to a position where they can help with post play.

CREW OF TWO

CHAPTER 19

THE TRAIL POSITION

- INSIDE-OUT LOOK
- MOVEMENT OFF SIDELINE
- MOVEMENT ON JUMP SHOT
- TRAIL PICKS UP SHOOTER
- TRAIL WORKS BACKSIDE
- TRAIL LOOKS WEAK SIDE

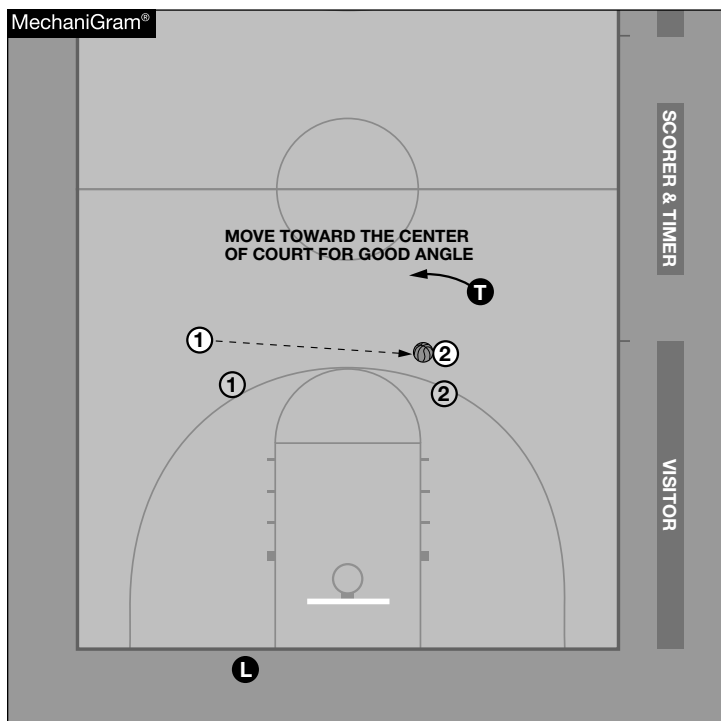
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INSIDE-OUT LOOK



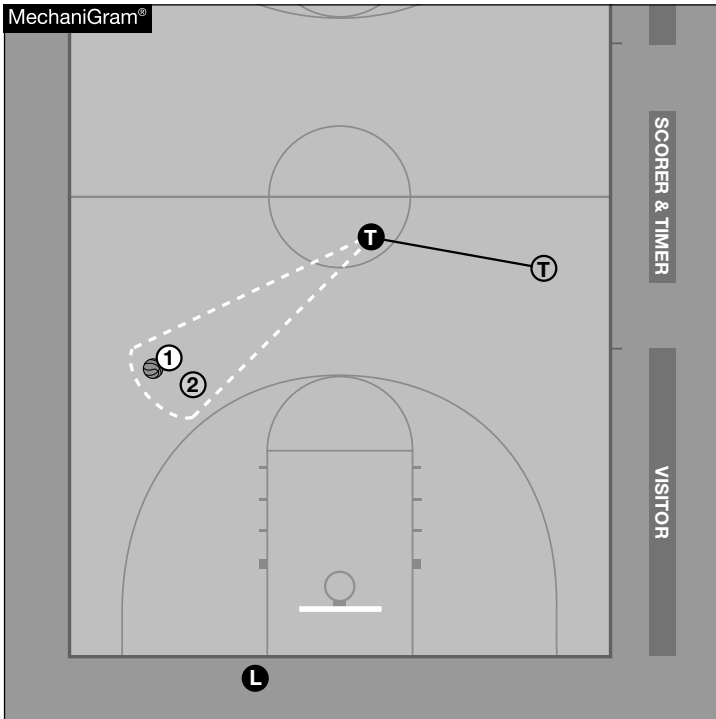
With a crew of two officials, the trail official often has to get off the sideline and move toward the center of the court to officiate action on the far side of the floor. When that happens, the trail can get caught in the middle on a swing pass from one side of the court to the other. Adjustments must be made.

When a swing pass moves from the sideline opposite the trail across the top of the key to the near-side wing, the trail can get straightlined because of the position off the sideline. When a quick swing pass straightlines you and gives you a poor angle, you must make an adjustment to improve the angle.

A simple one- or two-step adjustment toward the center of the court gives you the proper angle. You must fight the urge to run around the entire play toward the sideline, using six steps or more and wasting precious time. By the time you run around the play, the offensive player could take a shot (was the shooter's foot on or behind the three-point arc?), violate or be fouled — and you may not have seen it.

After adjusting one or two steps toward the center to improve your angle, watch the entire play from there, including a jump shot follow-through and landing. After you've taken care of that responsibility, you can move toward the sideline and endline, working for your next good angle on rebounding action.

MOVEMENT OFF SIDELINE



Effective court coverage requires significant movement by the trail.

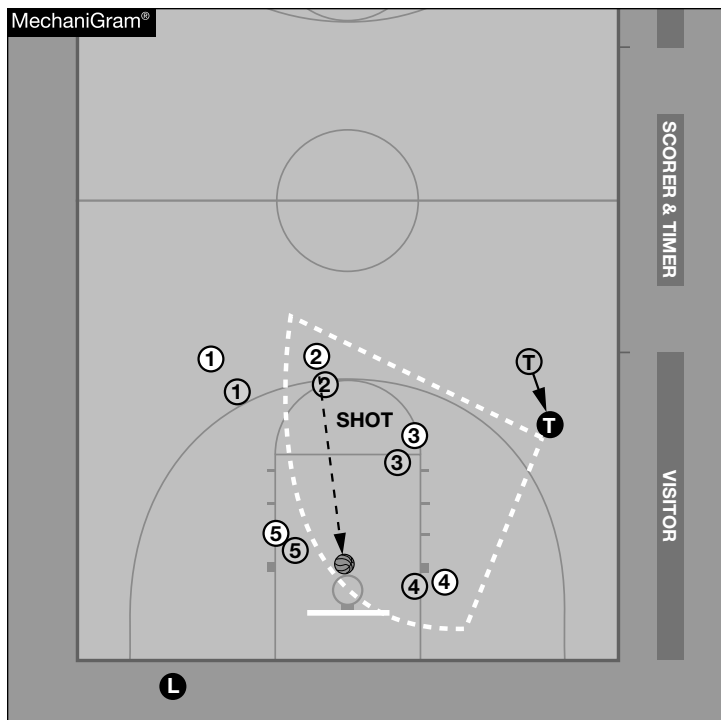
When an offensive player has the ball on the side of the floor opposite the trail, the trail must move away from the near sideline and get proper angles. By staying too close to the near sideline, the trail cannot effectively see action near the ball and must make judgments from a distance — way too far away to convince anyone the trail saw the play correctly.

In the MechaniGram, the player with the ball is far away from the trail official — though the player is still the trail's responsibility — and there's defensive pressure. To see the play well, the trail must move off the near sideline and work to get a good angle.

Avoid moving straight toward the play: You could interfere with the play by stepping into a passing lane. Take an angle toward the division line to decrease your chances of interfering with the play. In extreme cases, you may even position yourself in the backcourt.

By moving off the sideline and angling toward the backcourt, you're in a much better position to see the play.

MOVEMENT ON JUMP SHOT



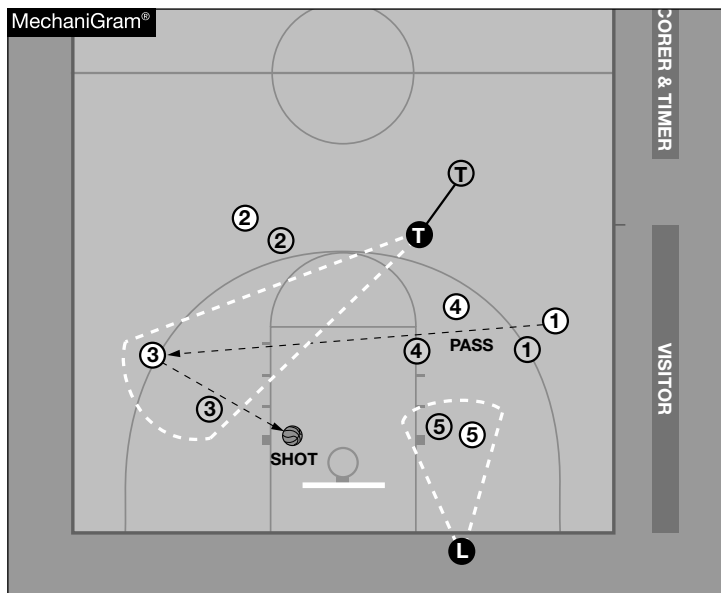
The trail has more responsibilities than simply watching the shooter. Too often a shot goes up and the trail's first thought is to start moving to the other end of the floor to avoid getting beat down court. When the trail leaves, the lead is left with offensive players crashing the boards and defensive players doing all they can to grab the rebound. That's too much for one person to handle.

The trail must help with rebounding action. When a player takes a jump shot within the trail's coverage area, the first responsibility is to watch the airborne shooter all the way back to the floor to ensure there are no offensive or defensive fouls. While watching that action, the trail should be moving a couple of steps toward the endline.

Once everything is OK with the shooter and surrounding action, the steps toward the endline allow the trail to help the lead by watching rebounding action. A step or two to improve your angle is all that's necessary to successfully watch rebounding action. Avoid going below the free-throw line extended. The trail is likely to see an offensive player pushing (or crashing into) a defensive player from behind — something that is difficult for the lead to see from the endline.

Do the game, your partner and yourself a favor and resist the urge to sprint to the other end of the floor when the shot goes up. Move toward the endline to get rebounding angles.

TRAIL PICKS UP SHOOTER



In two-person mechanics, the lead official should move to the ball side of the lane when the player with the ball is below the free-throw line extended and a potential post pass is evident.

Though ball-side mechanics are effective for controlling post play, one weakness is coverage of a skip pass to the opposite wing player for a quick shot. A skip pass is a quick pass from one side of the floor to the other, designed to take advantage of a sagging defense. Taboo years ago, it's now seen at virtually every level.

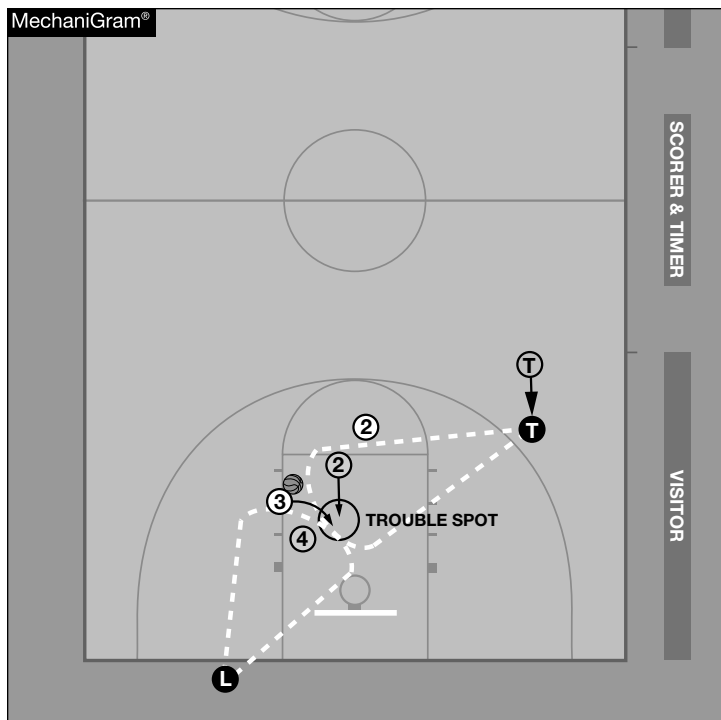
Though the opposite wing player is primarily observed by the lead official (even though the lead moved ball side), when a skip pass occurs the trail should adjust a step or two toward the wing player (to the center of the floor) and get a good angle to rule on three-point attempts, fouls and possibly obvious out-of-bounds infractions. Though a long-distance look, that's better than having the lead guess because the lead's looking through lane traffic or sprinting head-down to the other side of the court and missing the banging going on in the post.

If there is no quick shot and the lead can adjust back to the other side of the court without haste, the lead then picks up the ball (assuming it is below the free-throw line extended) and the trail moves back toward the sideline, getting good angles to watch off-ball. The lead must continue to watch off-ball in the lane area while moving until completely across the lane and in a good position to pick up the player with the ball.

In the MechaniGram, the lead has moved ball side when a skip pass is thrown and that player immediately shoots. Since the lead is ball side and doesn't have enough time to balance the floor, the trail picks up the shot, even though the attempt is below the free-throw line extended. The trail should penetrate slightly toward the play to improve the angle.

A good pregame conference and good eye contact during the game give you a better chance to officiate the skip pass correctly.

TRAIL WORKS BACKSIDE



A trouble spot for the lead develops when a player with the ball on the low block spins toward the middle of the lane away from the lead. The quick spin move often leaves the lead straightlined and without a good look on the play.

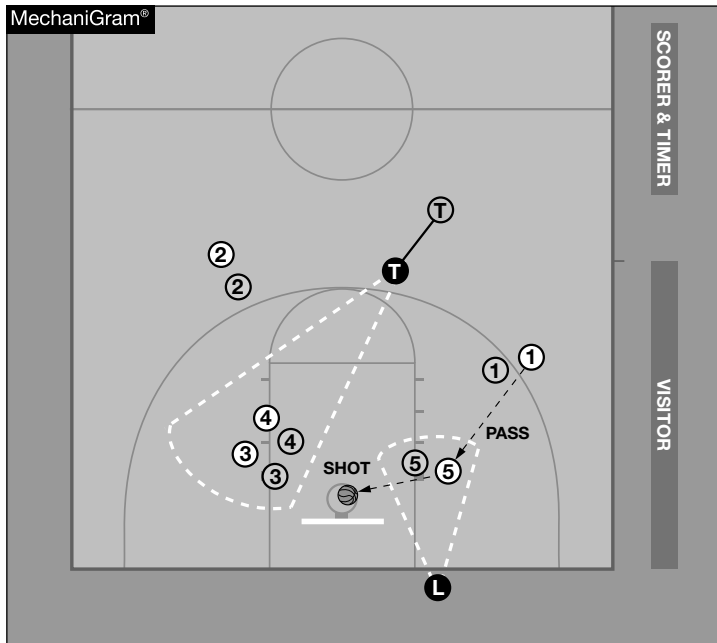
Many times, a defender near the free-throw line will drop down into the lane and challenge the move toward the basket. That's when you'll likely see that defender slap at the offensive player, trying to poke the ball away. That steal attempt is sometimes a foul — one that goes unseen by the now-straightlined lead.

The trail must help out and watch the area in the lane when a post player spins away from the lead. Commonly referred to as the lead's "backside," the trail has a much better look at the play after penetrating toward the endline for an improved angle.

In the MechaniGram, the post player has the ball on the low block in front of the lead. That player spins toward the middle of the lane and drives toward the basket. The defender drops down and attempts the steal. The lead watches the post up action and the initial spin move. The trail penetrates toward the endline, gets a good angle and watches the perimeter defender on the play. The lead's backside is protected.

Come in strong and sell the call if you're the trail and you see a foul. Move toward the call to cut down the distance on the play. Perception is important. If you look like you're close to the play and in good position your ruling has a better chance of being accepted.

TRAIL LOOKS WEAK SIDE



There are many benefits of the lead moving ball side for post action. One potential problem, however, is weak-side rebounding action. With the lead on the same side of the floor as the trail, the lane area opposite both officials can present problems.

With the lead ball-side and already watching post play near the closest lane line, it is difficult for the lead to watch players away from that area in the lane. First, primary concentration is — and should be — on the post play. Second, it is difficult for the lead to see the opposite side of the lane because the lead is looking through lane congestion and is easily straightlined.

When the lead moves ball side, it is the trail's responsibility to observe weak-side rebounding action. Though somewhat of a long-distance look, with the proper penetration toward the endl ine to get a good angle the trail can effectively watch weak-side rebounding action.

In the MechaniGram, the trail watches the perimeter player deliver a drop pass to the post player, who has effectively posted up on the low block. The lead already moved ball side anticipating the play. The post player seals off the defender and pivots strongly to the basket. The lead watches the post-up action.

Anticipating the play, the trail adjusts for a good angle and looks opposite. From that spot, the trail can look through the lane and watch the players battle on the weak side for rebounding positioning.

If you're the trail and you see a foul on the weak side, penetrate toward the lane and sell the call. By moving into the lane area aggressively (roughly around the intersection of the lane line and the free-throw line), the trail will cut the distance. Perception is important. If you look like you're close to the play and in good position, your ruling has a better chance of being accepted.

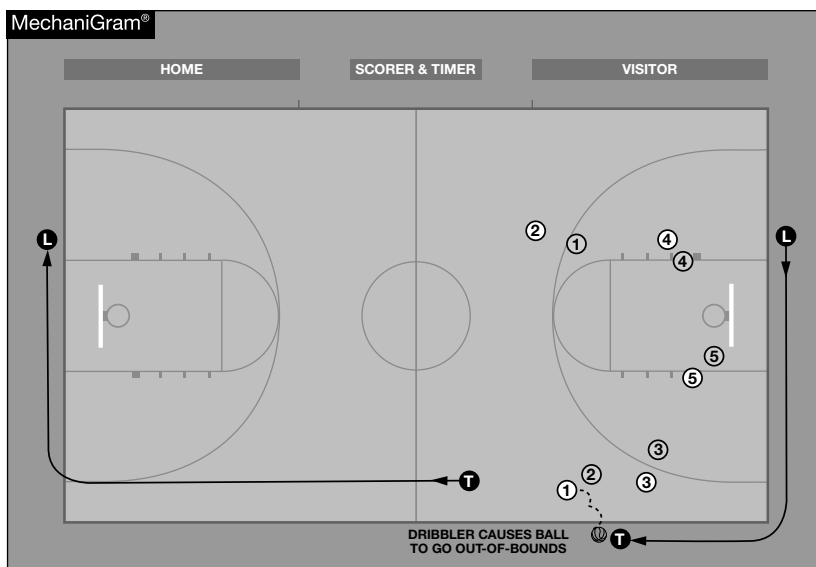
CREW OF TWO

CHAPTER 20

TRANSITIONS

- BUMP AND RUN
- TRAIL MOVEMENT OFF SIDELINE
- LEAD HELPS IN BACKCOURT
- PASS/CRASH IN TRANSITION
- LEAD HELPS ON THREE POINTER
- THE BUTTON HOOK

BUMP AND RUN



The bump-and-run is a mechanic used by two-person crews to move swiftly from the frontcourt after a violation.

As the trail official, when an offensive violation occurs in your coverage area, stop the clock, signal the violation and the direction, then point to the spot for the throw-in. Next — after checking that there are no problems — sprint down court while viewing the action behind you and become the new lead official.

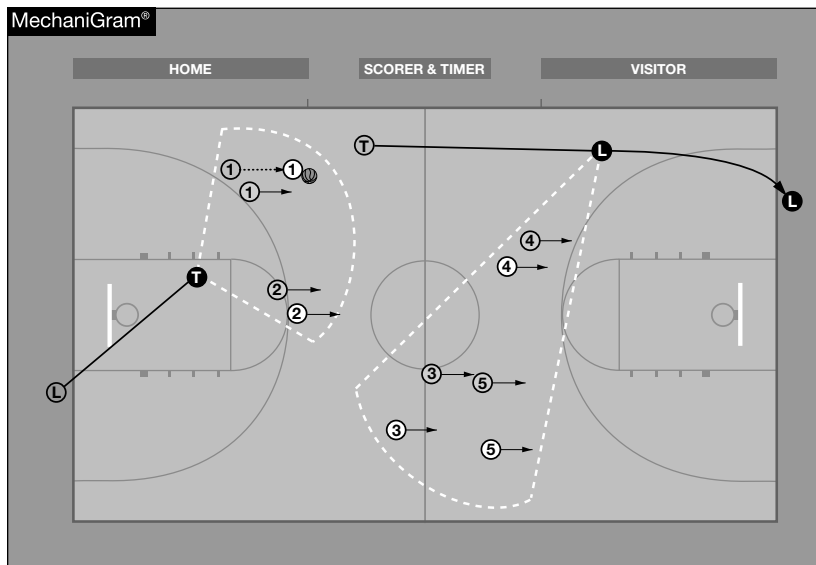
If you're the lead, eye the trail's signals, move toward the spot for the throw-in and administer it. You have now become the new trail. The lead "bumps" the trail down court and the trail moving to lead "runs" the floor.

In the MechaniGram, team A causes the ball to go out-of-bounds. The trail correctly stops the clock, signals a violation and the direction, then communicates the throw-in spot to the lead. The trail then moves down court and becomes the new lead.

On occasion, the trail may cut across the court when moving to lead. It saves time and allows your partner to put the ball in play quickly. Be careful, however; the trail-to-lead movement should not cut across the court if players are quickly moving downcourt because a collision may occur. Whether you remain near the sideline or cut across the court, the new lead's field of vision must keep players in sight — looking for potential problems — while moving down court. The new lead must balance the court on the throw-in and assume responsibility for the sideline opposite the throw-in.

The bump-and-run serves two main purposes: The trail official has a better chance of avoiding problems near the violation and the officials move into place quicker and get the ball live faster. Also, the bump-and-run gets the ball live faster.

THE MOVEMENT OFF SIDELINE



Effective two-person court coverage requires significant movement by the trail off the sideline. The same philosophies are true in the transition game when play is moving from the backcourt to the frontcourt.

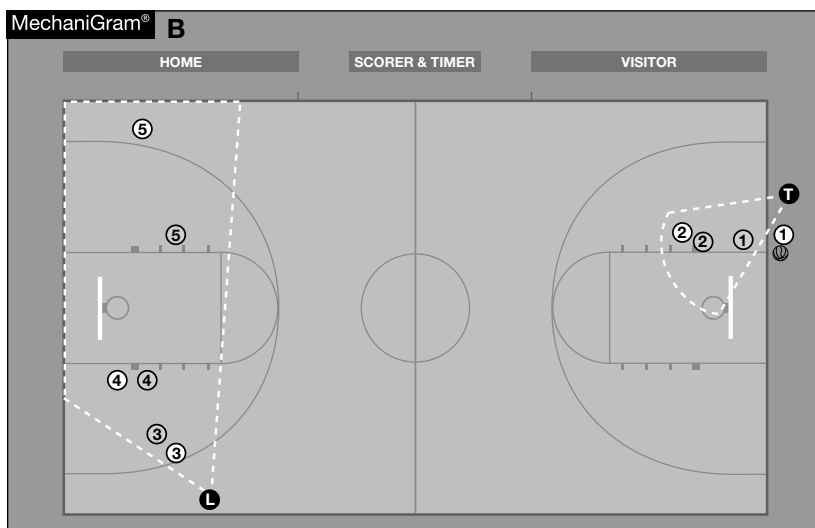
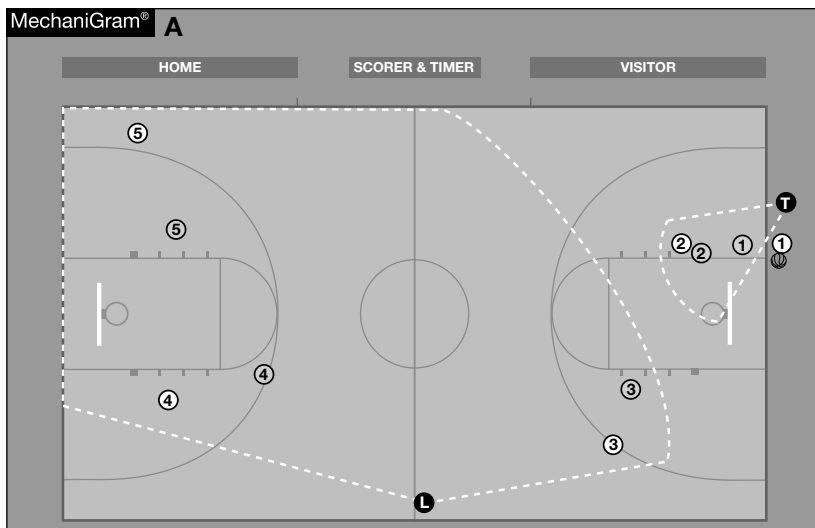
When an offensive player has the ball on the side of the floor opposite the trail, the trail must move away from the near sideline and get proper angles. By staying too close to the near sideline, the trail cannot effectively see action near the ball and must make judgments from a distance — way too far to convince anyone the trail saw the play correctly.

In the MechaniGram, the offense dribbles the ball upcourt opposite the new trail as defensive pressure is applied. The rest of the players are advancing to the frontcourt as the new lead watches off-ball. To see the play well, the new trail must move far off the near sideline and work to get a good angle.

Stay deep. Avoid moving straight toward the play because you could interfere with the play by stepping into a passing lane. Take an angle toward the backcourt endline to decrease your chances of interfering with the play.

By moving off the sideline and angling toward the play, you're in a much better position to see the play.

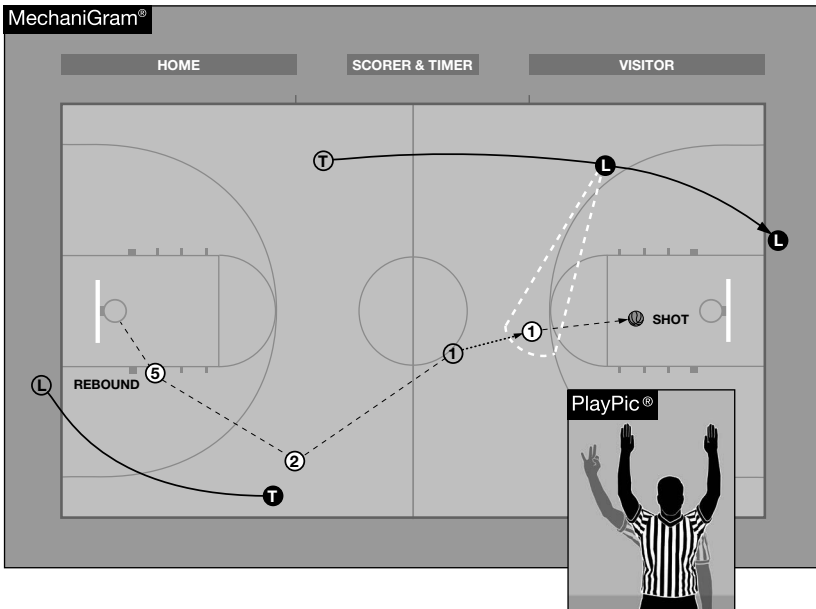
LEAD HELPS IN BACKCOURT



In MechaniGram A, there are six players in the backcourt. The lead is positioned near the division line to help with backcourt players away from the trail. The lead must also watch players in the frontcourt.

In MechaniGram B, there are four players in the backcourt. The trail is responsible for all of those players. The lead moves into the frontcourt and watches all players there, eventually moving to the frontcourt endline.

LEAD HELPS ON THREE-POINTER



The transition game is difficult to cover with a crew of two officials. It's especially tough when quick outlet passes lead to quick shots at the other end of the court.

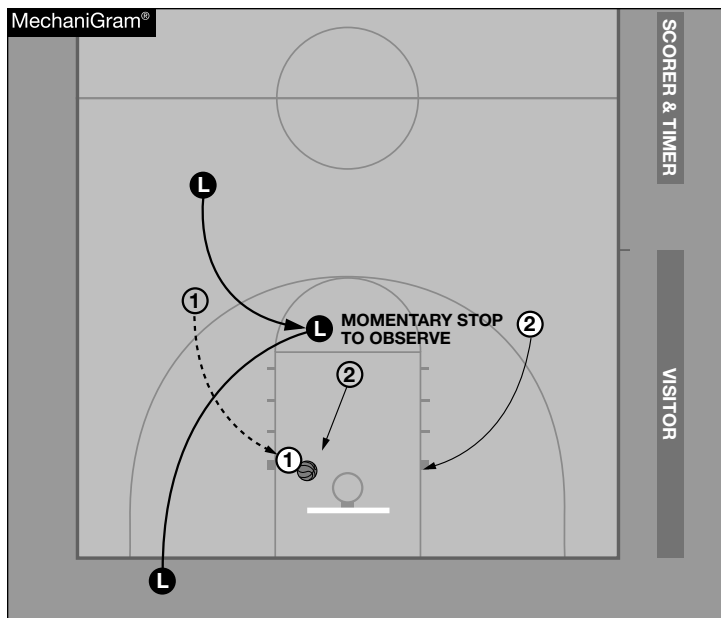
When quick, long passes advance the ball upcourt, the new lead must be prepared to help the trail determine whether or not a shot is a three-point try. The help occurs even though the shot attempt is in an area not normally covered by the lead. Why help? When there's a quick outlet pass that leads to another quick, long pass, the new trail usually doesn't have enough time to get into the frontcourt and get a good angle on a shot. Because of the distance and poor angle between the trail and the shot, the trail is left guessing.

The new lead must recognize the quick transition play and help the new trail by judging the shot.

In the MechaniGram, the rebounder throws a quick, long outlet pass to a teammate, who throws another quick, long pass to another teammate. That player catches the pass near the center restraining circle, dribbles to the top of the key and shoots. The lead moving to new trail doesn't have enough time to get a good look at the shot. The trail moving to new lead recognizes that and makes the judgment on the shot, even though a top-of-the-key shot is normally covered by the trail.

When that type of transition play occurs near the end of a period, the new lead judges whether or not the shot was a three-pointer, but the trail still judges whether the shot was released in time — unless alternate coverage was previously discussed.

THE BUTTON HOOK



There are times when officials get beat downcourt on fastbreaks, especially in two-person. That's OK. In fact, if you're so worried about not getting beat you're probably leaving the lead official hanging alone with all the rebounding action — a definite no-no.

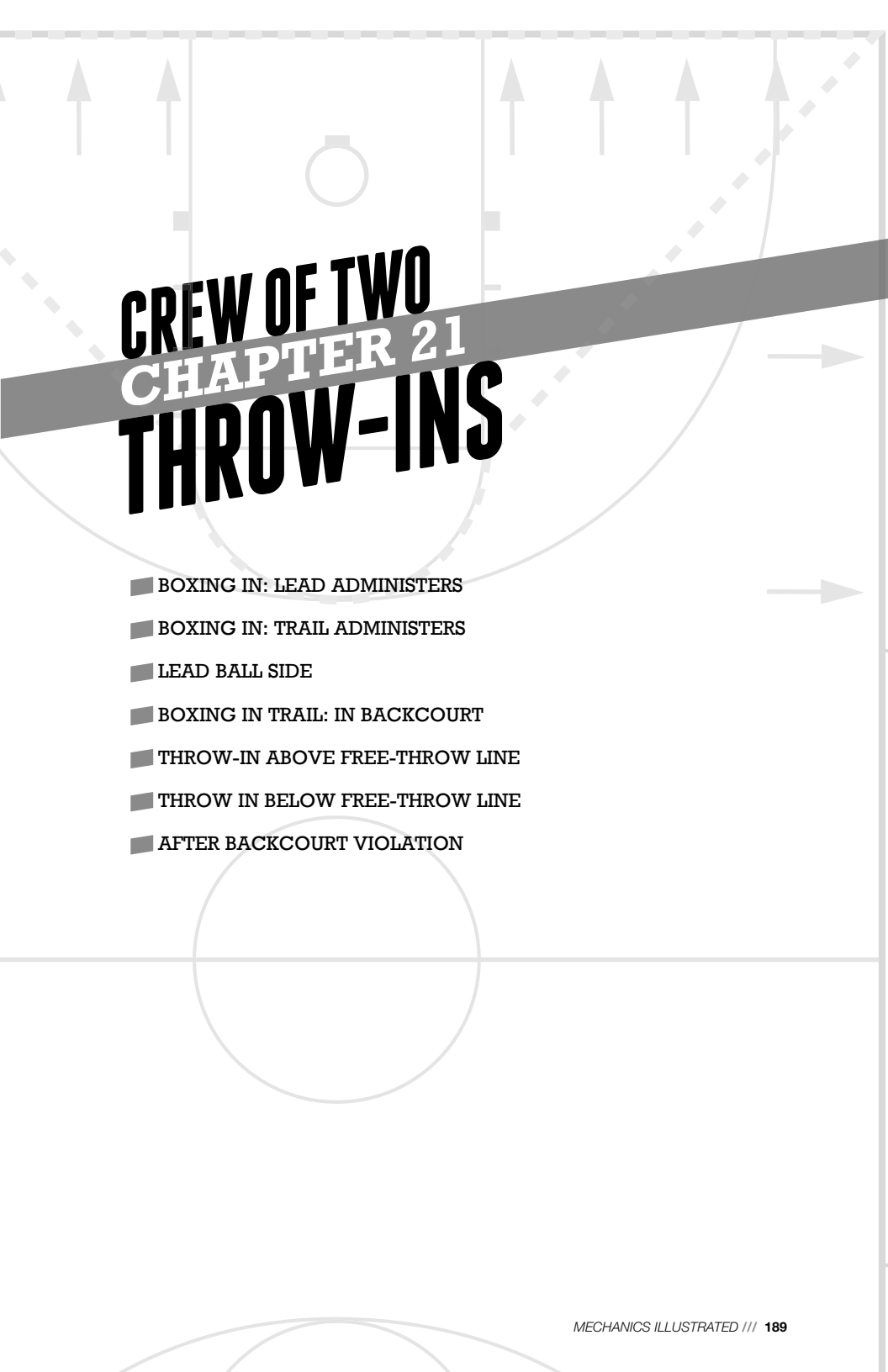
When you do get beat downcourt, there's no need to panic. There's a simple movement — the button hook — that can eliminate straightlining and allow you to officiate the play properly from behind. (It's called the button hook because the movement is similar to a football wide receiver's movement on a button hook pass pattern.)

Too often, an official who is trailing a fastbreak sprints as fast as possible (sometimes with their heads down) to stay even with the players. Staying even with the players is about the worst thing you can do for your angles. Either get ahead of the play and let it come comfortably to you (unlikely, unless you're a world-class sprinter) or let it go and momentarily officiate the play from behind. Staying even means you're looking through bodies and guessing.

When officiating a play from behind, swing toward the middle of the court, roughly at the intersection of the lane line and the free-throw line. Momentarily pause there to watch the action (referee the defense). That movement allows you a good angle to observe potential contact. When that part of the play is over, swing back out toward the sideline and endline to get into proper position.

Be aware of players coming from behind you. You should be well ahead of the second wave of players coming down court. They'll see you in the middle of the court and avoid contact. Make sure your position in the center of the court is momentary; you want to move out of there before the second wave comes down. If you feel pressure from players behind you, think safety first.

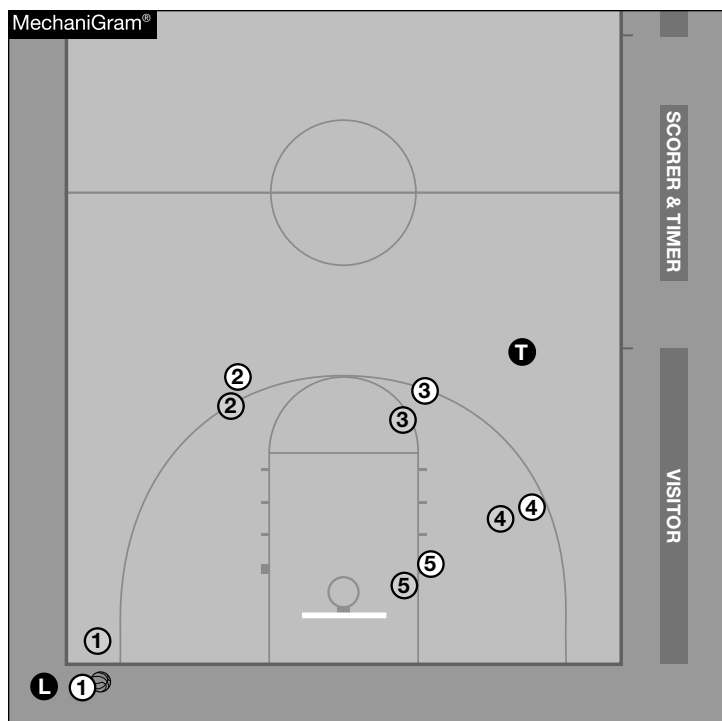
The button hook is a quick, simple movement that will eliminate the guesswork when trailing a play. It will help you get good angles.



CREW OF TWO **CHAPTER 21** **THROW-INS**

- BOXING IN: LEAD ADMINISTERS
- BOXING IN: TRAIL ADMINISTERS
- LEAD BALL SIDE
- BOXING IN TRAIL: IN BACKCOURT
- THROW-IN ABOVE FREE-THROW LINE
- THROW IN BELOW FREE-THROW LINE
- AFTER BACKCOURT VIOLATION

BOXING IN: LEAD ADMINISTRATORS

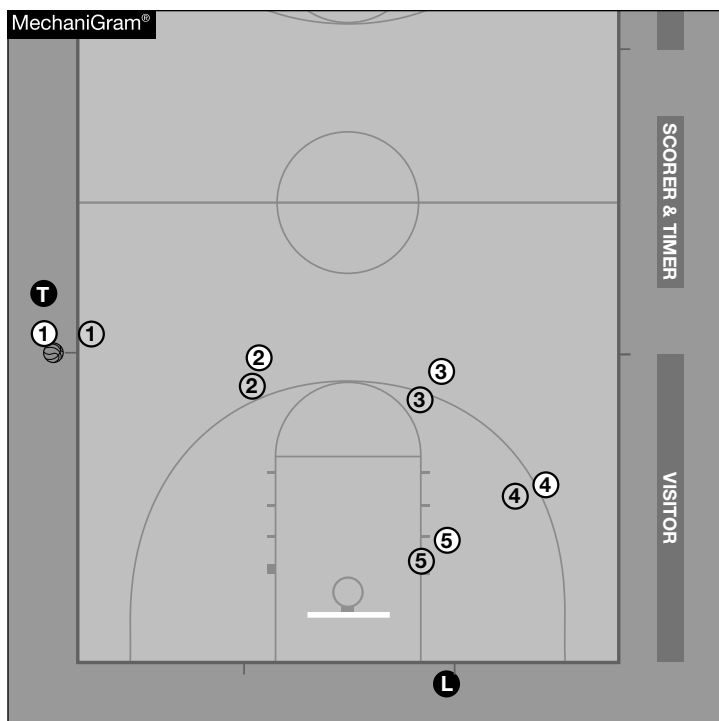


The lead administrators all throw-ins on the frontcourt endline. All throw-ins shall be made from outside the thrower between the sideline and the thrower unless the endline throw-in is on or outside the three-point arc. Then the Lead may be between the thrower and the basket. The trail is positioned between the free-throw line extended and the division line, opposite the lead, to ensure both sidelines, both endlines and the division line are covered.

The trail is also responsible for mirroring the chop of the lead.

The lead should always hand the ball to the thrower when remaining in the frontcourt.

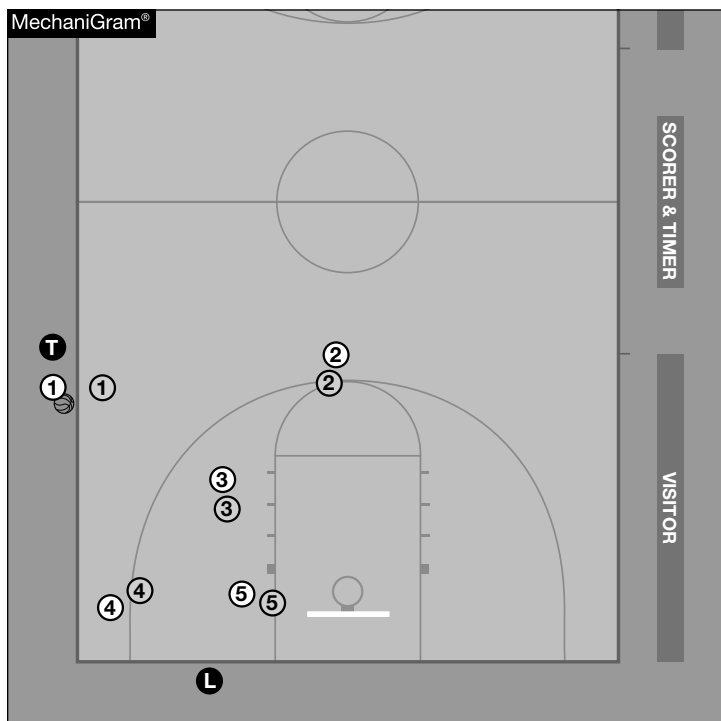
BOXING IN: TRAIL ADMINISTRATORS



When the trail administers the throw-in, the thrower is always between the trail and the frontcourt basket. Unless otherwise dictated by an anticipated play, the lead is positioned on the endline opposite the trail to ensure both sidelines, the frontcourt endline and the division line are covered.

There are two ways the officials might have wound up in the positions shown in the MechaniGram. Under NFHS mechanics, the old lead would have been responsible for out-of-bounds calls along the sideline where the ball went out. Since the ball is being taken out above the free-throw line extended, the lead would move up the sideline to new trail, while the trail would move to new lead.

LEAD BALL SIDE

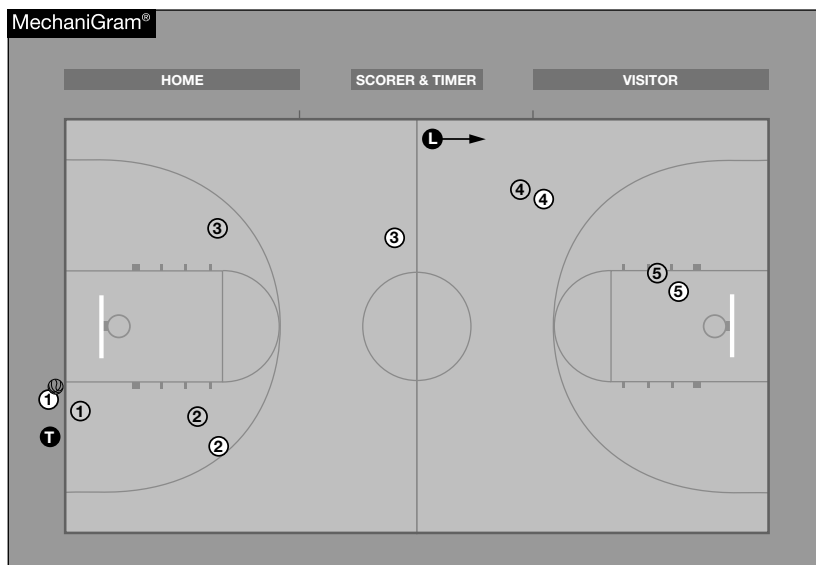


When the trail administers the throw-in, the thrower is always between the trail and the frontcourt basket. Normally, the lead is opposite the trail, however the players' location on the court now dictates the lead to be ball-side for the throw-in, while taking a position on the endline.

Even though the lead is ball-side, the lead is still responsible for two boundary lines: the endline and sideline opposite the trail. The lead is making a conscience decision to be ball-side, sacrificing the lead's sideline coverage for superior off-ball coverage.

If the lead were to balance the court by staying opposite the trail, the lead would be too far away from the players to officiate properly. Go where you need to in order to see the play but help out the trail so that he or she doesn't have to officiate the throw-in and all 10 players. Remember, perception is reality and the closer you are to the action, the easier it is to sell your call.

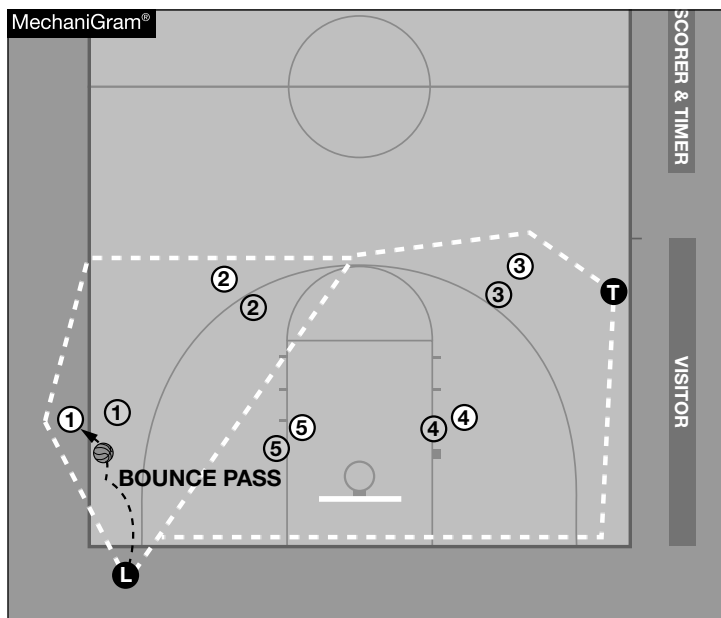
BOXING IN: TRAIL IN BACKCOURT



The trail administers all throw-ins in the backcourt. The thrower is always between the trail and the thrower's goal. Depending on backcourt pressure, the lead is positioned near the division line on the sideline opposite the trail, to ensure both sidelines and both endlines are covered.

The trail should bounce the ball to the thrower in the backcourt, unless there is defensive pressure.

THROW-IN BELOW FREE THROW LINE



The lead has primary on-ball coverage when the ball is below the free-throw line extended opposite the trail. When a throw-in occurs on the sideline opposite the trail below the free-throw line extended, the lead administers the throw-in using the boxing-in method by bouncing the ball to the thrower.

The adjustments means the lead and trail will not have to switch or move across the court to administer a throw-in below the free-throw line extended, a necessary practice in previous seasons.

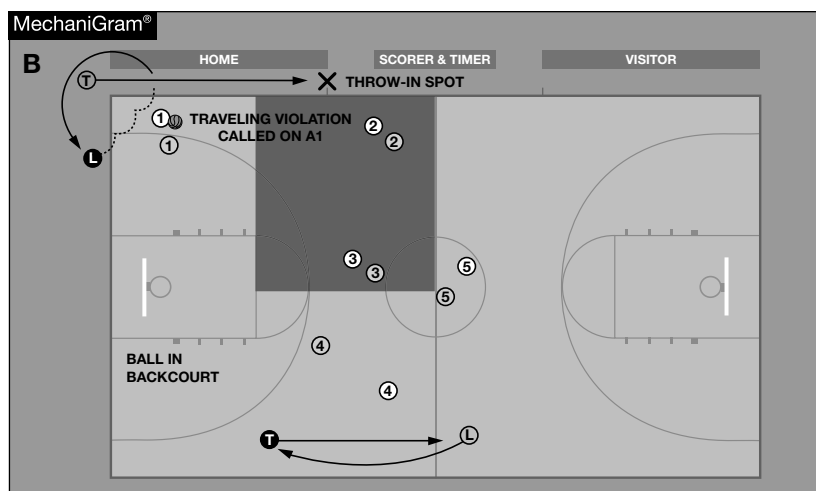
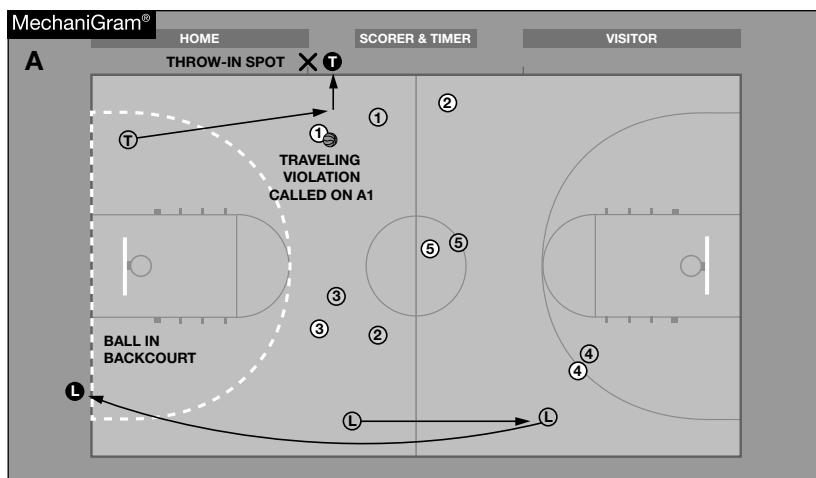
In order for the lead to administer the sideline throw-in, significant coverage adjustments must be made. The lead must move closer toward the sideline before bouncing the ball to the thrower to ensure a proper visual field that includes the thrower and throw-in plane. The lead should also get deep (move back away from the endline) to increase the field of vision and see secondary coverage of post play on the low block (MechaniGram).

With the lead focused nearer the throw-in, the trail must move off the opposite sideline and onto the court to officiate all off-ball action, including action in the lane area. The trail must be aggressive if an off-ball foul in the lane is detected, moving toward the foul to close the distance. The trail is also responsible for mirroring the chop of the lead.

As with all throw-ins, the lead and trail should make eye contact before the lead bounces the ball to the thrower.

Keep in mind the lead administers throw-ins below the free-throw line extended when the ball goes out of bounds on the lead's side of the court. If the ball goes out of bounds below the free-throw line extended on the trail's side of the court (opposite the lead), the trail administers that throw-in. There's no need for the lead to come across the court to administer that throw-in because the trail would also have to cross the court to apply boxing-in principles.

AFTER BACKCOURT VIOLATION



If a violation or out-of-bounds situation occurs in a team's backcourt and reverses the direction of play so that the throw-in team is in the frontcourt, the ball will be inbounded by the official responsible for that boundary line. The change will take place only if the violation or out-of-bounds situation occurs on the trail's half of the court in the area between the free-throw line extended and division line as shown.

In MechaniGram A, a traveling violation has been whistled on A1 in the backcourt between the free-throw line extended and division line. As shown in MechaniGram B, the trail official will stay and put the ball in play going the opposite direction for team B, becoming the "new trail." The previous lead will swing down the court and become the "new lead" on the opposite end.

CREW OF TWO

CHAPTER 22

REPORTING FOULS & SWITCHING

- FOUL REPORTING AREA
- SWITCHING ON FOULS: NO FREE THROWS
- SWITCHING ON FOULS: LEAD CALLS WITH FREE THROWS
- SWITCHING ON FOULS: TRAIL CALLS WITH FREE THROWS
- SWITCHING ON FOULS: NO FREE THROWS

FOUL CALLING AND FOUL REPORTING AREA

Being a good dead-ball official means a variety of things, including watching players and reporting and signaling effectively during a dead ball. When a foul is called, you must fight the instinct to mentally relax because you think the action has stopped. Playing action may have stopped, but your dead-ball duties and responsibilities have just begun. The impact of your dead-ball officiating will affect live ball game action.

When a foul has occurred, the calling official should:

1. Post a foul. Vocalize the color, number (without a visual signal), foul (with a visual signal) and consequence. Delay momentarily after signaling the foul at the spot to ensure there is no continuing action or trash-talk among the players. Showing a foul signal at the spot is optional in Varsity games, except for Block/Charge plays.

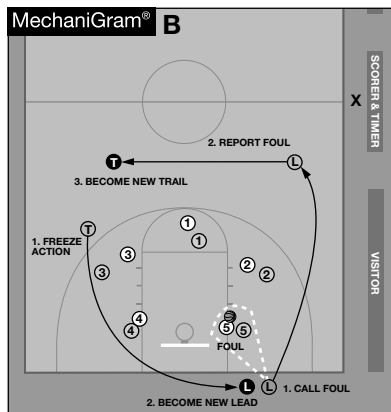
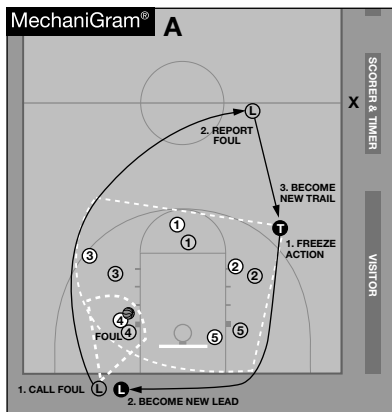
2. Do not worry about the basketball. Many times the ball will bounce away from the area. It is not your responsibility to chase it! Going after the ball leaves players unattended.

3. Once the immediate area appears calm, the official clears all the players. Do not run through a crowd because then players are behind you and you lose sight of them. That's when problems occur. Plus, by running around the crowd, you're ensuring your safety and their safety; you don't want any accidental bumps or trips to hurt anyone.

4. Square up to the scorer's table and walk briskly with a purpose toward the table. Once you have cleared players and have a direct line of sight with the scorekeeper, begin reporting while continuing to walk with a purpose and maintaining eye contact with the scorekeeper and do not get too close to the table. If you run too close to the table, you're losing sight of bench conduct and you're giving the coaches an easier chance to voice displeasure with the call.

5. Give clear, crisp signals. Make sure most everyone sees what you called.

SWITCHING ON FOULS: NO FREE THROWS



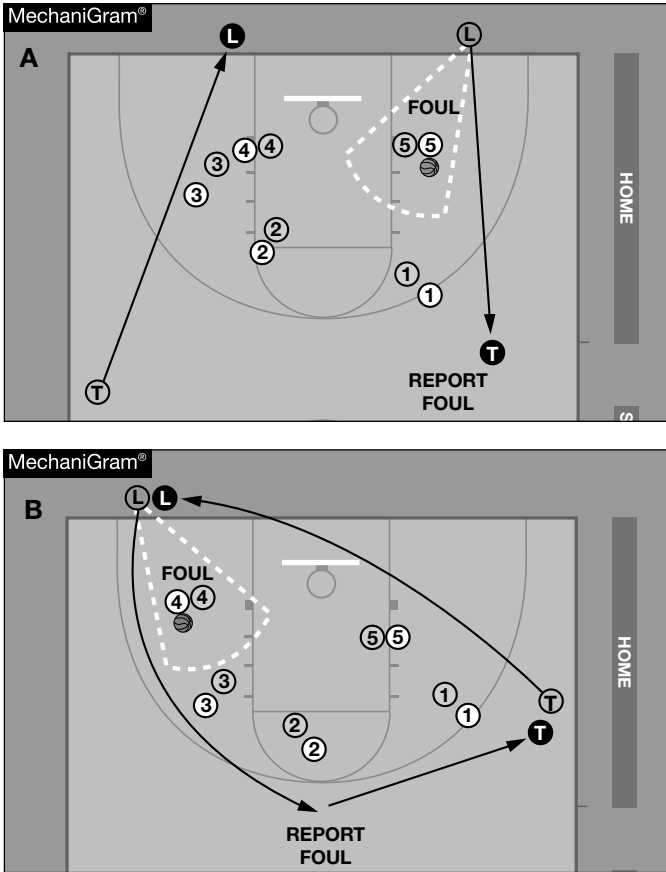
Officials switch positions on all non-shooting fouls, regardless of backcourt or frontcourt.

For shooting fouls, the calling official reports the foul to the table, then remains table side at trail. The calling official has the option of going to lead (opposite table) to avoid a confrontational situation with a coach/bench after a technical foul or disqualifying foul.

In MechaniGram A, the lead opposite the table has called a foul in the post that will result in an out-of-bounds throw-in. The lead will report the foul and switch with the trail table side. The table-side trail will move to become the new lead opposite the table and handle the ensuing throw-in. The non-calling official should force the switch just prior to the ball being brought back into play and get the players lined up for the throw-in.

In MechaniGram B, the lead table side has called a foul in the post. The lead will move to the foul reporting area to report the foul and then proceed to the trail position opposite the table. The old trail will move to the table-side lead position and handle the ensuing throw-in.

SWITCHING ON FOULS: LEAD CALL WITH FREE THROWS

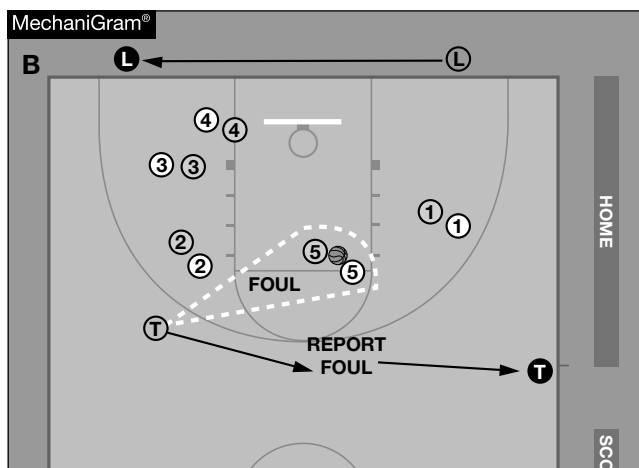
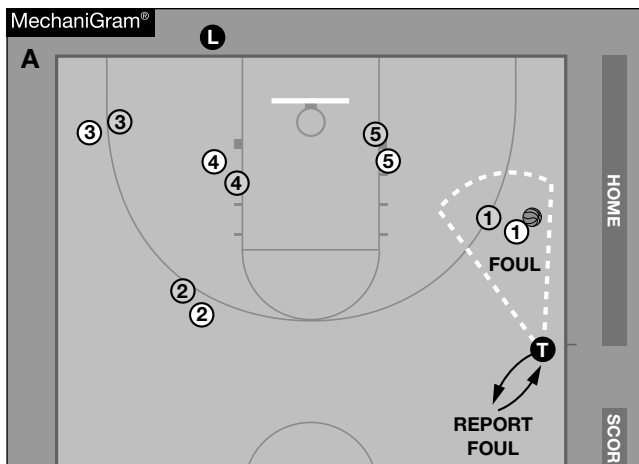


In free-throw situations (shooting or bonus), the rotations will vary depending upon your spot on the court. The calling official will always assume the table-side trail position for all free throws.

In MechaniGram A, the table-side lead official calls a foul on the low block that will result in free throws. The lead will report the foul and then assume the new table-side trail position. While the lead has switched positions, he or she will stay on the same side of the court. The trail opposite the table will freeze and then move to the lead position opposite the table to administer the free throws. Get the players lined up while your partner reports the foul and then confirm the number of attempts with your partner prior to bouncing the ball to the shooter.

In MechaniGram B, the lead official opposite the table has whistled a shooting foul. The lead will move to report the foul and then assume the table-side trail position. The old table-side trail will move to the new lead position opposite the table to administer the free throws. That scenario will be the most comfortable to most officials because it's the same switch as if it were a non-shooting foul.

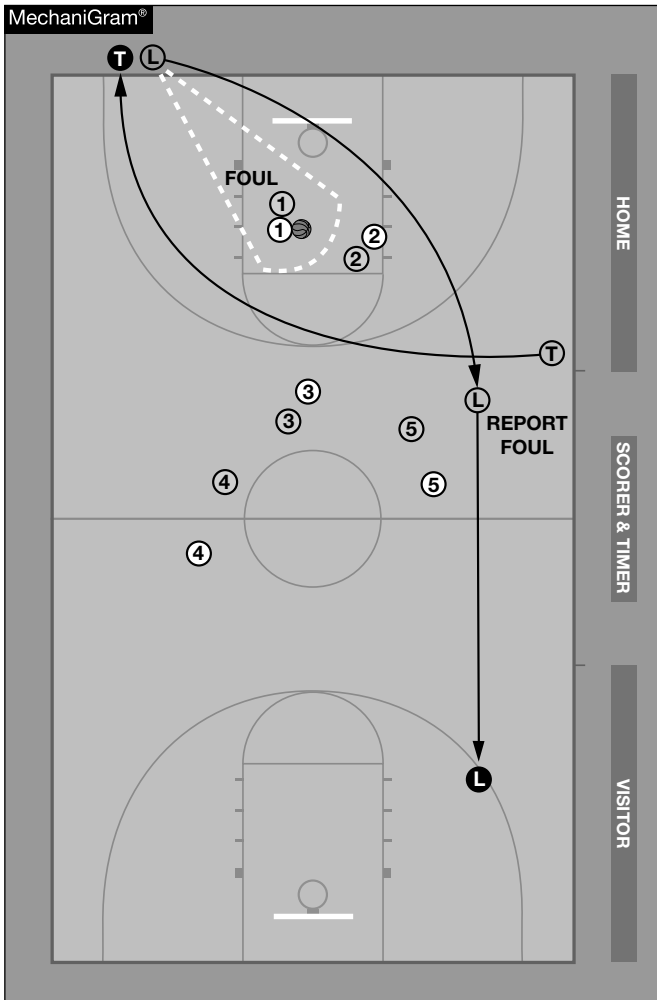
SWITCHING ON FOULS: TRAIL CALLS WITH FREE THROWS



In MechaniGram A, the table-side trail has called a foul that will result in bonus free throws being attempted. The trail will turn to report the foul and then stay in the table-side trail position. The lead will freeze and then proceed to get the players lined up for the ensuing free-throw attempts. Remember to visually confirm the number of attempts and glance at the table for late arriving substitutes before bouncing the ball to the free-throw shooter.

In MechaniGram B, the trail opposite the table has whistled a shooting foul. The trail will move across the court to the reporting area, report the foul and then proceed to the table-side trail position. The lead will move from a table-side position across the line to the lead position opposite the table to administer the free-throw attempts. While the officials will move across the court, they technically will not switch positions.

SWITCHING ON FOULS: NO FREE THROWS



In the MechaniGram, the lead has whistled a rebounding foul in the lane that will not result in free throws. The ball will be inbounded and move down the court. It is considered a long-switch situation, the lead and trail will switch positions. The lead will move into the reporting area to report the foul and then proceed downcourt to become the new lead. The trail will move to the new trail position and inbound the ball for the ensuing throw-in.

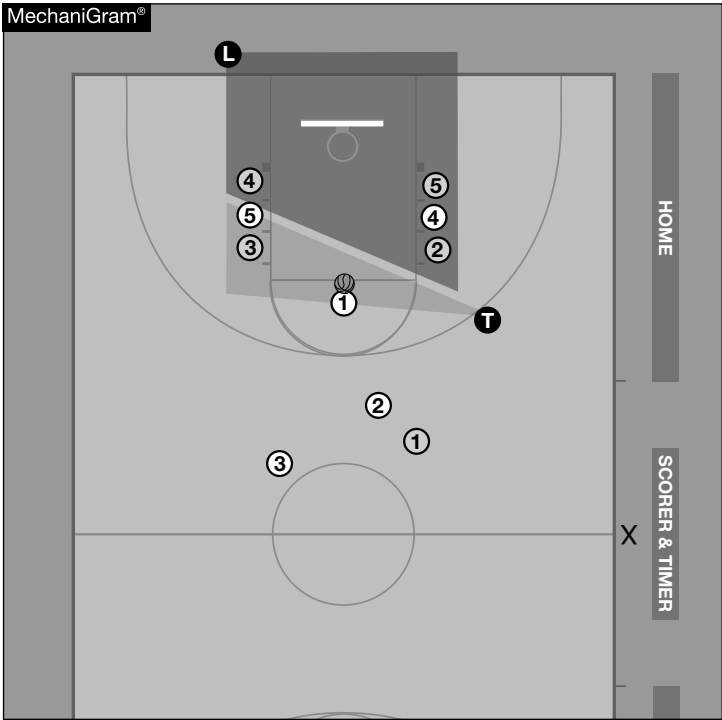
CREW OF TWO

CHAPTER 23

FREE THROWS

- COVERAGE
- LEAD MOVEMENT
- TRAIL MOVEMENT
- TECHNICAL FOUL ADMINISTRATION

COVERAGE



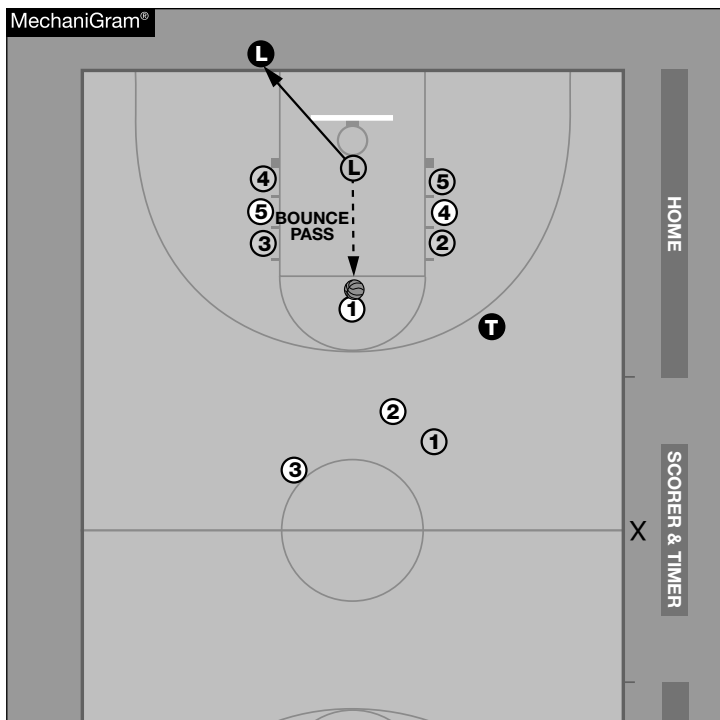
The lead watches players on the opposite lane line (closer to the trail) for potential violations, etc. The lead also watches the lane space nearest the endline on the lane line nearest the lead.

The trail watches players on the opposite lane line (closer to the lead) except the opposite low block area. The trail also watches the free thrower.

The positioning means better coverage of the low-block area opposite the trail.

As shown in the MechaniGram, the trail will have his or her back to the table. The lead should be aware of such and watch for late-breaking substitutions toward the table or timeout requests, prior to administering the free throw.

LEAD MOVEMENT



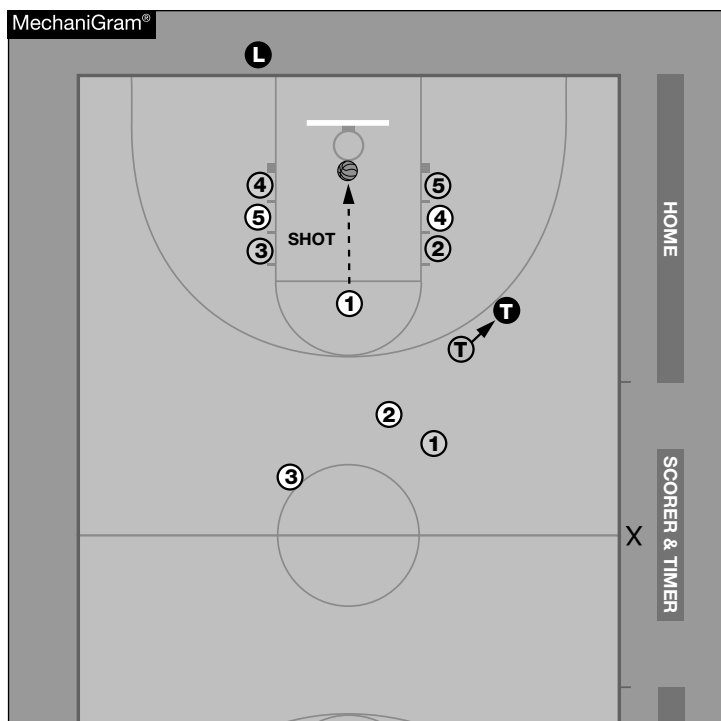
Before administering the free throw, the lead has the ball and is positioned in the lane under the basket. Look for late-arriving substitutes at the scorer's table and beckon them in if appropriate. Signal/Verbalize the number of free throws to be shot while making eye contact with your partner who should also be signaling the number of free throws to be shot. Simultaneously verbalize the number of free throws. Before bouncing the ball to the free thrower, make sure there are no players moving into or leaving lane spaces.

When the free thrower is ready to catch the ball, bounce the ball to the free thrower.

The NFHS manual states that the lead is positioned "approximately four feet from the nearer lane line well off the endline." That position is maintained regardless of the number of free throws. Simply because the players have moved up along the free-throw line does not mean the lead official should now stand in the now vacant bottom space.

After the shot is airborne, adjust your position along the endline a step or two to get a good angle on strong-side rebounding.

TRAIL MOVEMENT



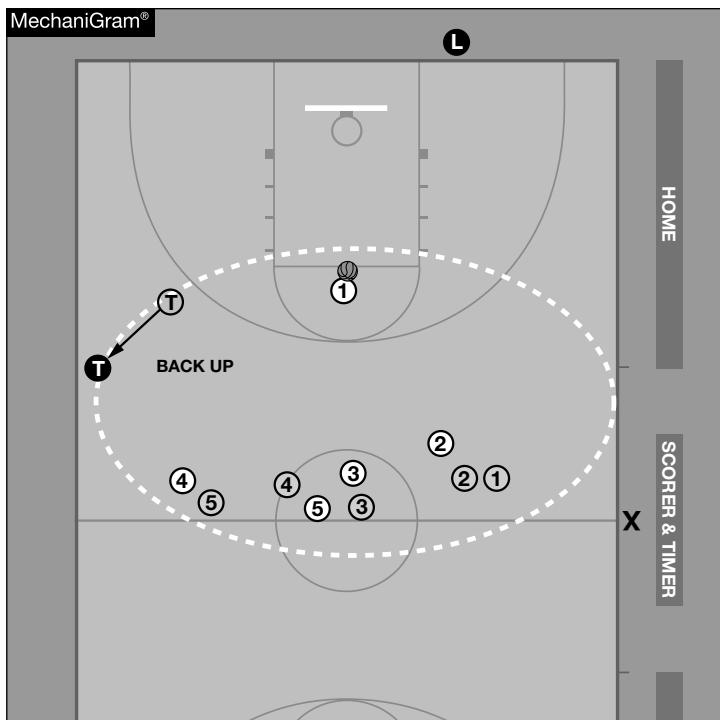
Do not come into the lane to administer the free throw; the lead administers all free throws.

Pick up the visible 10-second count with the arm farthest from the basket. Using your outside arm ensures the wrist flick doesn't distract the shooter and shows the count clearly to bench personnel, etc. When showing a visible count as a trail during a free-throw attempt, the count should be less demonstrative than your normal visible count so as to not distract the shooter and draw unnecessary attention to the official.

On the last free throw, use the "stop the clock" signal with open hand raised directly above the head immediately after the shooter releases the shot. Use the same arm (furthest from the basket) to ensure the timer clearly sees the signal. During the flight of the try and with your arm still raised, penetrate slightly toward the endline using a two-step crossover move. That movement ensures good angles on rebounding action. If the shot is good, lower your arm. If the shot is no good and the ball is to remain live, use the "start the clock" signal as soon as the ball is touched by or touches a player.

There is no need to signal a made free throw.

TECHNICAL FOUL ADMINISTRATION



Technical foul administration is one area of coverage where things seem to vary greatly in different state and local associations and different leagues.

In NFHS mechanics, the calling official will assume the trail position near the table. If a confrontational situation is apparent, the calling official may go opposite to assume the lead position and administer the free throws.

Referee recommendation: If the technical foul was called on a player who did something unsportsmanlike toward an opponent and those players remain on the floor during the free throws, let the lead administer the free throws alone while the trail moves toward the division line to watch those players. Having a presence near the division line may be enough to stop the problem.

When the trail remains near the free-throw line, back up farther toward the sideline than you normally would to ensure you see all players near the division line. There's no need to be in tight like during a normal free throw because there are no players along the lane line. The trail's primary responsibility is the remaining nine players, who only need to be behind the three-point arc and the free-throw line extended; secondary responsibility is the free thrower. You're simply playing the odds. You're more likely to have problems among the other players or the benches than you are to have a violation on the free thrower.

Discuss the procedures in your pregame with your partner so technical foul free-throw administration runs smoothly.

CREW OF TWO

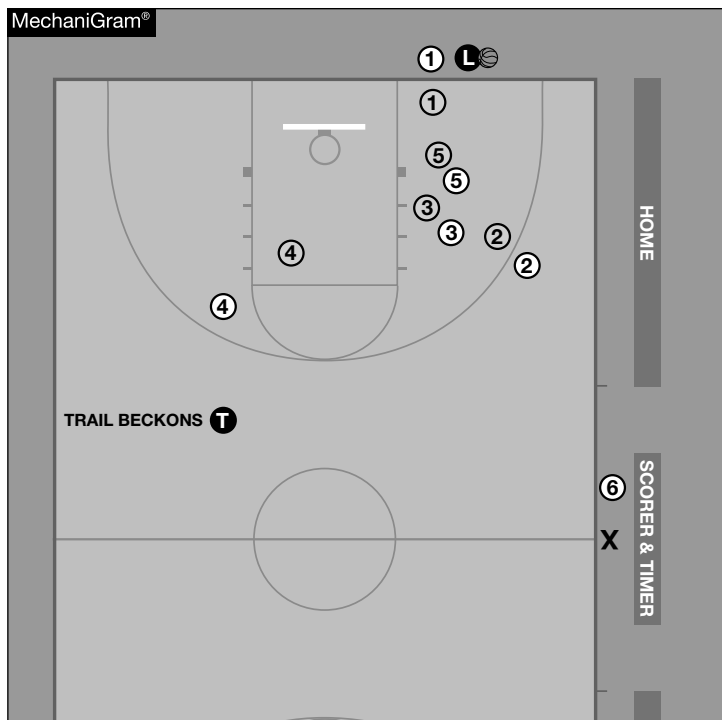
CHAPTER 24

SUBSTITUTIONS

■ HANDLING SUBSTITUTIONS: HALFCOURT

■ HANDLING SUBSTITUTIONS: TRANSITION

HANDLING SUBSTITUTIONS: HALFCOURT



The official who will not be administering the throw-in should acknowledge and beckon the substitutes onto the court.

Both officials count all players before putting the ball back in play.

On a foul, report the foul before beckoning substitutes. Hold the substitutes at the table until the calling official has completed the reporting procedure. The new nearer official should either beckon the subs or hold them at the table if there will be multiple free throws.

A note on blowing the whistle when beckoning substitutes: Some officials blow the whistle while beckoning on every substitution.

Proponents say the whistle along with the beckoning motion gets the substitute's attention faster, making for a quicker substitution. The whistle along with the stop sign lets your partner know you've got a substitute.

Opponents say the whistle draws unnecessary attention to the official.

Referee recommendation: Blow your whistle. It will alert your partner and save the crew from putting the ball in play before a substitution process has been completed.

SAMPLE PREGAME CONFERENCE

- A. Pregame floor duties.**
 - 1. Position during warmup.
 - 2. Count players.
 - 3. Check equipment, including uniforms.
- B. Table duties.**
 - 1. Referee.
 - a. Fix table problems early, before 10-minute mark.
 - b. Establish rapport with table personnel.
 - c. Check scorebook for number of players and duplicate names, numbers.
 - d. Check clock/ball.
 - e. Check alternating-possession (A/P) arrow.
 - f. Ask scorer to help hold substitutes for official's beckon.
 - g. Inform table personnel of pertinent rule changes, timing concerns, etc.
 - 2. Umpire(s)
 - a. Watch both teams
- C. Captains' meeting**
 - 1. Ask players for questions.
 - 2. All players will exhibit good sportsmanship throughout the contest.
 - 3. Keep it brief.
- D. Coaches' meeting**
 - 1. Are players legally equipped?
 - 2. Is there a medical professional trained in concussion management on site?
 - 3. Sportsmanship.
- E. Return to pregame floor duty position.**
 - 1. Watch players; switch sides.
 - 2. Relax and begin final mental preparations.
- F. Jump ball.**
 - 1. Position, mechanics.
 - 2. Trail checks the arrow.
- G. Court coverage**
 - 1. Lead position.
 - a. Concentrate on primary (post play).
 - b. Move along endline to create angles (ball side).
 - c. Stay with the shooter if in your area.
 - d. Rebounding coverage.

2. Center position. [**THREE-PERSON ONLY**]
 - a. Don't become second trail.
 - b. Concentrate on primary.
 - c. Penetrate toward endline on a try.
 - d. Stay with the shooter if in your area.
 - e. Goaltending/basket interference responsibilities.
 - f. Rebounding coverage
 - g. Don't bail out on try.
3. Trail position.
 - a. Concentrate on primary.
 - b. Penetrate toward endline on a try.
 - c. Stay with the shooter if in your area.
 - d. Goaltending/basket interference responsibilities.
 - e. Rebounding coverage.
 - f. Don't bail out on try.
4. Adjust to defensive pressure.
 - a. Halfcourt pressure.
 - b. Fullcourt pressure.

H. Rotating

1. Lead initiates.
2. Center initiates.
3. Coverage areas during rotation.
4. Rotations started but not completed.

I. Transition.

1. After turnover.
2. Center bumped to lead.
3. Traps in transition.

J. Throw-ins

1. Coverage areas.
2. Eye contact.
3. Trail chops on frontcourt endline throw-ins.
4. Check for substitutes.
5. When to use bounce pass.

K. Reporting fouls and and switching

TWO-PERSON

1. Switch on all fouls not involving free throws.
2. Calling official table side on foul involving free throws, option to lead if confrontational.

THREE-PERSON

1. Calling official goes table side, has option of going opposite.
2. Switch after foul is reported.
3. No switch on certain backcourt fouls.

L. Free-throw administration.

1. Two-Person: Lead check table for substitutes.
2. Three-Person: Trail near 28-foot mark.

- M.** Timing counts, timeouts
 - 1. Reporting timeout to table.
 - 2. Where to stand.
- N.** Substitutions, disqualifications.
 - 1. Who beckons substitutes.
 - 2. Passing substitutions to partners.
 - 3. Informing coach of disqualification — calling or non-calling official.
- O.** Rule changes (especially important at the beginning of the season).
- P.** Rules points of emphasis (especially important at the beginning of the season).
- Q.** Mechanics points of emphasis (especially important at the beginning of the season).
- R.** Bench decorum
- S.** Last-second shot
 - 1. Two-Person: Trail.
 - 2. Three-Person: Official opposite the table.
 - 3. Remind each other of duties oncourt if situation permits.
- T.** Communication.
 - 1. Shooters.
 - 2. Double whistles.
 - 3. Warnings.
 - 4. Help calls.

HALFTIME

- A.** Check alternating-possession arrow before leaving floor.
- B.** Relax.
- C.** Discuss concerns/problems.
- D.** Adjustments, if necessary
 - 1. Court coverage.
 - 2. Philosophy: Are the points of emphasis under control?
- E.** Review overtime procedure.
- F.** Remind each other of the things done well in first half.
- G.** Return to floor.
 - 1. Watch players.
 - 2. Just before throw-in, check with table personnel for questions/concerns.

POSTGAME

- A.** Leave floor together.
- B.** Relax.
- C.** Review game.
 - 1. Points of emphasis?
 - 2. Tempo?
 - 3. Bench decorum?
 - 4. Strange plays, rulings?
- D.** Solicit constructive criticism — “What could I have done better?”
- E.** Leave facility together — there’s safety in numbers.
- F.** Reports.

