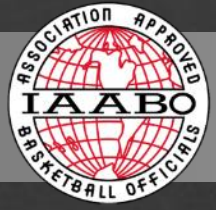


One rule, one interpretation, one mechanic



Crew of Three
March 5, 2023



AGENDA

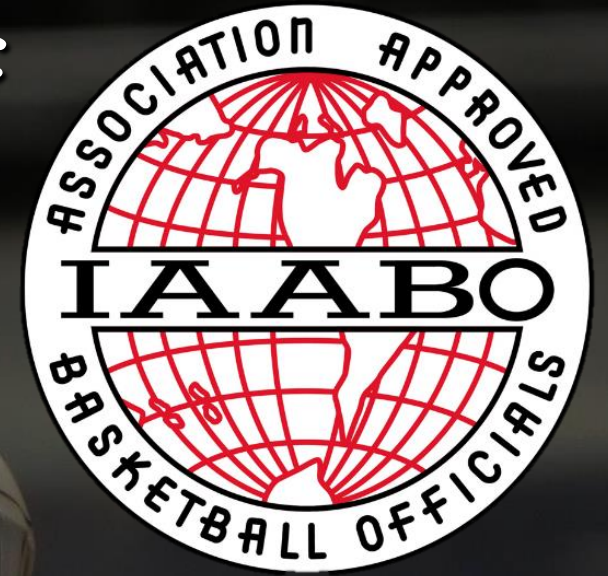


1. Crew of Three Mechanics

2. Reminders

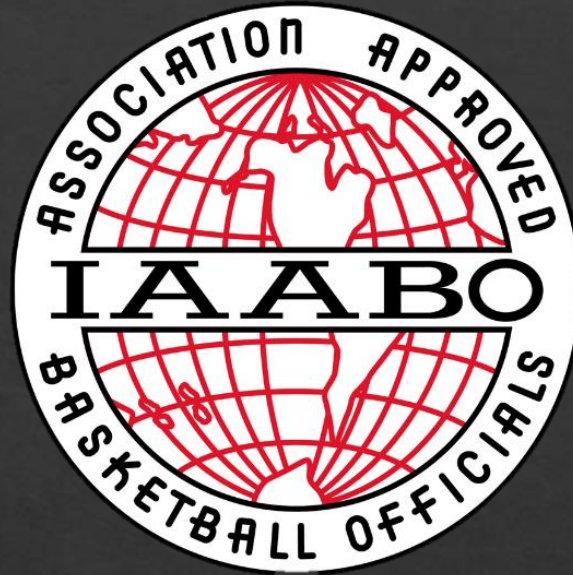
3. Congratulations and have a great tournament!!!!

One rule, one interpretation, one mechanic

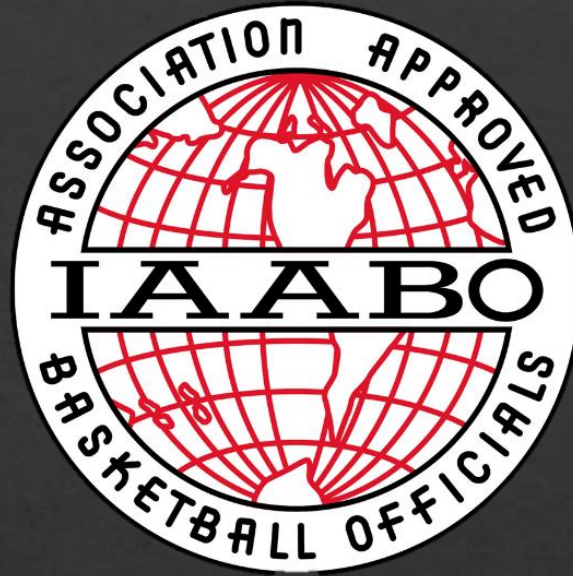


**Crew of Three
Mechanics**

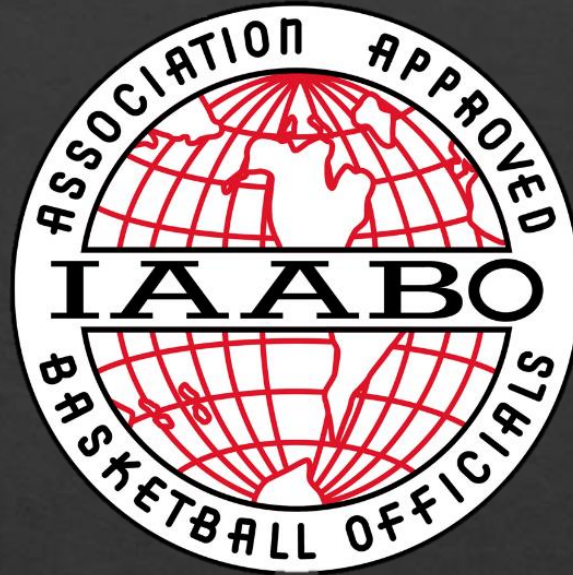




**WHEN WORKING CREW OF THREE GAMES, STUDY THE
CREW OF THREE MANUAL STARTING ON PAGE 70
AFTER THE CREW OF TWO MANUAL OR...**

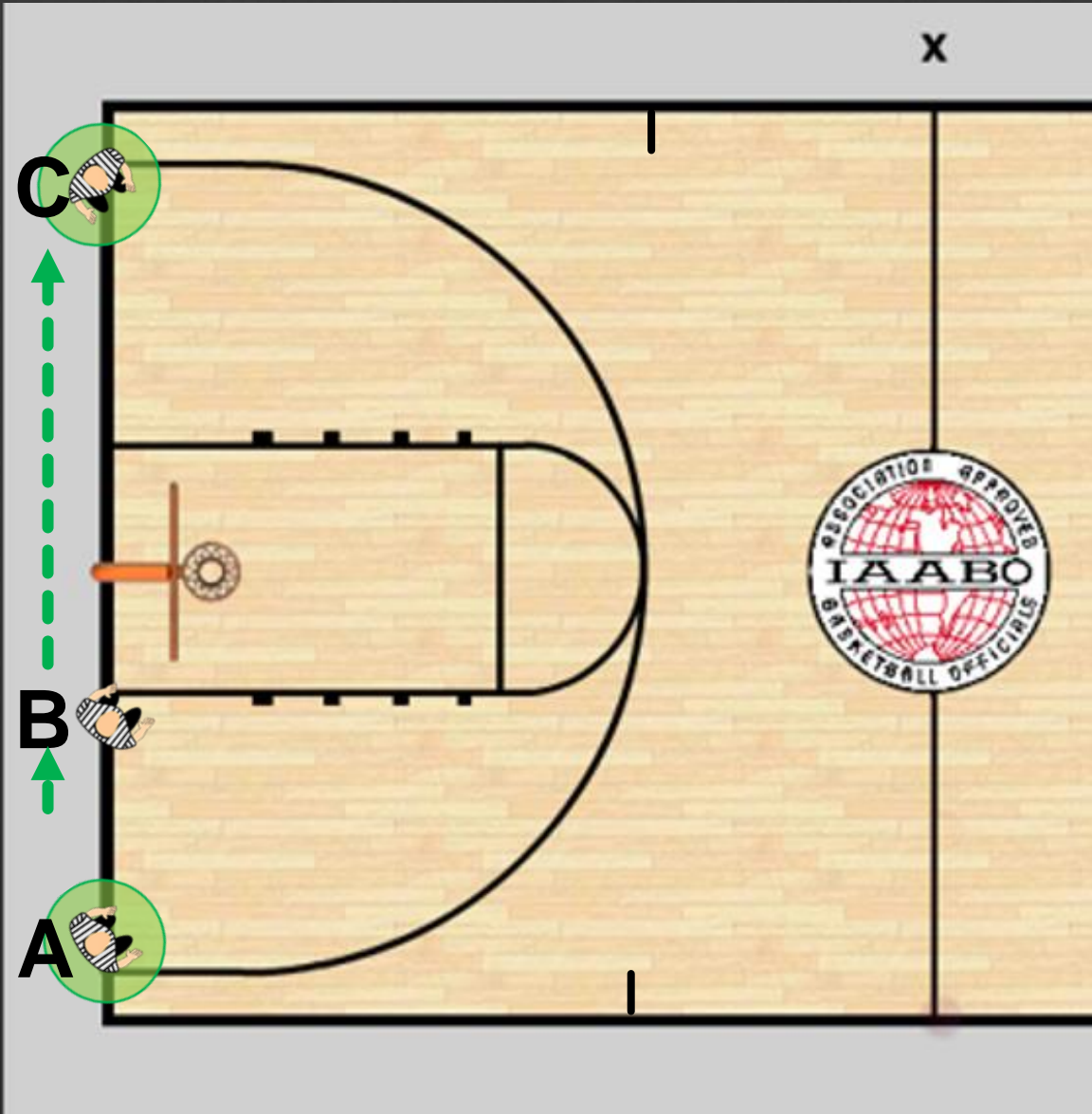


**THE FULL CREW OF THREE PRESENTATION
IS POSTED ON THE IAABO7 WEBSITE.**

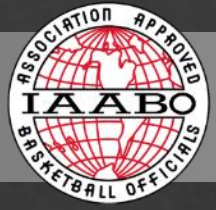


GLOSSARY OF TERMS

THE LEAD A-B-C COVERAGE



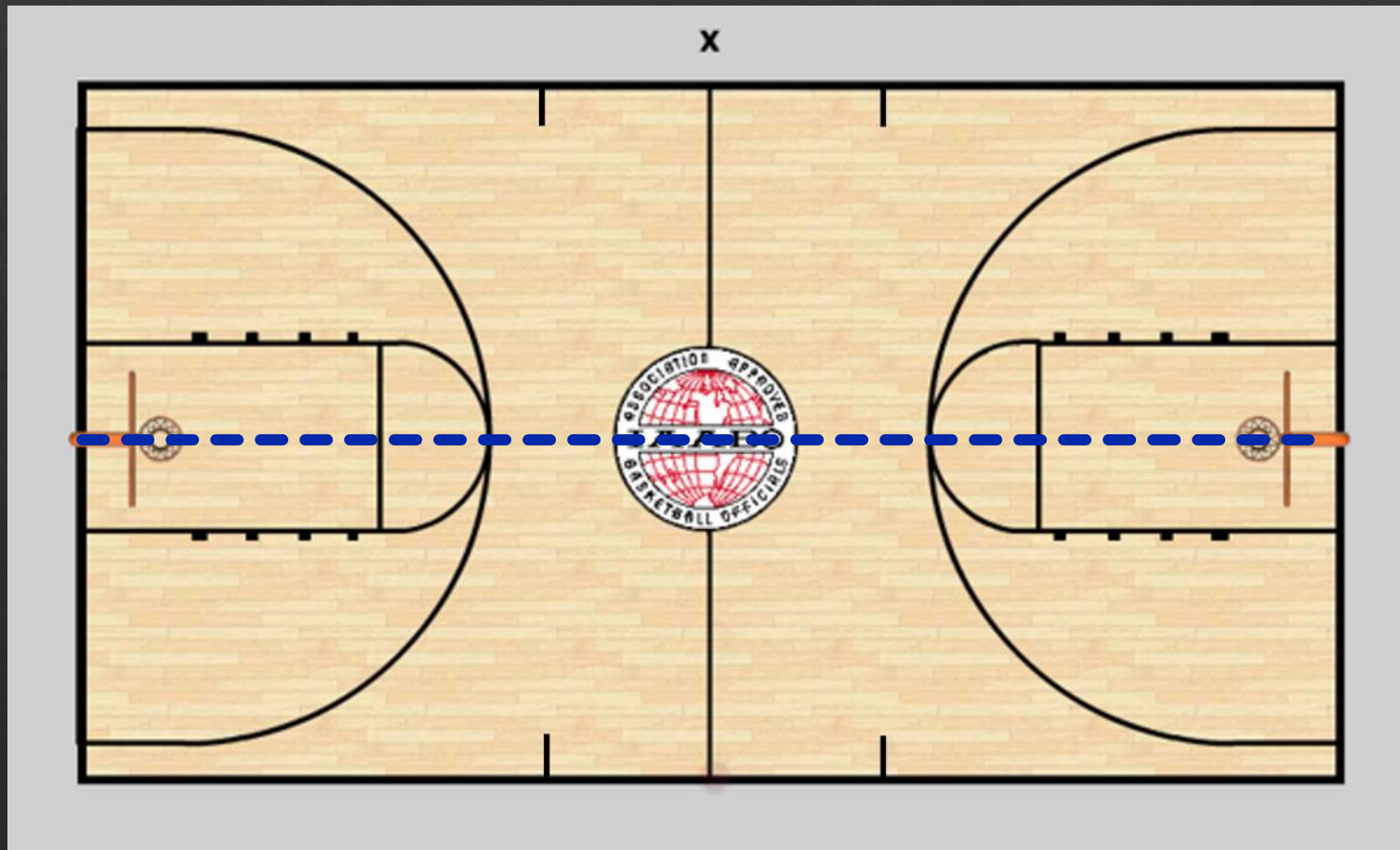
A-B-C coverage: The process (movement) and guide (ball and player location) for the Lead official's positioning

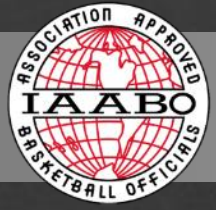


BASKETLINE



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

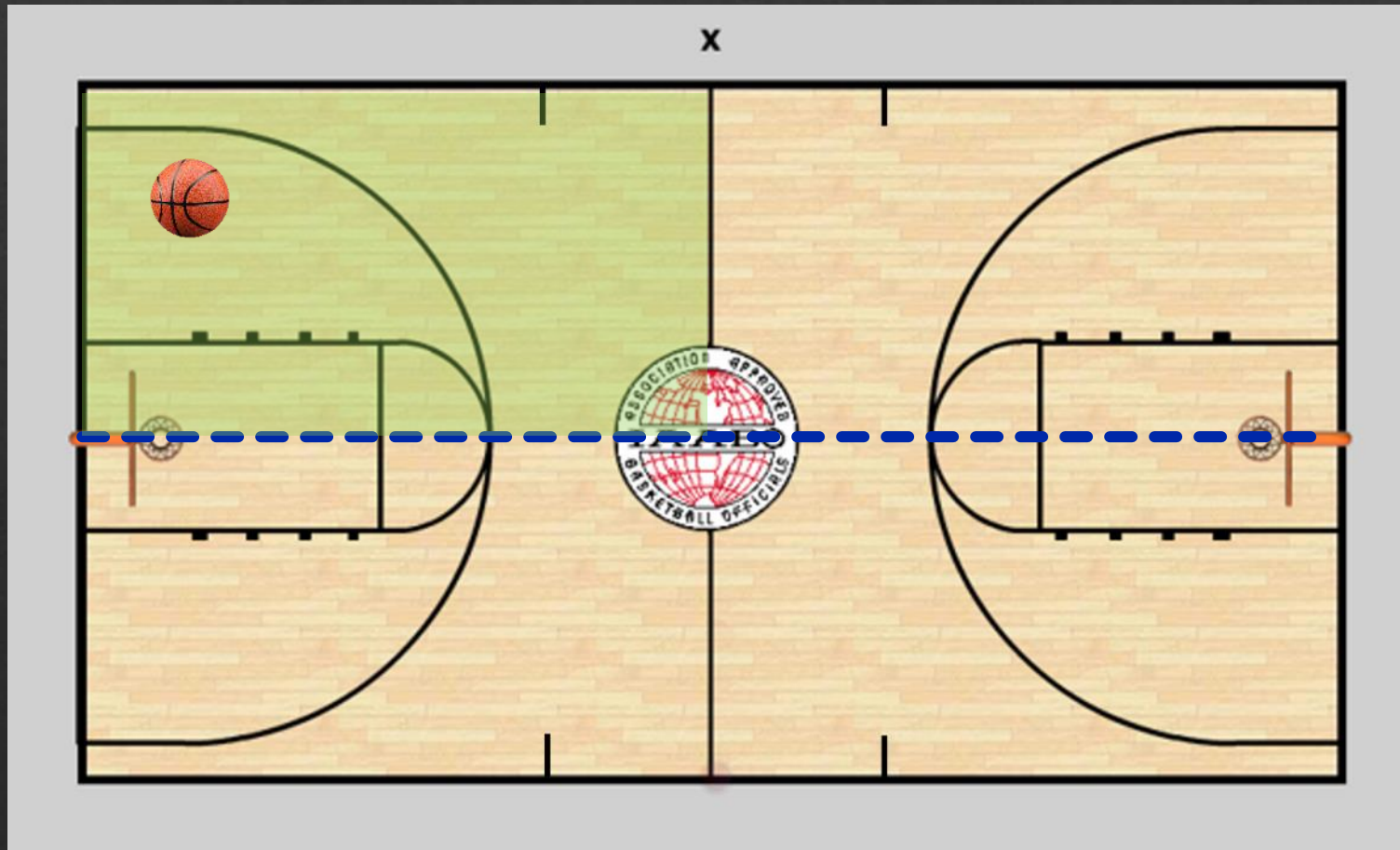


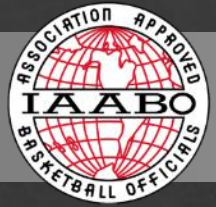


BALLSIDE



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

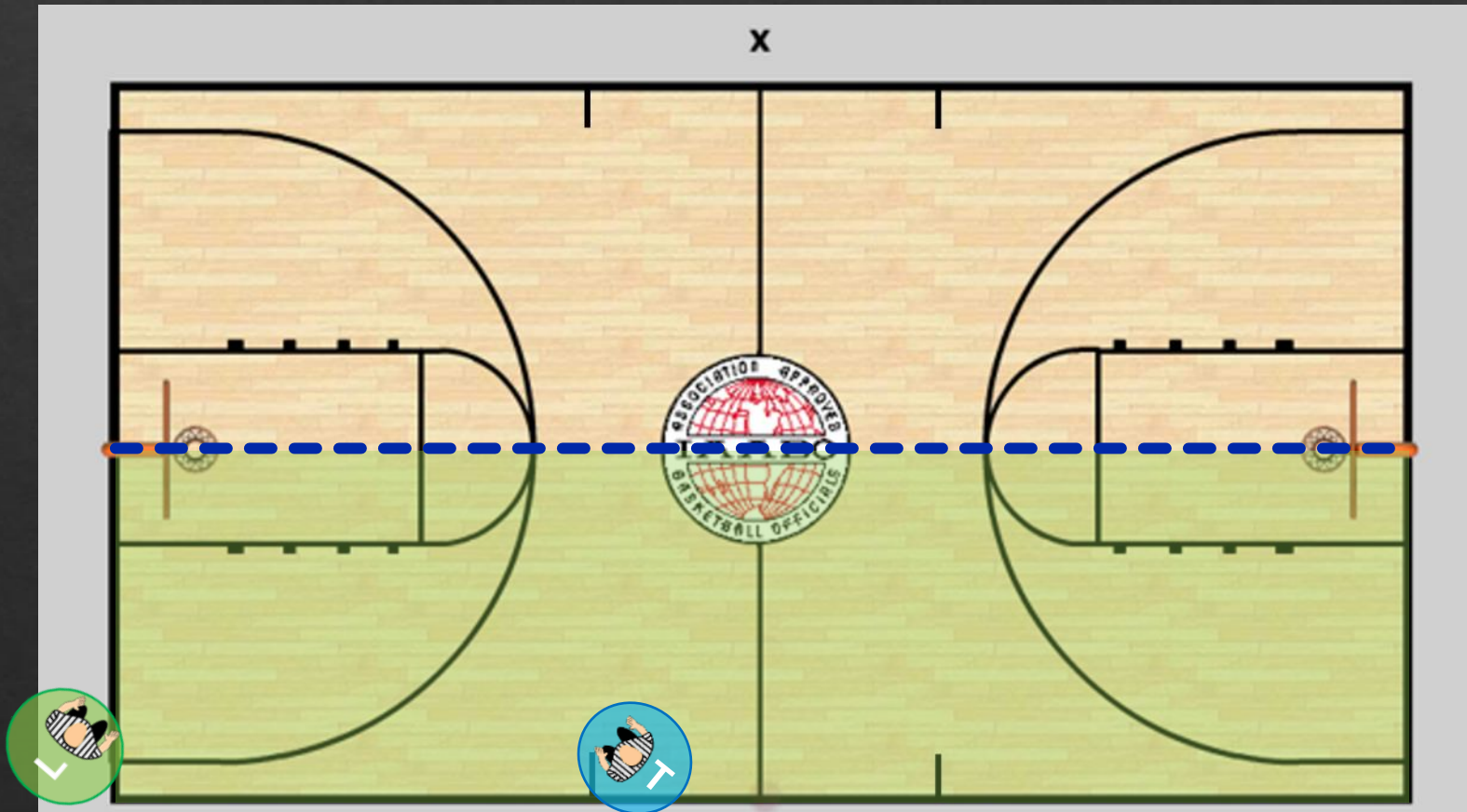


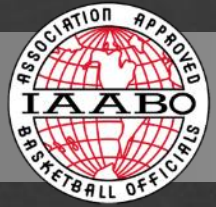


STRONG SIDE



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

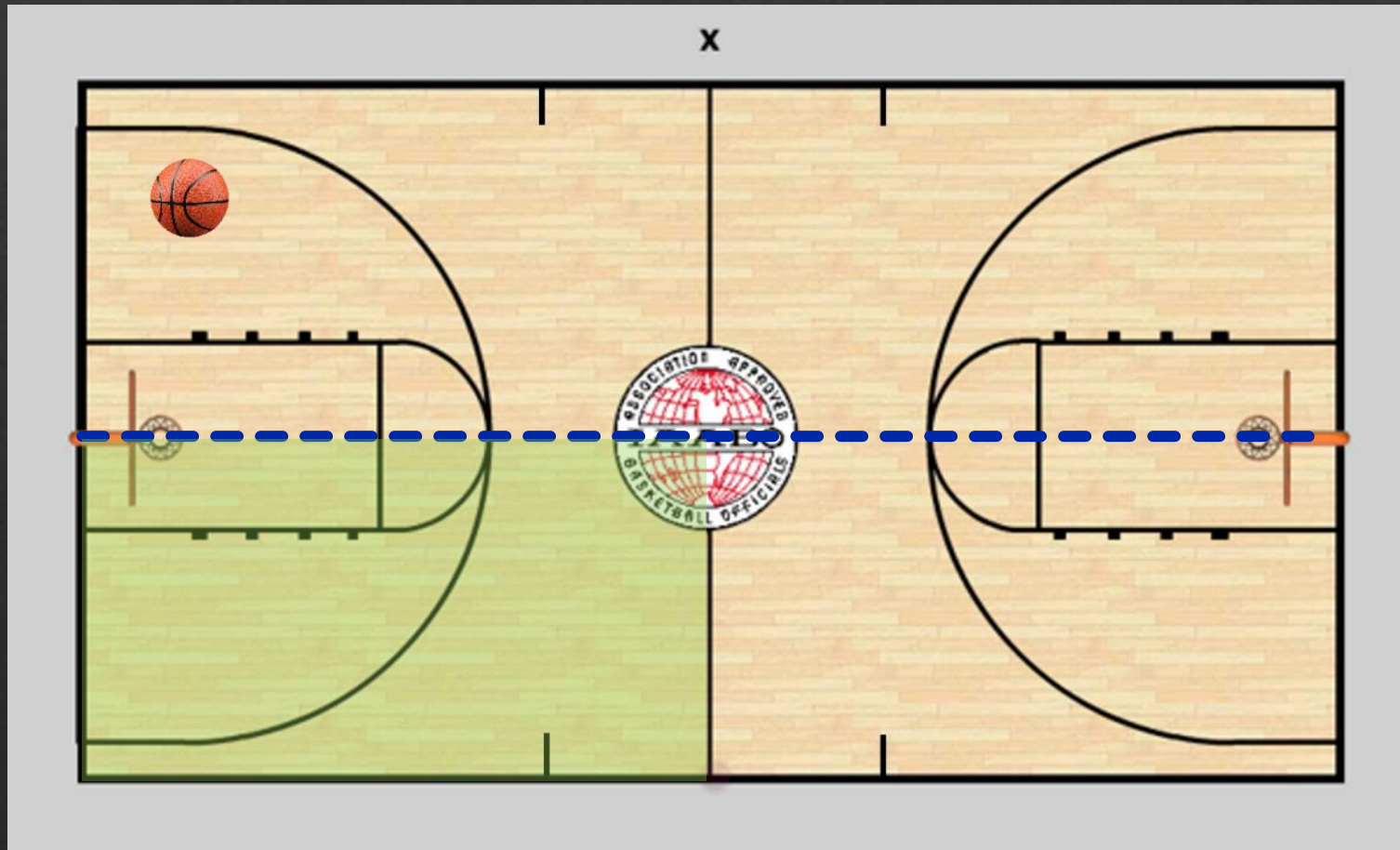


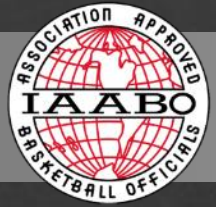


WEAKSIDE



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

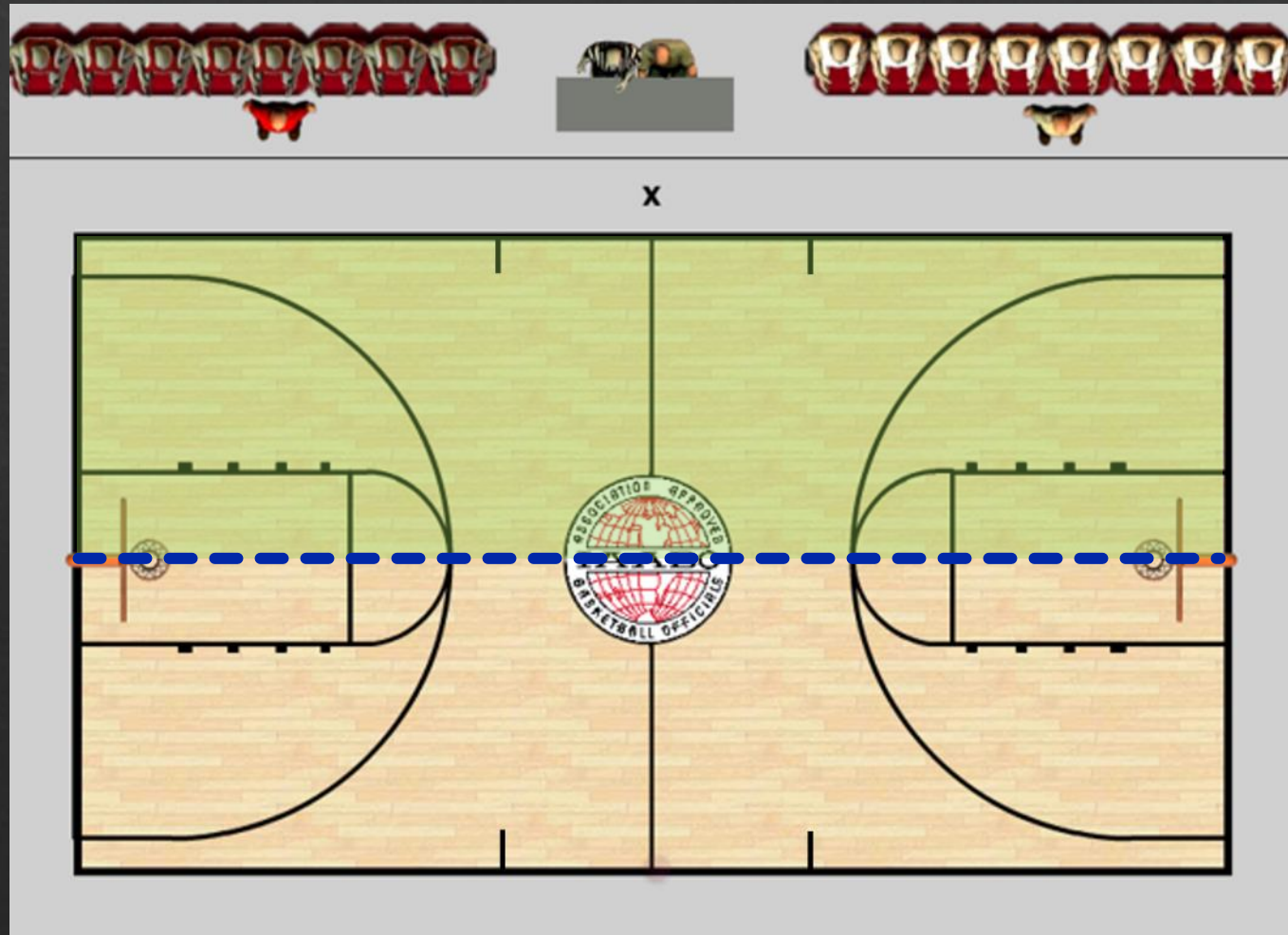


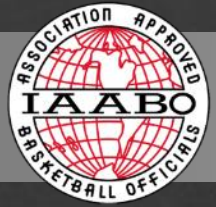


TABLESIDE



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

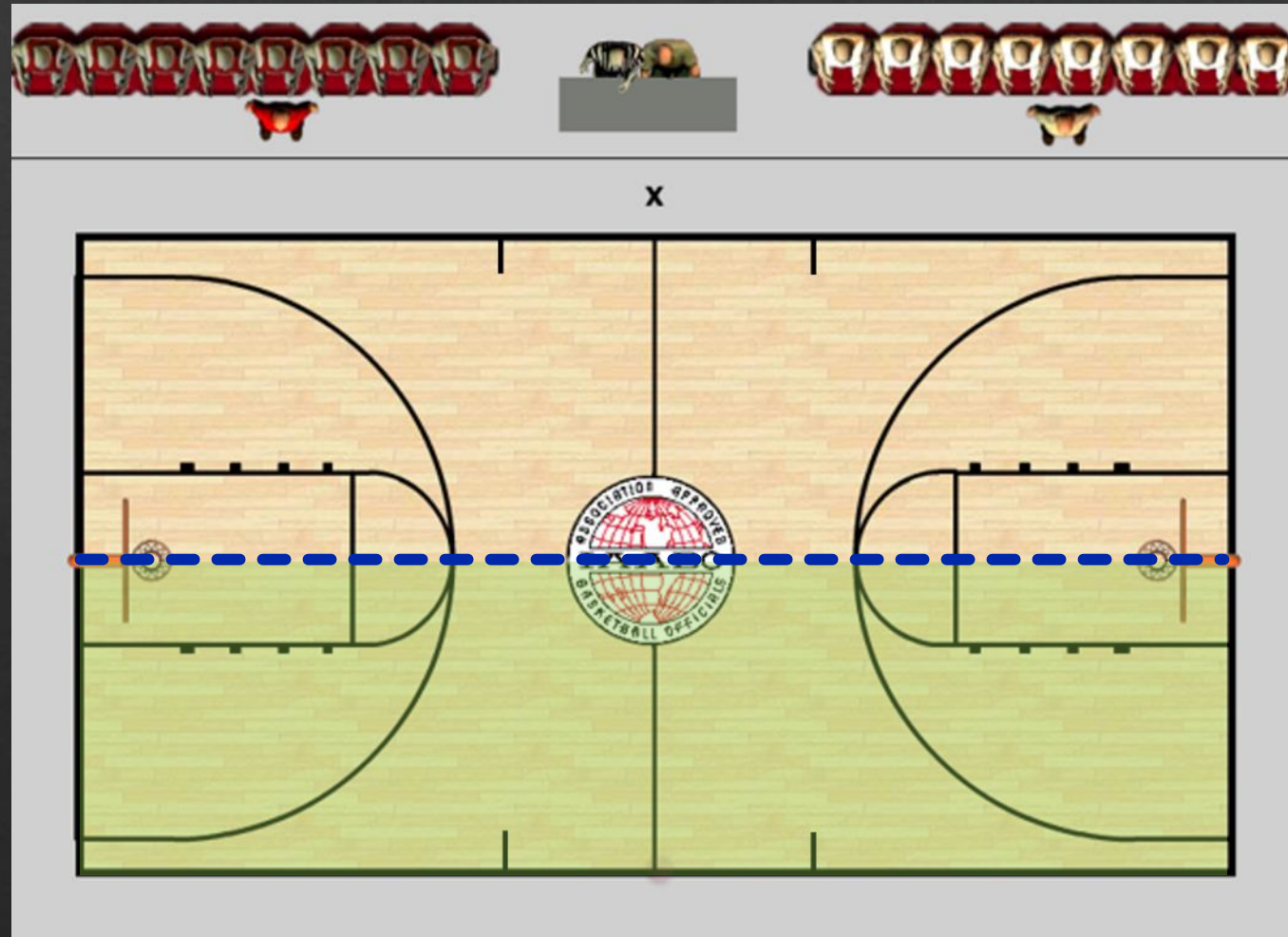


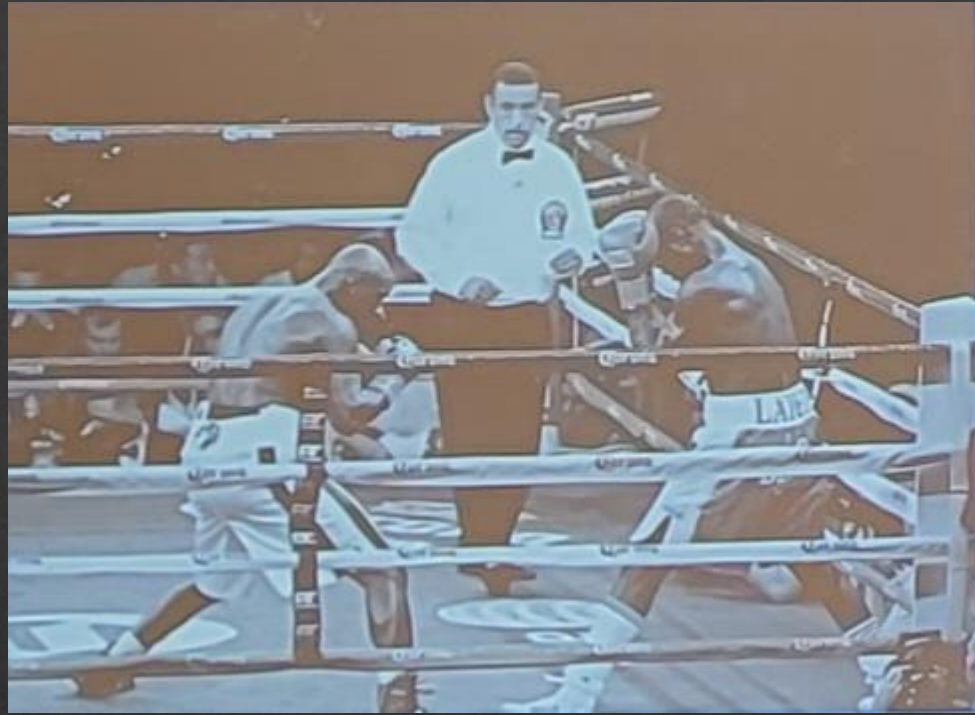


OPPOSITE SIDE

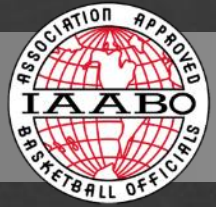


Opposite side: The side of court opposite the scorer's table.





STRAIGHT-LINE VS. OPEN LOOK



STRAIGHT-LINED VS. OPEN LOOK

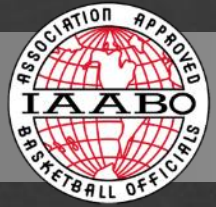


Being in the correct position is critical to making accurate rulings.



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 two players.



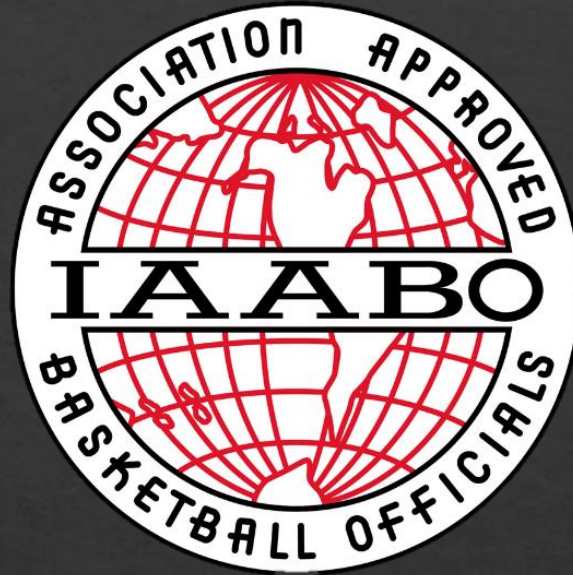
STRAIGHT-LINED VS. OPEN LOOK



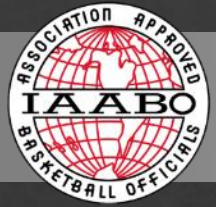
Being in the correct position is critical to making accurate rulings.
If this is your view on the floor, then you have an "open look" between players.



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



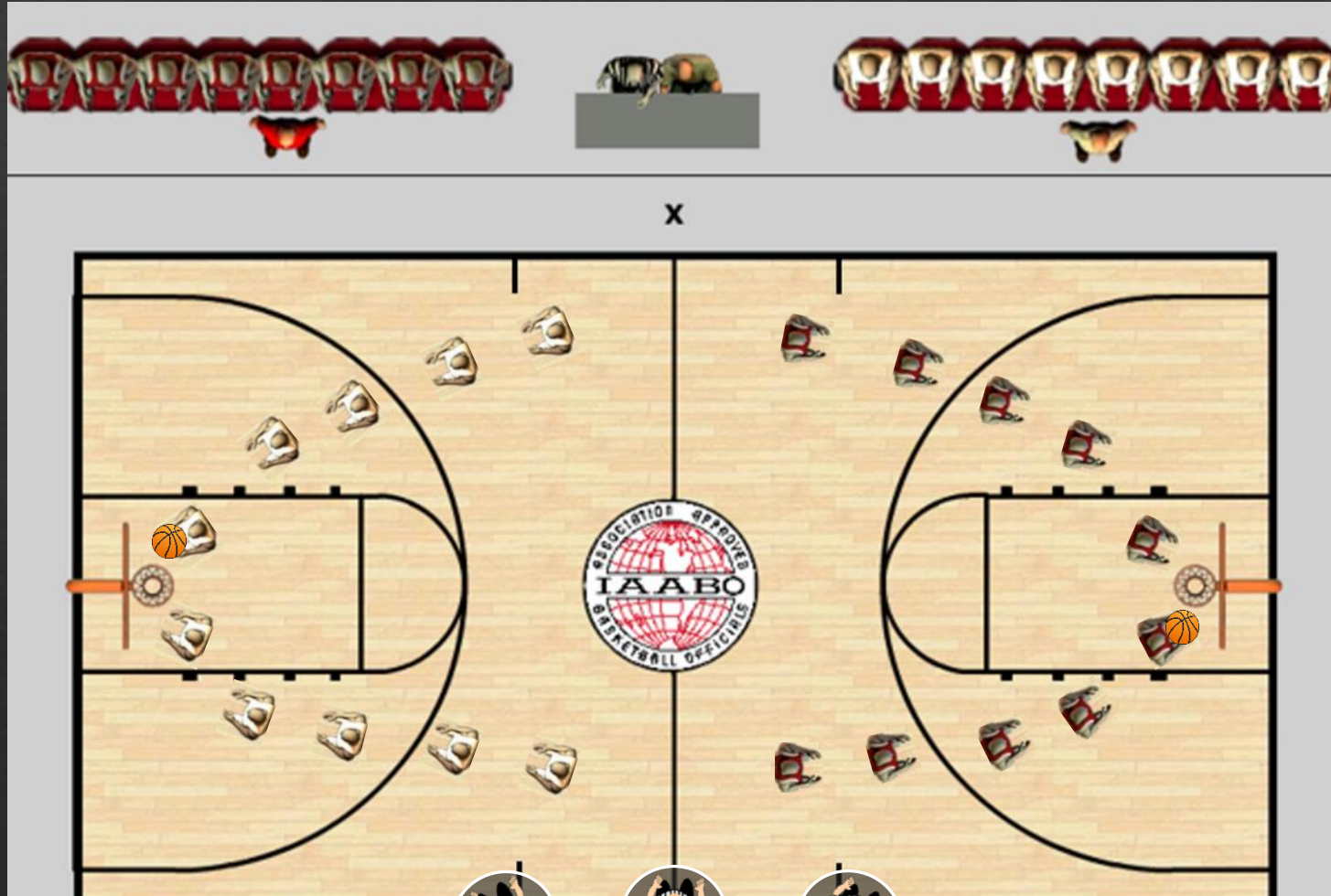
PRE-GAME: ON THE COURT



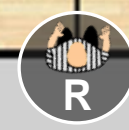
PRE-GAME: ON THE COURT



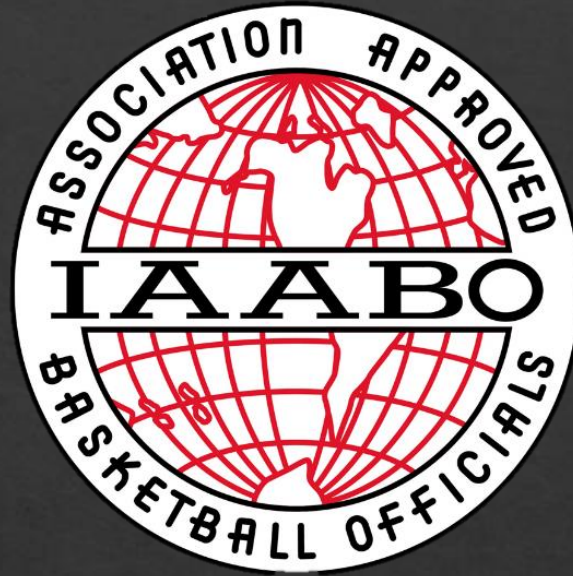
Warm-Up Positions



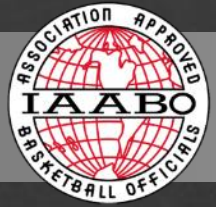
U1 observes the home team



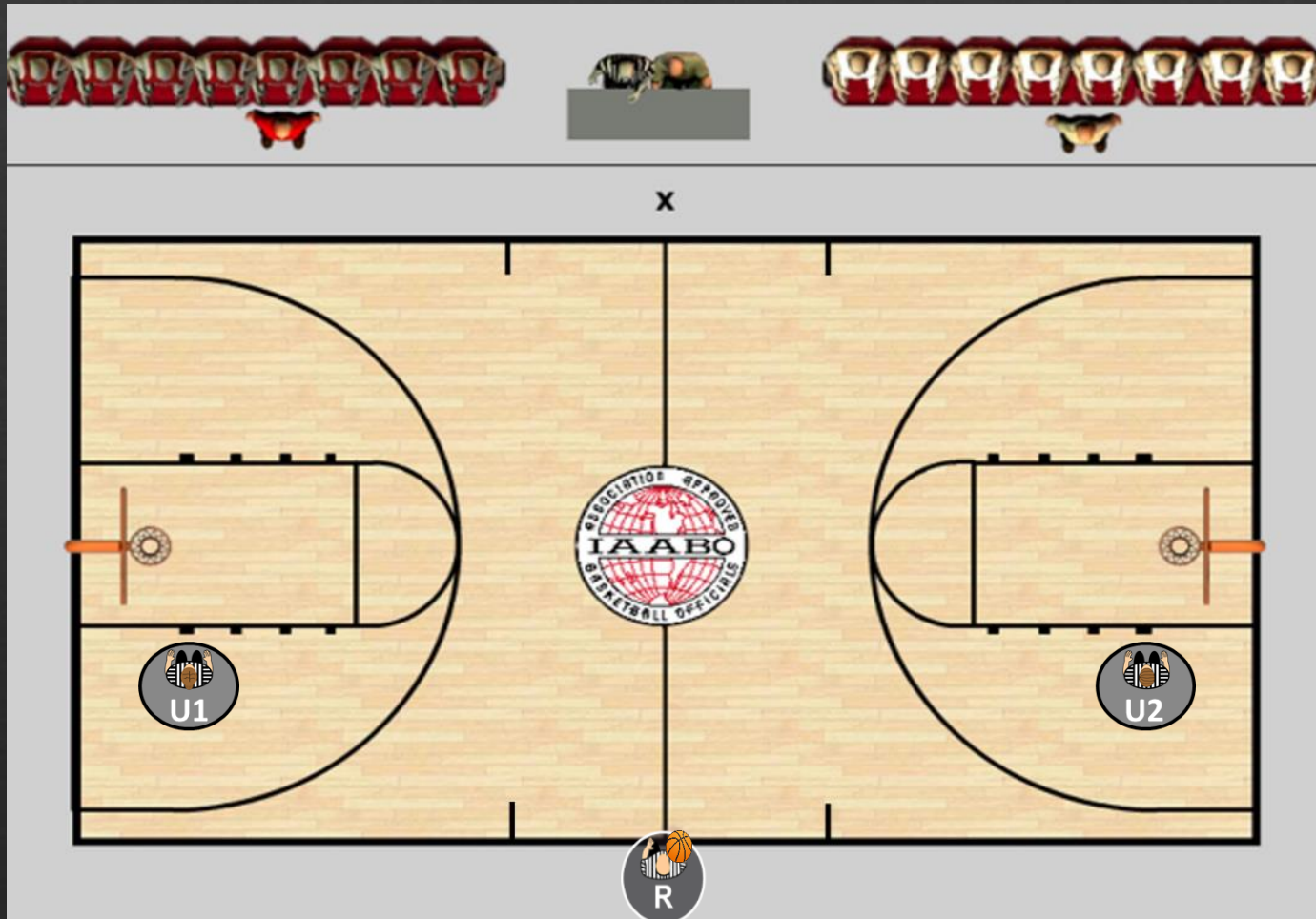
U2 observes the visiting team



JUMP BALL PROCEDURES



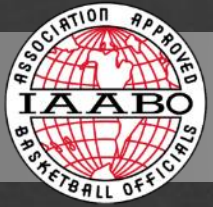
AFTER ANNOUNCEMENTS ARE COMPLETE:



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

U1 shall take a position on the block opposite the table to the left of the **R**.

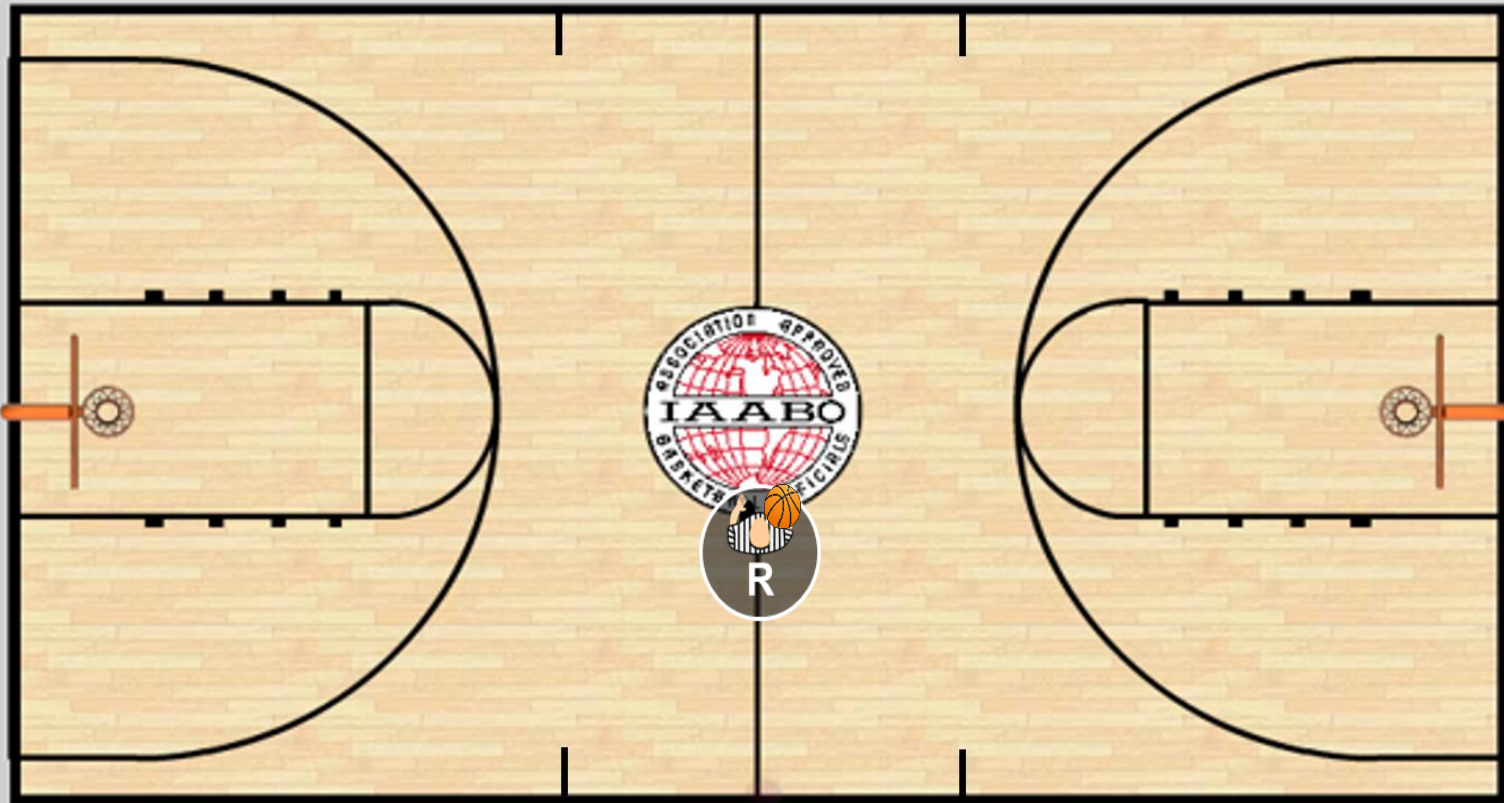
U2 shall take a position on the block opposite the table to the right of the **R**.



JUMP BALL STARTING POSITION

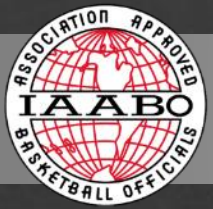


x



Referee (or designee)

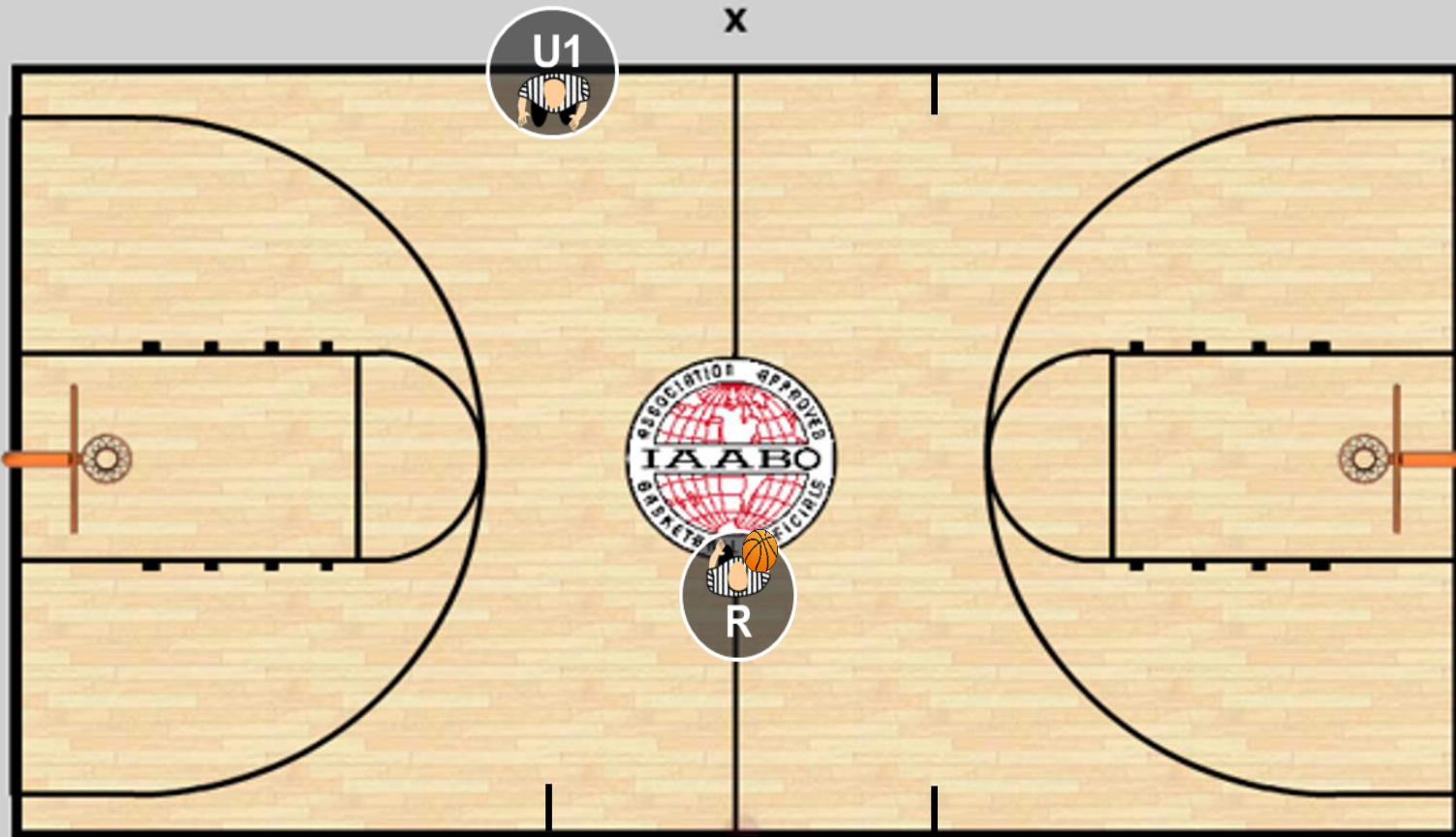
- Checks Table
- Checks readiness of partners
- Checks readiness of **TEAMS**
- Blows whistle
- Indicates team directions
- Executes toss
- Checks arrow is set properly



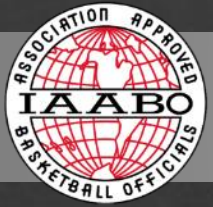
JUMP BALL STARTING POSITION



U-1



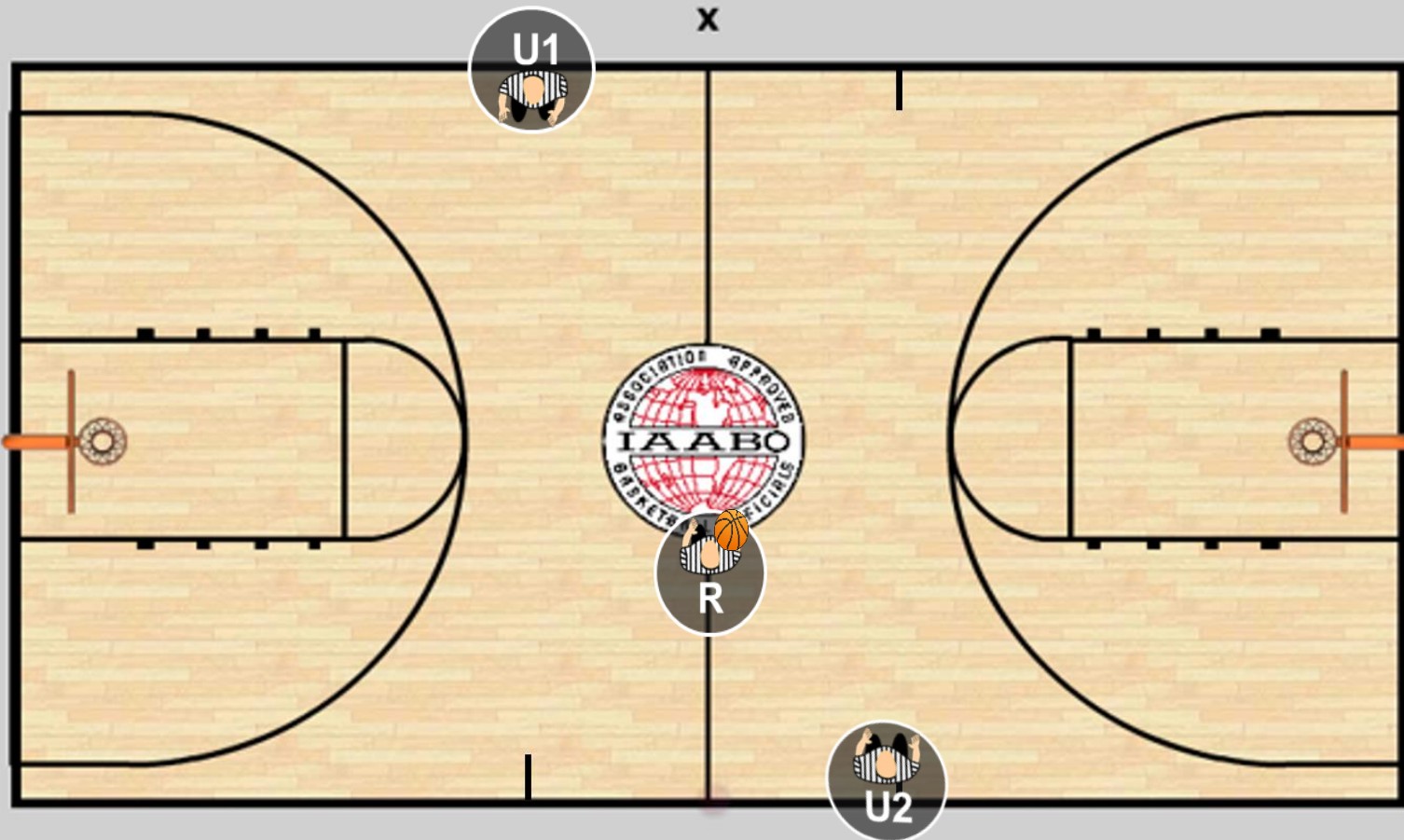
- Positioned tableside (to R's left)
- Checks table readiness
- Confirms # of home players
- Confirms readiness with R
- Rules on toss
- Rules on jumpers
- Signals to start clock



JUMP BALL STARTING POSITION



U-2



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

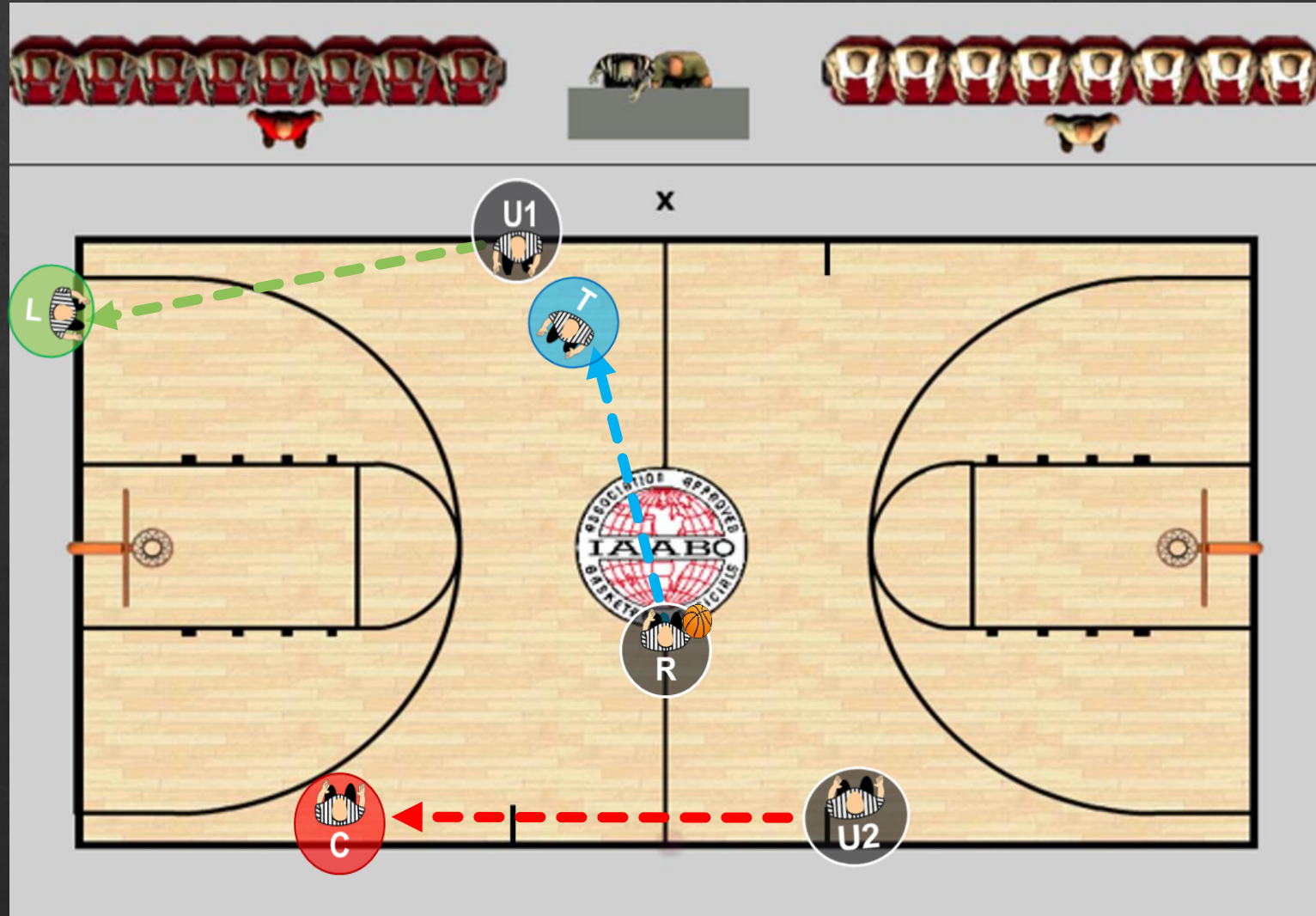
JUMP BALL

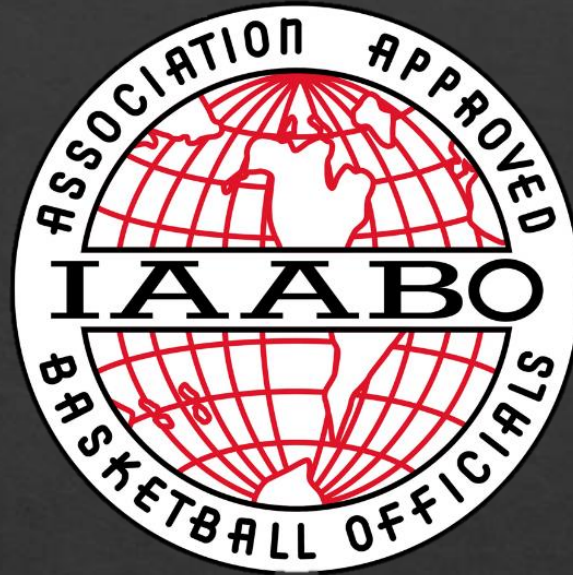
Ball Clears to the Tosser's Left

U1 becomes **Lead** tableside.

U2 becomes **Center** on opposite side.

Tosser continues to hold initial jump ball position (**check the arrow**) until players clear and then becomes **Trail** tableside.





TIME-OUT PROCEDURES

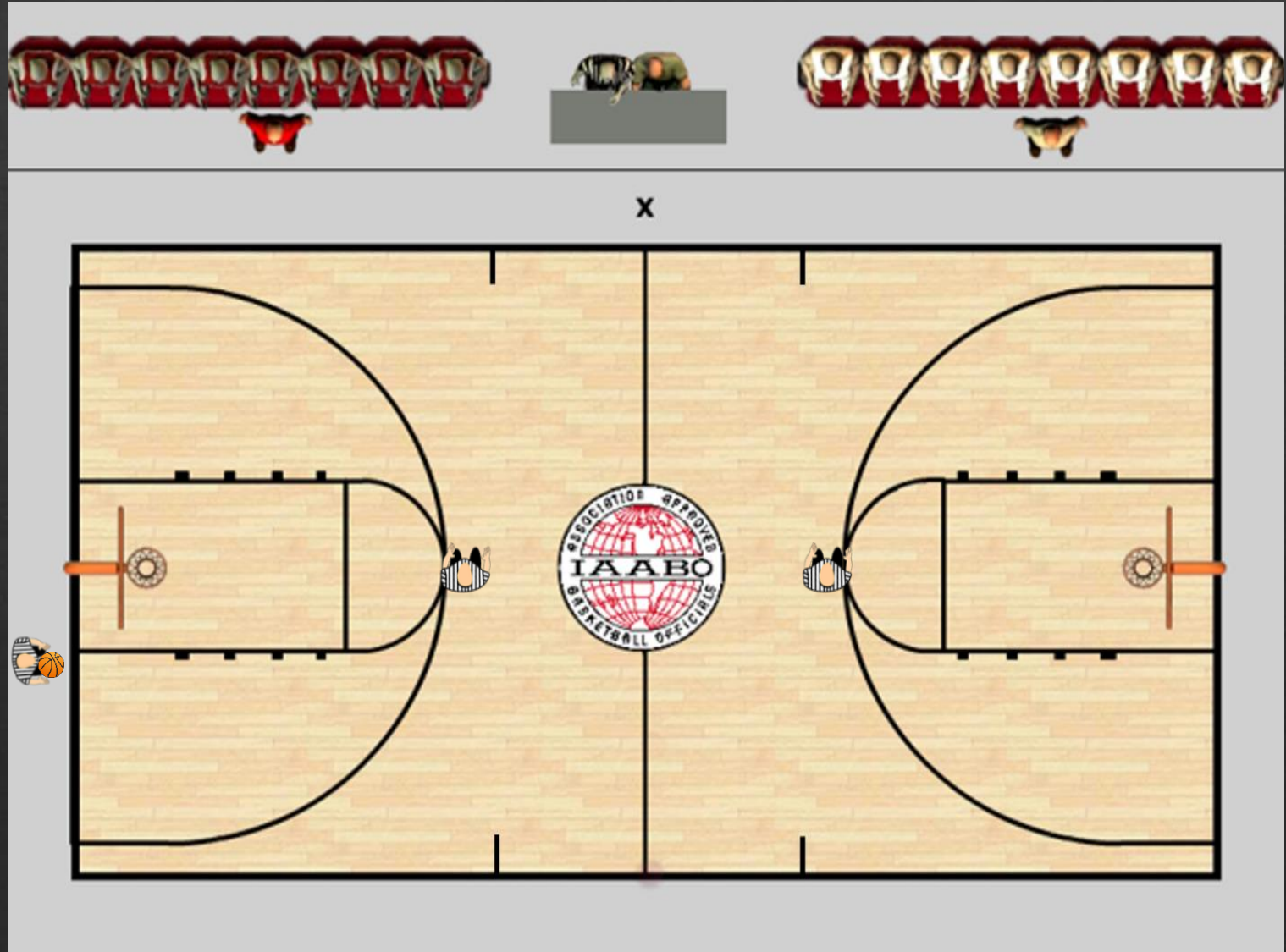
30-SECOND TIME-OUT POSITIONS

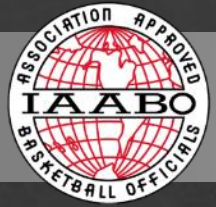
Official administering the throw-in shall:

- 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.



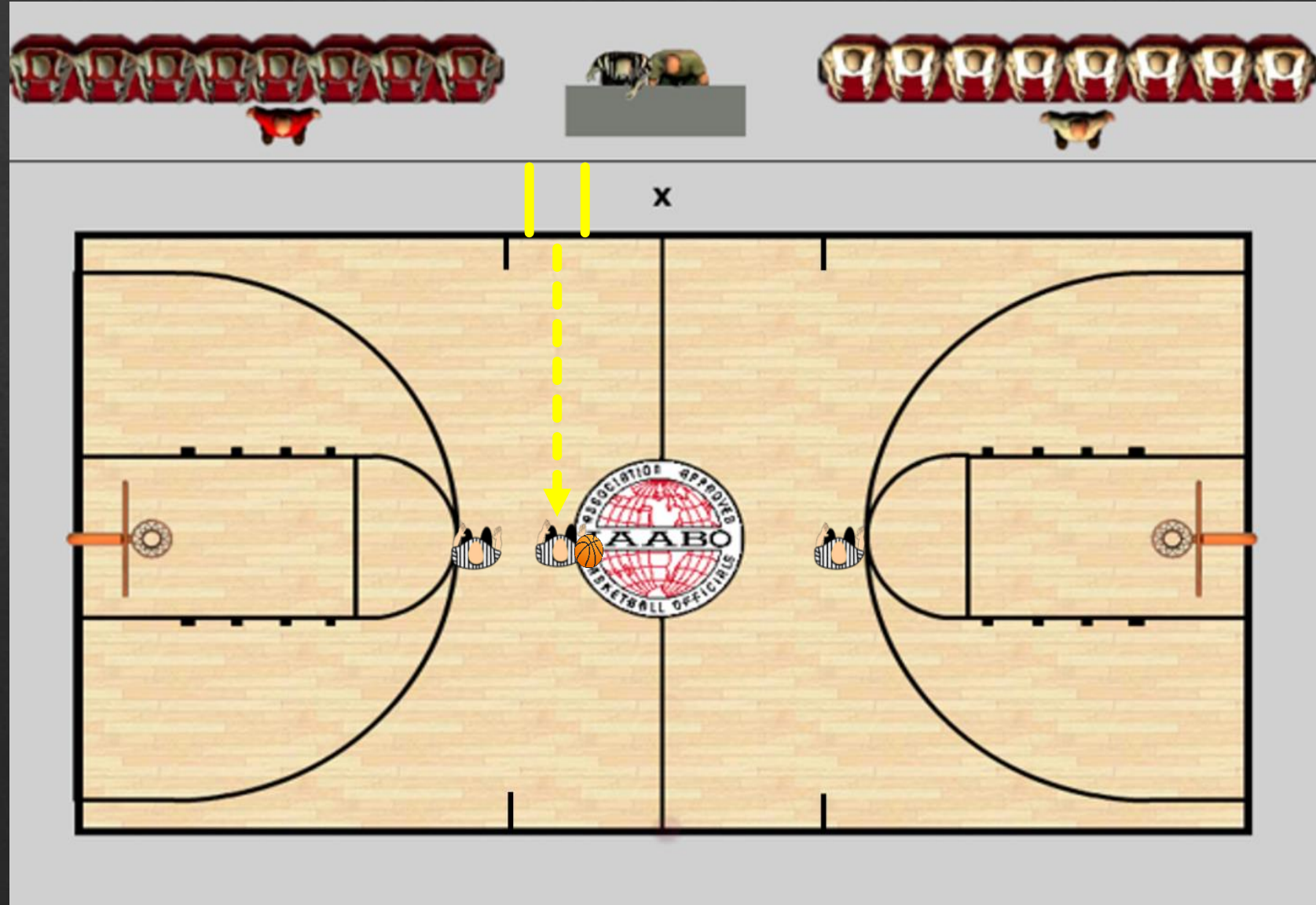


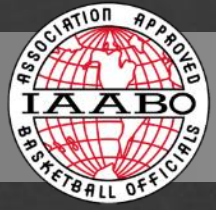
TABLESIDE 30-SECOND TIME-OUT POSITIONS



During a 30-second 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

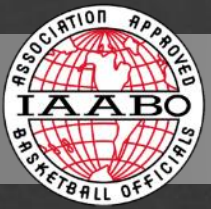




30-SECOND TIME-OUT POSITIONS



- Upon hearing the warning horn, the **Free Officials** shall take 2 to 3 steps toward team huddles, displaying warning signal (raised index finger above the head), and state, "first horn."
- It is allowed and encouraged to blow your whistle before stating "first horn."



60-SECOND TIME-OUT POSITIONS

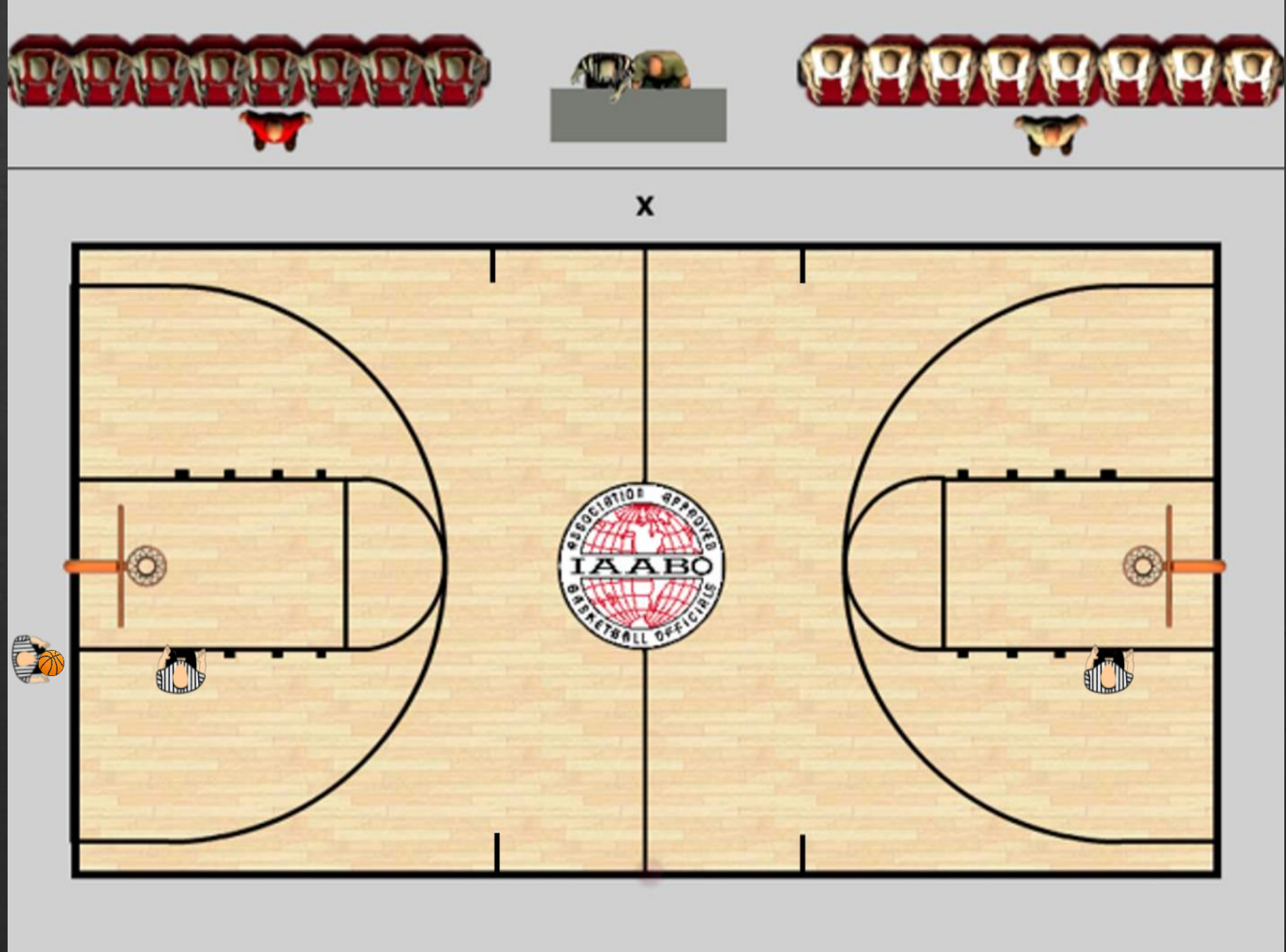


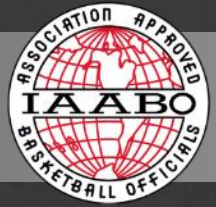
Official administering the throw-in shall:

- 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



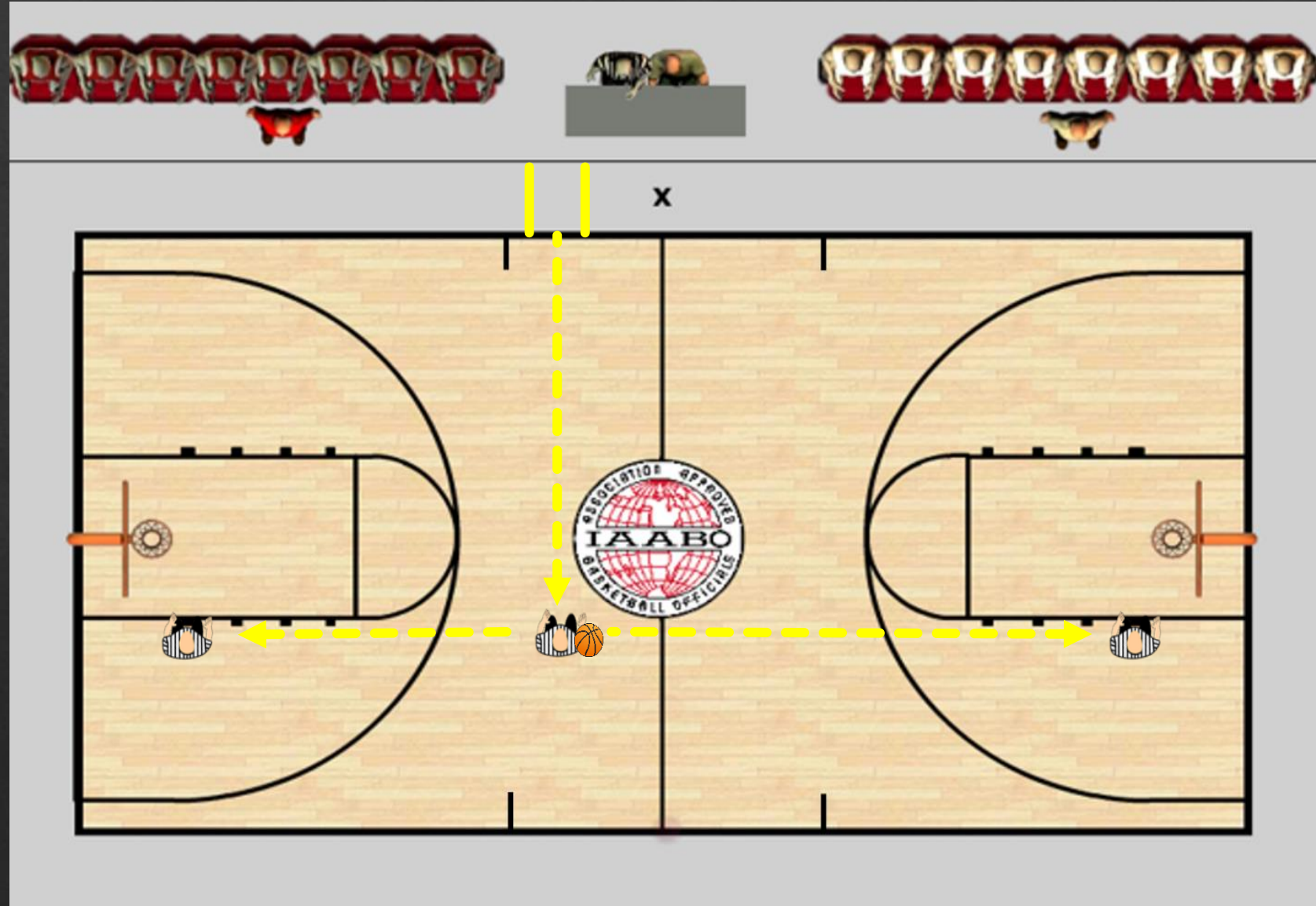


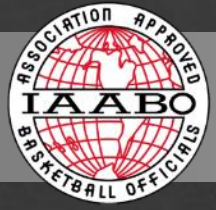
TABLESIDE 60-SECOND TIME-OUT POSITIONS



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

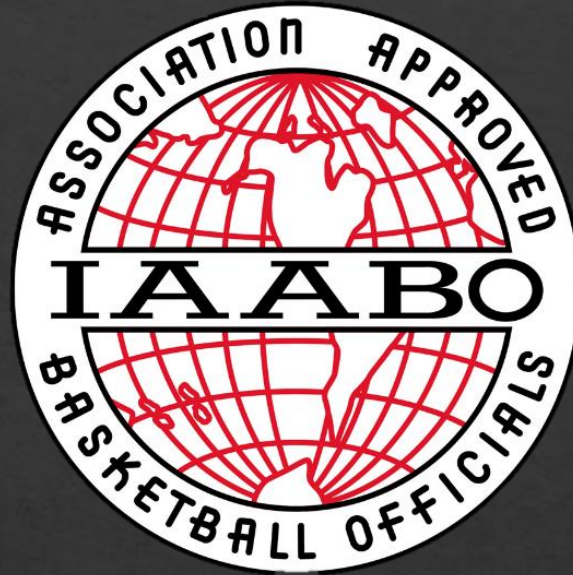




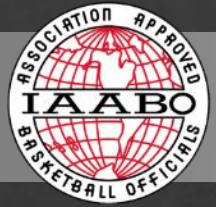
60-SECOND TIME-OUT POSITIONS



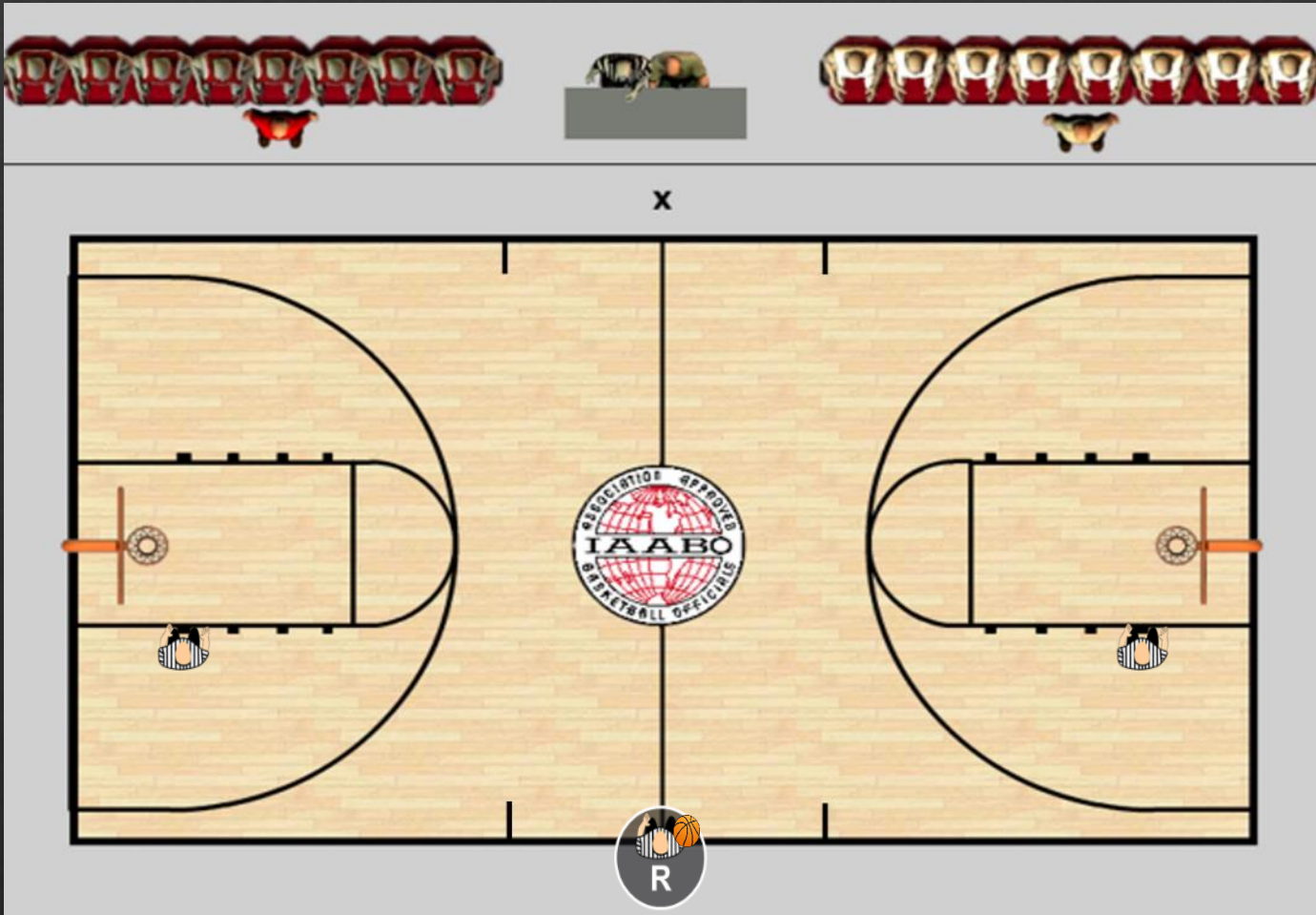
- Upon hearing the warning horn, the **Free Officials** shall take 2 to 3 steps toward team huddles, displaying warning signal (raised index finger above the head), and state, "first horn."
- It is allowed and encouraged to blow your whistle before stating "first horn."



**END OF QUARTER/HALF
POSITIONS**

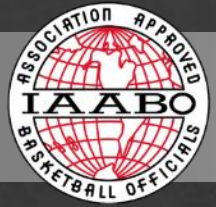


POSITIONS BETWEEN QUARTERS

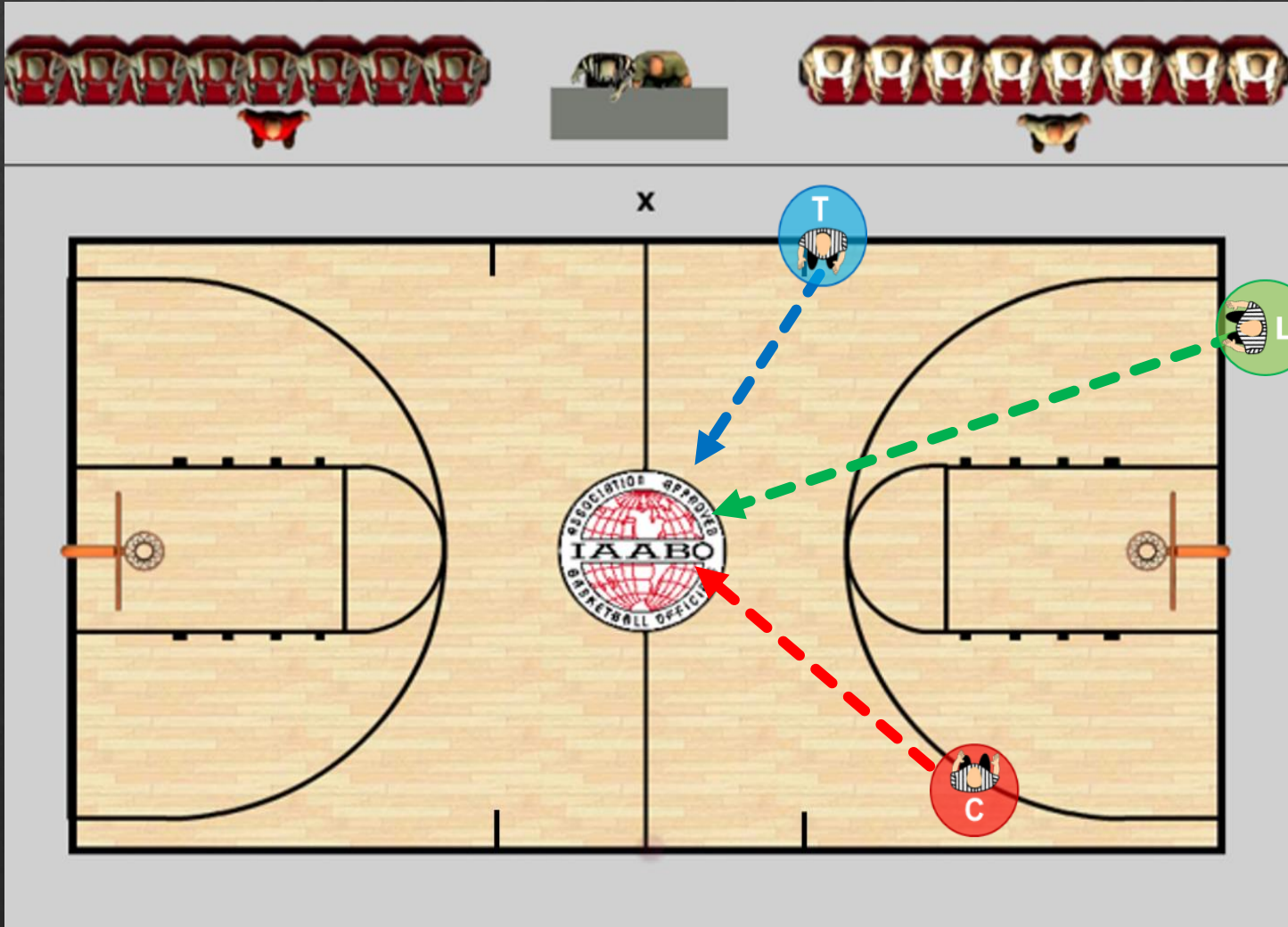


Referee shall take a position at the division line, using proper ball placement mechanics.

U1 and **U2** shall take position on the first free throw lane space mark on opposite side.

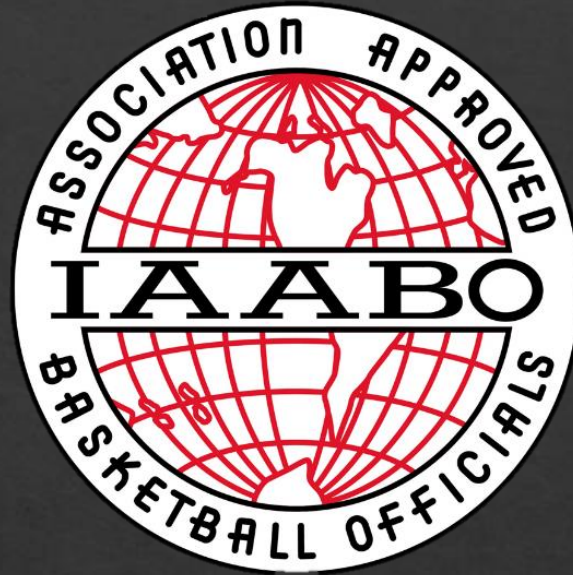


END OF HALF

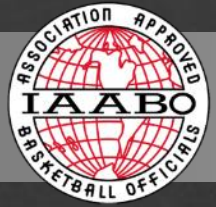


Crew shall meet at center circle and remain there until teams and coaches have left the playing area.

Referee shall be joined by his/her partners after performing halftime duties at the table, and then leave court together.



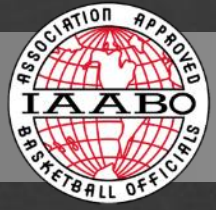
BASIC POSITIONING AND COVERAGE RESPONSIBILITIES



OFFICIATING CREW



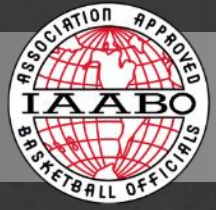
1. All 3 officials must know where the ball, players, and officiating partners are.
2. Rule on closely guarded, 3 seconds and 3-point attempts (T & C) within PCA.
3. Must be alert and communicate during times when the ball is dead.
4. Must consistently apply the concept of eye contact with partners.



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. Initial starting point is A, or the 3-point line.
4. Should have depth on the endline when possible.

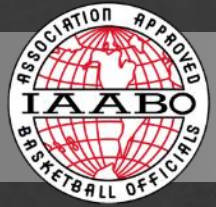


THE CENTER OFFICIAL



1. Initial starting position is 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**.



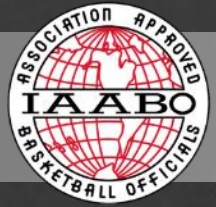


THE CENTER OFFICIAL



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 OR WHEN THERE IS A DEFENSIVE REBOUND.**
8. Progress downcourt as the ball progresses.
9. Is responsible for coverage across the court during transition play.





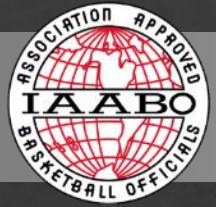
THE TRAIL OFFICIAL



1. Takes an initial starting position at or below 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, the far endline, and the division line.
4. Applies the "close down toward the endline" mechanic on a final free throw to improve rebound coverage.



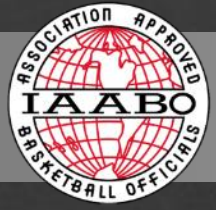
THE TRAIL OFFICIAL



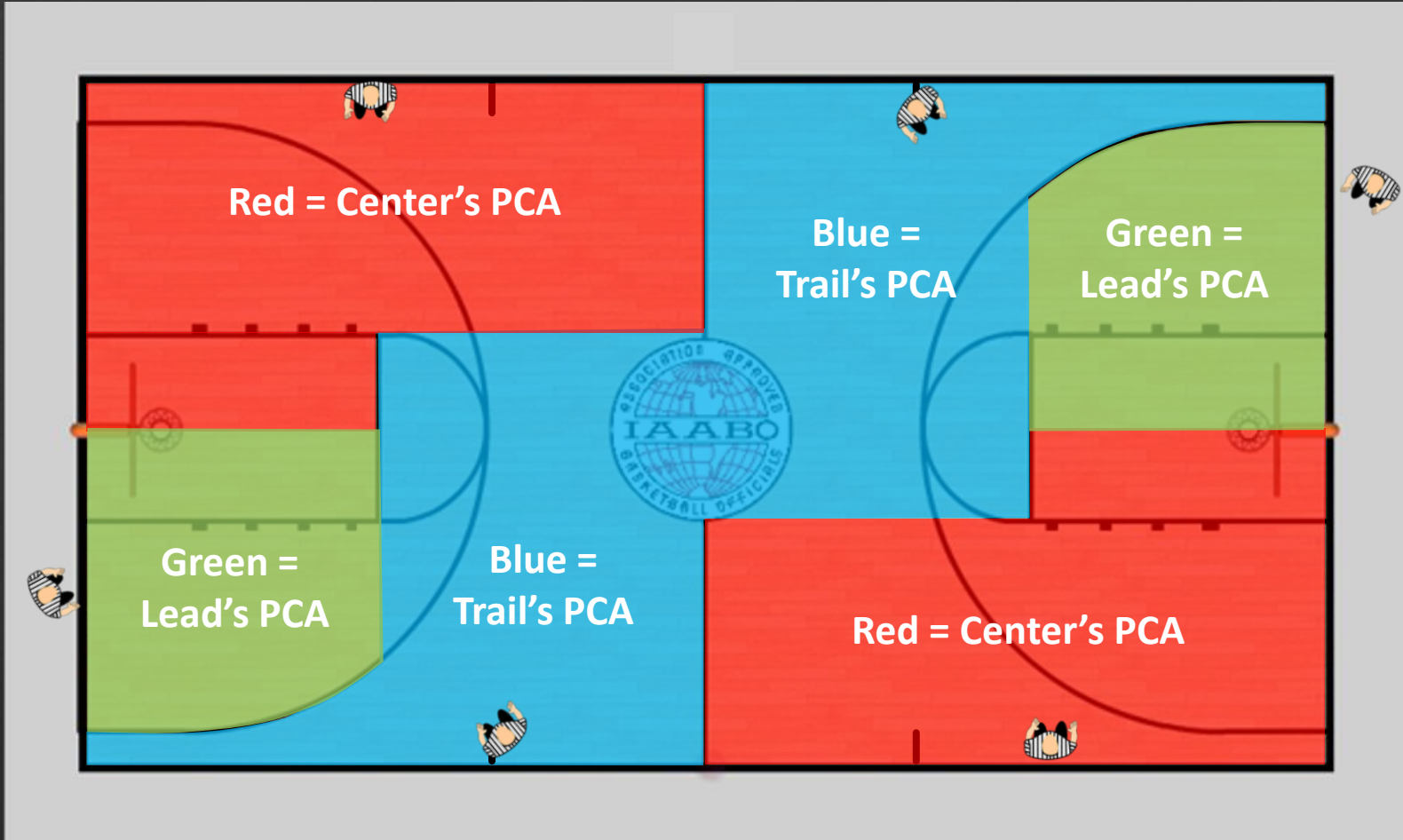
5. Shares responsibility for basket interference, goaltending and backboard rulings with **Center**.
6. Responsible for rulings involving his/her PCA, the division line and nearest sideline.



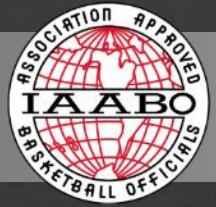
7. Applies the "close down toward the endline" mechanic on tries for goal, rather than retreating in anticipation of transition or moving prematurely from the **Trail** to **Lead** position with his/her back turned to the play.



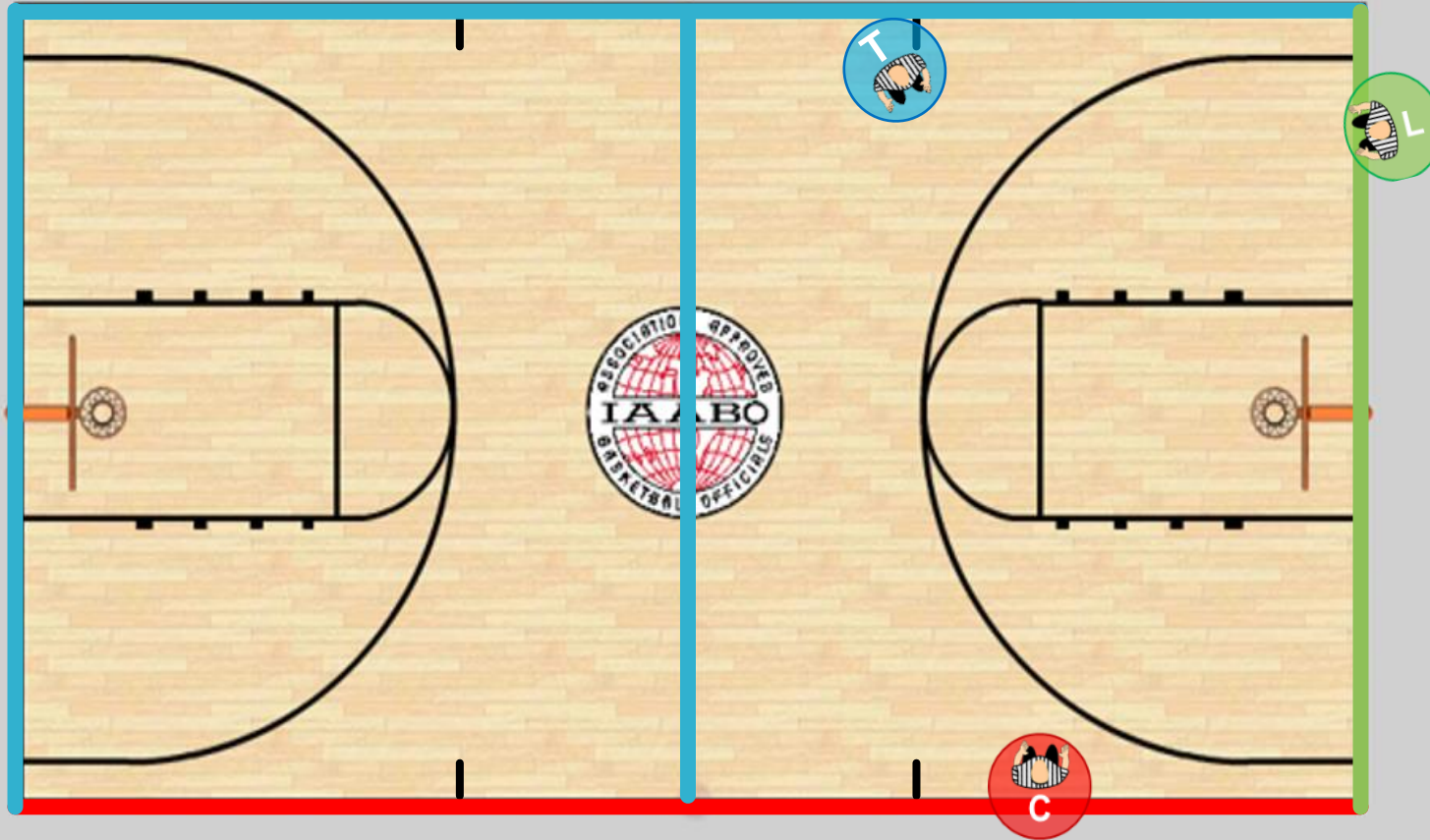
PRIMARY COVERAGE AREAS (PCAs)



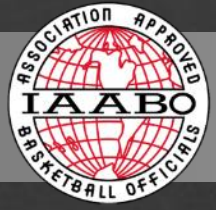
At times a play may necessitate a crew member to expand his/her field of vision beyond the designated PCA.



LINE COVERAGE



Just as each official has a specific PCA, each official has specific line coverage responsibilities as well.



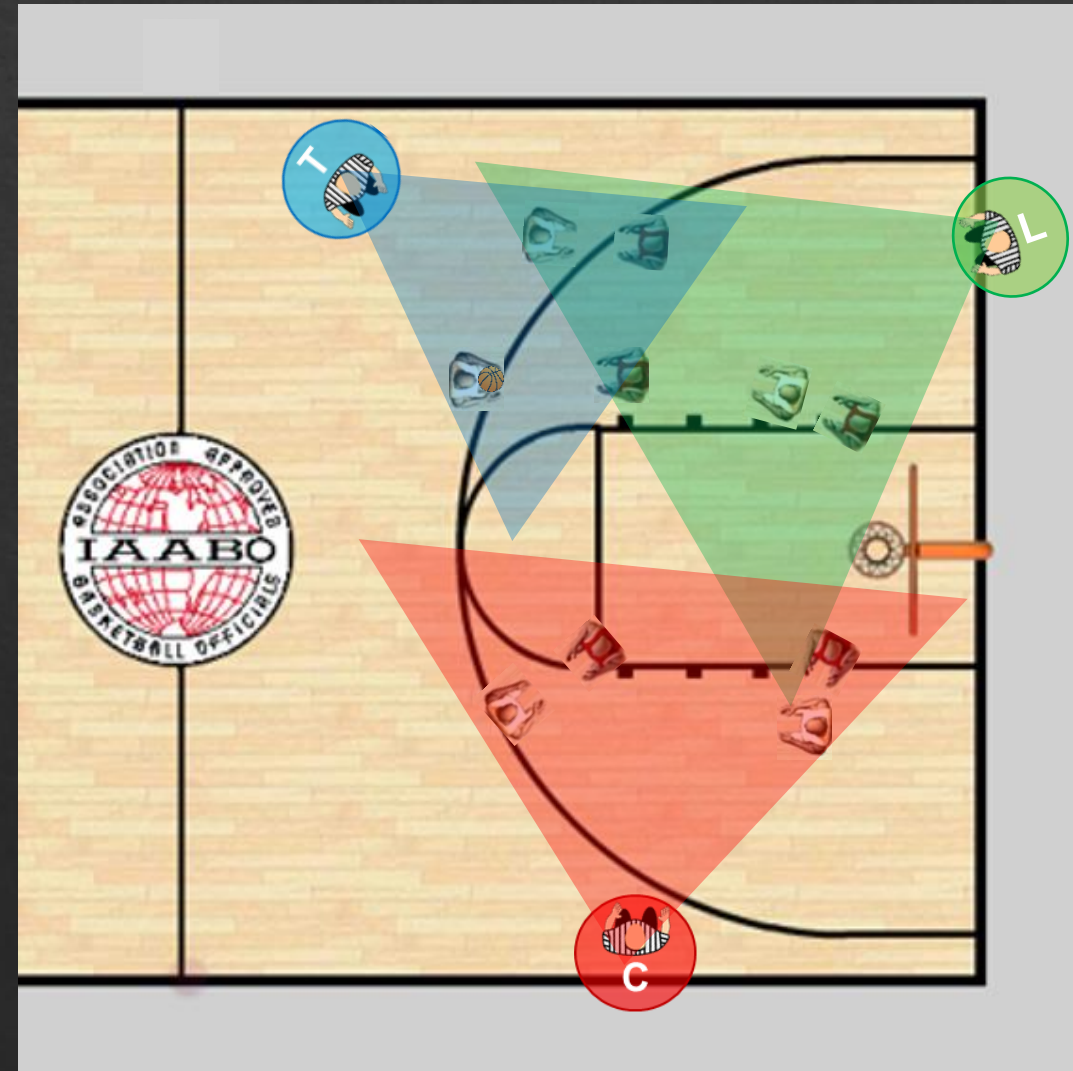
DUAL COVERAGE AREA

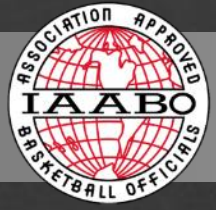


Overlapping Fields of Vision

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 fields of vision.

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

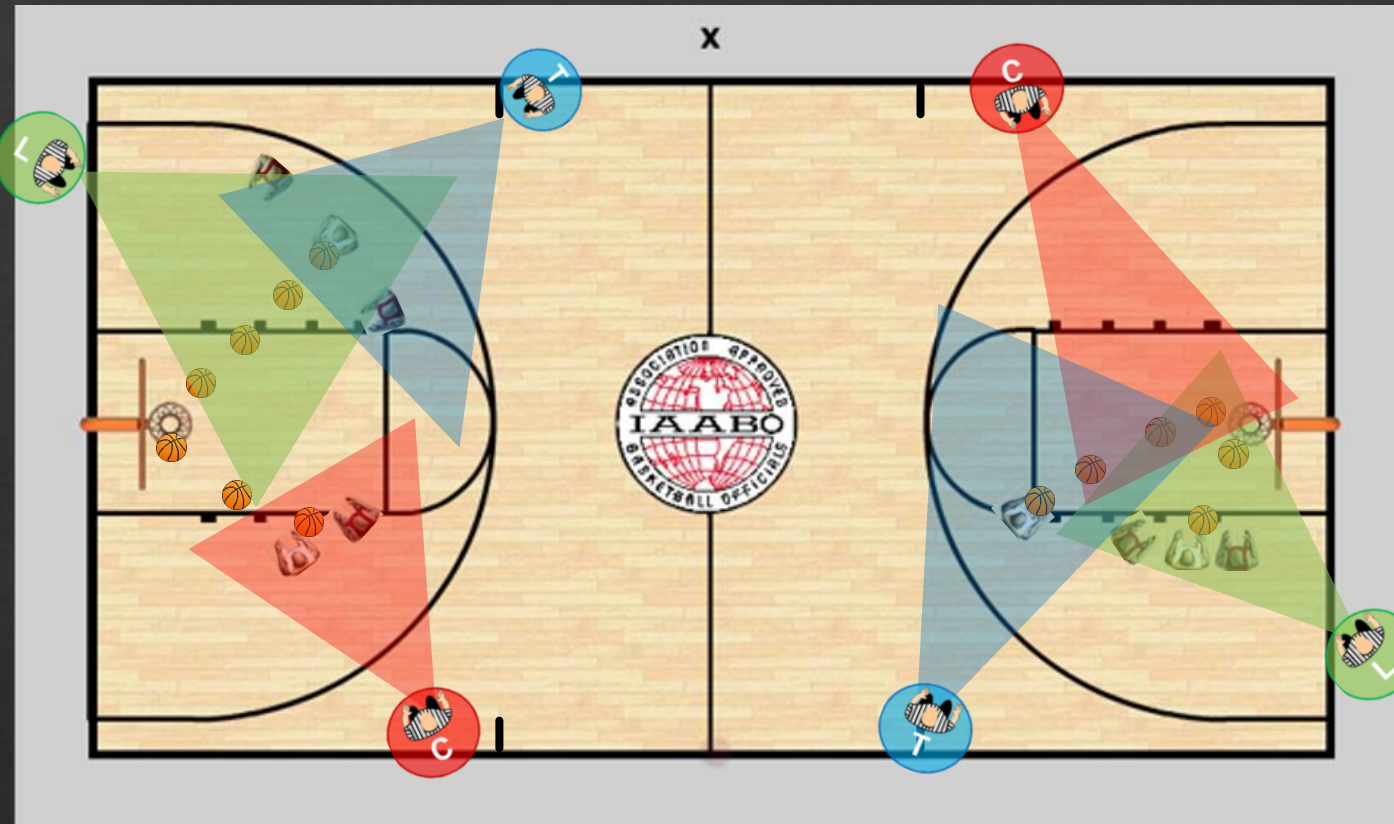




REBOUND COVERAGE



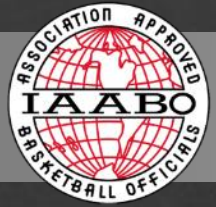
Strongside Attempts



Lead's coverage includes the attempt and strongside rebounds.

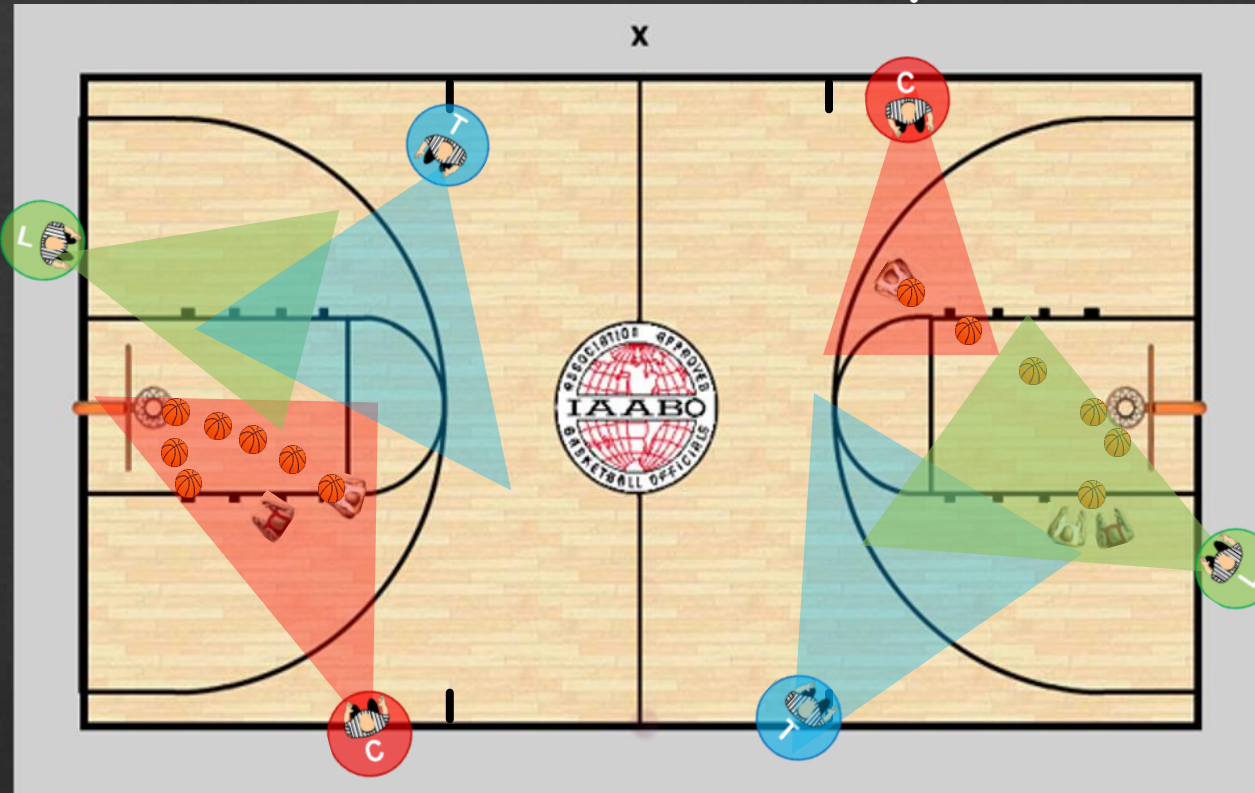
Center's coverage includes basket interference, goaltending, weakside rebounds and put-backs.

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



REBOUND COVERAGE

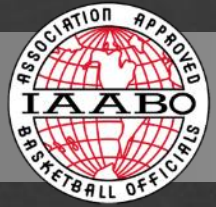
Weakside Attempts



Lead's coverage includes strongside rebounds.

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

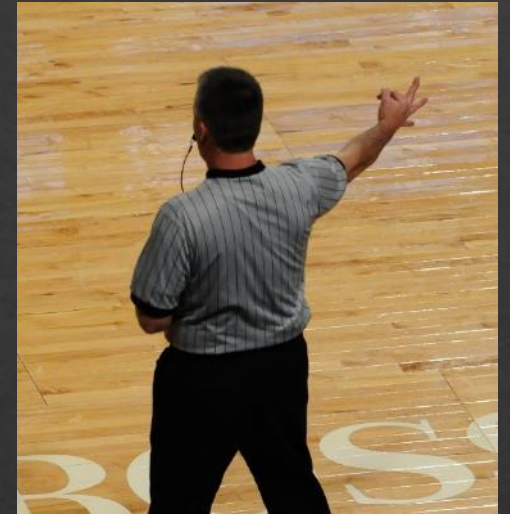
Trail's coverage includes an basket interference, goaltending and perimeter rebounds.



3-POINT GOAL ATTEMPTS

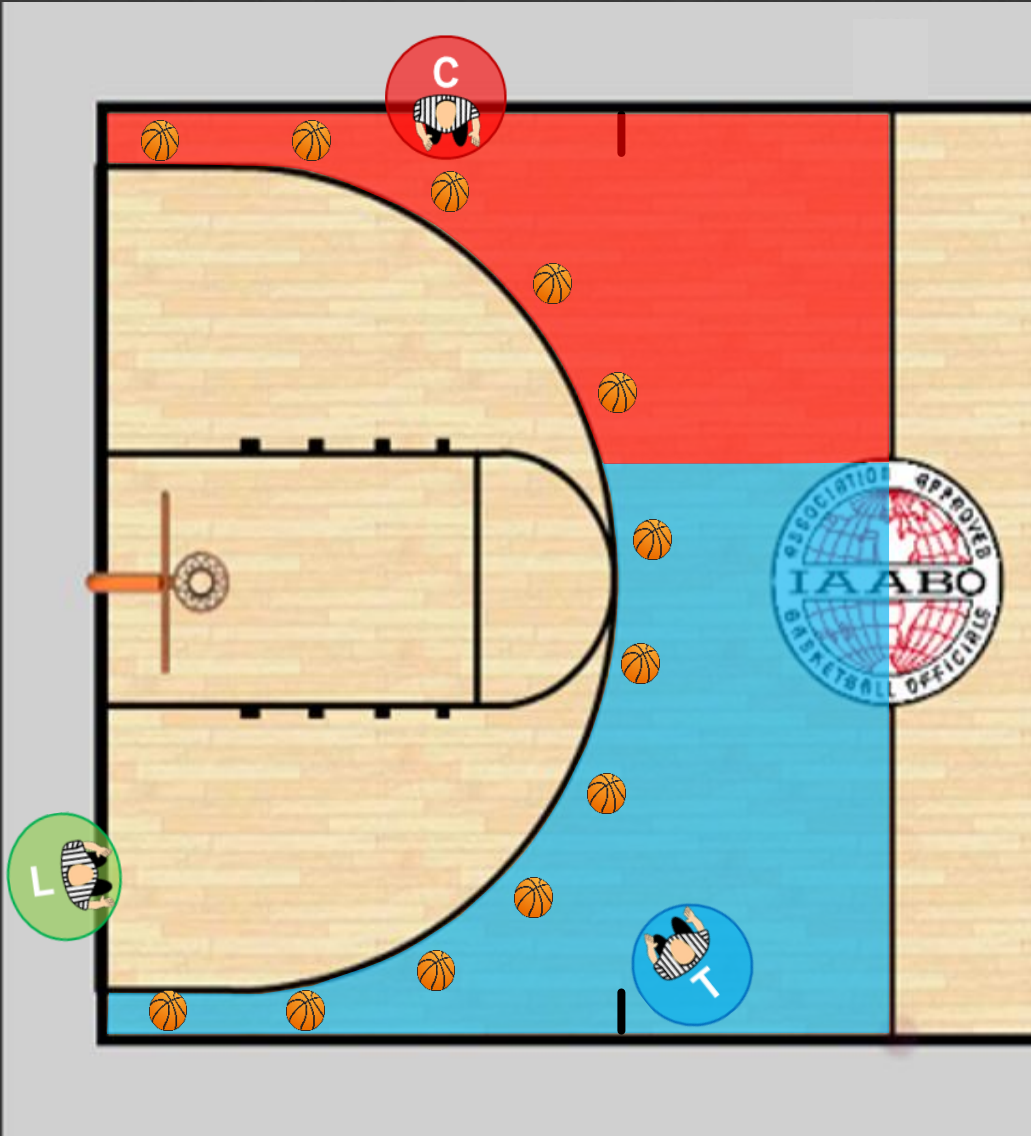


1. On an attempted 3-point goal, the covering official (Center or Trail) will signal by extending one arm at head level with three fingers extended.
2. It is recommended the official signal the 3-point attempt using the arm closest to the division line.



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.

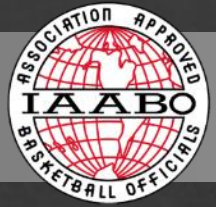
3-POINT GOAL COVERAGE



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

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

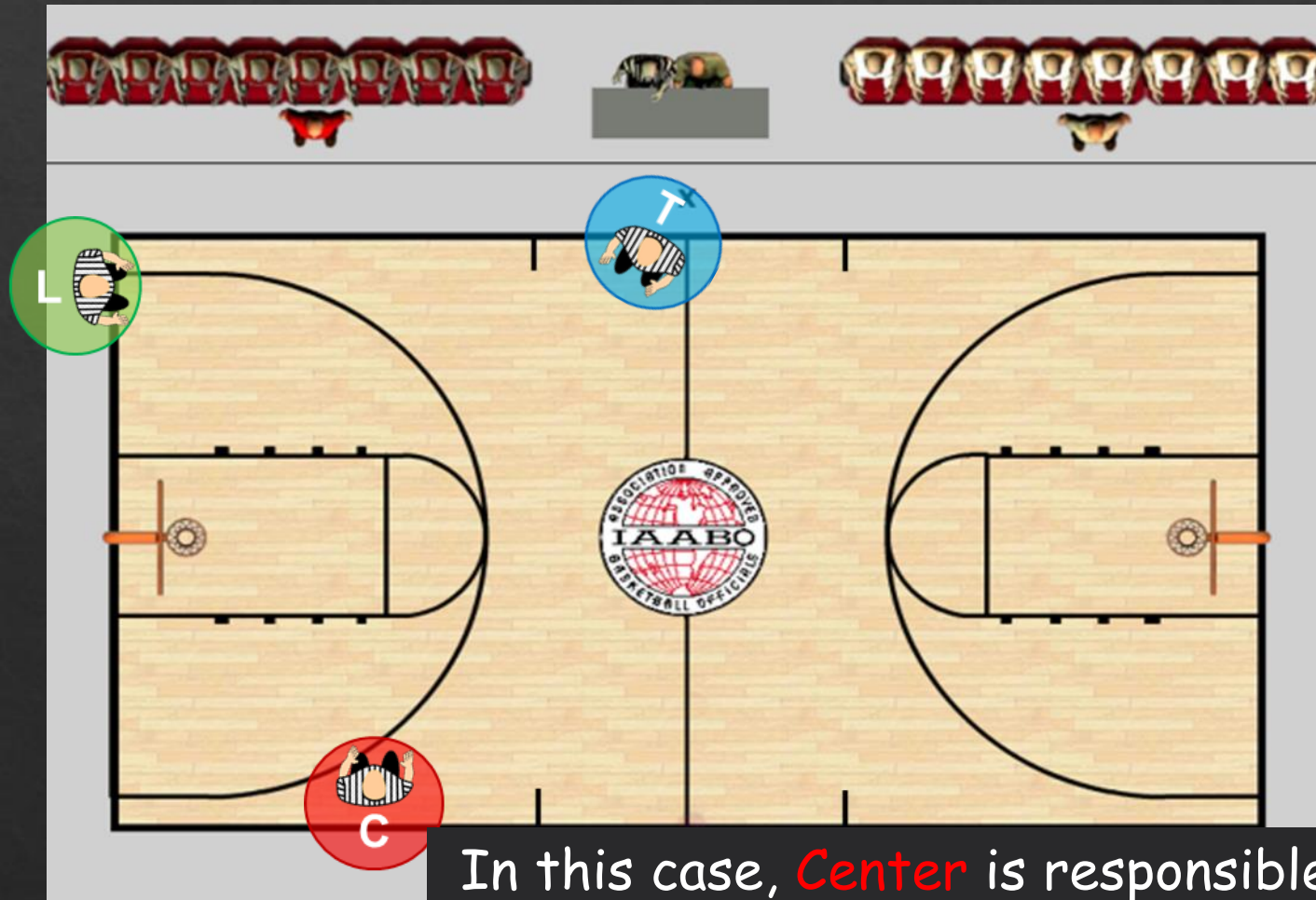
Lead has responsibility to assist in signaling a 3-point try in transition during fast break or any unusual situation when **Trail** or **Center** cannot provide needed coverage to observe try.



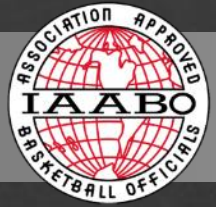
LAST SECOND TRY FOR GOAL



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



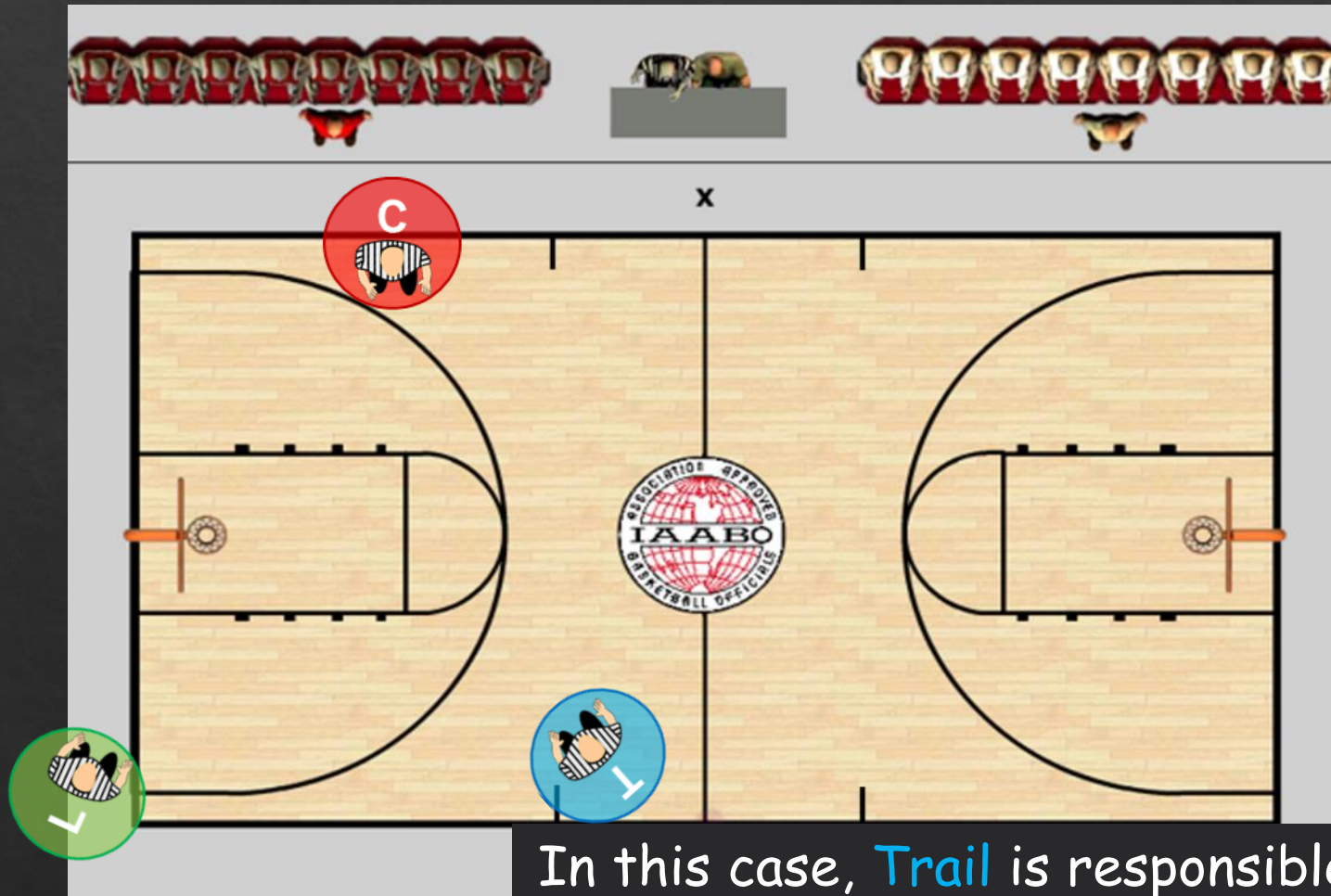
In this case, **Center** is responsible for last second try.

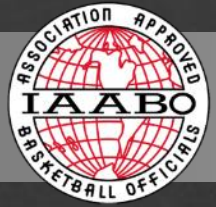


LAST SECOND TRY FOR GOAL



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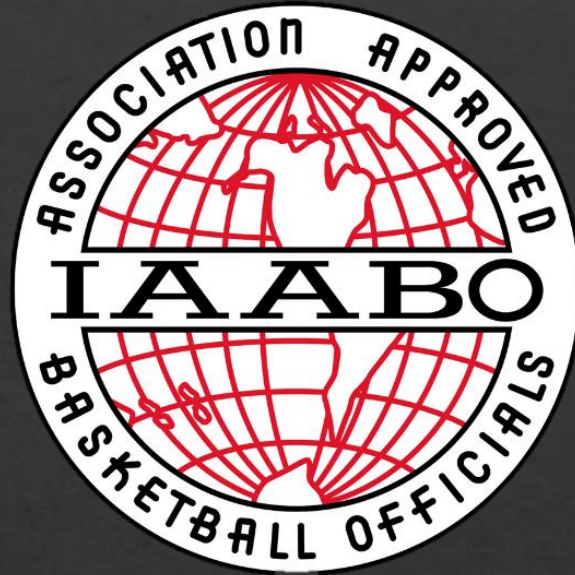


LAST SECOND TRY FOR GOAL

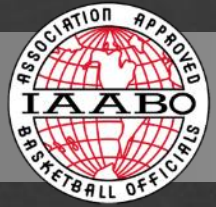


It is suggested that the official responsible for the last second try acknowledge responsibility to his or her partners by placing a hand on his/her chest.





ROTATION MECHANICS



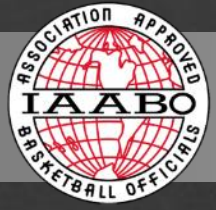
ROTATION MECHANICS



"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 TO ROTATION

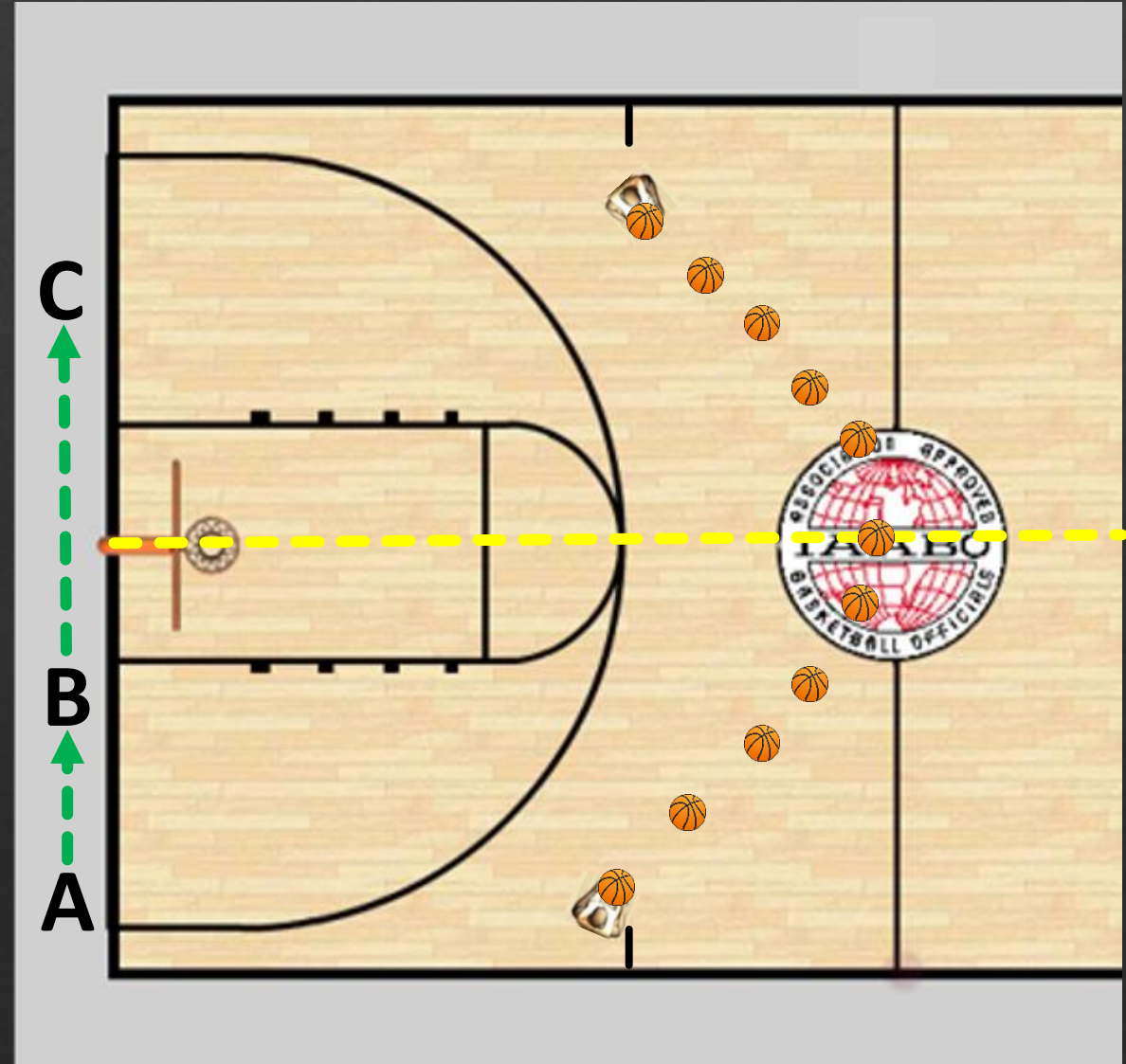


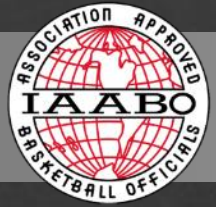
As the ball moves toward the basketline,

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

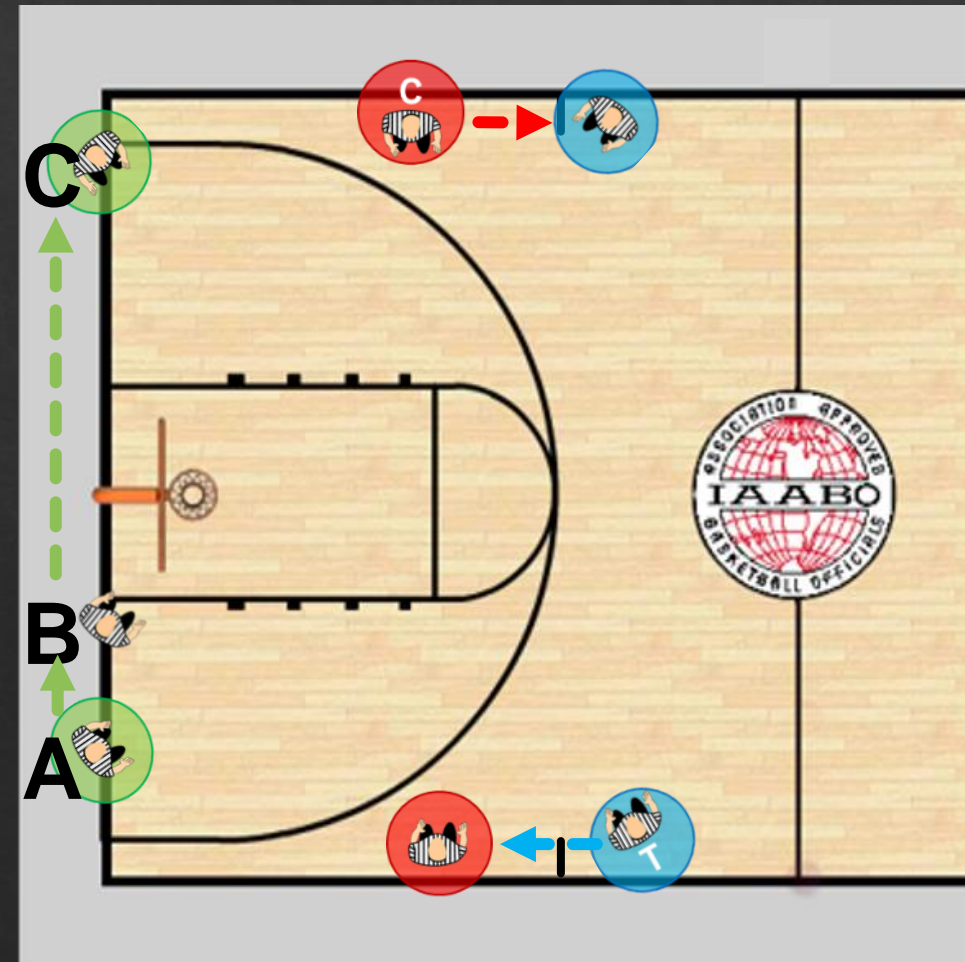


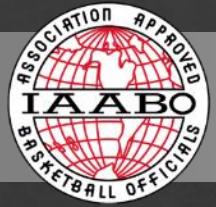
To improve coverage, **Lead** shall apply the A (wide), B (Close down), C (ballside) principle.

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

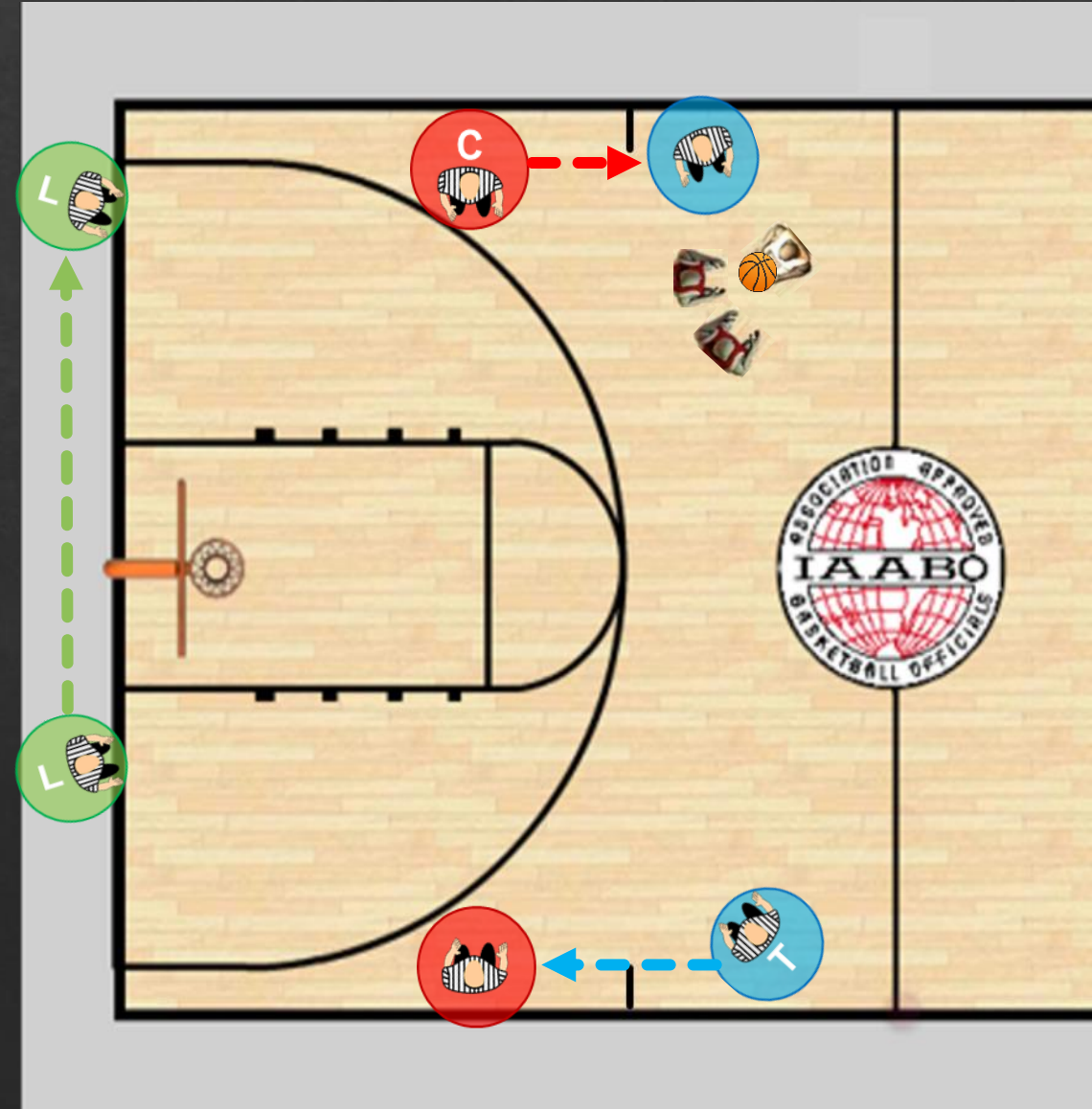


When pressure is applied in frontcourt on **Center's** sideline between the 3-point arc and division line, **Center** may move for maximum coverage.

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

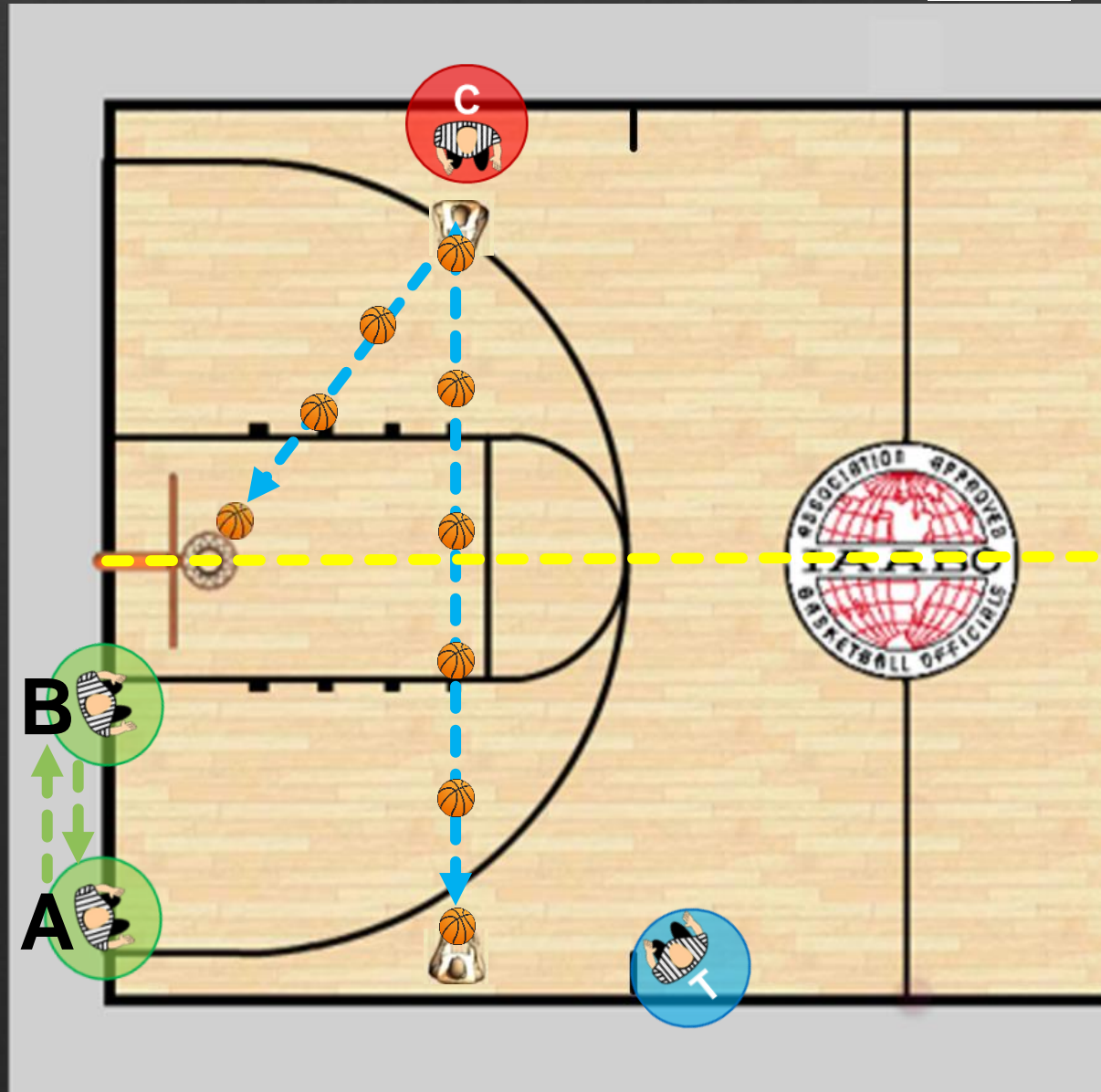
Lead crosses basketline to ballside.

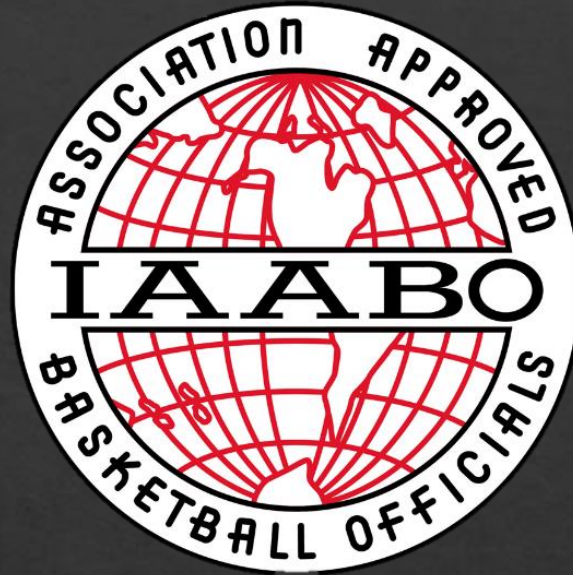
Trail shifts down to become **Center**.



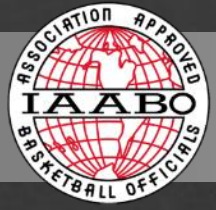
ROTATION INITIATED BUT NOT COMPLETED

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

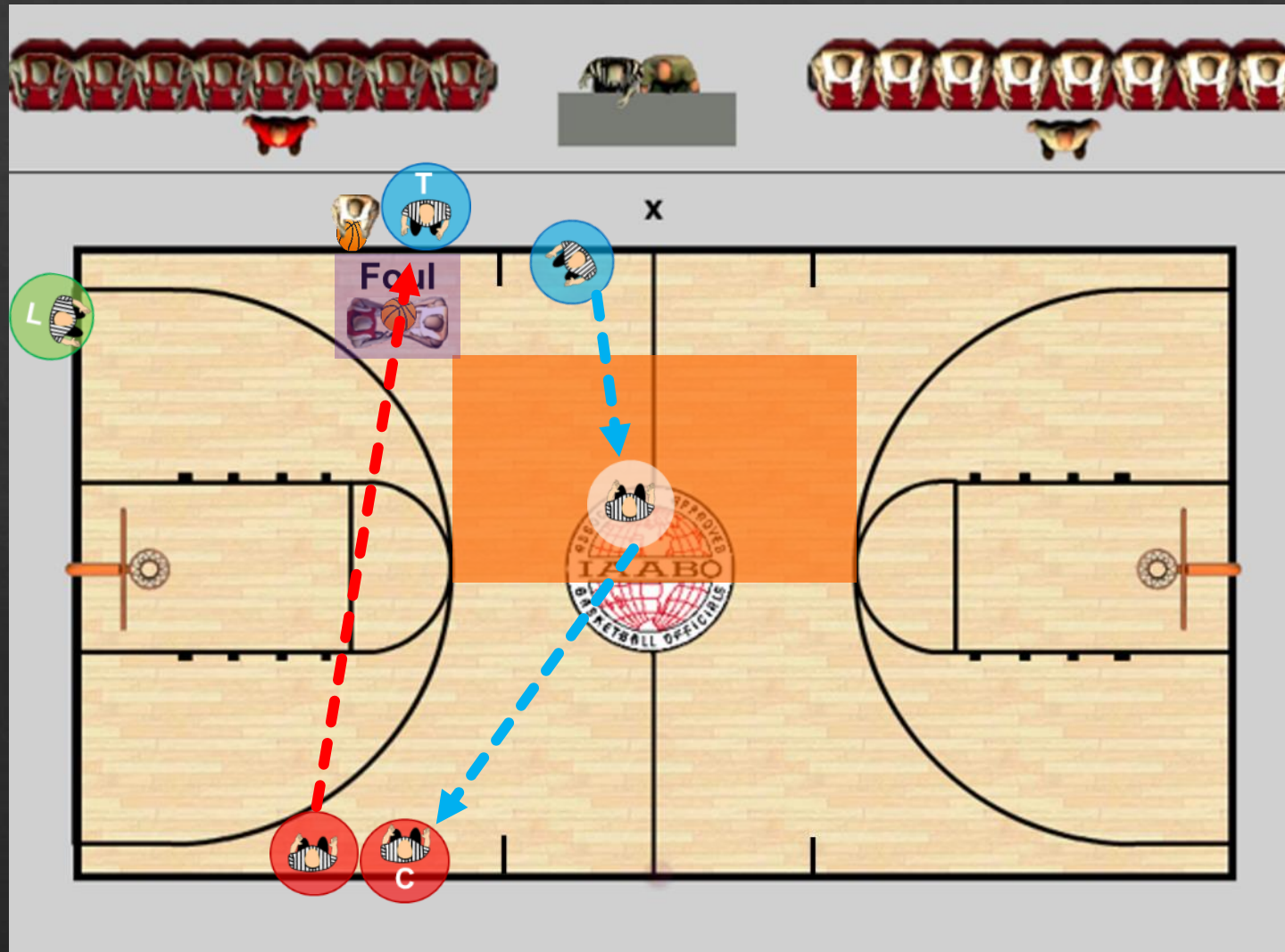


Non-ruling officials peak at the clock, get the shooter, and then "freeze" your field of vision to observe players while ruling official reports the foul.



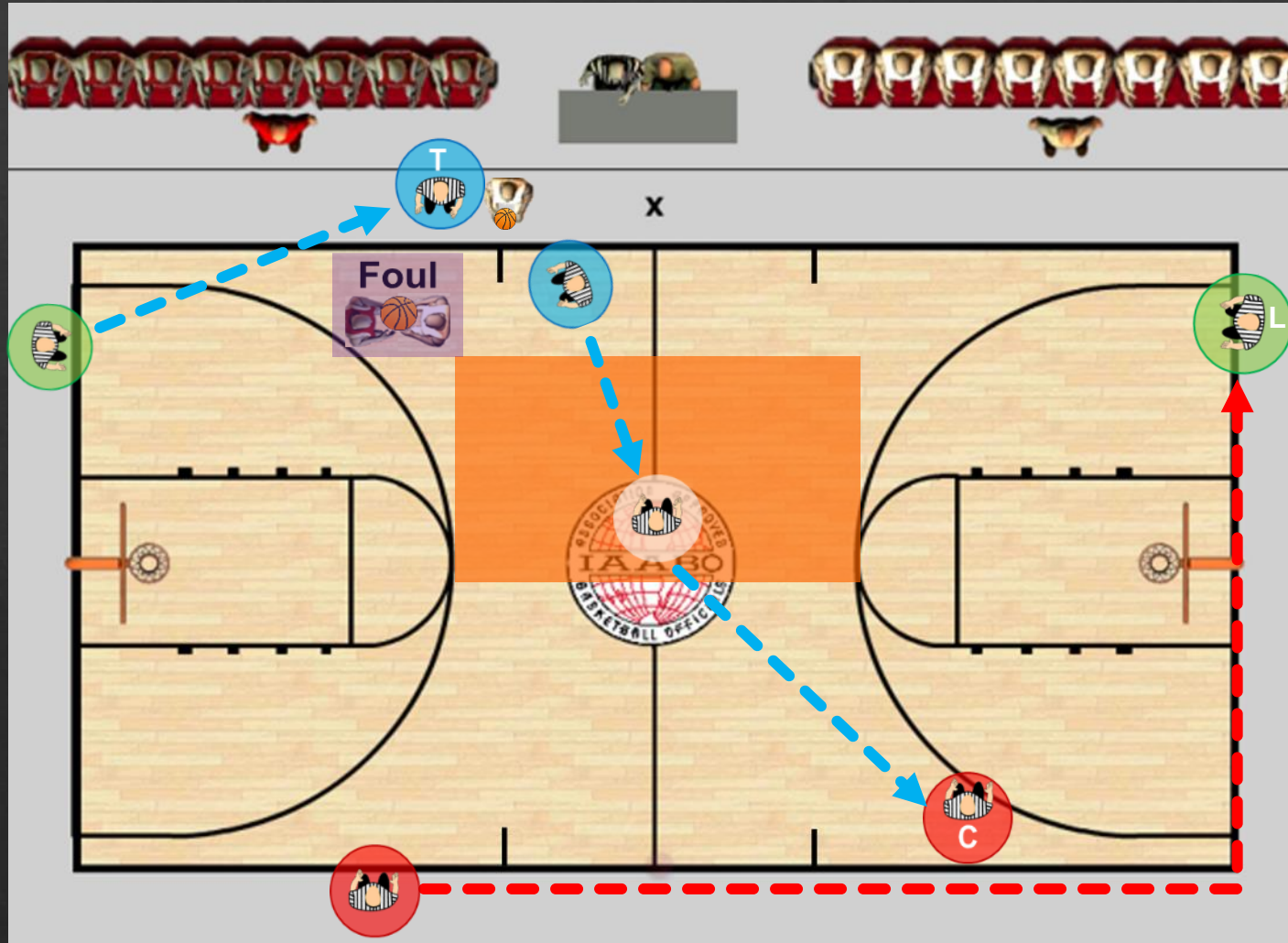
TABLESIDE TRAIL RULES FOUL

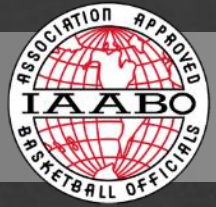
Frontcourt Throw-In



TABLESIDE TRAIL RULES FOUL

Backcourt Throw-In

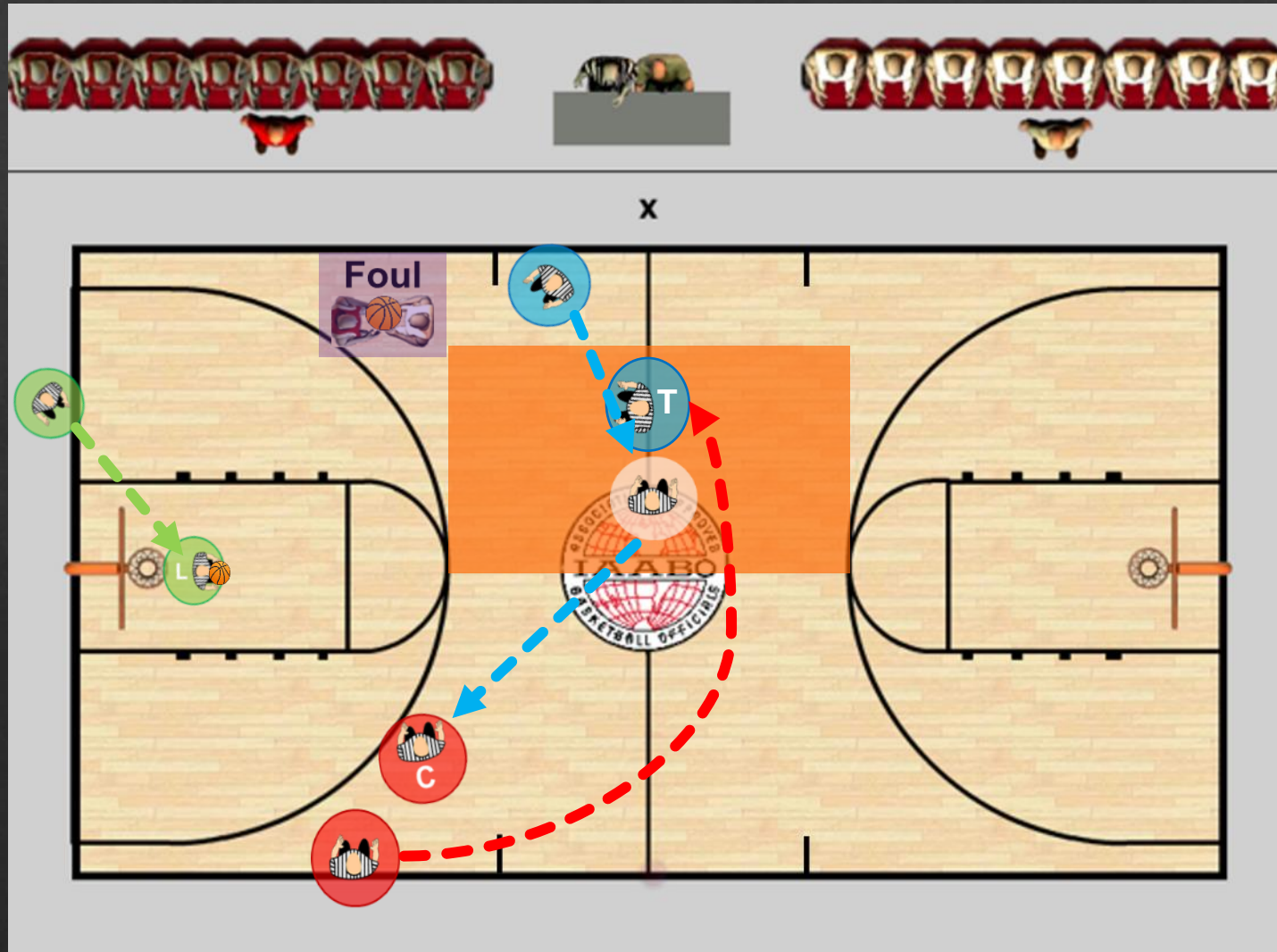


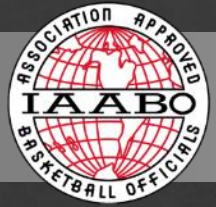


TABLESIDE TRAIL RULES FOUL



With Free Throws

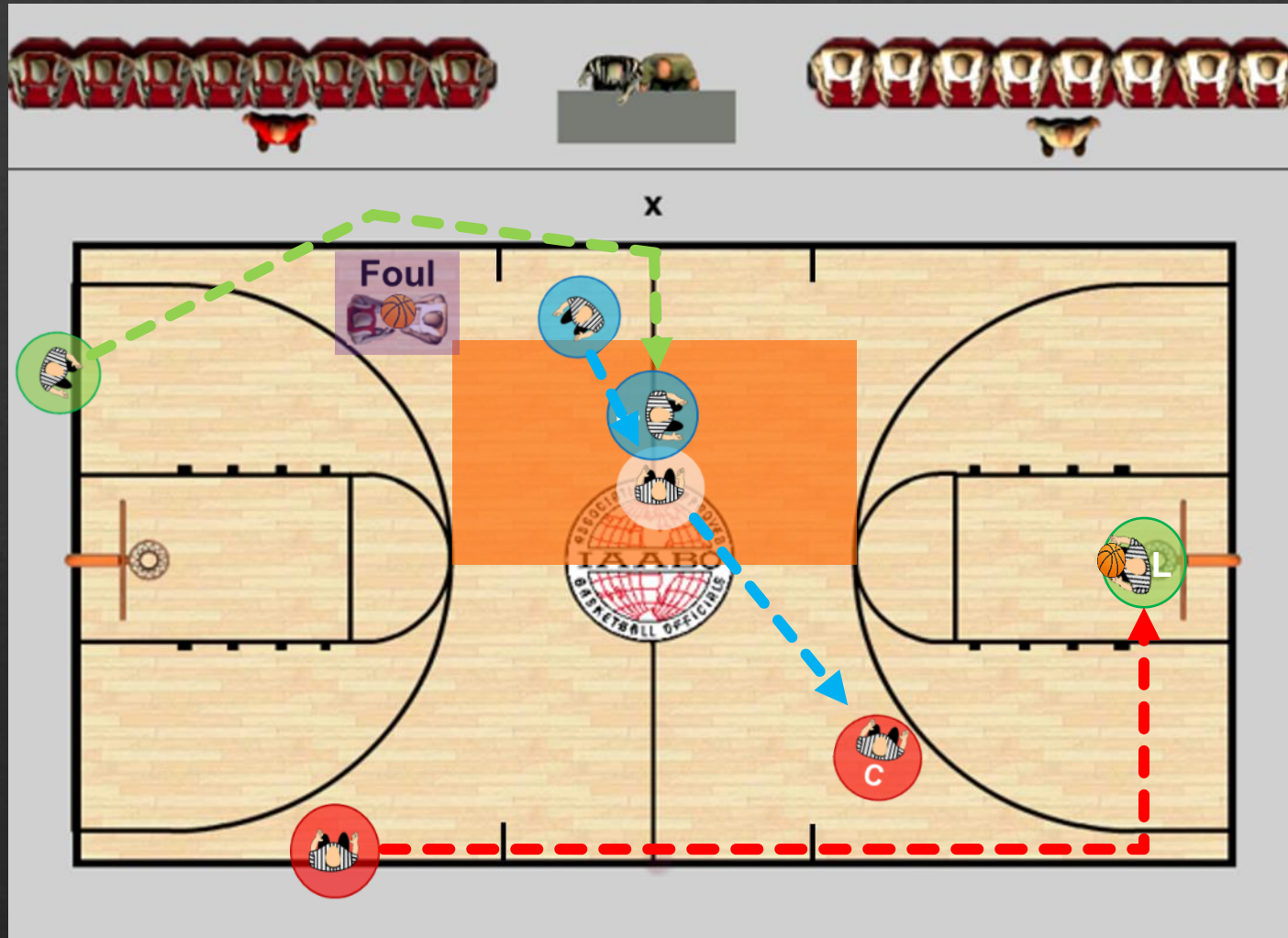


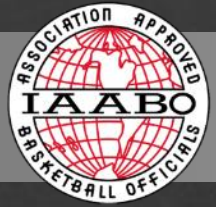


TABLESIDE TRAIL RULES FOUL



With Free Throws, Opposite End

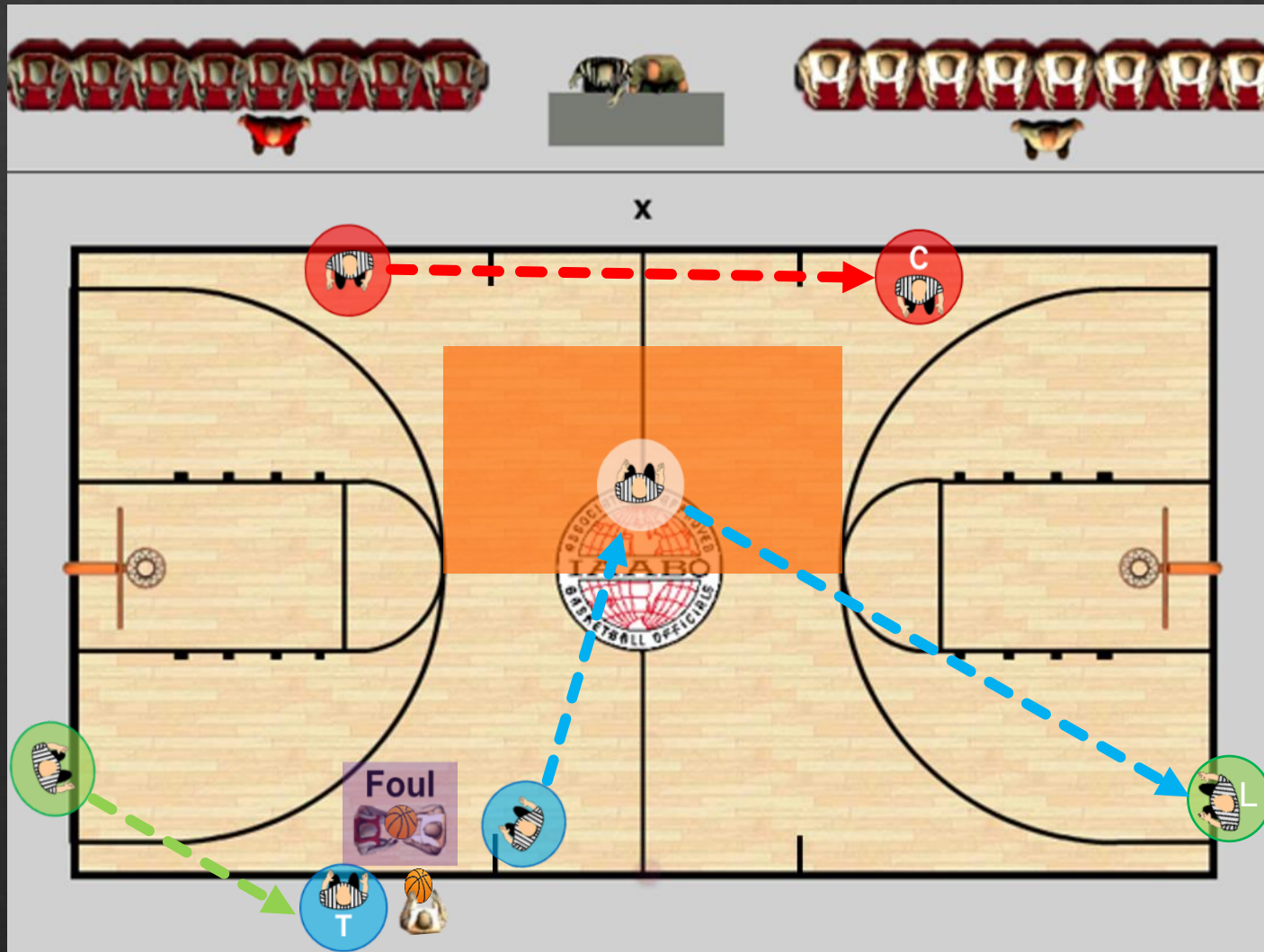


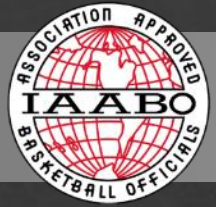


OPPOSITE SIDE TRAIL RULES FOUL



Backcourt Throw-In

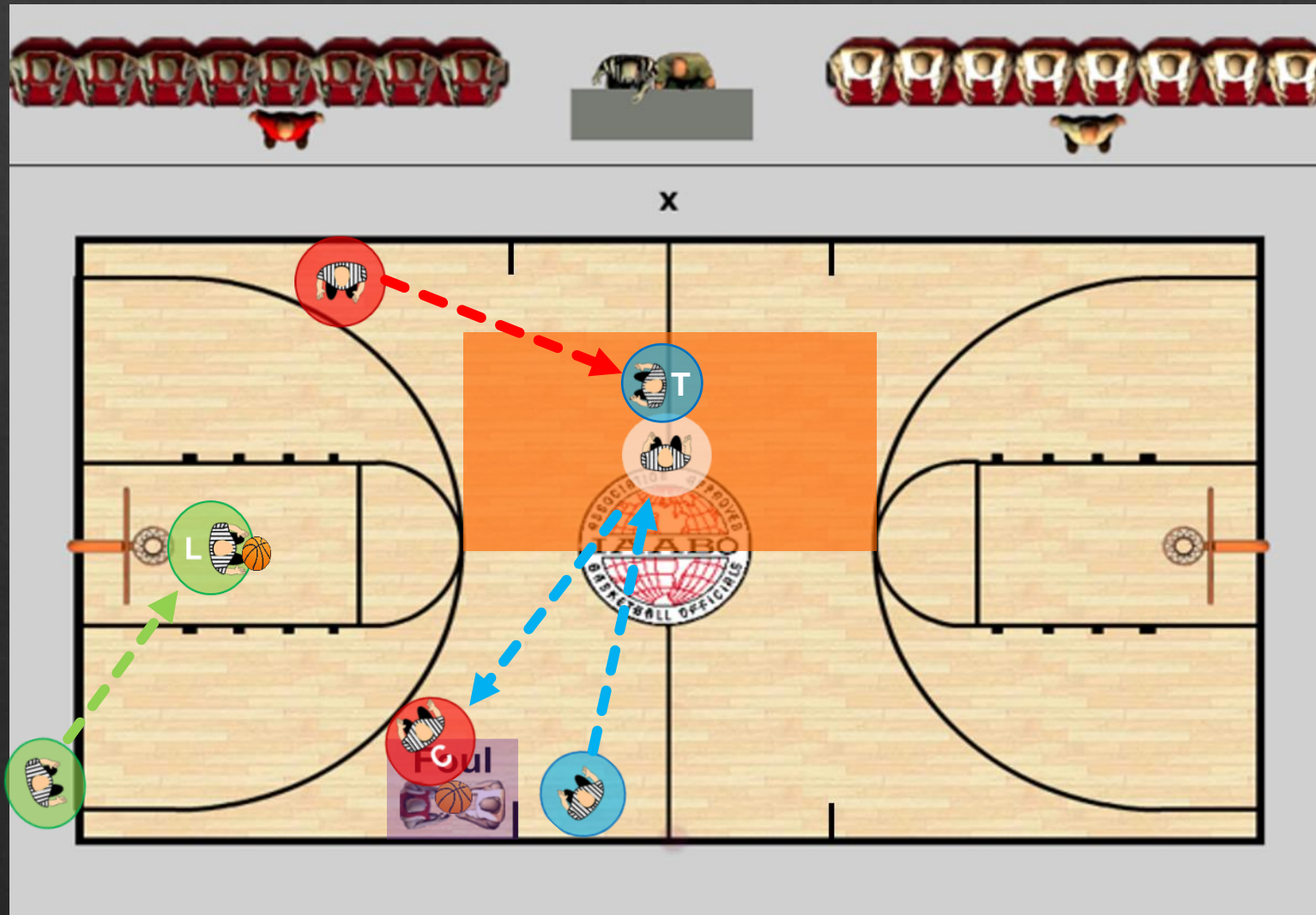




OPPOSITE SIDE TRAIL RULES FOUL

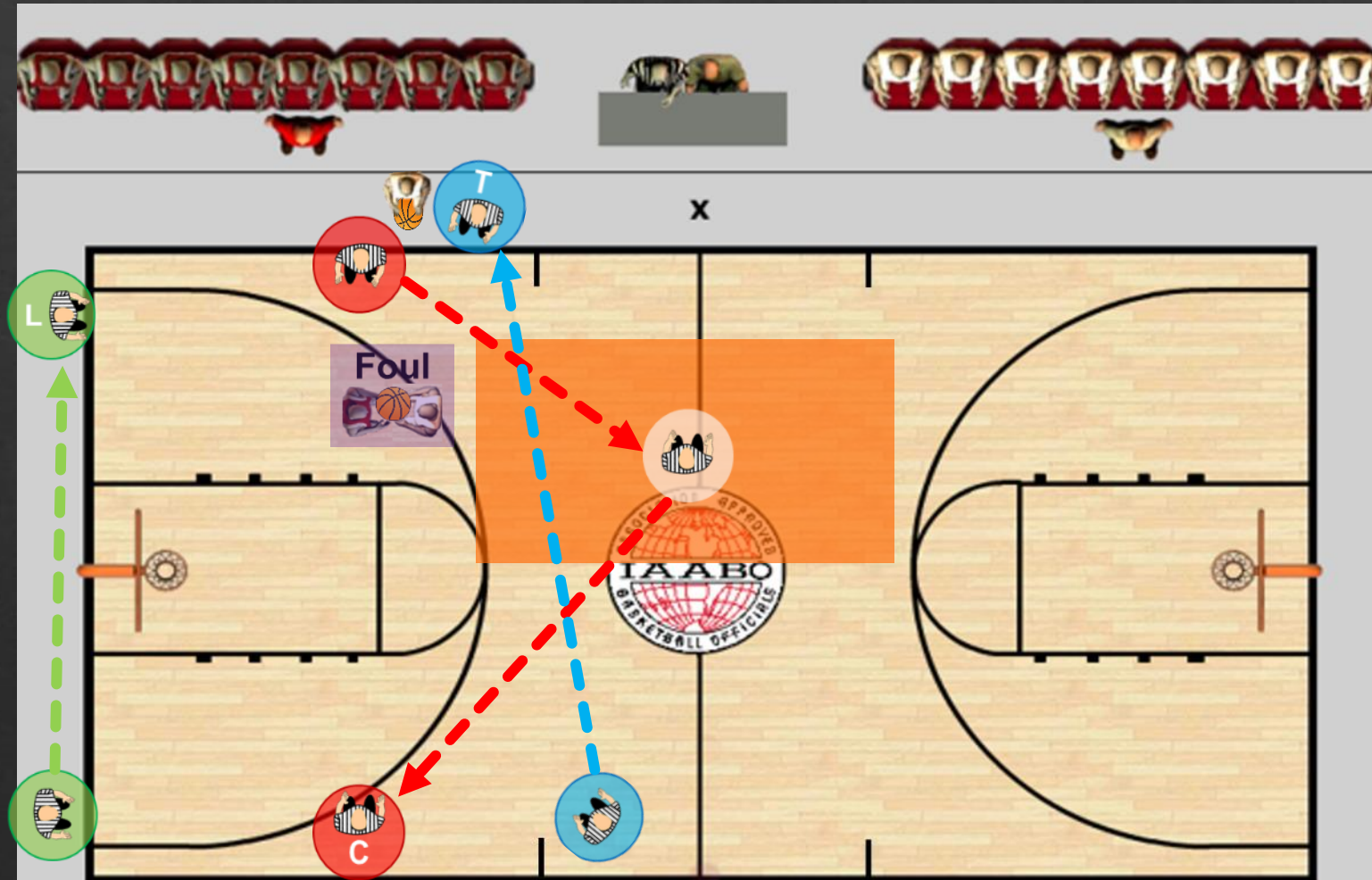


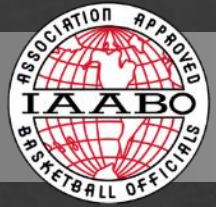
With Free Throws



TABLESIDE CENTER RULES FOUL

Frontcourt Throw-In

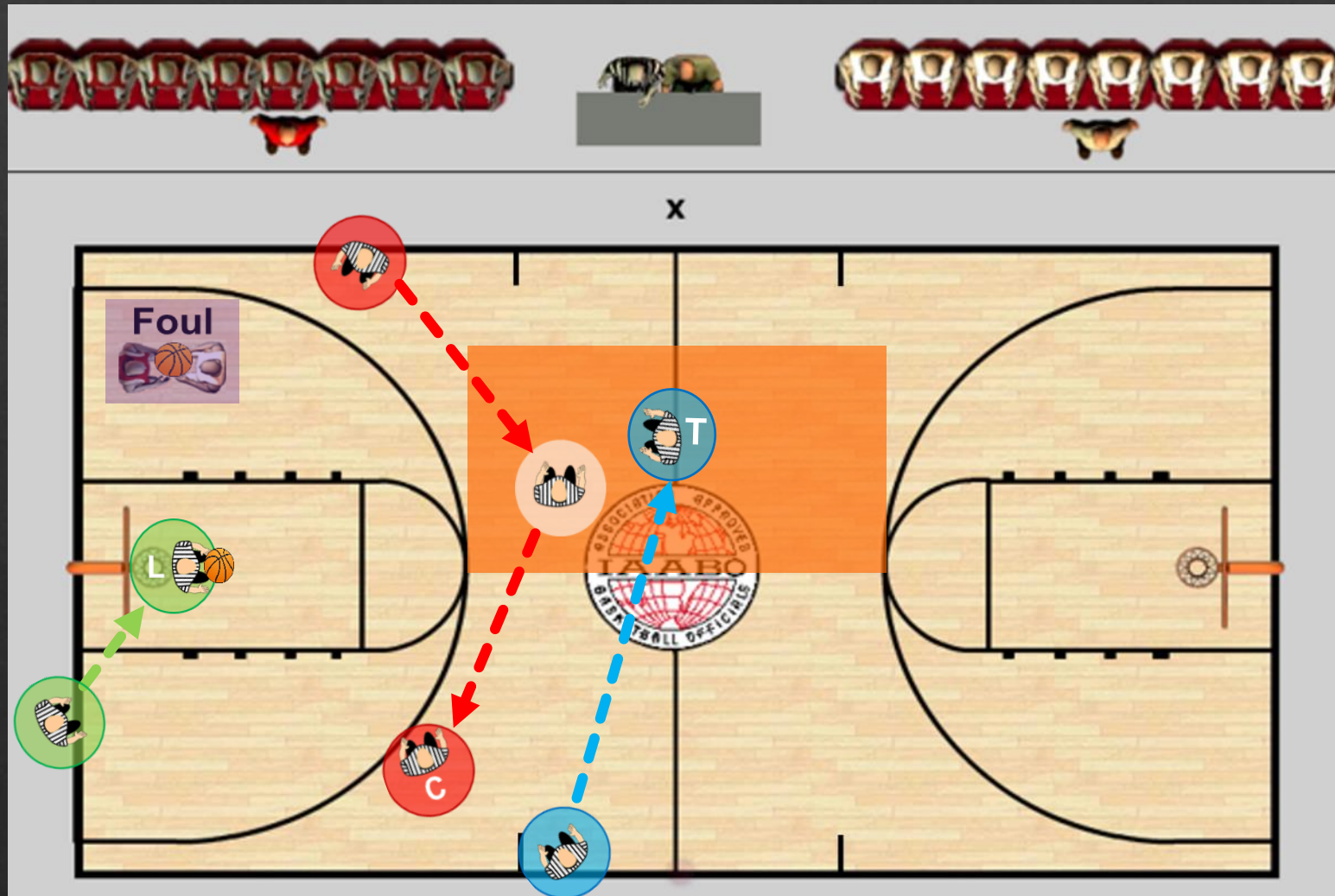


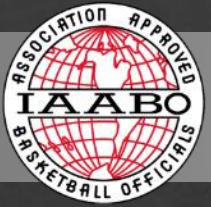


TABLESIDE CENTER RULES FOUL



With Free Throws

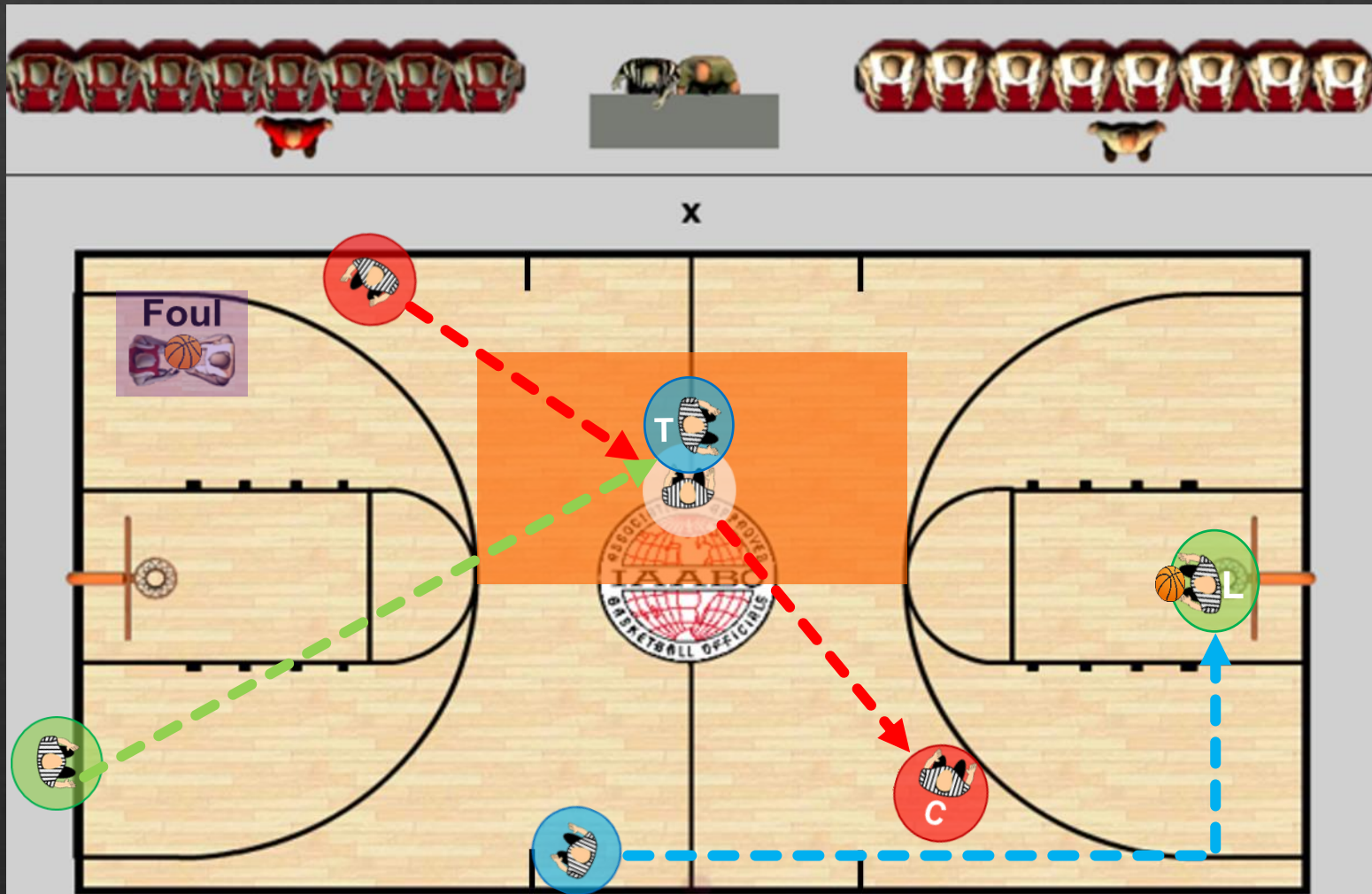


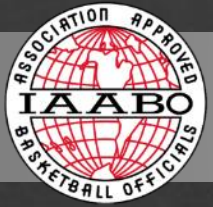


TABLESIDE CENTER RULES FOUL



With Free Throws, Opposite End

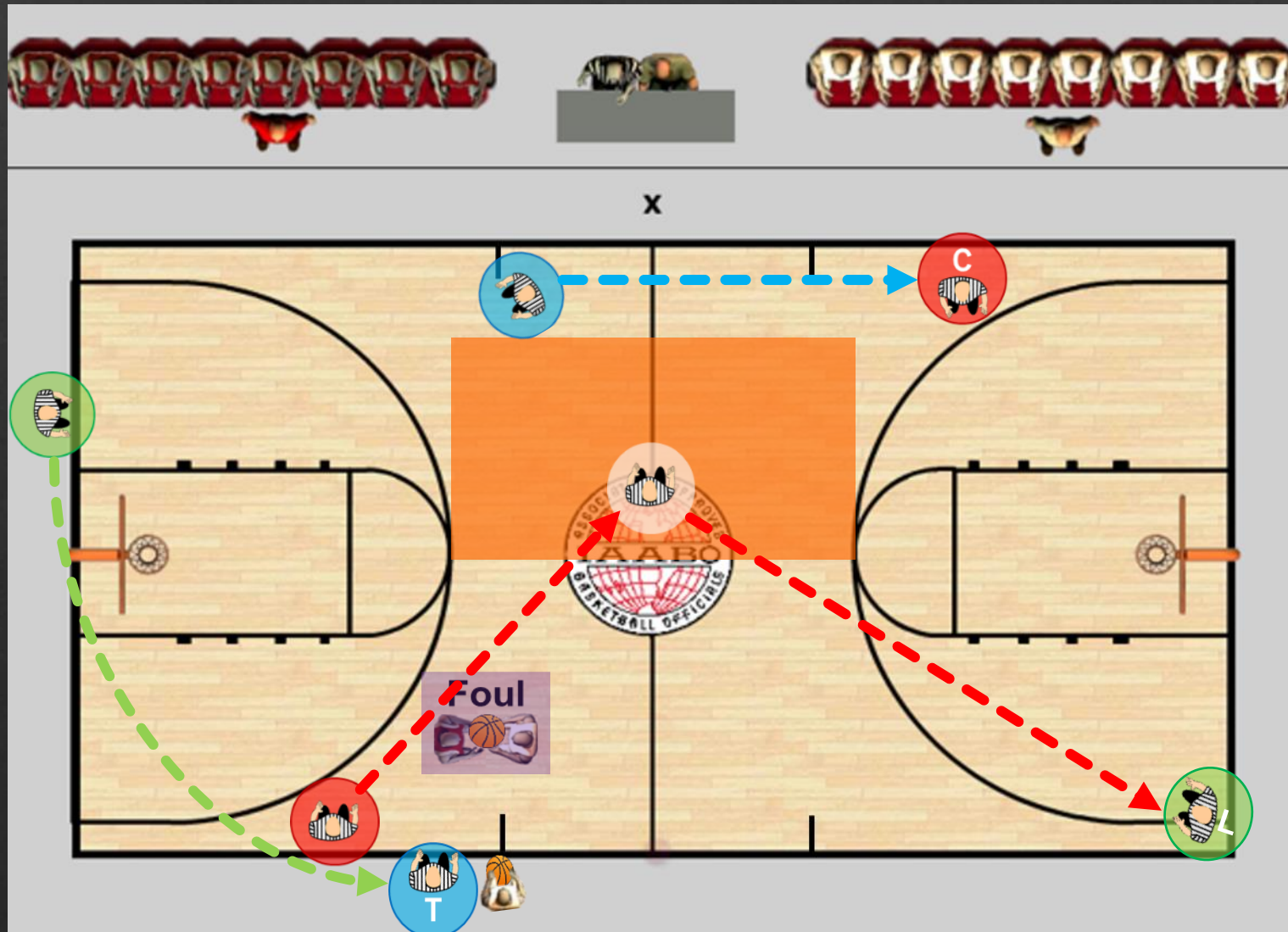


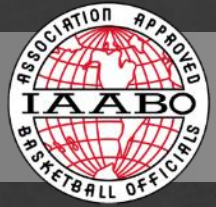


OPPOSITE SIDE CENTER RULES FOUL



Backcourt Throw-In

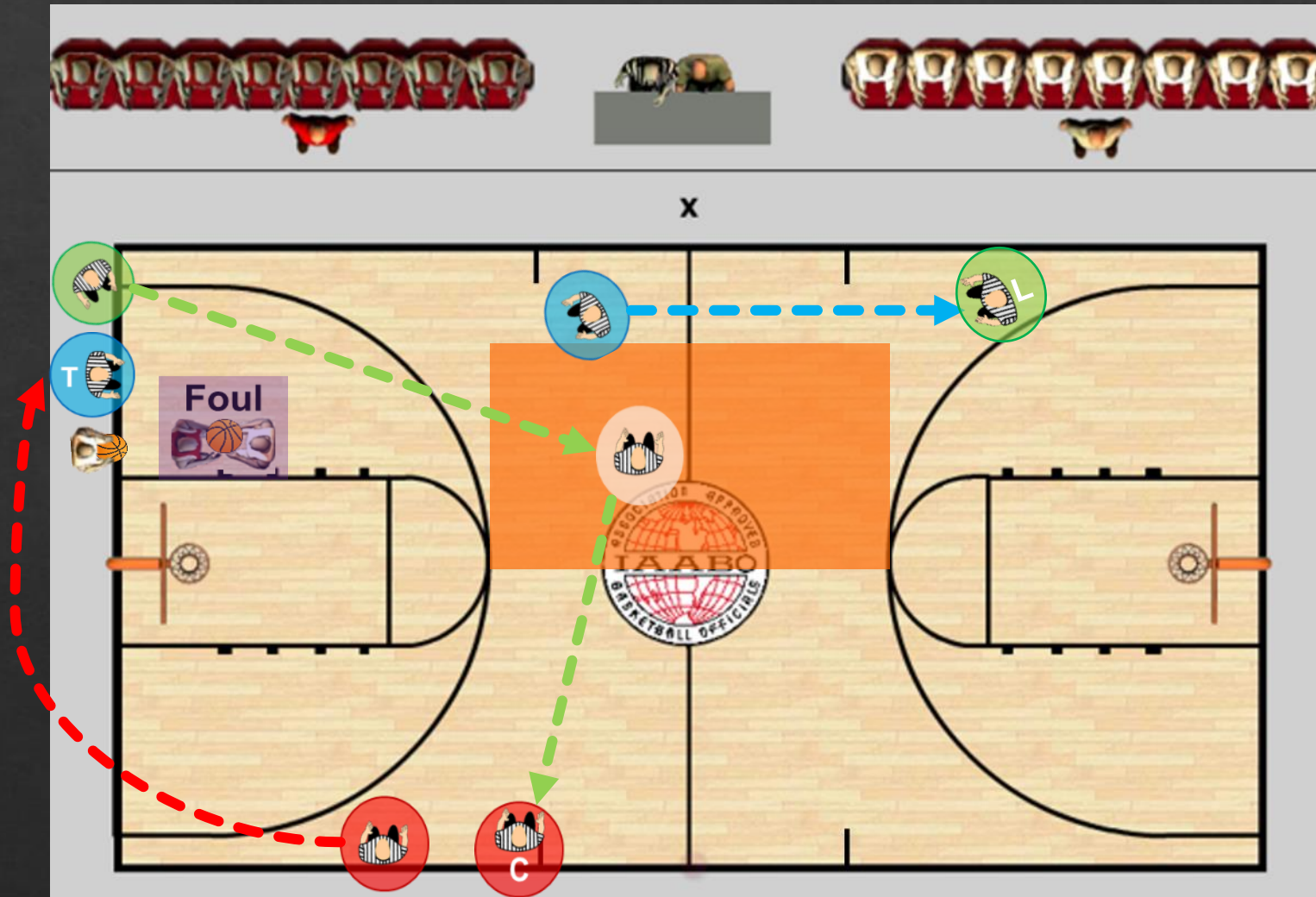


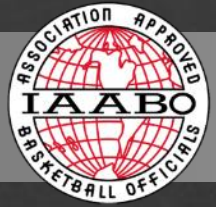


TABLESIDE LEAD RULES FOUL



Backcourt Throw-In

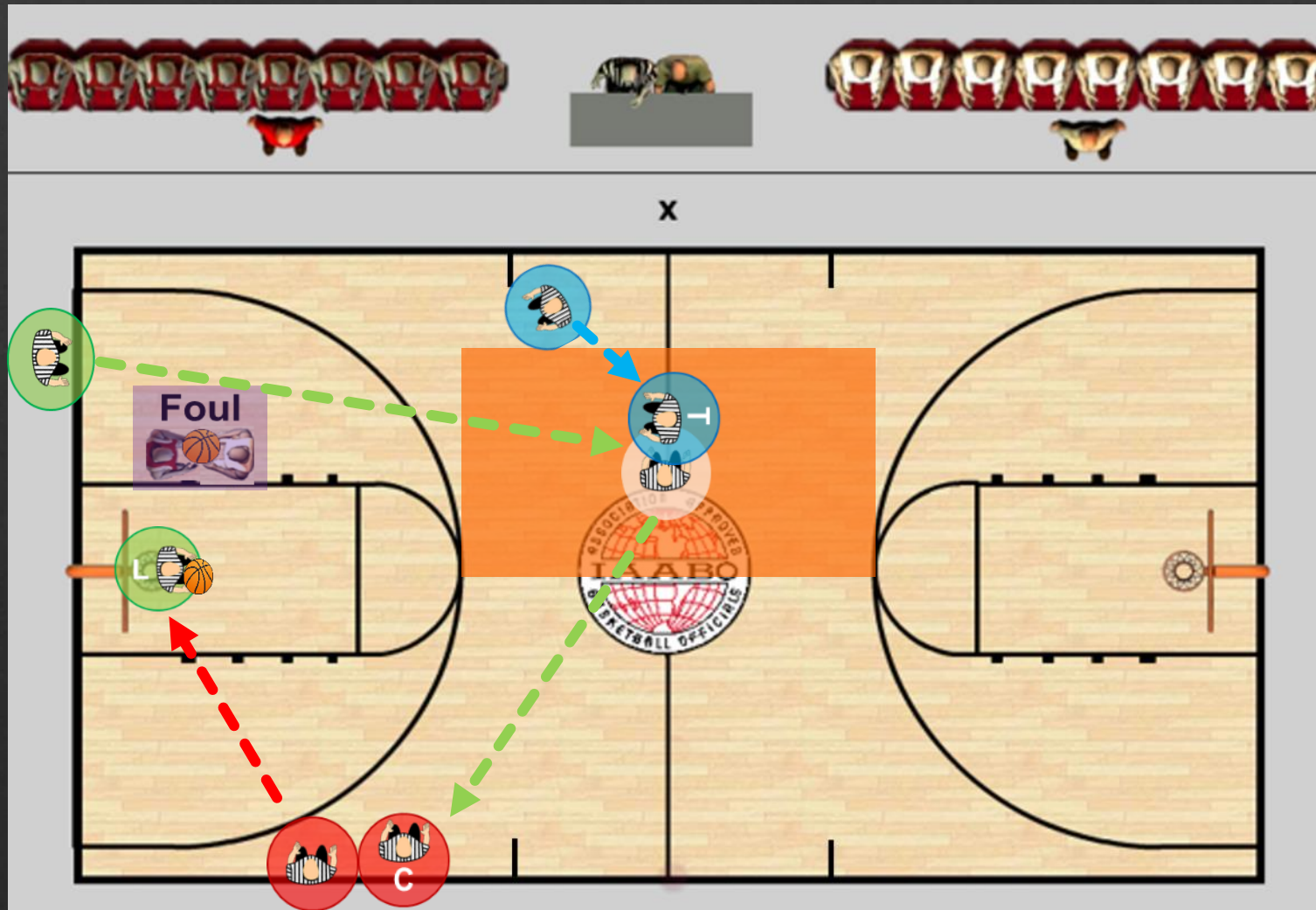


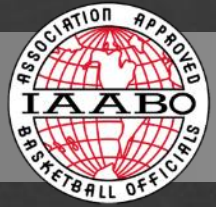


TABLESIDE LEAD RULES FOUL



With Free Throws

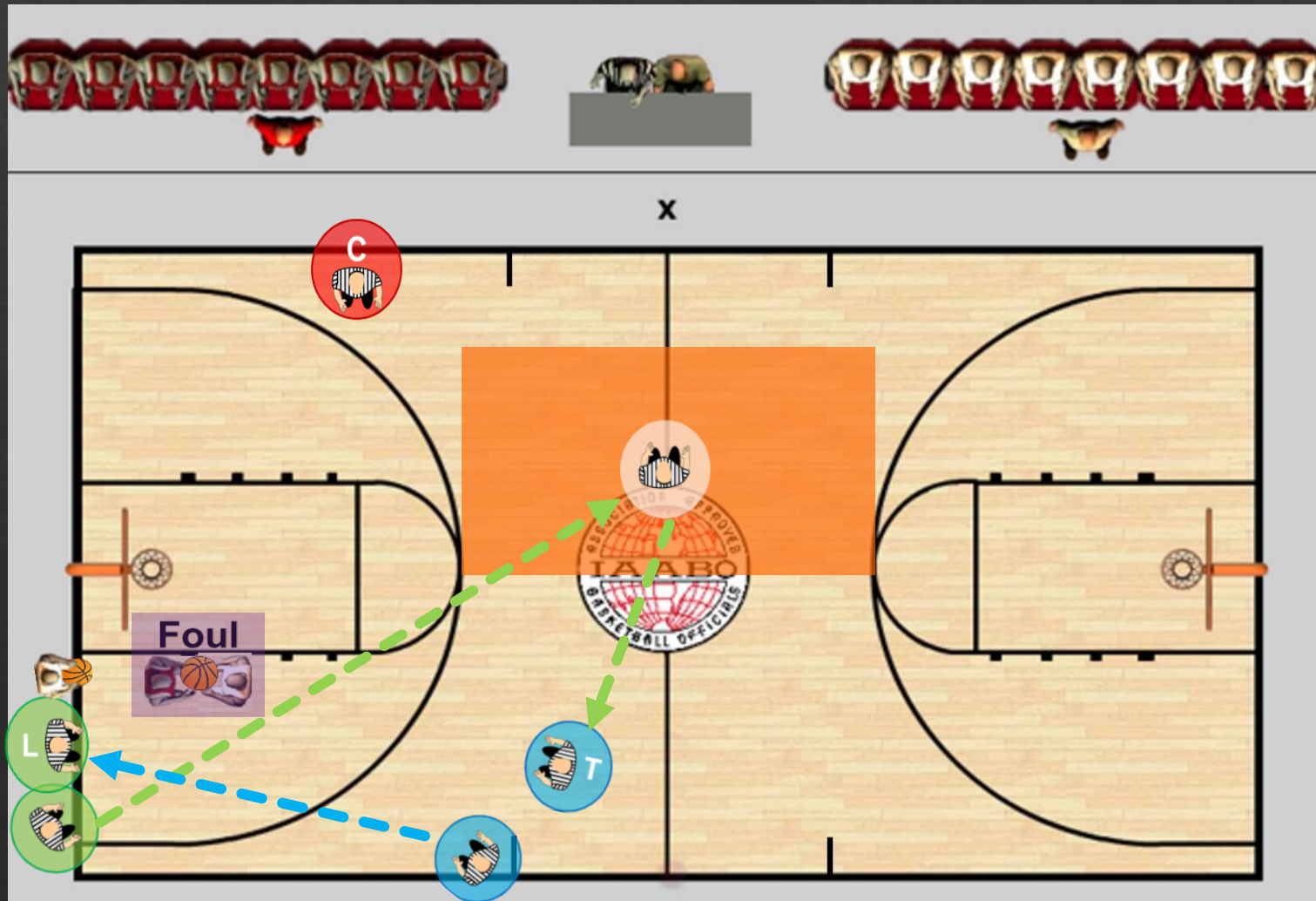




OPPOSITE SIDE LEAD RULES FOUL

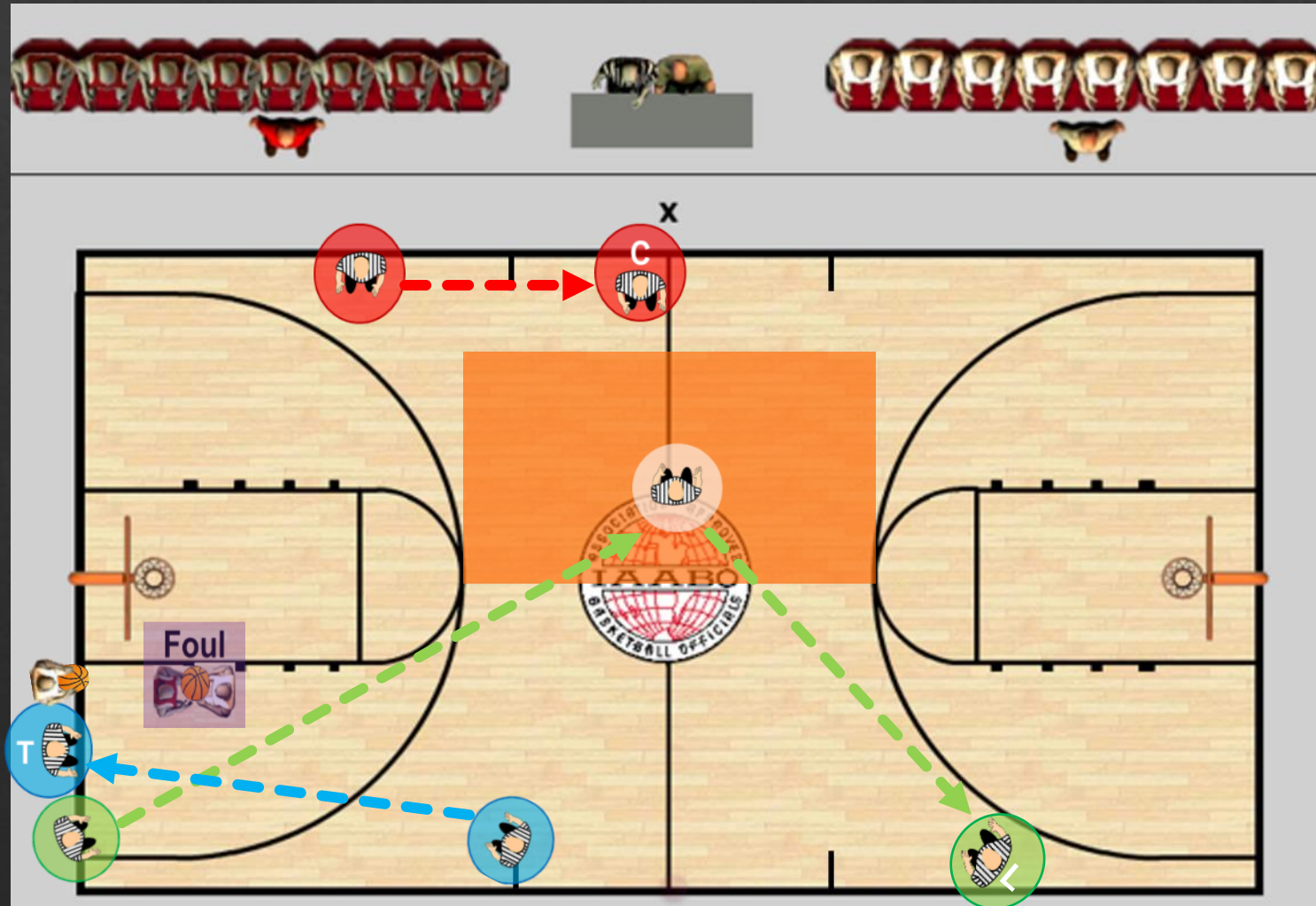


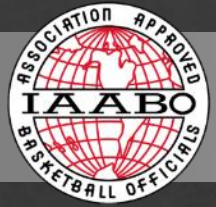
Frontcourt Throw-In



OPPOSITE SIDE LEAD RULES FOUL

Backcourt Throw-In

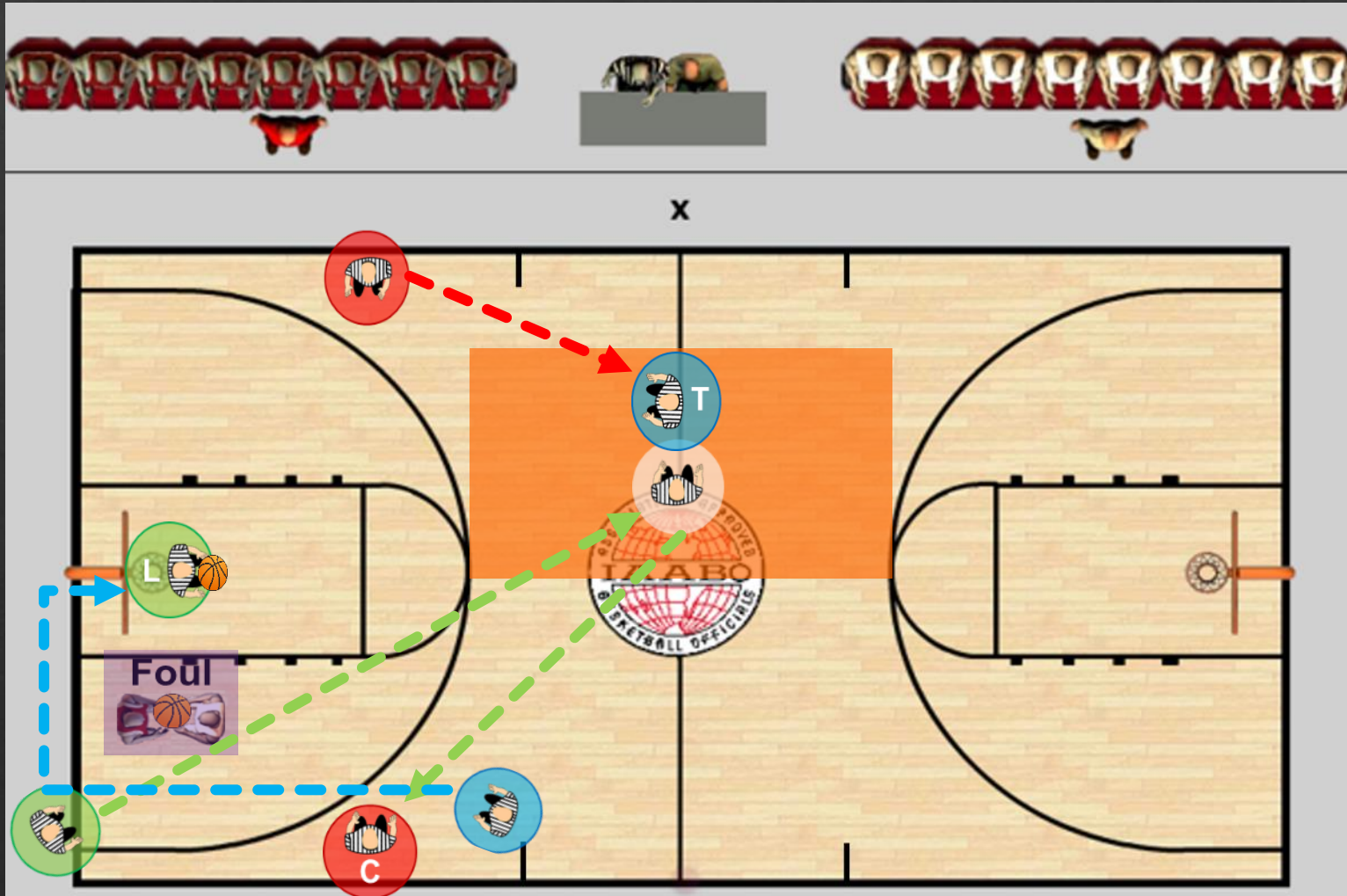


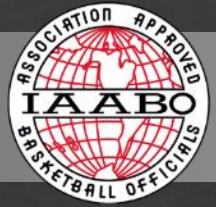


OPPOSITE SIDE LEAD RULES FOUL



With Free Throws

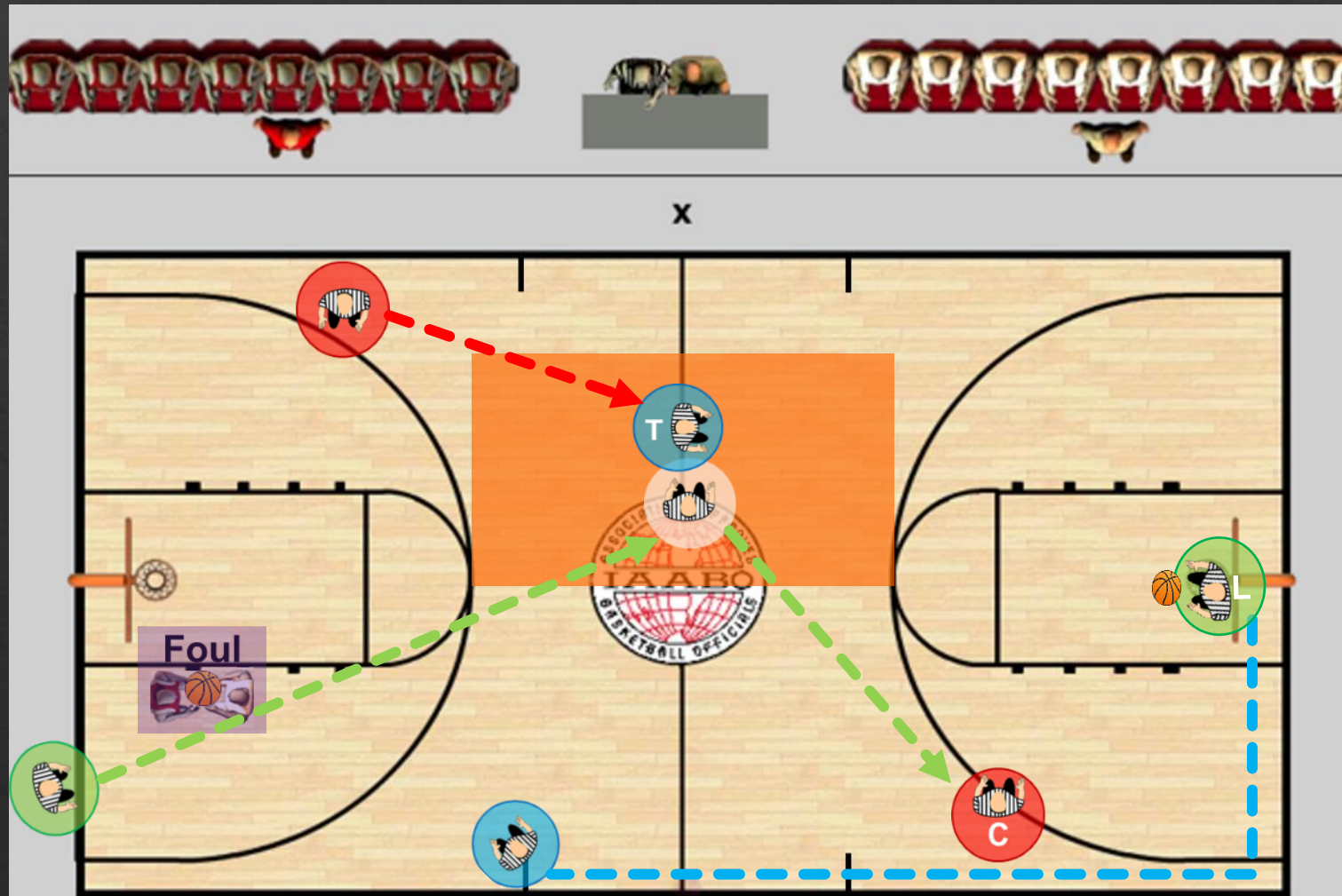


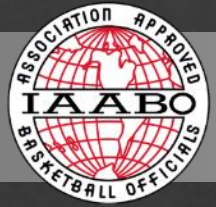


OPPOSITE SIDE LEAD RULES FOUL



With Free Throws, Opposite End

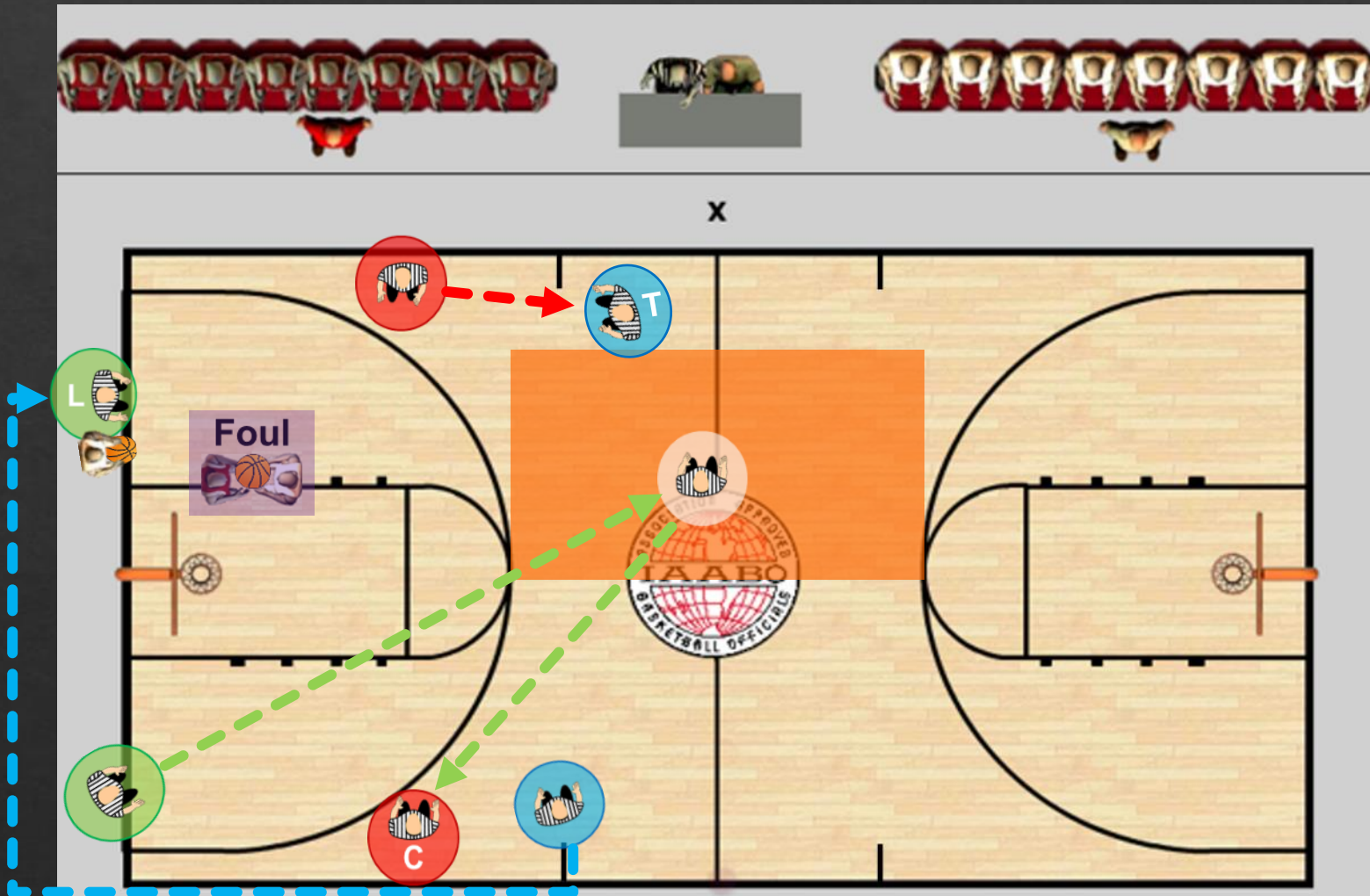




OPPOSITE SIDE LEAD RULES FOUL ACROSS BASKETLINE

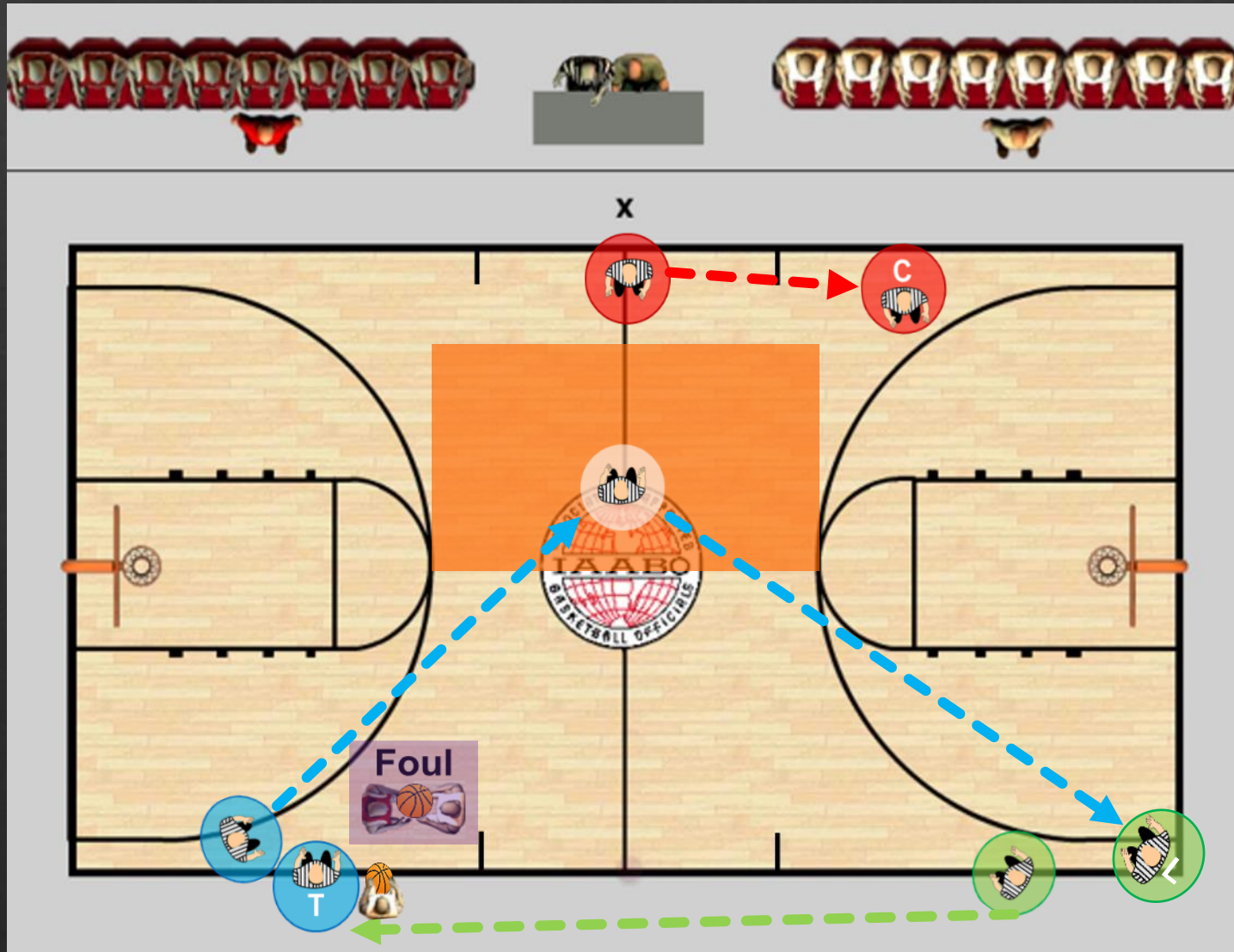


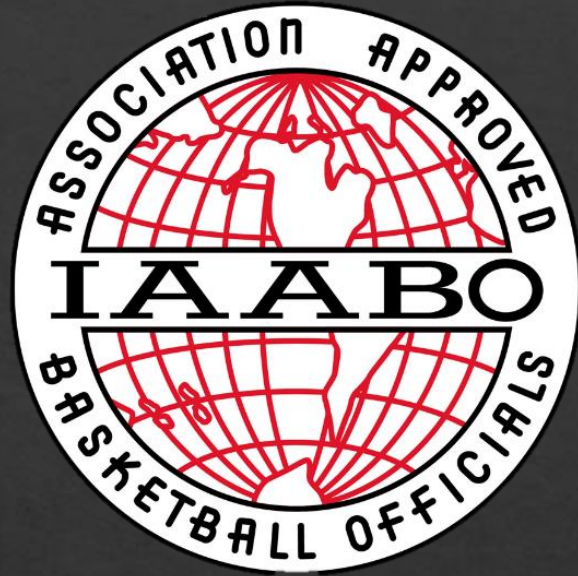
Frontcourt Throw-In



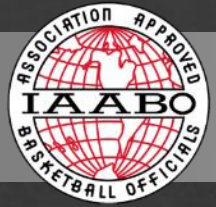
NEW TRAIL RULES FOUL IN TRANSITION

Backcourt Throw-In





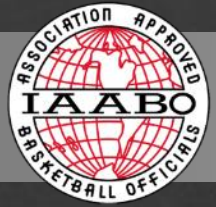
PRESS COVERAGE



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

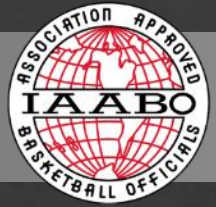


PRESS COVERAGE



C STAY PUT when the ball goes through the hoop or a defensive rebound occurs and analyze the defense before moving.

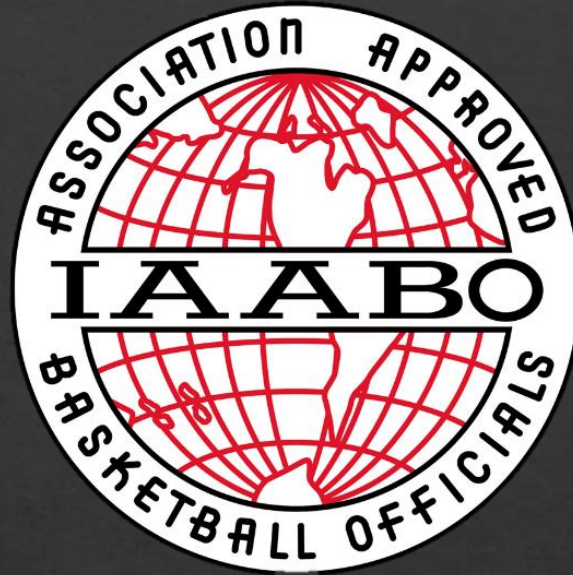
	Trail Official	Center Official
Primary Responsibility	10-second backcourt count	Help with division line and backcourt violations
	Initial primary matchup after throw-in	Help with play on the opposite side of the court
Position Adjust	Remain behind the play to observe any potential screens or defensive 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

C STAY PUT when the ball goes through the hoop or a defensive rebound occurs and analyze the defense before moving.

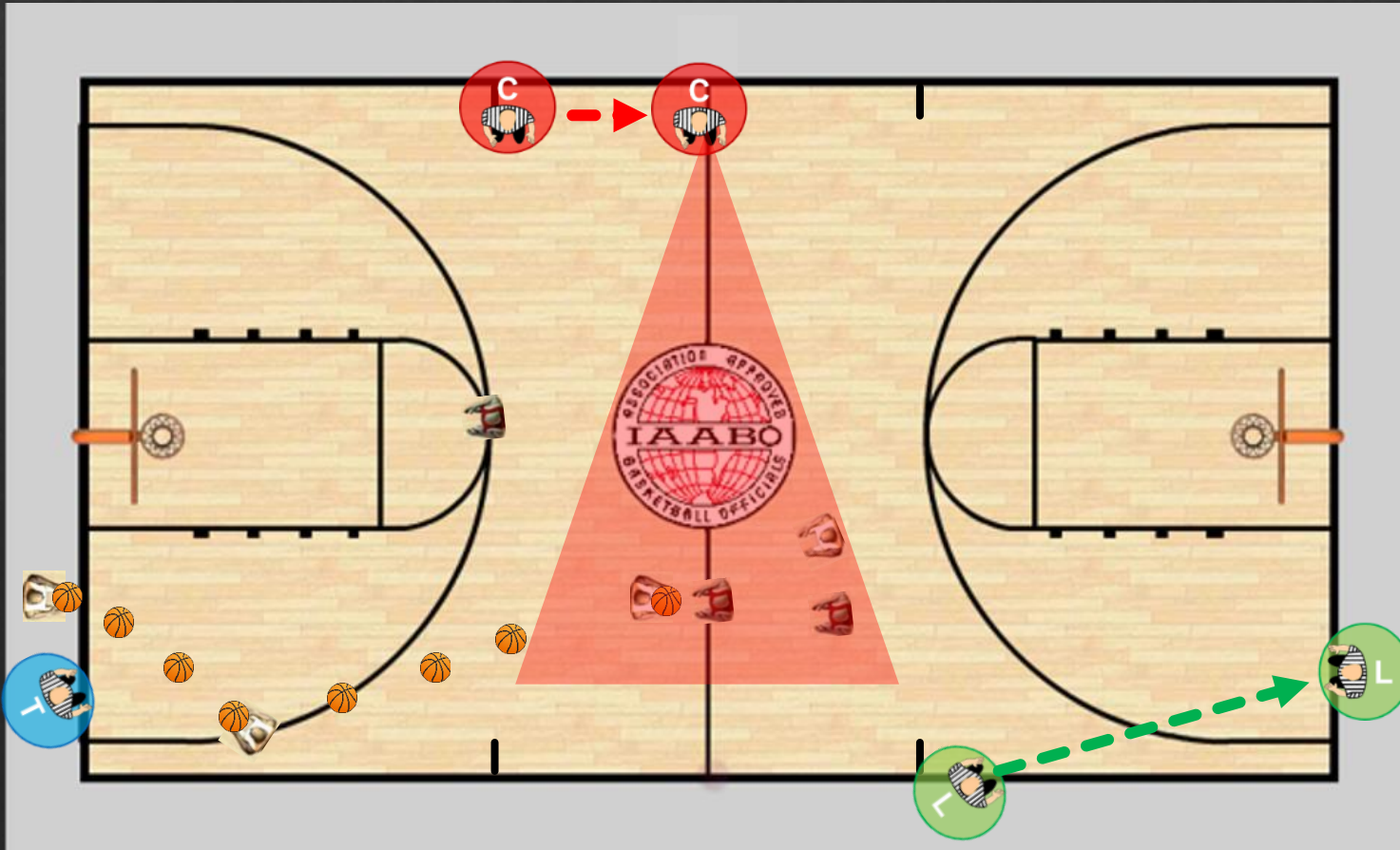
	Trail Official	Center Official	Lead Official
Primary Responsibility	10-second backcourt count	Help with division line and backcourt violations	Out-of-bounds plays on the sideline opposite the Trail
	Initial primary matchup after throw-in	Help with play on the opposite side of the court	Responsible for 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"



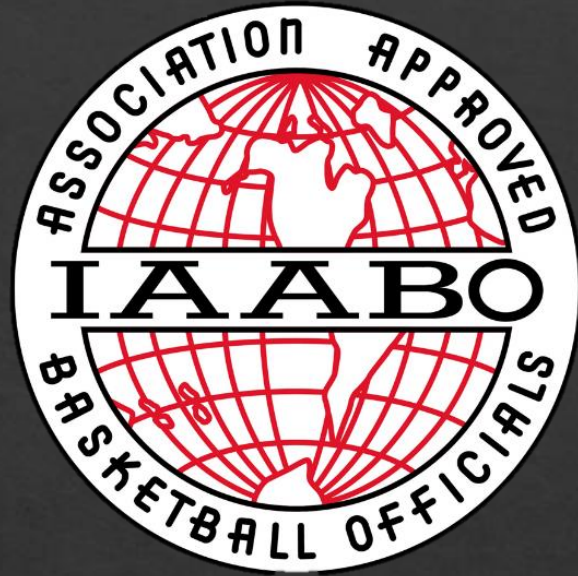
TRANSITION COVERAGE

TRANSITION COVERAGE

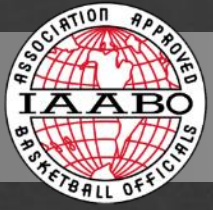
Across court in transition - during backcourt throw-ins and pressure situations



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.



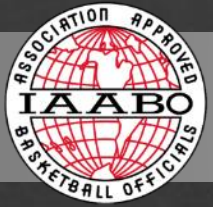
SCREENING COVERAGE



HIGH SCREENS ABOVE 3-POINT ARC



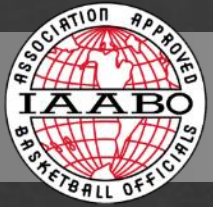
	Trail Official
Primary Responsibility	Ball handler and ball handler's defender
Secondary Responsibility	Screener and the screener's defender
Position Adjust	Obtain and maintain an open look on all 4 players involved



HIGH SCREENS ABOVE 3-POINT ARC



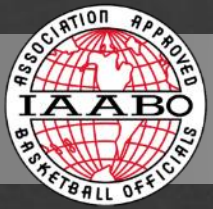
	Trail Official	Center Official
Primary Responsibility	Ball handler and ball handler's defender	Screener and the screener's defender
Secondary Responsibility	Screener and the screener's defender	Ball, ball handler and ball handler's defender Observe illegal contact, legality of screens
Position Adjust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



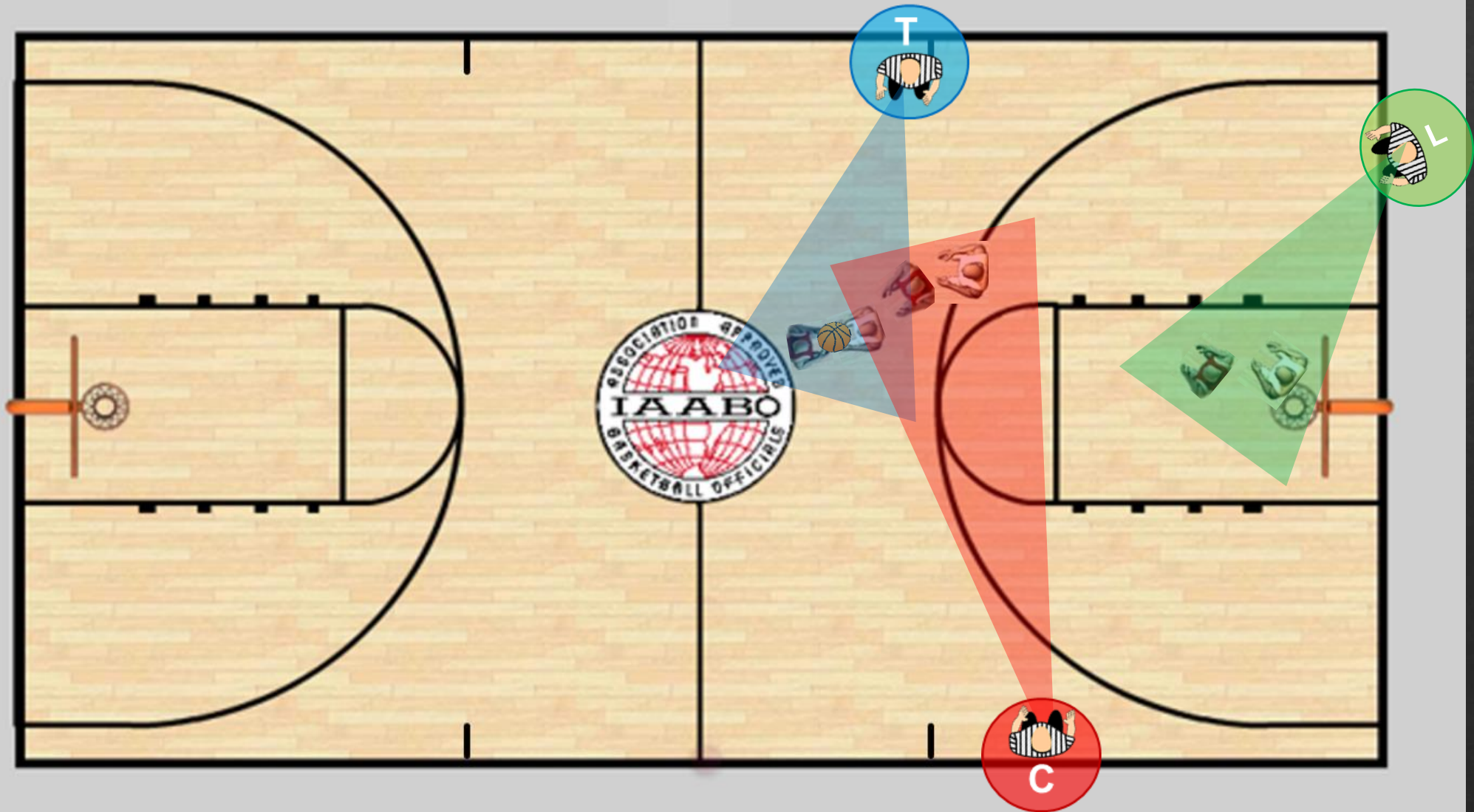
HIGH SCREENS ABOVE 3-POINT ARC

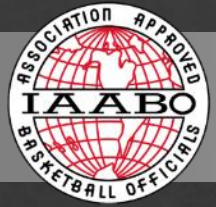


	Trail Official	Center Official	Lead Official
Primary Responsibility	Ball handler and ball handler's defender	Screener and the screener's defender	Post play
Secondary Responsibility	Screener and the screener's defender	Ball, ball handler and ball handler's defender Observe illegal contact, legality of 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

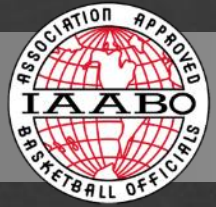




SCREENS AT ELBOW



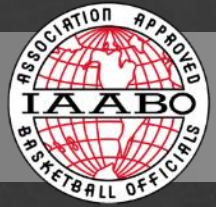
	Trail Official
Primary Responsibility	Ball, ball handler and ball handler's defender
Secondary Responsibility	Screener and the screener's defender
Position Adjust	Obtain and maintain an open look on all 4 players involved



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

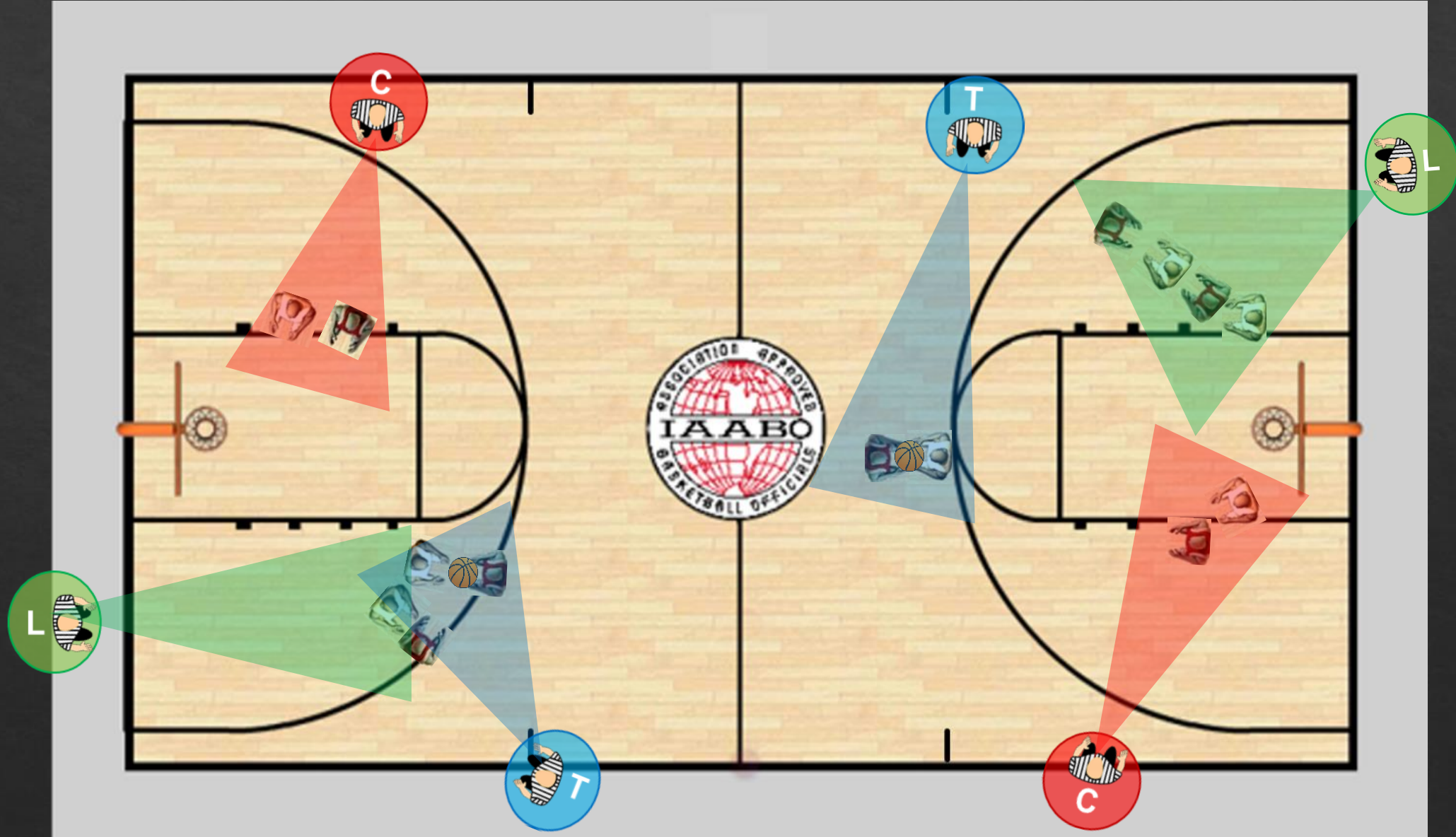


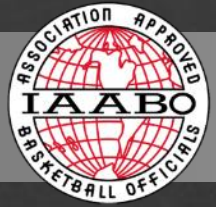
SCREENS AT ELBOW



	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	Screener and the screener's defender Observe illegal contact, legality of screens
Secondary Responsibility	Screener and the screener'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 screener and the screener's defender

SCREENS AT ELBOW

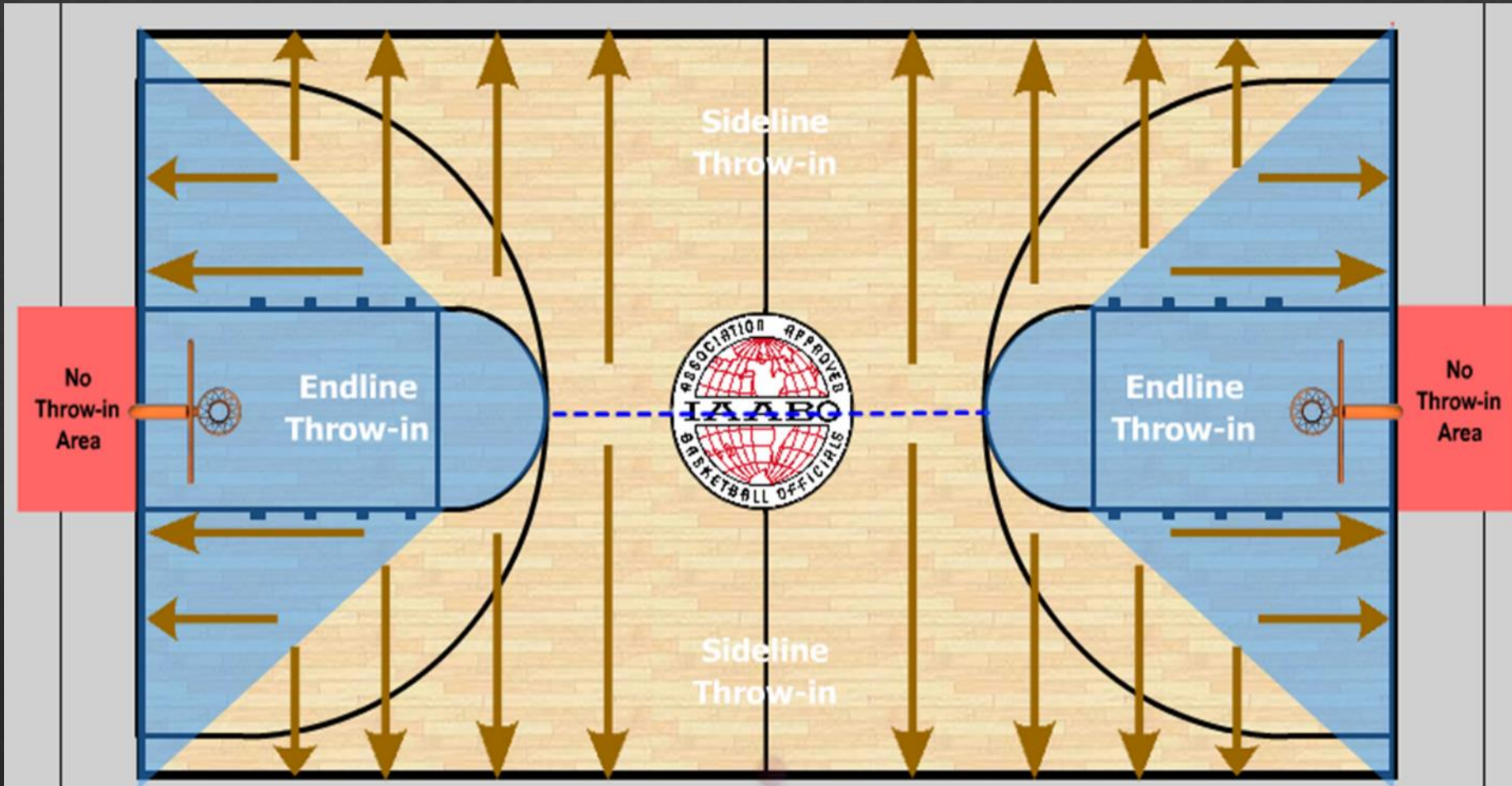


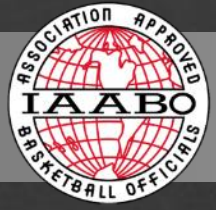


THROW-IN



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





MY USUAL REMINDERS:

Always have a good Pregame.

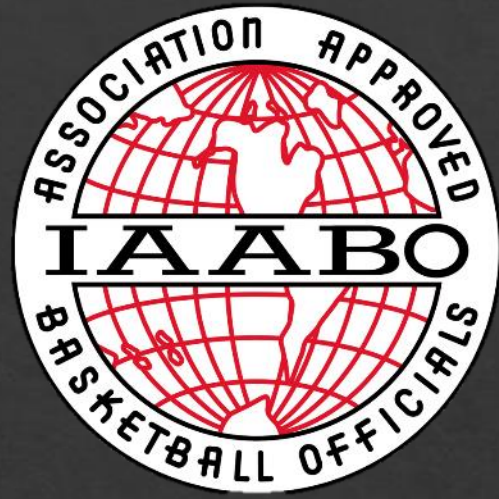
Trust your partner.

Work your PCA searching for competitive matchups .

Don't be a ball watcher.

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

Most games are being streamed live now and you never know who's watching or posting to YouTube, etc.



WHAT QUESTIONS DO YOU HAVE?