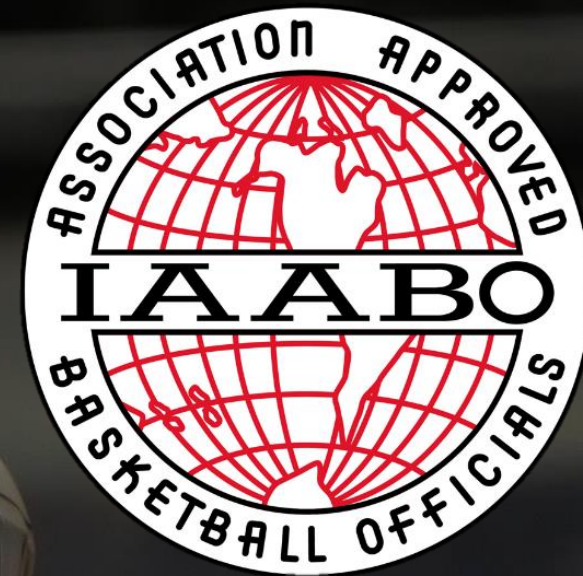
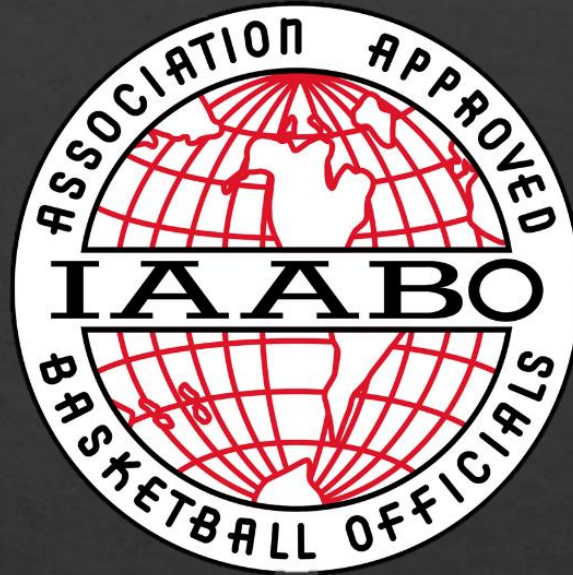


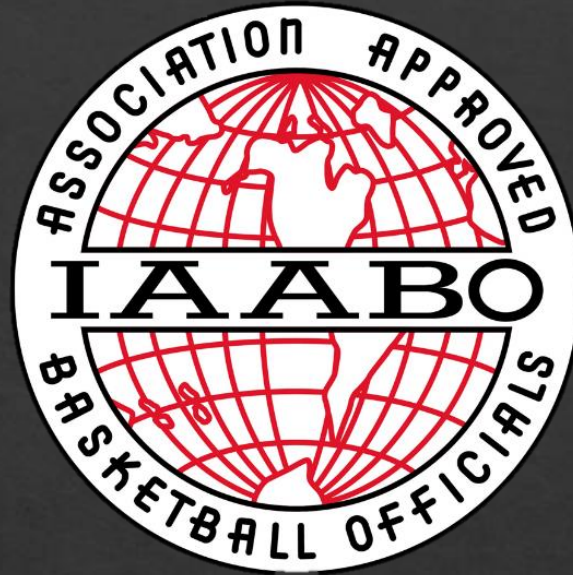
One rule, one interpretation



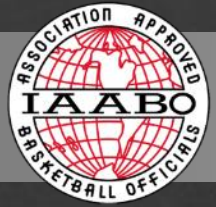
Crew of Three Manual



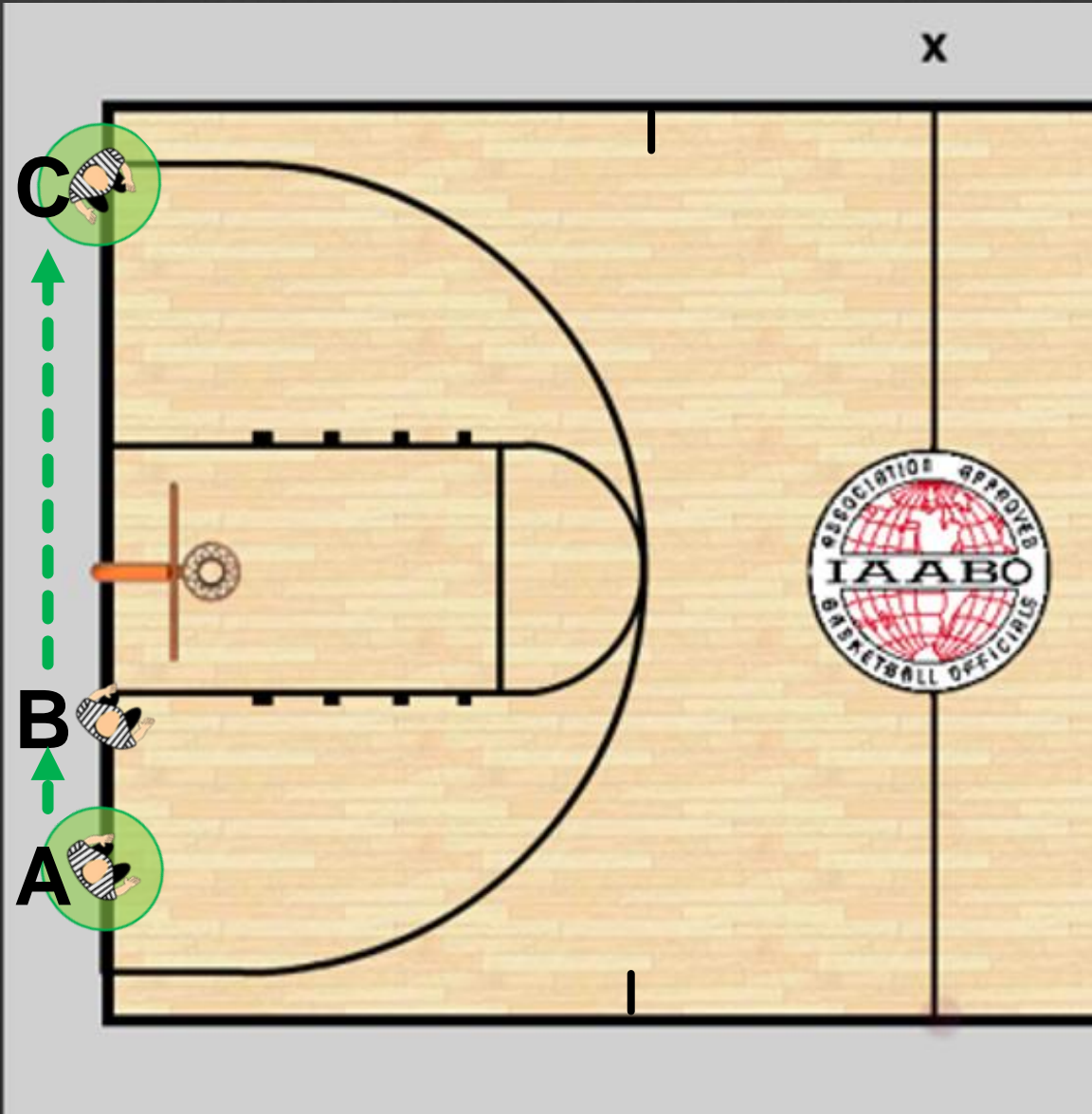
STUDY THE CREW OF THREE MANUAL, THE THIRD SECTION IN OUR NEW IAABO HANDBOOK.



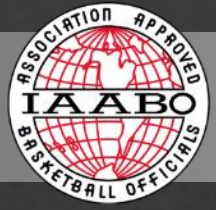
GLOSSARY OF TERMS



A-B-C COVERAGE

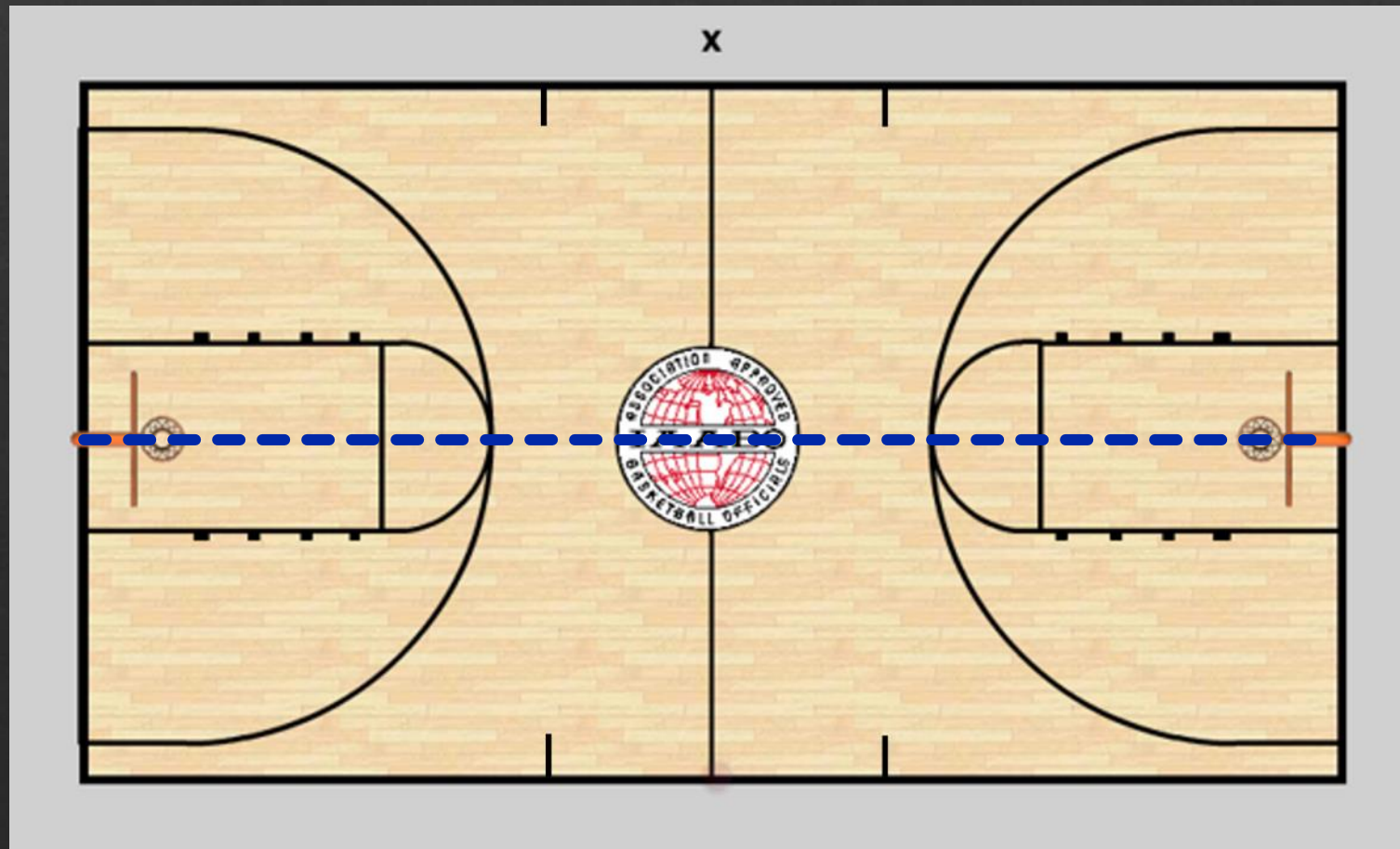


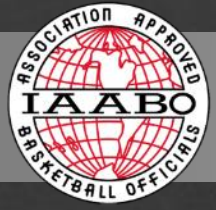
A-B-C coverage: The process (movement) and guide (ball and player location) for the Lead official's positioning



BASKETLINE

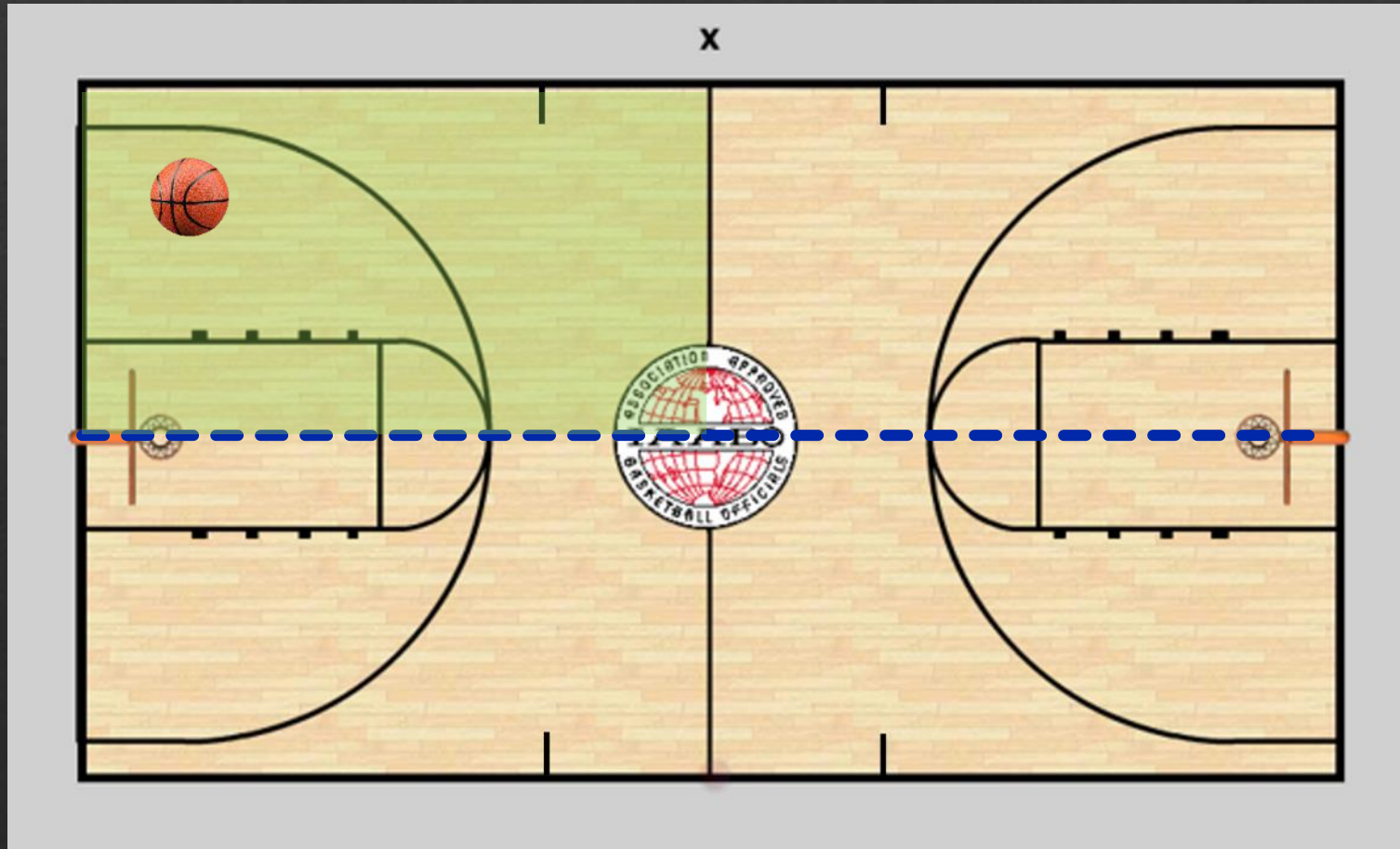
Basketline: The imaginary line that divides the court in half from endline to endline, running through the center of each basket.

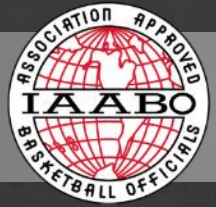




BALLSIDE

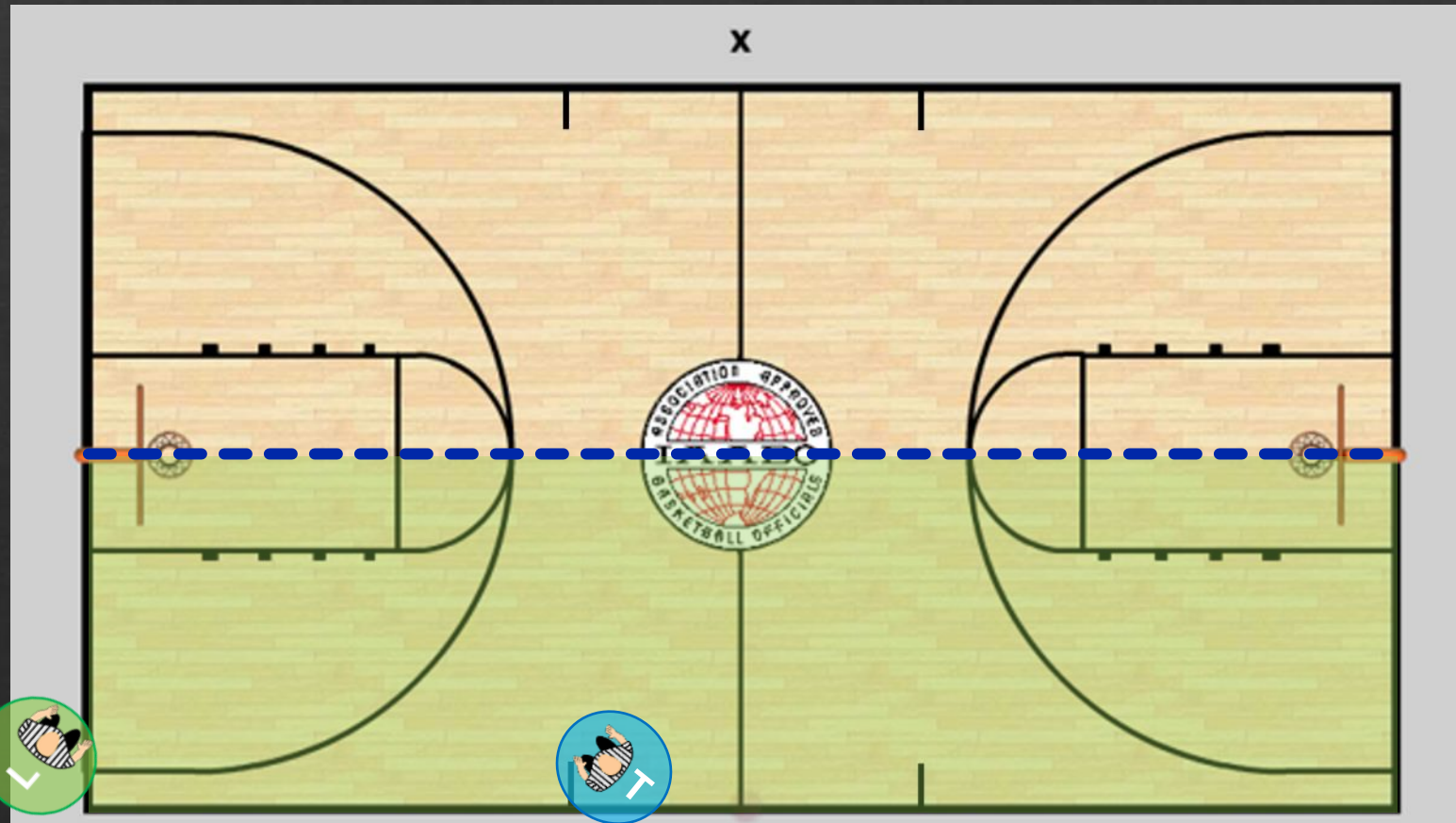
Ballside: In a team's normal frontcourt alignment, the side of the basketline where the ball is located.

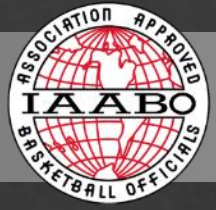




STRONG SIDE

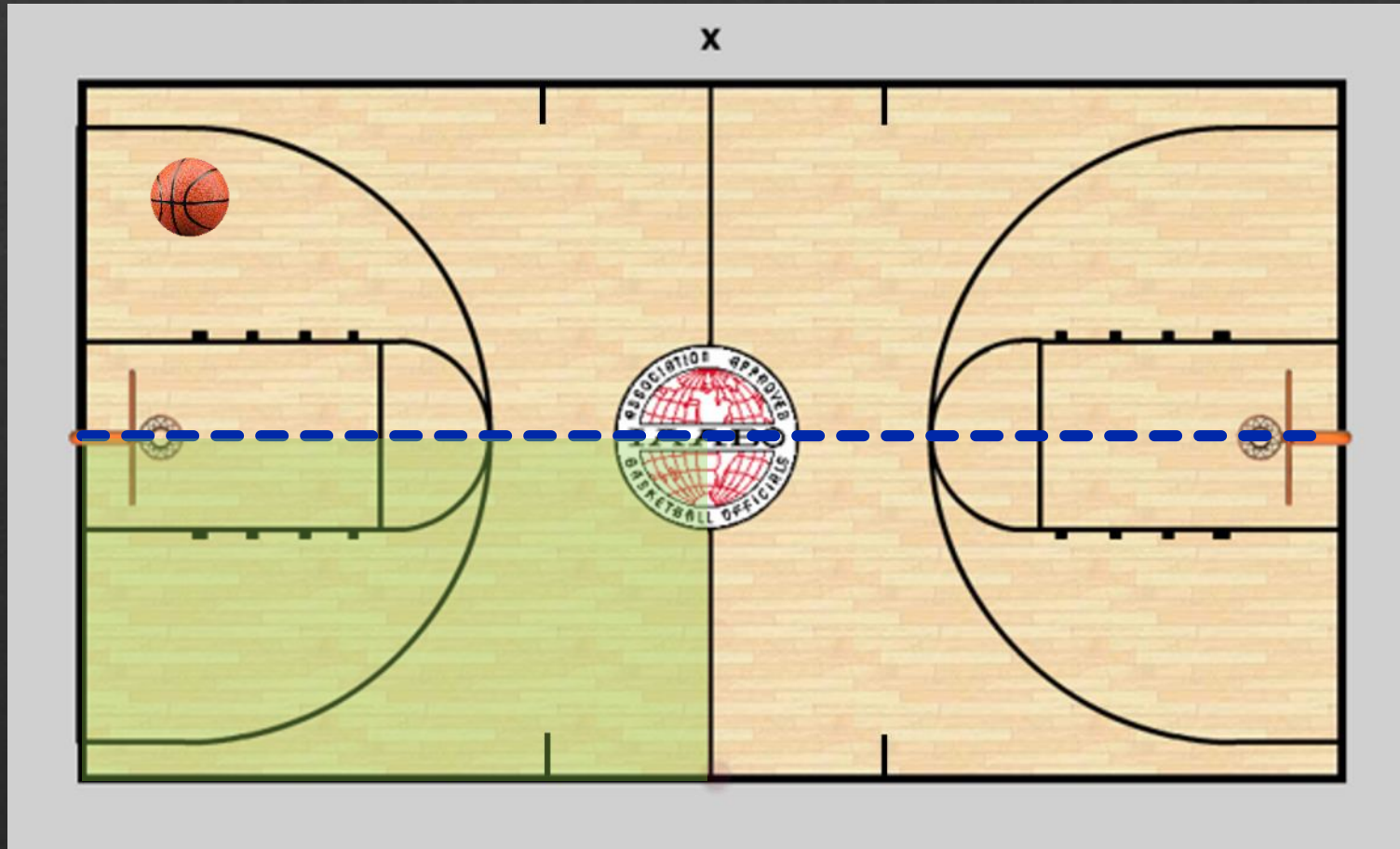
Strong side: The side of the basketline where the Trail and Lead are positioned, providing increased coverage.

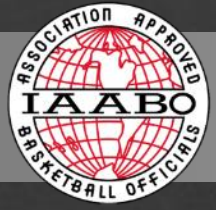




WEAKSIDE

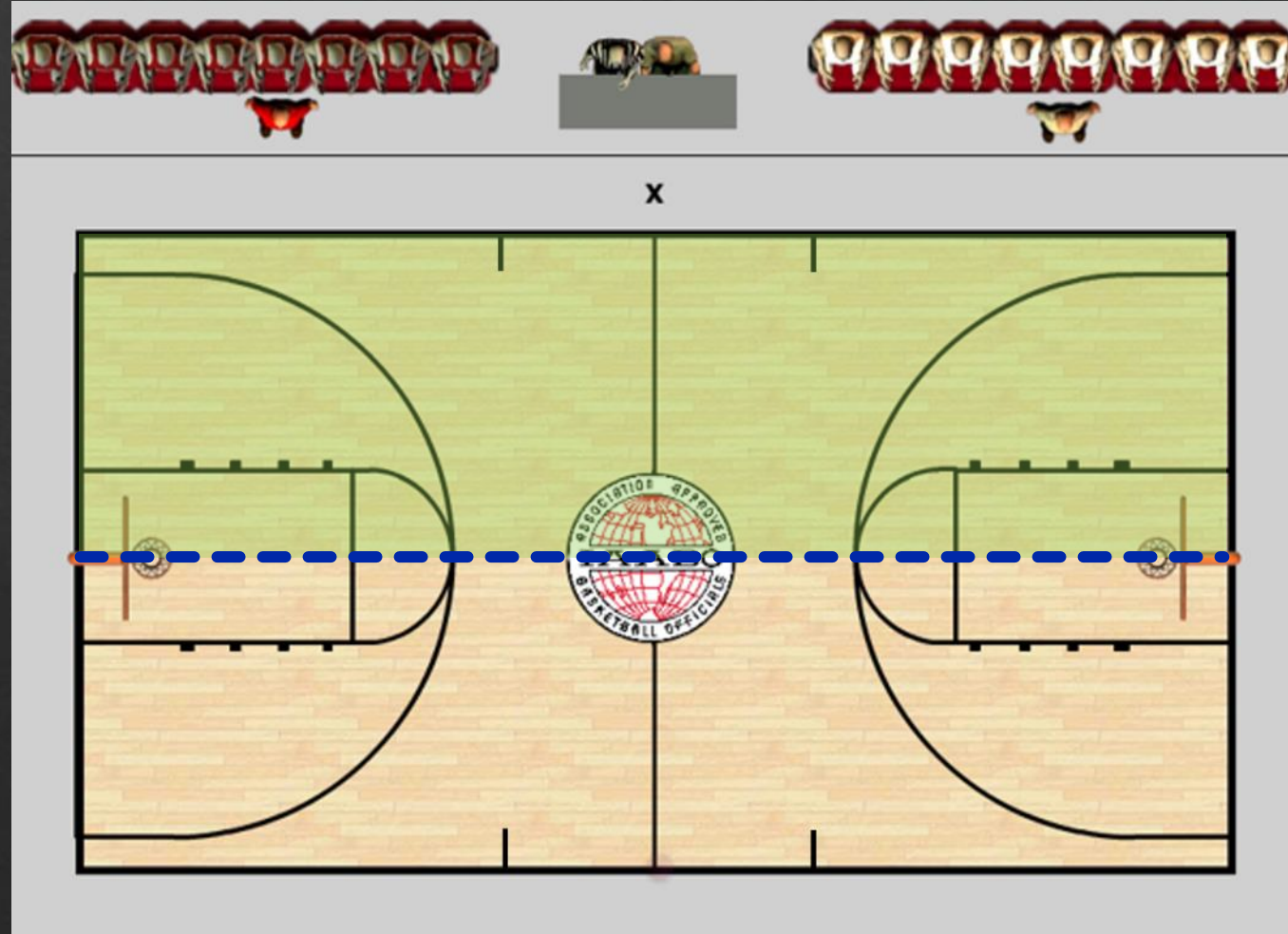
Weakside: In a team's normal frontcourt alignment, the side of the basketline opposite to where the ball is located.

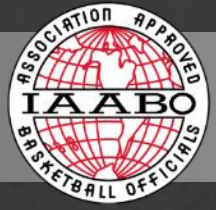




TABLESIDE

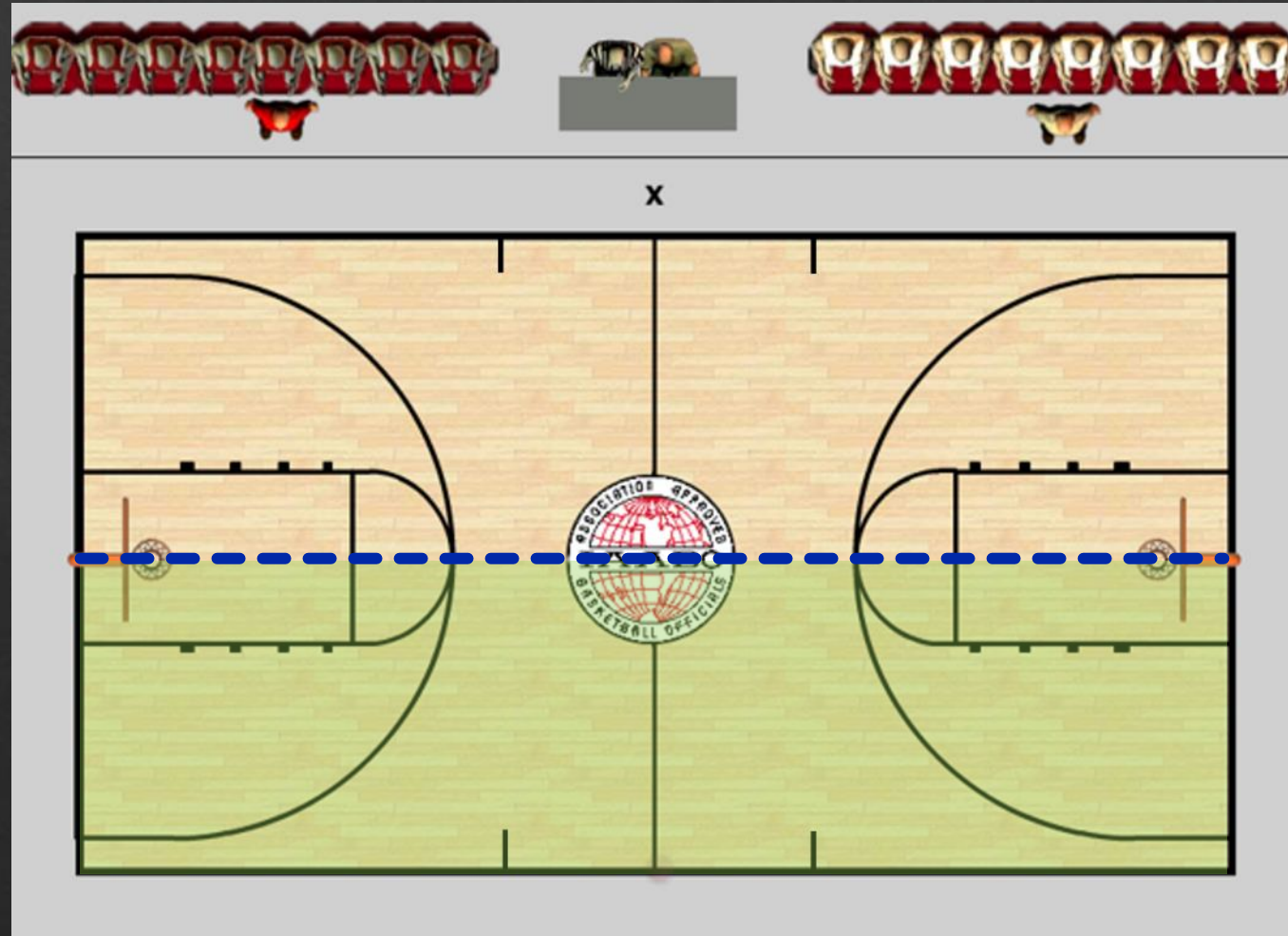
Tableside: The side of court where the scorer's table is located.

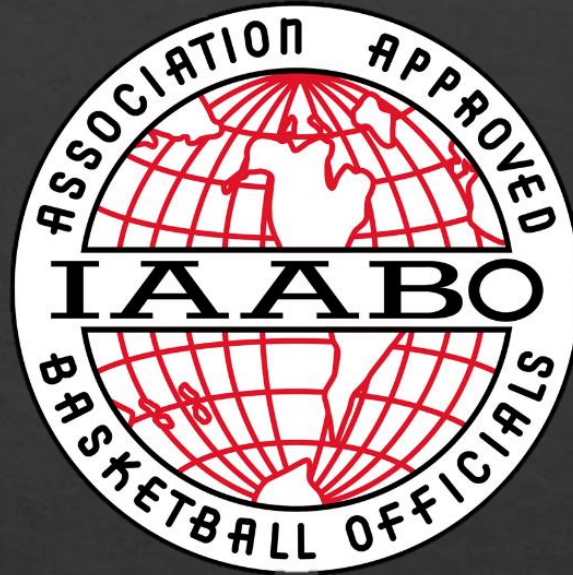




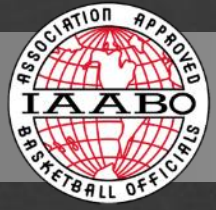
OPPOSITE SIDE

Opposite side: The side of court opposite the scorer's table.





STRAIGHT-LINE VS. OPEN/V-ANGLE VIEW



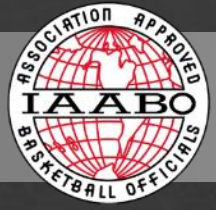
STRAIGHT-LINED VS. OPEN/V-ANGLE VIEW

Being in the correct position is critical to making accurate rulings.



If this is your view on the floor, then you are “straight-lined” or have what is called a “closed look” of the play.

This is **NOT** a good position to observe and rule on contact between the two players.



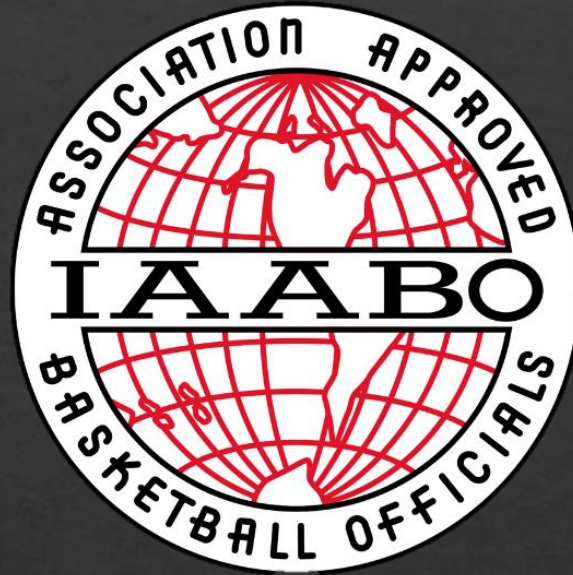
STRAIGHT-LINED VS. OPEN/V-ANGLE VIEW

Being in the correct position is critical to making accurate rulings.

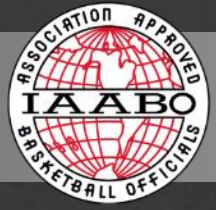
If this is your view on the floor, then you have an “open angle” or “v-angle” look between players.



This is a good position to observe and rule on contact between the two players.



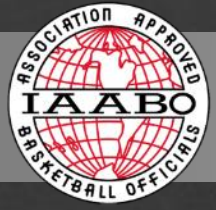
BASIC POSITIONING AND COVERAGE RESPONSIBILITIES



OFFICIATING CREW



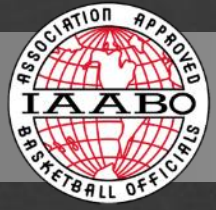
1. All 3 officials must be aware of ball, players and officiating partners locations.
2. Rule on closely guarded, 3 seconds and 3-point attempts within PCA.
3. Must be alert and communicate during times when the ball is dead.
4. Must consistently apply the concept of eye contact with partners.



THE LEAD OFFICIAL



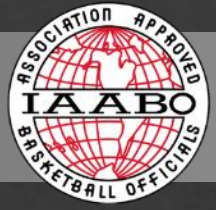
1. Is normally ahead of the ball and the play.
2. Is responsible for rulings involving his/her PCA and the nearest endline; provides sideline help when there is a backcourt throw-in.
3. Should apply the A-B-C technique (wide, close down, move to ballside) to improve coverage.
4. Should have depth on the endline if possible.



THE CENTER OFFICIAL

1. Takes a position at the free throw line extended and near the sideline.
2. May initiate rotations.
3. Responsible for the nearest sideline coverage, endline to endline.
4. Applies the “close down toward the endline” mechanic on a try for goal and on a final free throw.
5. Shares responsibility for basket interference, goaltending and backboard rulings with [Trail](#).

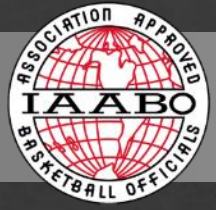




THE CENTER OFFICIAL

6. Is responsible for rulings involving his/her PCA.
7. Should not retreat in anticipation of transition – **STAY PUT WHEN THE BALL GOES THROUGH THE HOOP.** Progress as the ball progresses.
8. Is responsible for coverage across the court during transition play.



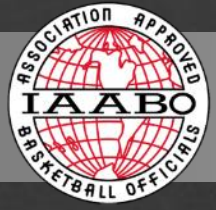


THE TRAIL OFFICIAL

1. Takes an initial starting position at or near the 28' line near the sideline, when the ball is located in the frontcourt.
2. When the ball/players are in the midcourt area, the Trail official should position, adjust, and work more toward the division line.



3. Responsible for the nearest sideline coverage, endline to endline.
4. Applies the “close down toward the endline” mechanic on a final free throw to improve rebound coverage.

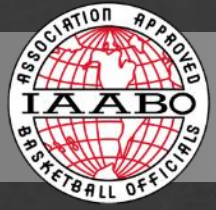


THE TRAIL OFFICIAL

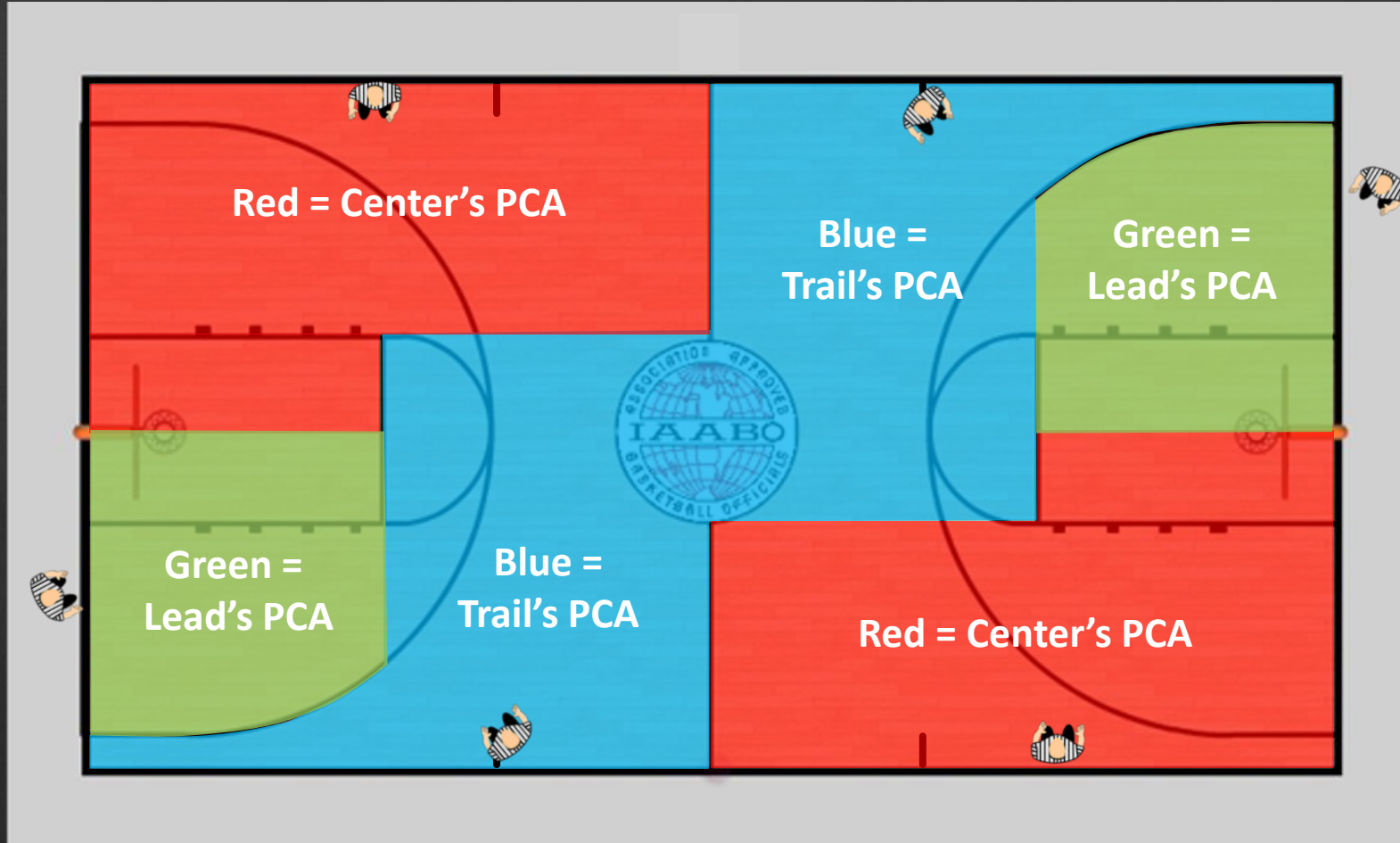
5. Shares responsibility for basket interference, goaltending and backboard rulings with **Center**.
6. Responsible for rulings involving his/her PCA, the division line and nearest sideline.



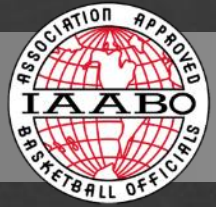
7. Applies the “close down toward the endline” mechanic on tries for goal, rather than retreating in anticipation of transition or moving prematurely from the **Trail** to **Lead** position with his/her back turned to the play.



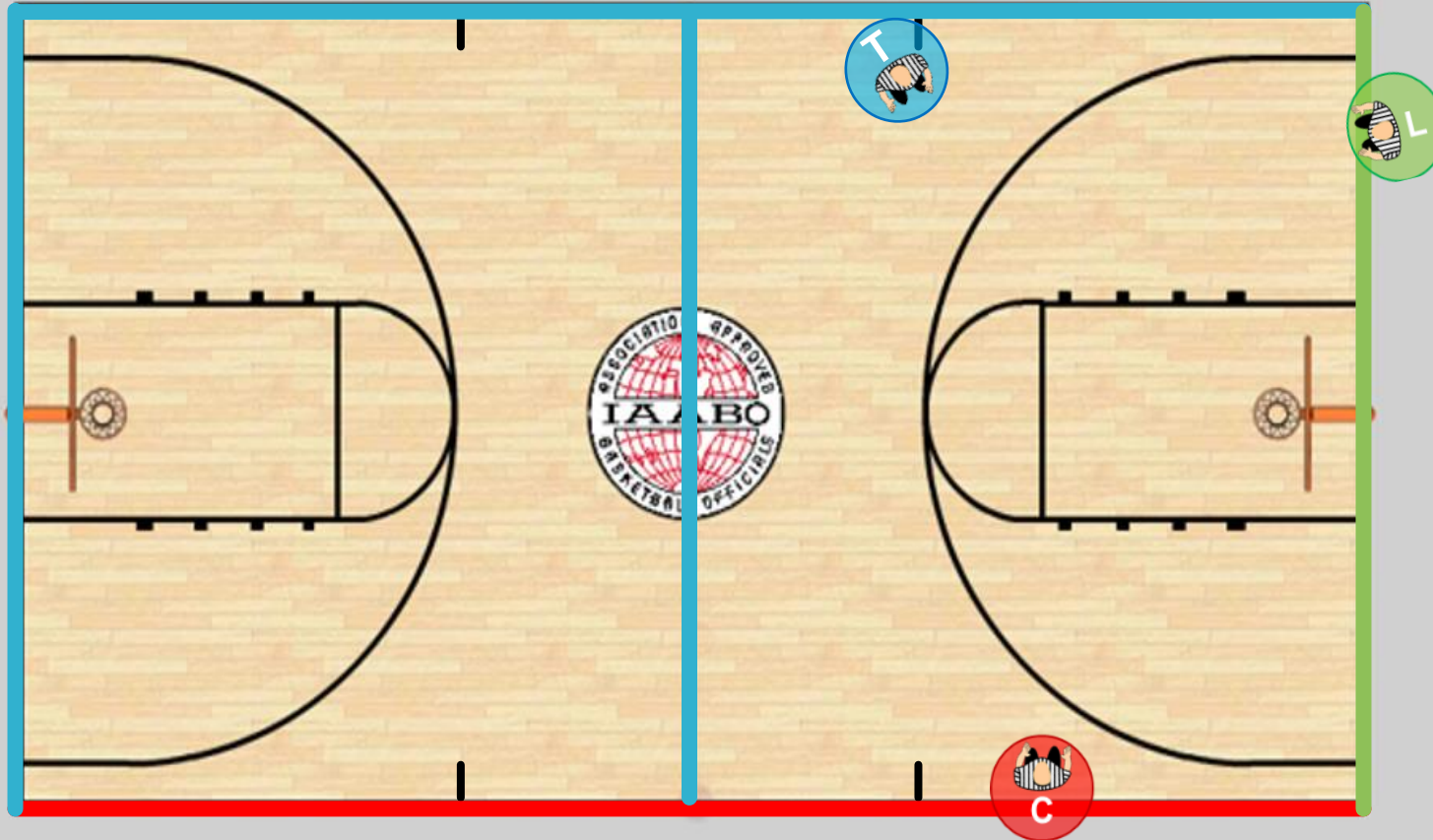
PRIMARY COVERAGE AREAS (PCAs)



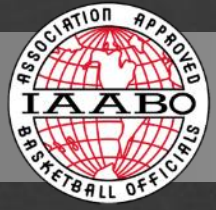
At times a play may necessitate a crew member to expand his or her field of vision beyond the designated PCA.



LINE COVERAGE



Just as each official has a specific PCA, so does each official have specific line coverage responsibilities.

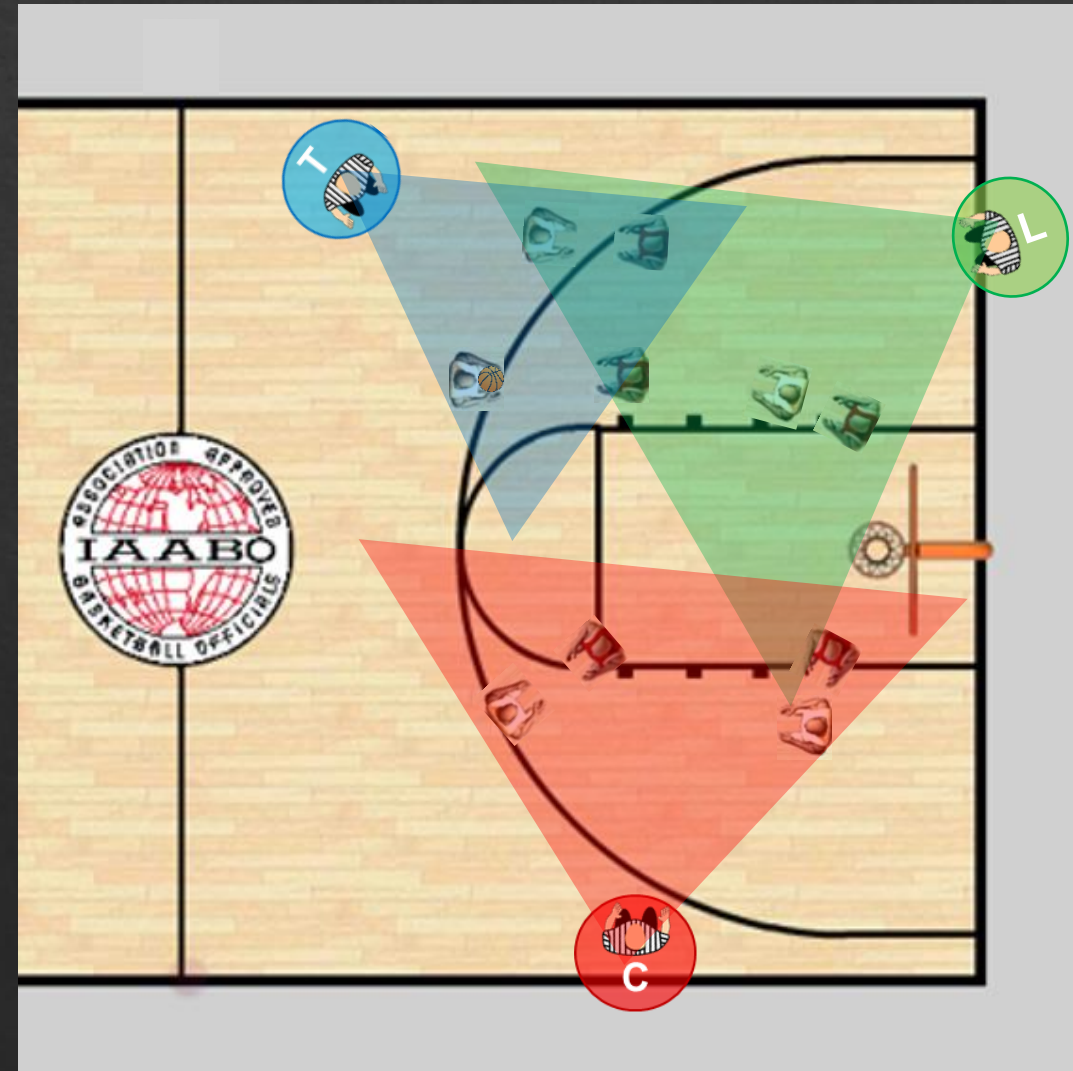


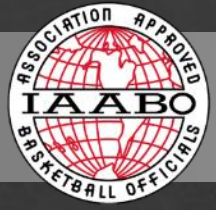
DUAL COVERAGE AREA

Overlapping Fields of Vision

At times, location of the ball and movement of many players in a precise and well-defined area may cause an overlap or extension of field of vision.

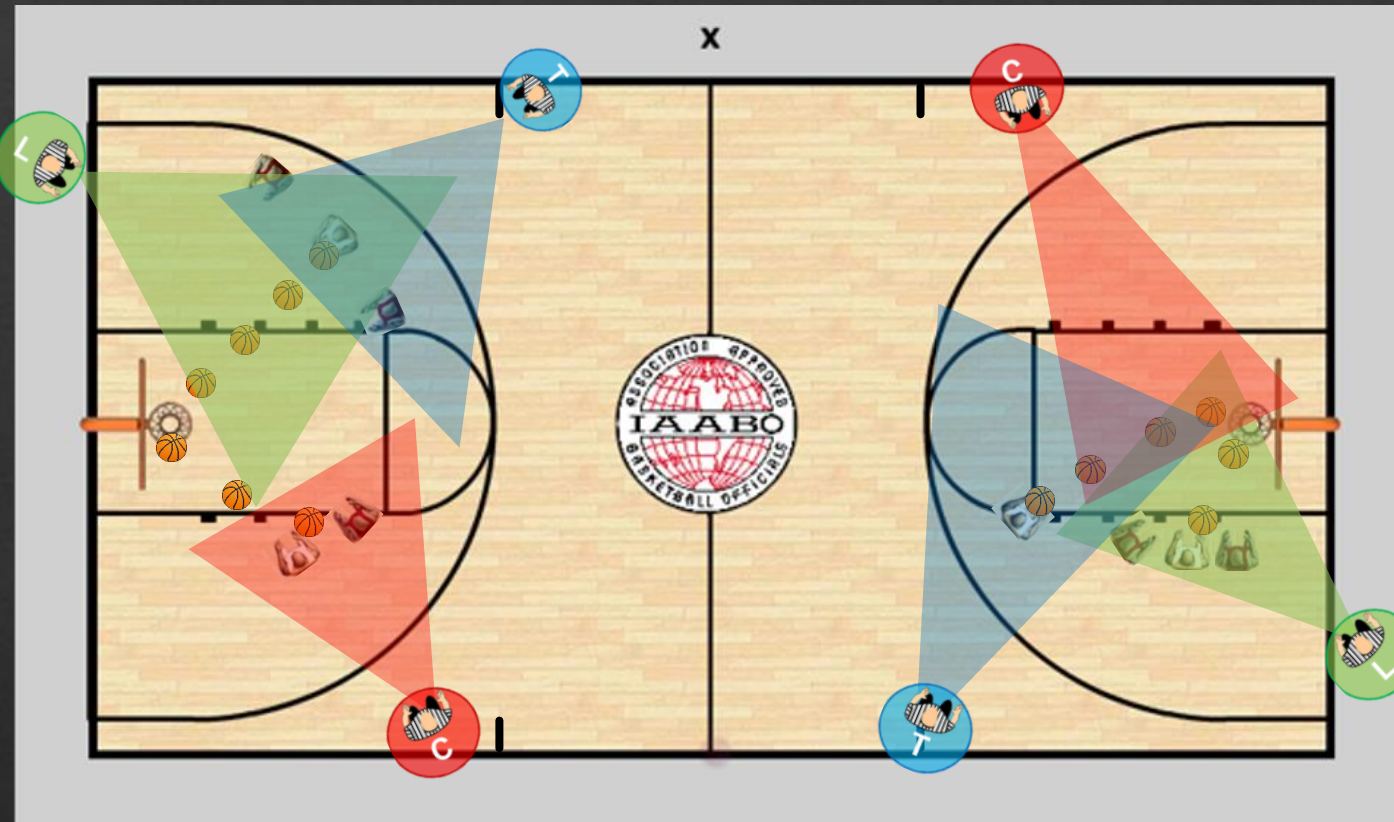
When fields of vision overlap, double whistles may occur and are acceptable.





REBOUND COVERAGE

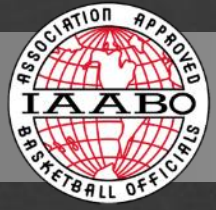
Strongside Attempts



Lead's coverage includes the attempt and strongside rebounds.

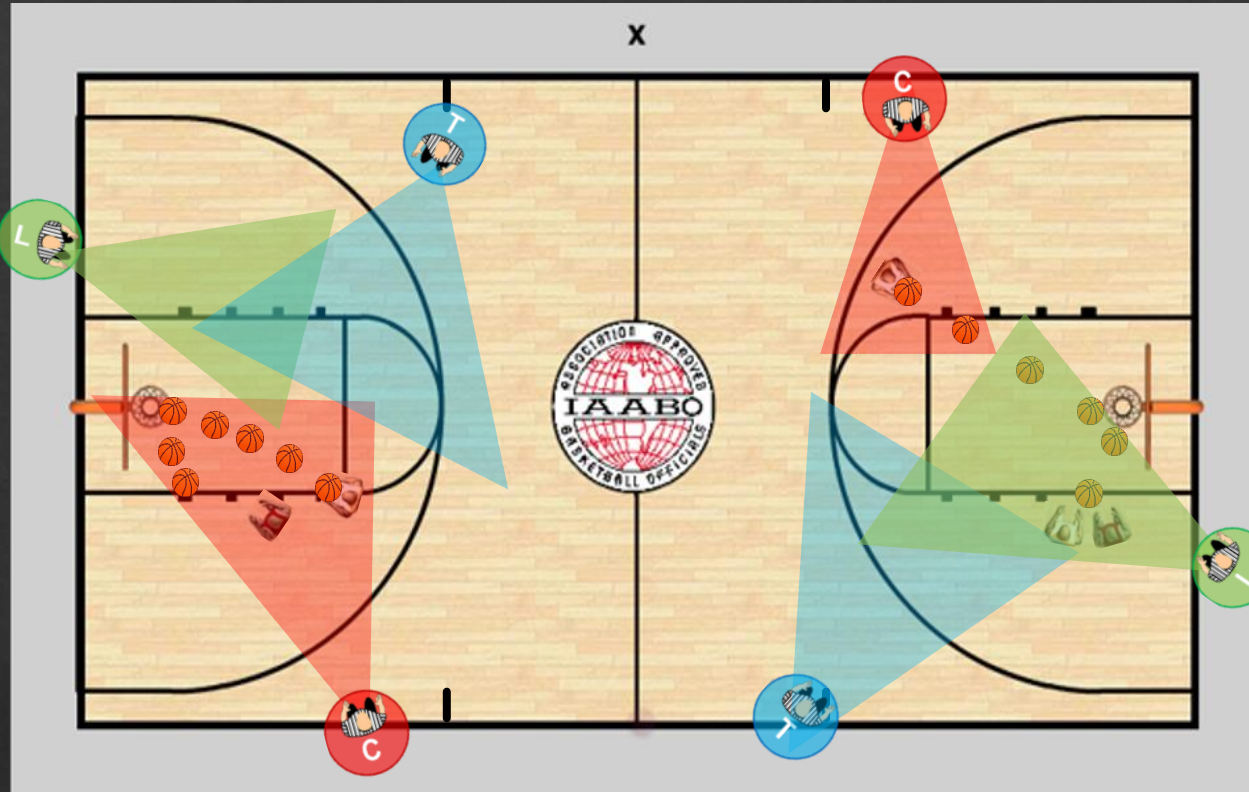
Center's coverage includes basket interference, goaltending, weakside rebounds and put-backs.

Trail's coverage includes the attempt, basket interference, goaltending and perimeter rebounds.



REBOUND COVERAGE

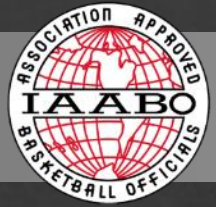
Weakside Attempts



Lead's coverage includes perimeter rebounds.

Center's coverage includes attempts, basket interference, goaltending, weakside rebounds and put-backs.

Trail's coverage includes an basket interference, goaltending and perimeter rebounds.

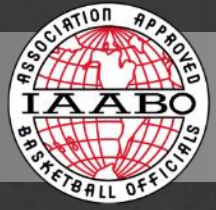


3-POINT GOAL ATTEMPTS

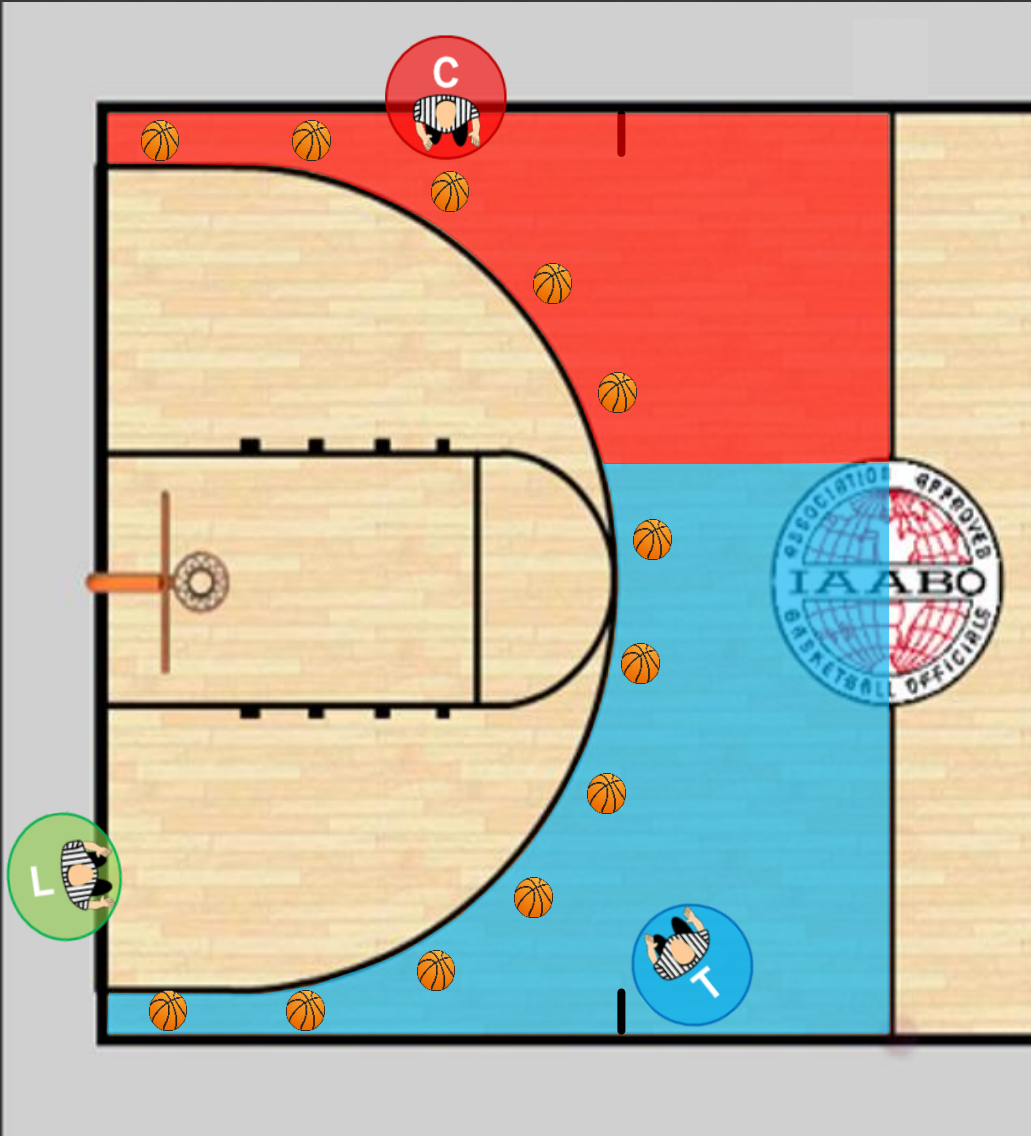
1. On an attempted 3-point goal, the covering official will signal by extending one arm at head level with three fingers extended.
2. It is recommended the official signal the 3-point attempt using the arm closest to the division line.



3. If the attempt is successful, the official will raise both arms straight up with palms facing each other.
4. The **Trail** and **Center** officials shall mirror all successful 3-point signals.



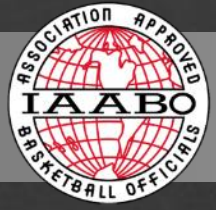
3-POINT GOAL COVERAGE



When **Trail** signals a successful 3-point goal, **Center** must mirror signal.

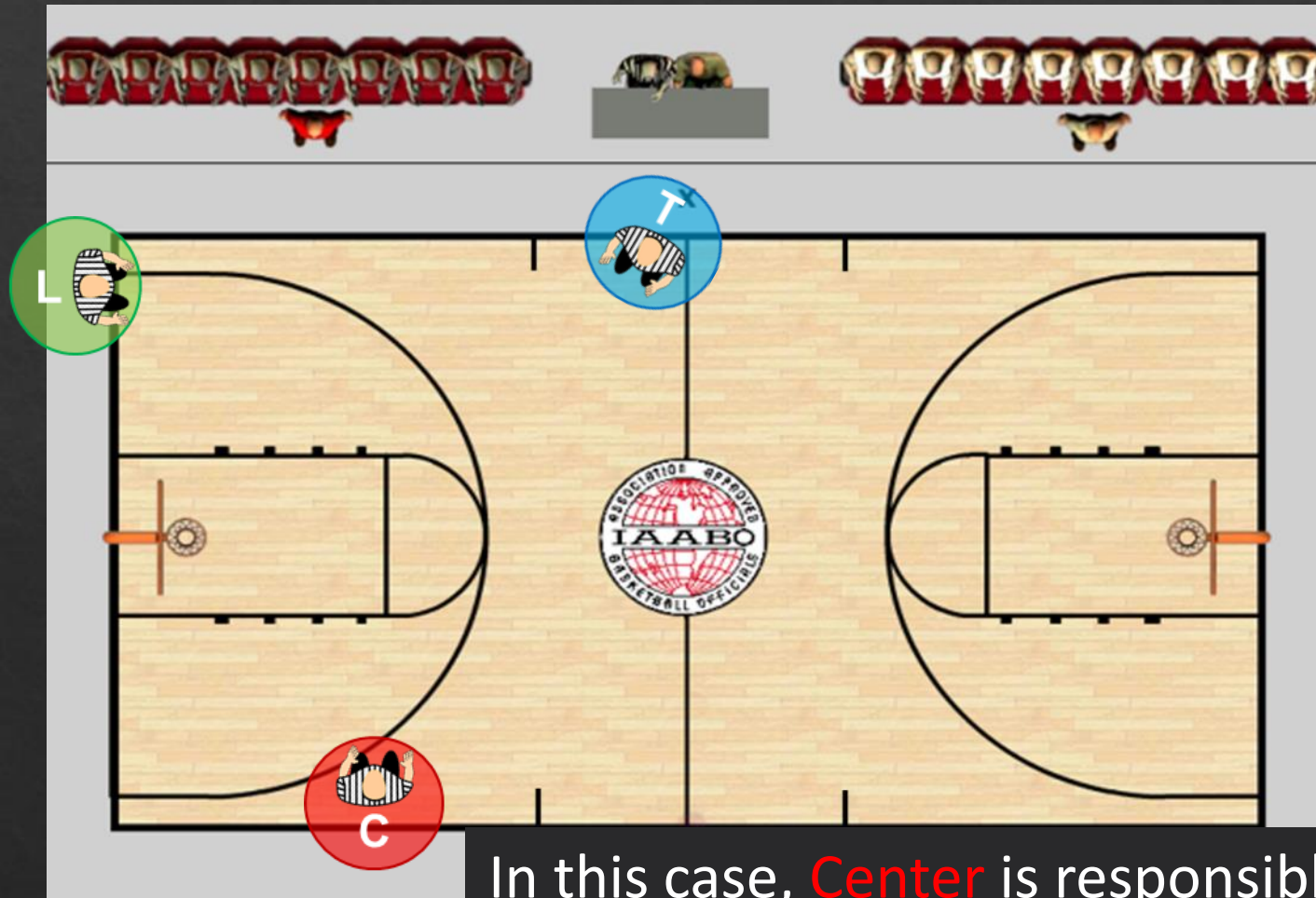
When **Center** signals a successful 3-point goal, **Trail** must mirror signal.

Lead has responsibility to assist in signaling a 3-point try in transition during fast break or any unusual situation when **Trail** or **Center** cannot provide needed coverage to observe try.

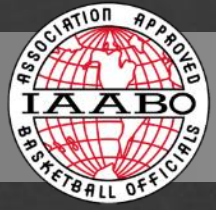


LAST SECOND TRY FOR GOAL

The **Center** or **Trail** official opposite the scorer's table is responsible for the last second try.



In this case, **Center** is responsible for last second try.

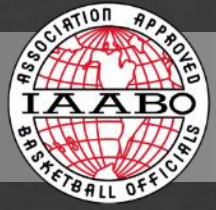


LAST SECOND TRY FOR GOAL

The **Center** or **Trail** official opposite the scorer's table is responsible for the last second try.



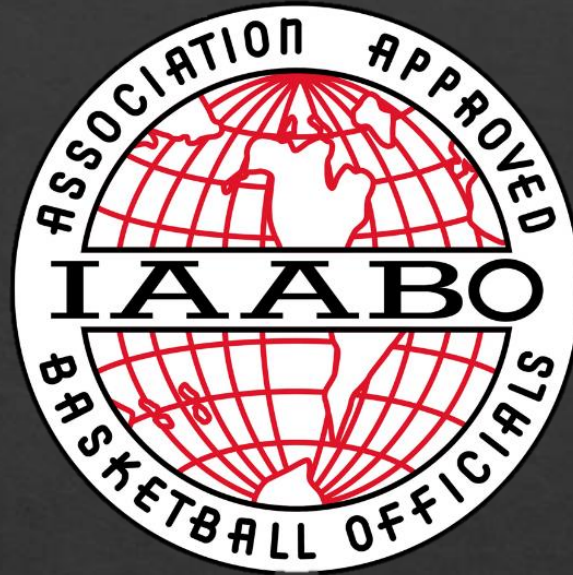
In this case, **Trail** is responsible for last second try.



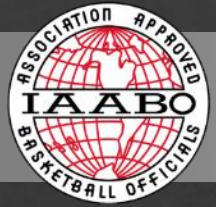
LAST SECOND TRY FOR GOAL

It is suggested that the official responsible for the last second try acknowledge responsibility to his or her partners by placing a hand on his/her chest.



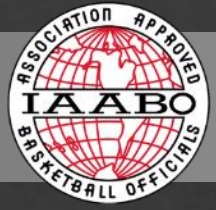


PRESS COVERAGE



PRESS COVERAGE

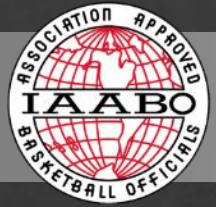
	Trail Official
Primary Responsibility	10-second backcourt count
	Initial primary matchup after throw-in
Position Adjust	Remain behind the play to observe any potential screens or defensive taps



PRESS COVERAGE

Stay put when the ball goes through the hoop and analyze the defense before moving

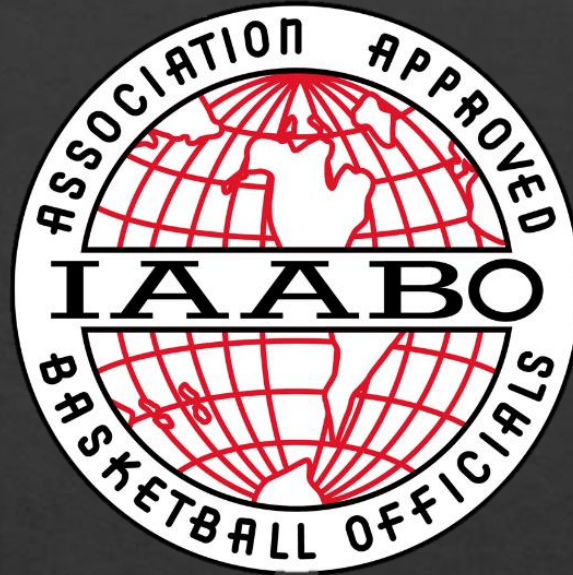
	Trail Official	Center Official
Primary Responsibility	10-second backcourt count	Help with division line and backcourt violations
	Initial primary matchup after throw-in	Help with play on the opposite side of the court
Position Adjust	Remain behind the play to observe any potential screens or defensive taps	Be off the court keeping the majority of the players in your part of the triangle
		Move with players as the play transitions from backcourt to frontcourt



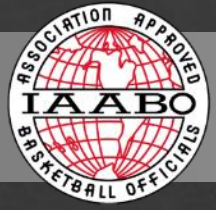
PRESS COVERAGE

Stay put when the ball goes through the hoop and analyze the defense before moving

	Trail Official	Center Official	Lead Official
Primary Responsibility	10-second backcourt count	Help with division line and backcourt violations	Out-of-bounds plays on the sideline opposite the Trail
	Initial primary matchup after throw-in	Help with play on the opposite side of the court	Responsible for long pass into the frontcourt
Position Adjust	Remain behind the play to observe any potential screens or defensive taps	Be off the court keeping the majority of the players in your part of the triangle	Obtain initial starting positions between the division line and frontcourt free throw line extended, according to player locations
		Move with players as the play transitions from backcourt to frontcourt	Move as necessary to make sure all players are within the triangle and "boxed in"

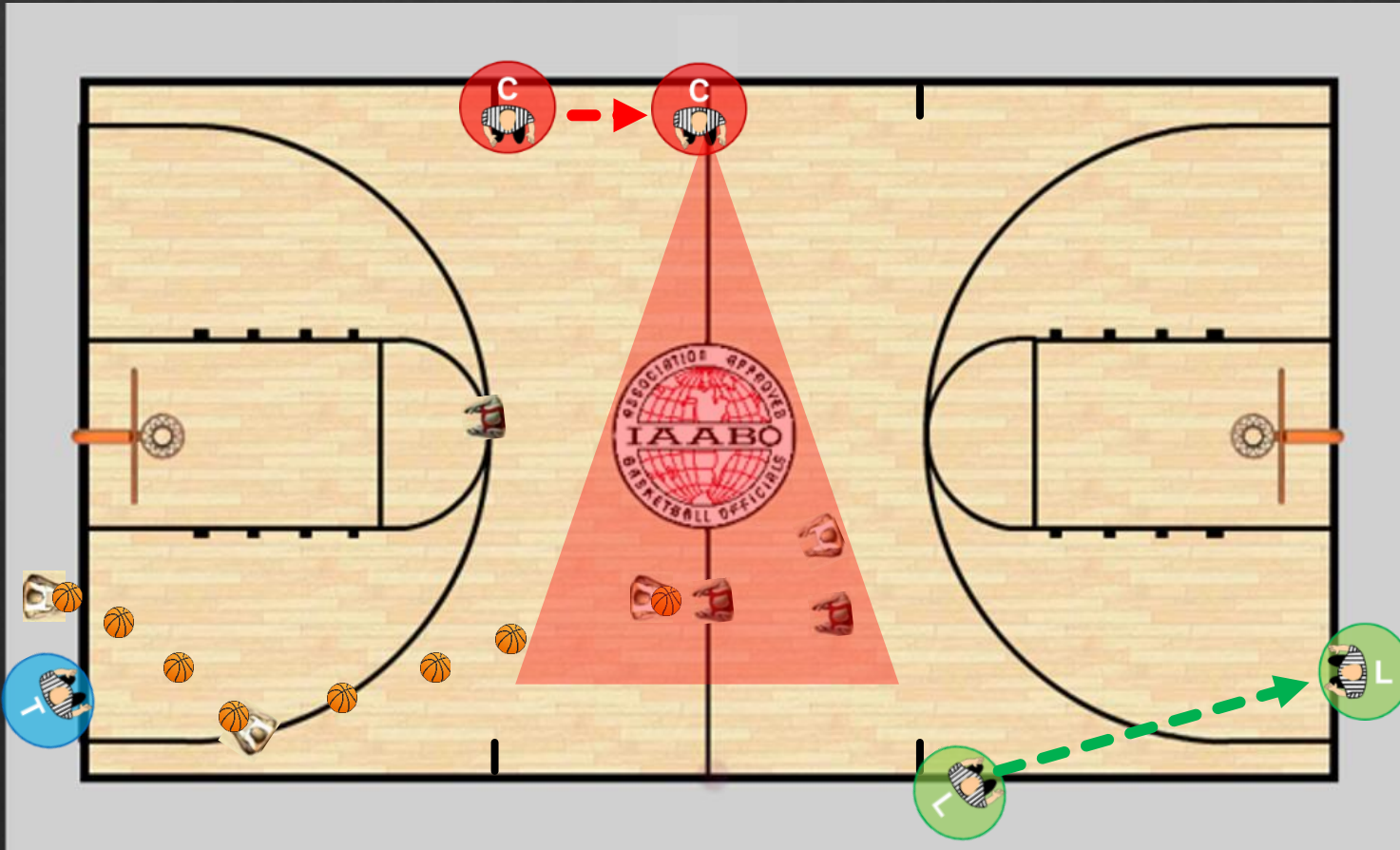


TRANSITION COVERAGE

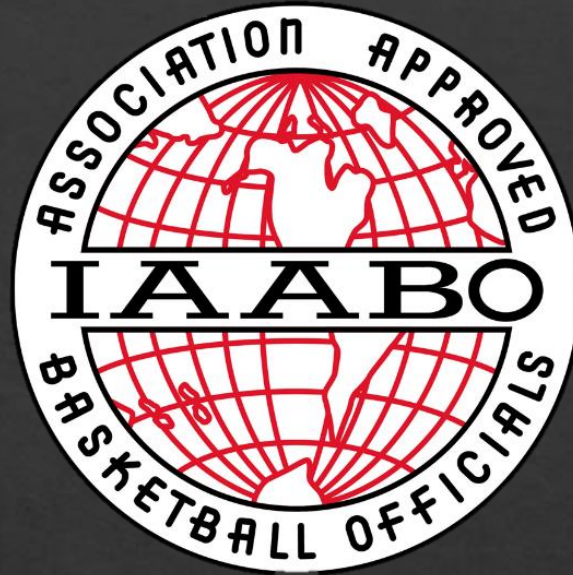


TRANSITION COVERAGE

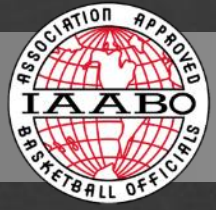
Across court in transition – during backcourt throw-ins and pressure situations



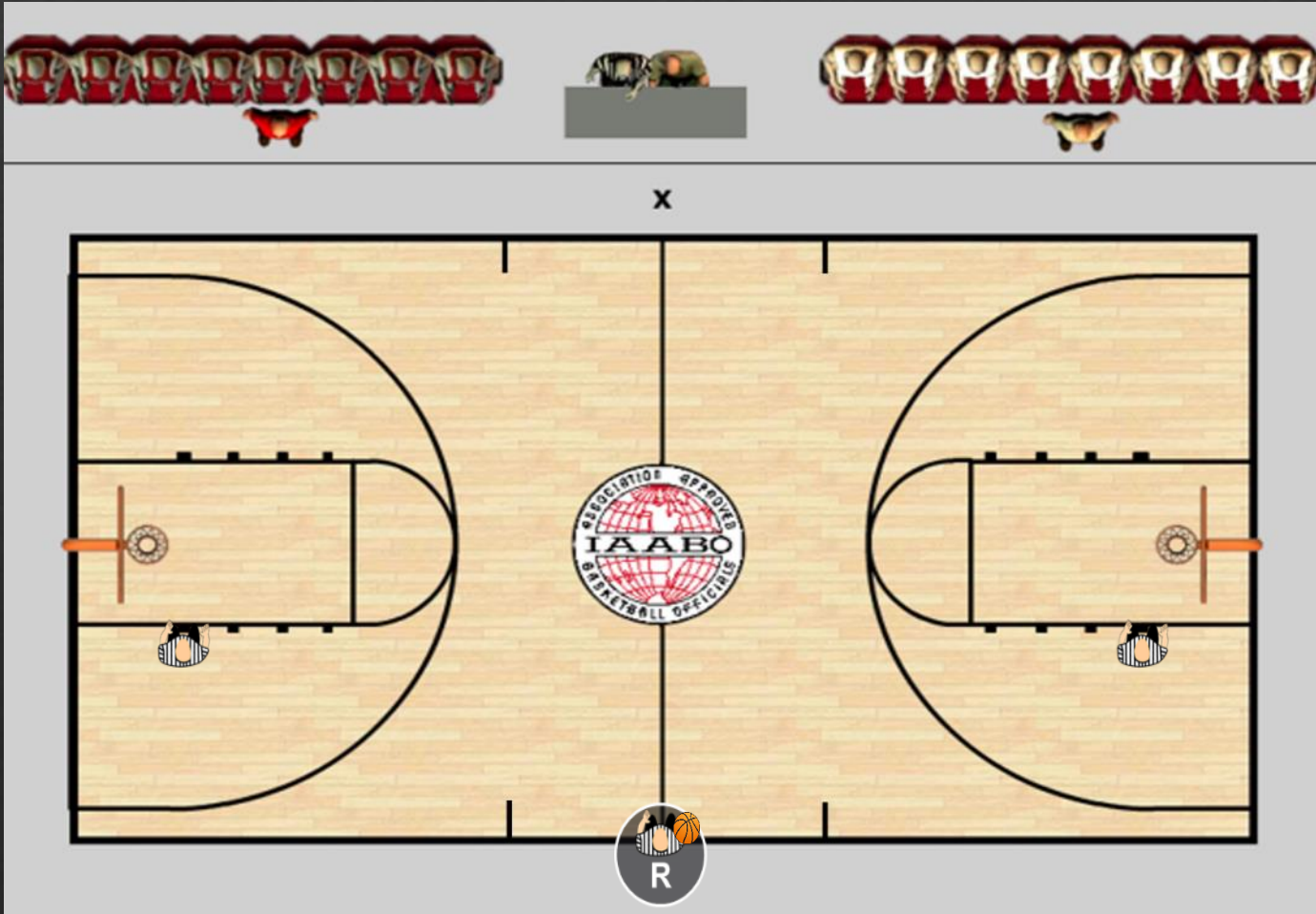
Center must assist **Trail** and **Lead**, as the **Center** frequently has the best position to observe play. This may require that the **Center** making rulings from across the court. When that happens, **Center** should move briskly to site of foul.



JUMP BALL PROCEDURES

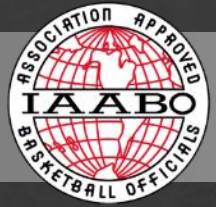


AFTER ANNOUNCEMENTS ARE COMPLETE:

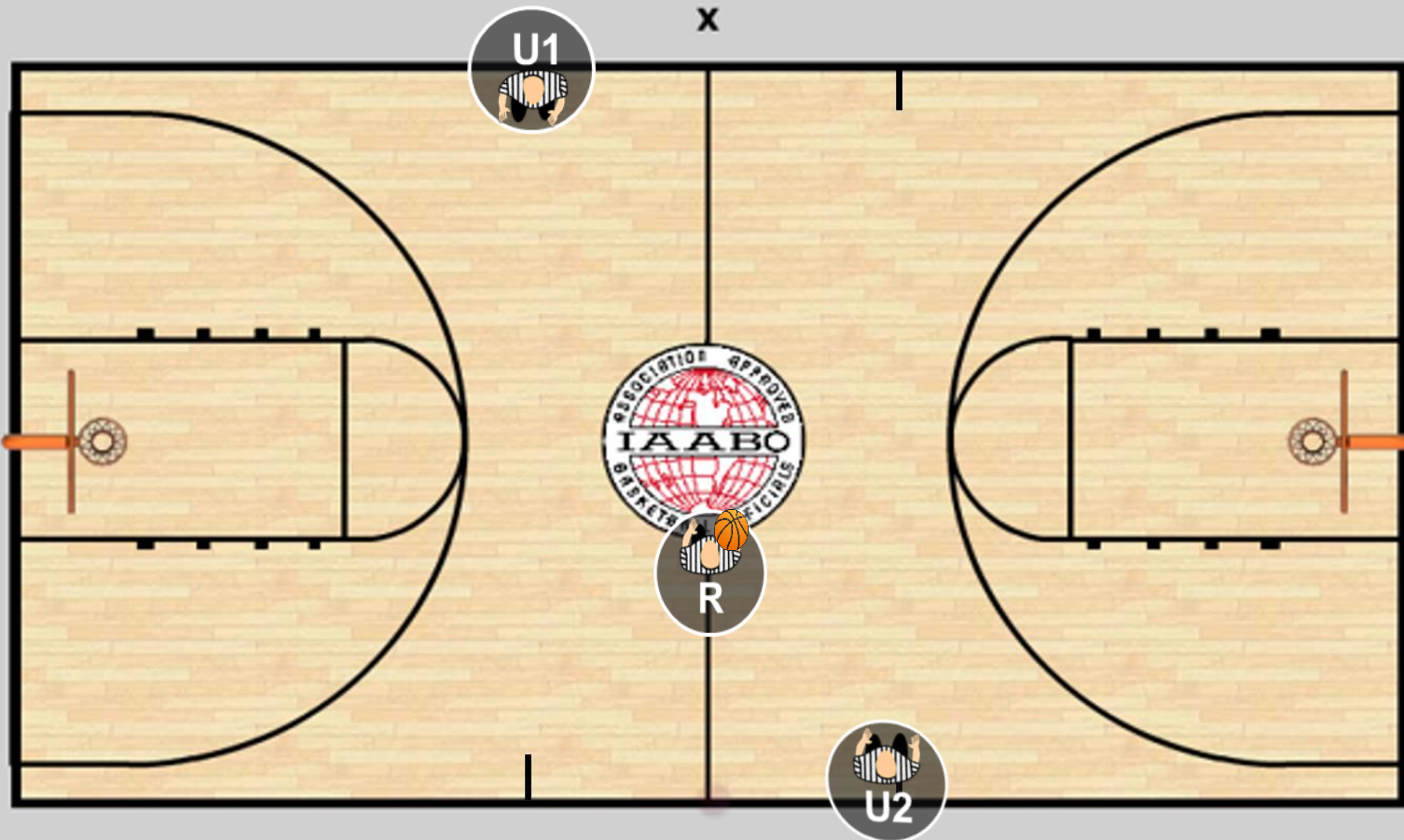
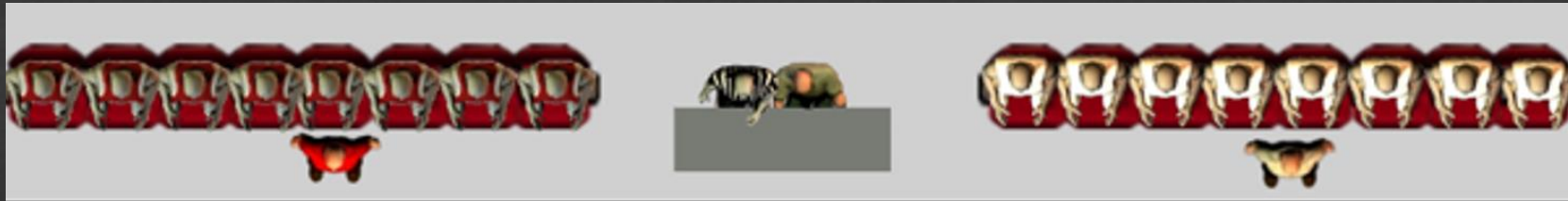


Referee (or designee) shall take a position at the division line, ready to toss.

Umpires 1 and 2 shall take a position on the first free throw lane space mark on opposite side.

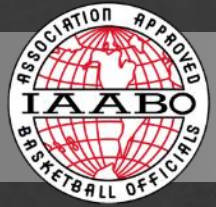


JUMP BALL STARTING POSITION

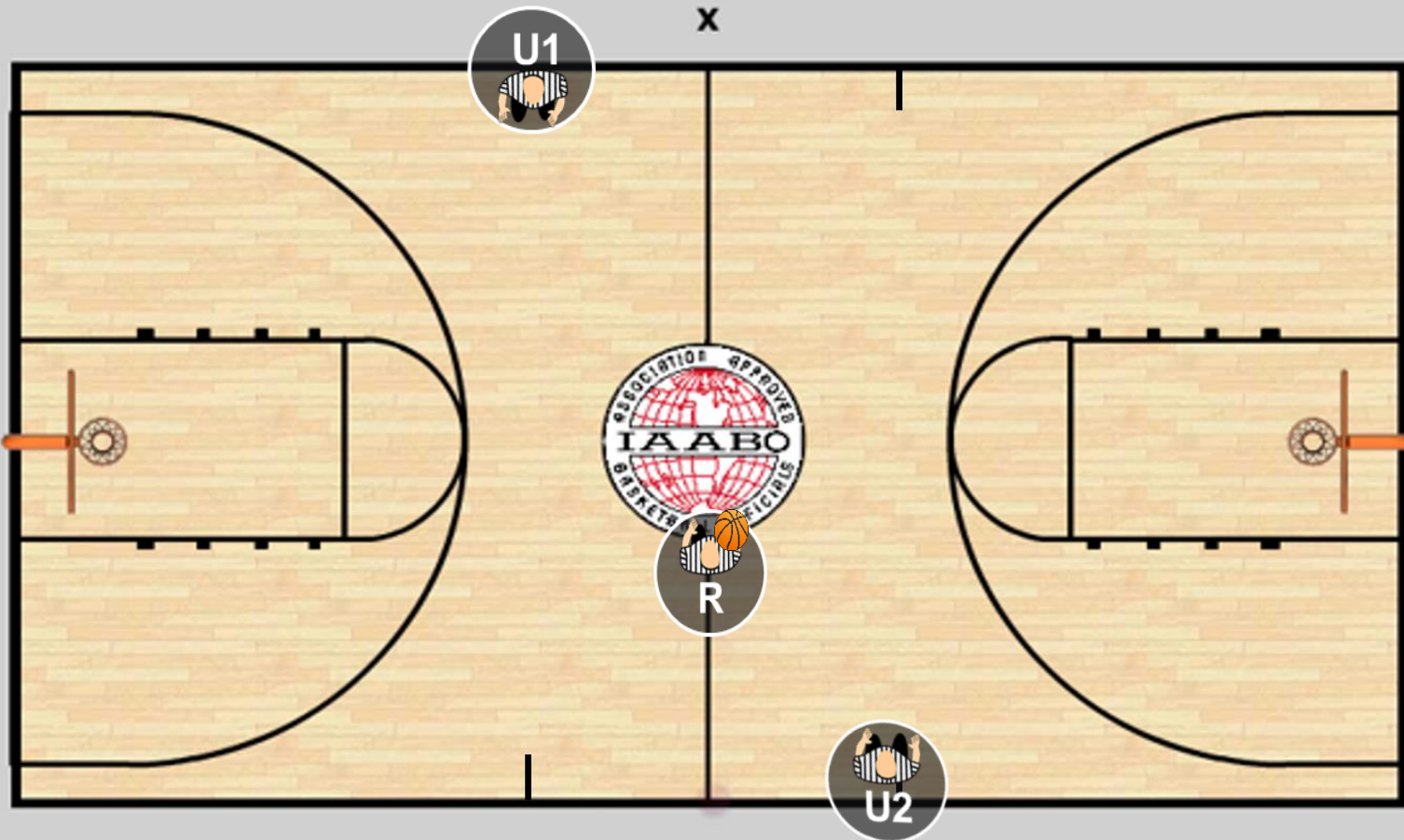


U-1

- Positioned tableside (to R's left)
- Checks table readiness
- Confirms # of home players
- Confirms readiness with R
- Rules on toss
- Rules on jumpers
- Signals to start clock

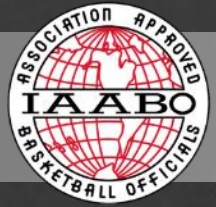


JUMP BALL STARTING POSITION

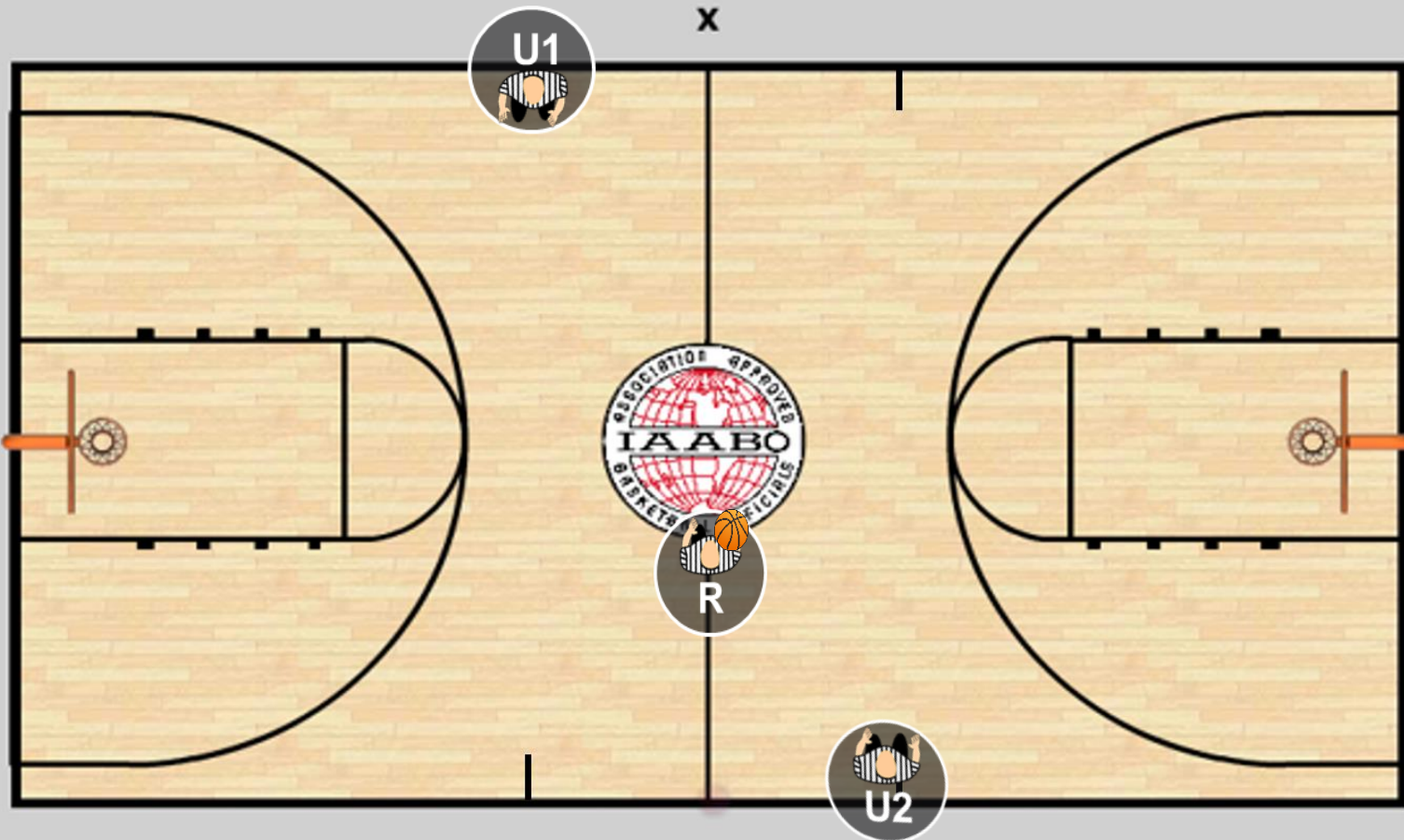


U-2

- Positioned opposite Table
- Confirms # of visiting players
- Confirms readiness with R
- Responsible for 8 non-jumpers

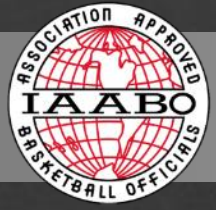


JUMP BALL STARTING POSITION



Referee (or designee)

- Checks Table
- Checks readiness of partners
- Checks readiness of TEAMS
- Indicates directions
- Blows whistle
- Executes toss
- Checks arrow is set properly



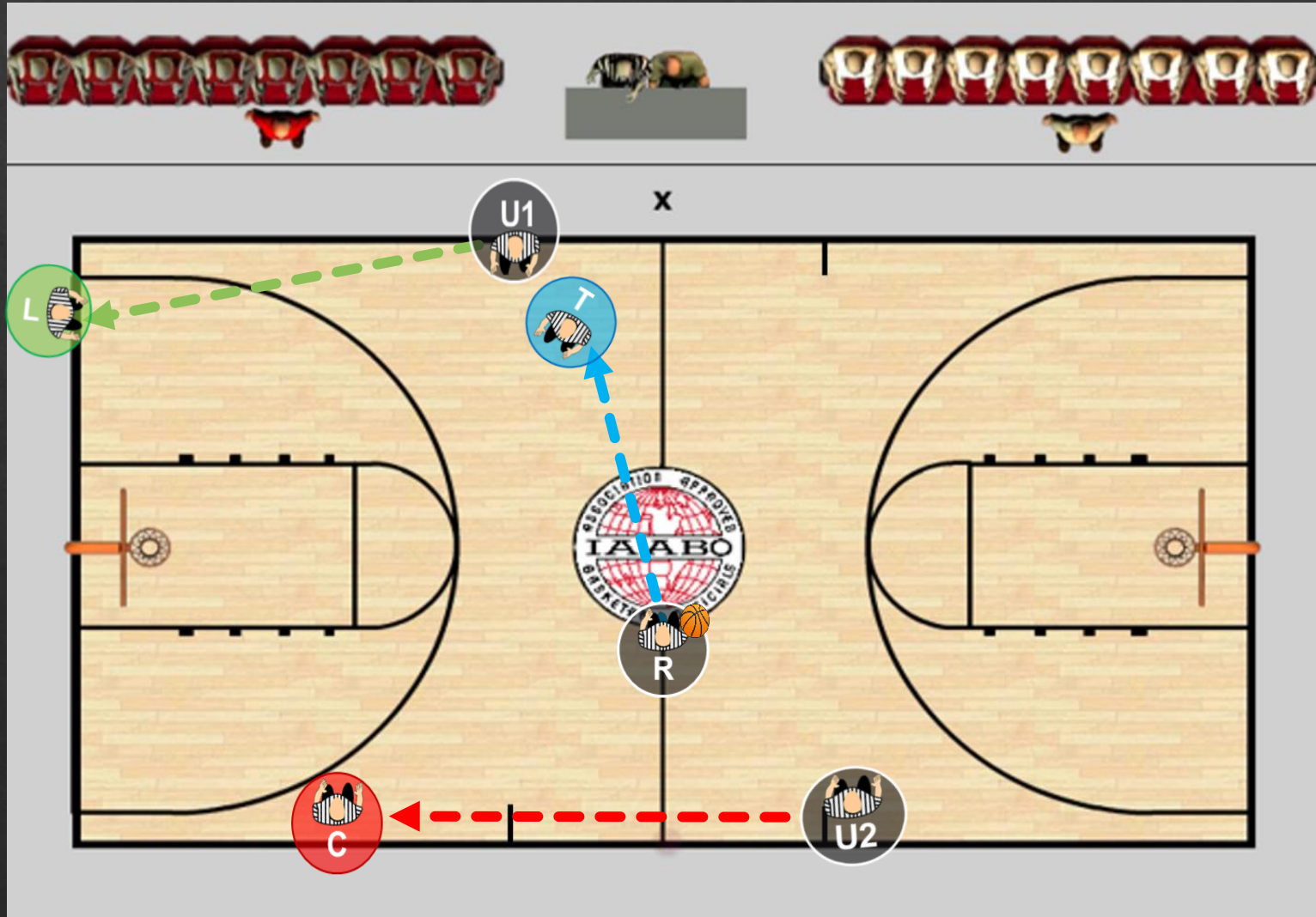
JUMP BALL

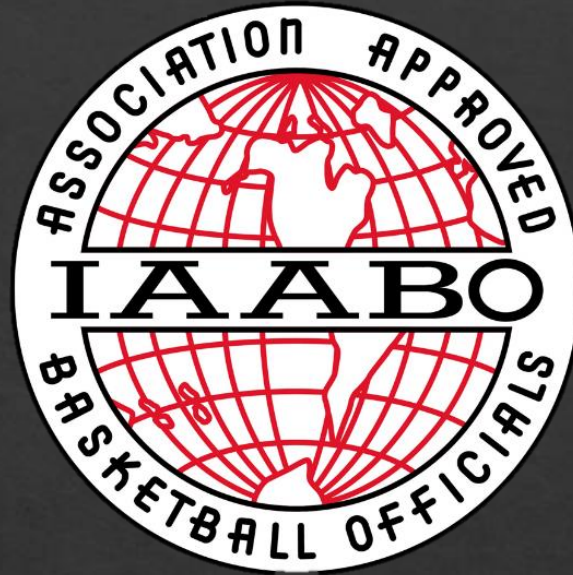
Ball Clears to Tossers' Left

U1 becomes **Lead** tableside.

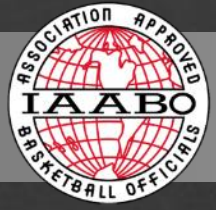
U2 becomes **Center** on opposite side.

Tosser continues to hold initial jump ball position until players clear and then becomes **Trail** tableside.

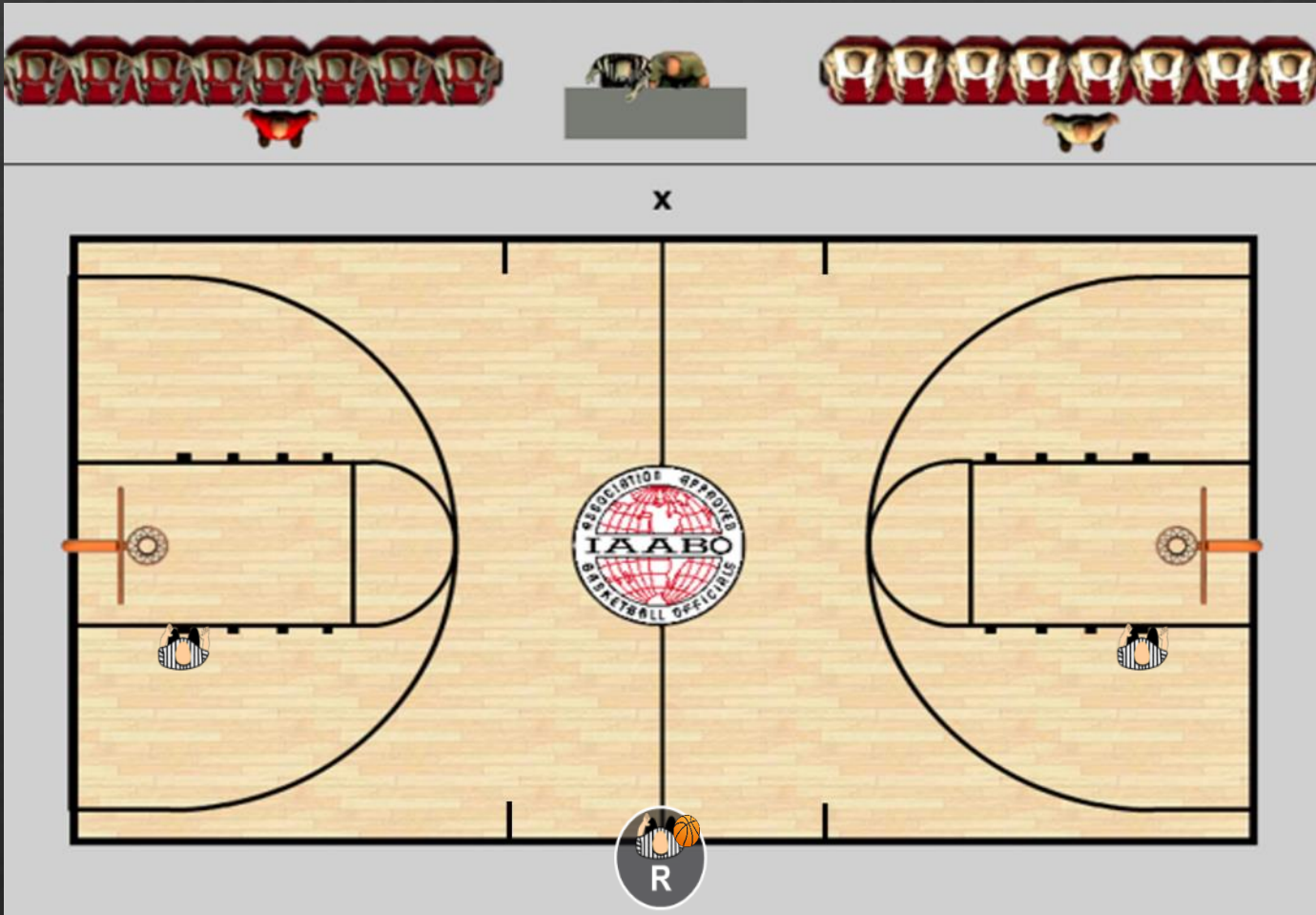




**END OF QUARTER/HALF
POSITIONS**

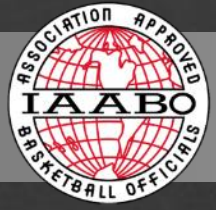


COVERAGE BETWEEN QUARTERS

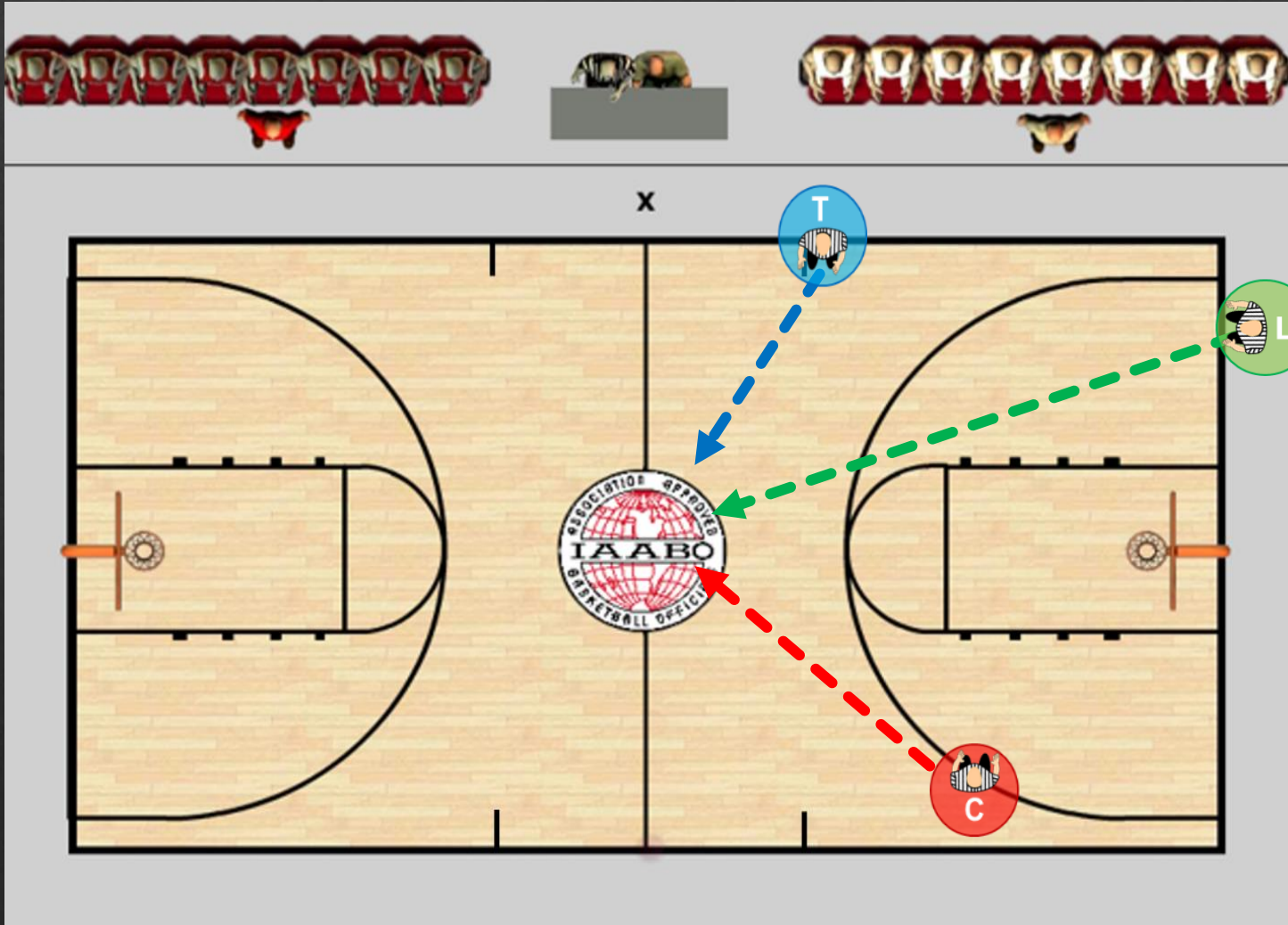


Referee shall take a position at the division line, using proper ball placement mechanics.

Umpires 1 and 2 shall take a position on the first free throw lane space mark on opposite side.

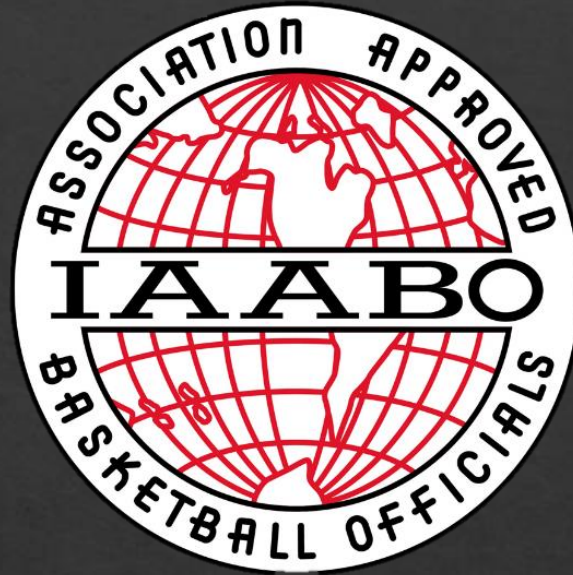


END OF HALF COVERAGE

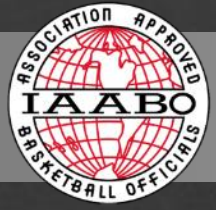


Crew shall meet at center circle and remain there until teams and coaches have left the playing area.

Referee shall join partners after performing halftime duties at the table, and then leave court together.



ROTATION MECHANICS

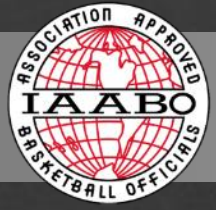


ROTATION MECHANICS

“Rotation” refers to the mechanics that an official uses during a live ball situation in the frontcourt to move across the basketline to the other side of the floor.

Advantage of rotation mechanics:

1. Enhances the ability of three officials to be in proper position to make accurate rulings.
2. Provides improved court coverage in the frontcourt.
3. Treats both sides of the court the same regarding areas of coverage.
4. Clearly defines specific areas of coverage and responsibility.
5. Enhances the officiating principle of wide triangle coverage.

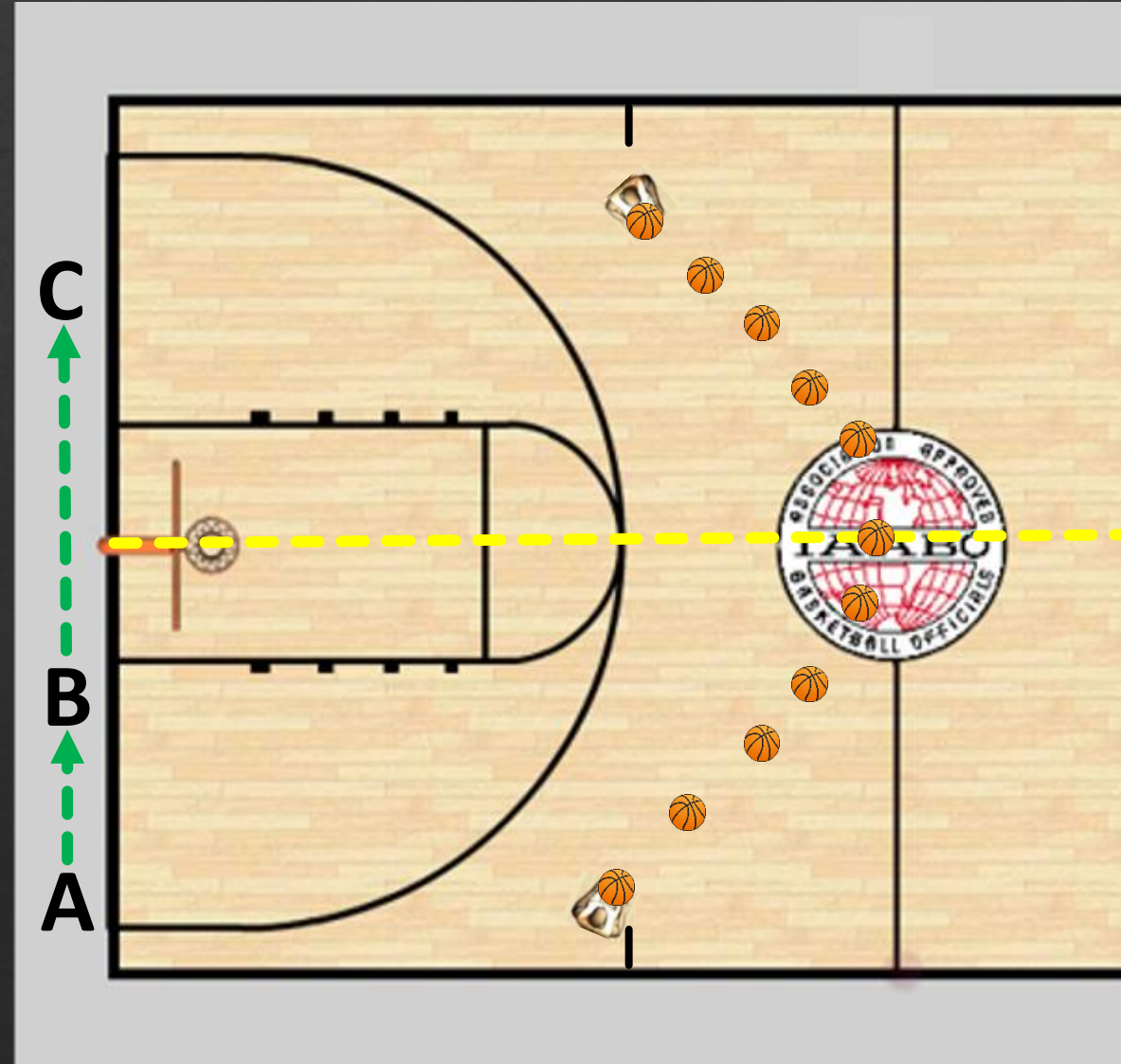


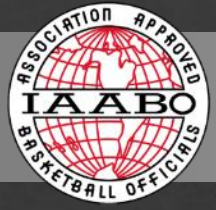
BALL KEYS ROTATION

As the ball moves toward the basketline, **Lead** official shall mirror the ball and move to close down to the **B** position.

Center and **Trail** officials are then on notice that a rotation could be imminent.

Lead may implement a rotation when ball crosses basketline, moving to **C**.





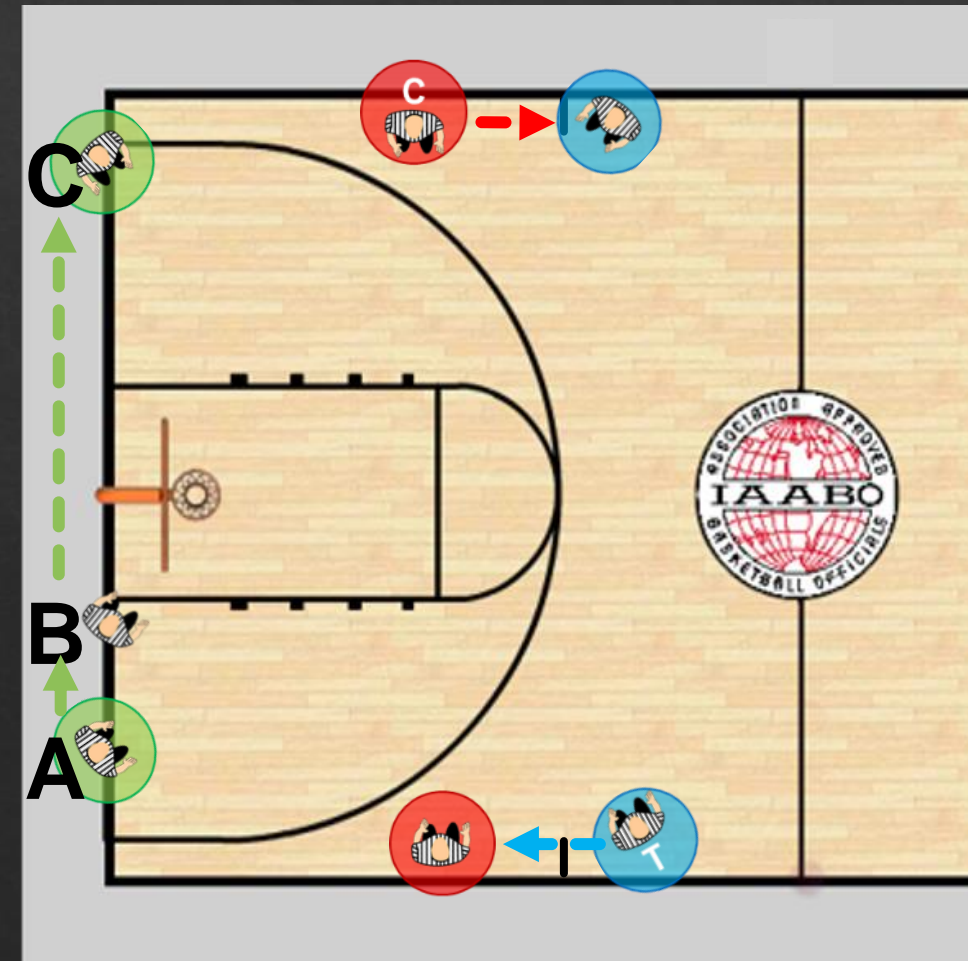
ROTATION AND A-B-C COVERAGE

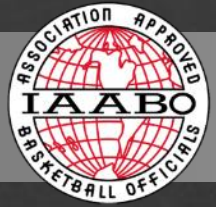
To improve coverage, **Lead** shall apply the A (wide), B (Close down), C (ballside) principle.

As **Lead** closes down (B), **Trail** shall consider closing down.

When **Lead** implements a rotation by moving to ballside (C), **Trail** shall move to **Center**.

Center shall move to **Trail** when appropriate.





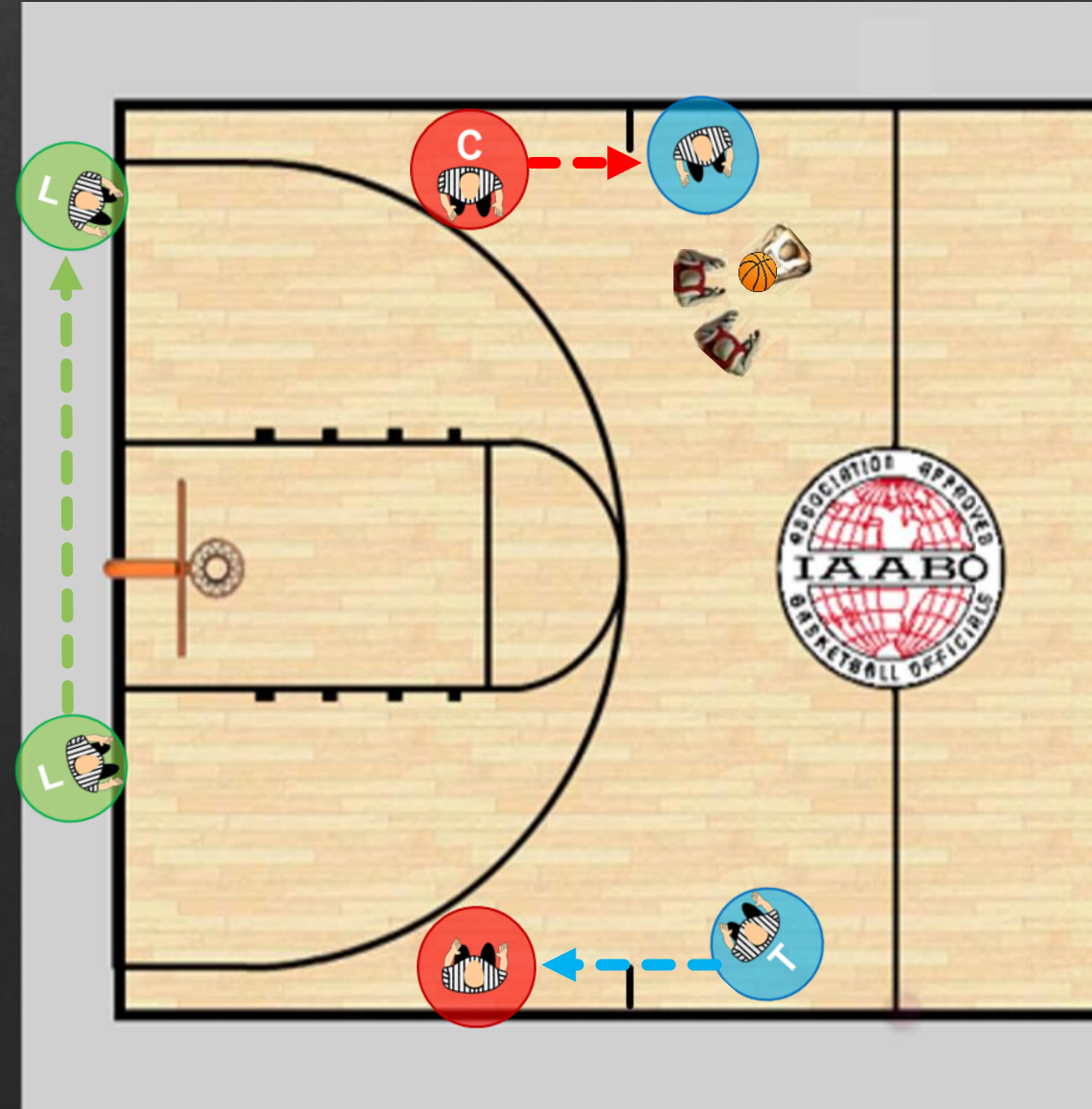
CENTER INITIATES ROTATION

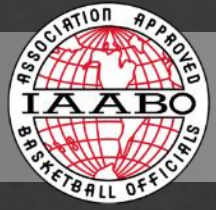
When pressure is applied in frontcourt on **Center's** sideline between the 3-point arc and division line, **Center** may move for maximum coverage.

Although **Lead** has closed down, the **Center**, by moving from an inside out to a topside position, initiates a rotation.

Lead crosses basketline to ballside.

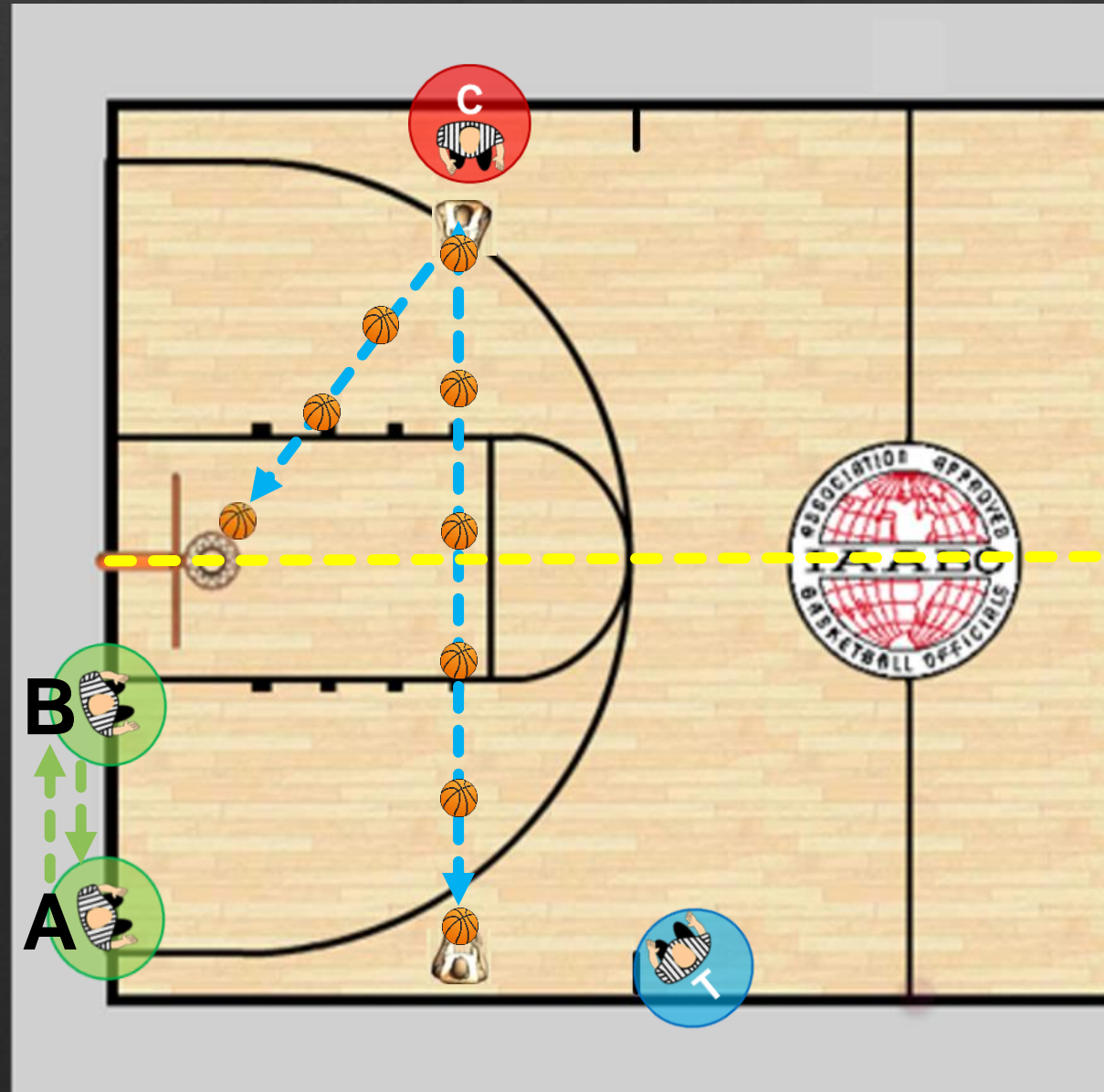
Trail shifts down to become **Center**.

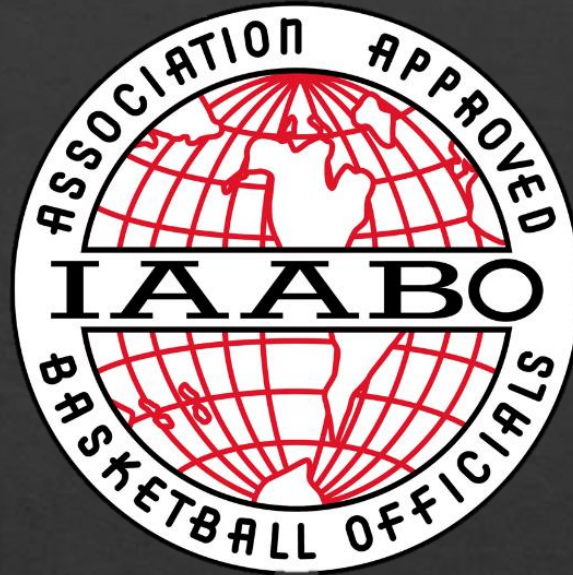




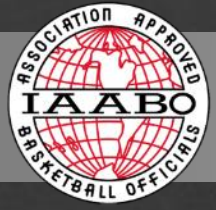
ROTATION INITIATED BUT NOT COMPLETED

If **Lead** has initiated a rotation, (but rotation is not completed), and the ball reverses back to **Lead**'s side of the basketline, or there is a quick try or drive to the basket, **Lead** shall **“back out”** and not complete the rotation to the C position.



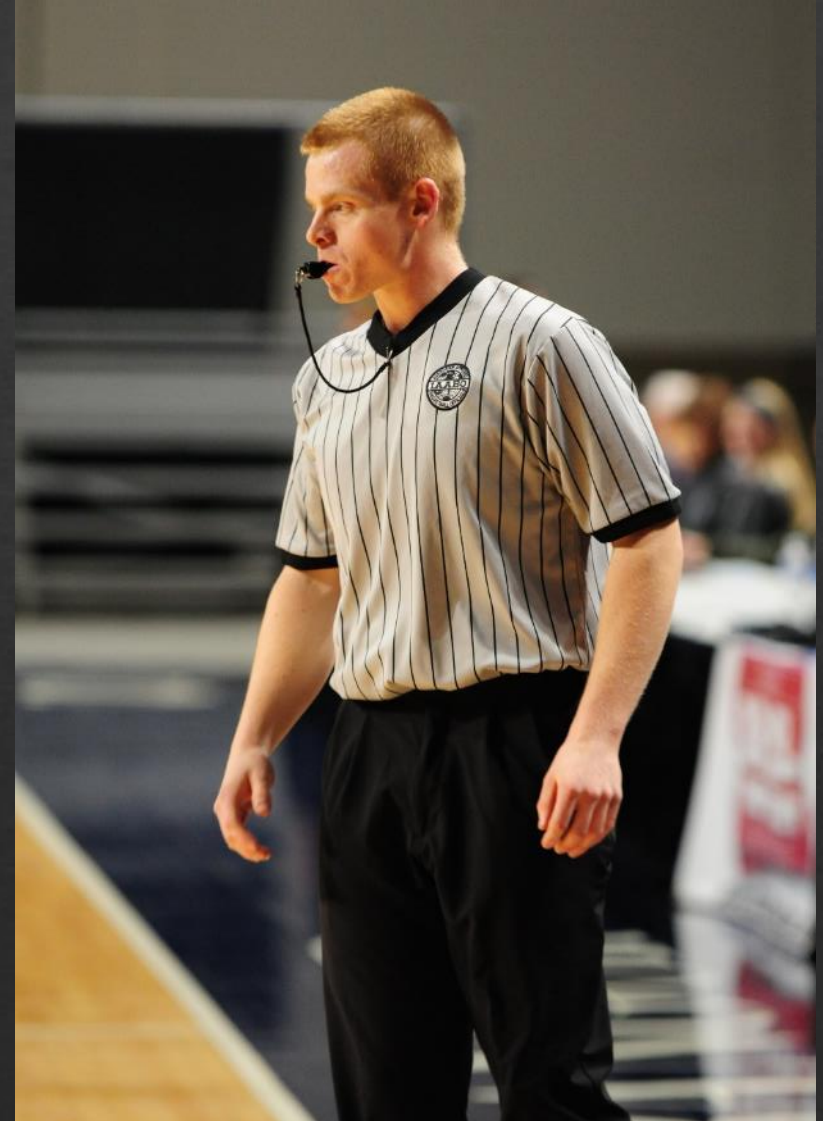


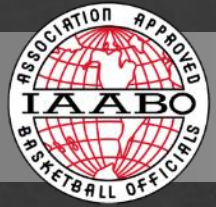
**SWITCHING ON FOULS
OPPOSITE TABLE MECHANICS**



RULING OFFICIAL REPORTS FOUL

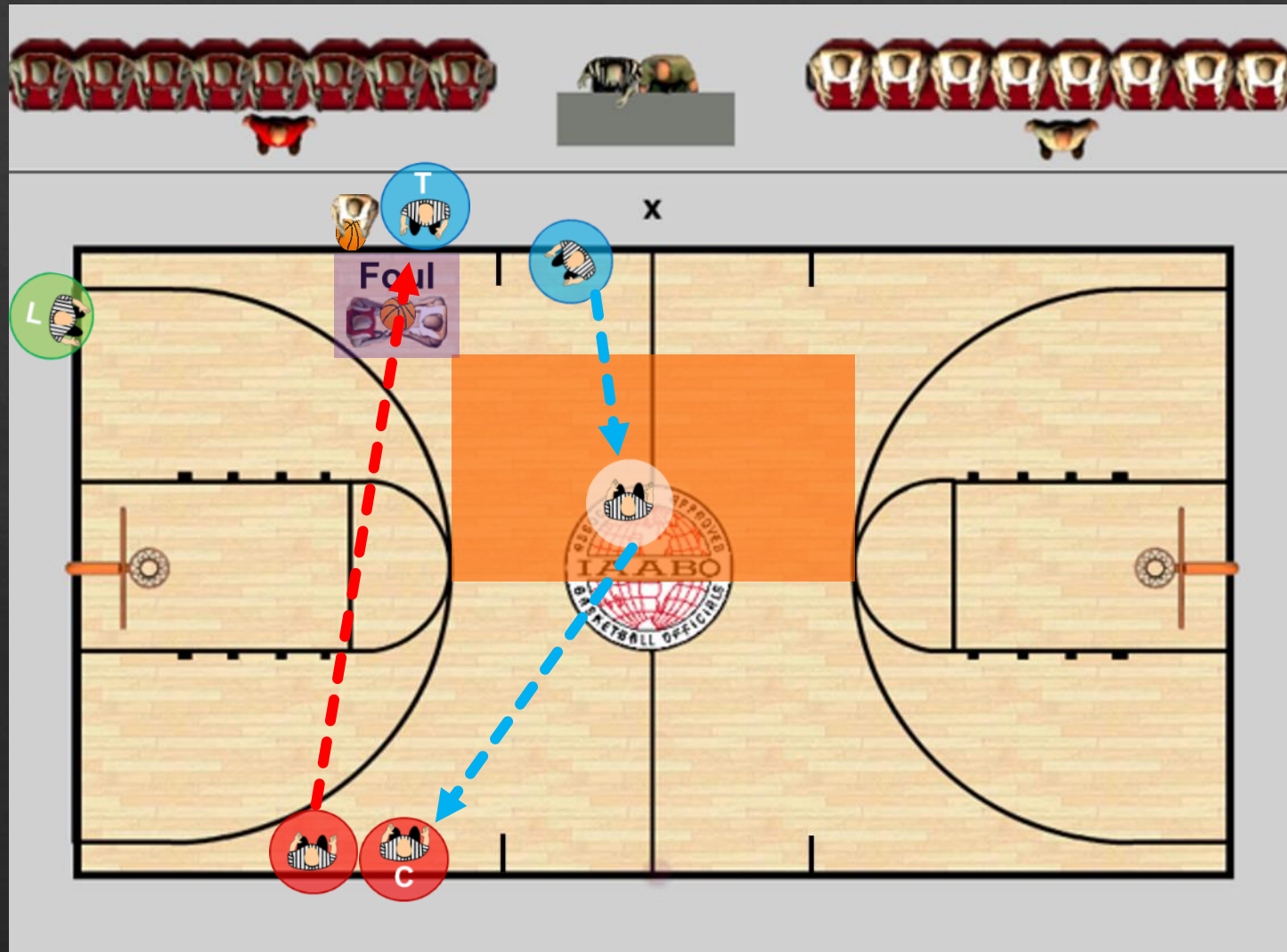
Non-ruling officials “freeze” vision and observe players while ruling official reports foul.

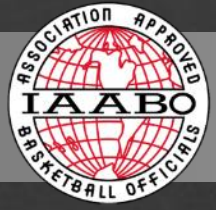




TABLESIDE TRAIL RULES FOUL

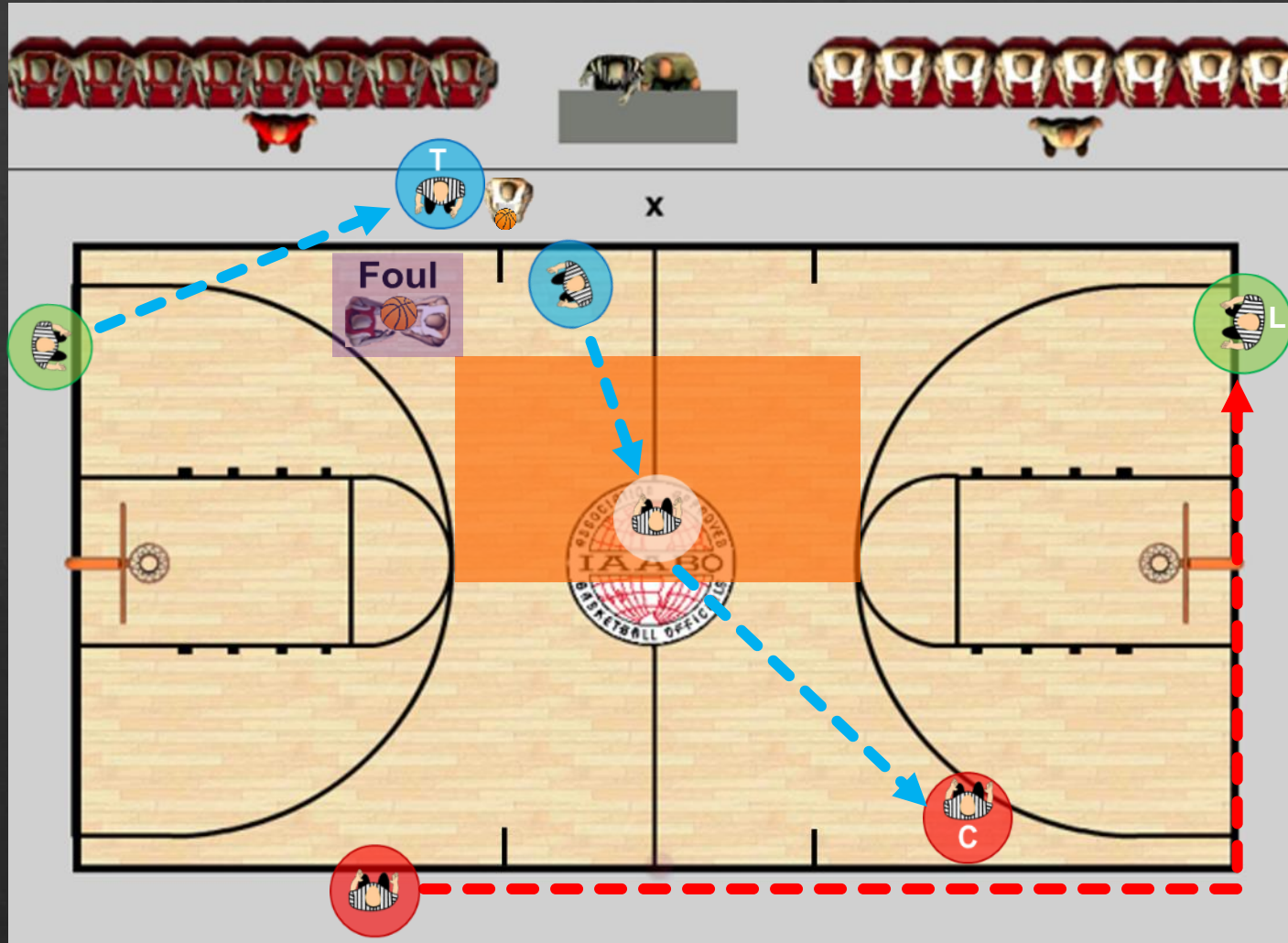
Frontcourt Throw-In

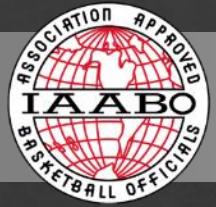




TABLESIDE TRAIL RULES FOUL

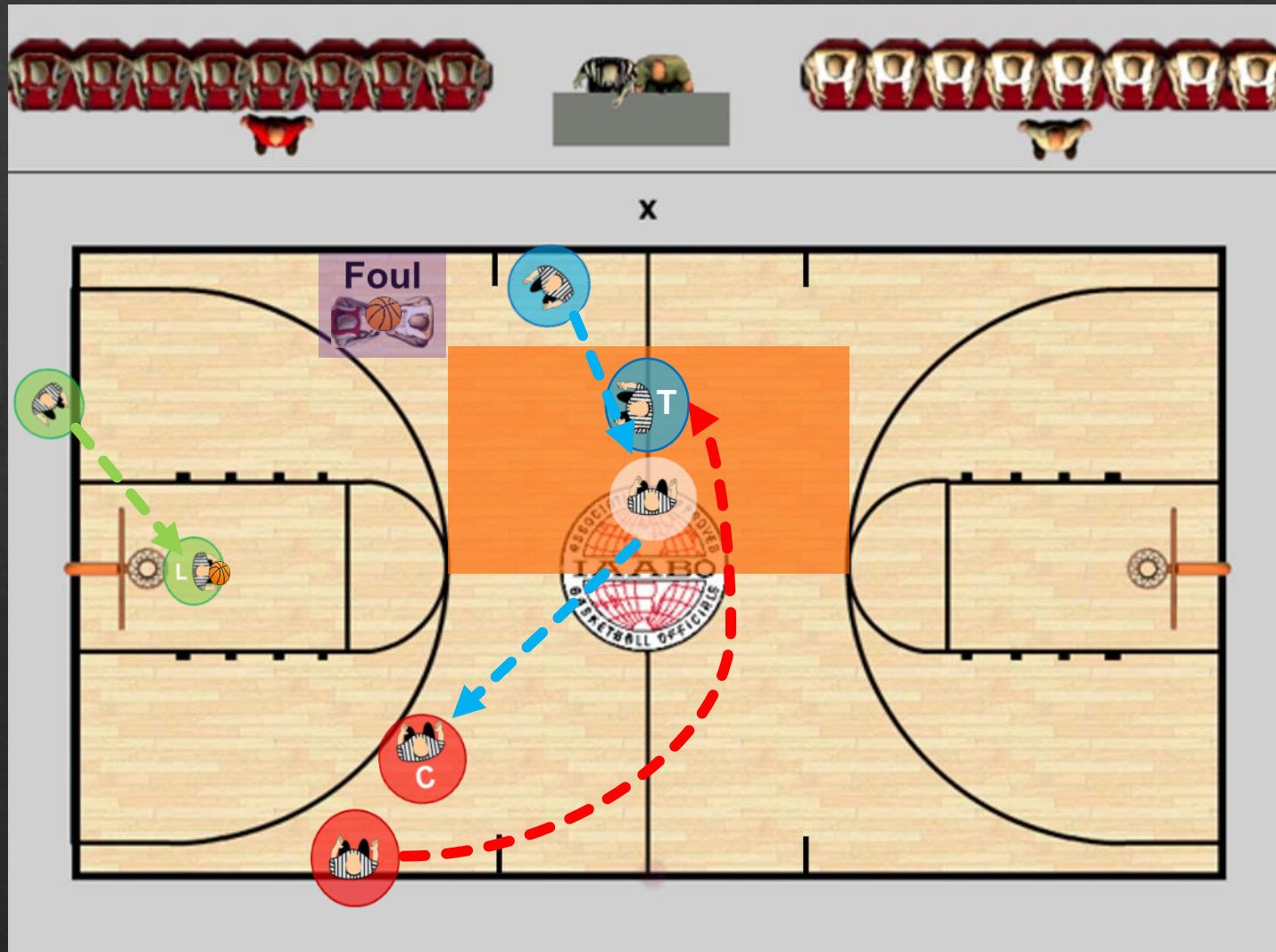
Backcourt Throw-In

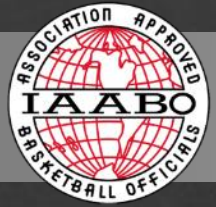




TABLESIDE TRAIL RULES FOUL

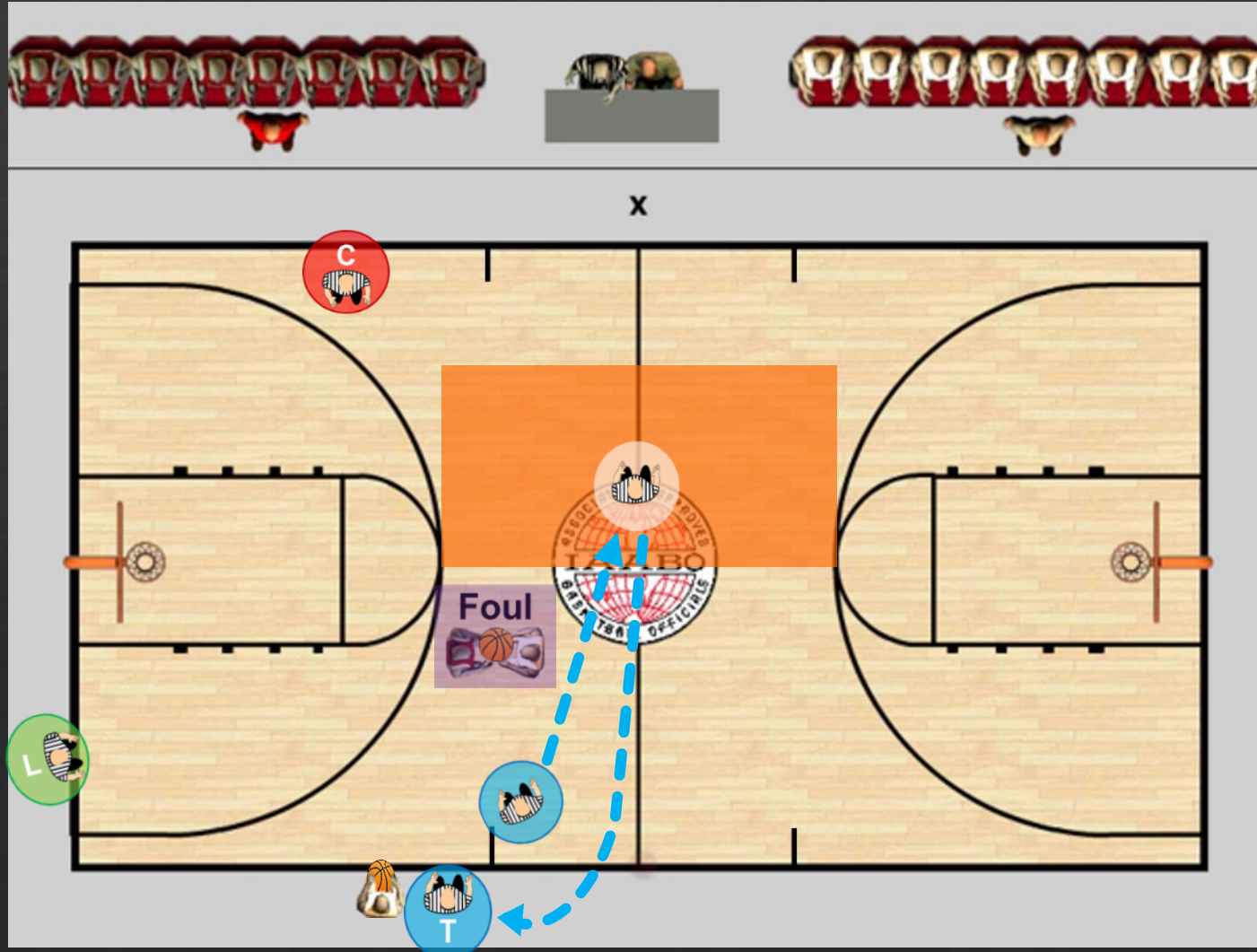
Free Throws

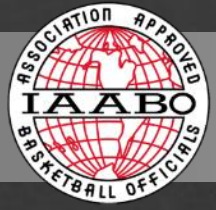




OPPOSITE SIDE TRAIL RULES FOUL

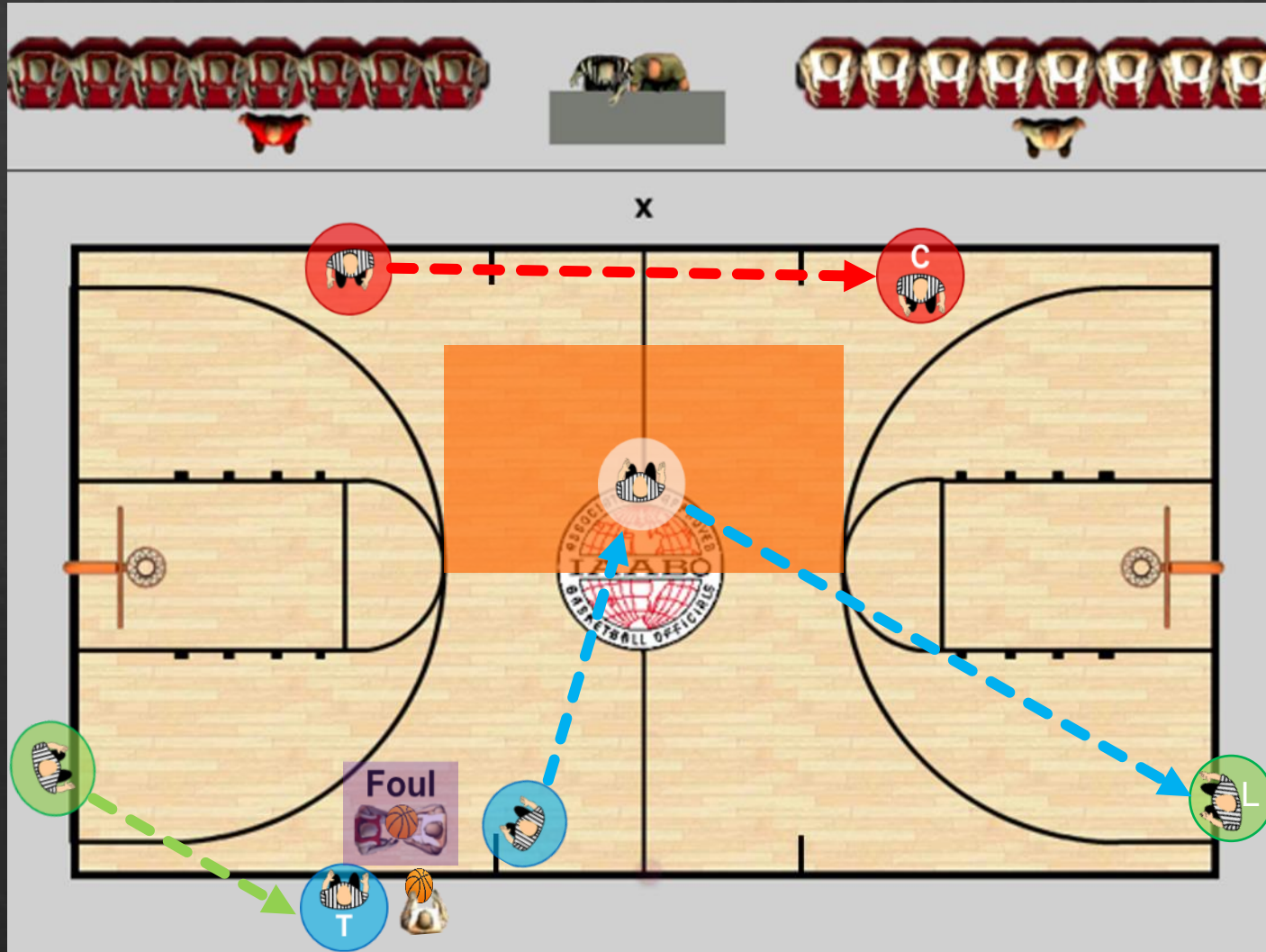
Frontcourt Throw-In

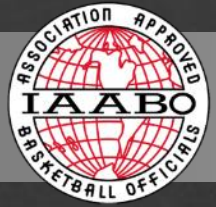




OPPOSITE SIDE TRAIL RULES FOUL

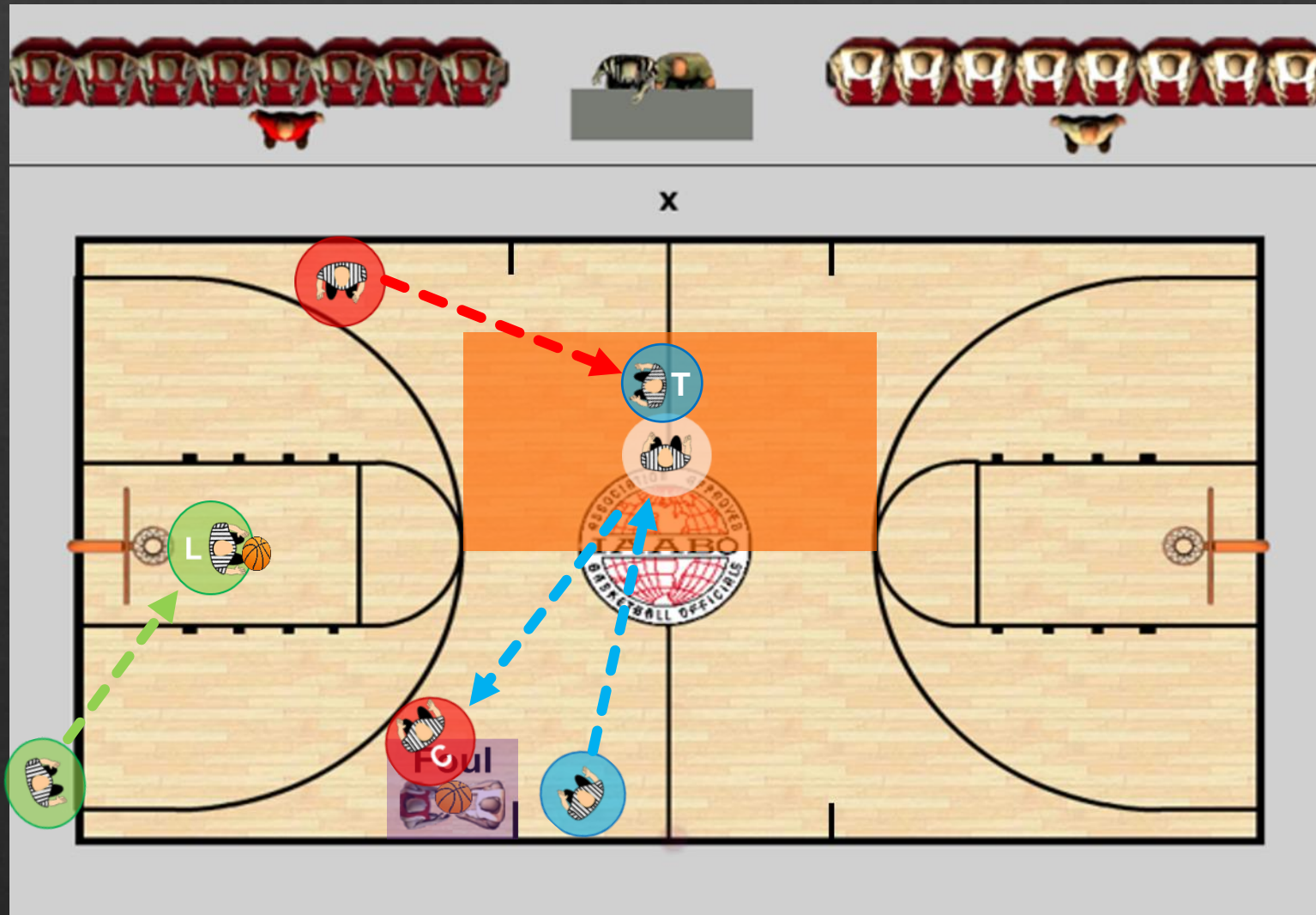
Backcourt Throw-In

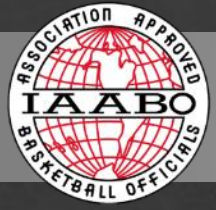




OPPOSITE SIDE TRAIL RULES FOUL

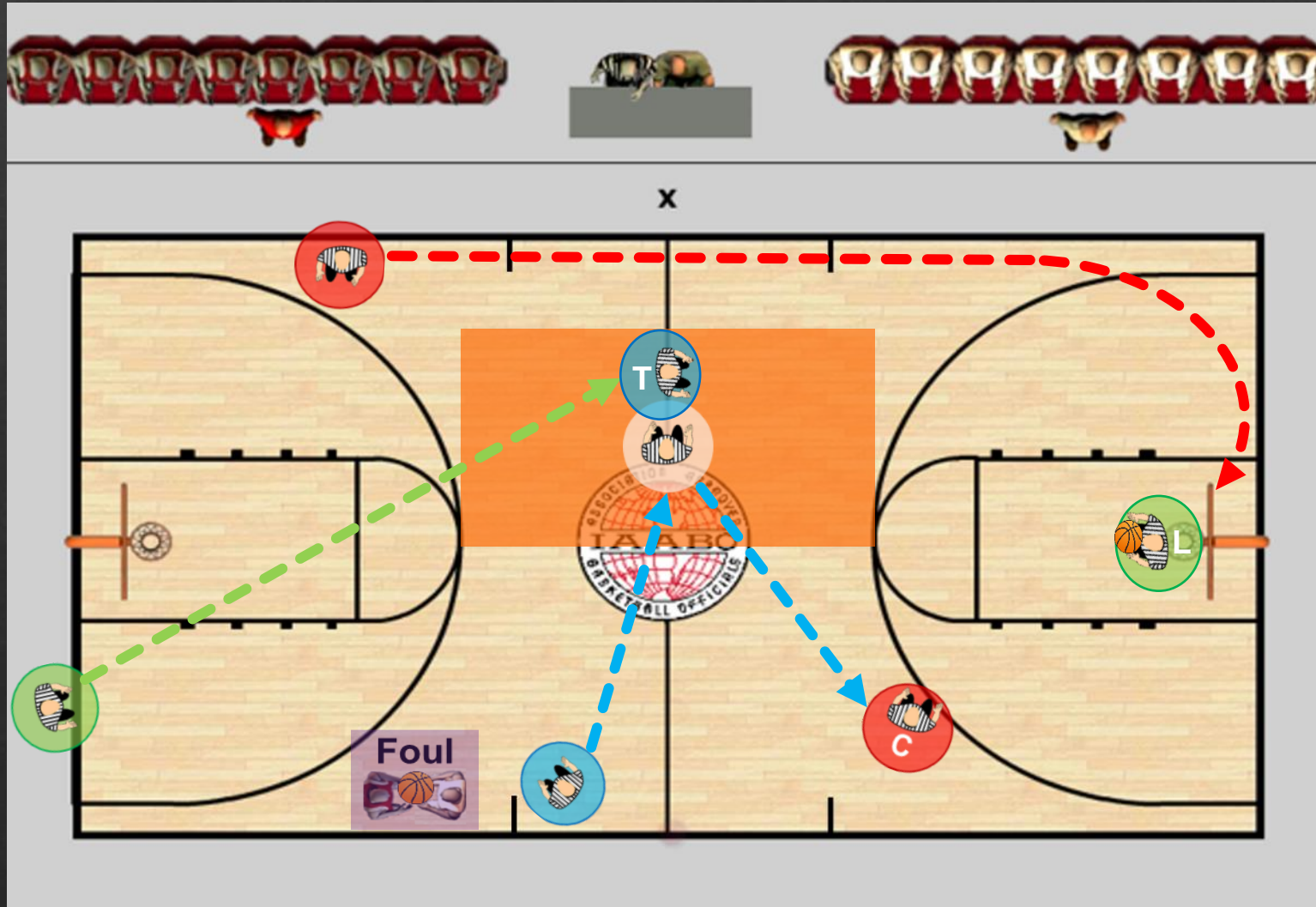
Free Throws

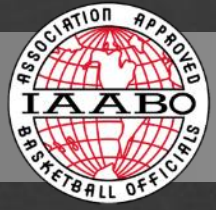




OPPOSITE SIDE TRAIL RULES FOUL

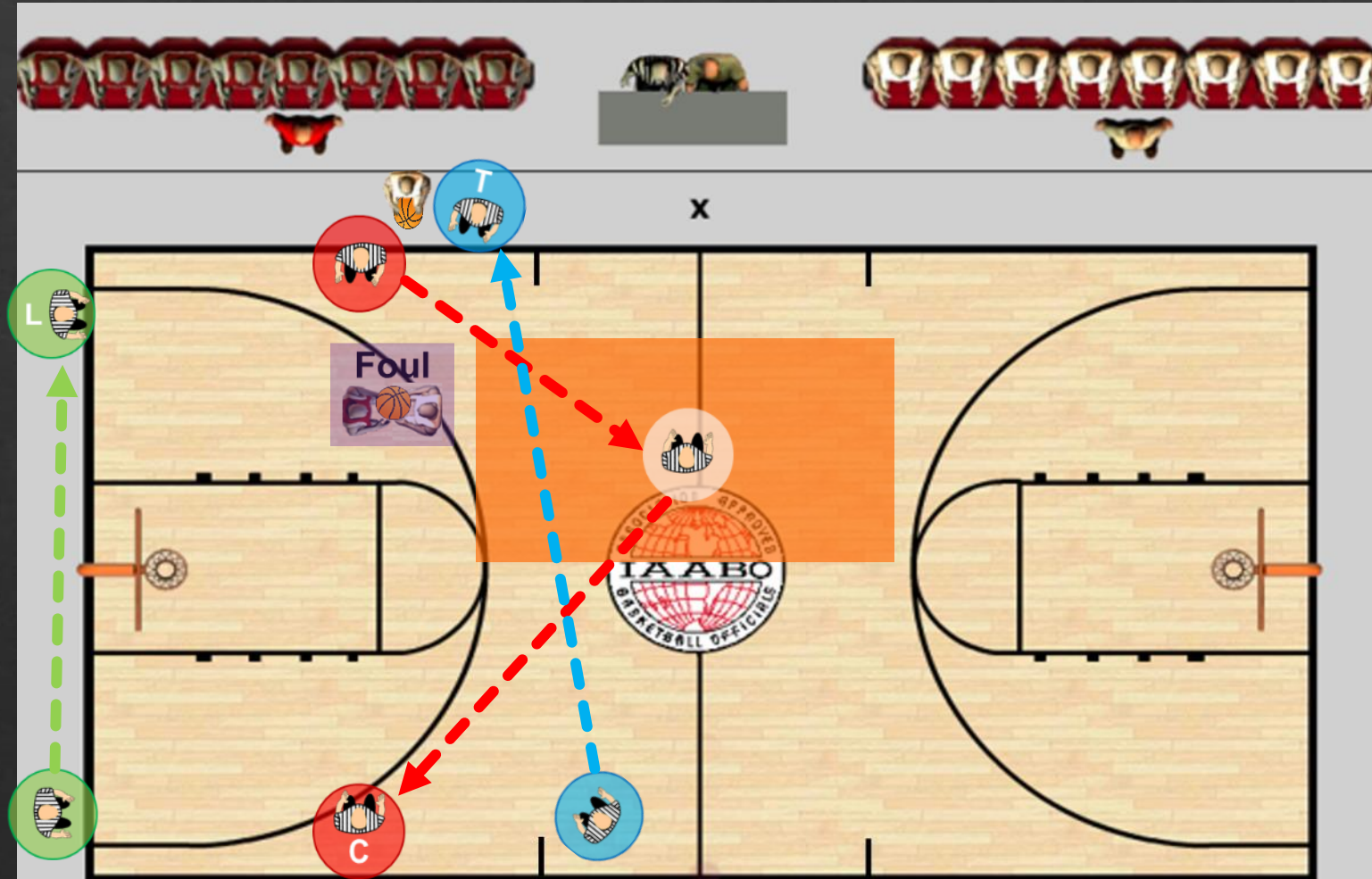
Free Throws, Opposite End

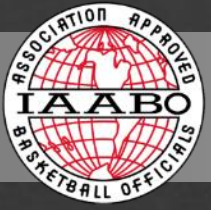




TABLESIDE CENTER RULES FOUL

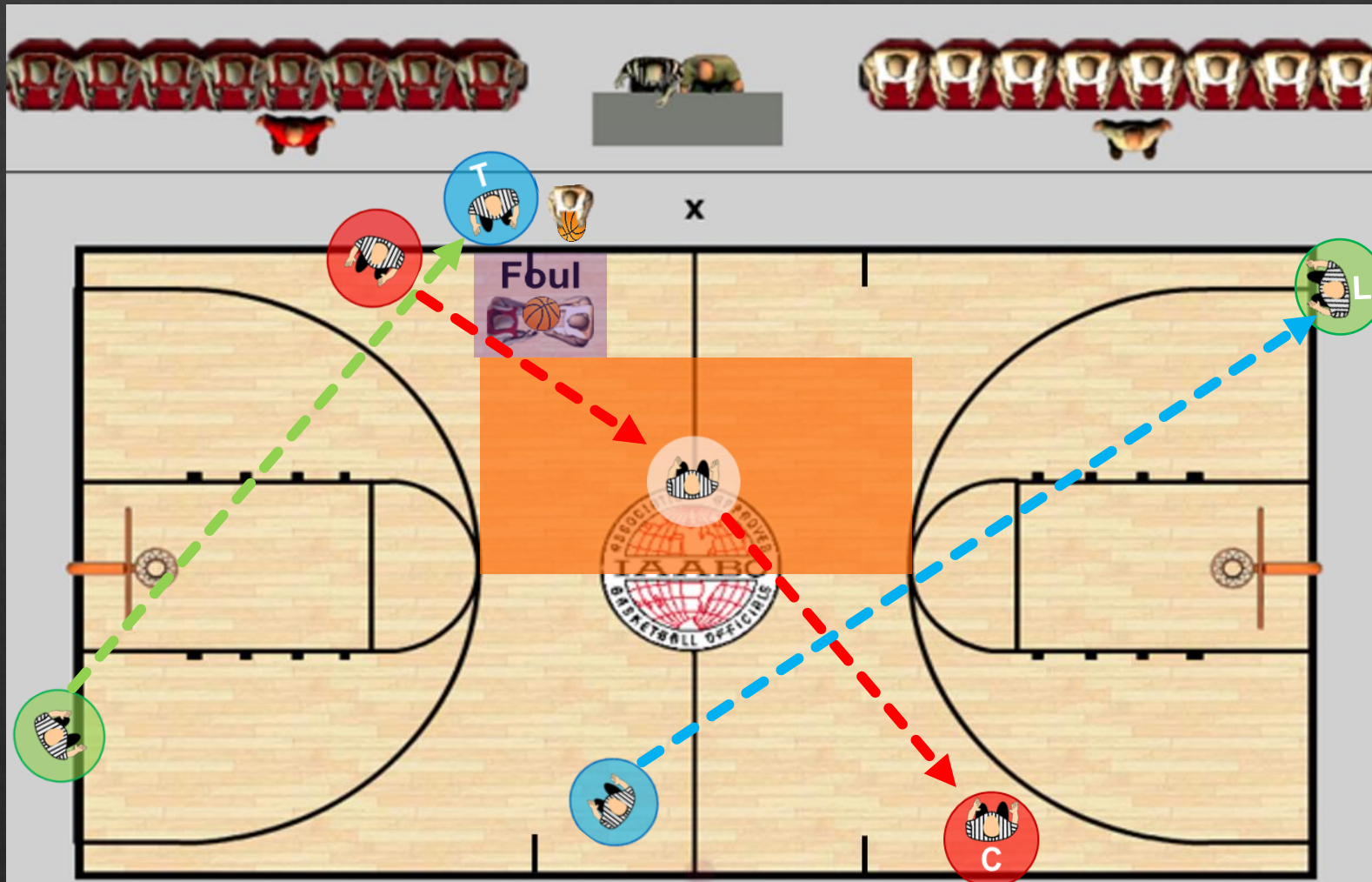
Frontcourt Throw-In

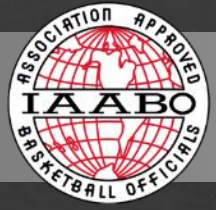




TABLESIDE CENTER RULES FOUL

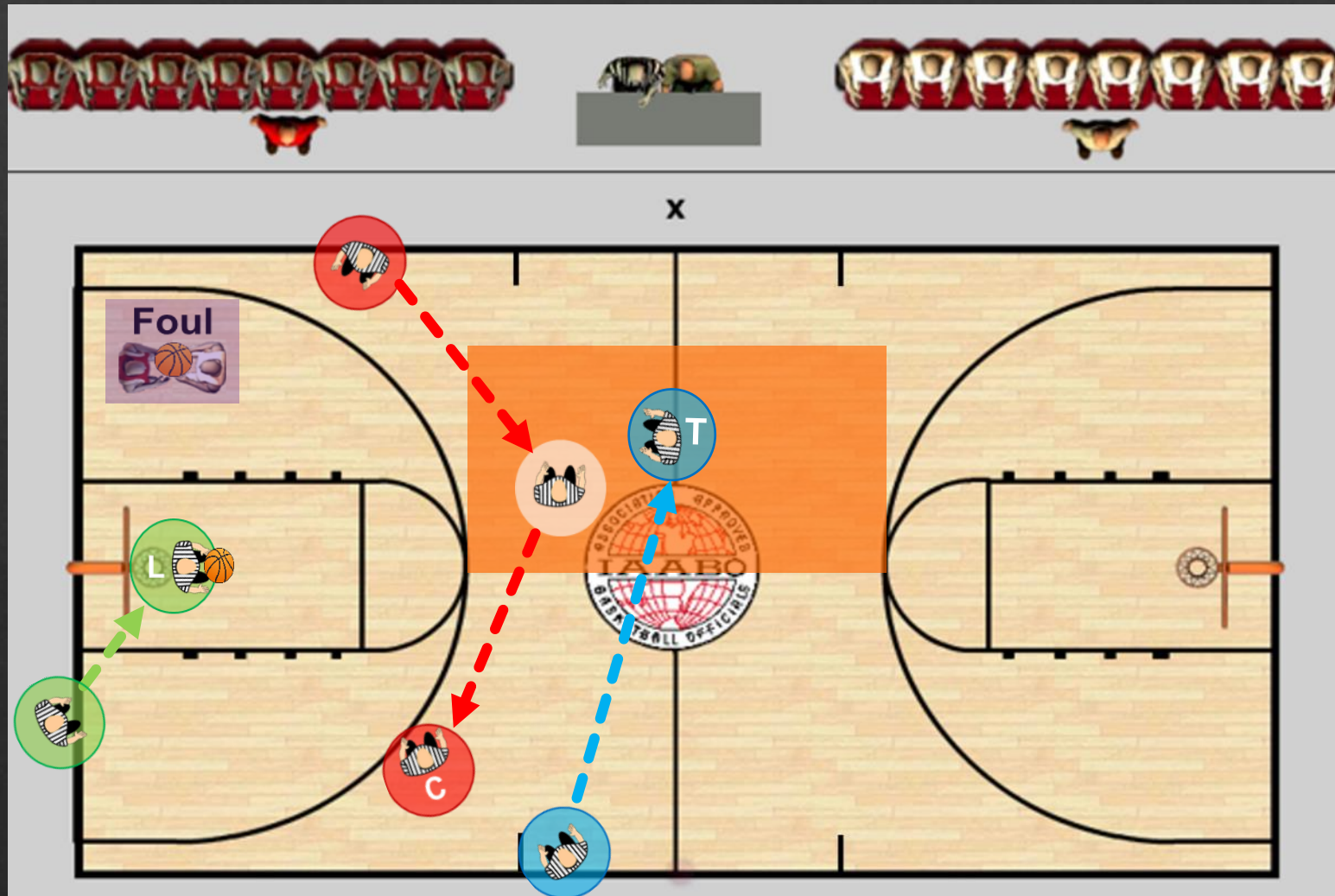
Backcourt Throw-In

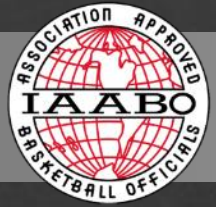




TABLESIDE CENTER RULES FOUL

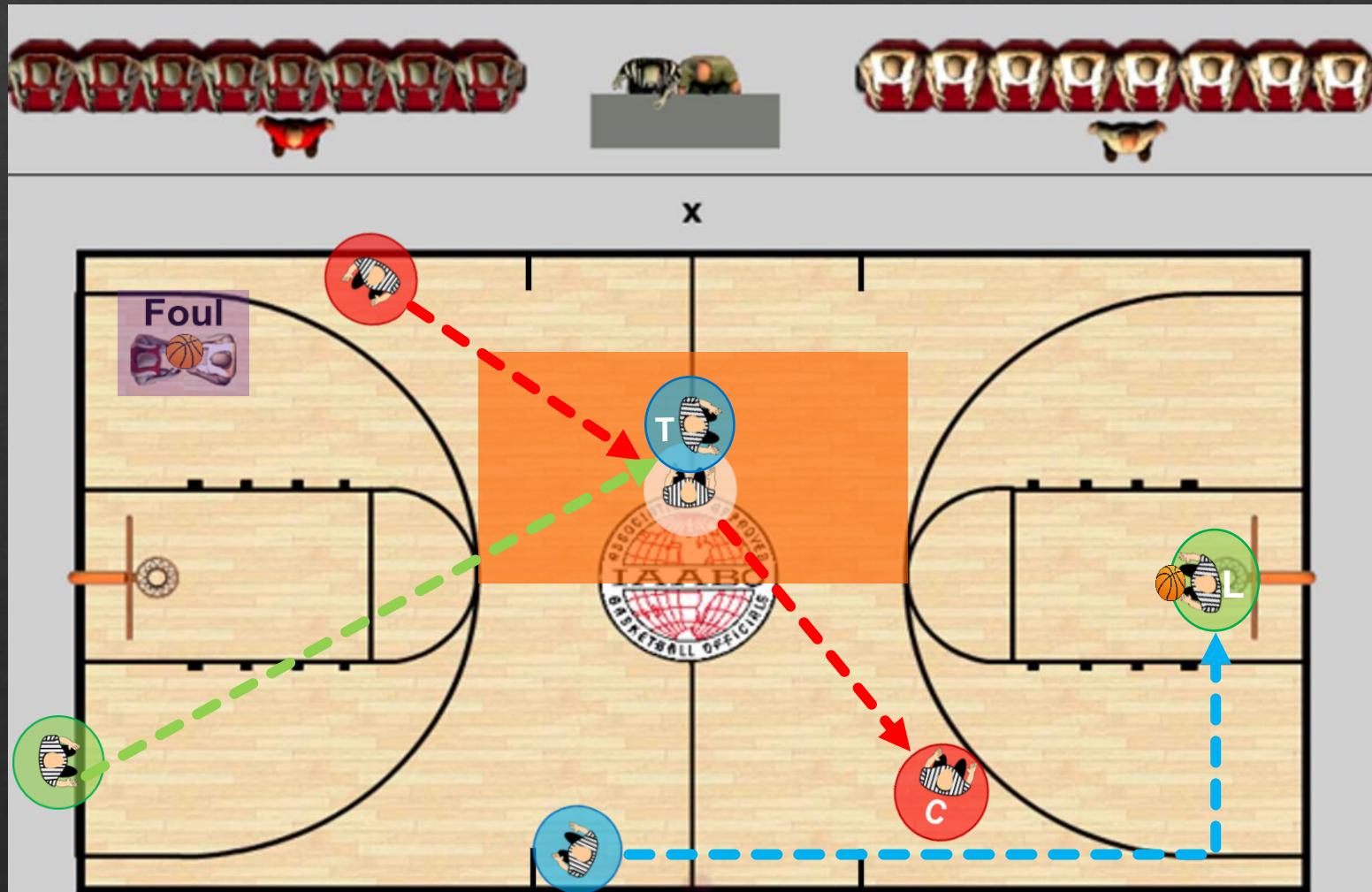
Free Throws

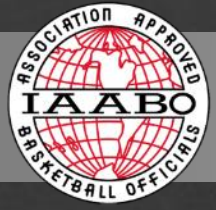




TABLESIDE CENTER RULES FOUL

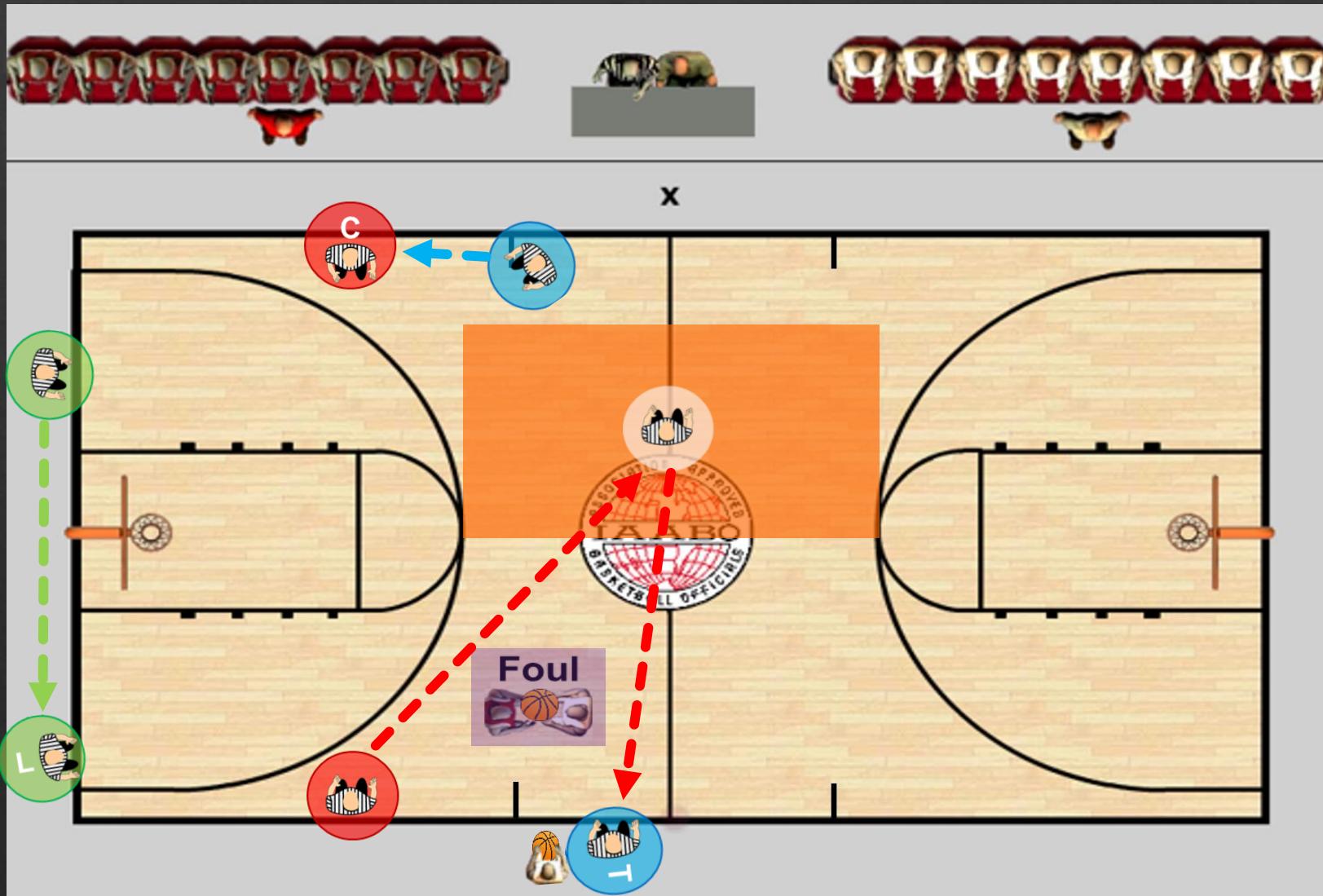
Free Throws, Opposite End

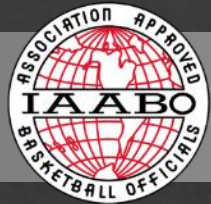




OPPOSITE SIDE CENTER RULES FOUL

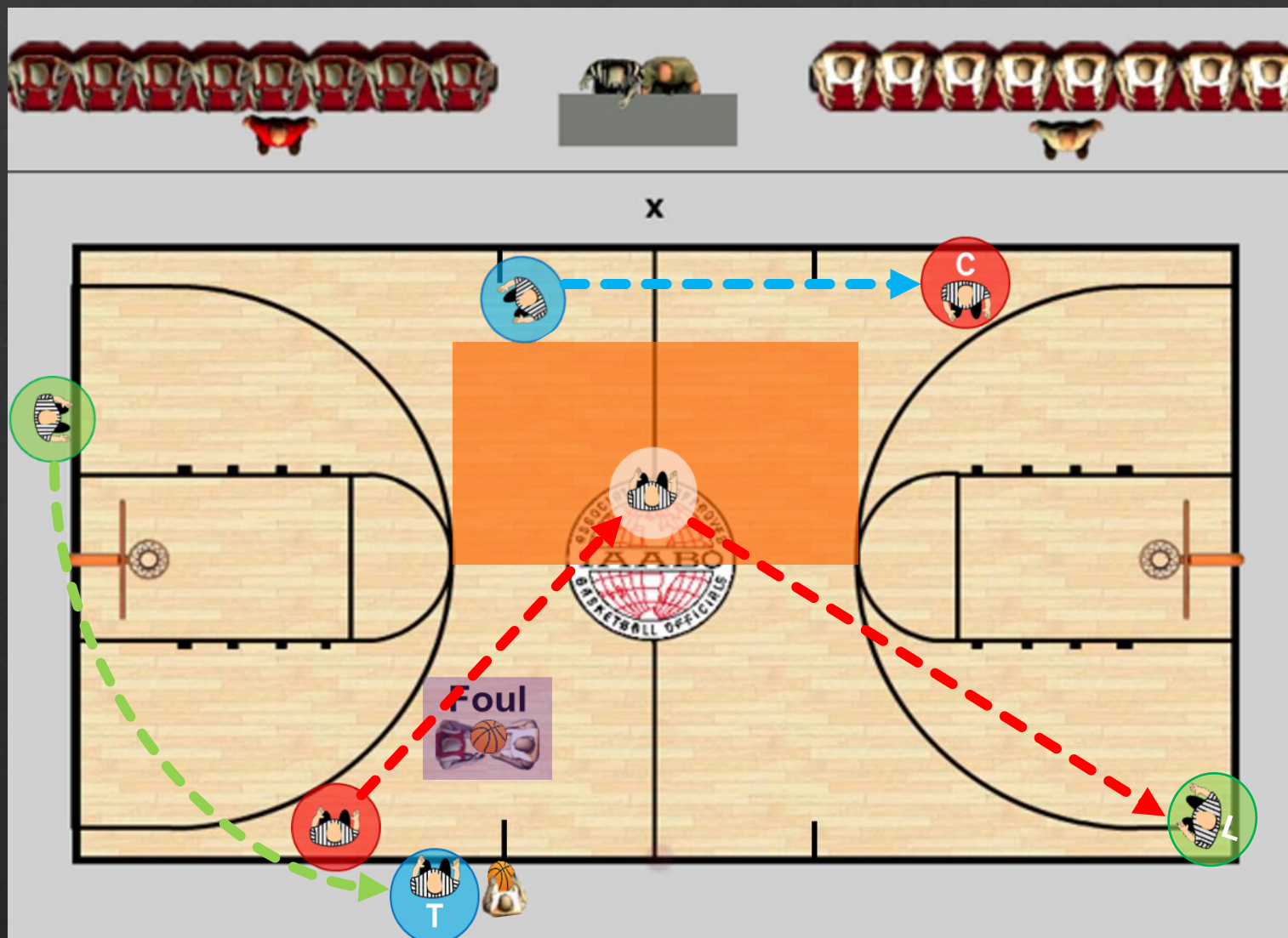
Frontcourt Throw-In

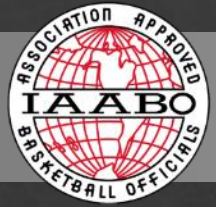




OPPOSITE SIDE CENTER RULES FOUL

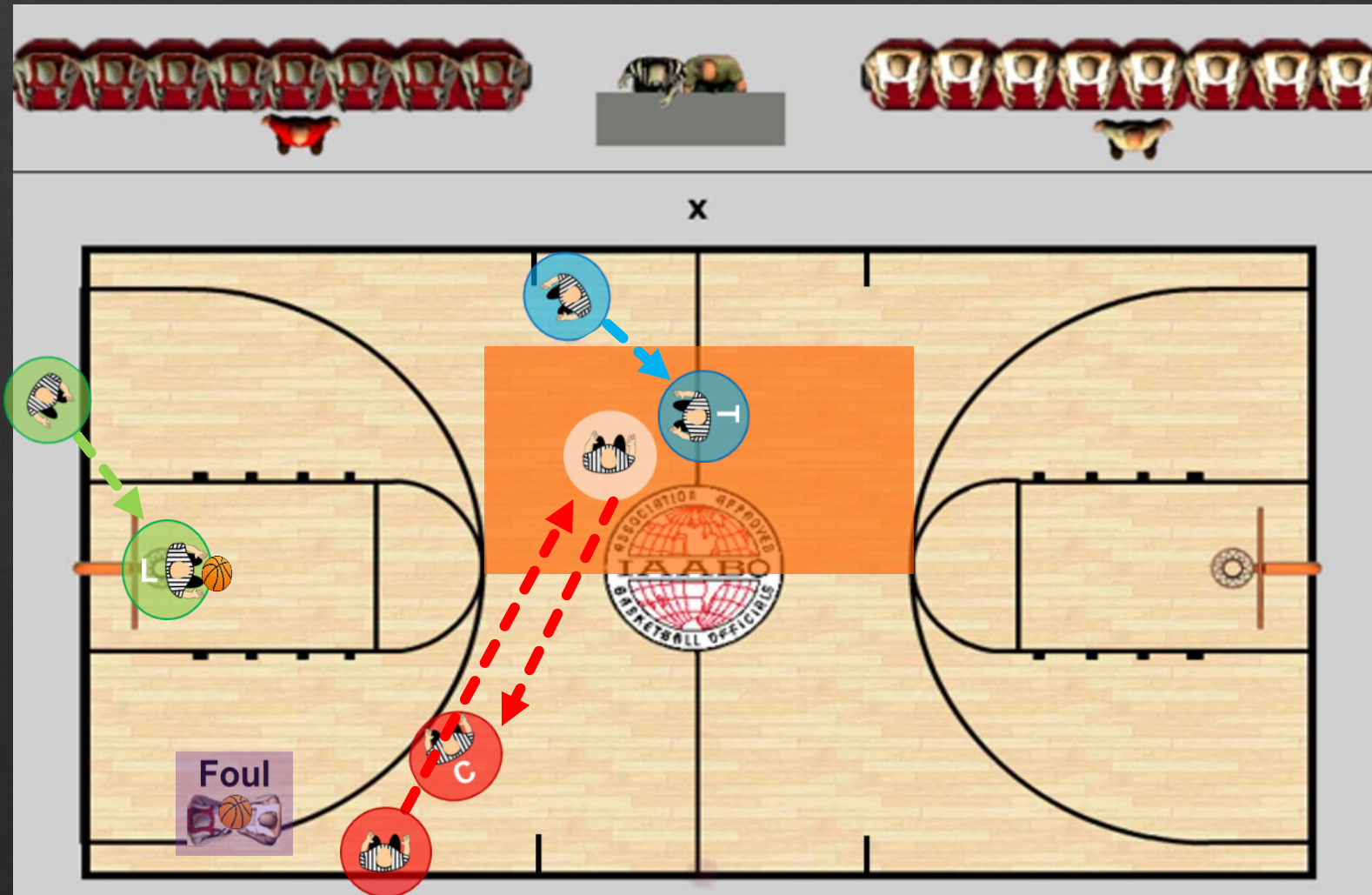
Backcourt Throw-In

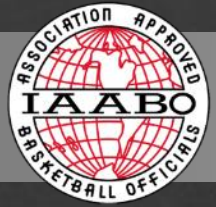




OPPOSITE SIDE CENTER RULES FOUL

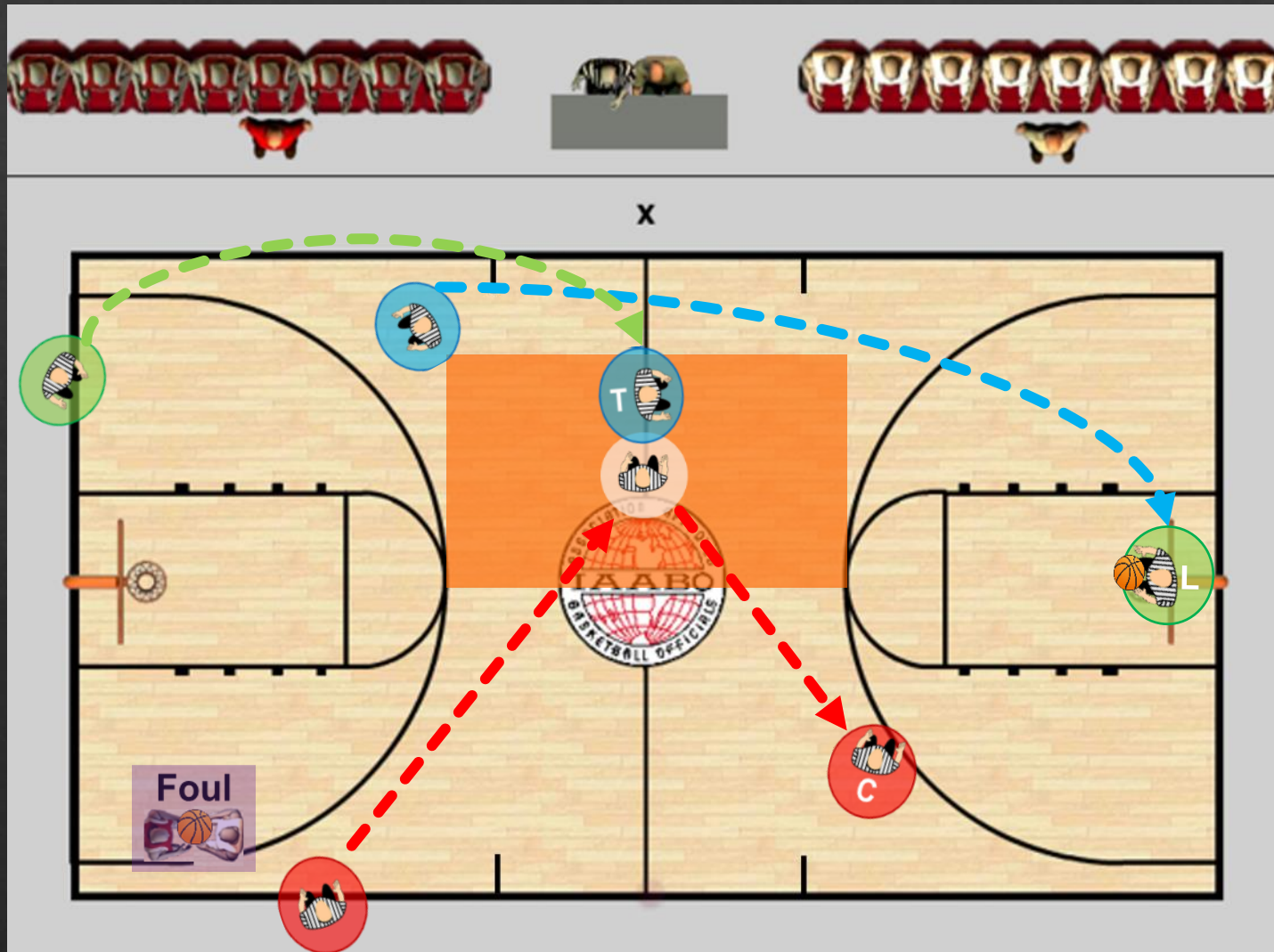
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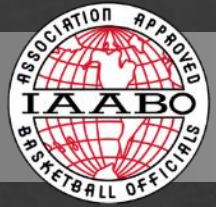




OPPOSITE SIDE CENTER RULES FOUL

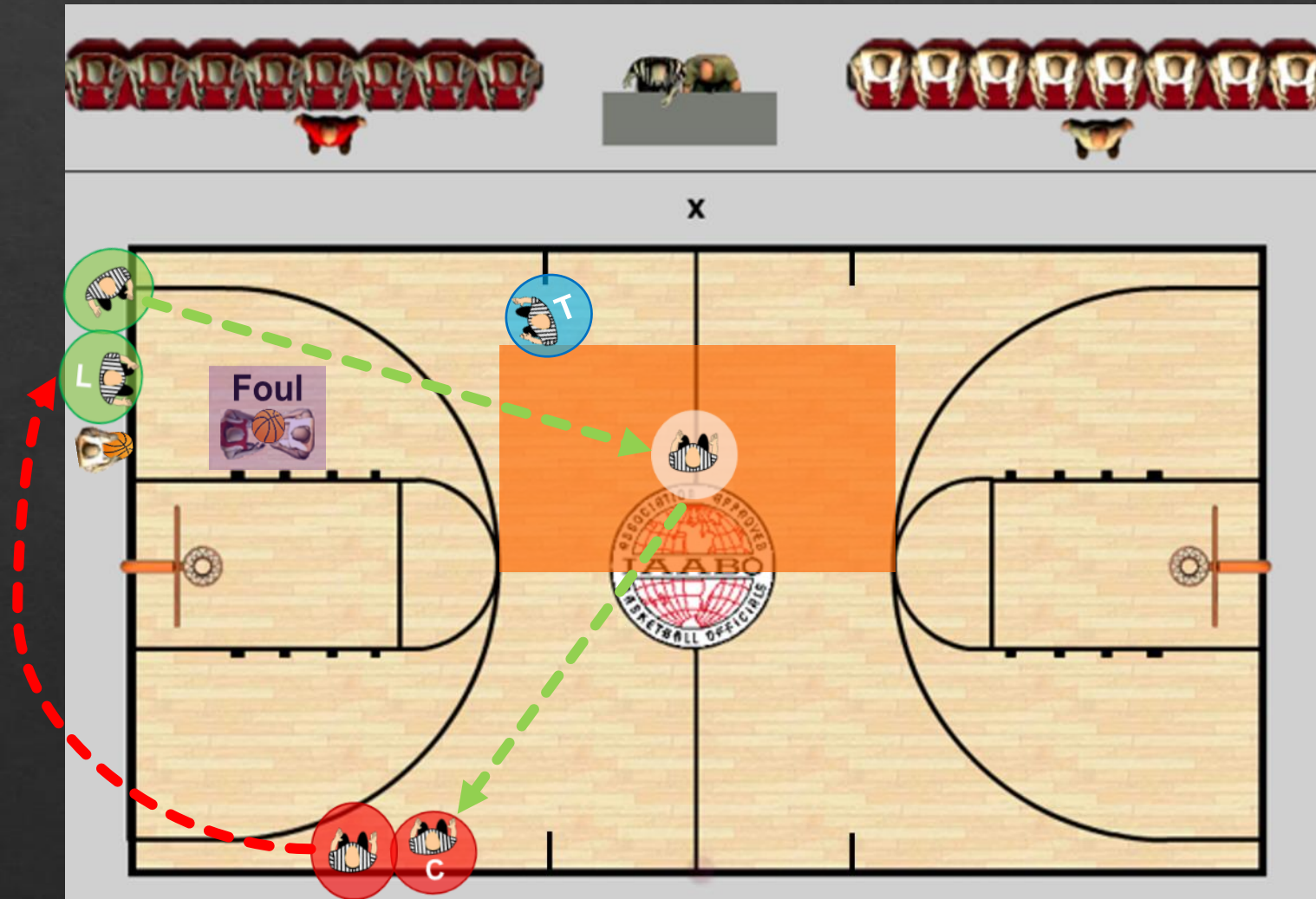
Free Throws, Opposite End

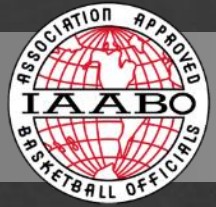




TABLESIDE LEAD RULES FOUL

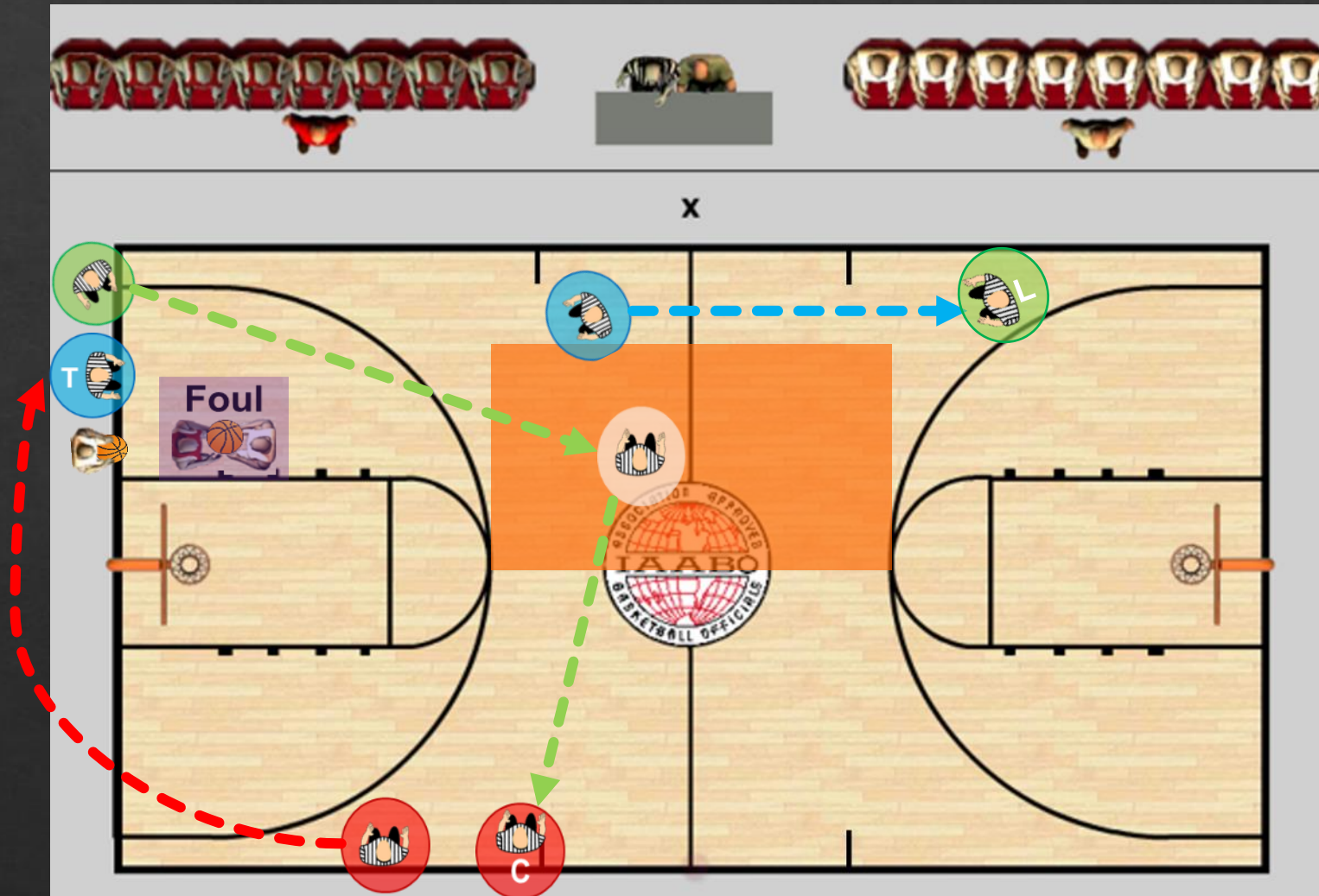
Frontcourt Throw-In

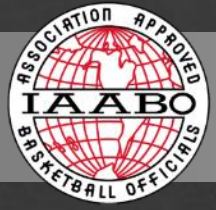




TABLESIDE LEAD RULES FOUL

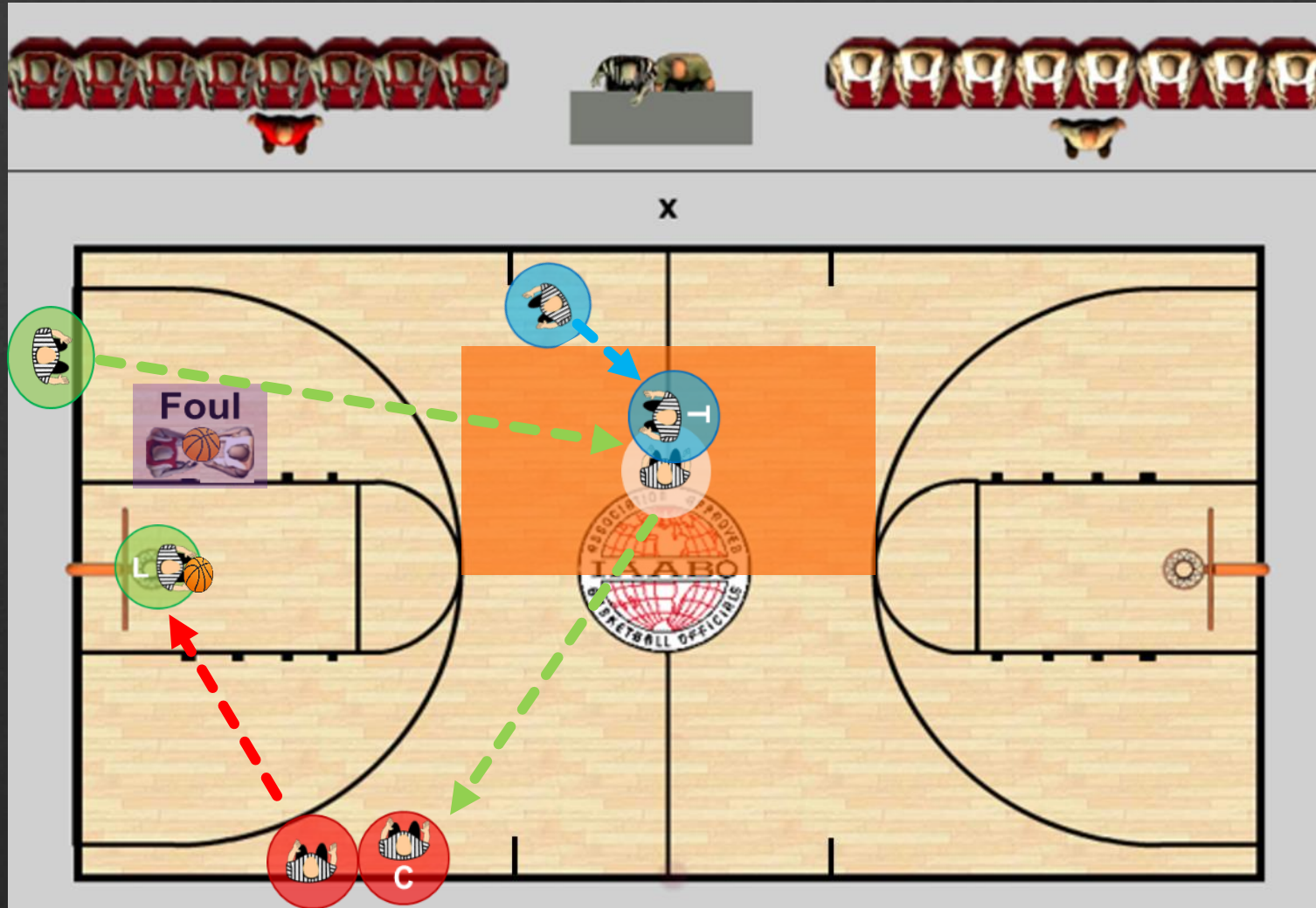
Backcourt Throw-In

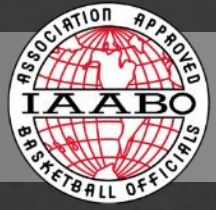




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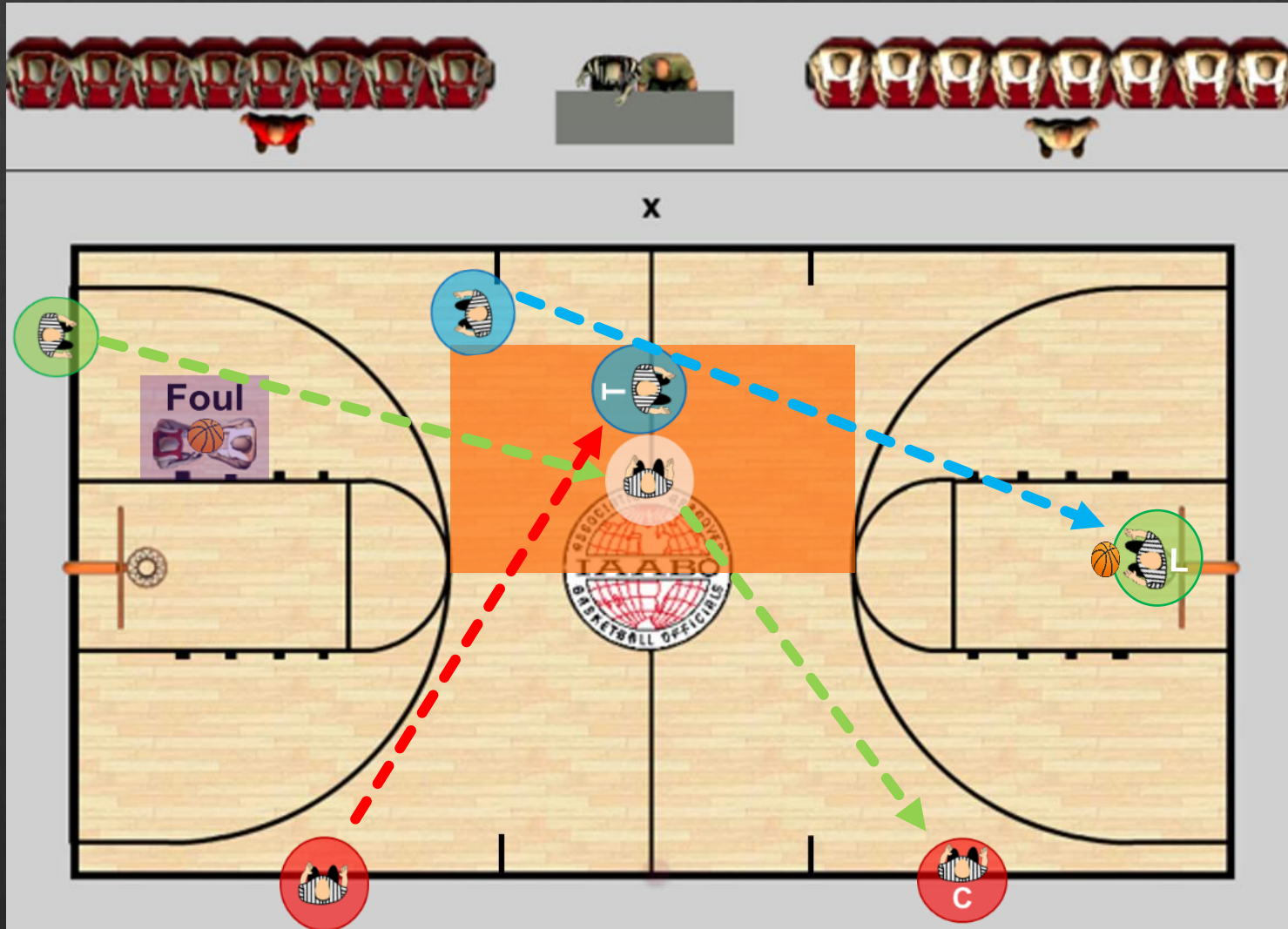
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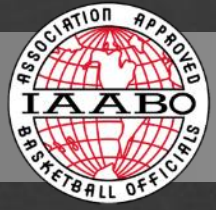




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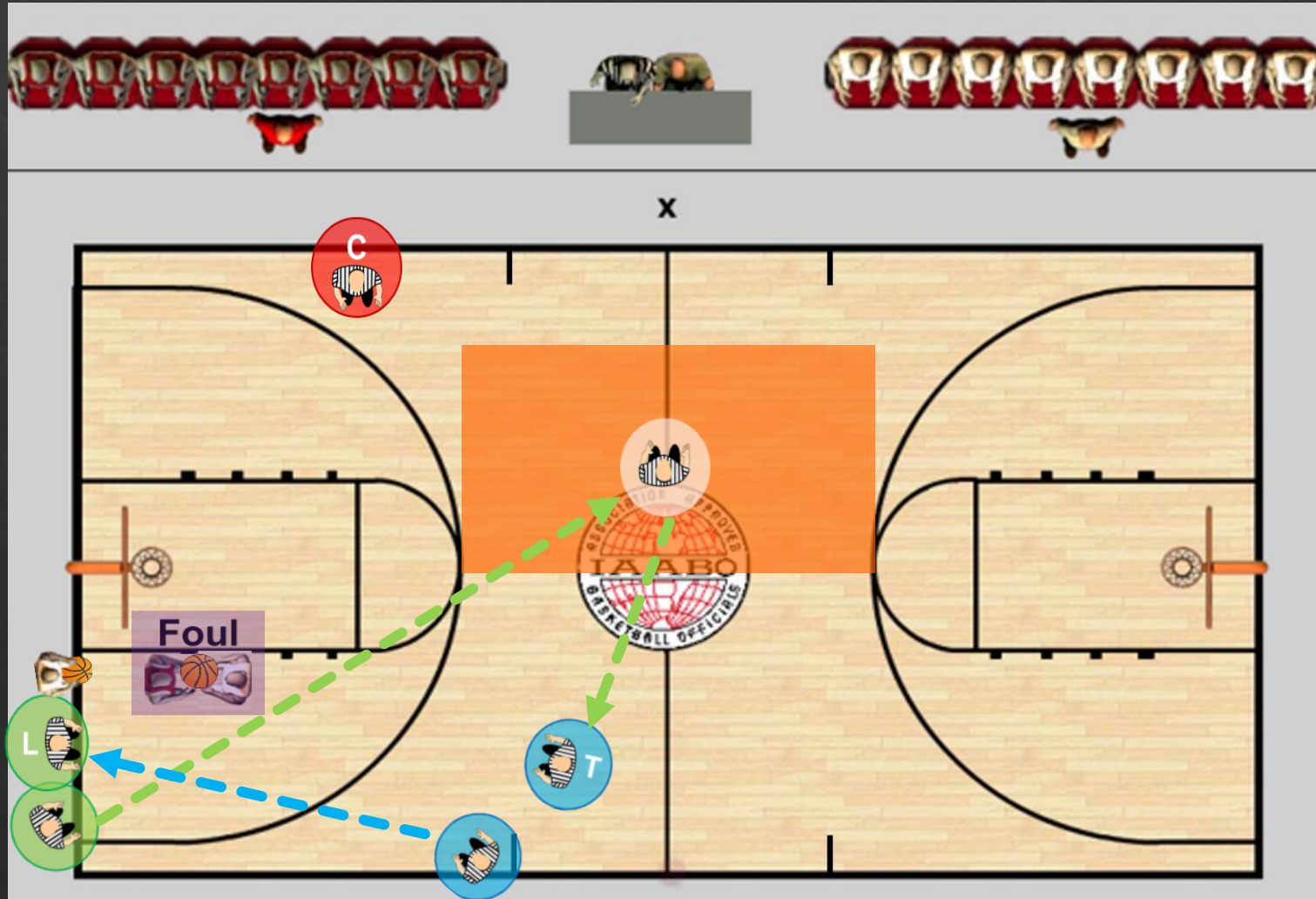
Free Throws, Opposite End

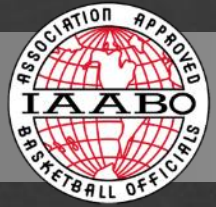




OPPOSITE SIDE LEAD RULES FOUL

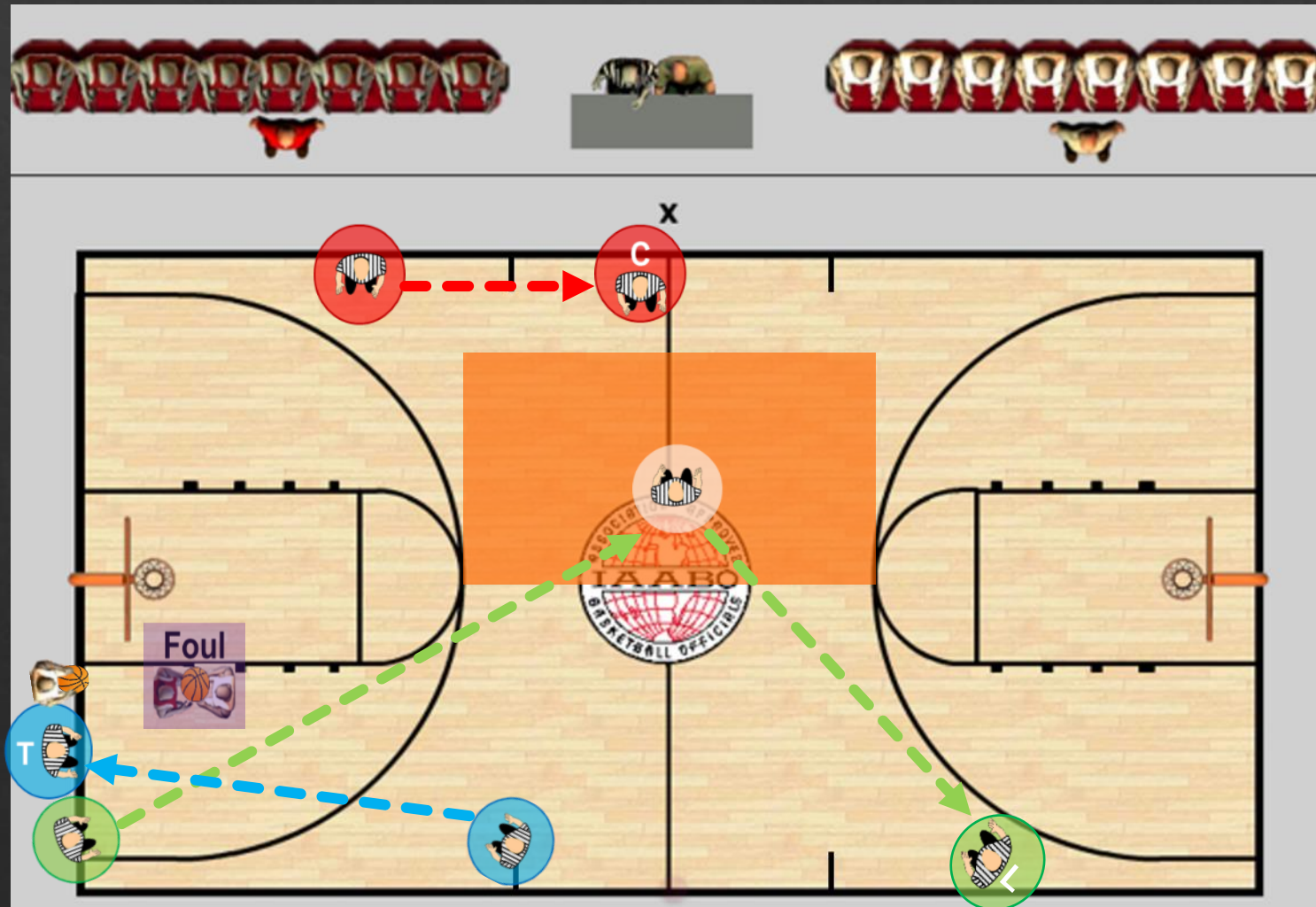
Frontcourt Throw-In

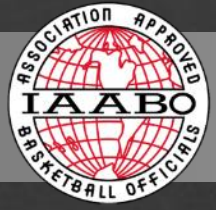




OPPOSITE SIDE LEAD RULES FOUL

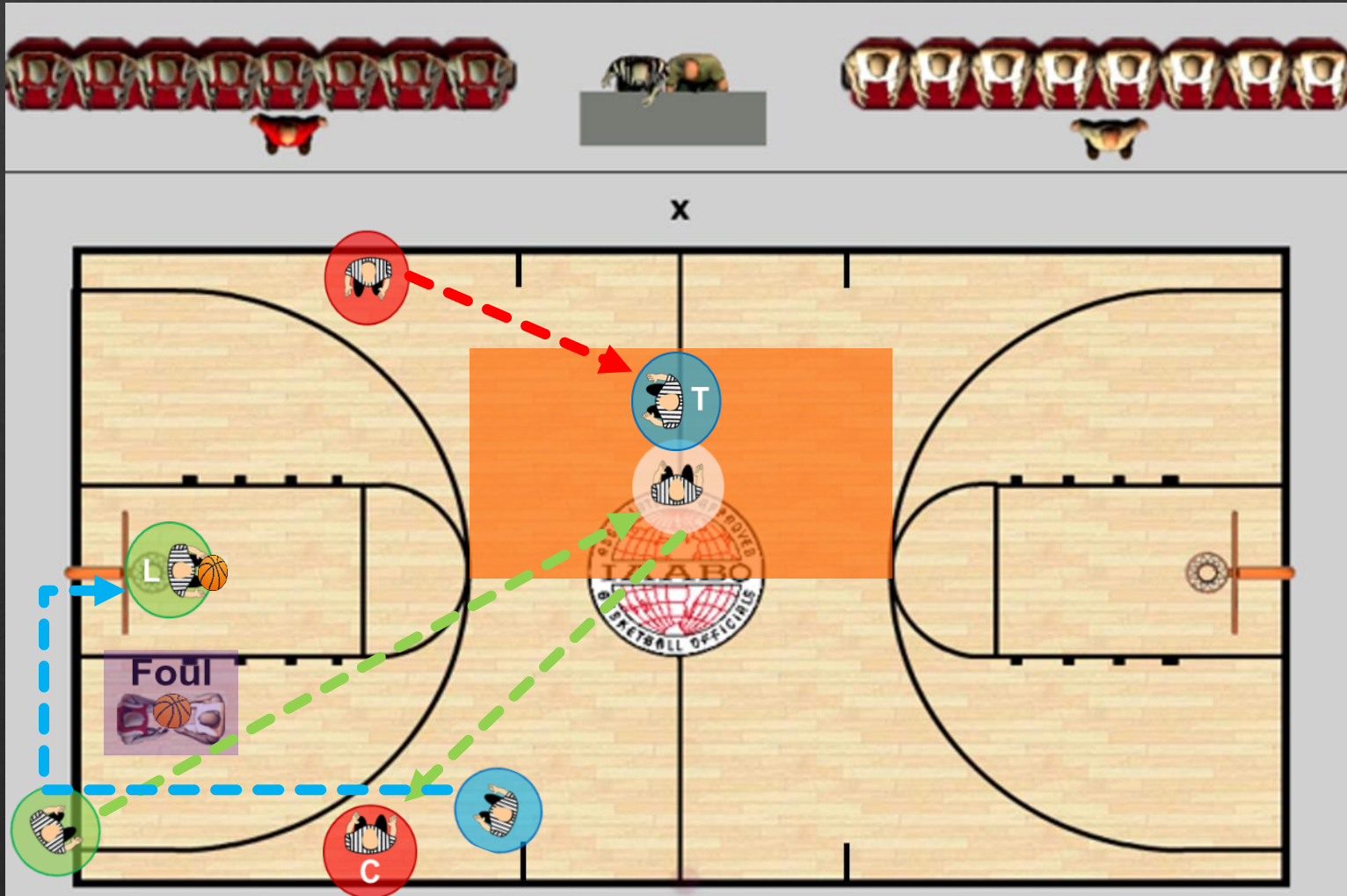
Backcourt Throw-In

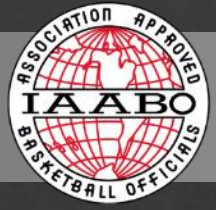




OPPOSITE SIDE LEAD RULES FOUL

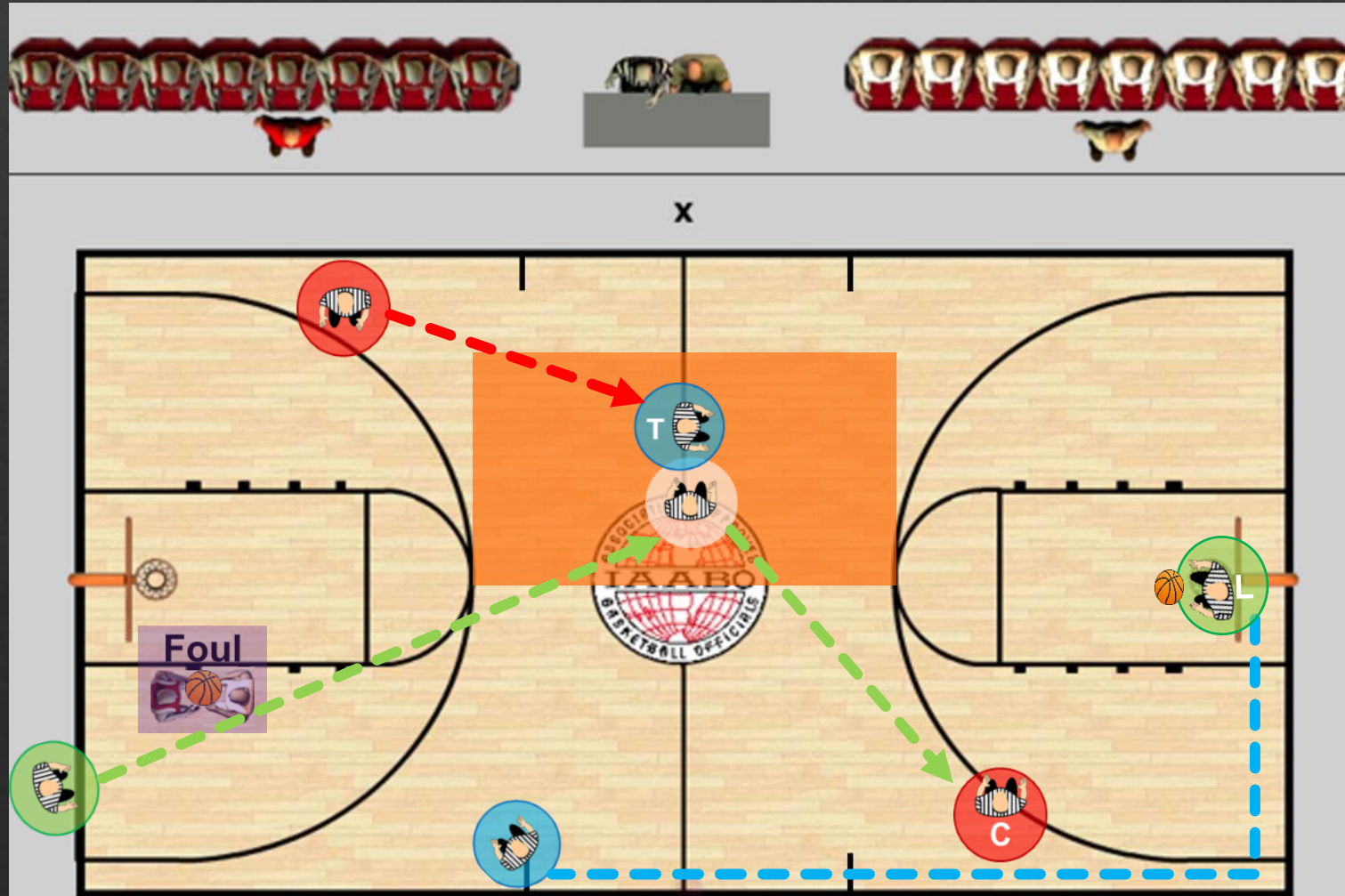
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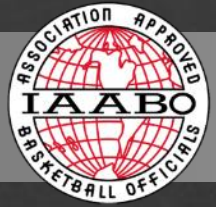




OPPOSITE SIDE LEAD RULES FOUL

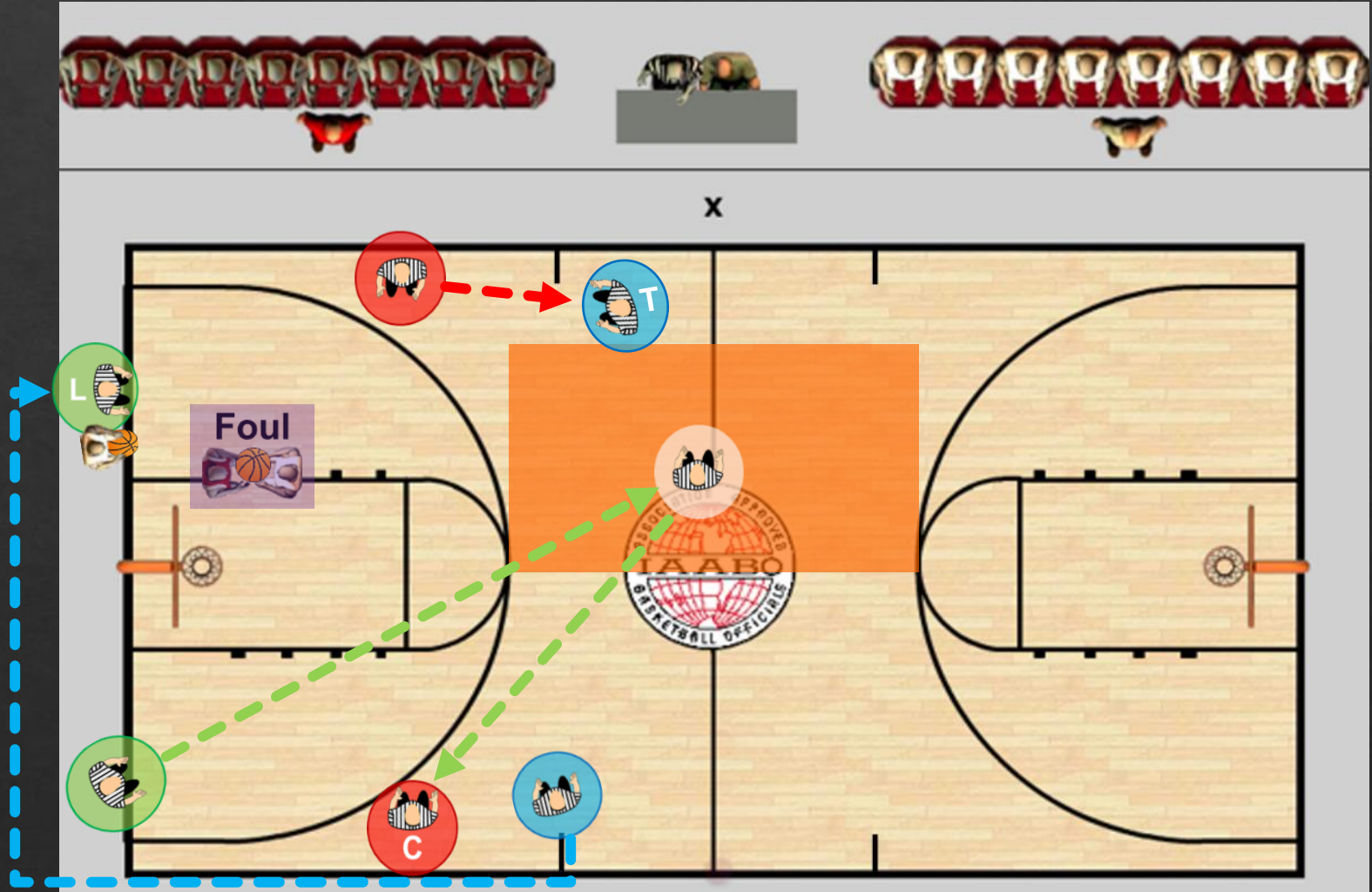
Free Throws, Opposite End

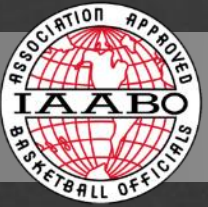




OPPOSITE SIDE LEAD RULES FOUL ACROSS BASKETLINE

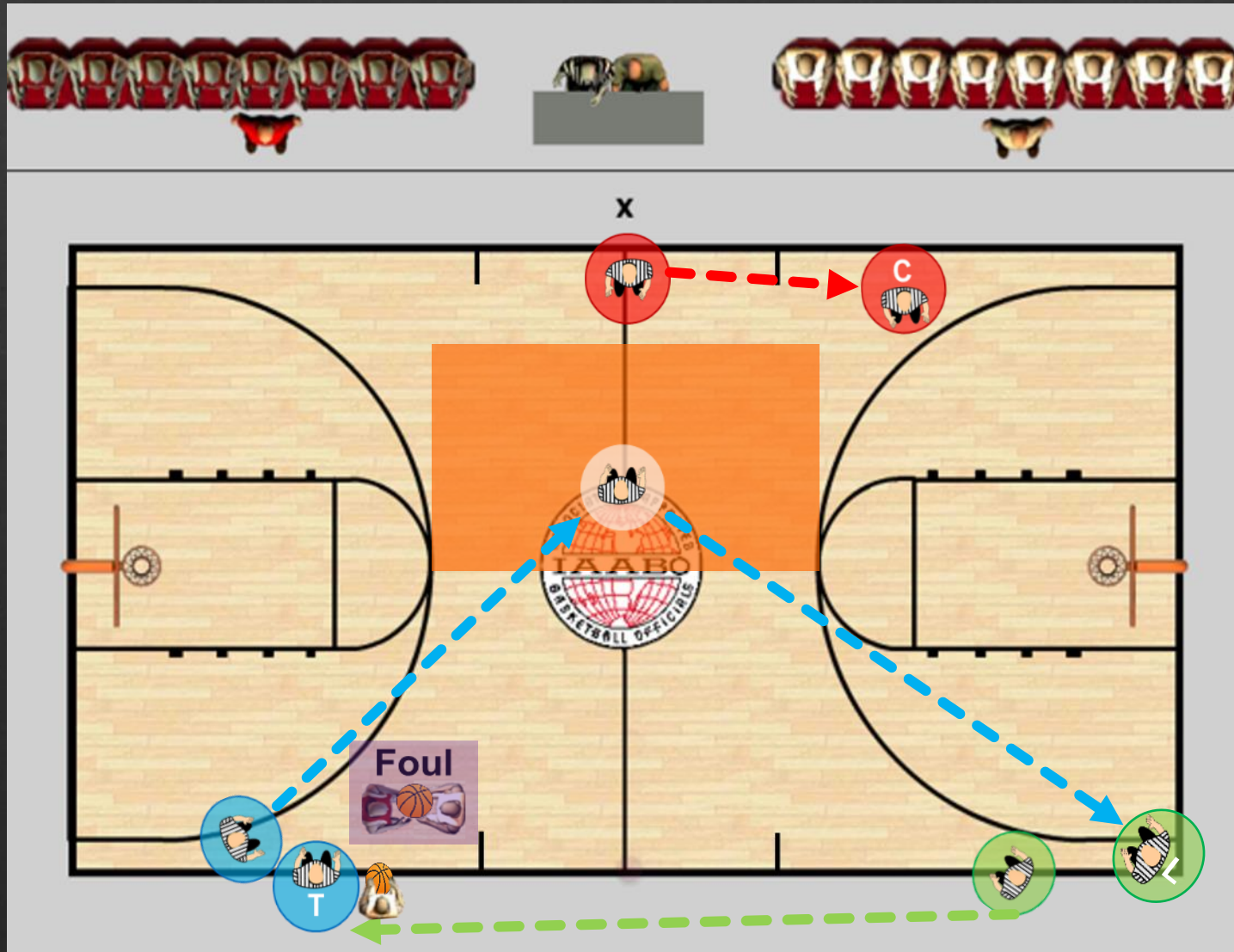
Frontcourt Throw-In

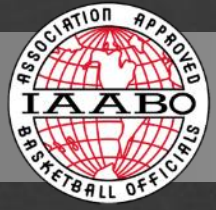




NEW TRAIL RULES FOUL IN TRANSITION

Backcourt Throw-In





SOME REMINDERS:

Congratulations

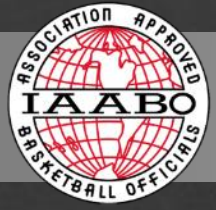
Referee Schools and Camps

IAABO – There are usually 3 to 4 schools.

Check IAABO.org for more information or contact me.

Board #7 – End of June

CT Board #5 – First W/E in August



MY USUAL REMINDERS:

Always have a good Pregame.

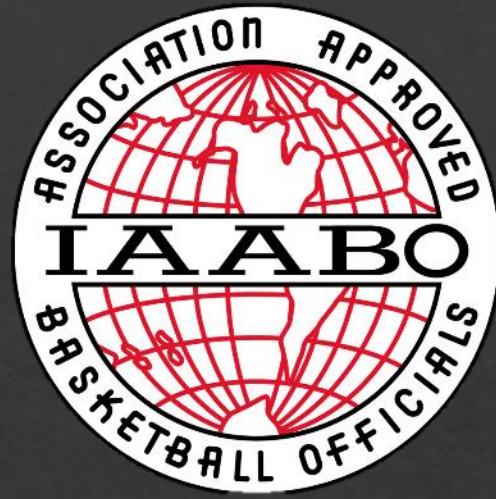
Work your PCA.

Don't be a ball watcher.

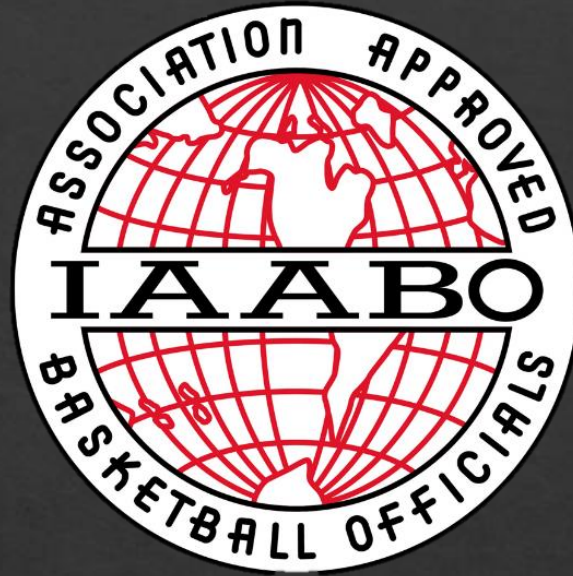
Trust your partner.

Work every game like it's a championship game because...

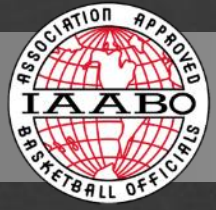
You never know who's watching or posting to YouTube.



WHAT QUESTIONS DO YOU HAVE?



VIOLATION PROCEDURES



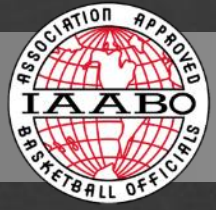
VIOLATION PROCEDURES

When ruling a violation, official shall:

1. Simultaneously sound the whistle and signal to stop the clock.
2. Make eye contact with partners.
3. Maintain the stop the clock signal, while stepping toward the area of the violation, STOP, then signal the type of violation.
4. Simultaneously state the jersey color of the team entitled to the ball for the ensuing throw-in and point in the direction of that team's basket.
5. Never turn his/her back when indicating the direction.
6. Indicate the throw-in spot.

Note: Each signal in the sequence should be displayed independently of one another.





VIOLATION PROCEDURES

Ideally, officials should strive to:



stop the clock,

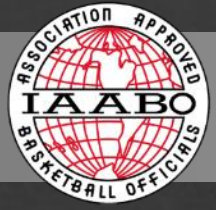


signal direction,



and indicate the spot

using the same arm.

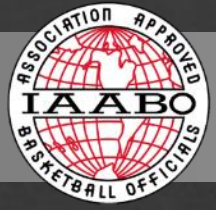


VIOLATION PROCEDURES

Officials should avoid signaling direction **across their torso**.

If this is not possible using the same arm used to stop the clock, officials should drop their “stop clock” arm and use the opposite arm to signal direction and, if needed, switch arms again to indicate the spot.

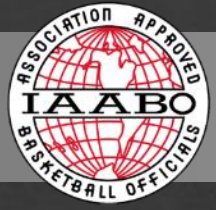




VIOLATION REMINDERS

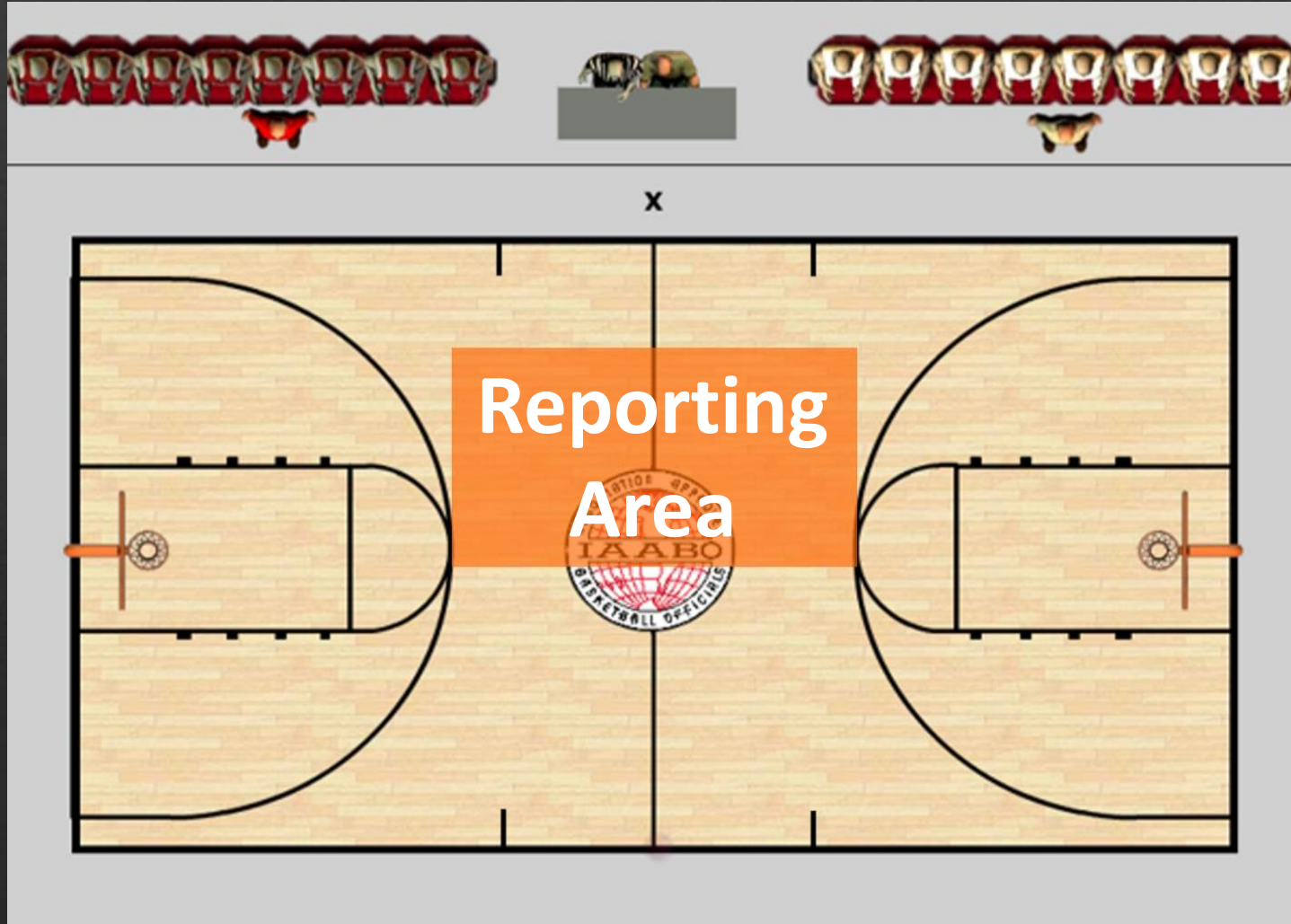
Officials may seek or offer help to ensure accurate rulings.

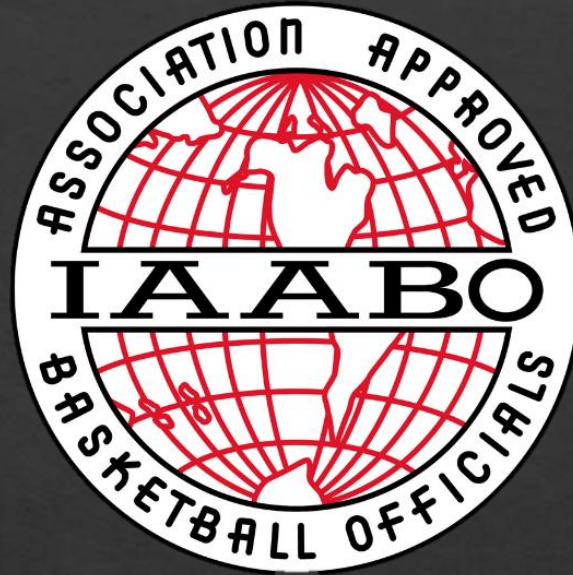




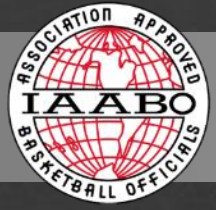
VIOLATION REMINDERS

Warnings are to be reported by going to the reporting area.





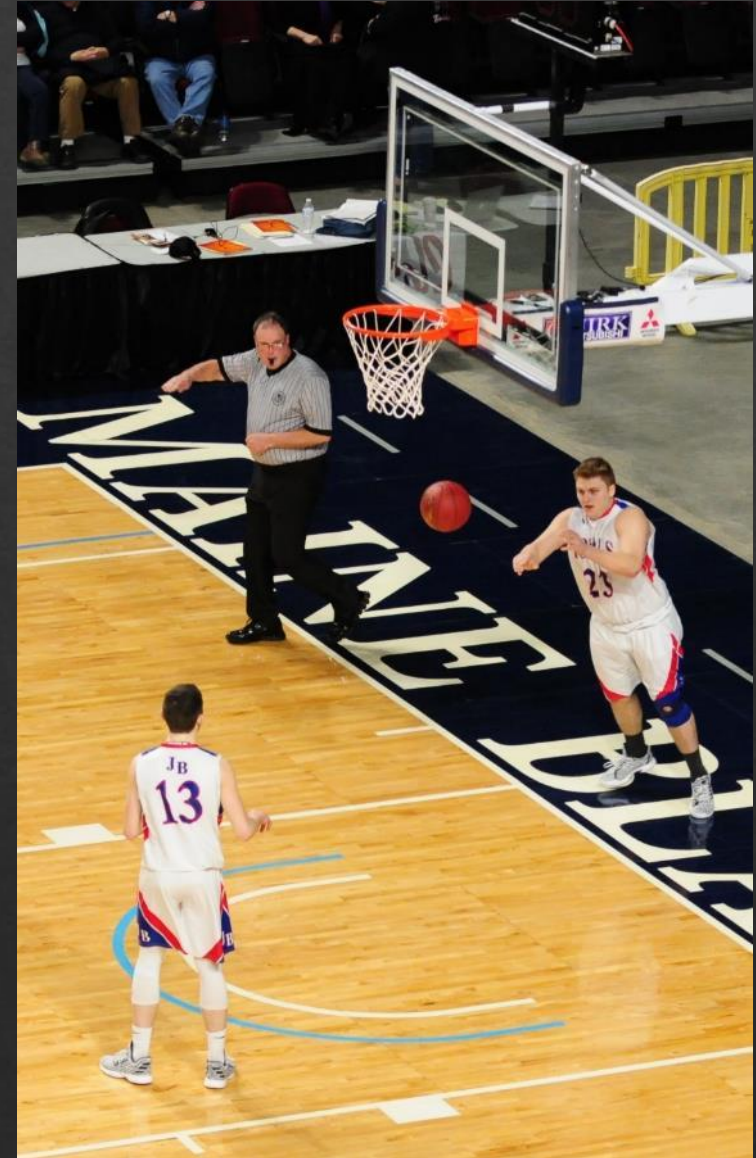
THROW-IN COVERAGE

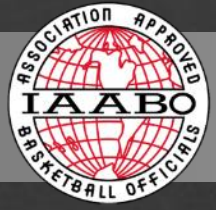


THROW-IN

Two types of throw-ins:

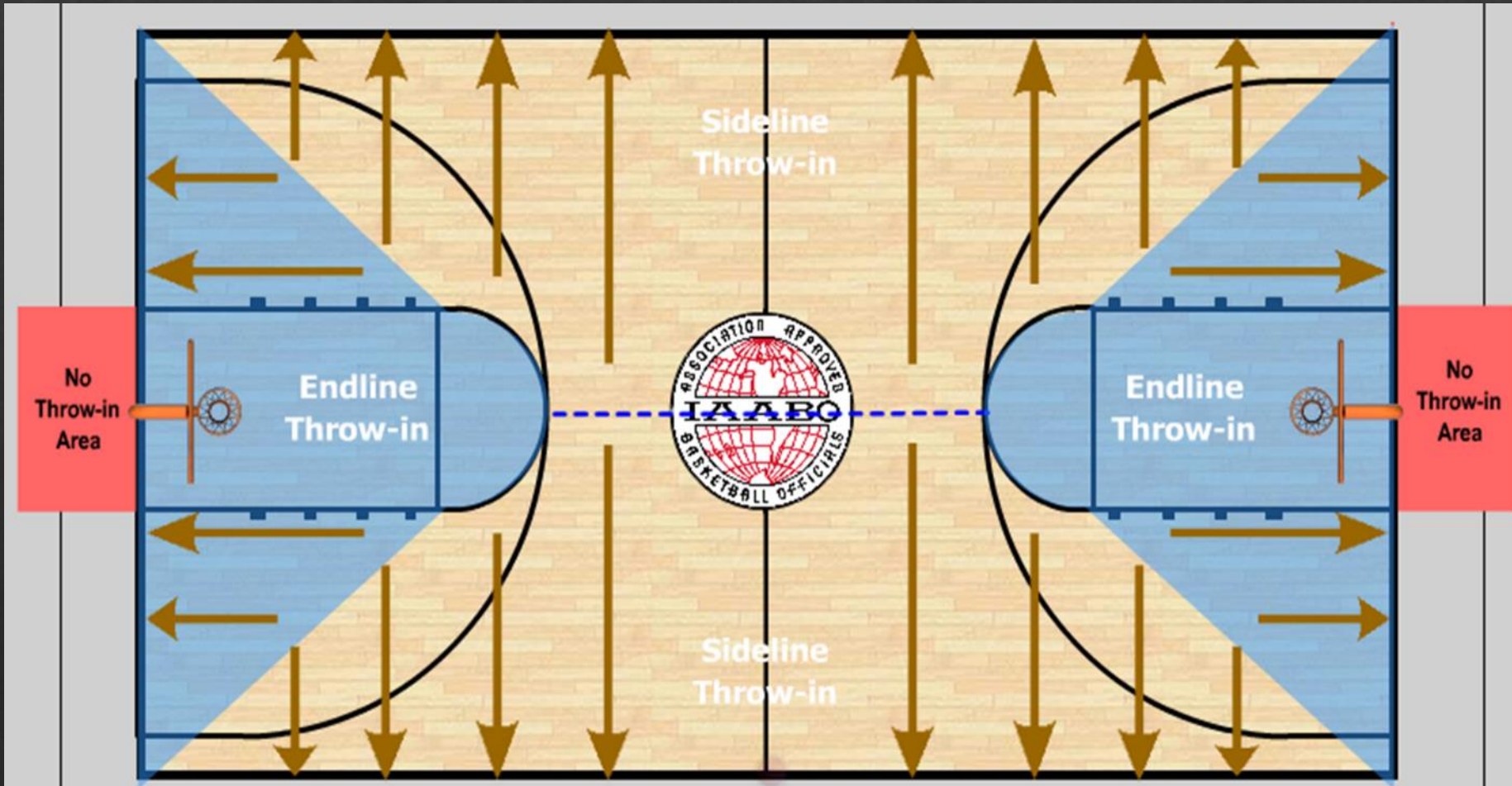
1. Designated spot
2. Any point out-of-bounds along endline (after a goal or awarded goal)

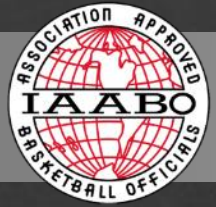




THROW-IN

The “nearest spot” is the spot out-of-bounds nearest to where the foul, violation, time-out or other stoppage of play occurred.





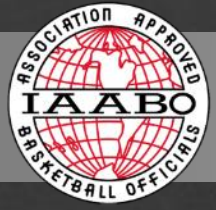
THROW-IN

Official making the ruling shall indicate the throw-in spot.



Administering official shall designate the throw-in spot.





THROW-IN

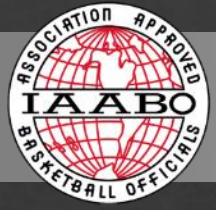
Throw-in spot following:



Intentional personal or
flagrant personal fouls



At nearest spot of the foul



THROW-IN

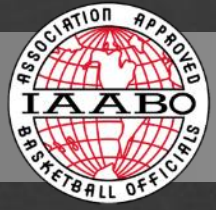
Throw-in spot following:



Technical fouls



Opposite sideline at the division line



THROW-IN

Throw-in spot following:

Double personal fouls

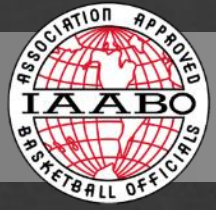
Double technical fouls

Simultaneous fouls



At the **point of interruption**, to the team who had team control.

Point of interruption: spot out-of-bounds closest to the location of the ball when the foul occurred.

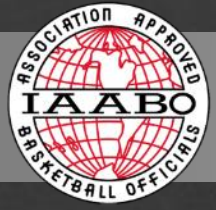


THROW-IN ADMINISTRATION

1. Administering official shall visually “sweep the floor”:

- a. Glance to the table for substitute(s).
- b. Verify the correct number of players on the court.
- c. Establish eye contact with partners.
- d. Apply the “boxing in” technique (visual or physical).



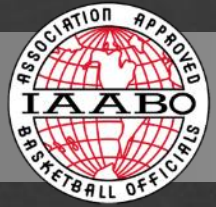


THROW-IN ADMINISTRATION



2. Signal the type of throw-in:
 - a. Designated spot
 - b. Any spot on endline following made or awarded goal
3. Put whistle in mouth.
4. If following time-out, intermission or unusual delay, sound whistle, announce jersey color and signal direction.





THROW-IN ADMINISTRATION

5. Raise hand to show “time-out” signal.
6. Hand or bounce ball to thrower-in.

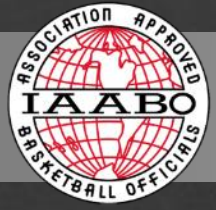
Exception: On all front court endline throw-ins, the ball shall be handed to the thrower-in.



5. Step away from thrower-in and begin throw-in count.

6. Signal to “start the clock” when ball is legally touched inbounds.





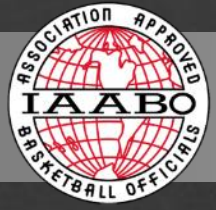
THROW-IN ADMINISTRATION

Frontcourt Endline

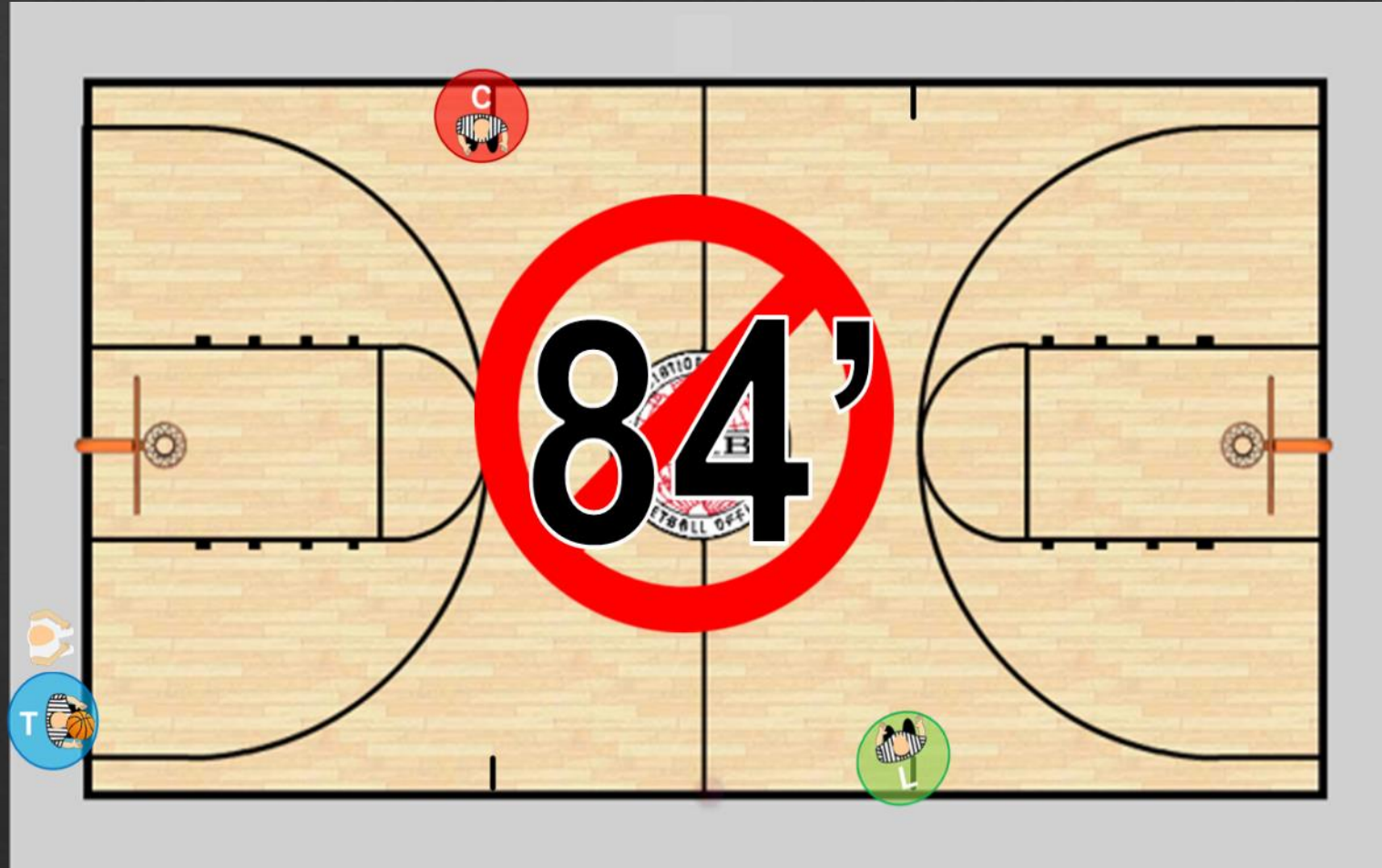
Lead shall hand the ball to the thrower-in.

Lead may assume a position between thrower-in and sideline or thrower-in and basket.

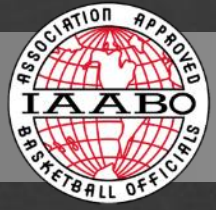




THROW-IN ADMINISTRATION

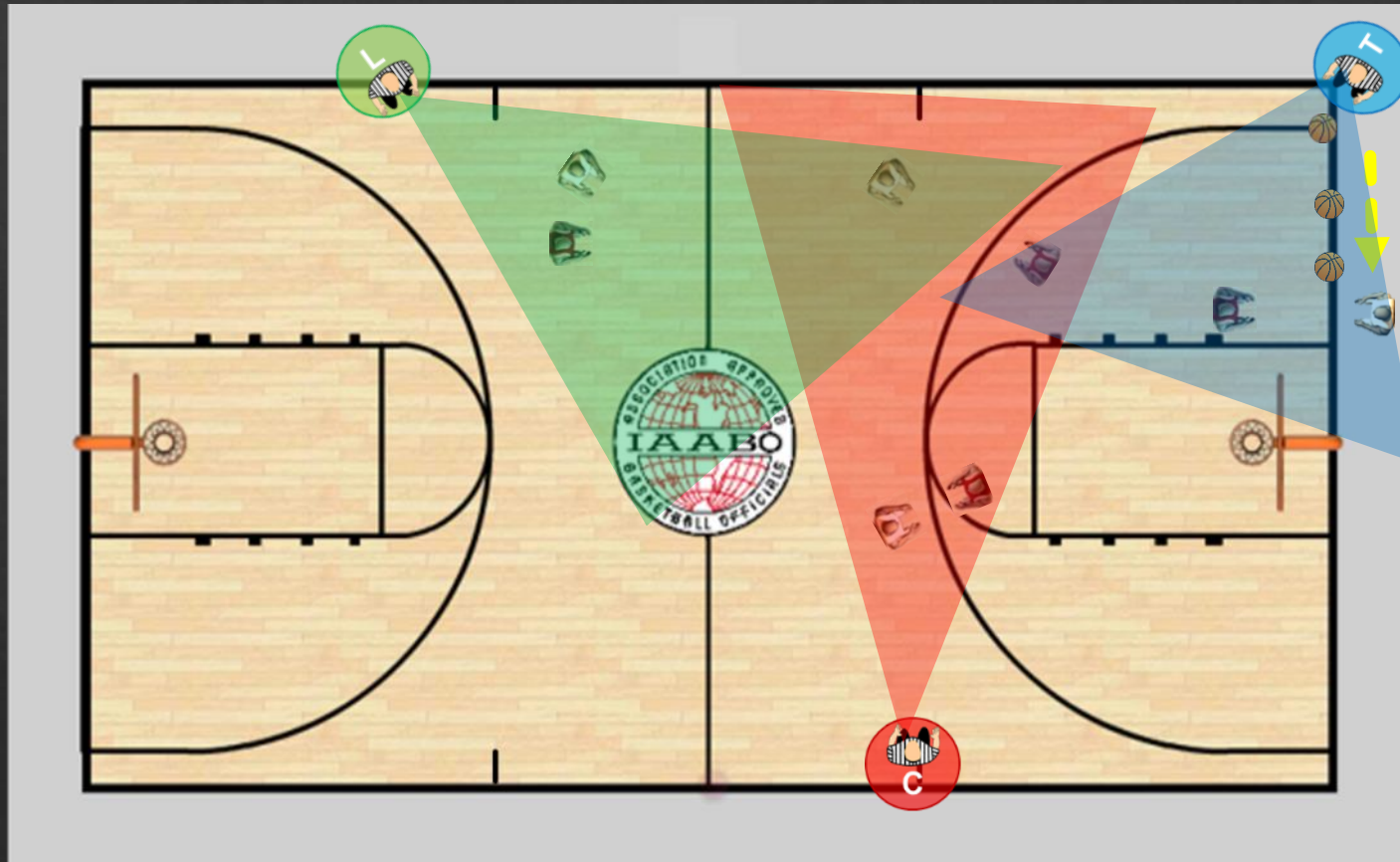


It is crucial that the **Lead** take a position that provides the best possible coverage.
This coverage is **never** 84 feet from the endline throw-in.

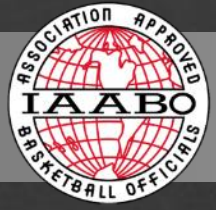


THROW-IN ADMINISTRATION

Backcourt Endline

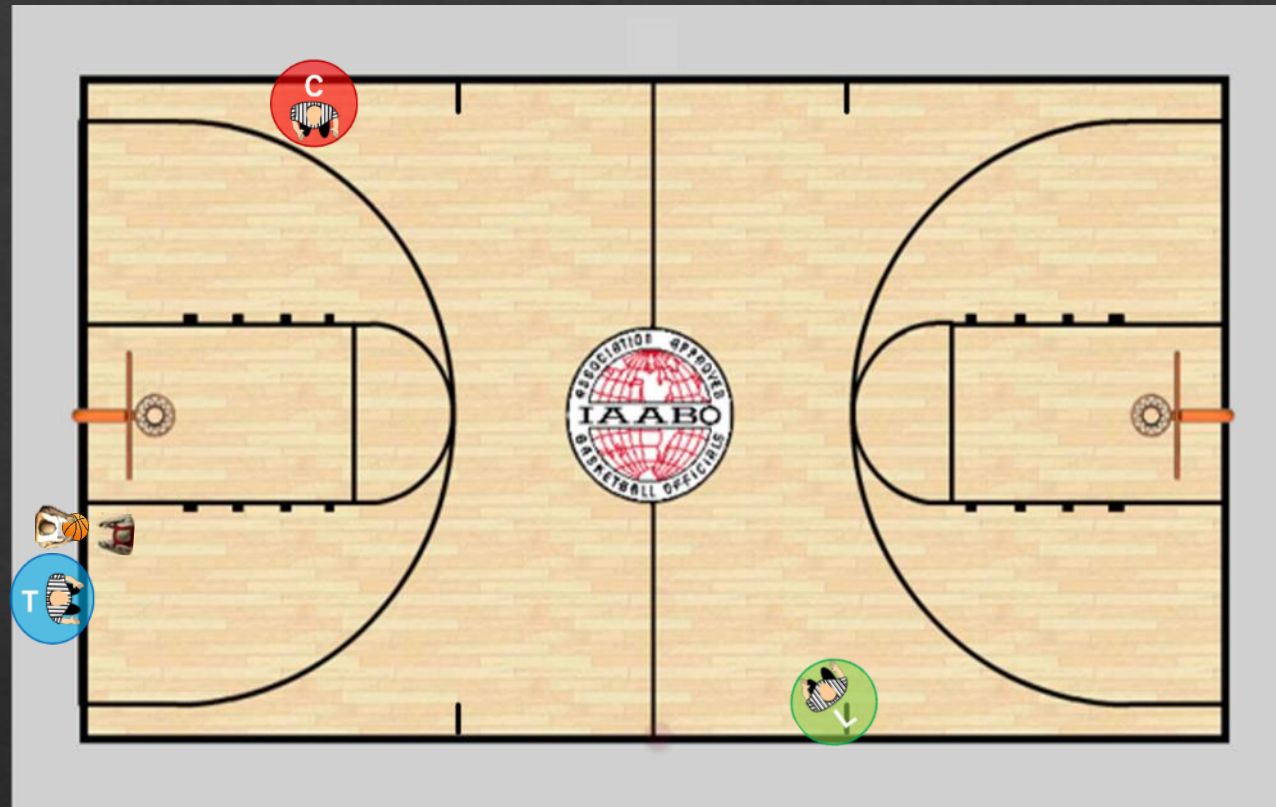


When administering an endline throw-in, the official may hand or back away and bounce the ball to the thrower-in, then observe immediate throw-in area.



THROW-IN ADMINISTRATION

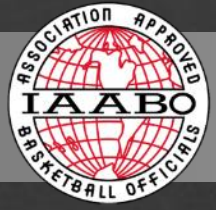
Backcourt in Transition



All backcourt throw-ins are administered by the **Trail**.

Trail's position is between thrower-in and nearer sideline.

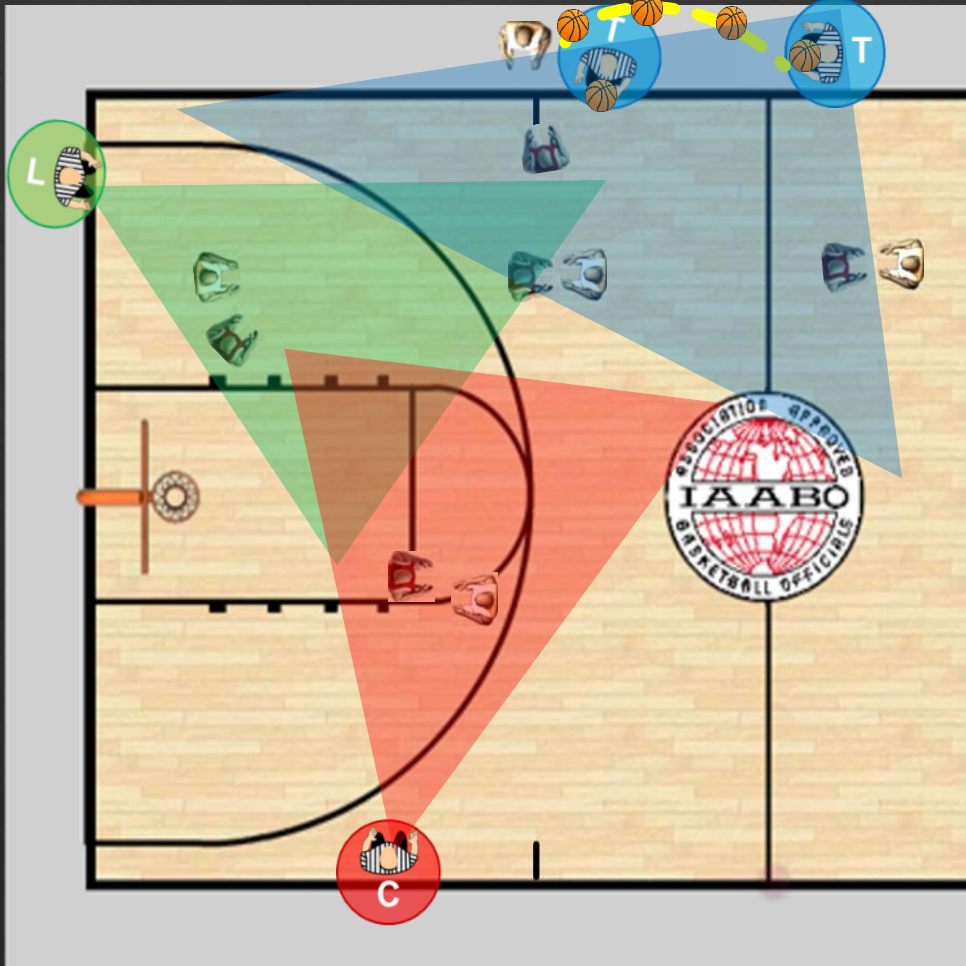
Lead and **Center** do not retreat when action in backcourt dictates coverage.



THROW-IN ADMINISTRATION

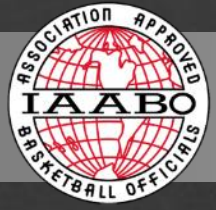
Frontcourt Sideline

A or B



When administering a sideline throw-in, administering official shall identify and take a position at designated throw-in spot.

Official may bounce ball or hand to thrower-in.



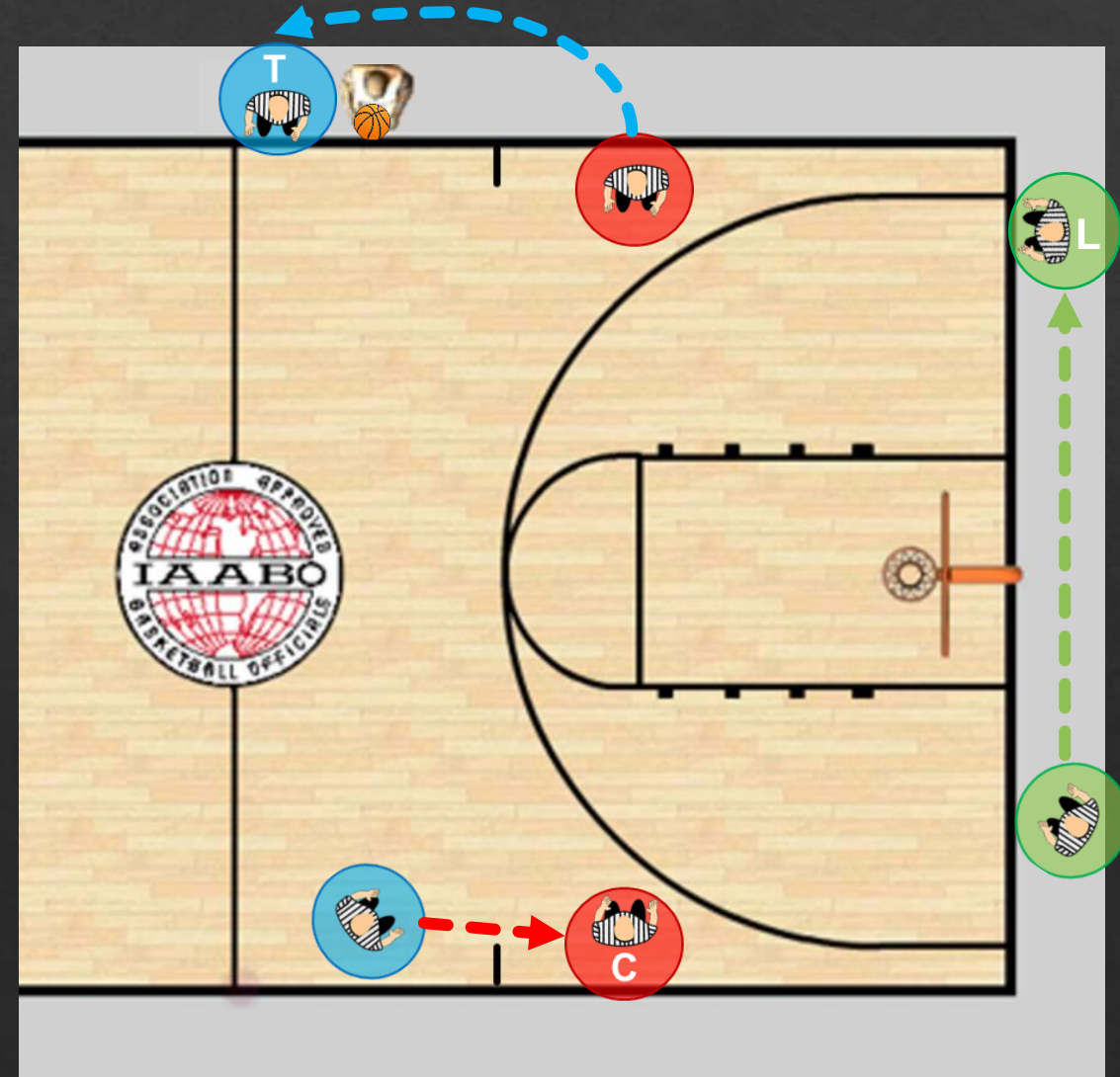
THROW-IN ADMINISTRATION

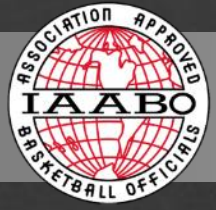
Frontcourt Sideline – Above Free Throw Line Extended

Center rules ball out of bounds and moves to administer throw-in as new **Trail**.

Lead moves to tableside position.

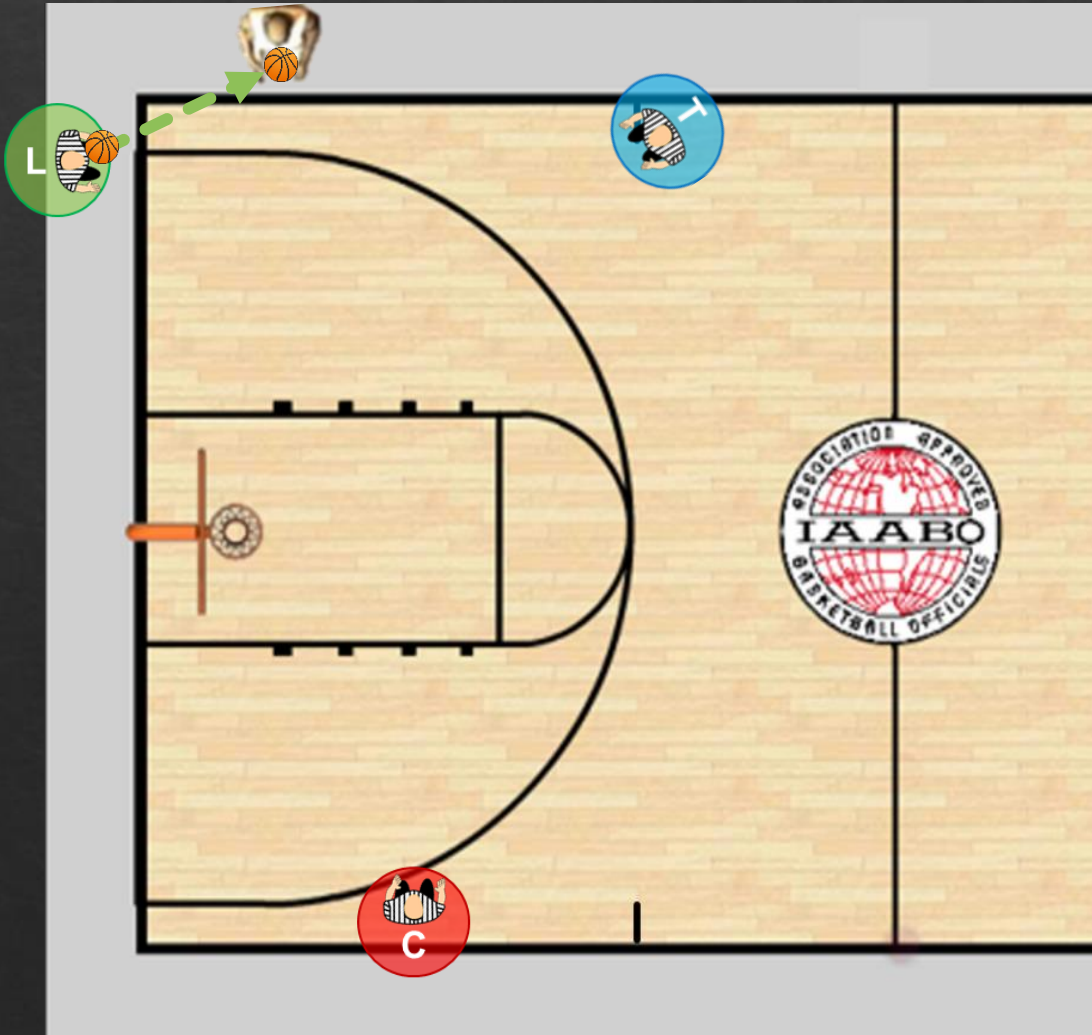
Trail moves to **Center** position.





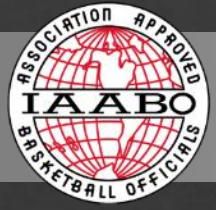
THROW-IN ADMINISTRATION

Frontcourt Sideline – Below Free Throw Line Extended



Lead shall administer the sideline throw-in when the designated spot is below the free throw line extended.

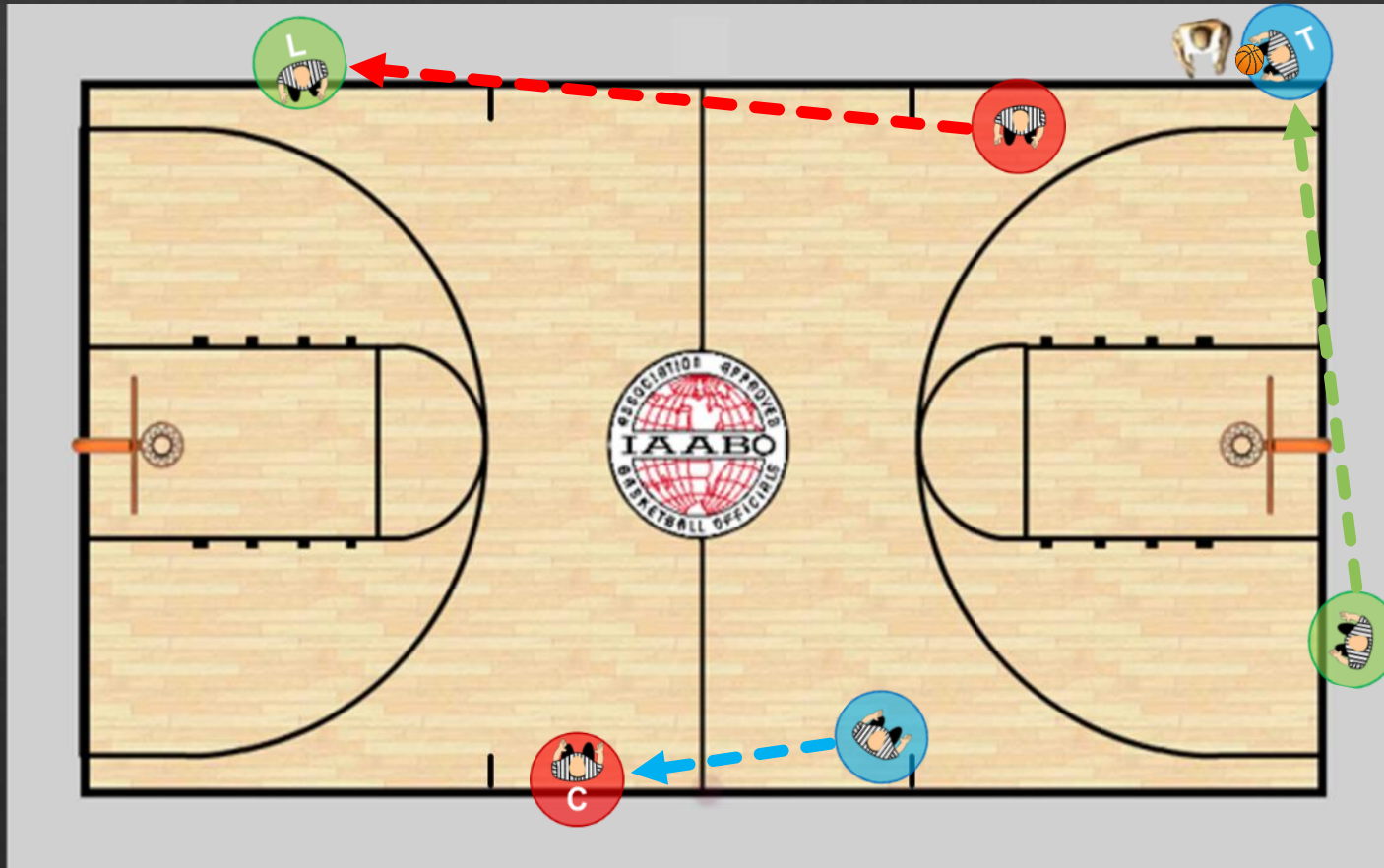
Lead remains on the endline and shall bounce the ball to thrower-in.



THROW-IN ADMINISTRATION

Transition from Backcourt to Frontcourt

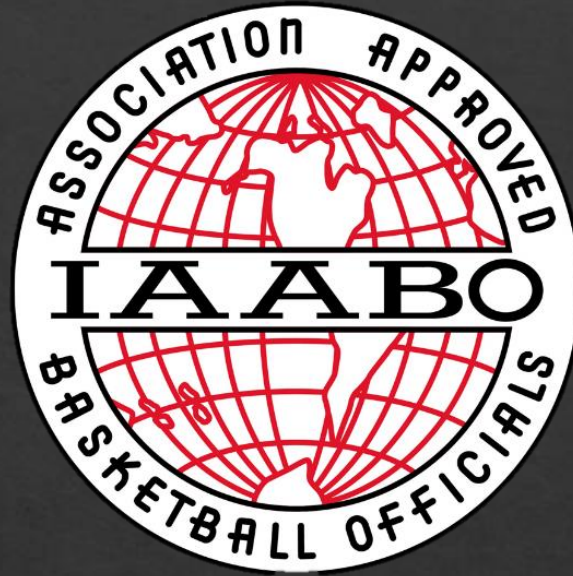
Center moves to **Lead**, adjusting position to maintain coverage as play progresses.



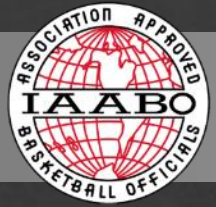
Lead moves to tableside, administering backcourt throw-in as new **Trail**.

Trail moves to **Center**.

Lead provides sideline coverage help as needed.



FOUL PROCEDURES

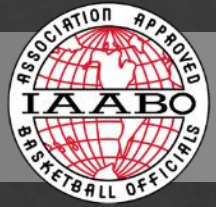


FOUL PROCEDURES

When a foul occurs, there are specific communication procedures, mechanics and signals that must be executed by officials:



1. Sound the whistle while raising one arm straight up, with fist clenched.
2. Make eye contact with partners.
3. If a try for goal is involved, check with your partners to find out if the ball entered the basket.
4. If the try is successful, signal to count the goal as soon as it is known/confirmed.
5. Continue holding the foul signal and step toward the player who committed the foul.



FOUL PROCEDURES

6. State color and number of the player who committed the foul.

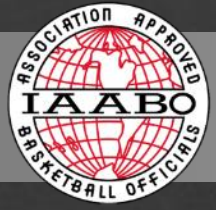
Blue 55



7. Verbalize and indicate the type of foul by giving the applicable signal.

Hold





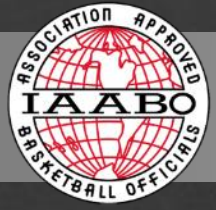
FOUL PROCEDURES



8. If player control, add the direction of the ensuing throw-in



8. If team control, add the team control signal.

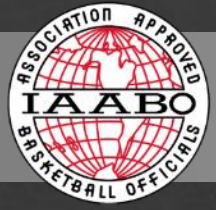


FOUL PROCEDURES

9. Visibly inform partner of the number of free throws (if any)



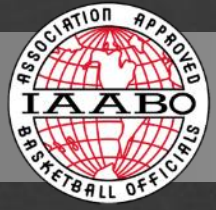
OR indicate the throw-in spot, if a throw-in will follow.



FOUL PROCEDURES

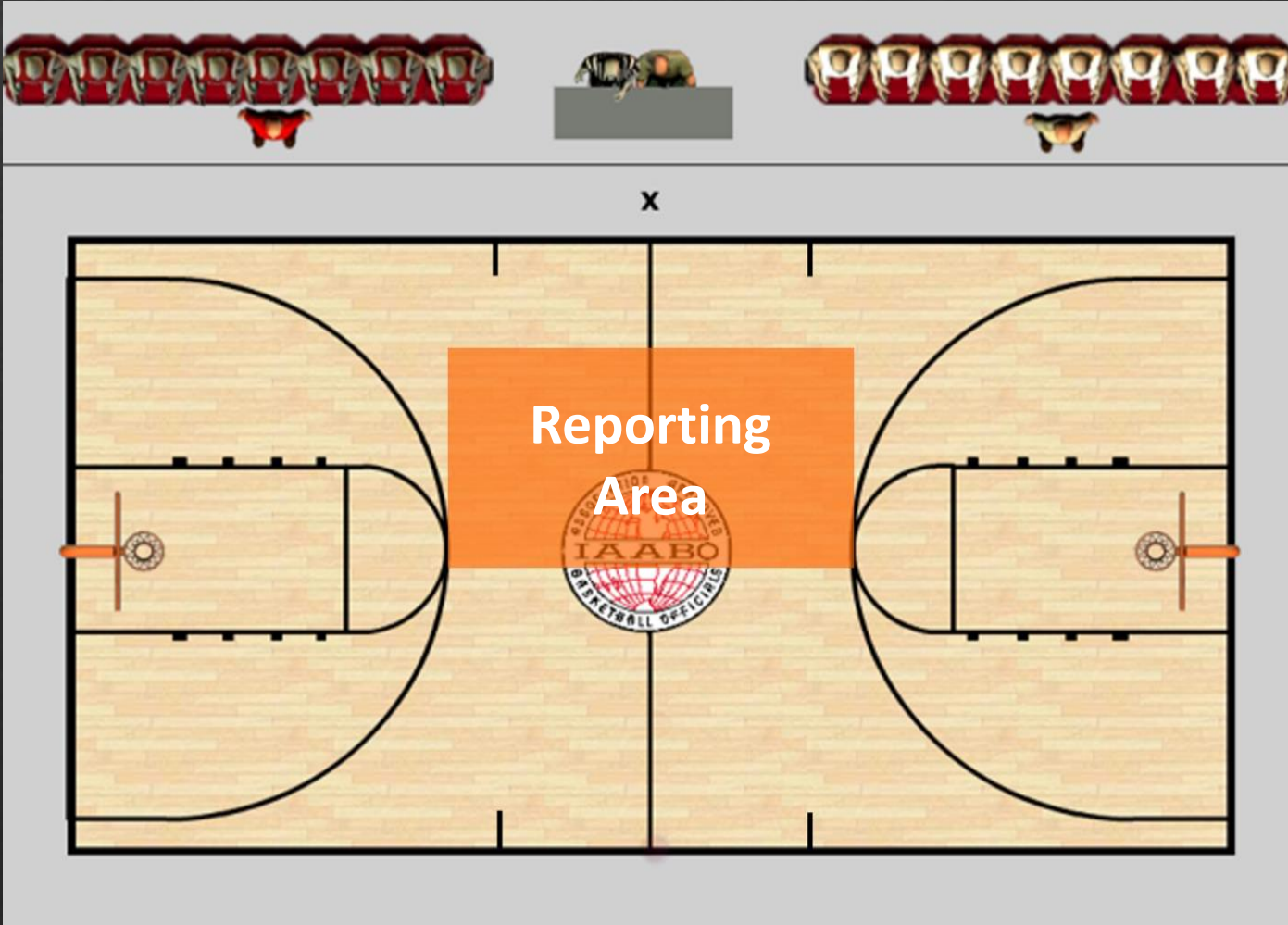
Officials shall communicate the proper administrative procedures to partners, table personnel and head coaches when intentional, flagrant, simultaneous, double and false double fouls are assessed.



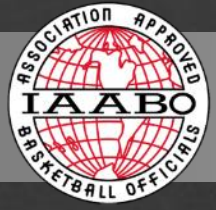


FOUL PROCEDURES

Reporting the foul:



1. Proceed to the reporting area (hustle to and from).
2. While moving to the reporting area, observe the bench areas.
3. Complete all communication with the table prior to acknowledging substitutions or time-out requests.



FOUL PROCEDURES

Reporting the foul:

4. Stop, establish eye contact with the scorer prior to beginning report.



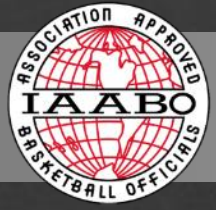
5. If a successful field goal is involved signal to score the goal immediately.



6. State the color of the jersey and the number of the player who fouled.

7. Simultaneously, using two hands (showing the first digit on the right hand and the second digit on the left hand), signal to indicate the number of the player who fouled.

* Single digit numbers can be reported with either hand.



FOUL PROCEDURES

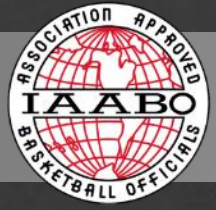
Reporting the foul:



8. Verbalize the type of foul and give the appropriate signal. Use the same signal used at the spot of the foul.



9. If free throws are to be attempted, indicate the number of free throws.

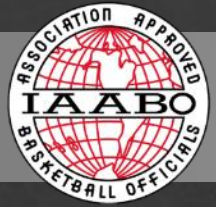


FOUL PROCEDURES

Reporting the foul:

10. If team control, first signal the type of foul then signal team control.
11. While proceeding from the reporting area, the foul reporting official shall make eye contact with his/her partner and indicate the number of free throws awarded or indicate the throw-in spot.
12. While proceeding from the reporting area, the foul reporting official has the option of going opposite side. If the ruling official chooses to go opposite, the non-ruling official will notify the coach, inform timer to start clock, notify player and administer substitutions.
13. If substitution is for disqualified player(s), the administering official will be positioned at the division line, near the center circle.

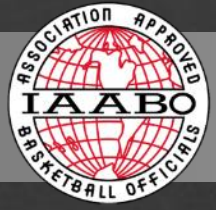




FOUL PROCEDURES

Reminders

1. The official shall use the stop the clock/ foul signal on all foul signals prior to indicating the specific kind of foul.
2. The free officials shall freeze their field of vision in order to observe all players until the foul has been reported.
3. After leaving the reporting area, the ruling official shall assist with supervising the players.
4. Official should avoid moving through or among players. Move around the perimeter of the players.
5. A switch shall take place following the reporting of all fouls.
Exception: If the opposite side **Trail** or **Center** rules a foul in the frontcourt, there is no switch.



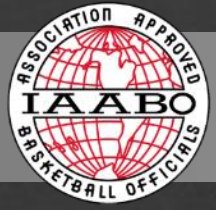
FOUL PROCEDURES

Reminders



6. After any technical, intentional or double foul has been reported, the crew members shall meet and confirm the procedure to follow.

7. A technical foul, direct or indirect, charge to the head coach results in the loss of coaching box privileges. An official shall inform the head coach.



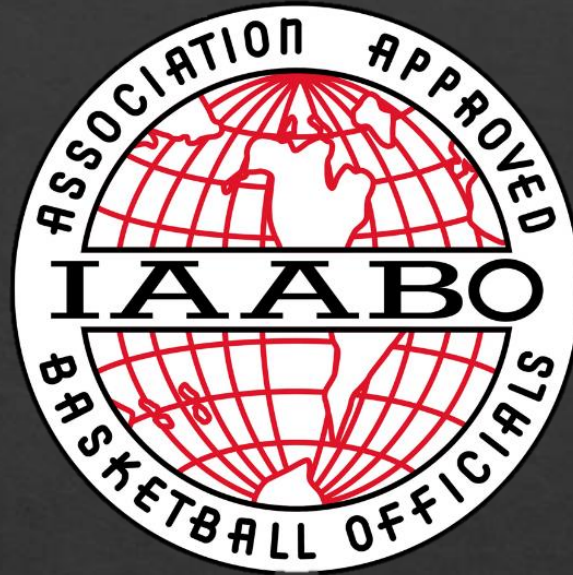
FOUL PROCEDURES

Reminders

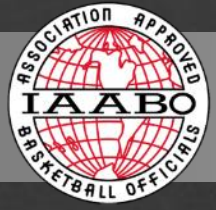


8. Officials should not demonstrate over-emphatic signals or unwarranted facial expressions when making foul rulings.



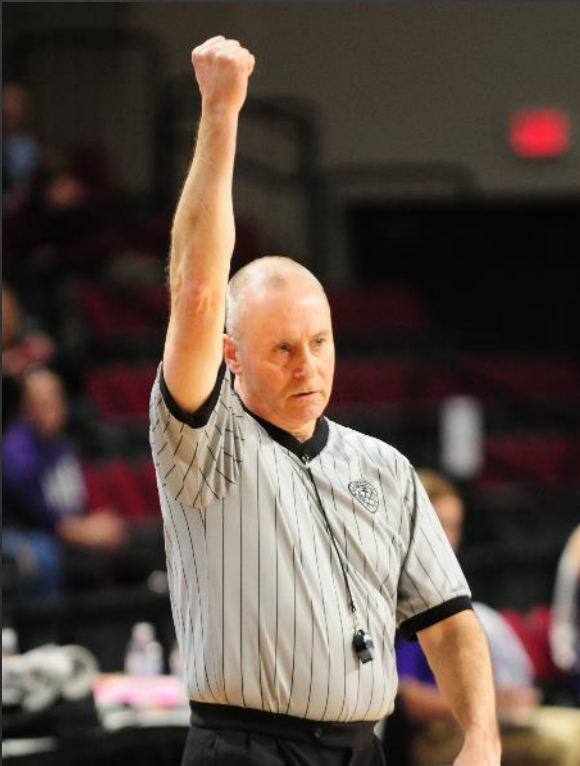


TEAM CONTROL FOUL PROCEDURE



TEAM CONTROL FOULS

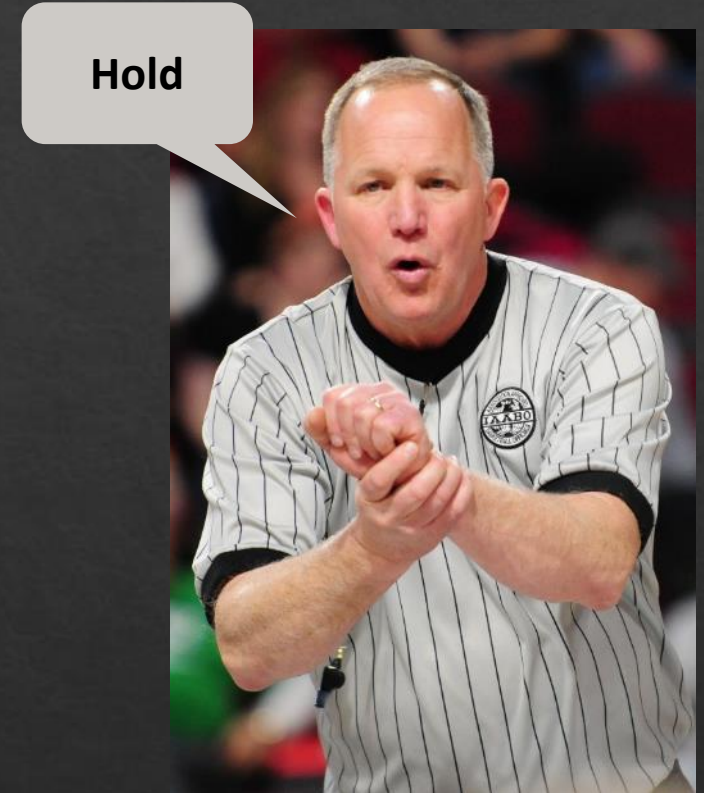
At the site of the foul:



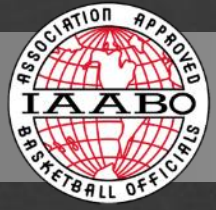
1. Stop the clock with foul signal, use optional “birddog” signal if necessary.



2. Verbally announce color of jersey and player’s number.



3. State and signal the type of foul e.g., blocking, holding, pushing.



TEAM CONTROL FOULS

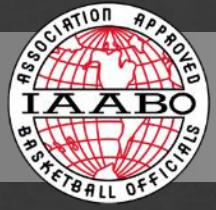
At the site of the foul:



4. Extend arm toward with a clenched fist (NOT a “punch”) to indicate no free throws.



5. Indicate the throw-in spot.



TEAM CONTROL FOULS

At the reporting area:

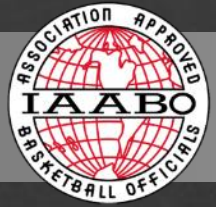
Blue 1



Blue 55



1. State the color of jersey and the number of the player who fouled:
Simultaneously using two hands (show the first number with the right hand and the second number with the left hand), signal to indicate the number of the player who fouled.
Single numbers may be reported with either hand.



TEAM CONTROL FOULS

At the reporting area:

Push



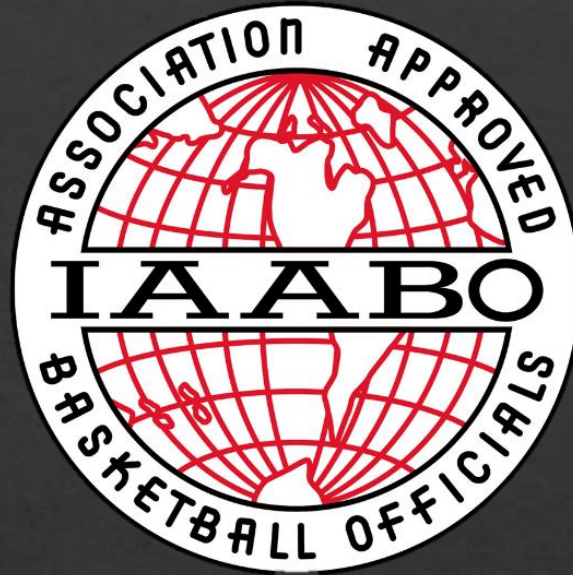
2. State and signal the type of foul e.g., blocking, holding, pushing.



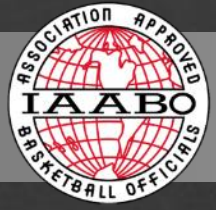
3. Extend arm toward with a clenched fist (NOT a “punch”) to indicate no free throws.



4. Indicate the throw-in spot.



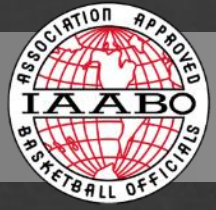
FREE THROW ADMINISTRATION AND COVERAGES



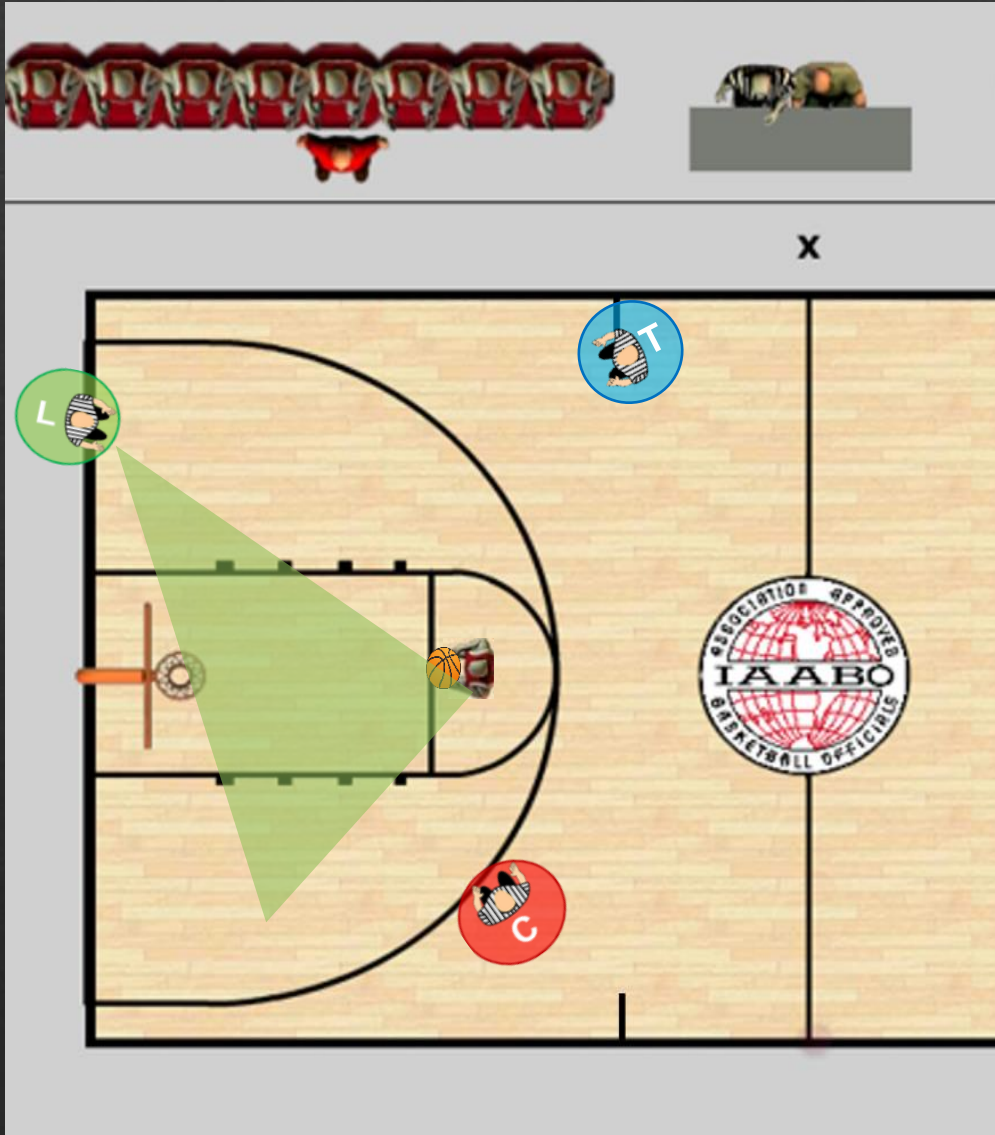
FREE THROW ADMINISTRATION RESPONSIBILITIES

All officials are responsible for:

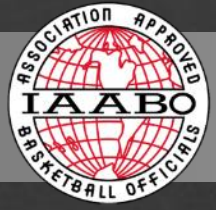
- a. Confirming that free throw lane line spaces are properly occupied
- b. Ensuring correct player attempts free throw(s)
- c. Checking or any scorer/timer table needs
- d. Foul and violation rulings
- e. Monitoring for distraction of the free-thrower
- f. Monitoring all players until ball is released by the free thrower
- g. Signaling immediately should either team foul or violate
- h. Conferring when flagrant, intentional, simultaneous, technical, double or false double fouls occur
- i. Ensuring fouls are properly charged, recorded and proper administrative procedures are followed



FREE THROW COVERAGE – LEAD



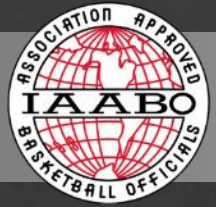
- 1st of multiple shots: be out of sight of shooter (not in lower lane space)
- Assume a position so the first lane space on the nearer lane line and the three spaces on farther lane line can be observed



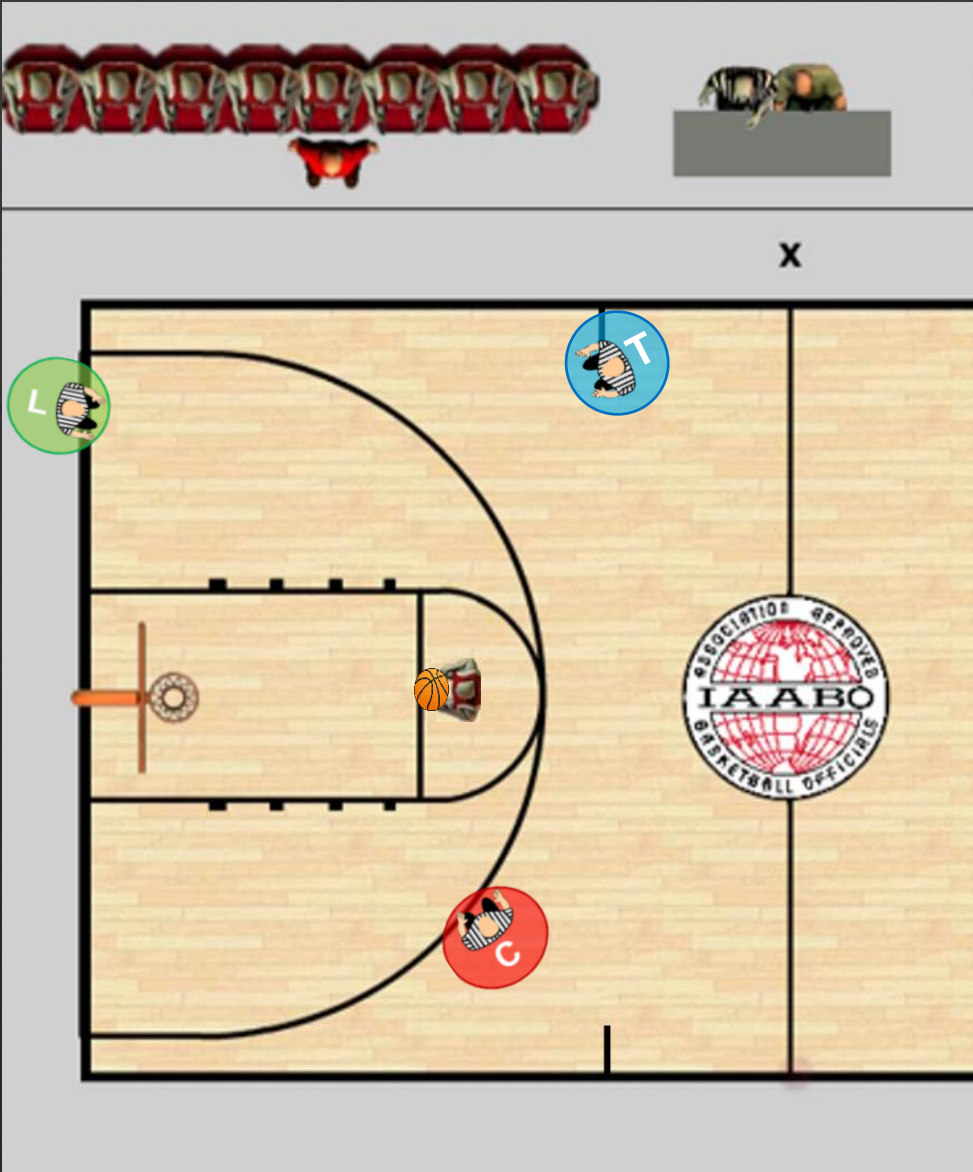
FREE THROW RESPONSIBILITIES – LEAD



- Visibly and verbally indicate number of free throws
- Bounce ball to shooter
- Administer all free throws



FREE THROW COVERAGE – CENTER



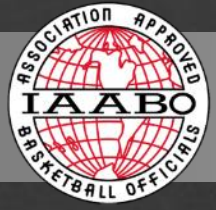
- Stand 3' behind the free throw line extended, **halfway between lane line and side line**



FREE THROW RESPONSIBILITIES – CENTER



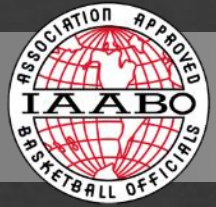
- Indicate number of free throws
- Observe free thrower (correct player, free throw line violations)
- Observe players in 2nd and 3rd spaces on farther lane line



FREE THROW RESPONSIBILITIES – CENTER



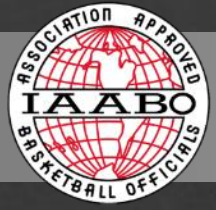
- Visibly apply 10-second count: “wrist flick” using tableside hand.
- Observe flight of ball
- Start clock, if final free throw is missed
- Close down toward endline once final free throw hits backboard or ring



FREE THROW COVERAGE – TRAIL



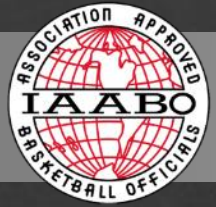
- 1st of multiple free throws: on division line next to center circle
- Final free throw: move to 28' mark
- “Close down” toward endline when final free throw is released



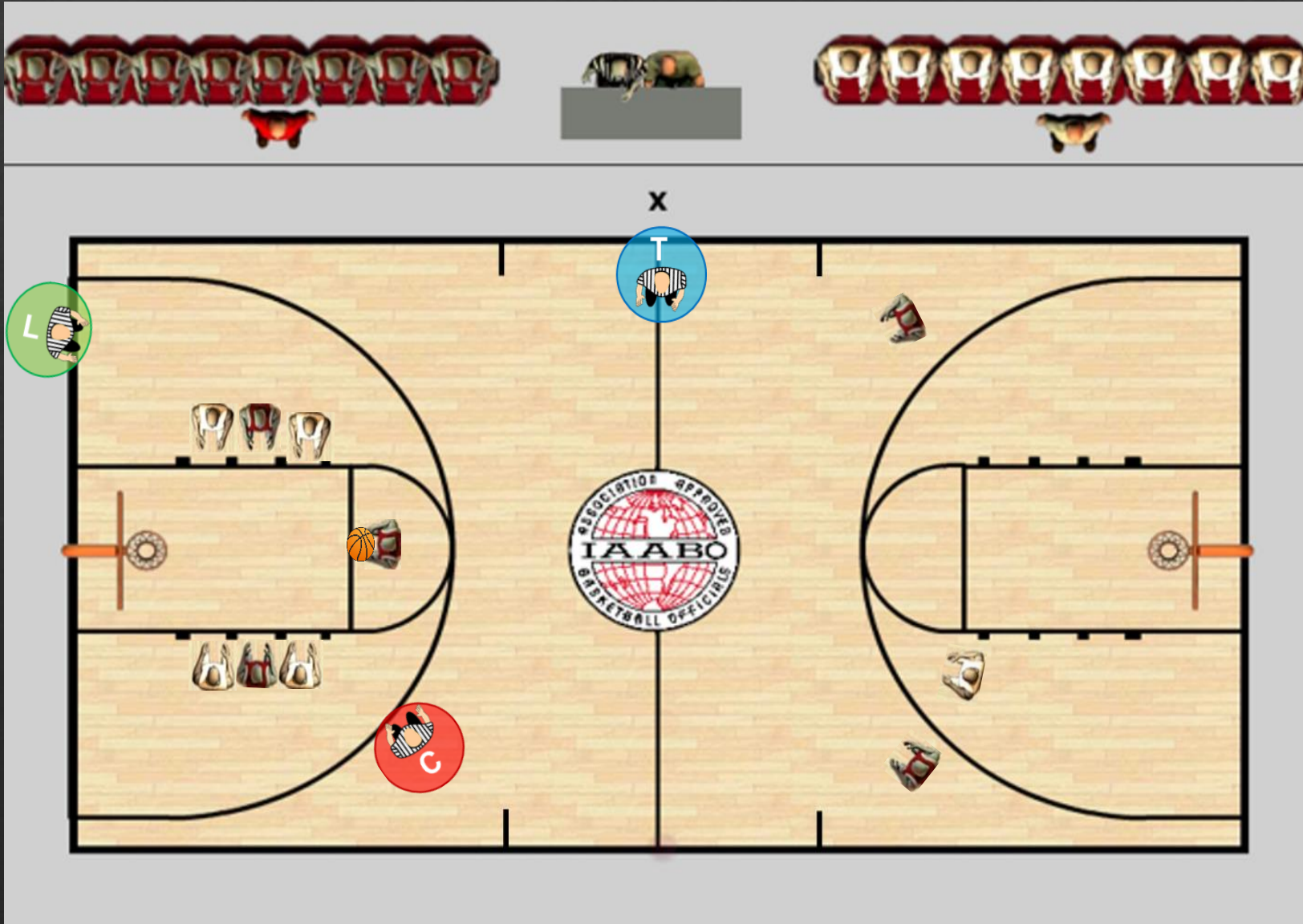
FREE THROW RESPONSIBILITIES – TRAIL



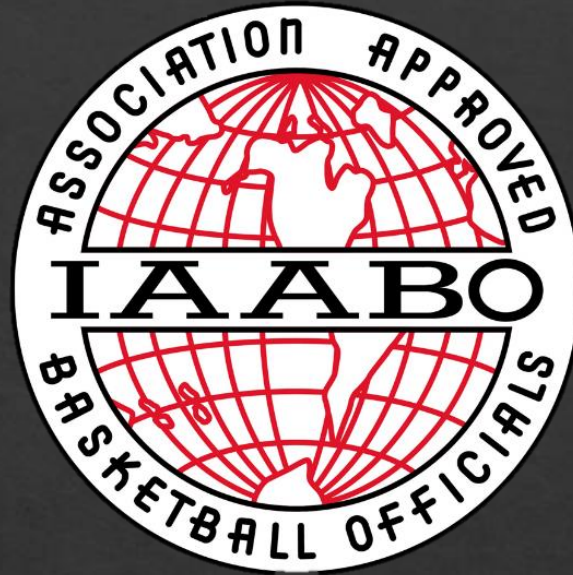
- Monitor all players not positioned on lane lines.
- When possible, monitor players in free throw lane spaces as well.
- Monitor goaltending and basket interference



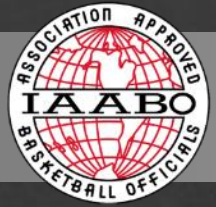
FREE THROW RESPONSIBILITIES – TRAIL



- When there are players in the backcourt with multiple free throws, Trail must adjust position to provide adequate coverage.



TIME-OUT PROCEDURES



TIME-OUT PROCEDURES

Before recognizing a request for a time-out, the official must be certain that the rules permit that a time-out be granted.

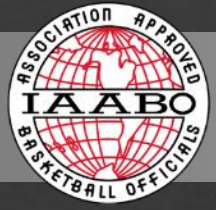


Prior to granting a time-out request by the head coach, the official must **see or hear** him or her.



All time-outs are 60 seconds, unless a 30-second time-out is requested by the **head coach**.





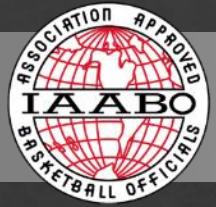
TIME-OUT PROCEDURES



- The official granting the time-out shall simultaneously sound the whistle and signal time-out by raising an arm with an open palm.



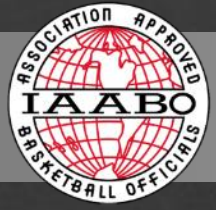
- Make eye contact with partner(s) and indicate the throw-in spot that will follow the time-out.



TIME-OUT PROCEDURES



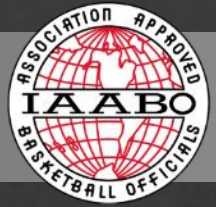
- While moving toward the reporting area, administering official gives a preliminary signal (if type of time-out is known) to alert partners, then looks to head coach to verify the type of time-out to be charged.



TIME-OUT PROCEDURES

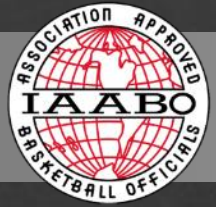
- Officials not granting the time out should monitor the bench areas and division line to prevent any midcourt crossover issues between the teams.
- Do not hurry when reporting a time-out. Be certain that both teams are at or near their respective bench areas.





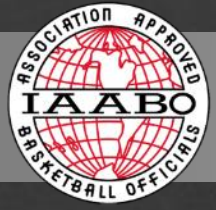
TIME-OUT PROCEDURES

- Within the reporting area, the official shall STOP, establish eye contact with the scorer and time prior to the presentation of any information.
- All communication with the table must be complete prior to acknowledging substitutions.
- State the jersey color and the number of the player or indicate that the head coach requested the time-out.
- Signal the type of time-out, 30-second or 60-second.
- State and signal to the timer to start the timing device when both teams are at their respective benches.



TIME-OUT PROCEDURES

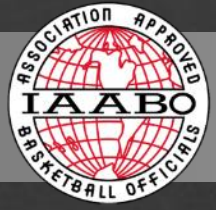
- As required by Rule 2-7.12, official(s) shall notify the head coach when a team is granted its final allowable time-out.
- After the horn to end the time-out sounds, the official shall sound the whistle, state the color of the throw-in team's jersey and indicate the direction of play. When a time-out is followed by a free throw, sound the whistle prior to administering the free throw.
- Officials do not switch positions during a time-out, positions are to be the same as prior to the time-out being granted.



TIME-OUT PROCEDURES

An official shall signal time-out when necessary to protect or get help for an injured player, then beckon assistance from the team's bench, if required.

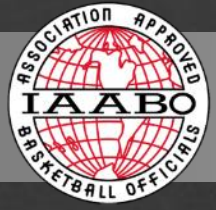




TIME-OUT PROCEDURES

If a time-out request is granted erroneously, allow the time-out and charge it to the team.

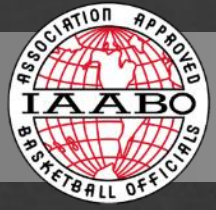




TIME-OUT PROCEDURES

The official may honor or ignore a horn that sounds while the ball is live or when it is about to become live.



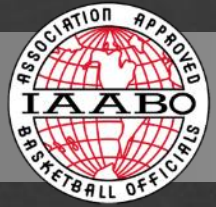


TIME-OUT PROCEDURES

The interval of time allotted (15 seconds) to replace a player directed to leave the game is not a time-out.

Only the head coach may be off the bench.





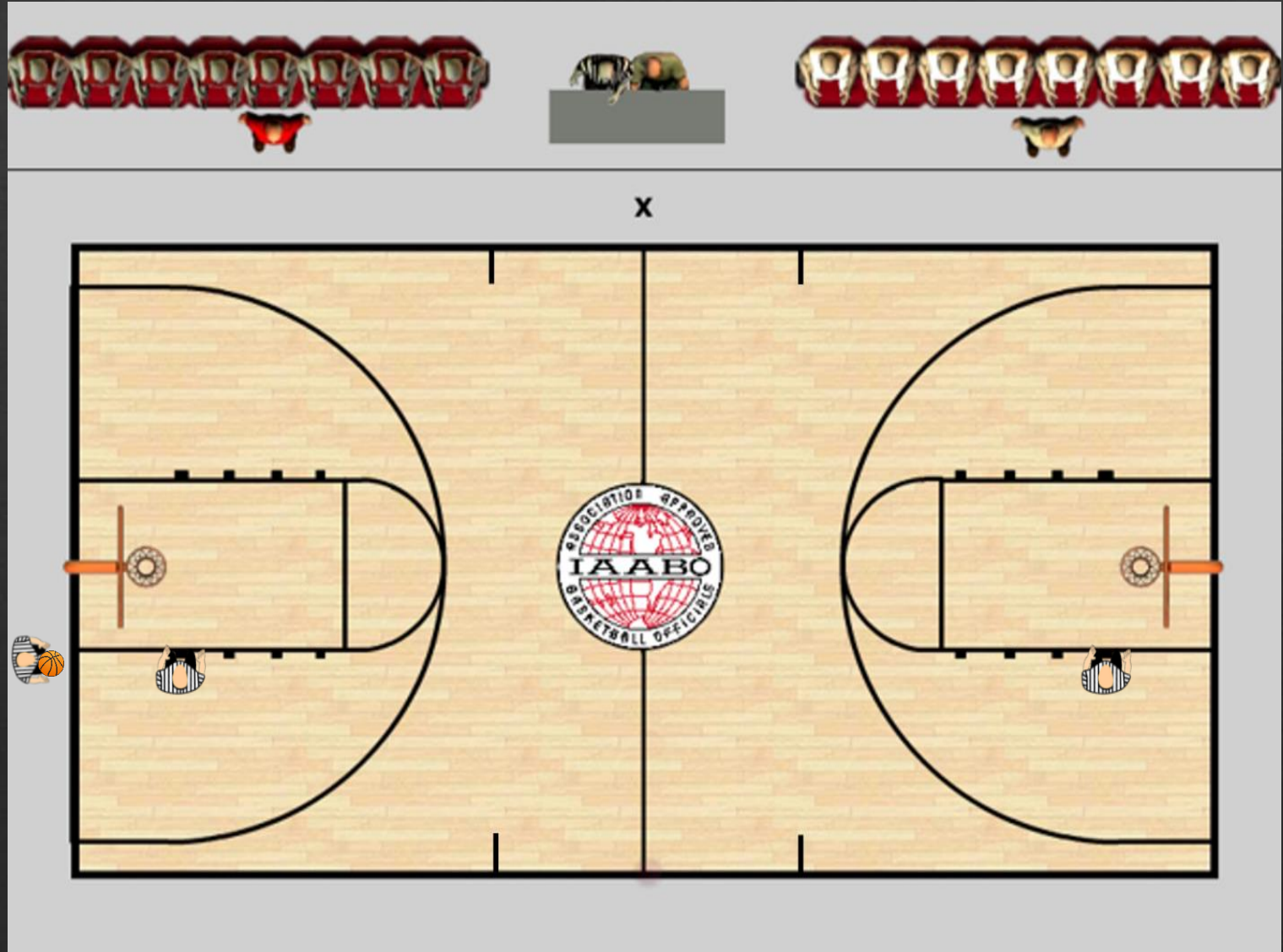
60-SECOND TIME-OUT POSITIONS

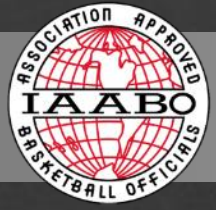
Official administering the throw-in shall:

- Move to the designated throw-in spot
- Use proper ball placement mechanics

Free Officials shall:

- Take positions at the first free throw lane space mark, opposite the table

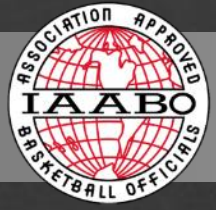




60-SECOND TIME-OUT POSITIONS



- Upon hearing the horn, take 2 to 3 steps toward team huddles, displaying warning signal (raised index finger above the head), and state, “first horn.”

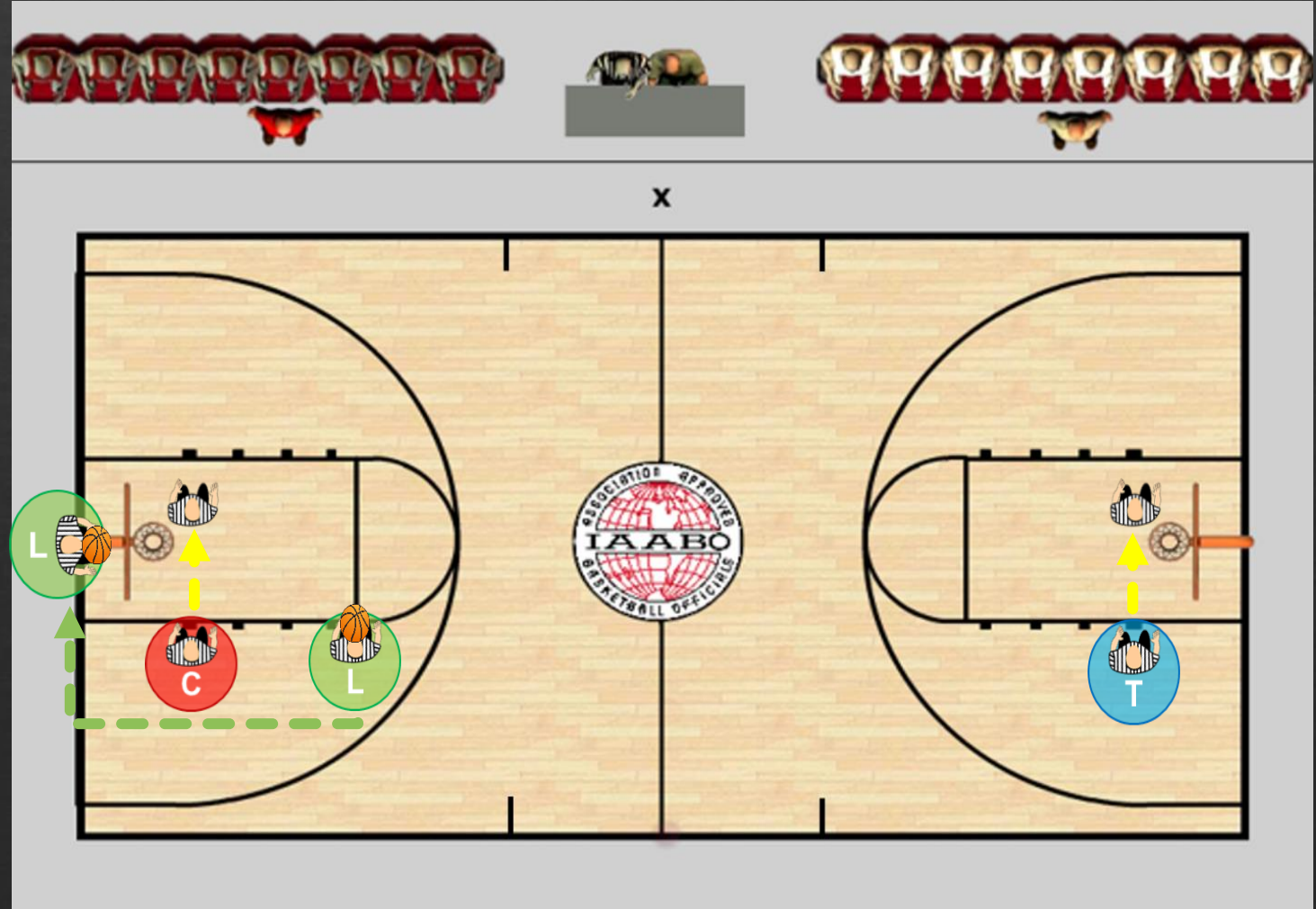


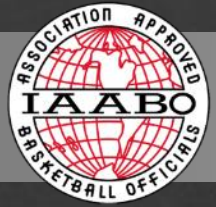
60-SECOND TIME-OUT POSITIONS

Free Throws to Follow

Upon hearing the warning horn:

- **Lead** moves to the endline
- **Trail** and **Center** take 2 to 3 steps toward team huddles, displaying warning signal (raised index finger above the head), and state, "first horn."





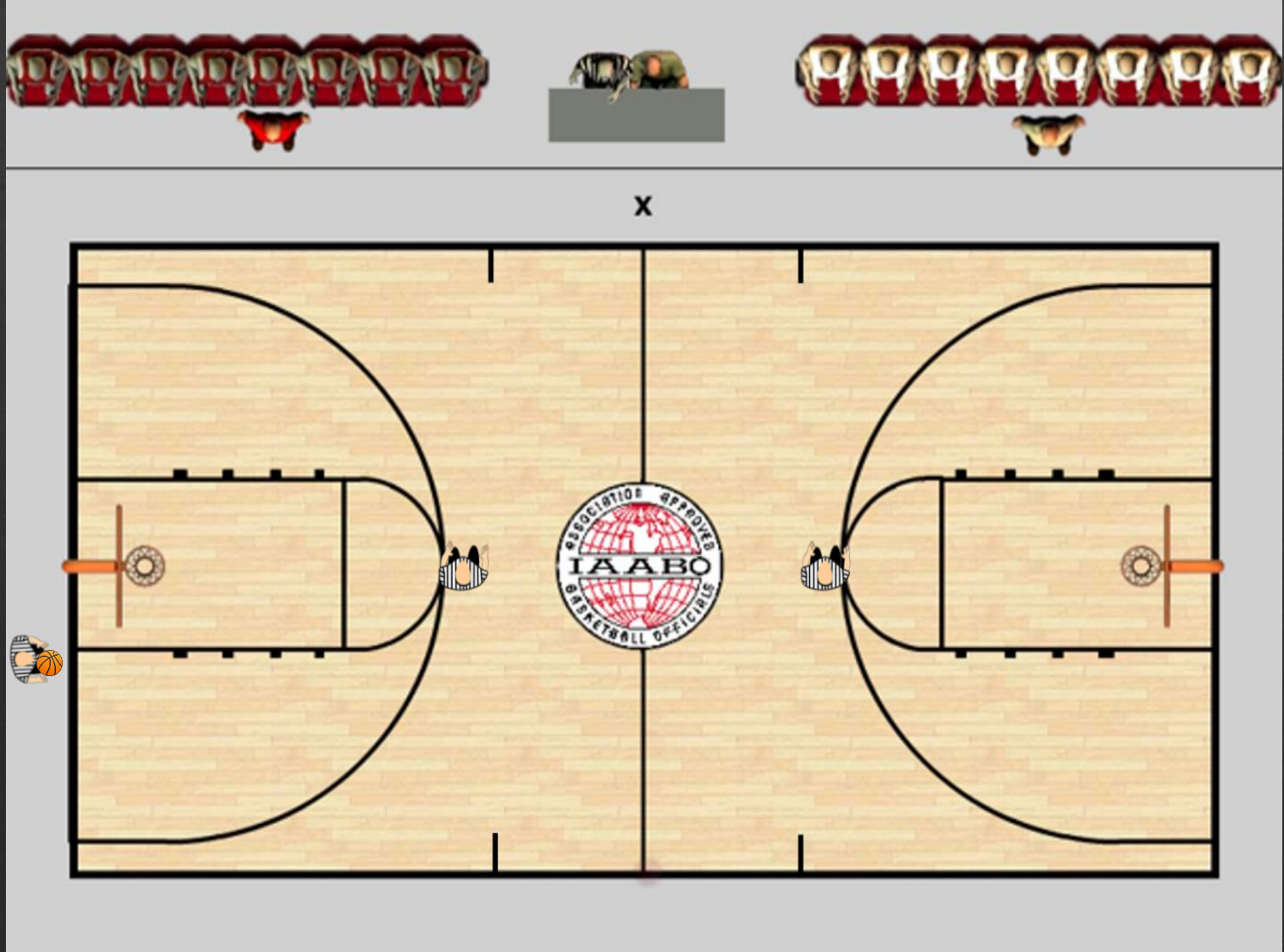
30-SECOND TIME-OUT POSITIONS

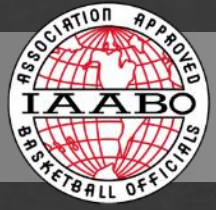
Official administering the throw-in shall:

- Move to the designated throw-in spot
- Use proper ball placement mechanics

Free Officials shall:

- Take positions at the top of the 3-point arc.

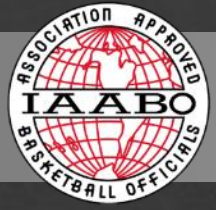




30-SECOND TIME-OUT POSITIONS



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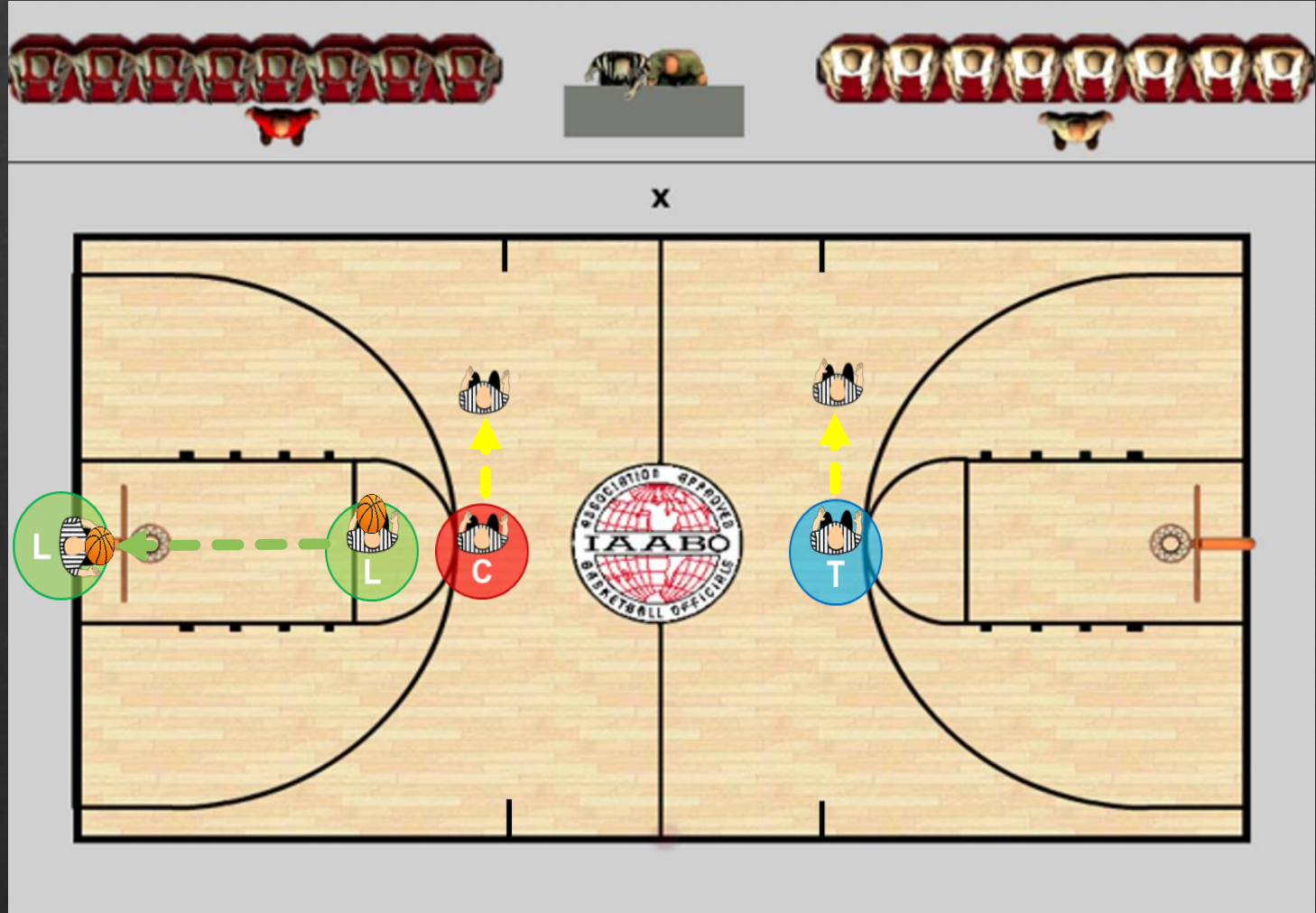


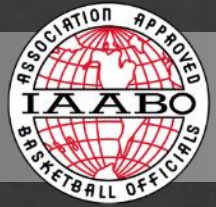
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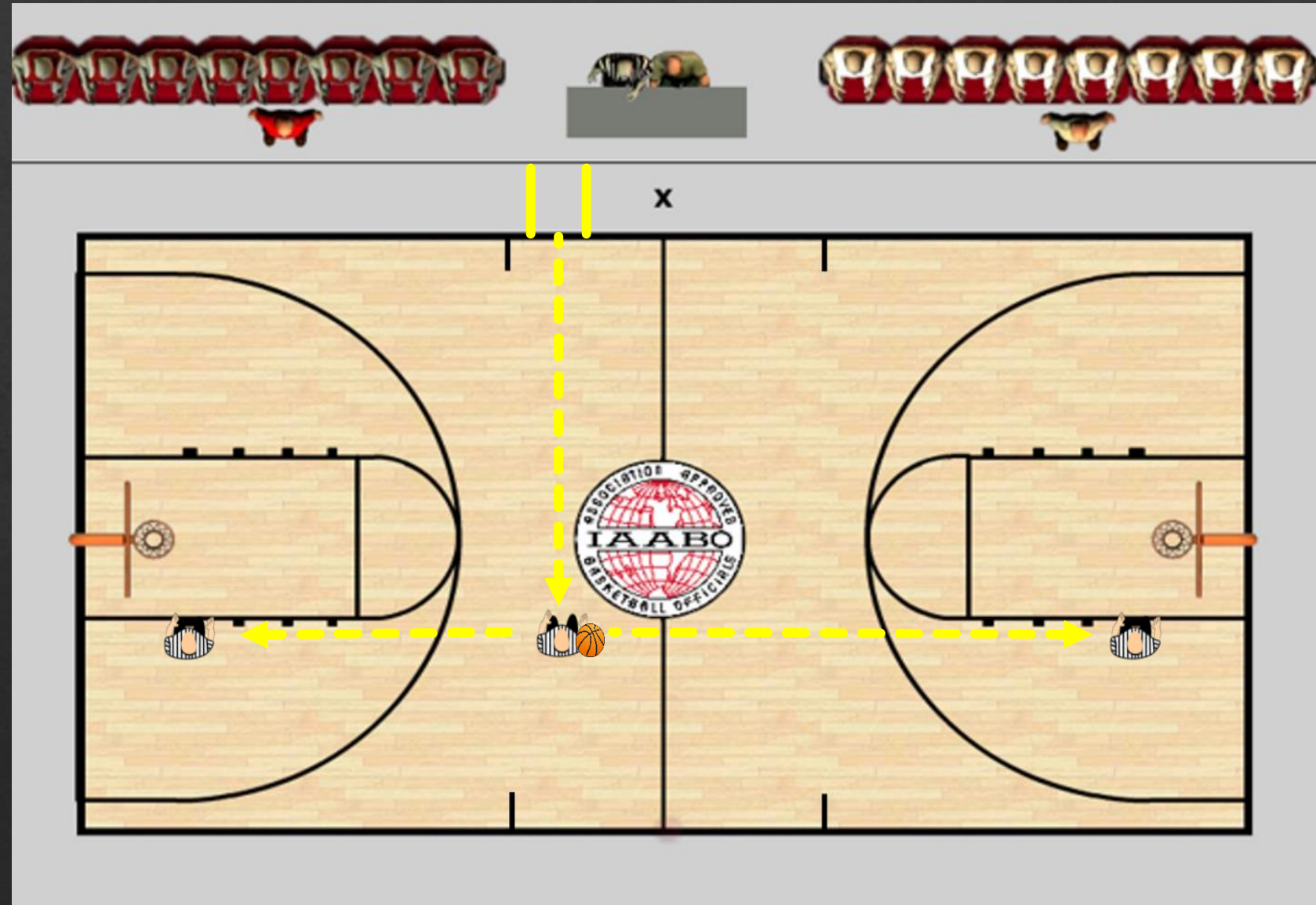


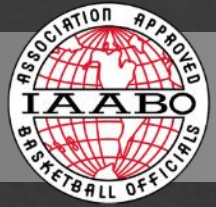


TABLESIDE 60-SECOND TIME-OUT POSITIONS

During a time-out when the designated throw-in spot is on the tableside sideline, the administering official shall:

- Move onto the court directly in line with throw-in spot
- Be in line with partners and use proper ball placement mechanics

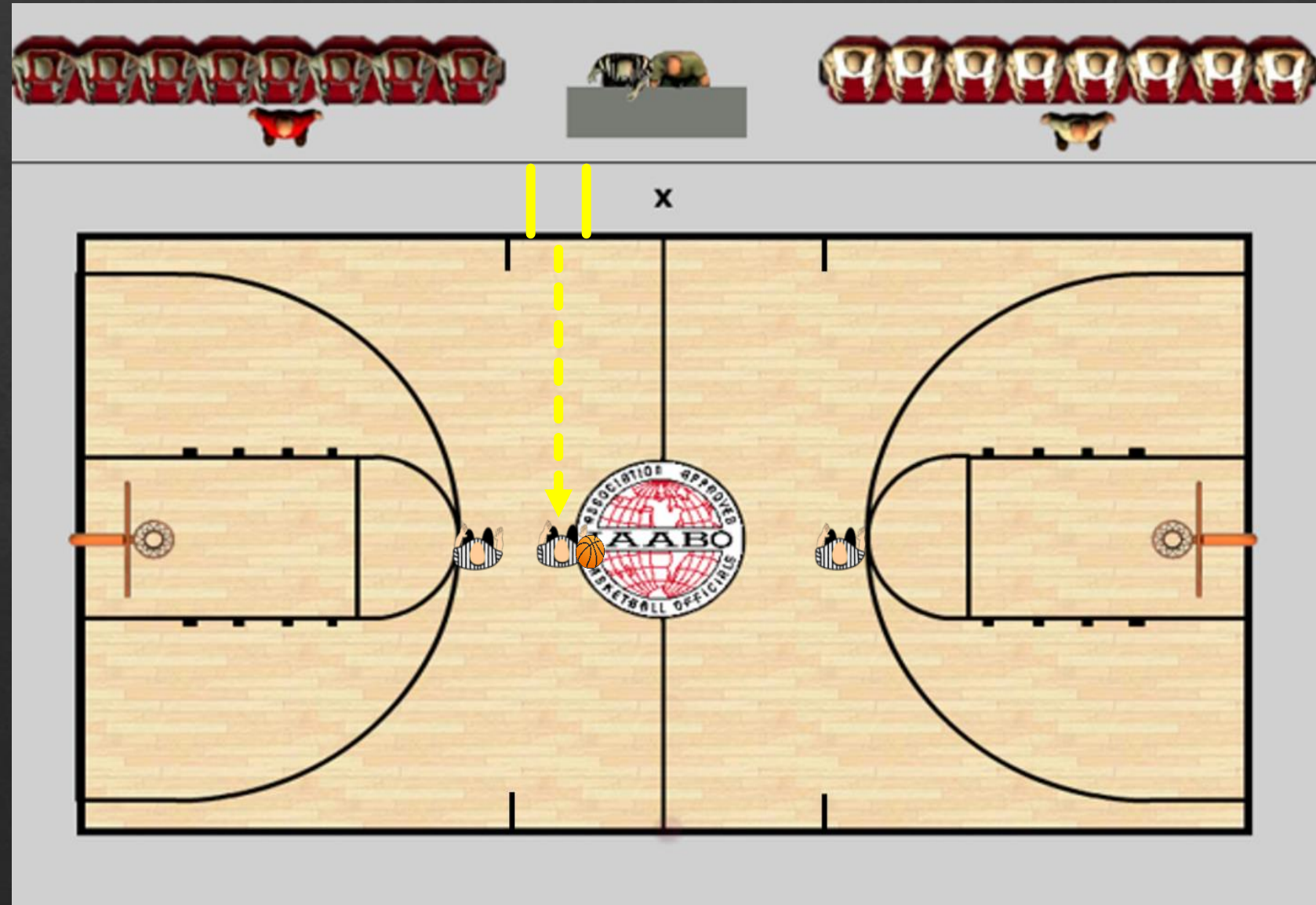


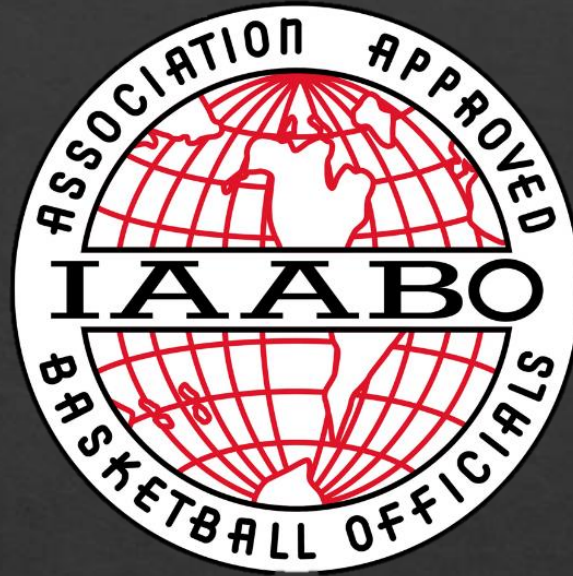


TABLESIDE 30-SECOND TIME-OUT POSITIONS

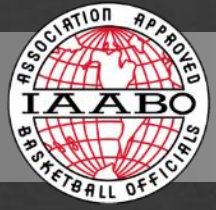
During a time-out when the designated throw-in spot is on the tableside sideline, the administering official shall:

- Move onto the court directly in line with throw-in spot
- Be in line with partners and use proper ball placement mechanics





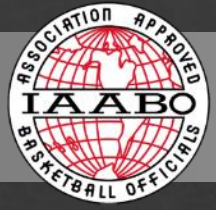
SUBSTITUTION PROCEDURE AND GUIDELINES



SUBSTITUTION PROCEDURES AND GUIDELINES

- The official nearest the table shall be responsible for substitution requests.
- Circumstance may dictate the official farthest from the table is responsible for substitution requests.
- To be acknowledged for entry, the substitute must report to the scorer at the “X”, be ready for entry, and the timer’s horn must have sounded.

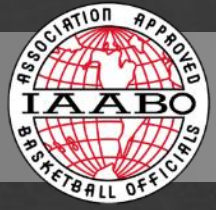




SUBSTITUTION PROCEDURES AND GUIDELINES

- Substitution request shall not be honored when the ball is about to become live.
- Prior to granting the substitution request, the responsible official shall make eye contact with the official administering the throw-in or free throw, and receive acknowledgment that the substitute(s) may be beckoned.
- The official responsible for substitutions will display the “stop the clock” signal until substitution(s) are completed and players are counted.

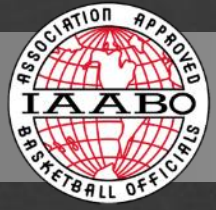




SUBSTITUTION PROCEDURES AND GUIDELINES



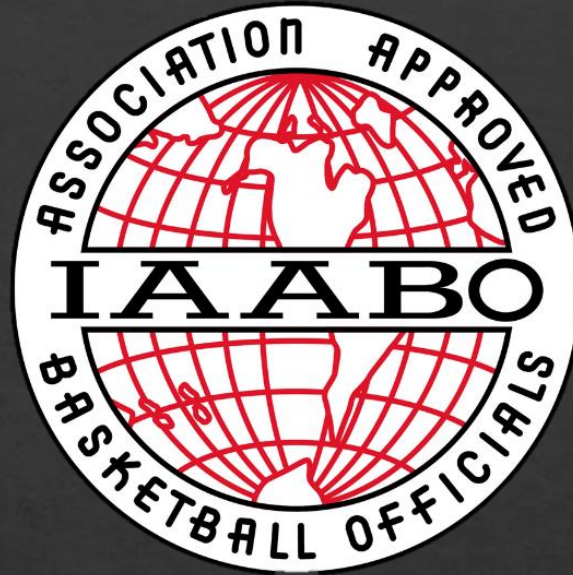
- Substitute(s) must report to the table prior to the **15-second warning horn** of a time-out or intermission. Substitutions between halves may be reported by the substitute or a team representative.
- When a player has been directed to leave the game (disqualification, injury, blood) the 15-second interval of time is in place, the warning signal does not affect substitutions. Substitutes may be granted entry until the player has been replaced.



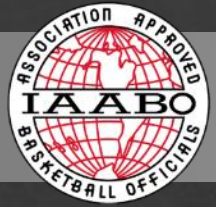
SUBSTITUTION PROCEDURES AND GUIDELINES

- The official responsible for substitutions will display the “stop the clock” signal until substitution(s) are completed and players are counted.
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DEAD BALL EFFICIENCY

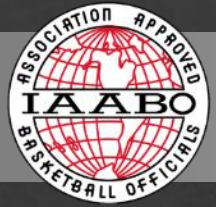


CHECKLIST FOR TIME-OUT EFFICIENCY

During the dead ball period, it is critical for the official to remain “in the game” and focused on well-defined responsibilities.

- Be a great communicator
- Whose time-out?
- Who requested it?
- Where is the throw-in spot?
- Are there substitutes?
- Is a foul involved?
- Who is the free thrower?
- Type of ensuing throw in:
designated spot, move along the endline, alternating possession

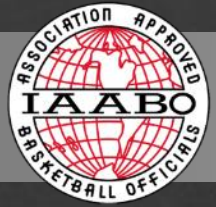




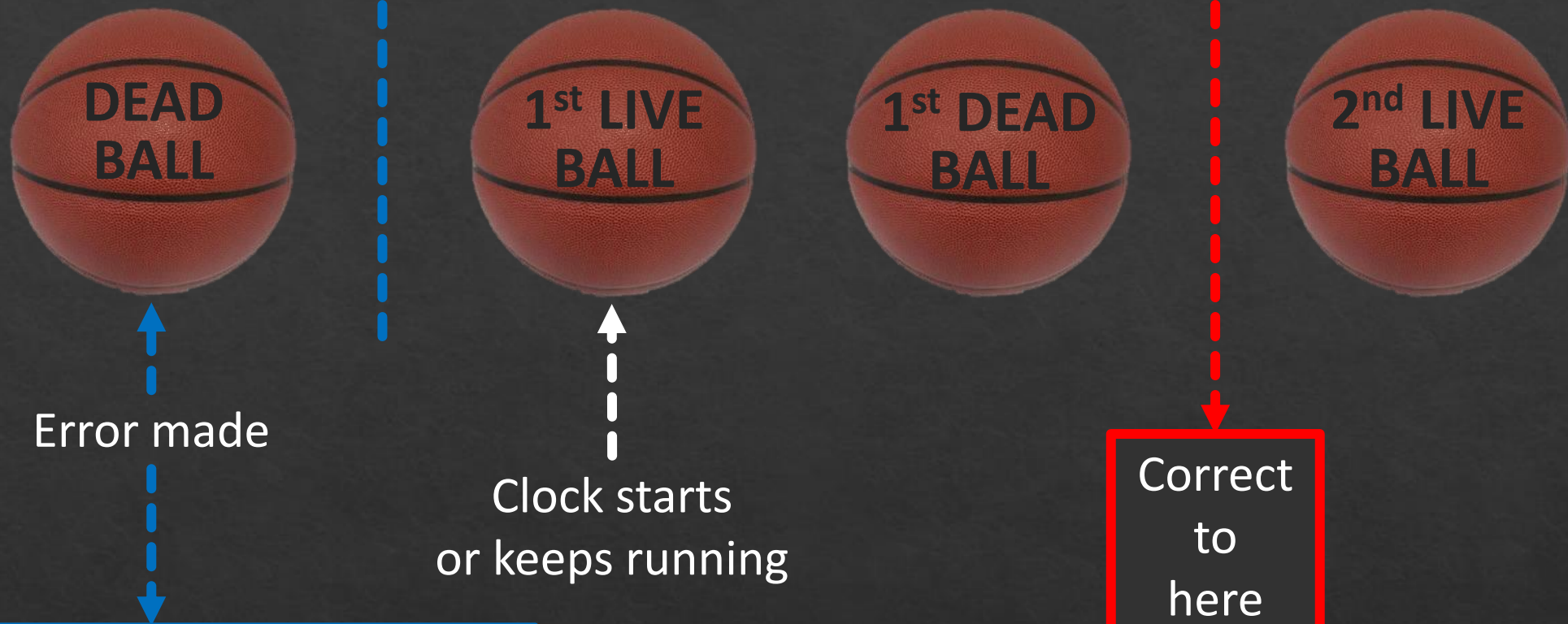
CHECKLIST FOR TIME-OUT EFFICIENCY

- Move to assigned floor positions
- Stay there
- Toe a line
- Look professional
- Stand still and tall
- Make yourself available
- Don't let your mind wander
- Remind yourself as to where and how the ball will return to play
- Communicate and conference with partners when needed.





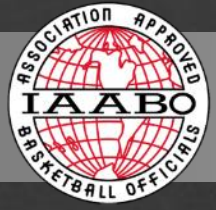
CORRECTABLE ERRORS



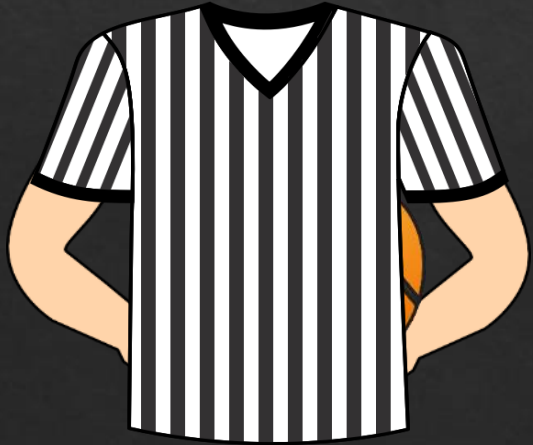
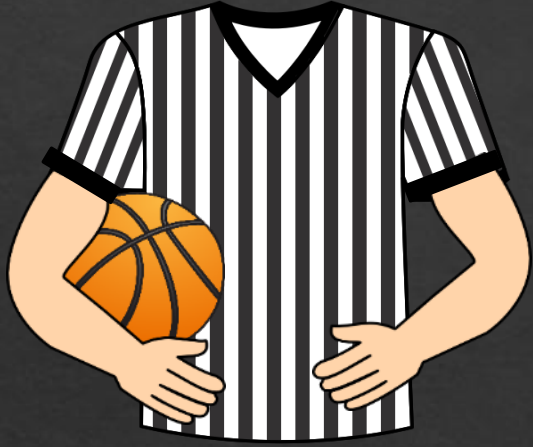
If clock was stopped – Correct before the 1st dead ball becomes live, after clock has started

If clock was running – Correct before 2nd live ball

Play sequence is the SAME whether clock is running or stopped

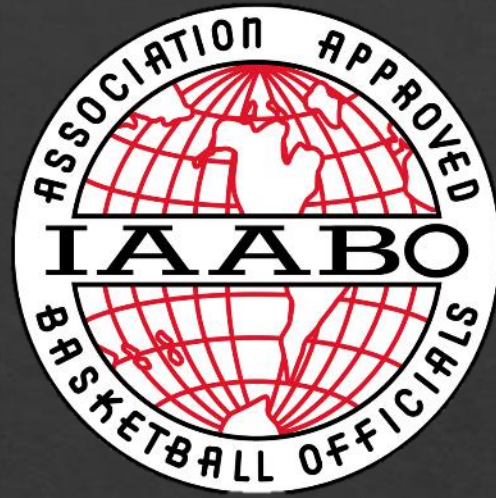


BALL PLACEMENT MECHANICS



Ball placement mechanics:

Refers to the placement of the ball by the official administering a throw-in to indicate the direction of the ensuing throw-in.



THANKS FOR YOUR ATTENTION

Questions? Feel free to email T.J. Halliday at: T.J.Halliday@MaineGeneral.org

Content design: Julie Bradstreet
Many photos taken by: Tim Goupille
Editing and graphic design: Julie Goupille

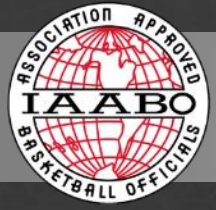


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Click to jump to that slide

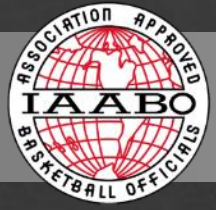
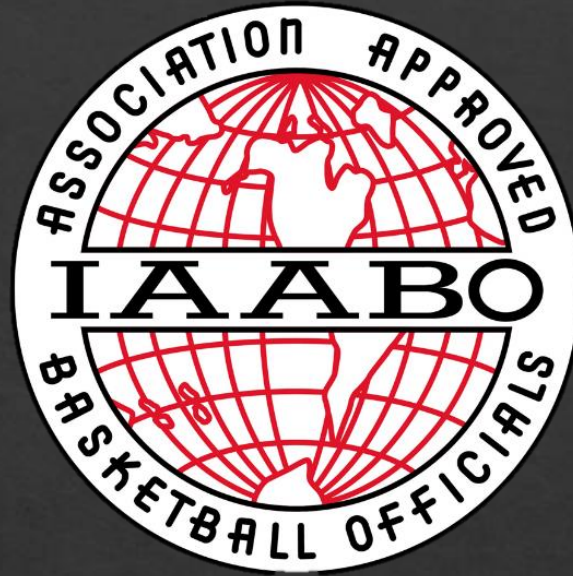


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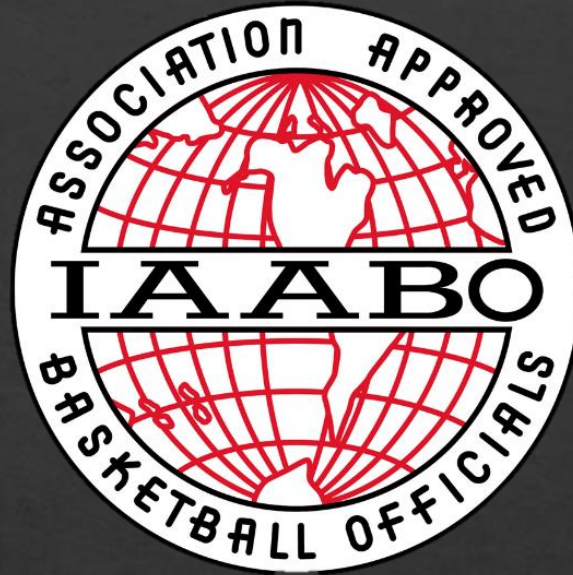
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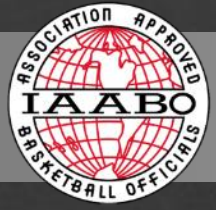
Click to jump to that slide



3-PERSON MANUAL



PRE-GAME: PREPARATION



PRE-SEASON PREPARATION

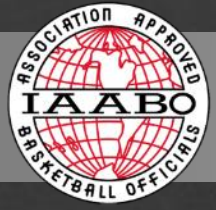
Officials should:



Have a fitness program



Consider a physical exam



PRE-SEASON PREPARATION

Officials should:

SMITTY
OFFICIAL'S APPAREL

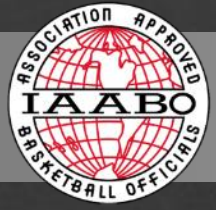
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I200MA- IAABO LOGO AND MSBOA LOGO ON RIGHT SLEEVE
I200MA-WEBK IAABO LOGO, MSBOA LOGO,
AND WHITE BORDER FLAG ON BACK
I200MA-GFBK IAABO LOGO, MSBOA LOGO,
AND GOLD BORDER FLAG ON BACK

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Check for uniform
and equipment needs



Attend board/association meetings,
clinics and study group sessions



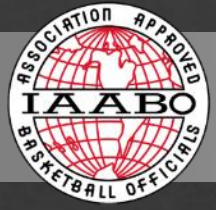
PRE-GAME PREPARATION

Uniform



Jacket, pants, shoes, laces, socks and lanyard shall be black.

Shirt shall be black/white vertically striped or what is approved by your state and/or local board.



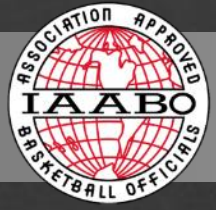
PRE-GAME PREPARATION

Jewelry

Wedding bands and engagement rings are the only jewelry permitted.



Fitness bands are not allowed.



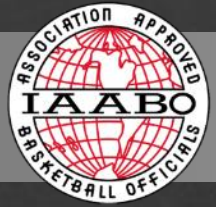
PRE-GAME PREPARATION

Game Day

Officials should confirm assignment, time, site, partner(s), travel, etc.

The screenshot shows a web application interface for managing games and assignments. The main table, titled 'Games & Assignments', lists various games with columns for Link, Group, Game, Date, Time, Site, Sport & Level, Home, Away, Notes, and Slots. The table is filtered to show 'Future Games With Issues'. The interface includes a sidebar with utility functions like 'Publish', 'AutoAssign', and 'Reports', and a legend for game status (Normal, Canceled, Rainout, Forfeit, Suspended, Imported). A mobile phone in the foreground displays a calendar for June 2014, highlighting specific game events.

Link	Group	Game	Date	Time	Site	Sport & Level	Home	Away	Notes	Slots
	102206	1234568599	7/17/2014 Thu	7:00 PM	TEST - Dixie High School, Flyer Stadium	Football, Varsity	TEST - Dixie Hs...	TEST - Canyon V...		[0/0]
		Ref (100-999)			-- Miles	\$50.00	NOT paid		[Assign]	
		Ump (100-299)			-- Miles	\$50.00	NOT paid		[Assign]	
		H.L. (100-499)			-- Miles	\$50.00	NOT paid		[Assign]	
		L.J. (100-499)			-- Miles	\$51.00	NOT paid		[Assign]	
		B.J. (100-299)			-- Miles	\$50.00	NOT paid		[Assign]	
	102206	1234568591	7/28/2014 Mon	9:00 AM	Arbiter High School, Default Facility	Baseball, Varsity	TEST - Abundant...	TEST - Bonnevi...		[0/0]
	102206	1234568593	7/28/2014 Mon	9:00 AM	TEST - Alta High School, Test - Alta Man Gym	Basketball-B, Varsity	TEST - Alta Hig...	TEST - Abert...		[0/0]
	102206	1234568606	8/11/2014 Mon	10:30 AM	10-hour	Basketball-B, Varsity	TBA			[0/0]
	102206	1234568596	8/11/2014 Mon	3:00 PM	10-hour	Basketball-B, Varsity	TBA			[0/0]
	102206	1234568595	8/11/2014 Mon	5:30 PM	TEST - Desert Hills High School, Computer Lab	Basketball-B, Varsity	TEST - Hs...			[0/0]
	102206	1234568483	9/1/2014 Mon	9:00 AM	TEST - Abundant Life Academy, Test	Basketball-B, Varsity	TEST - Abunda...			[0/0]
	102206	1234568589	9/4/2014 Thu	9:30 PM	10-hour	Football, Varsity	TEST - Hs...			[0/0]
	102206	1234568588	9/4/2014 Thu	11:40 PM	10-hour	Football, Varsity	TEST - Hs...			[0/0]
	102206	1234568586	9/18/2014 Thu	7:30 AM	10-hour	Baseball, Varsity	Chan...			[0/0]



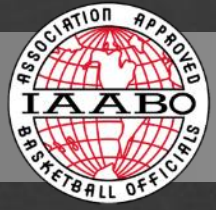
PRE-GAME PREPARATION

Game Day

Officials should have habitual procedure for packing uniform and equipment to include:

- a. Extra whistle
- b. Extra lanyard
- c. Ball inflation needle
- d. Black shoe laces
- e. Rules Book, Case Book, manual, pregame conference material





PRE-GAME PREPARATION

Arrival at the Game Site

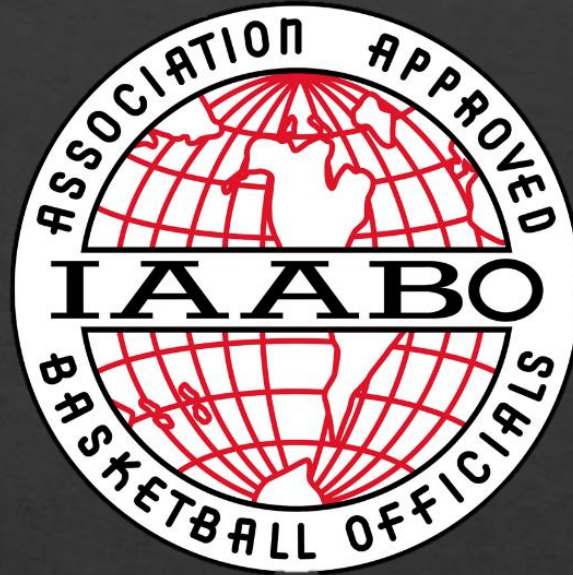
Officials should arrive at least one hour in advance of scheduled game time.

Upon arrival, locate site manager, request site manager's location during game.

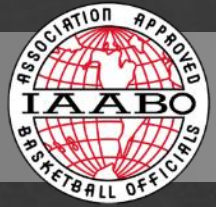
Inquire as to who and where the person responsible for injury care and/or safety concerns is located.



Be in the dressing room with sufficient time for proper stretching, dressing, grooming and pre-game conference.



INSTRUCTIONS TO SCORER AND TIMER



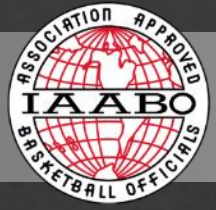
INSTRUCTIONS TO SCORER AND TIMER

Introductions

- a. Check scorebook to check accuracy of rosters.
- b. Designate the official scorer and scorebook and the official timer and clock.



- c. Request their assistance as members of the officiating team.
- d. Request eye contact whenever an official reports to table.

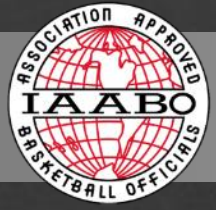


INSTRUCTIONS TO SCORER AND TIMER

Discuss

- a. Progressive score record
- b. Warning and recordkeeping
- c. Time-out record
- d. Alternating possession arrow setting and record
- e. Awareness of one-and-one and double bonus situations
- f. Awareness of team control foul
- g. Substitutes—must report, must be ready, a horn is required



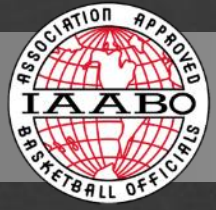


INSTRUCTIONS TO SCORER AND TIMER

Discuss

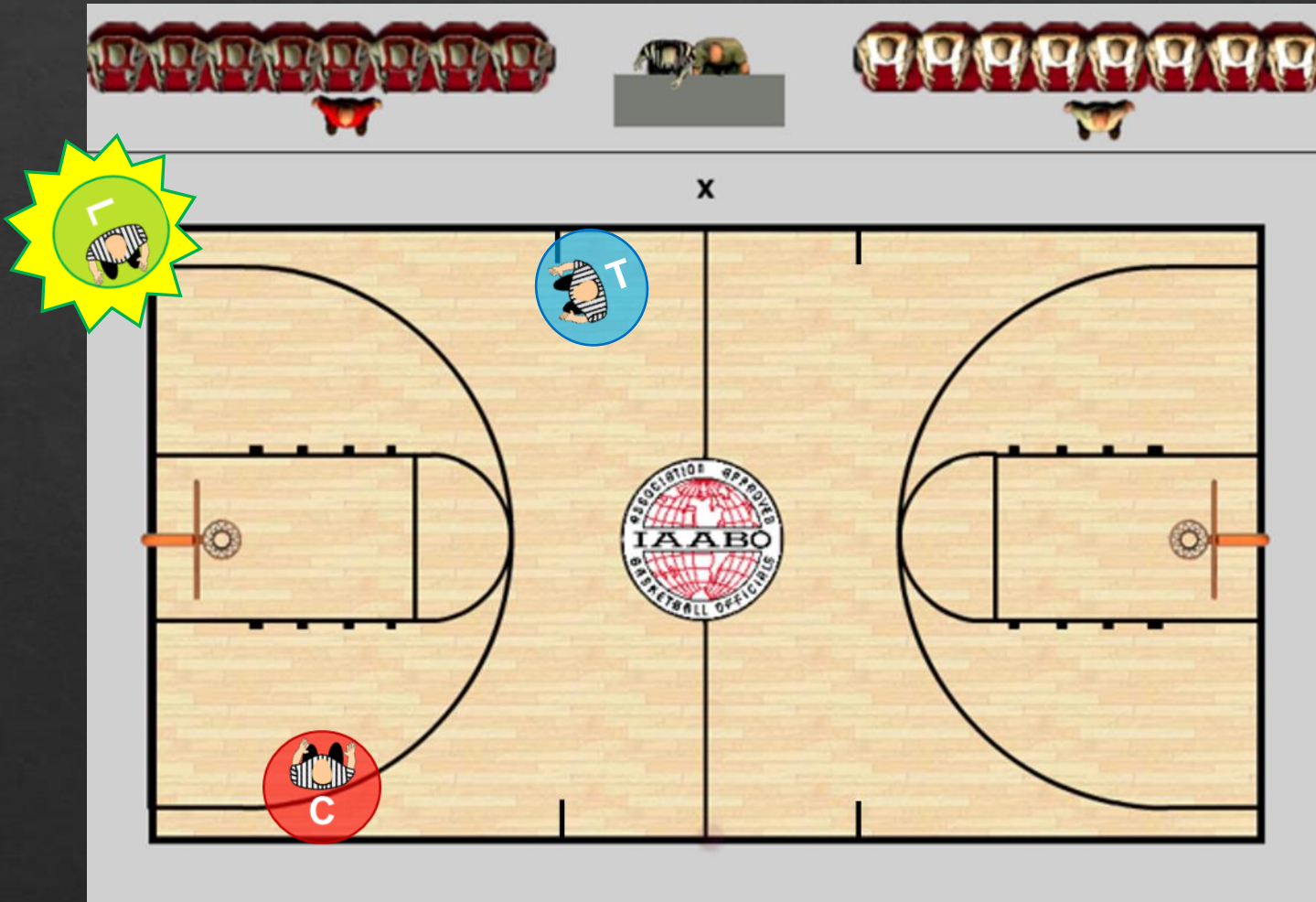
- h. Correctable errors, timing mistakes, scoring mistakes, AP procedure
- j. Requirement to inform the crew and teams during halftime
- k. When a player has been directed to leave the game (disqualification, injury, blood, etc.) sound the 15-second warning horn when the officials signals to start the clock for the 15-seconds for replacing a player.

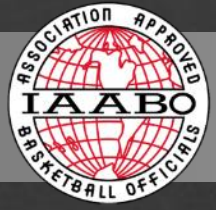




LEAD (L)

Lead: Official positioned on the endline.

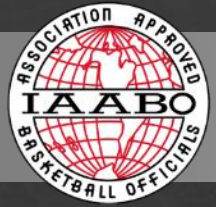




TRAIL (T)

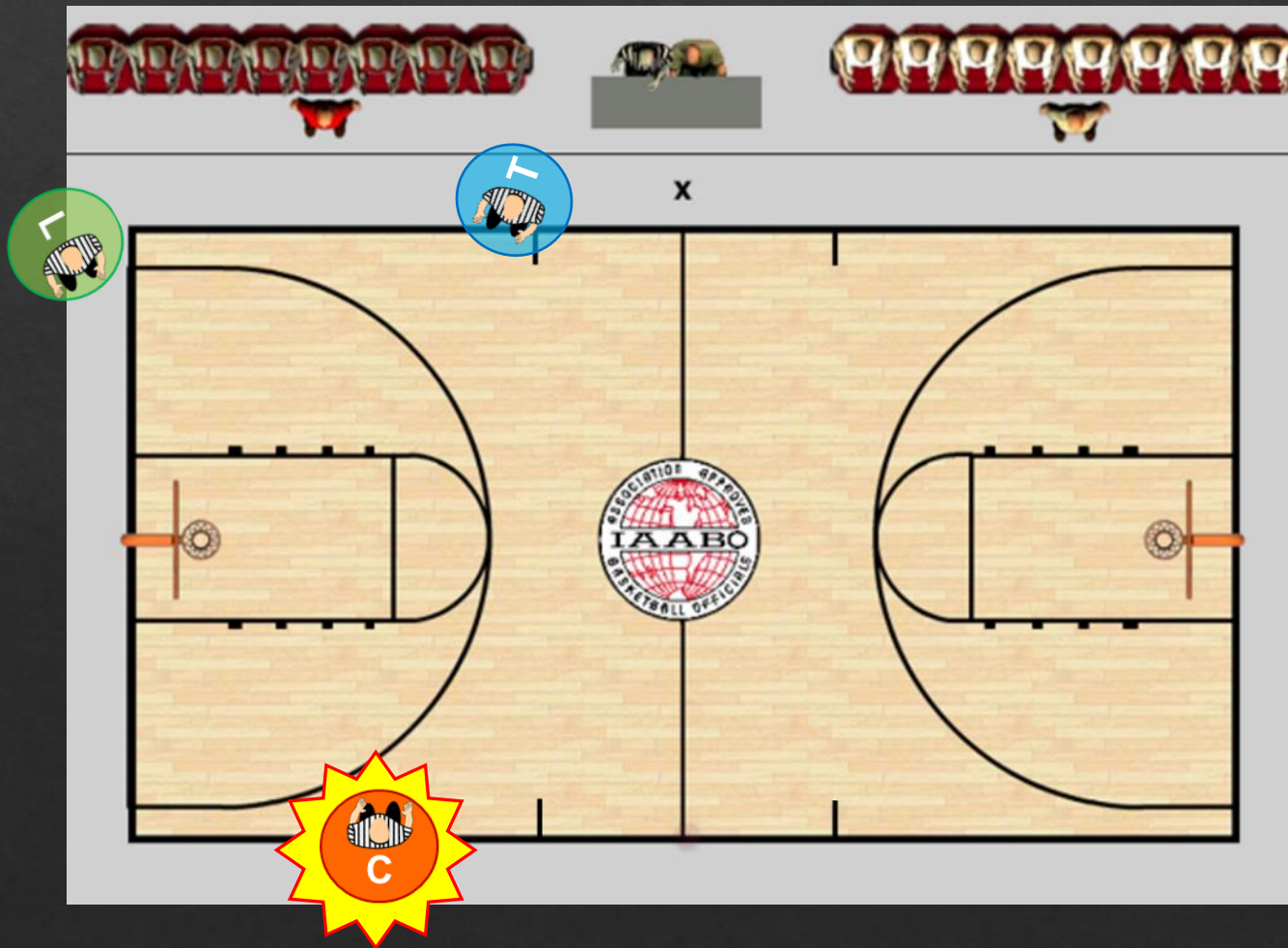
Trail: Official positioned on the sideline near 28' line, on the same side of the basketline as the Lead.

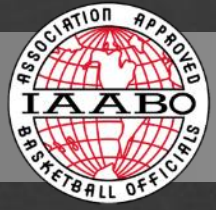




CENTER (C)

Center: Official positioned near the free-throw line extended, across the basketline from the Trail and Lead

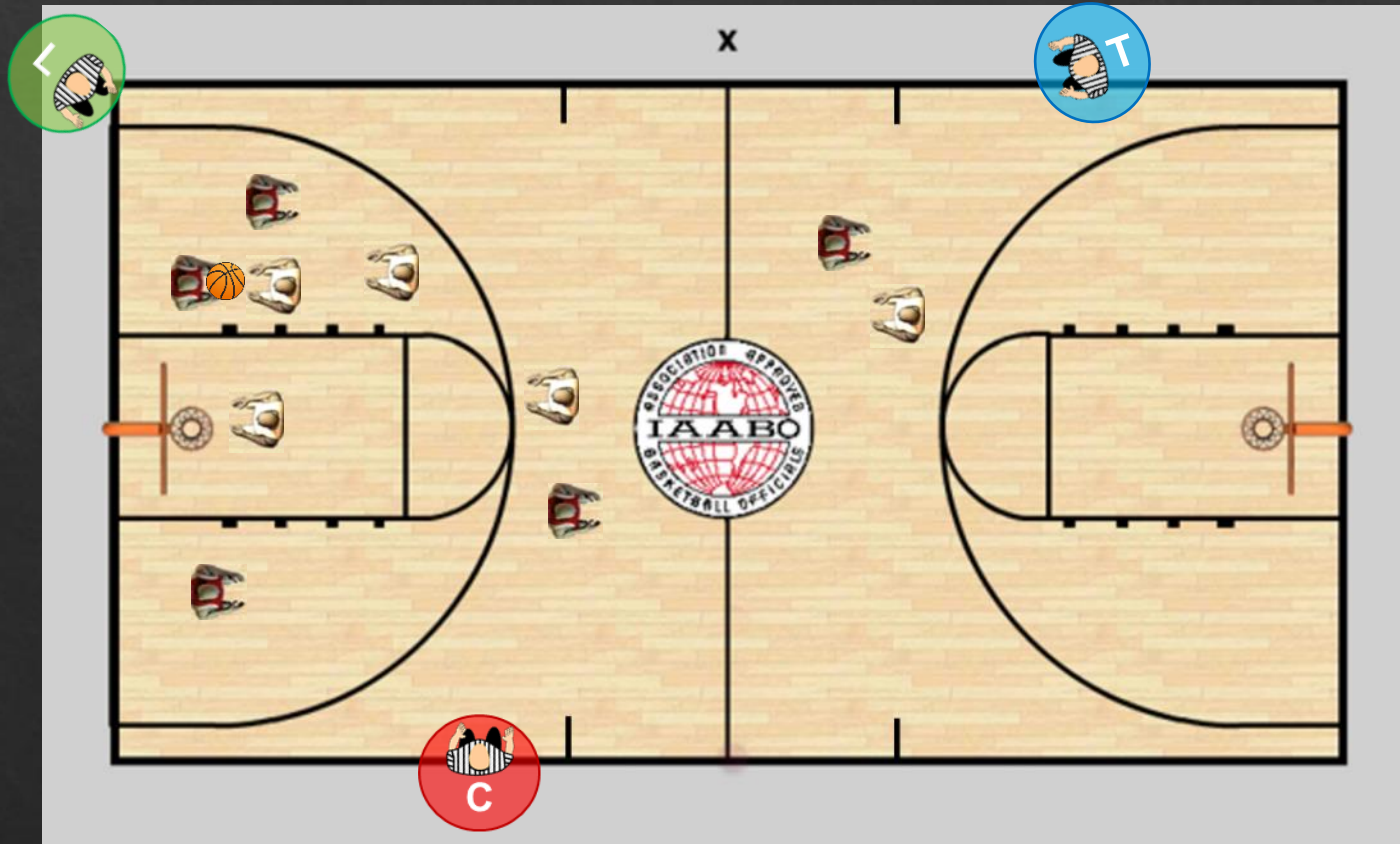


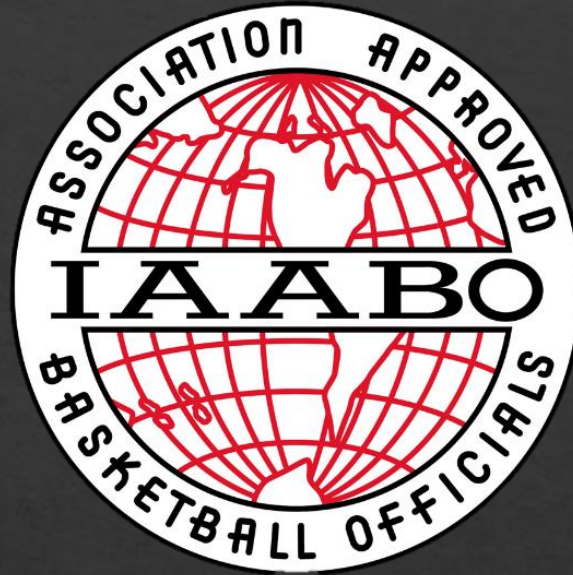


BOX IN

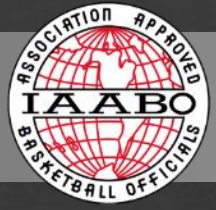
Box in: Positions the three officials take to ensure all players are continuously monitored.

The players may be “visually” or “physically” boxed in.





PRE-GAME: ON THE COURT



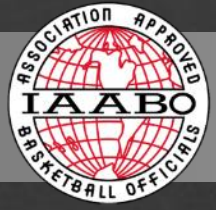
PRE-GAME: ON THE COURT

Crew arrives on the court at least 15 minutes prior to game time.

- a. Umpires proceed to pregame warmup position.
- b. Referee secures and approves game ball.
- c. Referee locates/meets the appropriate health care professional covering the game, if there is one.

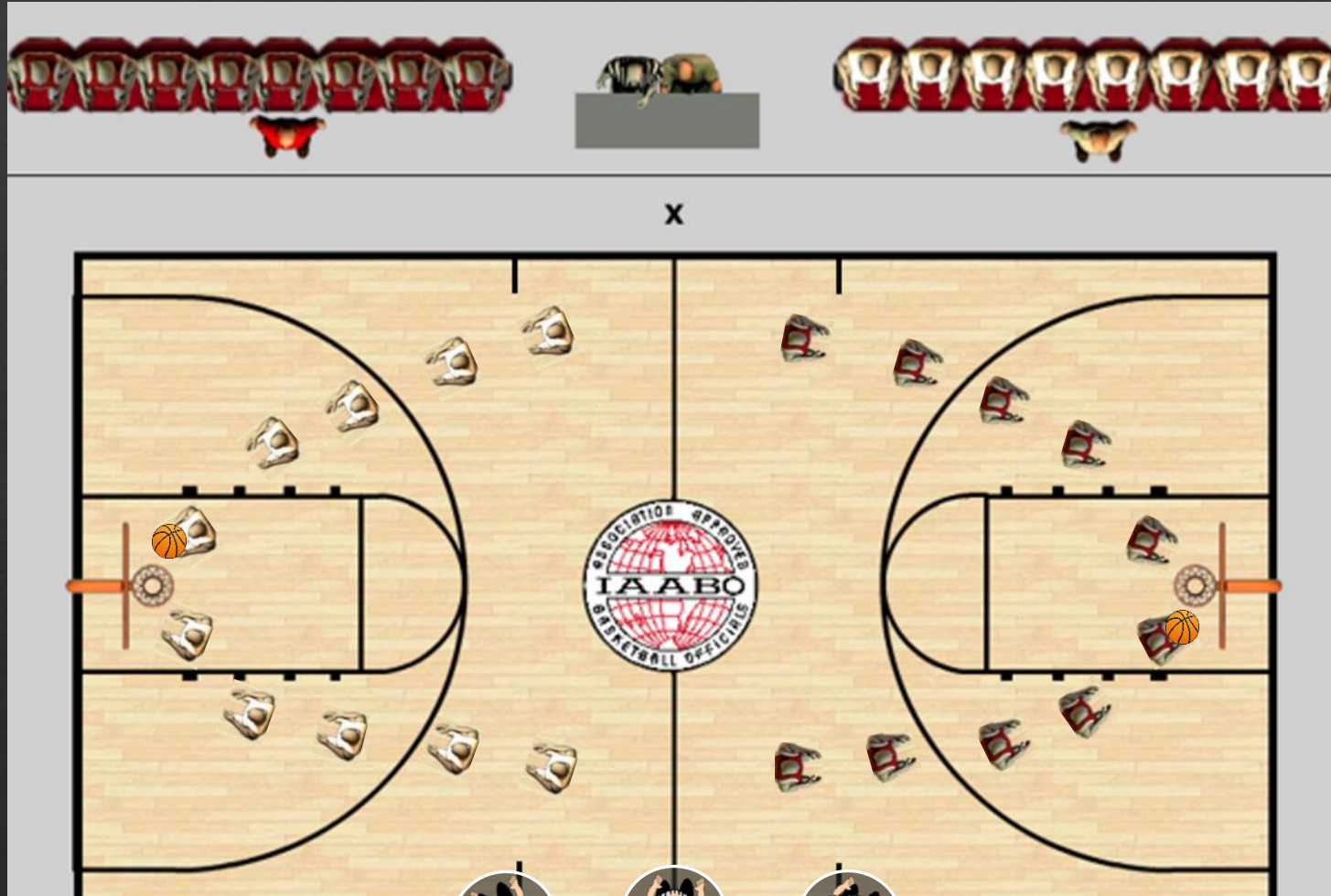


- d. Referee secures pregame ceremony format
- e. Referee proceeds to pregame warmup position

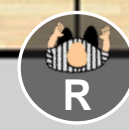


PRE-GAME: ON THE COURT

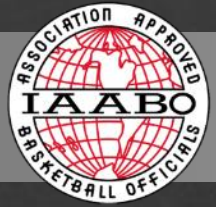
Warm-Up Positions



U1 shall observe the home team



U2 shall observe the visiting team

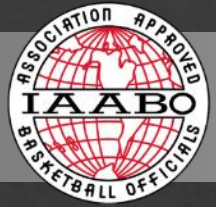


PRE-GAME: ON THE COURT

During warm-ups, responsibilities are:

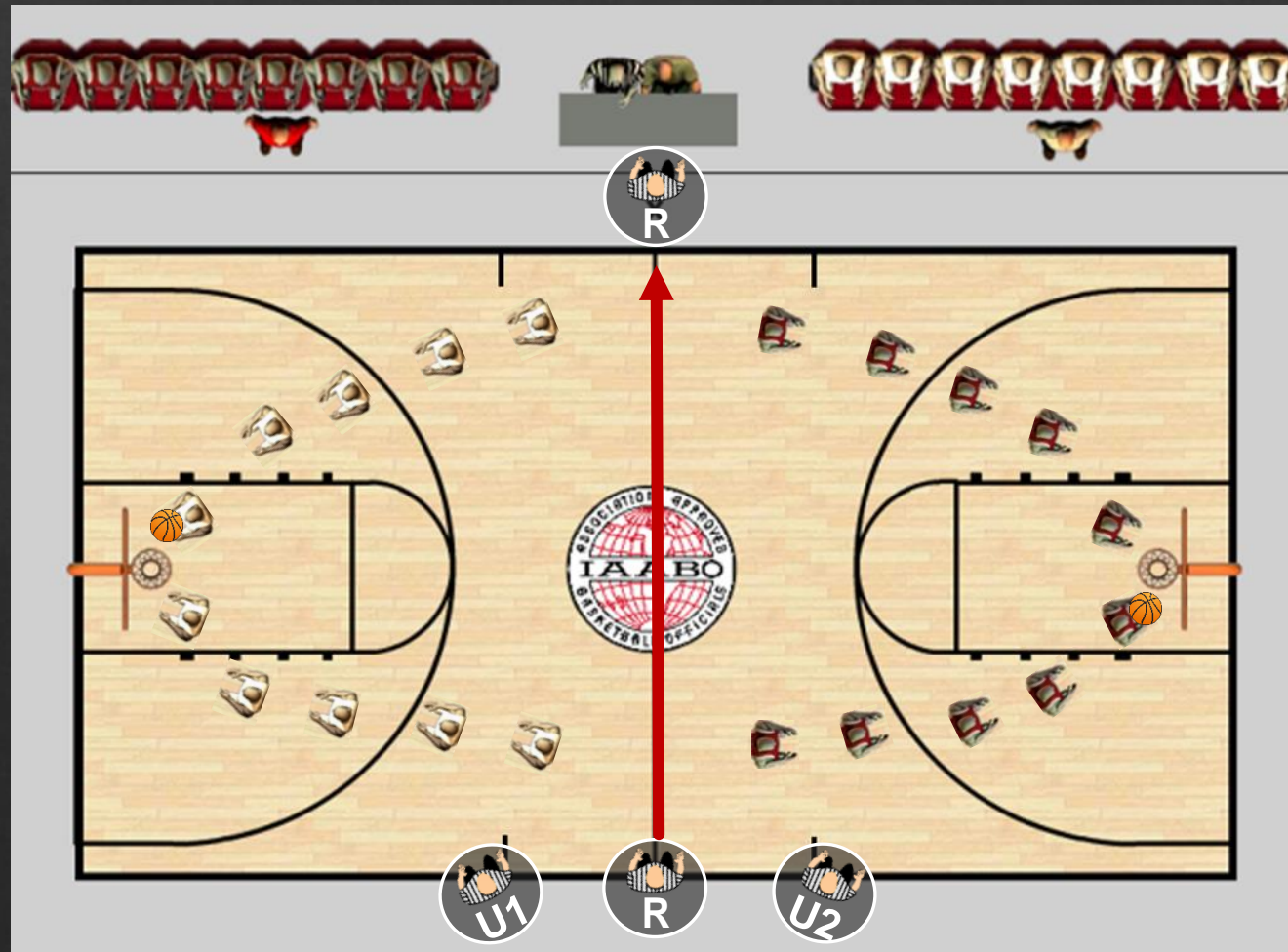
1. Umpires count players and provide information to the Referee
2. Check court and equipment
3. Enforce jewelry and uniform rules:
 - a. Pants worn above the hips
 - b. Jersey completely tucked into the pants
4. Enforce pre-game dunking rule
5. Enforce sportsmanship rules
6. Use time wisely during warmup period
 - a. Identify pivot foot and moves off the dribble
 - b. Observe post play movement
 - c. Observe 3-point attempts

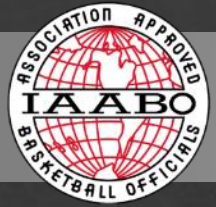




REFEREE TO SCORER'S TABLE

Referee to confer with scorer and timer and check scorebook for rosters, numbers and starters at the 12 minute mark.

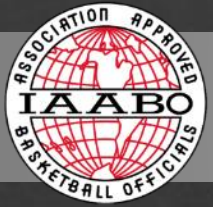




12-MINUTE MARK



1. Referee goes to the scorer and timer's table.
2. Referee meets and creates comfort level with table personnel emphasizing their significance as part of the officiating team.
3. Ensures correct roster information has been provided to official scorer.
4. Gives instructions to scorer and timer.



HEAD COACHES' AND CAPTAINS' MEETING

At the 10-minute mark or when the Referee completes table instructions, the umpires will join the referee:

- a. This pregame meeting is held halfway between the center restraining circle and the tableside sideline.
- b. This meeting is brief, it is **not** intended as a clinic.





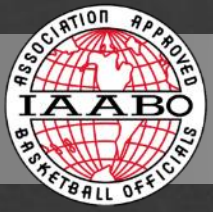
HEAD COACHES' AND CAPTAINS' MEETING

The Referee will address the Head Coaches with the following questions in question response form:

1. Can we expect good **sportsmanship** from everyone involved?
2. Are your team members **legally equipped** and wearing their uniforms properly?
3. Who is the **health care professional** covering game?

Address other appropriate issues, as necessary.



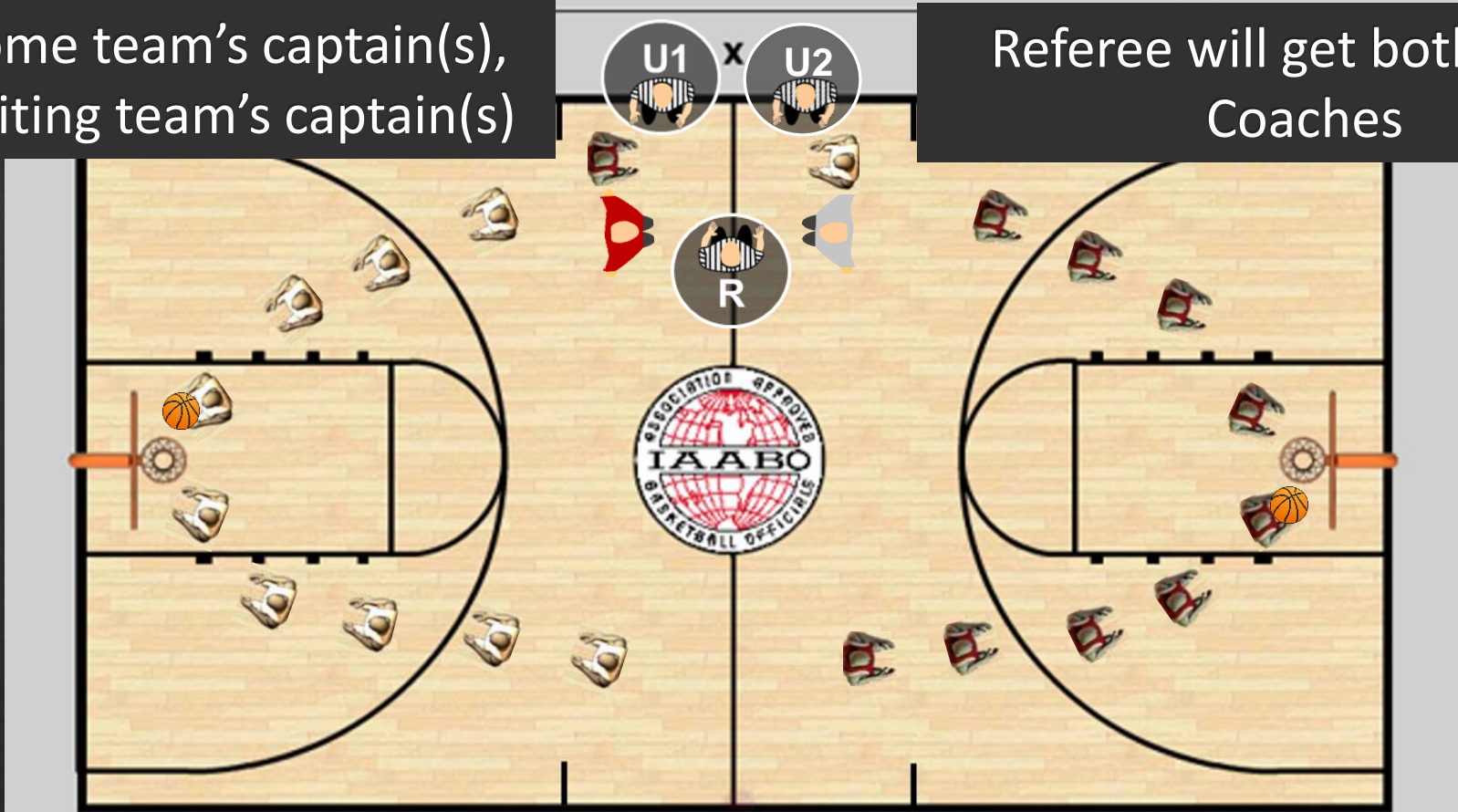


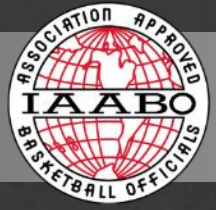
HEAD COACHES' AND CAPTAINS' MEETING



U1 gets the Home team's captain(s),
U2 gets the Visiting team's captain(s)

Referee will get both Head
Coaches



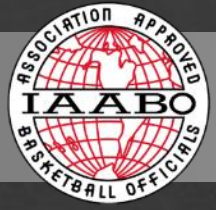


PRE-GAME: ON THE COURT

The crew:

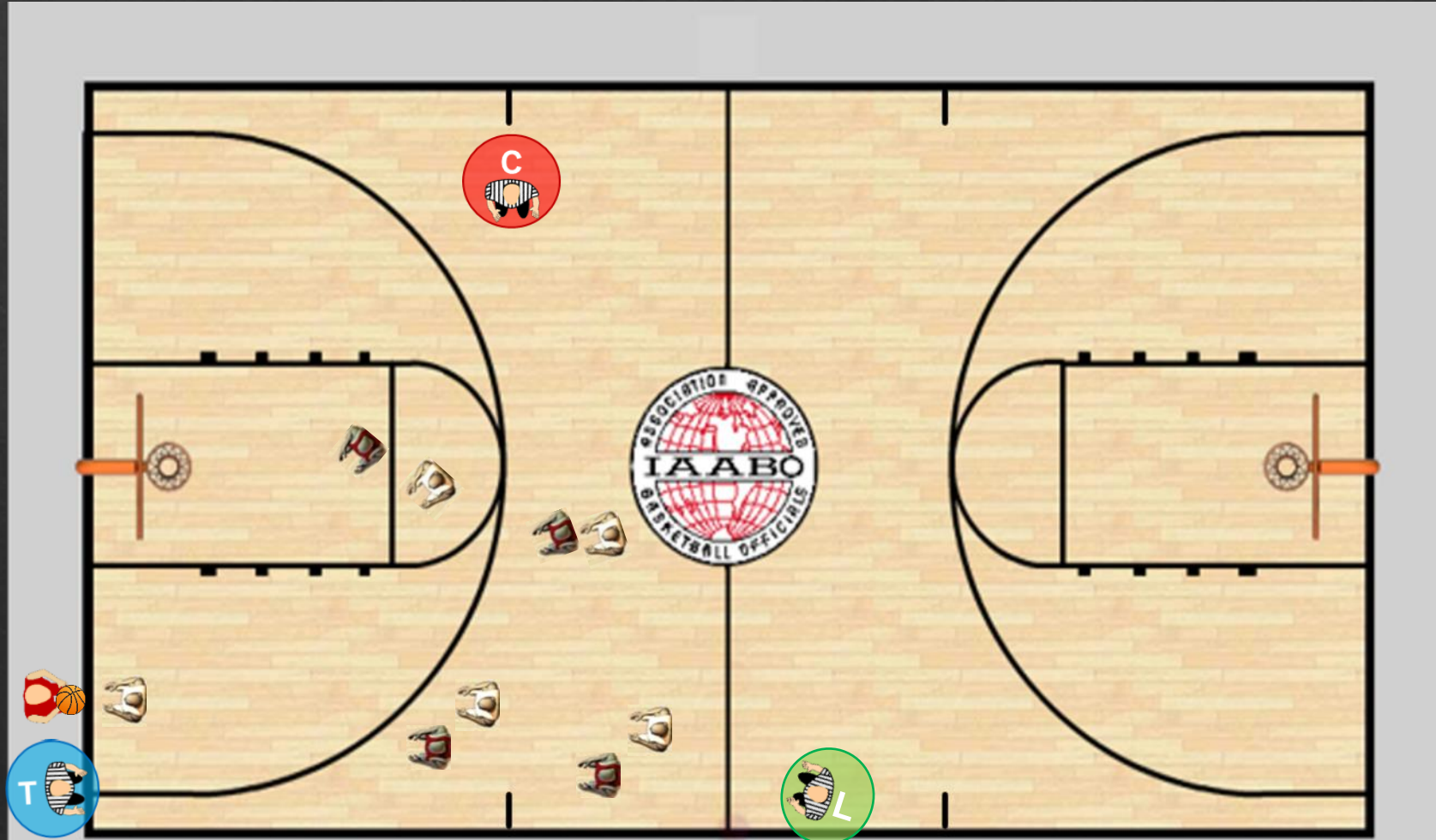
- a. Returns to original pregame observation positions
- b. Goes to the table when warmup period ends for both teams
- c. Removes jackets
- d. Moves to the jump ball positions at the appropriate time

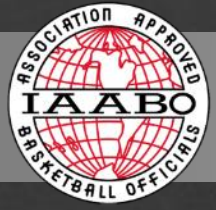




PRESS COVERAGE

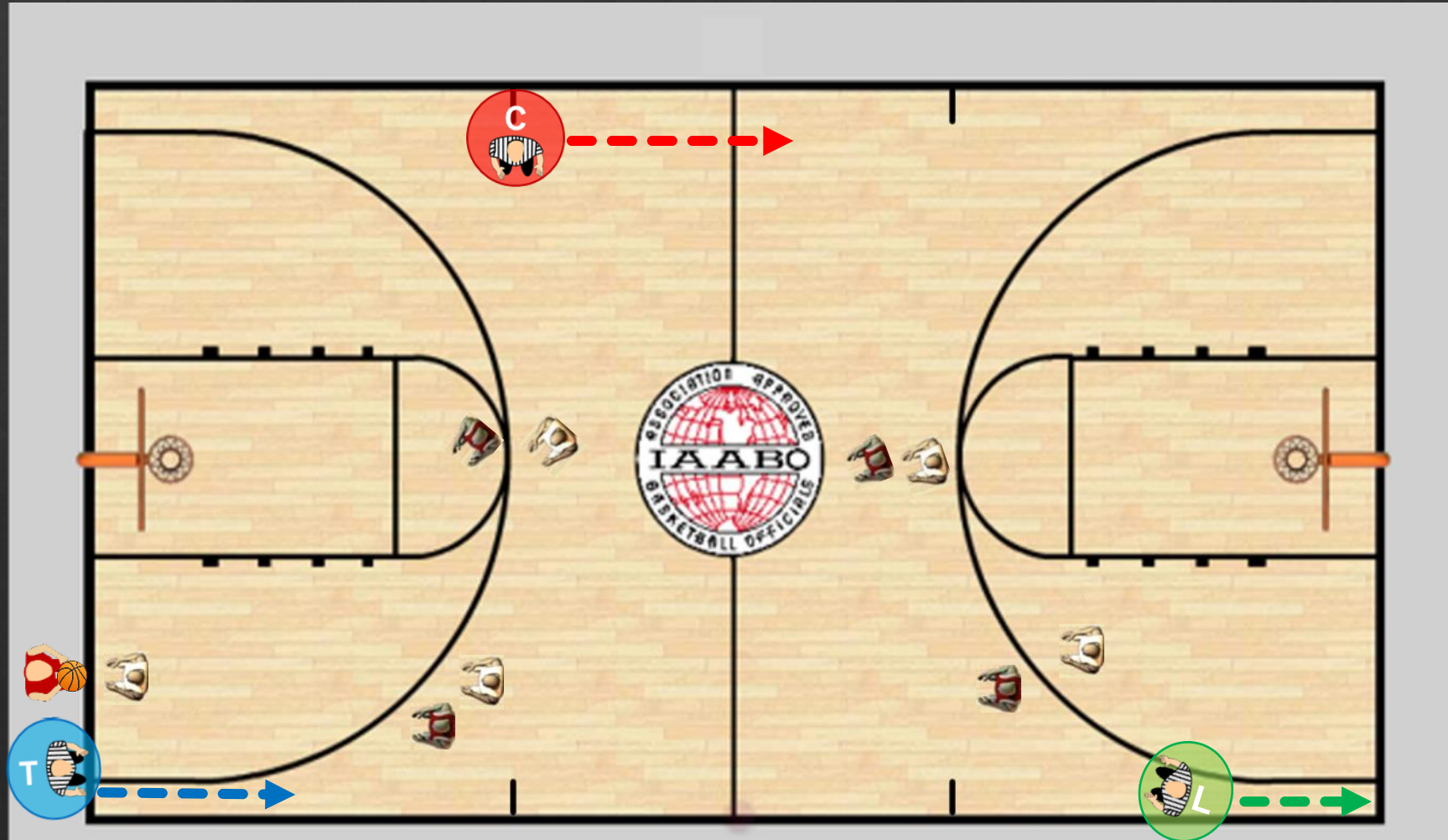
All players in the backcourt

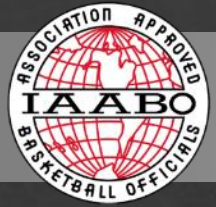




PRESS COVERAGE

Players in both backcourt and frontcourt





OFFICIATING CREW

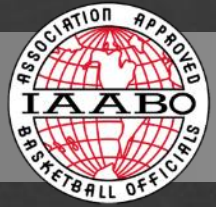
The officiating crew consists of a referee and two umpires.



The referee is the game's administrator and decides upon matters not specifically covered by the rules.

The umpires assist the referee.

No crew member has the authority to set aside or question decisions made by a partner within the limits of their outlined duties.



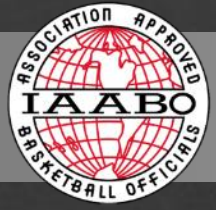
SITUATIONS INVOLVING COUNTING

All situations involving counting, except the 3-second rule, require the official to display a visible count.



The count should start near the waist and extend horizontally, not to exceed shoulder height, with an open palm facing downward.

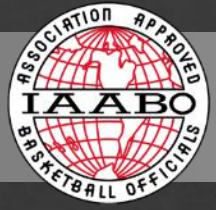
When going from one counting situation directly to another, the official will stop and switch arms.



SITUATIONS INVOLVING COUNTING

The 10-second free throw count shall be a wrist flick motion with palm open and arm held close to official's side (use tableside hand).





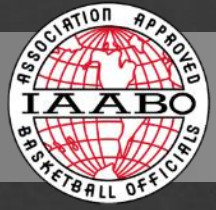
THROW-IN

End of Intermission, Time-out, or Unusual Delay



Prior to a throw-in after the end of intermission, time-out, or unusual delay, the administering official shall:

1. Sound the whistle
2. State the color of the jersey
3. Signal direction of play



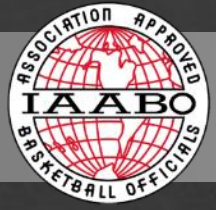
HELP SITUATIONS AND CONFERENCE

At times, circumstances warrant that the officiating crew conference.

Help may be asked for or offered.

Depending on the information communicated, any official may give the appropriate signal.



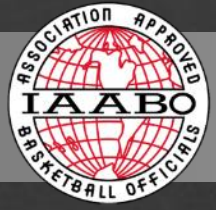


HELP SITUATIONS AND CONFERENCE

Should an unusual situation or circumstance occur that requires an explanation, both head coaches should be invited to be present.



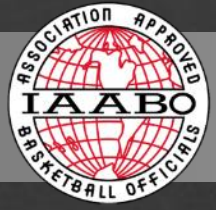
Unusual situations include, but are not limited to: fighting, correctable errors, mistakes, alternating possession, scoring or timing.



HELP SITUATIONS AND CONFERENCE

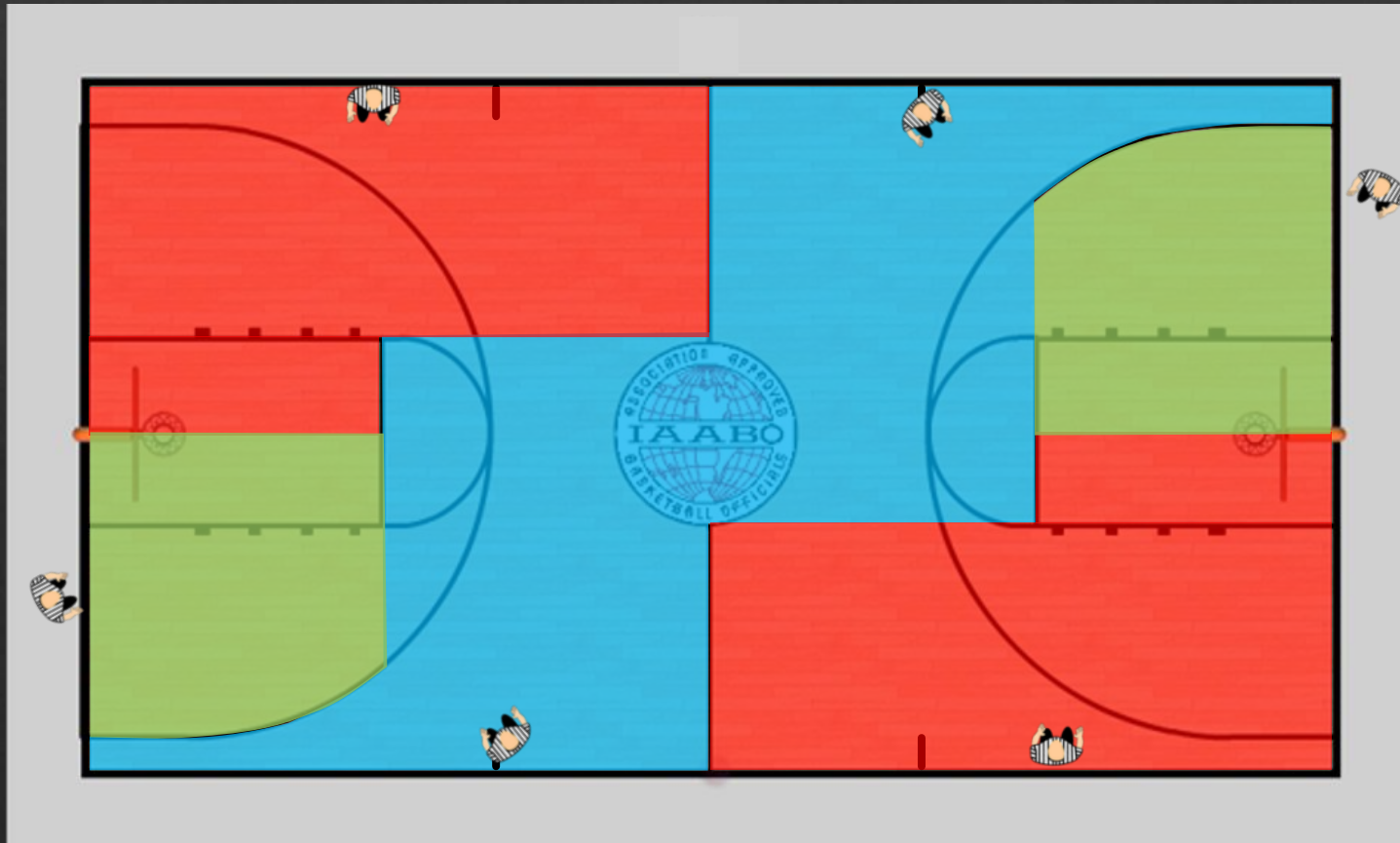
When the clock is stopped and the ball is dead with limited playing time remaining, communication between partners and table personnel is imperative.

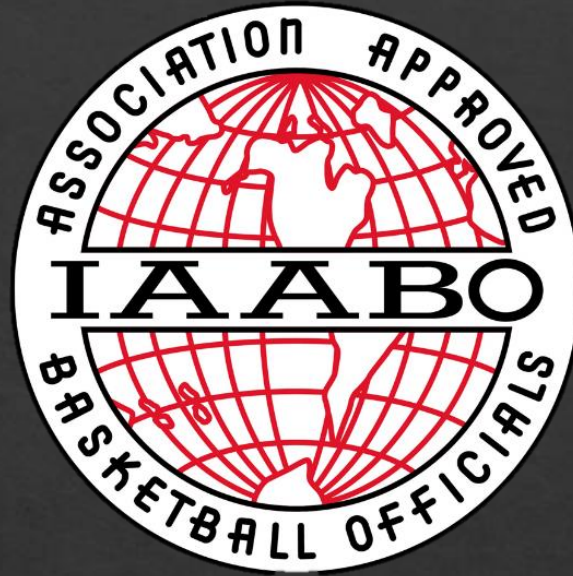




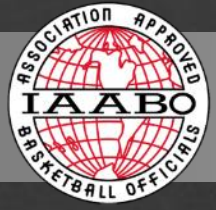
PRIMARY COVERAGE AREA (PCA)

PCA: Specific areas on the court for which each official is responsible to monitor for fouls and violations, according to his or her position on the court.



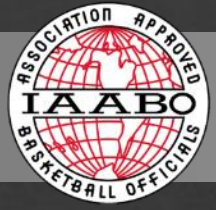


SCREENING COVERAGE



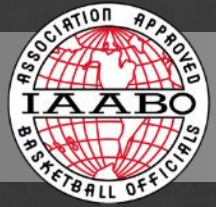
HIGH SCREENS ABOVE 3-POINT ARC

	Trail Official
Primary Responsibility	Ball handler and ball handler's defender
Secondary Responsibility	Screener and the screener's defender
Position Adjust	Obtain and maintain an open look on all 4 players involved



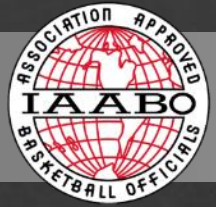
HIGH SCREENS ABOVE 3-POINT ARC

	Trail Official	Center Official
Primary Responsibility	Ball handler and ball handler's defender	Screener and the screener's defender
Secondary Responsibility	Screener and the screener's defender	Ball, ball handler and ball handler's defender Observe illegal contact, legality of screens
Position Adjust	Obtain and maintain an open look on all 4 players involved	Obtain and maintain an open look on all 4 players involved

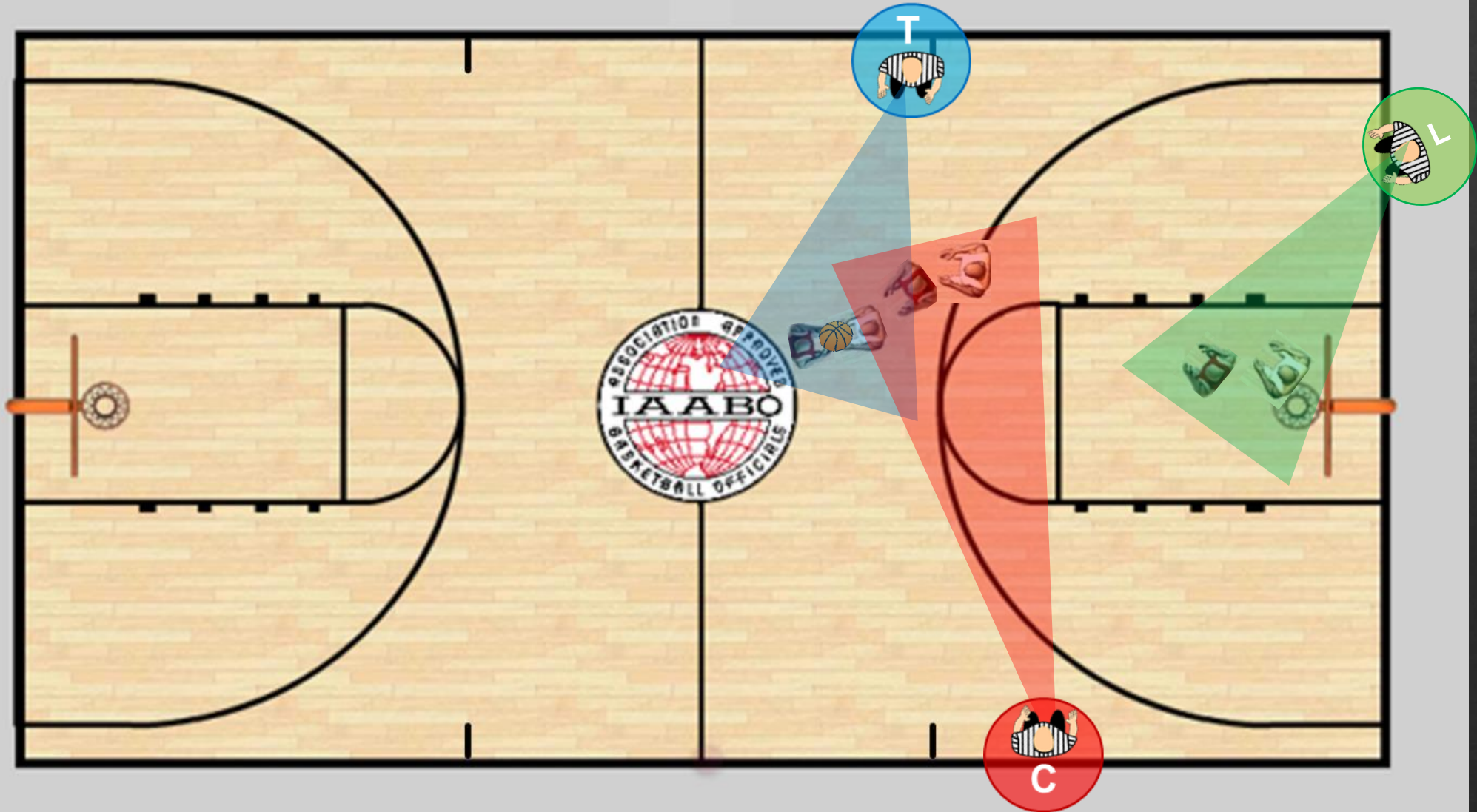


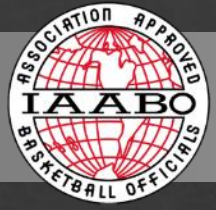
HIGH SCREENS ABOVE 3-POINT ARC

	Trail Official	Center Official	Lead Official
Primary Responsibility	Ball handler and ball handler's defender	Screener and the screener's defender	Post play
Secondary Responsibility	Screener and the screener's defender	Ball, ball handler and ball handler's defender Observe illegal contact, legality of screens	Expand PCA to include any competitive matchups not covered by center official
Position Adjust	Obtain and maintain an open look on all 4 players involved	Obtain and maintain an open look on all 4 players involved	



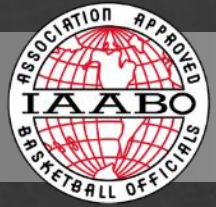
HIGH SCREENS ABOVE 3-POINT ARC





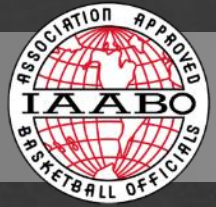
SCREENS AT ELBOW

	Trail Official
Primary Responsibility	Ball, ball handler and ball handler's defender
Secondary Responsibility	Screener and the screener's defender
Position Adjust	Obtain and maintain an open look on all 4 players involved



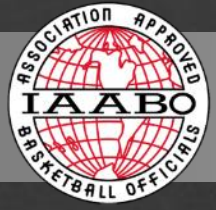
SCREENS AT ELBOW

	Trail Official	Center Official
Primary Responsibility	Ball, ball handler and ball handler's defender	Expand PCA to include any competitive matchups in the free throw lane
Secondary Responsibility	Screener and the screener's defender	May assist in screening action
Position Adjust	Obtain and maintain an open look on all 4 players involved	Maintains coverage of off ball plays in his/her PCA

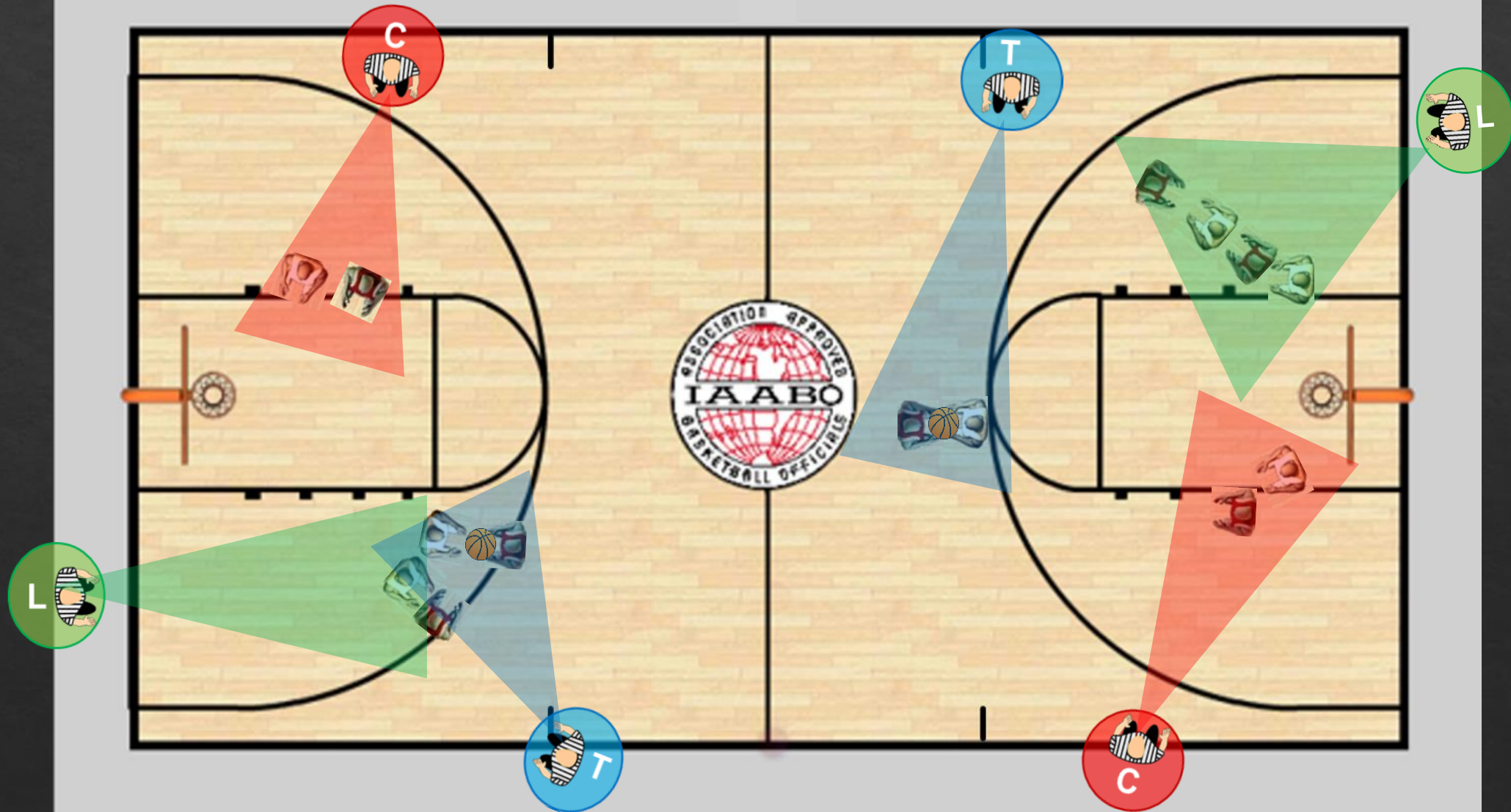


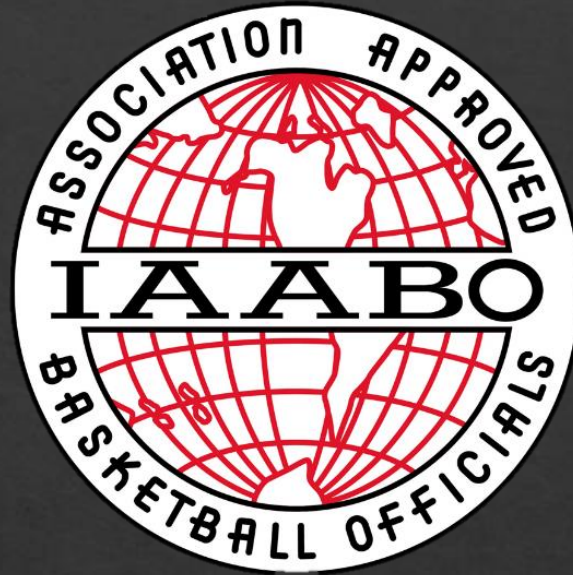
SCREENS AT ELBOW

	Trail Official	Center Official	Lead Official (Must be Ballside)
Primary Responsibility	Ball, ball handler and ball handler's defender	Expand PCA to include any competitive matchups in the free throw lane	Screeener and the screeener's defender Observe illegal contact, legality of screens
Secondary Responsibility	Screeener and the screeener's defender	May assist in screening action	Expand PCA to include any competitive matchups not covered by center official
Position Adjust	Obtain and maintain an open look on all 4 players involved	Maintains coverage of off ball plays in his/her PCA	Obtain and maintain an open look at the screeener and the screeener's defender

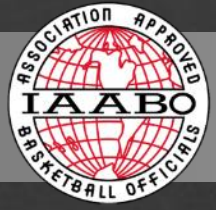


SCREENS AT ELBOW

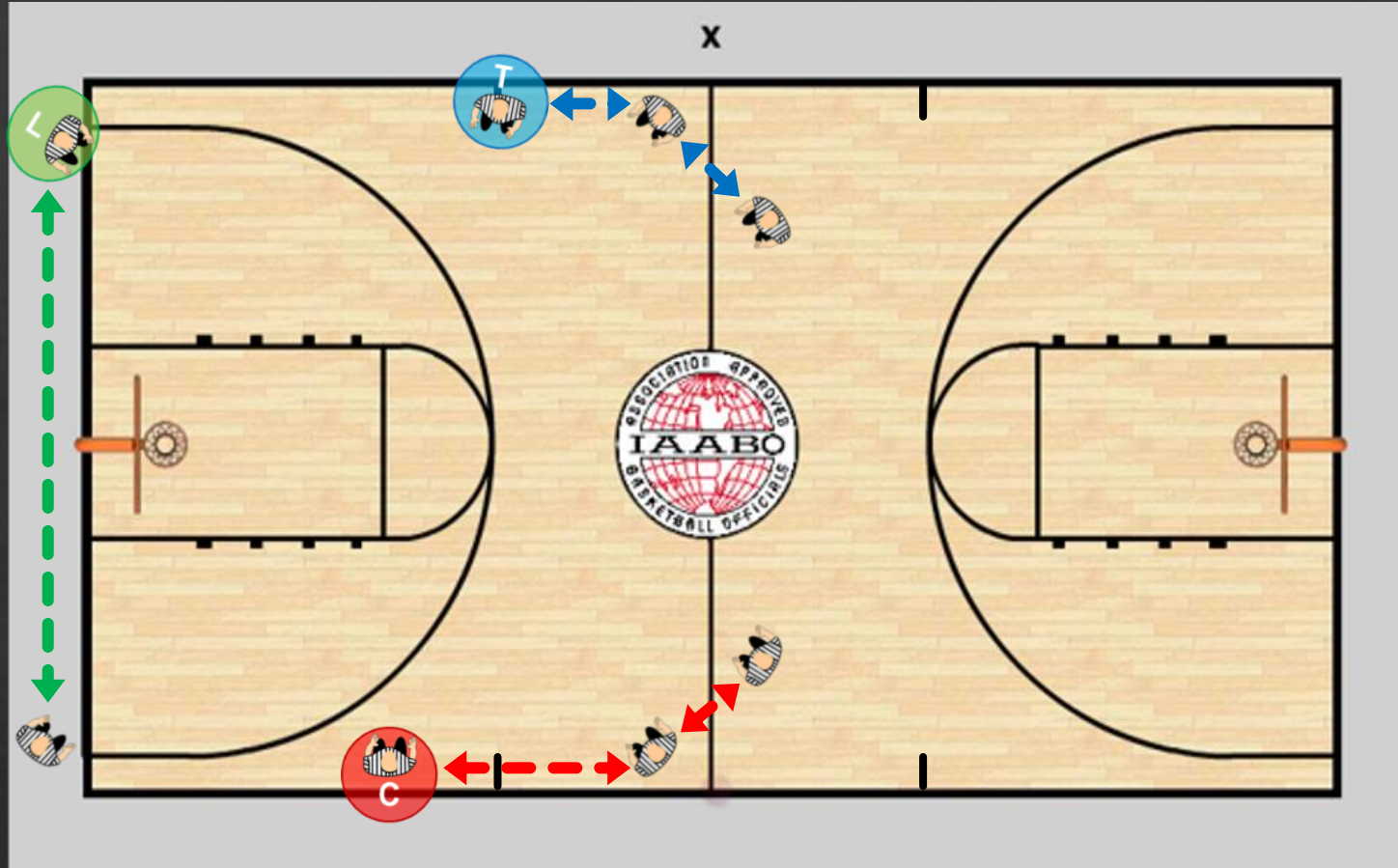




DELAY/SPREAD OFFENSE COVERAGE



DELAY/SPREAD OFFENSE COVERAGE



Lead position is wide toward sideline when necessary.

Trail and Center shall be wide towards sideline.

Officials must move to improve coverage. Total court awareness is essential.

