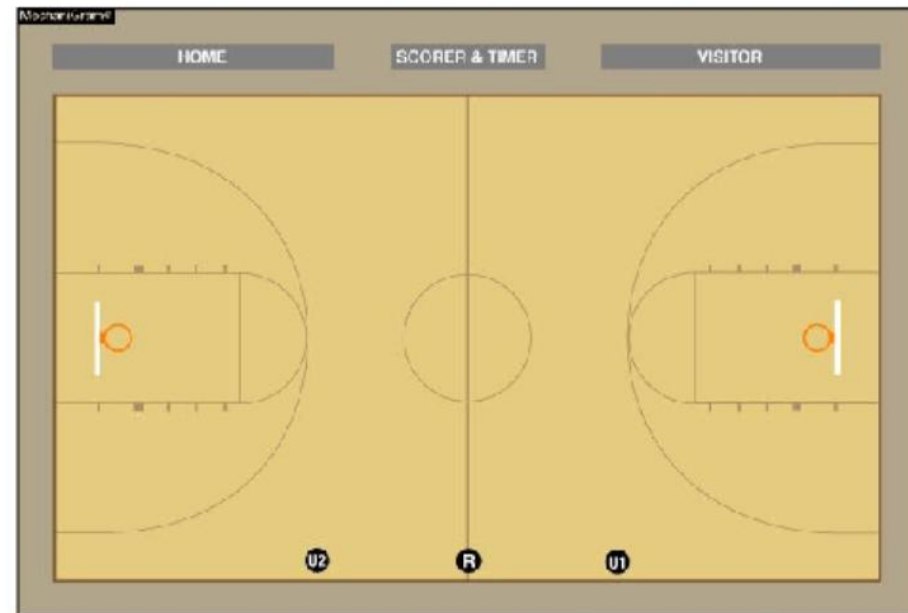


Pregame and Halftime

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. U2 observes the visiting team while U1 watches the home team.

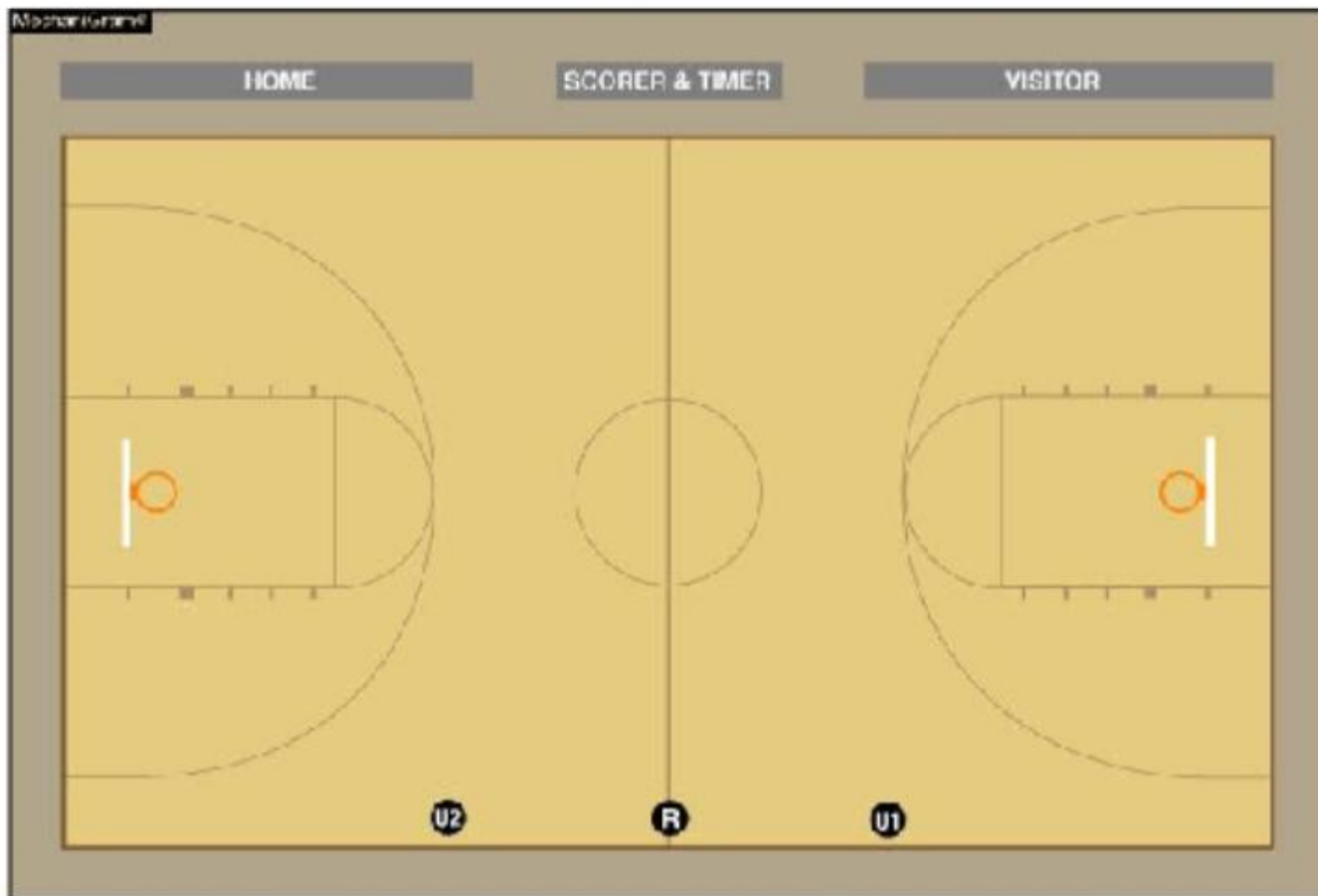
COURT POSITIONING PREGAME & HALFTIME [p.88]



COURT POSITIONING

PREGAME & HALFTIME

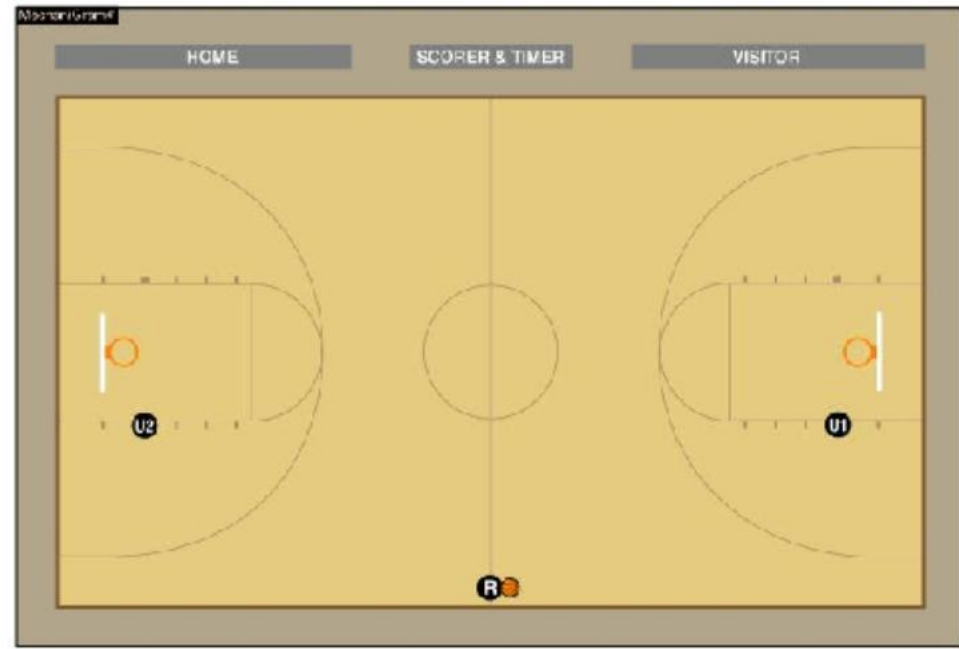
[p.88]



Between Quarters

- During the intermission between quarters, 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 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.

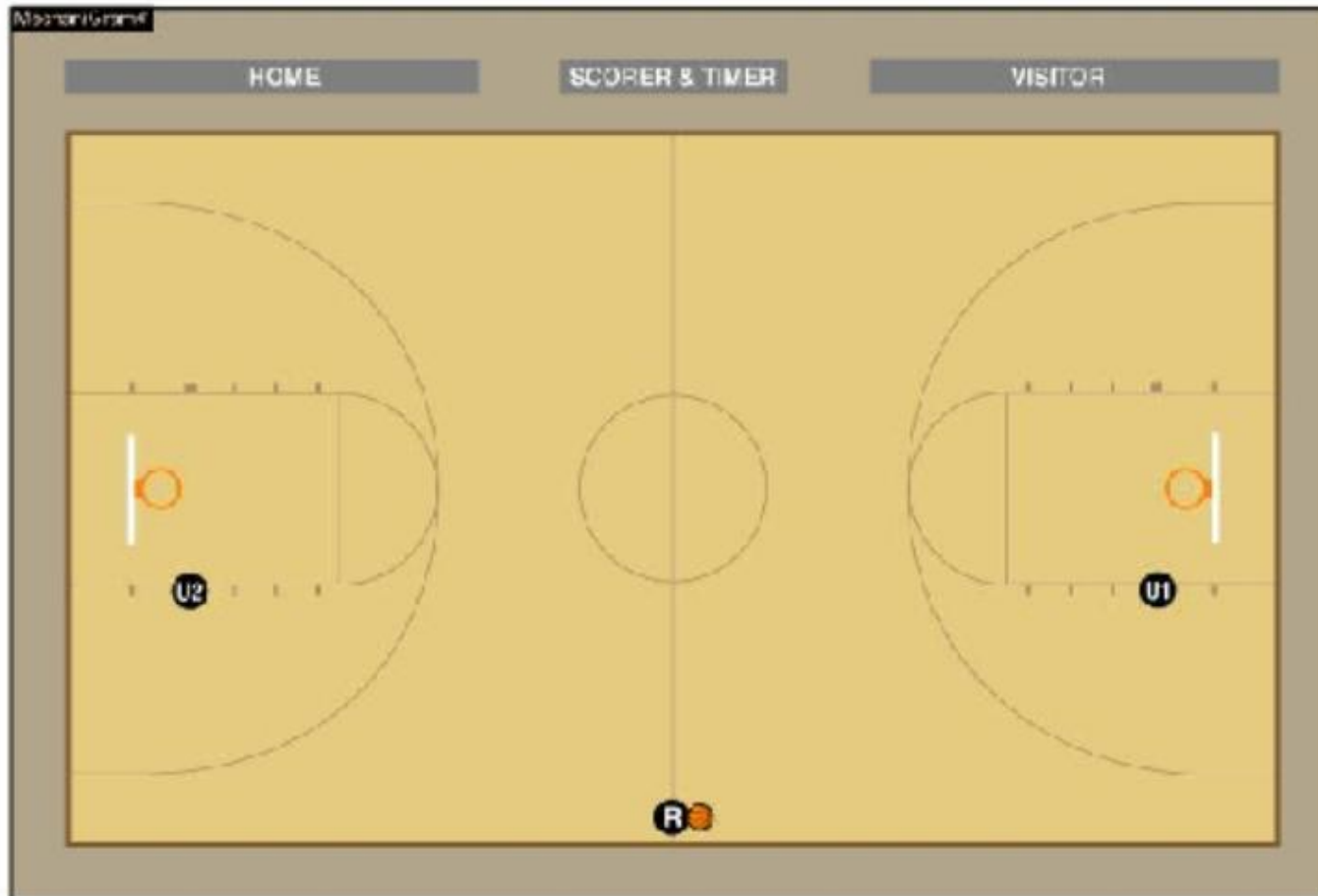
COURT POSITIONING BETWEEN QUARTERS [p.89]



COURT POSITIONING

BETWEEN QUARTERS

[p.89]



Full 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.

COURT POSITIONING FULL TIMEOUT [p.90]



COURT POSITIONING

FULL TIMEOUT

[p.90]



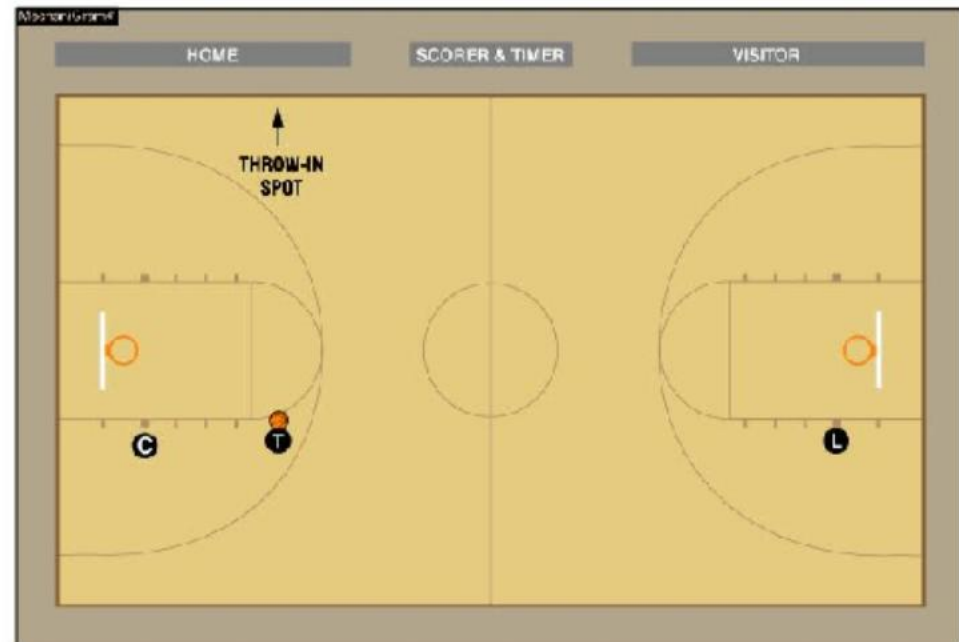
FULL TIMEOUT: THROW-IN NEAR BENCH

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.

COURT POSITIONING

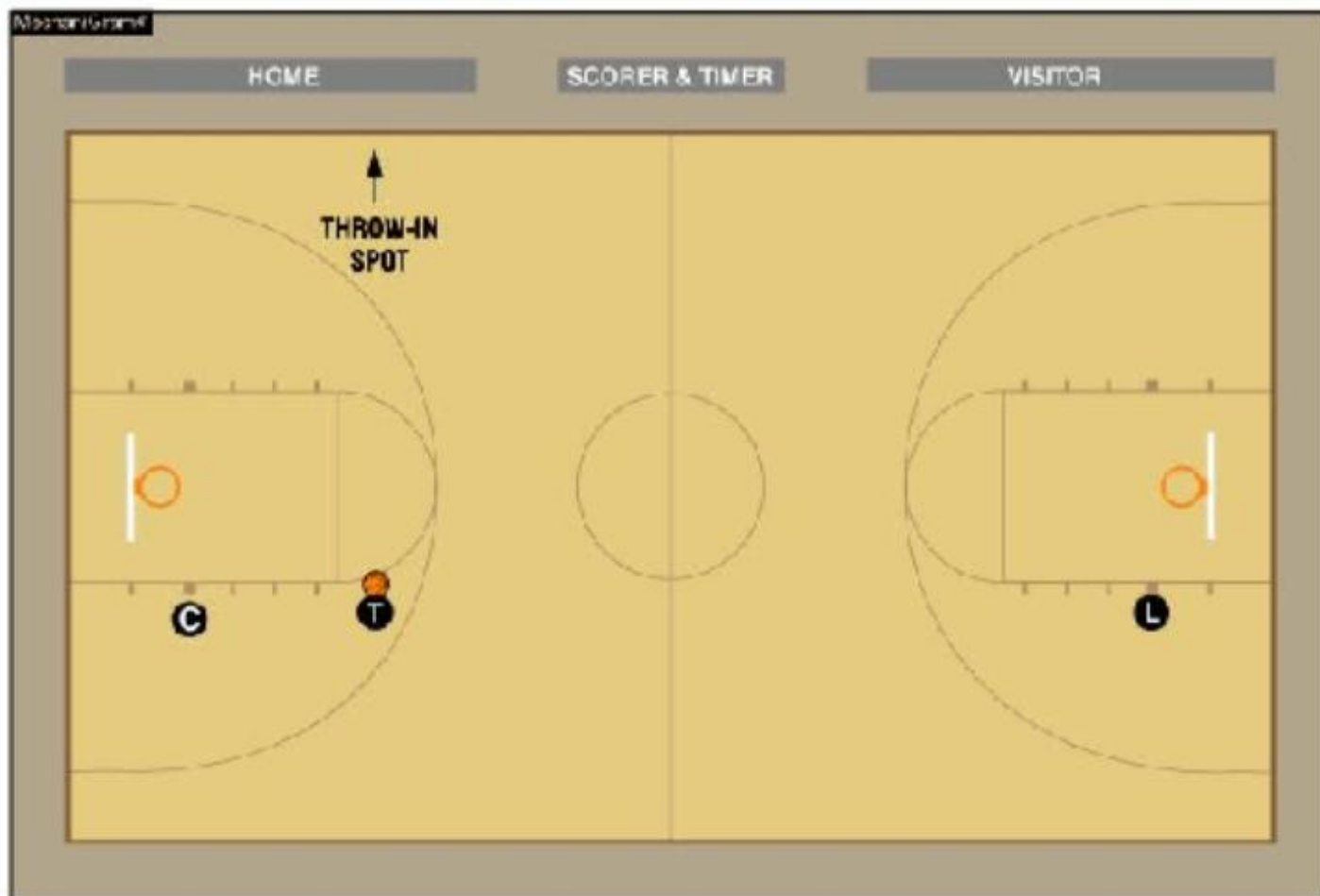
FULL TIMEOUT: THROW-IN NEAR BENCH

[p.91]



FULL TIMEOUT: THROW-IN NEAR BENCH

[p.91]



30-SECOND TIMEOUT

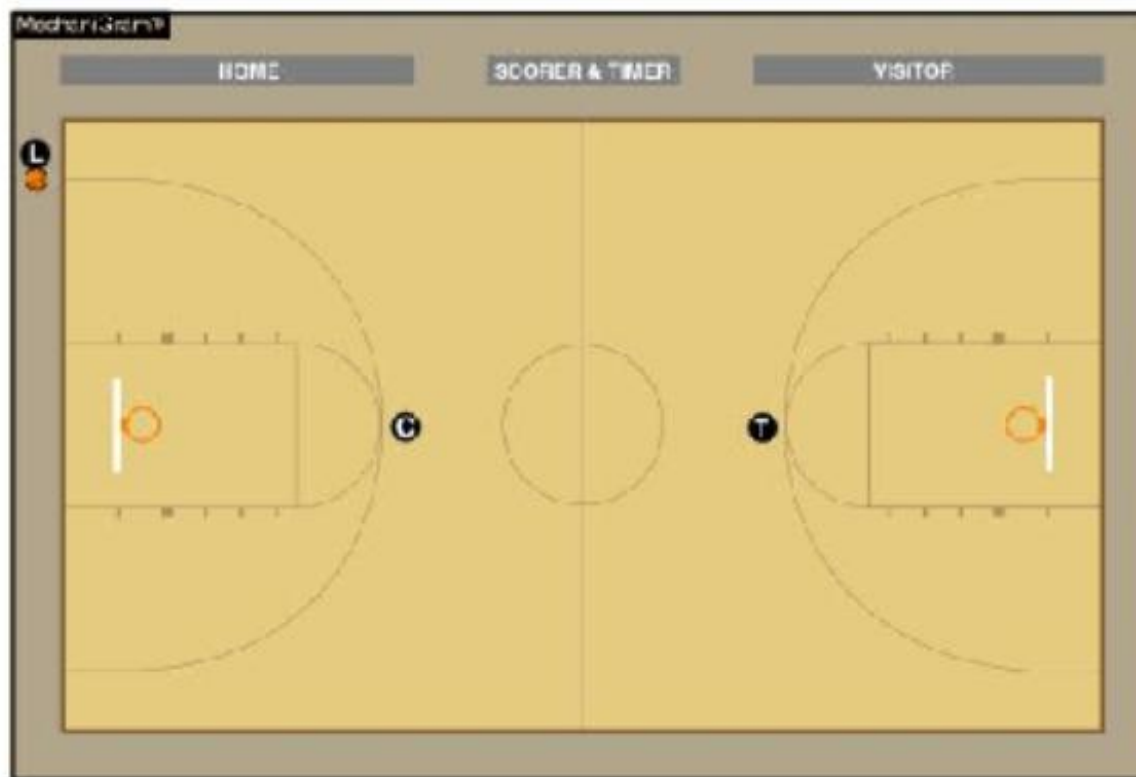
- The officials assume 30-second timeout positions facing the scorer's table. The official who will be administering the ensuing throw-in will hold the ball at the location of the throw-in. The other two officials stand at the top of the near three-point arc, on both halves of the court.
- At the 20-second 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.

COURT POSITIONING THIRTY-SECOND TIMEOUT [p.92]



THIRTY-SECOND TIMEOUT

[p.92]



30-second timeout: throw-in near bench

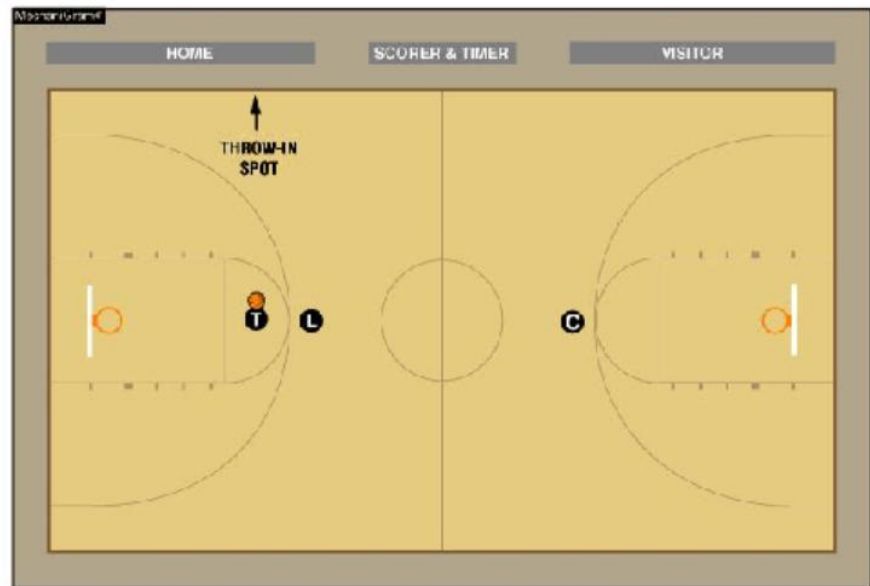
If the ensuing throw-in will be near the scorer or team benches, move straight out on the court in line with the other two officials.

The other two officials stand at the top of the near three-point arc, on both halves of the court.

COURT POSITIONING

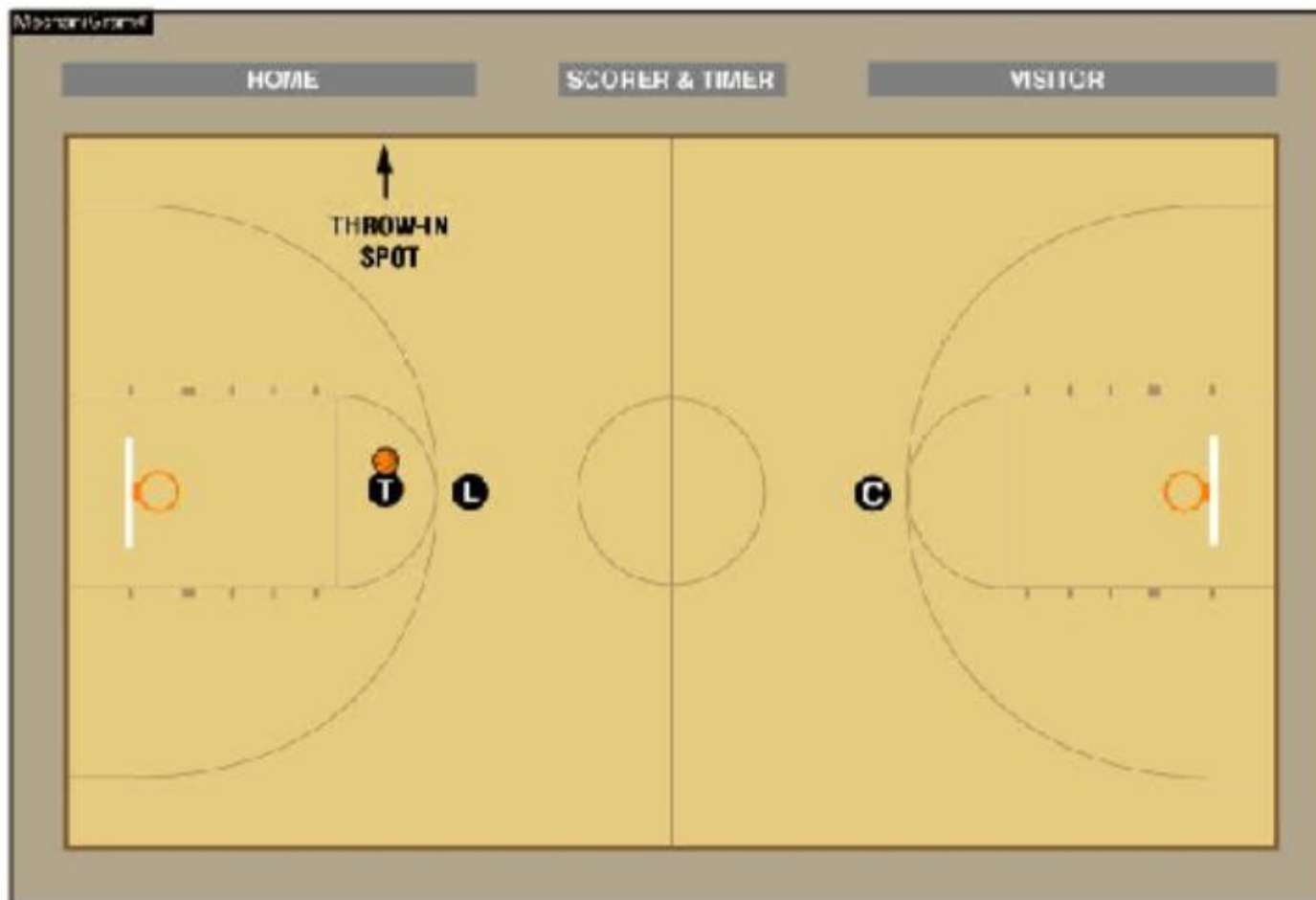
THIRTY-SECOND TIMEOUT: THROW-IN NEAR BENCH

[p.93]



THIRTY-SECOND TIMEOUT: THROW-IN NEAR BENCH

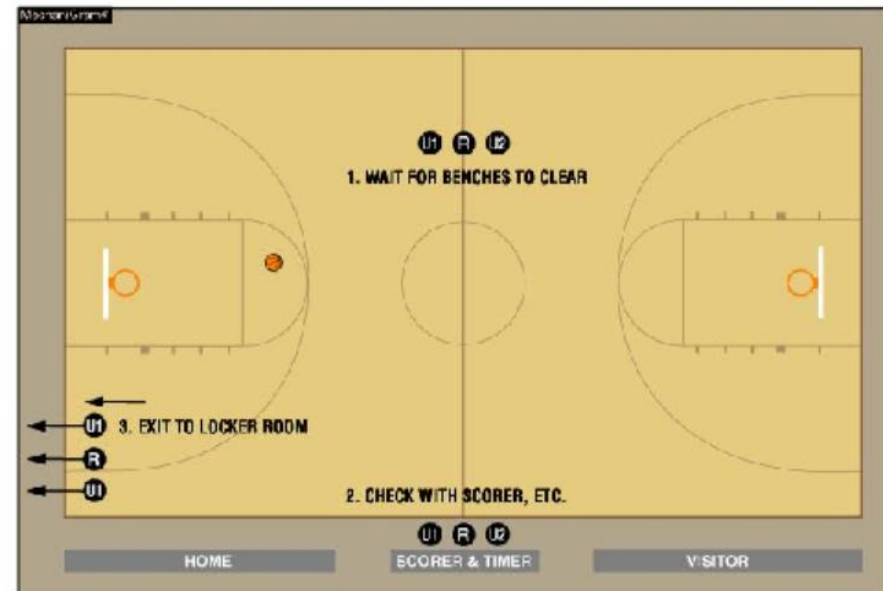
[p.93]



LEAVING AT HALFTIME

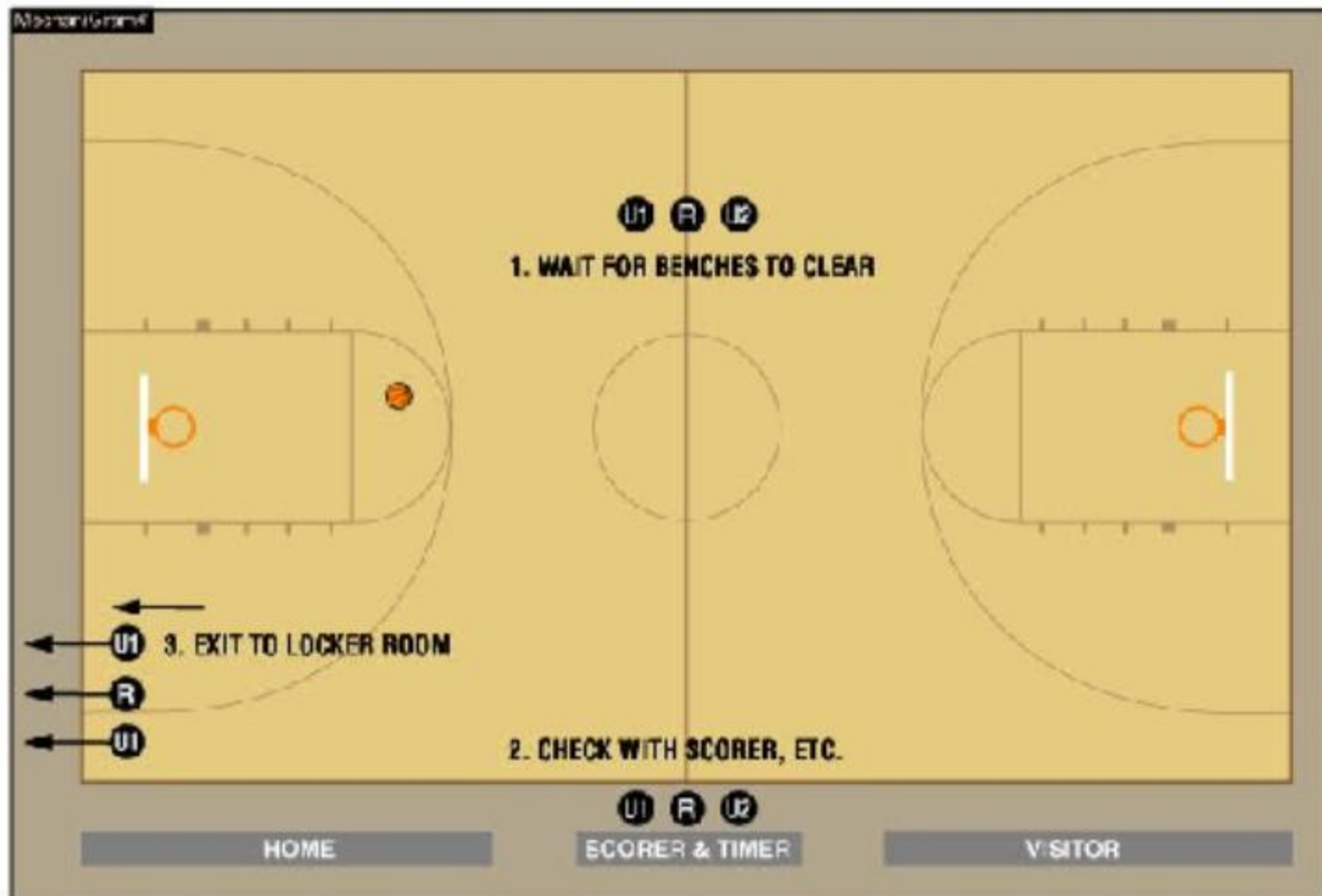
- The officials are positioned halfway between the farthest point of the center circle and the sideline opposite the scorer's table (1).
- After both teams have left their benches and gone to their respective locker rooms, all three officials walk over to the scorer's table and the referee takes care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

COURT POSITIONING LEAVING AT HALFTIME [p.94]



LEAVING AT HALFTIME

[p.94]



JUMP BALL

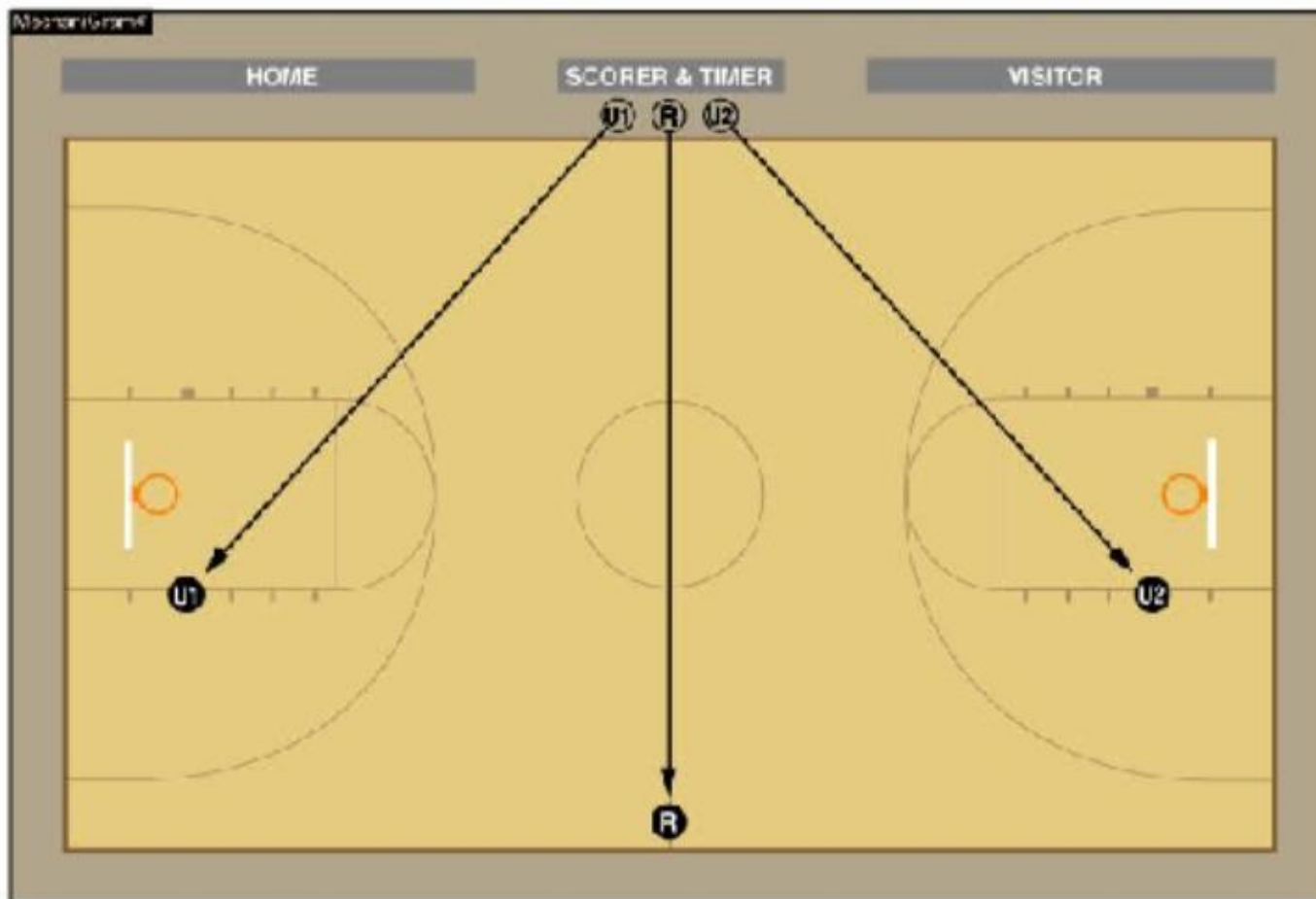
After introductions, before tipoff

- After the national anthem and the introductions of the players. 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. 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.



AFTER INTRODUCTIONS, BEFORE TIPOFF

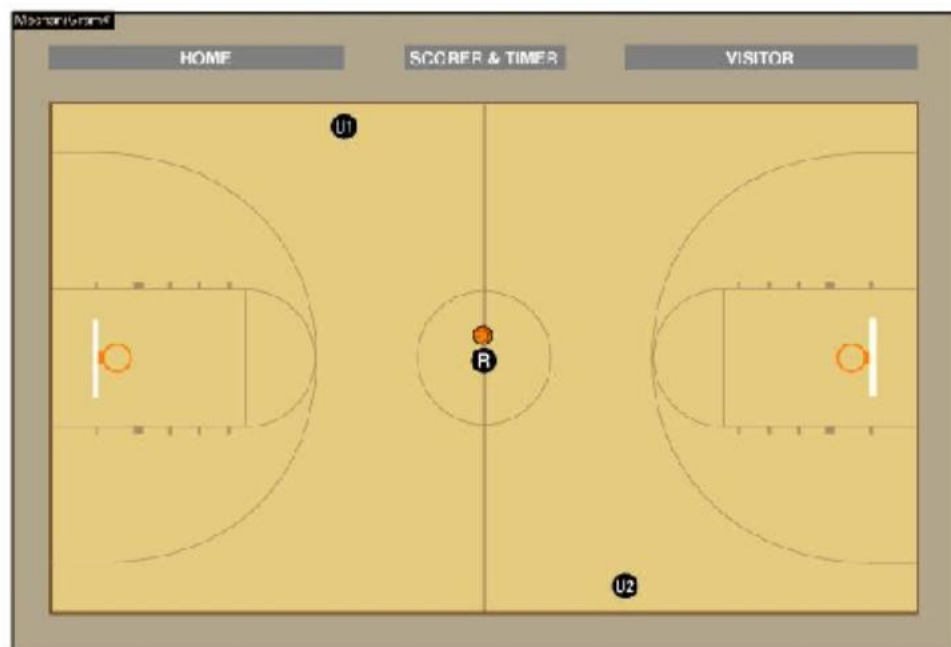
[p.96]



POSITIONING- Jump Ball

- 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.
- 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 violation.
- Tell them to jump straight up and not into each other and tell them not to tap the ball on the way up.

JUMP BALL POSITIONING [p.97]



POSITIONING

[p.97]



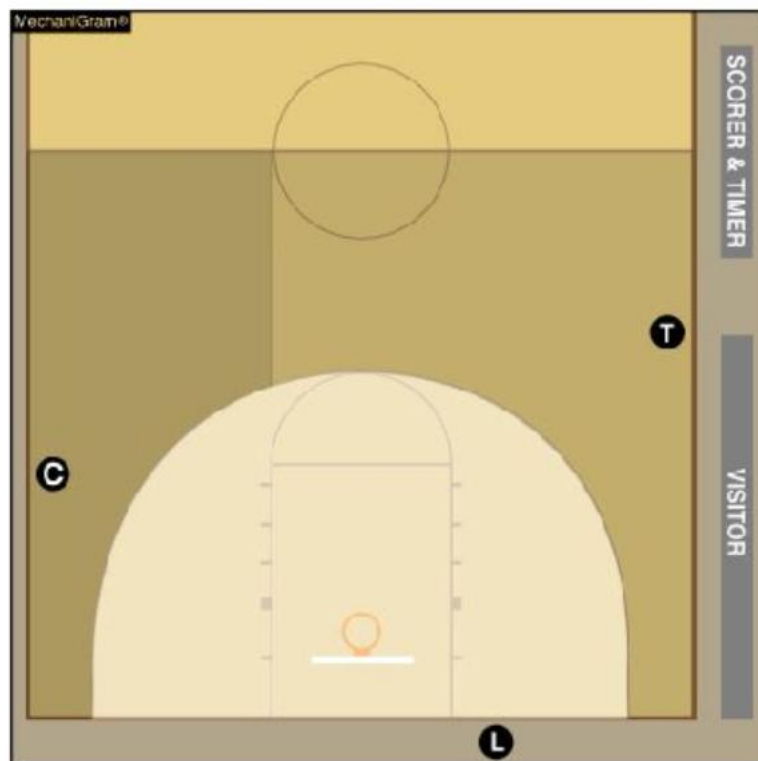
Three-Point Responsibilities

- 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 officials 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.

COURT COVERAGE

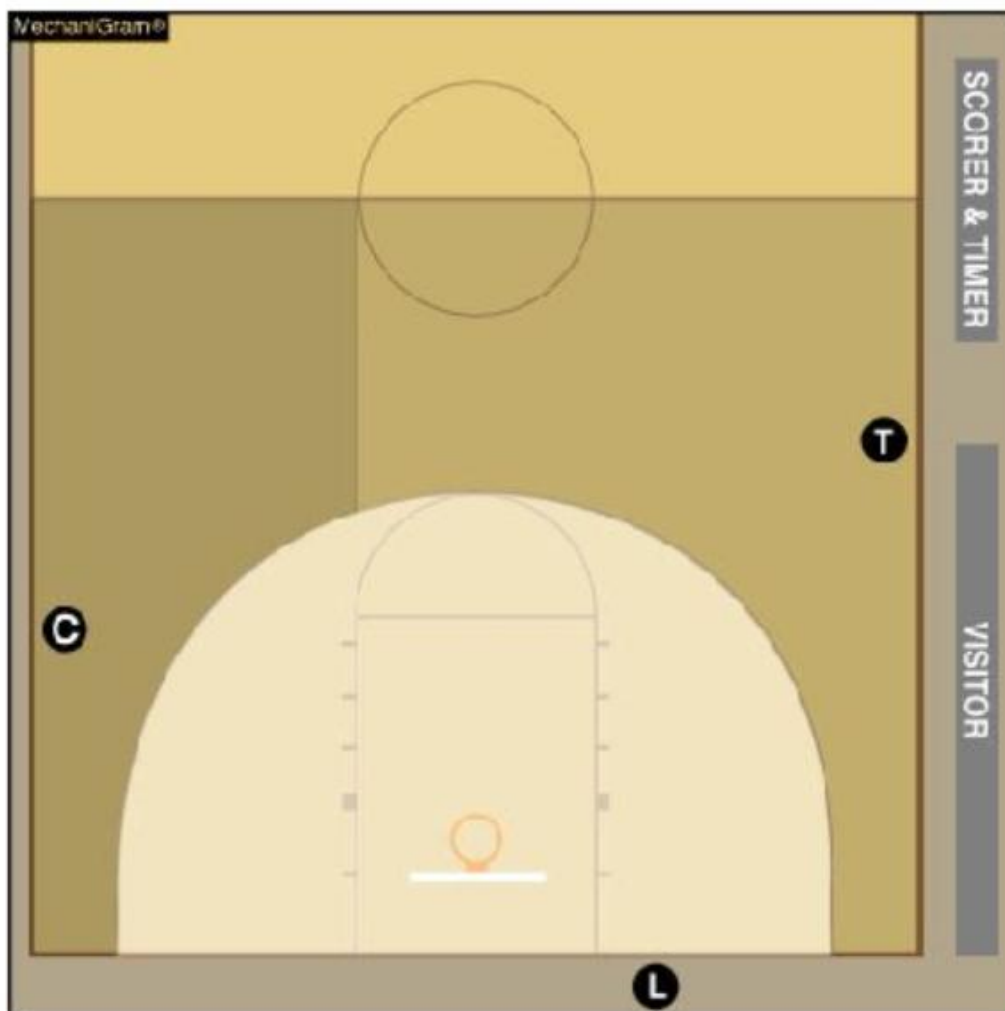
THREE-POINT RESPONSIBILITIES

[p.103]



THREE-POINT RESPONSIBILITIES

[p.103]



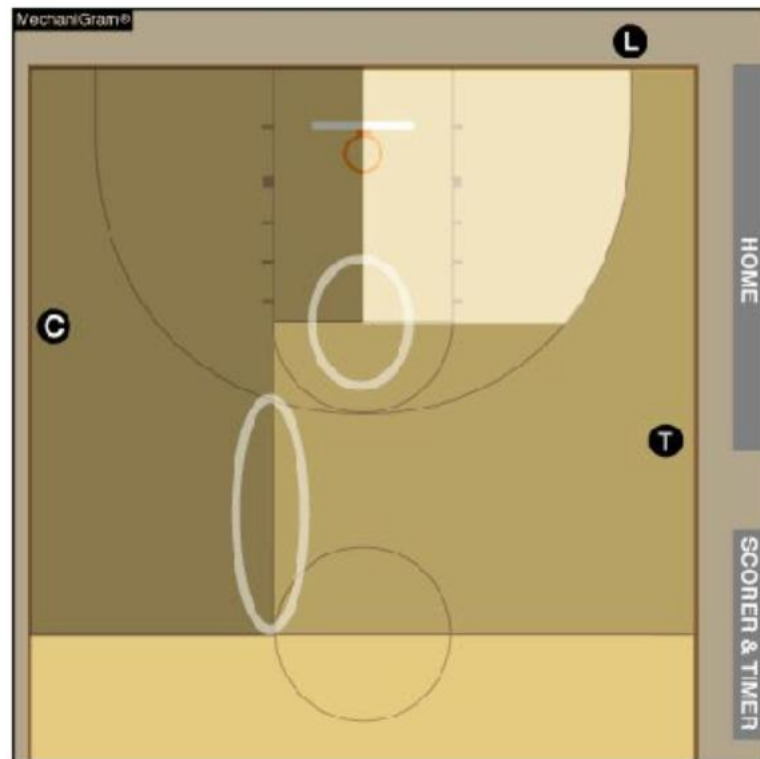
Handling Double Whistles

- Double whistles are more 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.
- There's a general rule of thumb for double whistles in the three-person system: If the play came from your primary area, you have the call.
- When a double whistle occurs, first recognize that your partner(s) have blown the whistle. Give the stop the clock signal, but, if at all possible, do not give a preliminary signal. The outside officials (trail and center) should be patient with signals on plays to the basket as the lead tends to jump on those quickly and signal immediately.

COURT COVERAGE

HANDLING DOUBLE WHISTLES

[p.104]

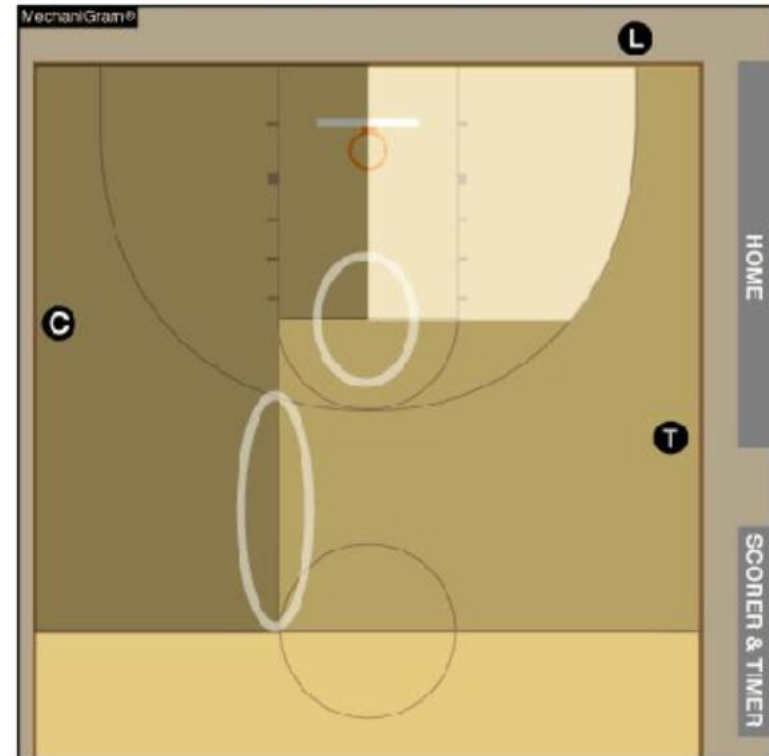




Handling Double Whistles cont.

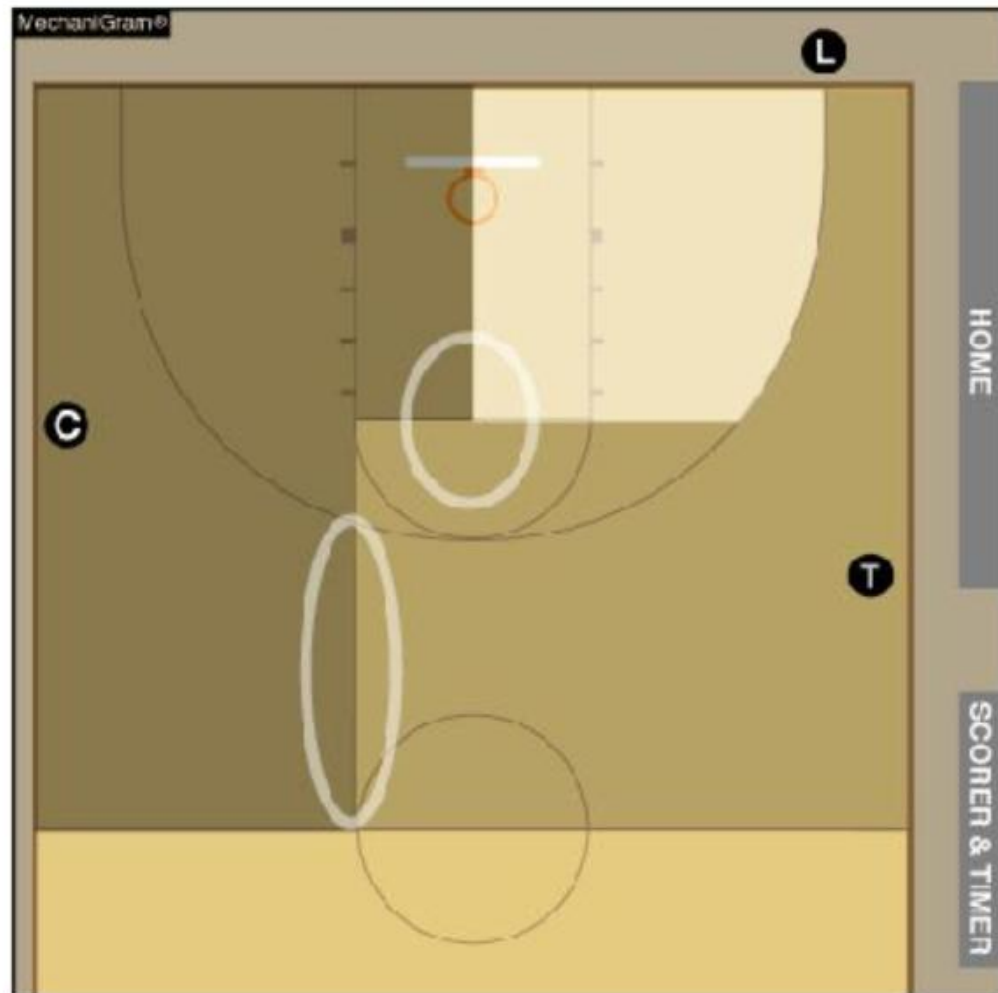
- If a drive moves into the lane area, it might even lead to a triple whistle. The reasoning: The ball originated in the trail's area so the trail stayed with the play and the center and lead picked up the penetrating player and waiting defender in the lane.
- It is important to slow down, have eye contact with partners and not have a preliminary signal when more than one whistle may be involved.

COURT COVERAGE HANDLING DOUBLE WHISTLES [p.104]



HANDLING DOUBLE WHISTLES

[p.104]



Pass/Crash in Lane

- A player driving a crowded lane, passing off to a teammate, and 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.
- In a three-person crew, it becomes a bit easier because of the additional set of eyes. If the passer sends the ball out toward the trail, the trail will follow the ball and the center and lead will stay with the crash. If the ball is passed out toward the center's side of the floor, the center will follow the ball, while the trail and lead momentarily stay with the crash.

COURT COVERAGE

PASS/CRASH IN LANE

[p.105]



Pass/Crash in Lane cont.

- If you are the center or the trail official, penetrate down toward the endline to get a better view of the play, but be aware of the kickout pass and make sure you're not too close to an ensuing three-point attempt.
- And as the lead official, once you determine that a drive down the lane is imminent, move toward the close-down position along the lane line (as shown in the MechaniGram) to get a better view of the activity in the lane.

COURT COVERAGE
PASS/CRASH IN LANE
[p.105]



PASS/CRASH IN LANE

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, 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.

COURT COVERAGE

REBOUNDING AREAS

[p.106]



Rebounding Areas

- While any official can call a foul during rebounding action, the trail and center officials are primary on “over-the-back,” or pushing fouls when offensive players crash the boards. The lead should not call those fouls as the lead doesn’t have the proper perspective that the center and trail officials have. Let the wing officials make those judgments. The lead, however, can have a foul, such as illegal contact or holding that is better seen from the endline.
- If the shot attempts originate 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.

COURT COVERAGE

REBOUNDING AREAS

[p.106]



COURT COVERAGE

REBOUNDING AREAS

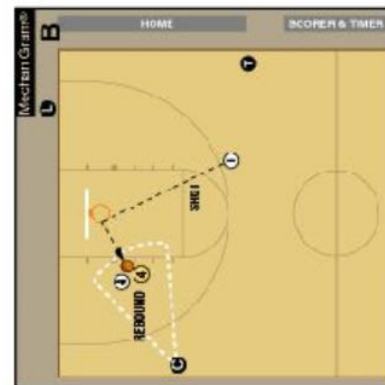
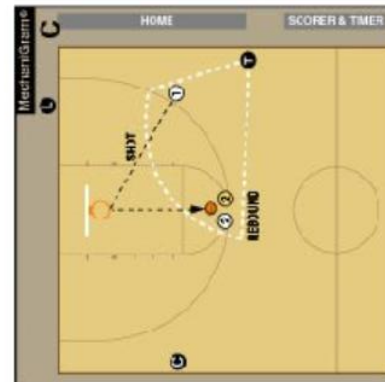
[p.106]



Rebounding Strong Side

- When shots are taken from 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.
- In MechaniGram B, the trail is responsible for 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 the shooter, followed by observing perimeter rebounding. The center is responsible for basket interference and goaltending. The center can also help with perimeter rebounding.

COURT COVERAGE REBOUNDING STRONG SIDE (p.107)



COURT COVERAGE

REBOUNDING STRONG SIDE

[p.107]



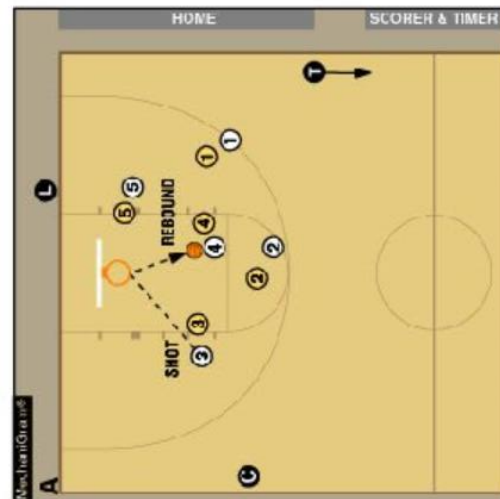
Don't Bail Out on Try

- On tries, the trail and center should “stay home” and not bail out. When bailing out, as the wing official does in MechaniGram A, the wing puts pressure on the rest of the crew to officiate rebounding. Instead, the wings should step down toward the endline when tries are attempted. That helps officiate rebounding action as seen in MechaniGram B.
- 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.

COURT COVERAGE

DON'T BAIL OUT ON TRY

[p.110]



DON'T BAIL OUT ON TRY

[illegible]

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 four or fewer players in the backcourt, the trail works them alone. More than four players, the center helps.
- When there are 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.

COURT COVERAGE

BACKCOURT WITH PRESSURE

[p.114]



Backcourt with Pressure cont.

- How long should the center “stay put” after a successful goal? Just long enough to observe that there aren’t going to be any problems that 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 at the same rate as the players. The lead is positioned a bit beyond the last offensive player on the court.

COURT COVERAGE

BACKCOURT WITH PRESSURE

[p.114]



BACKCOURT WITH PRESSURE

[p.114]



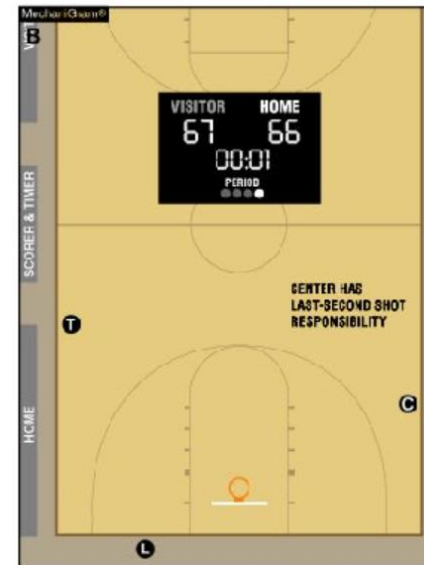
Last-Second Shot

- The official opposite the table, trail or center, as 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.
- Last-second shot responsibilities must be discussed during your pregame so all officials know what’s expected of them at that critical time.

COURT COVERAGE

LAST-SECOND SHOT

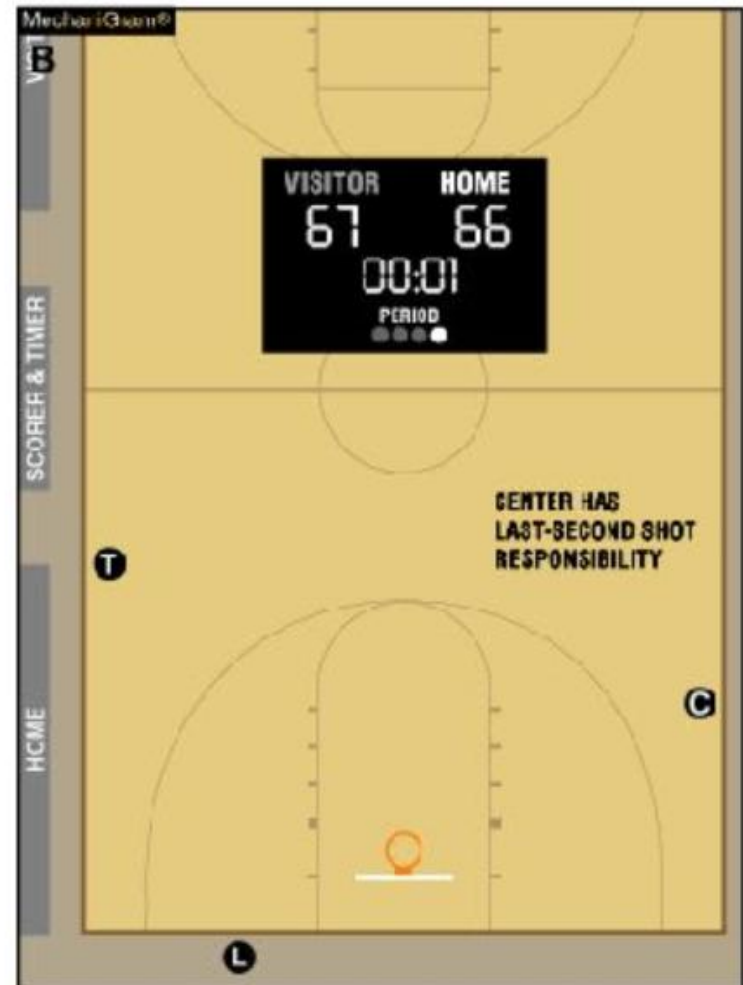
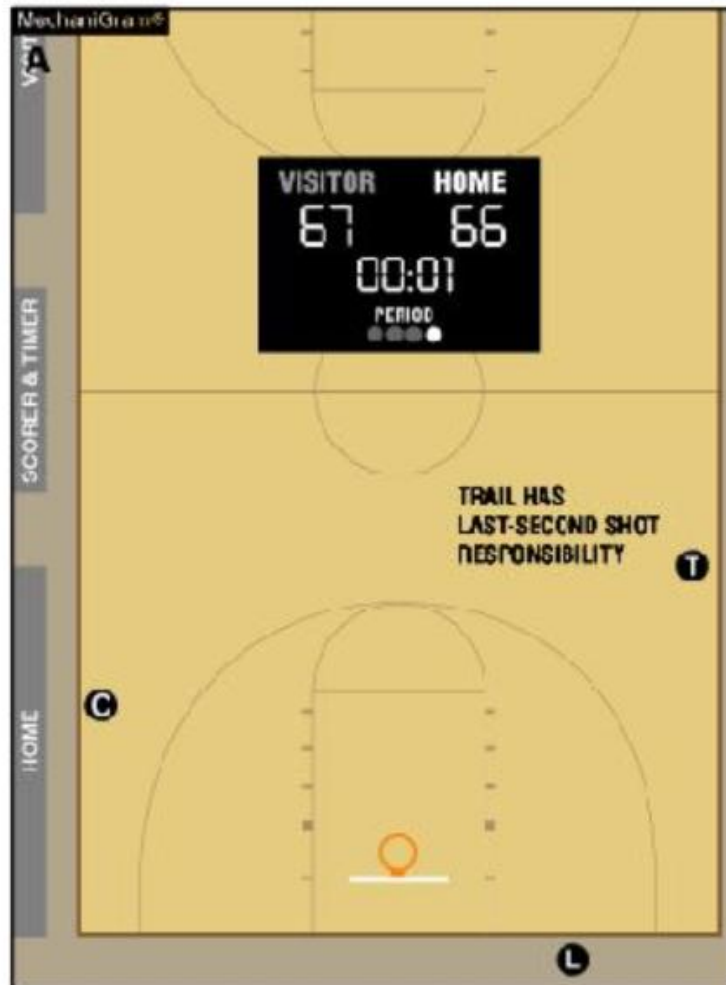
[p.115]



COURT COVERAGE

LAST-SECOND SHOT

[p.115]



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.

THE LEAD POSITION AVOID QUICKSAND [p.118]



Avoid Quicksand

- When caught in the quicksand, the lead must go back where the lead came from because the rotation wasn't completed before the shot was attempted. If you continue with the rotation during the try, your partners might not catch that a rotation occurred and end up in the wrong positions.
- In the MechaniGram, the lead begins the rotations 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 to where the lead is again in good position to watch rebounding action.

THE LEAD POSITION AVOID QUICKSAND [p.118]



Avoid Quicksand

- 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.

THE LEAD POSITION AVOID QUICKSAND [p.118]



AVOID QUICKSAND

[illegible]

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.

ROTATIONS

CENTER INITIATES

[p.137]



ROTATIONS

CENTER INITIATES

[p.137]



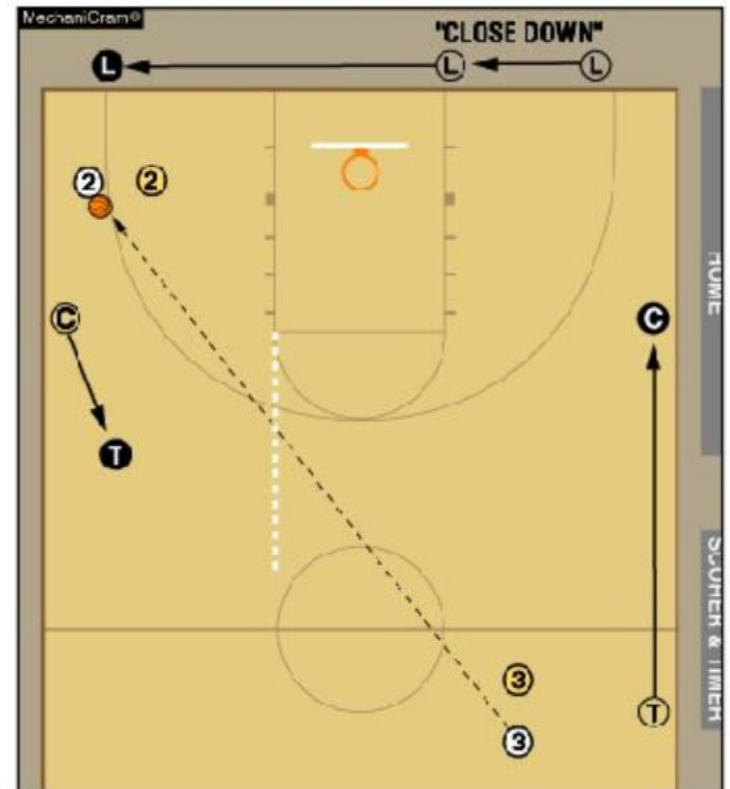
Backcourt to Frontcourt

TRANSITIONS

BACKCOURT TO FRONTCOURT

[p.142]

- 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 that a rotation may take place.



BACKCOURT TO FRONTCOURT

The diagram illustrates a basketball court with a 2-3 zone defense. The ball handler (C) starts on the left wing, moves to the top of the key, then to the right wing, and finally to the right side of the court. The defense (L, 2, 3, T) follows the ball handler. The diagram includes a basketball hoop and a key.

When to Bounce

- The official administering the throw-in has two ways of giving the ball to the thrower: handing or bounding 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.

THROW-INS

WHEN TO BOUNCE

[p.157]



THROW-INS

WHEN TO BOUNCE

[p.157]





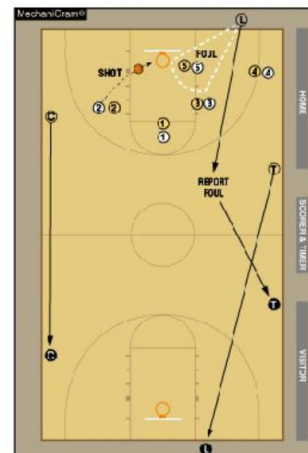
Table-Side Lead Calls Foul On Offense, Free Throws

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.

REPORTING FOULS & SWITCHING

TABLE-SIDE LEAD CALLS FOUL ON OFFENSE, FREE THROWS

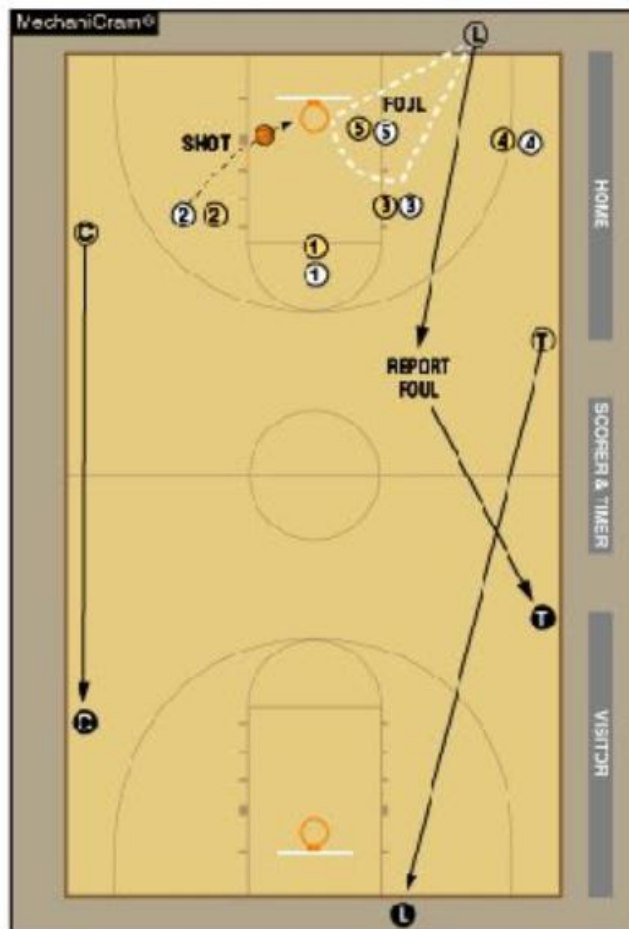
[p.179]



REPORTING FOULS & SWITCHING

TABLE-SIDE LEAD CALLS FOUL ON OFFENSE, FREE THROWS

[p.179]





Lead Opposite Calls Foul on Offense, 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.

REPORTING FOULS & SWITCHING

LEAD OPPOSITE CALLS FOUL ON OFFENSE, FREE THROWS

[p.180]



REPORTING FOULS & SWITCHING

LEAD OPPOSITE CALLS FOUL ON OFFENSE, FREE THROWS

[p.180]





Table-Side Center Calls Foul on Offense, 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.

REPORTING FOULS & SWITCHING

TABLE-SIDE CENTER CALLS FOUL ON OFFENSE, FREE THROWS

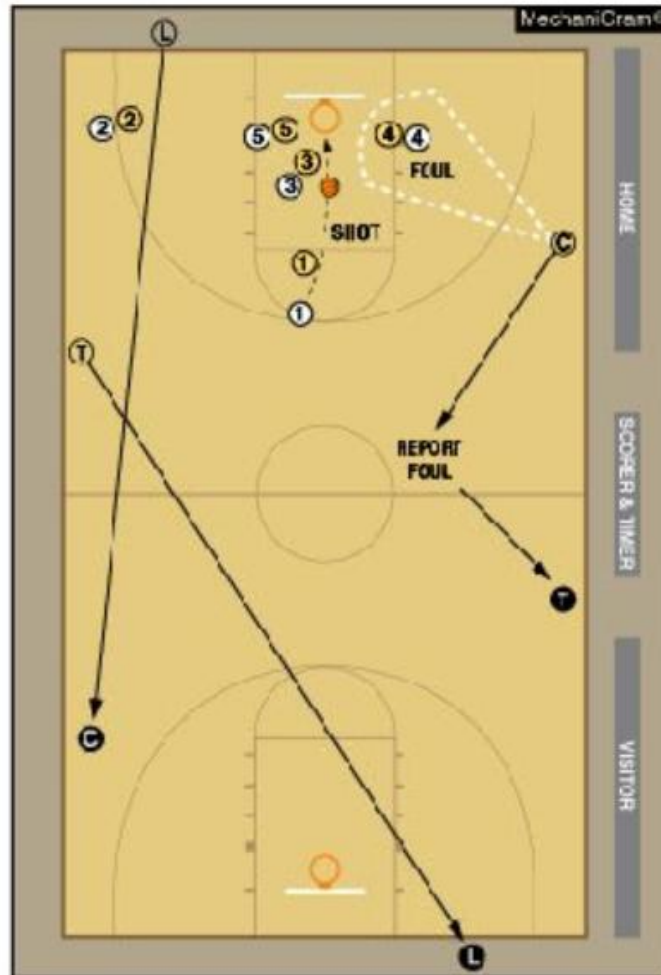
[p.181]



REPORTING FOULS & SWITCHING

TABLE-SIDE CENTER CALLS FOUL ON OFFENSE, FREE THROWS

[p.181]





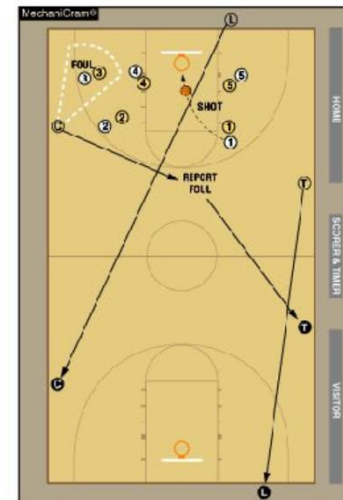
Center Opposite Calls Foul on Offense, Free Throws

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 down court and becomes the new lead. The old lead moves down and across the court to become the new center.

REPORTING FOULS & SWITCHING

CENTER OPPOSITE CALLS FOUL ON OFFENSE, FREE THROWS

[p.182]



REPORTING FOULS & SWITCHING

CENTER OPPOSITE CALLS FOUL ON OFFENSE, FREE THROWS

[p.182]





Table-Side Trail Calls Foul on Offense, 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.

REPORTING FOULS & SWITCHING

TABLE-SIDE TRAIL CALLS FOUL ON OFFENSE, FREE THROWS

[p.183]



REPORTING FOULS & SWITCHING

TABLE-SIDE TRAIL CALLS FOUL ON OFFENSE, FREE THROWS

[p.183]





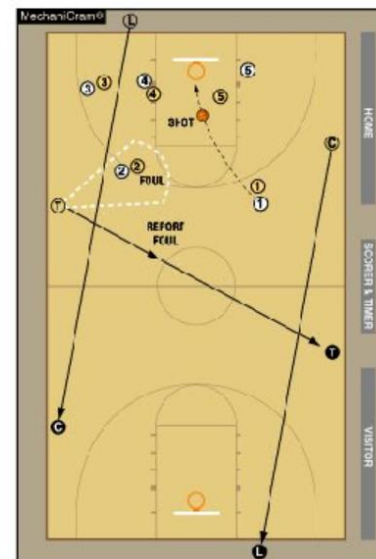
Trail Opposite Calls Foul on Offense, Free Throws

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 down court and becomes the new lead. The old lead moves down court and becomes the new center.

REPORTING FOULS & SWITCHING

TRAIL OPPOSITE CALLS FOUL ON OFFENSE, FREE THROWS

[p.184]



REPORTING FOULS & SWITCHING

TRAIL OPPOSITE CALLS FOUL ON OFFENSE, FREE THROWS

[p.184]

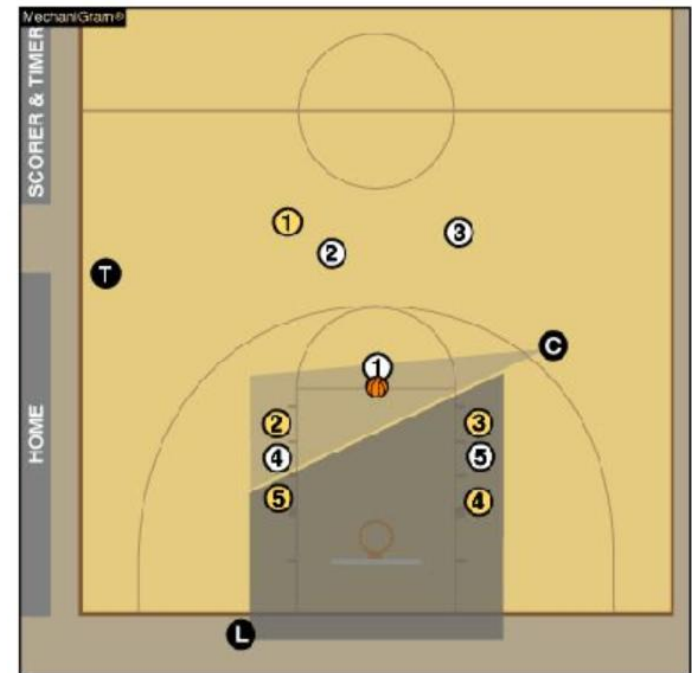


Coverage

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

FREE THROWS COVERAGE

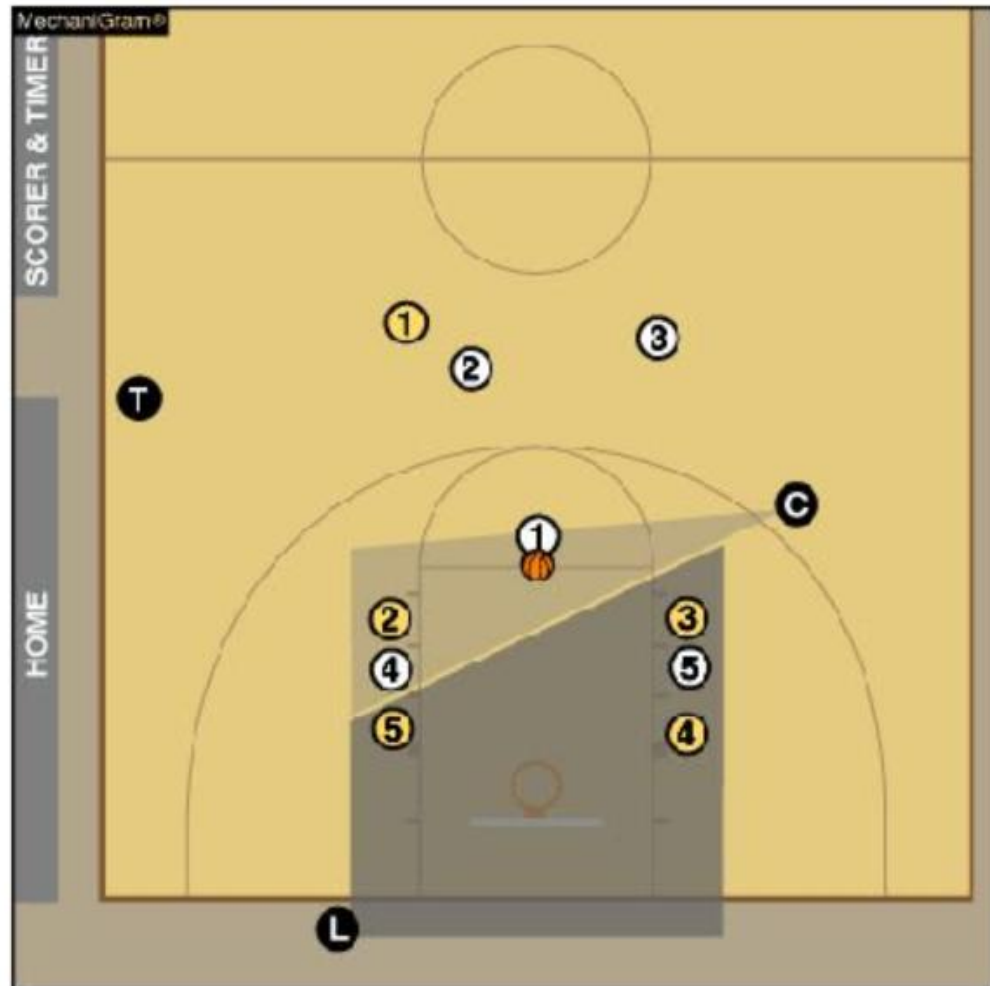
[p.187]



FREE THROWS

COVERAGE

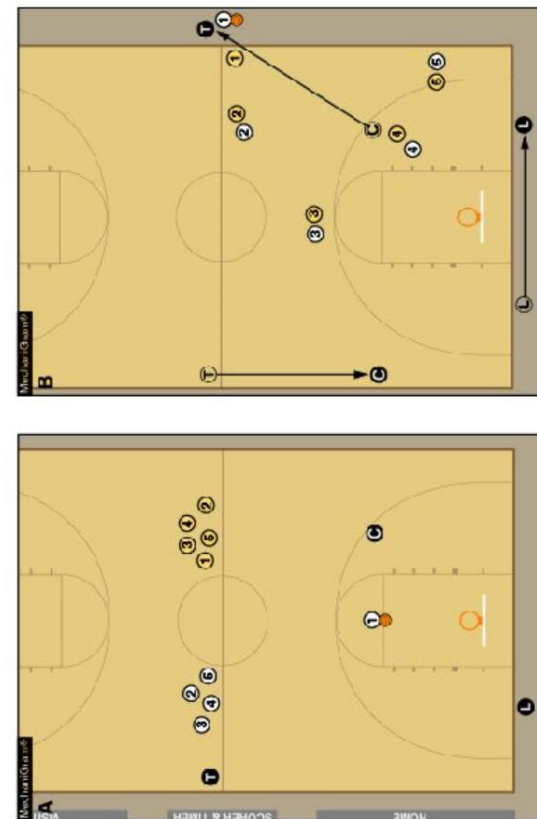
[p.187]



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-thrower 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.

FREE THROWS TECHNICAL FOUL [p.190]



FREE THROWS

TECHNICAL FOUL

[p.190]

