

National Federation of State
High School Associations



Basketball

Three Officials' Mechanics

Take Part. Get Set For Life.™

Presentation Topics



- Terminology
- Pregame
- Jump Ball
- Primary Coverage Areas
- Rotations
- Throw-ins
- Fouls & Switching
- Free Throws
- Time-outs & Intermission
- Last-Second Shot



Terminology

- **Ball Side:** The location of the ball in the normal frontcourt offensive alignment of a team. In dividing the court down the middle, (using the basket as a center point), end line to end line. The side of the court where the ball is located is ball side.
- **Bump and Run:** A technique when one official “bumps” another official out of his/her current position and the vacating official “runs” down into a new position.
- **Center Official:** The outside official who is in the off-ball position, midway between a step below the free-throw line extended and the top of the circle. The Center official may be table side or opposite side.



Terminology

- **Close Down:** Movement of an official (a step or two) related to movement of the ball. The Trail and Center close down toward the end line; the Lead closes down toward the nearest lane line extended.
- **Lead Official:** The official positioned along and off the end line. The Lead official may be table side or opposite the table, but will be on the same side of the court as the Trail.
- **Move to Improve:** A technique that means to “move your feet” in order to “improve your angle” on the play. Helps to eliminate being “straight-lined.”



Terminology

- **Opposite Side:** The side of court opposite the table side.
- **Primary Coverage Area (PCA):** Area of responsibility for each official. PCA is determined by ball location.
- **Rotation:** A live-ball situation, whereby the location of the ball keys a change in coverage for the officials. This is implemented when the Lead official moves to ball side dictating a change of position by the Center and Trail officials. The Lead should not rotate until all three officials are in the frontcourt. (Page 46)



Terminology

- **Straight-Line:** Refers to a situation that occurs when an official allows their vision to be obstructed by a player or players; having to look through a player instead of in between players. When a straight-line occurs, the official is not able to accurately see playing action. The situation is also known as getting “stacked.”
- **Strong Side:** Side of the court determined by the location of Lead official.



Terminology

- **Switch:** A dead-ball situation created by an official who calls a violation or foul. After a violation is called or a foul is reported to the table, there may be a change in position of the officials. The switch will normally involve the calling official moving to a new position on the court.
- **Table Side:** The side of the court where the scorer's and timer's table is located.
- **Trail Official:** The outside official positioned nearest the division line, approximately 28 feet from the end line (near the top of the three-point arc). The Trail official may be table side or opposite side, but will be on the same side of the court as the Lead.



Terminology

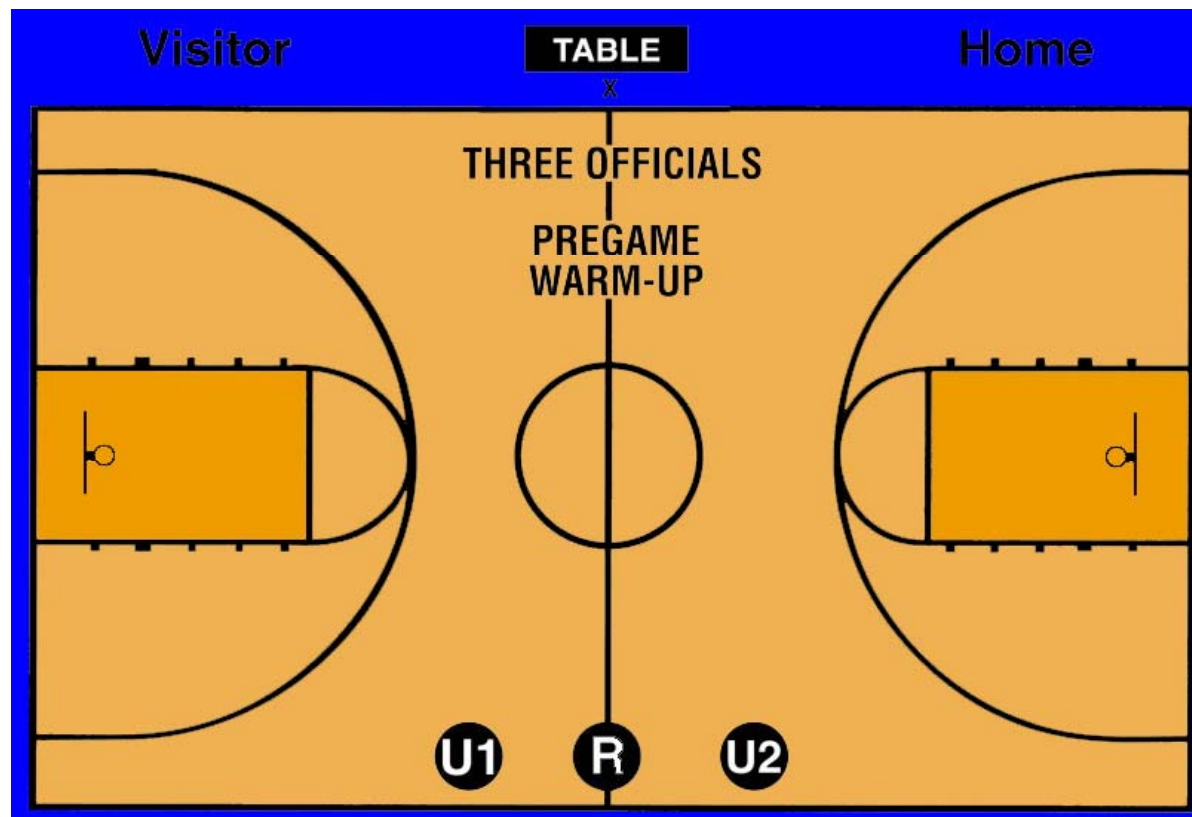
- **Weak Side:** The side of the court opposite the Lead official; the Center's side of the court.
- **Wide Triangle:** All three officials forming the geometric shape of a wide triangle; keeping all players and activity within the triangle.



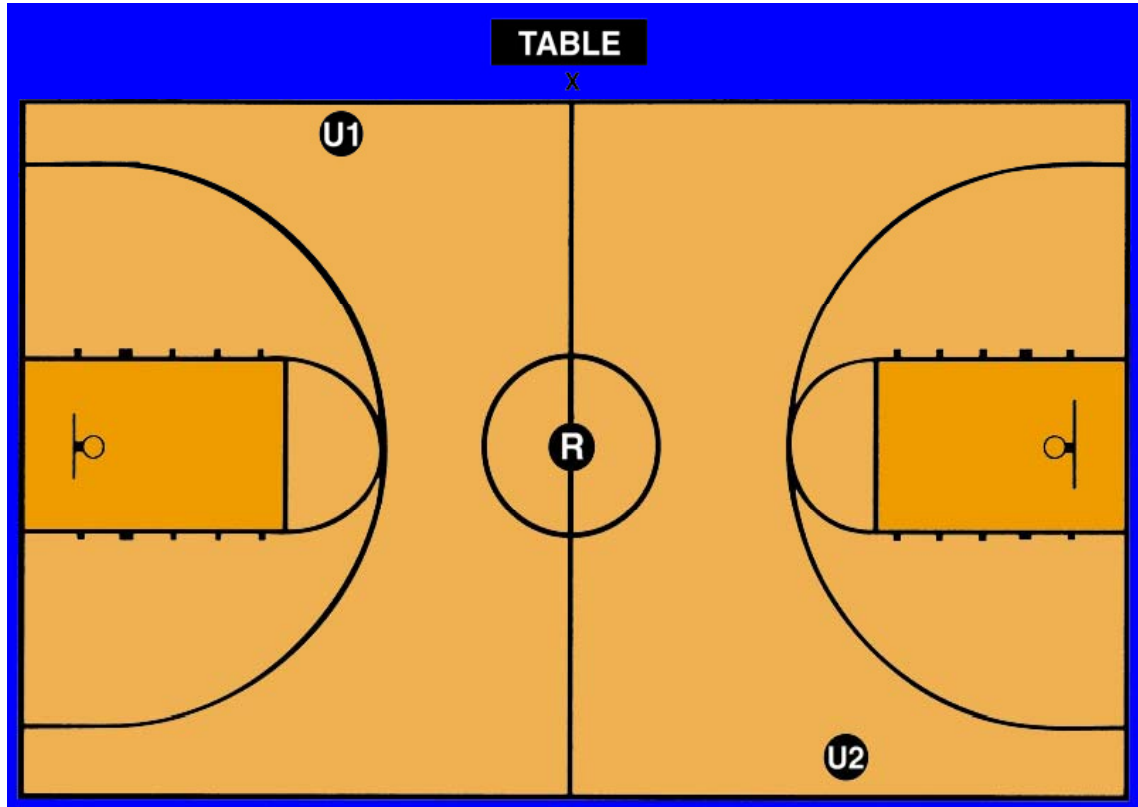
Pregame Positions

U1 observes home team warm-up

U2 observes visiting team warm-up



Jump Ball



U1 chops clock –
watches
jumpers

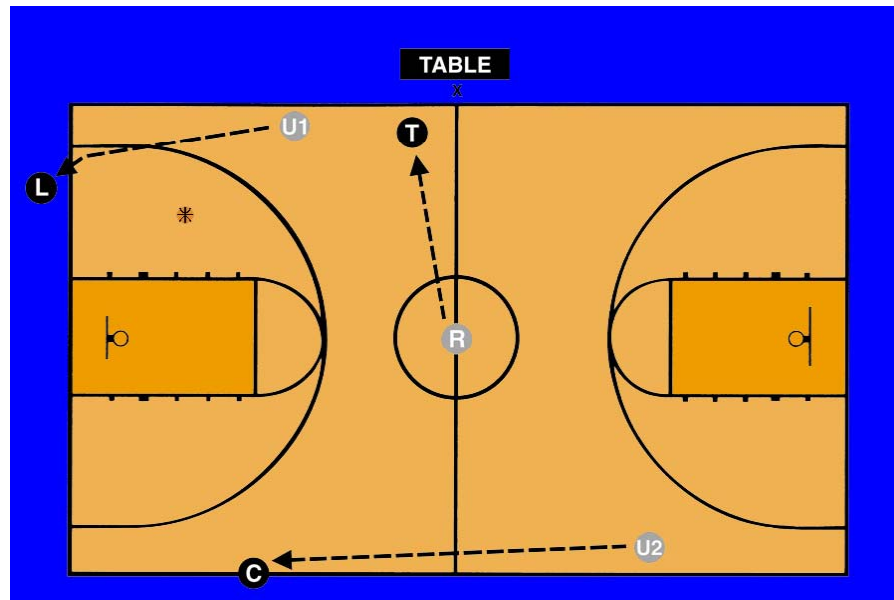
U2 watches eight
non-jumpers

U1 & U2 mindful
of quick 3-pt
attempt and
over/back

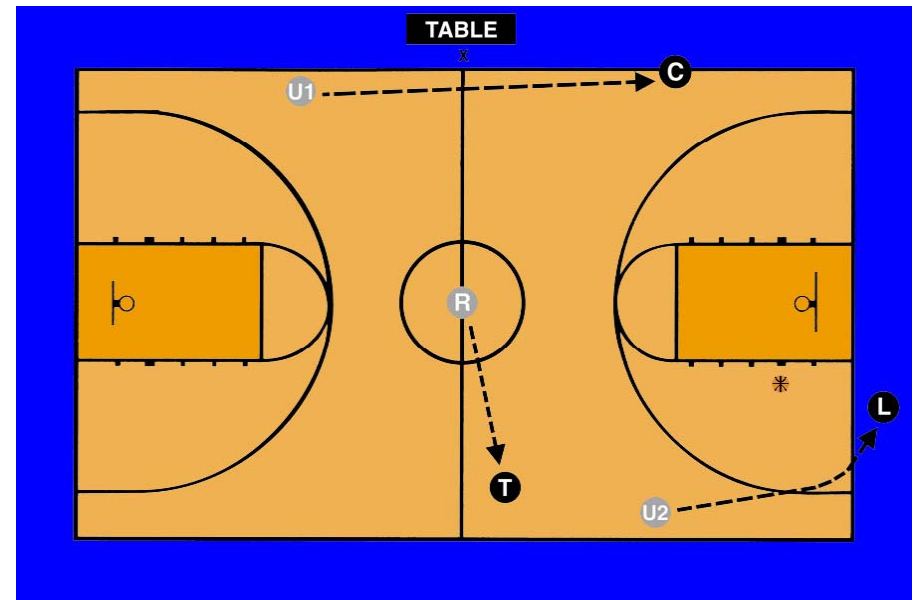


Jump Ball

Ball goes left

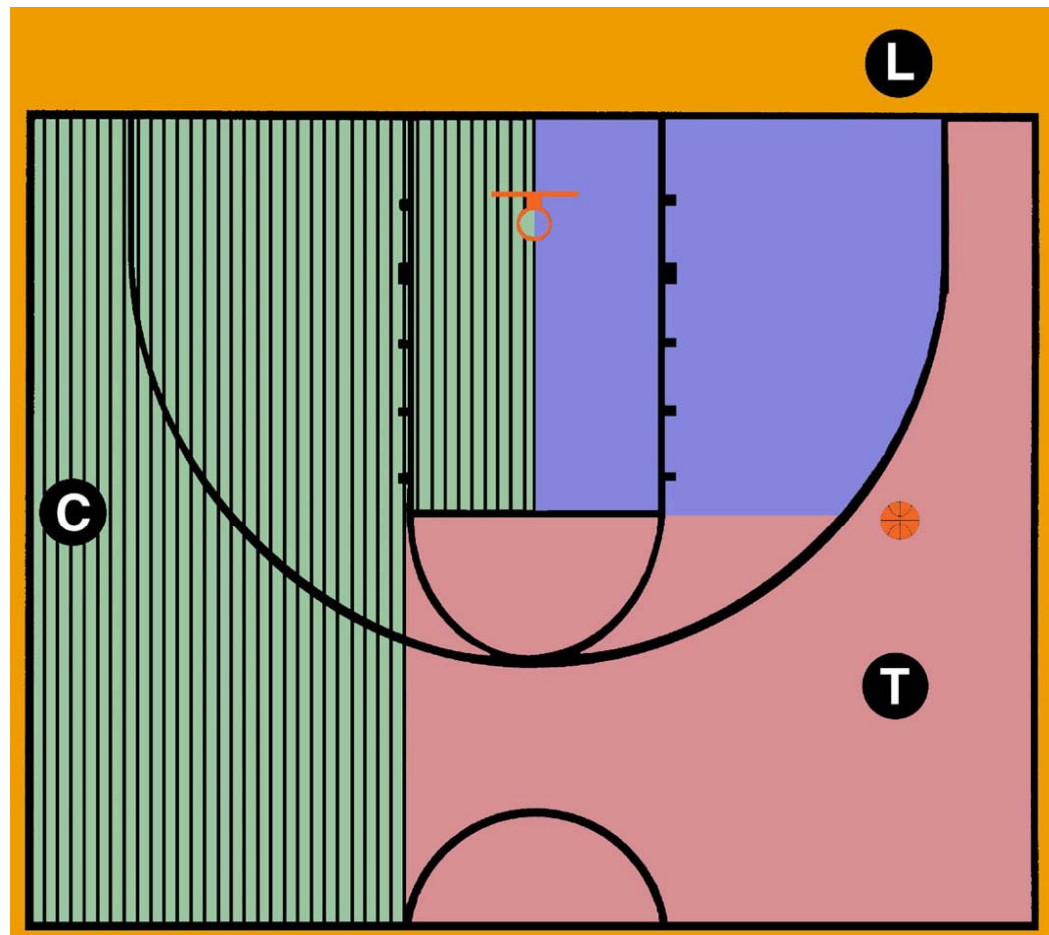


Ball goes right



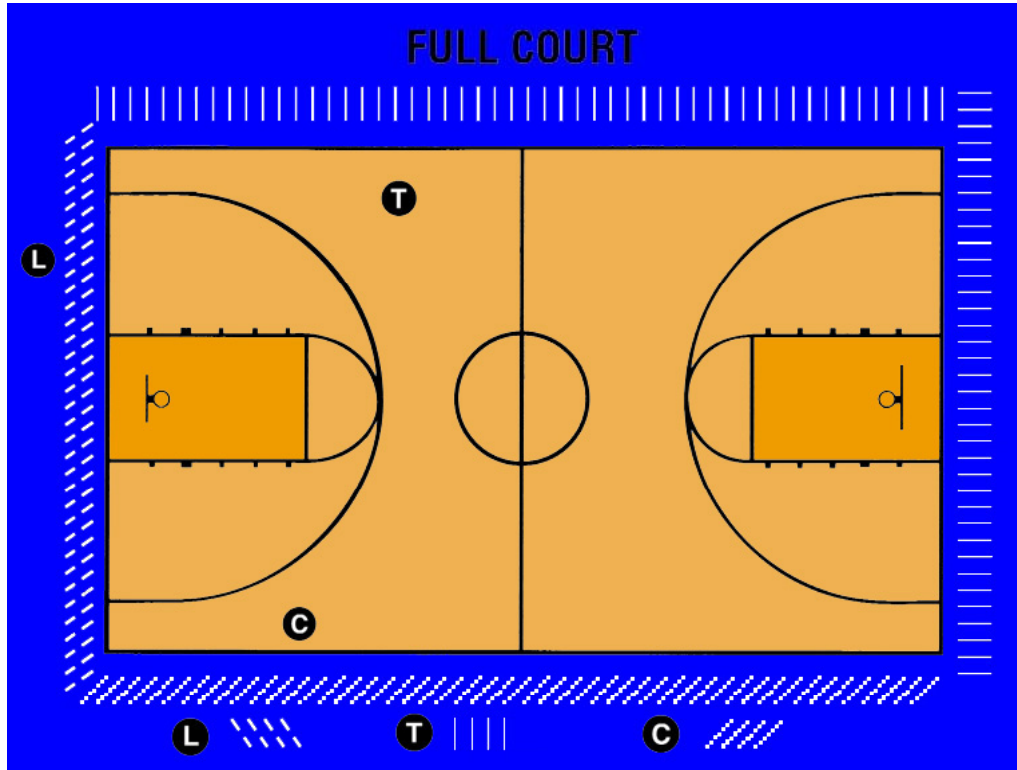
R always goes into T position

Primary Coverage Areas



Both C and T should close down on shots

Line Coverage



L has entire end line

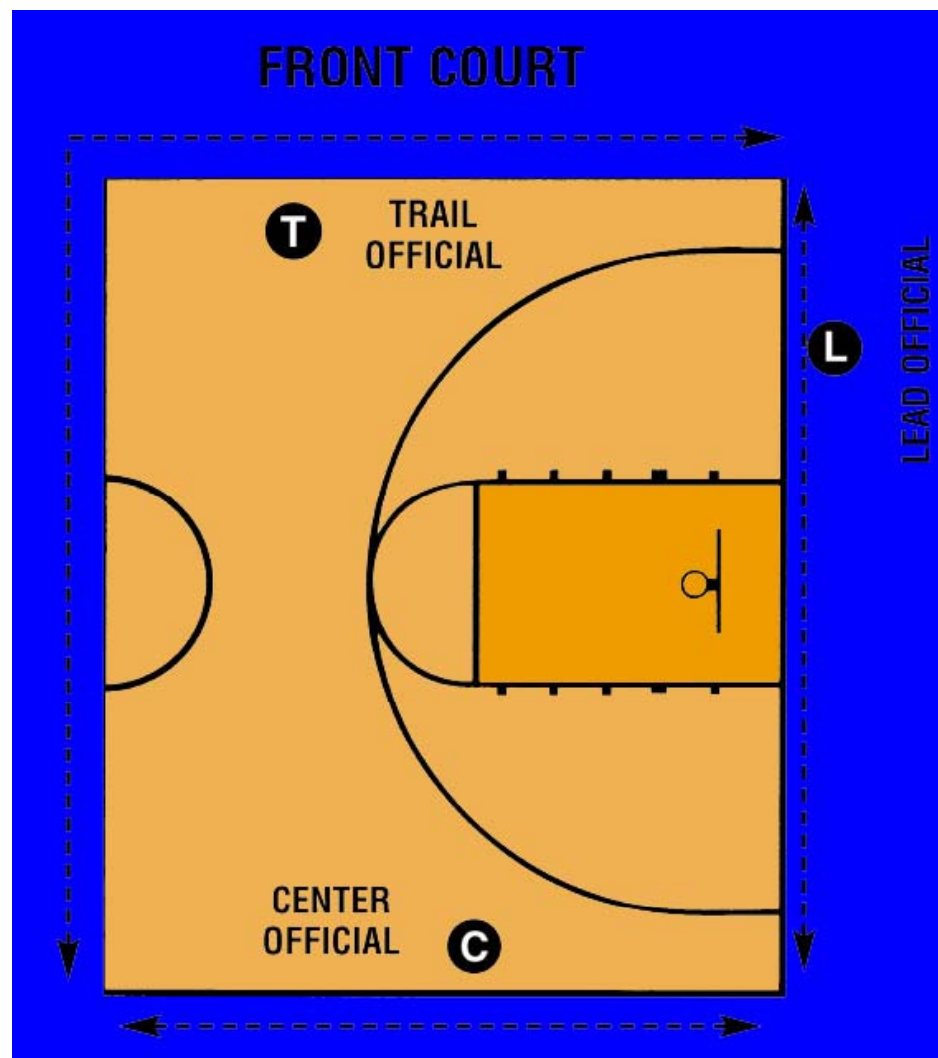
C has closest sideline

T has closest sideline,
division line, and far
end line

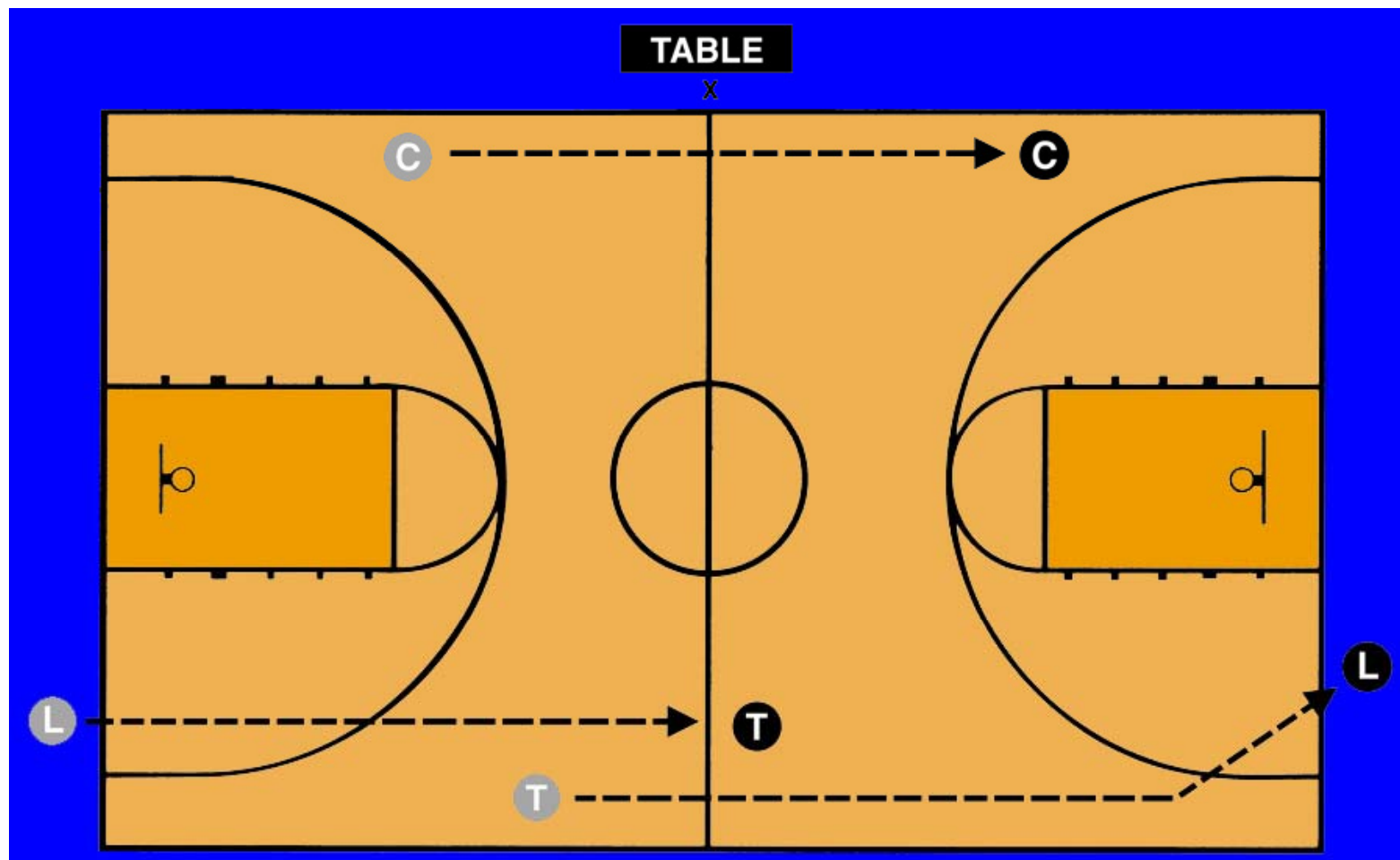
Call only your line



Inbounds Coverage



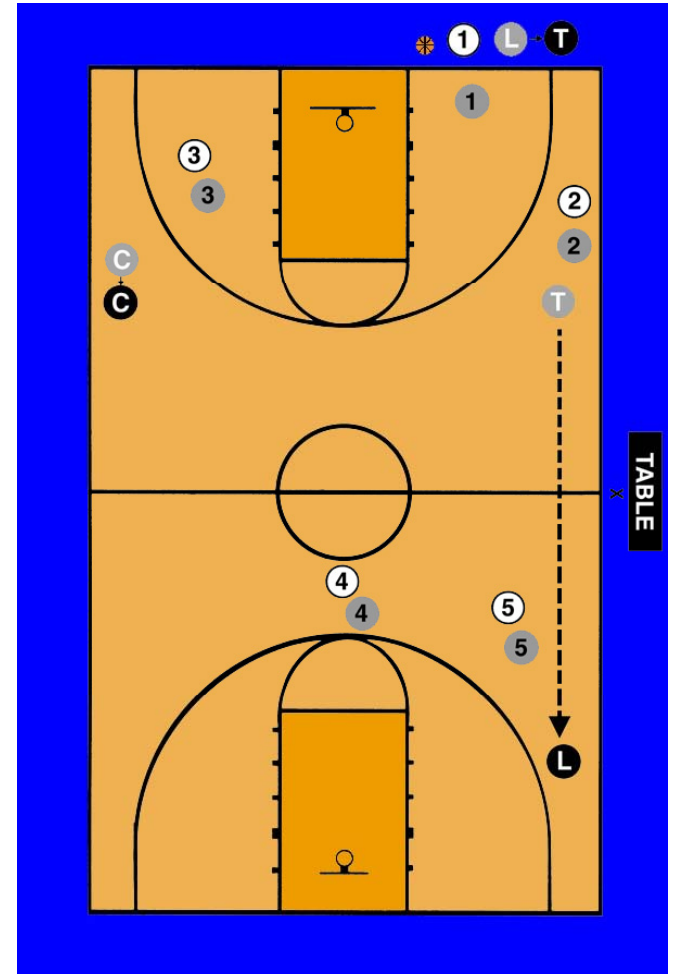
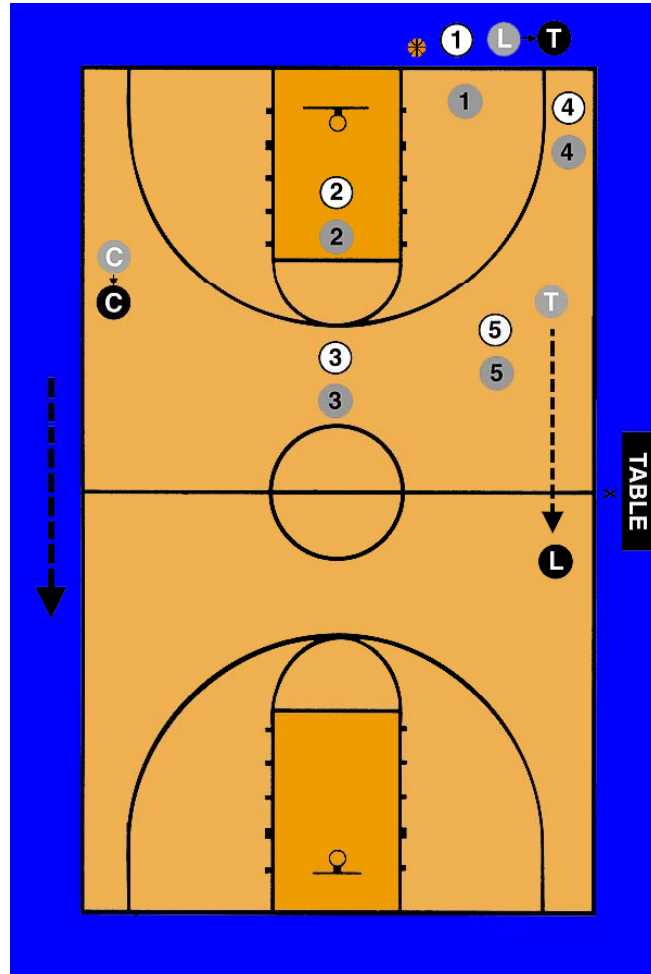
Coverage on Transition



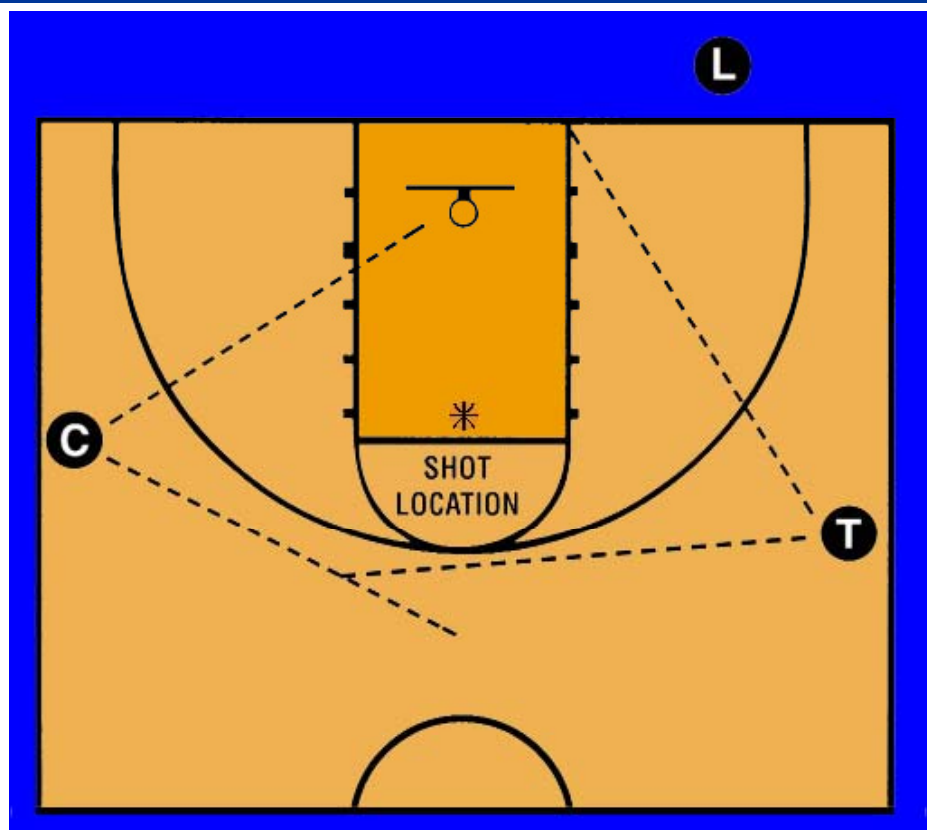
Press Coverage

C stays in backcourt

L should have deepest player in front and boxed-in



Shot & Rebound Coverage



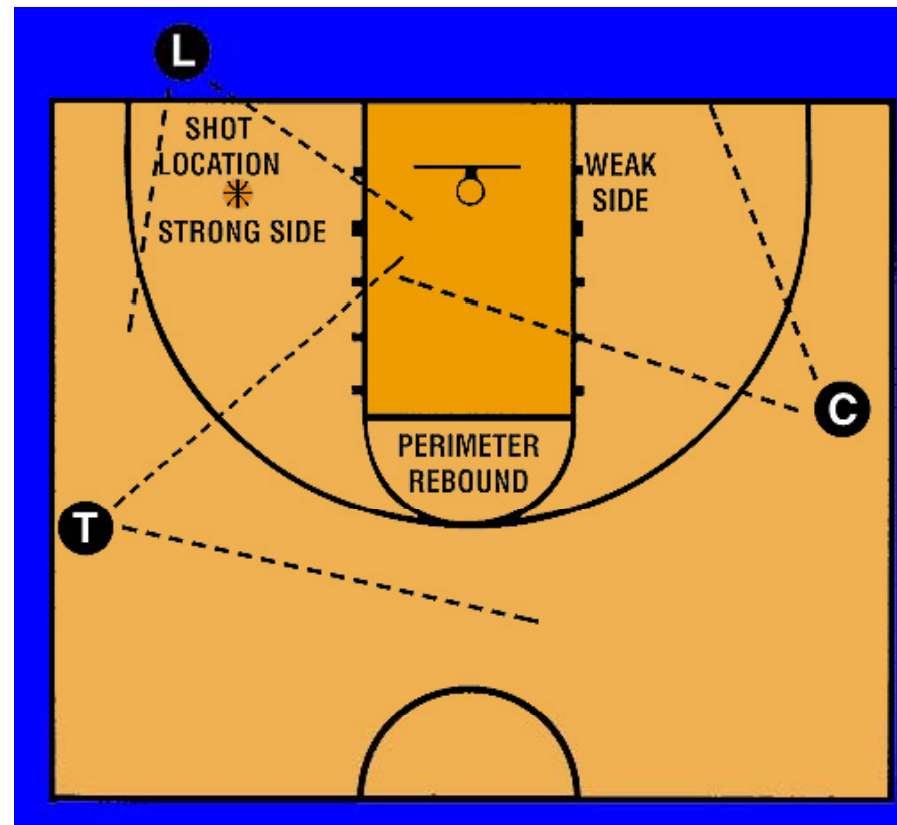
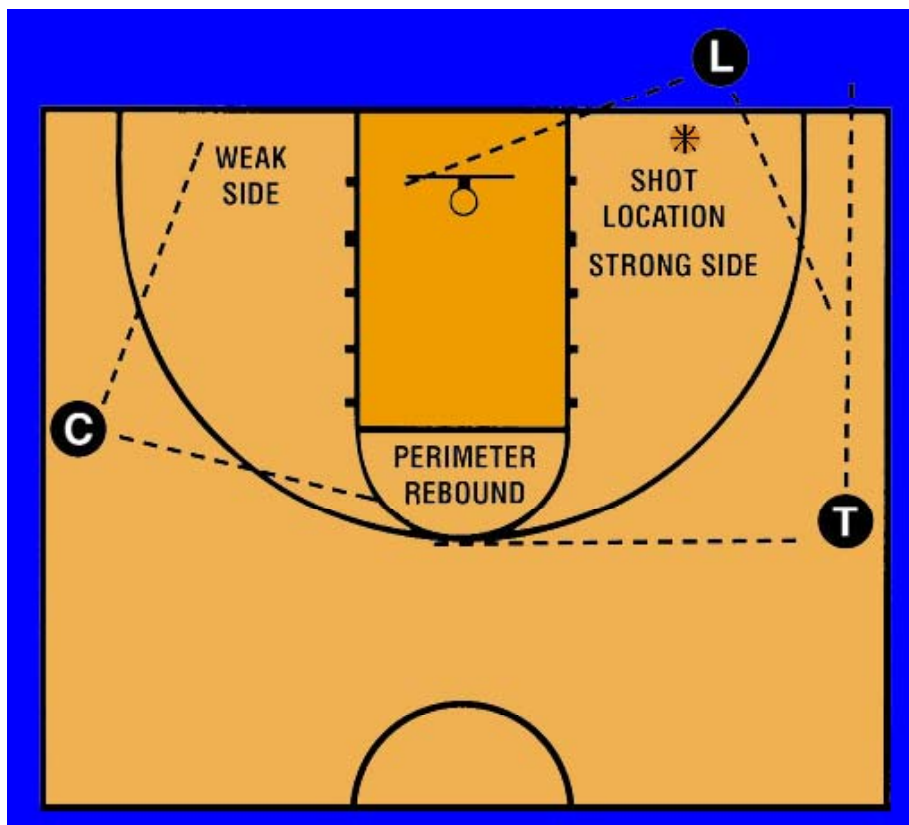
L should not be positioned within lane lines

Both C and T should close down on shots

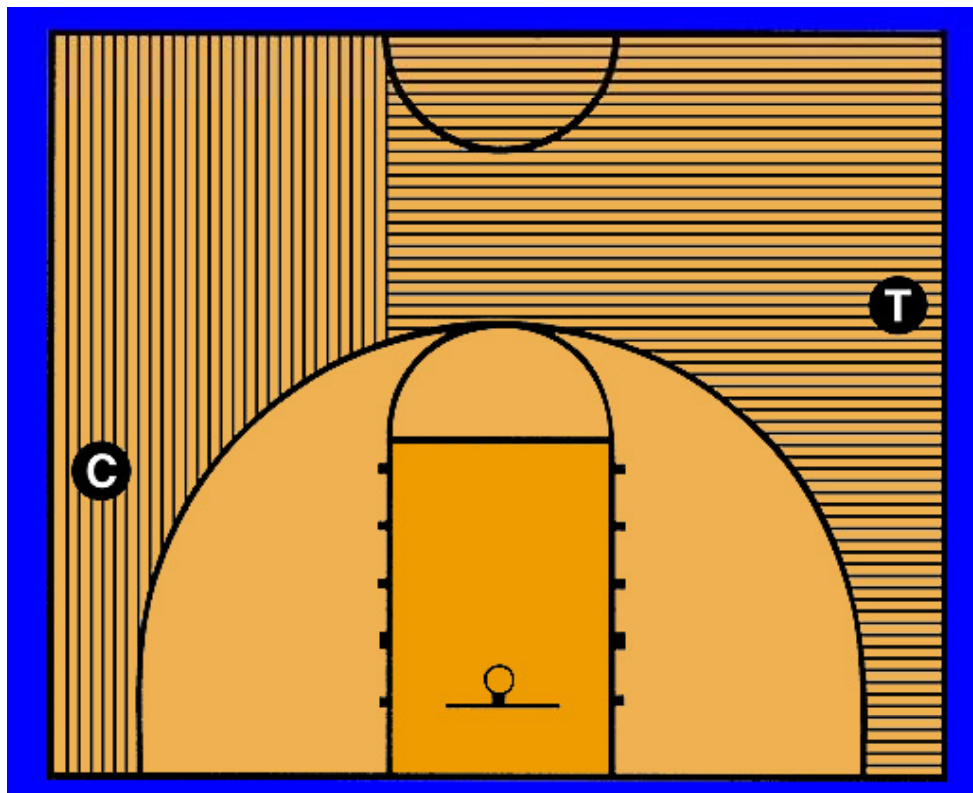
C is primarily responsible for weak side rebounding



Shot & Rebound Coverage



Three-Point Shot Coverage



If both C and T indicate the 3-pt attempt, T referees defense on shooter and stays with shot; C releases and covers rebounding

C/T should mirror the other official's "good" signal



Rotations

- Rotations should be thoroughly discussed at the pregame conference
- Ball location keys the need for a rotation
- The T or C can facilitate a rotation, but only the L initiates a rotation
- A rotation should only take place when all three officials are in the frontcourt
- A rotation begins when L moves laterally and penetrates the key area



Rotations

- Rotation is not complete until L passes beyond far lane-line extended
- L must officiate play in the post – even while moving across the lane
- If the L begins to rotate and ball is quickly reversed or a quick shot taken – L does not have to complete rotation
- There should rarely be two T's – there may be two C's for brief periods of time



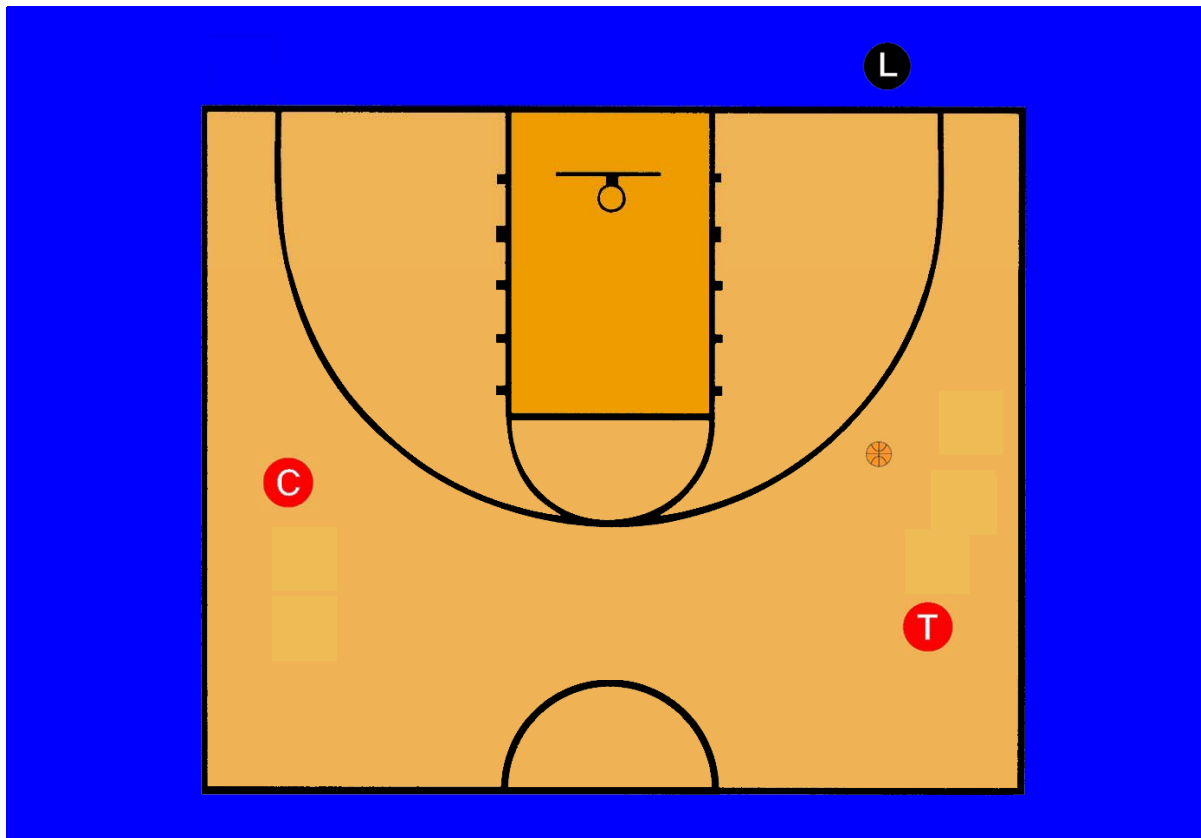
Rotations

- If a trap occurs near the division line on C's side of court, C moves higher to officiate that play and L should rotate to C side
- If L does not rotate – C should go back to a normal C position when play permits



Rotation Sequence

L goes to ball-side, T closes down, C completes rotation (last to rotate)

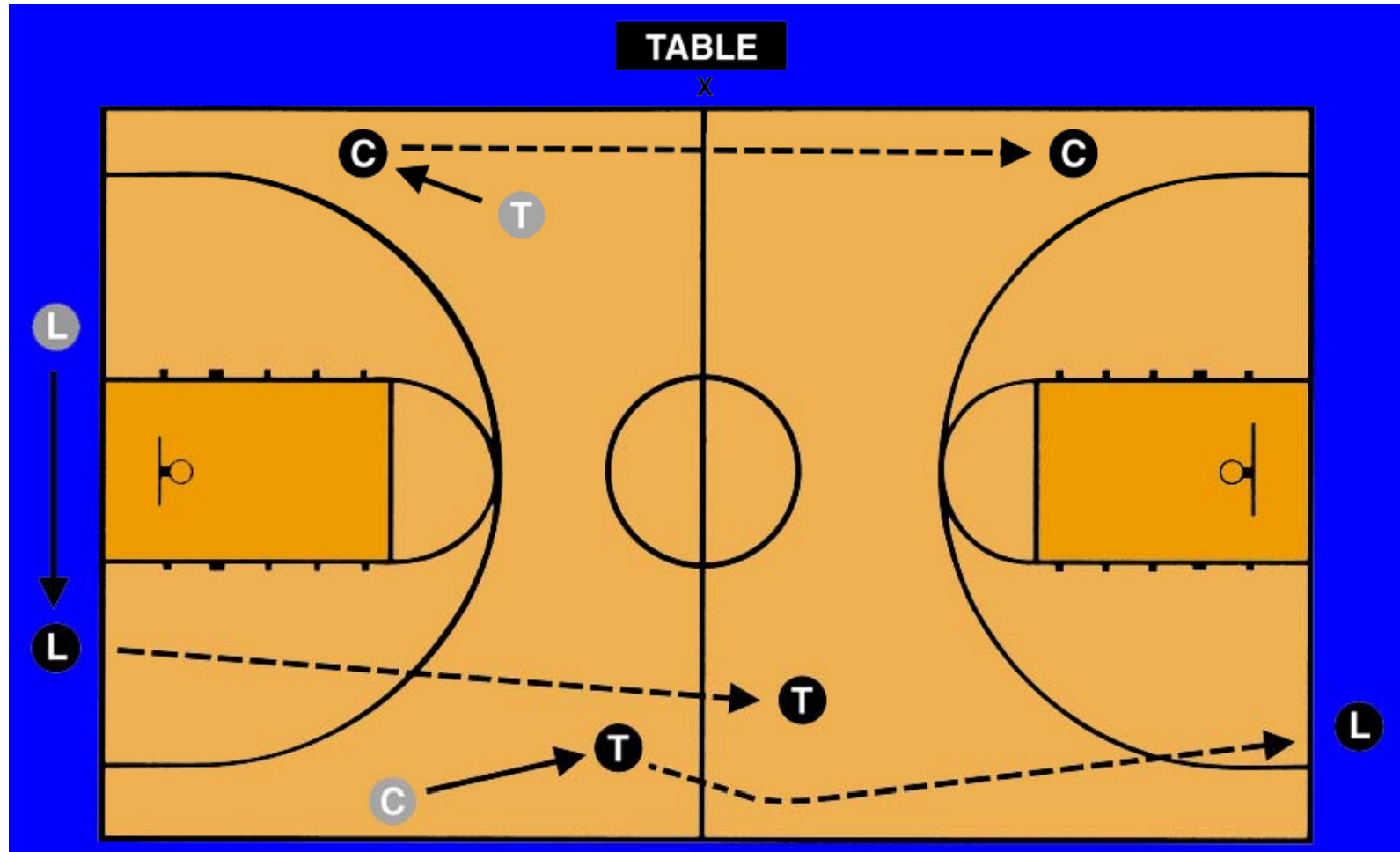


Transition After Rotation

- All officials must recognize rotation has occurred
- If L rotated late and a transition occurs – it is old L's (new T's) responsibility to look up court making sure partners picked up rotation
- If not, the new T should be prepared to adjust his/her location on the floor



Transition Coverage After Rotation

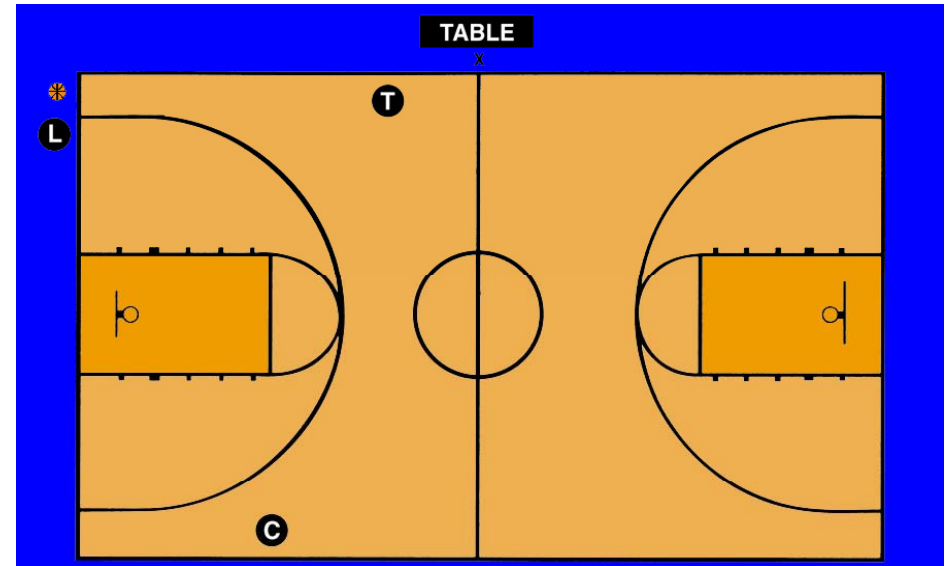
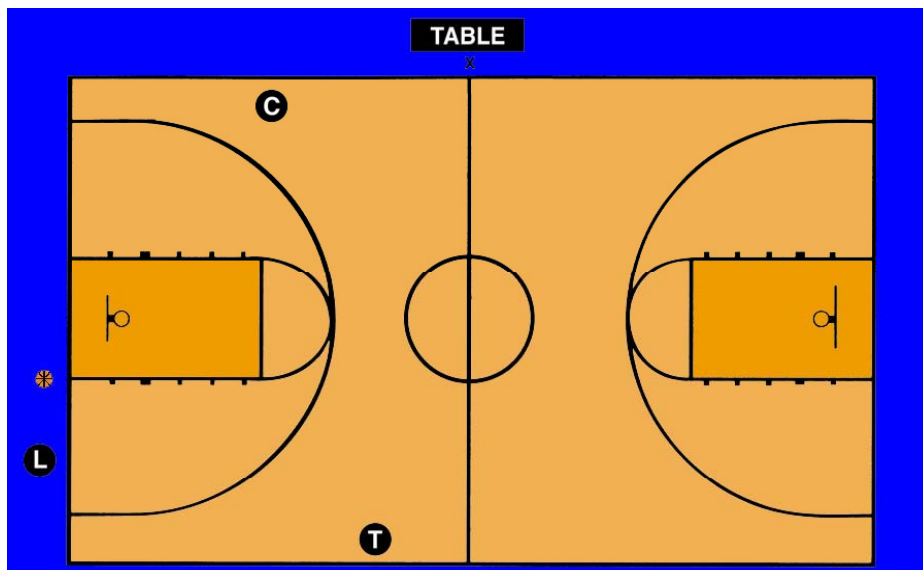


Throw-In Cues

- L may be made on either side of thrower for end line throw-ins in the frontcourt.
- Proper positioning should be based on providing the best possible coverage. (p. 52 Diagram 3-7 and 3-8)
- T handles all throw-ins in the backcourt – regardless of location – “bump and run” if necessary
- T may bounce any sideline or end line throw-in (depends on defensive pressure)



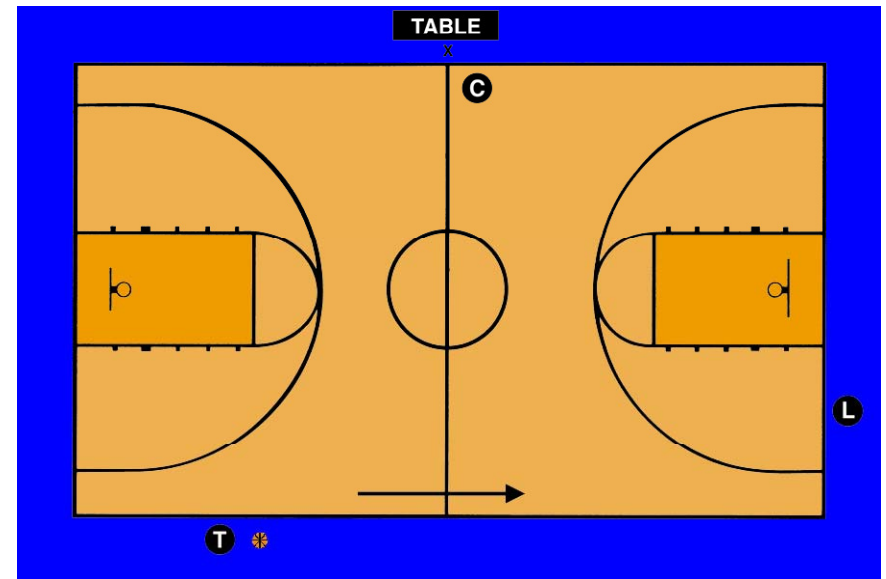
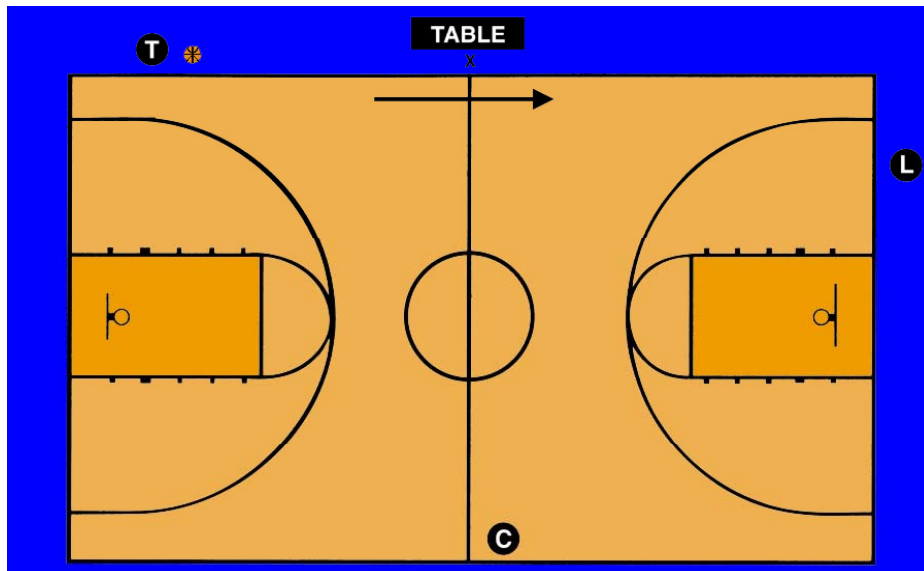
End Line Throw-Ins in the Frontcourt



L may administer throw-ins on either side of player when staying in frontcourt



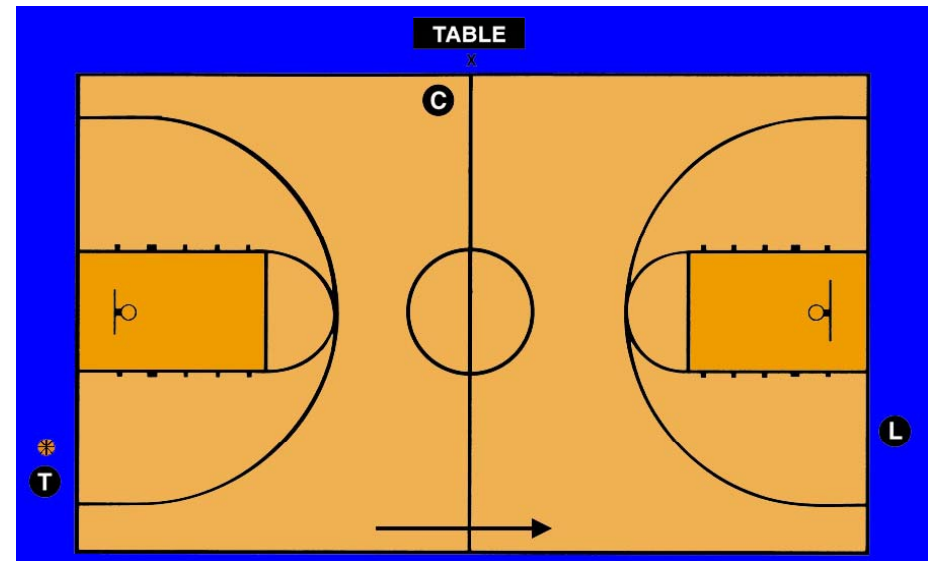
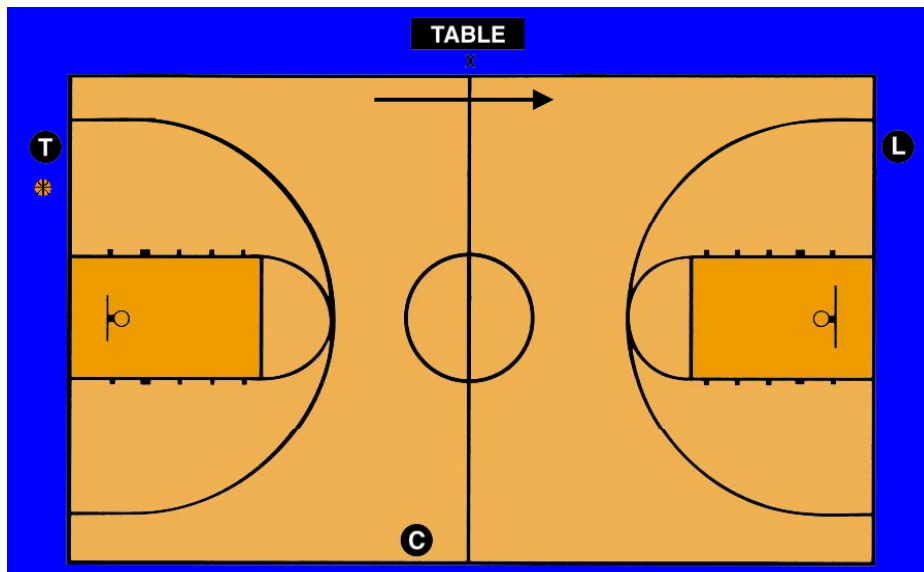
Sideline Throw-Ins in the Backcourt



T handles all throw-ins in the backcourt – regardless of location – “bump and run” if necessary



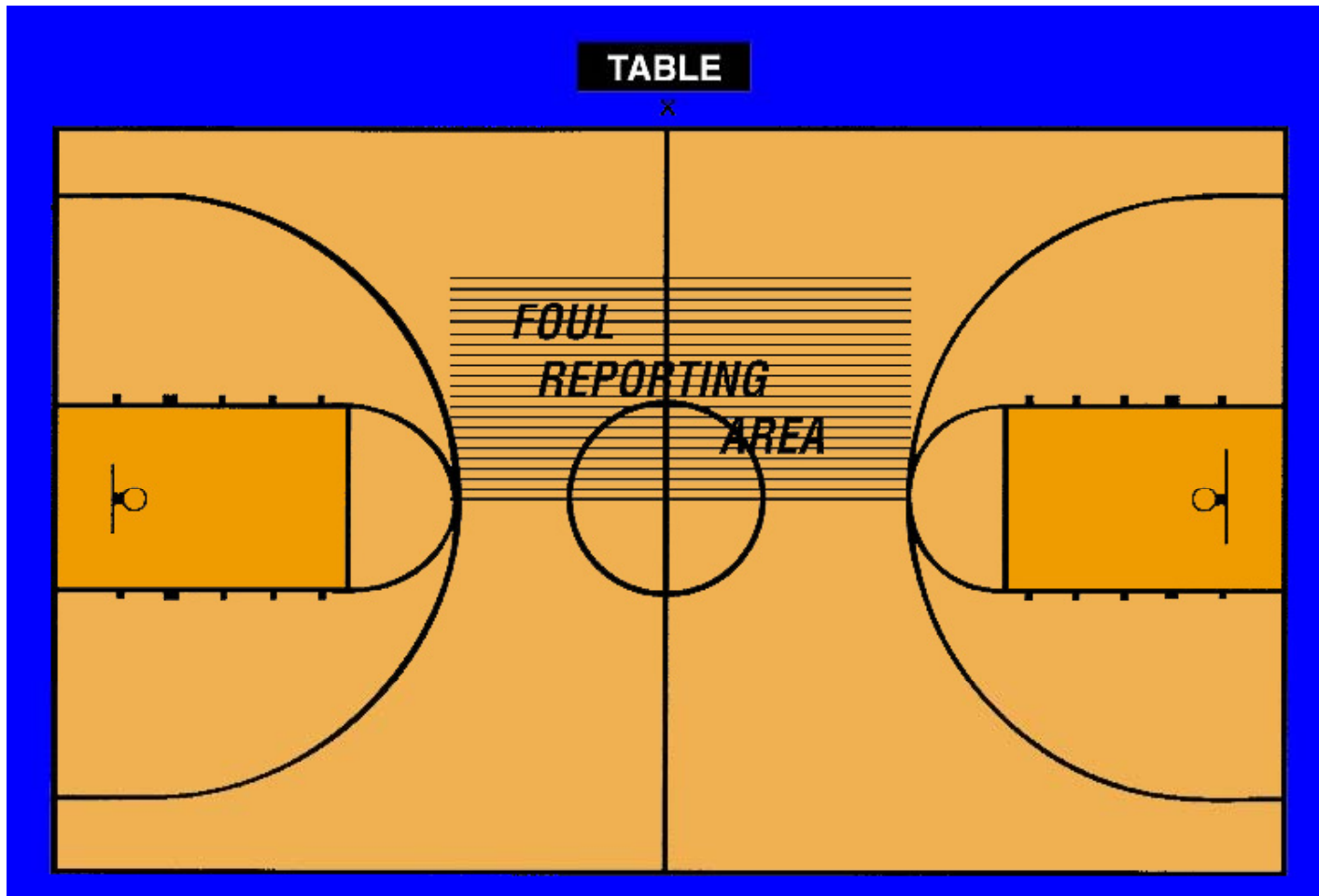
End Line Throw-Ins in the Backcourt



If no pressure, C and L may go to home locations



Foul Reporting



Foul reporting area: Clear players and use three point line as a guide (2 & 3 person mechanics) (P.68)

Fouls & Basic Switching

- Non-calling officials should observe all players
- Calling official goes table side after reporting
- Official originally table side fills the vacancy left by the calling official



Fouls & Basic Switching

- Third official remains in same position occupied at time of foul
- If calling official was table side, no switch occurs
- No long switch on fouls called in the backcourt without free throws



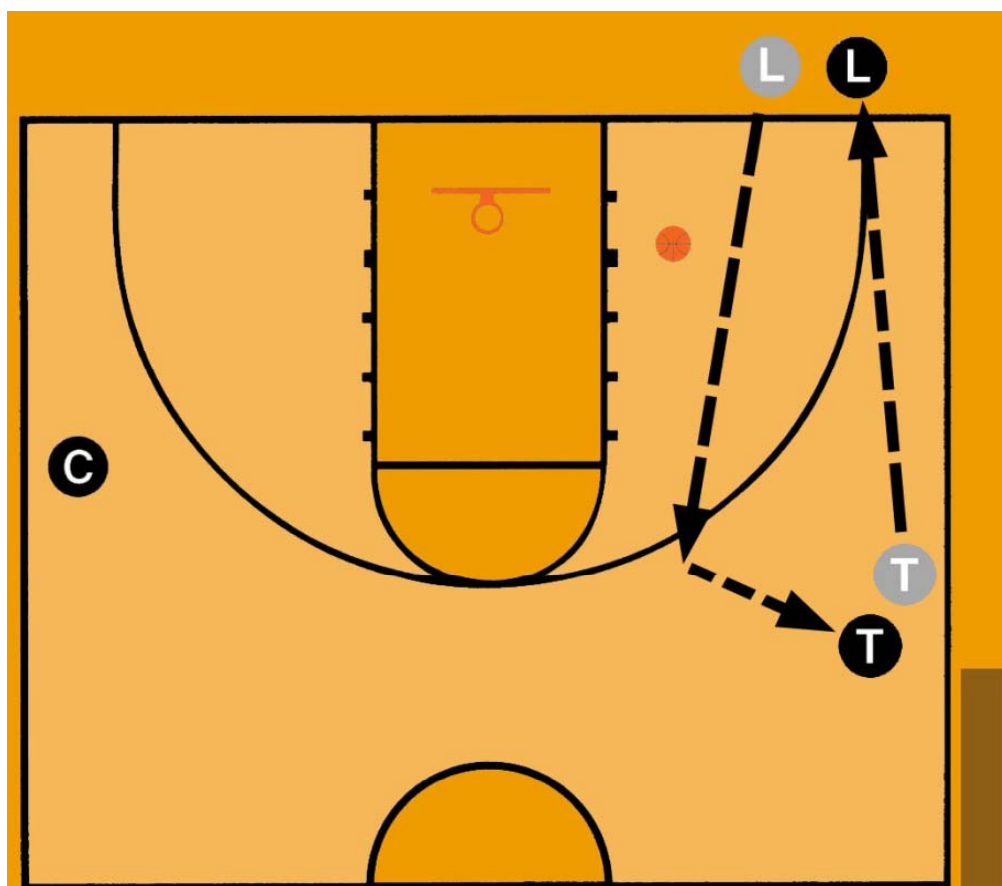
Foul Reporting & Switching

Lead calls tableside
foul – goes to
reporting area.
Becomes new T

T becomes new L

C remains C

Staying in the Frontcourt



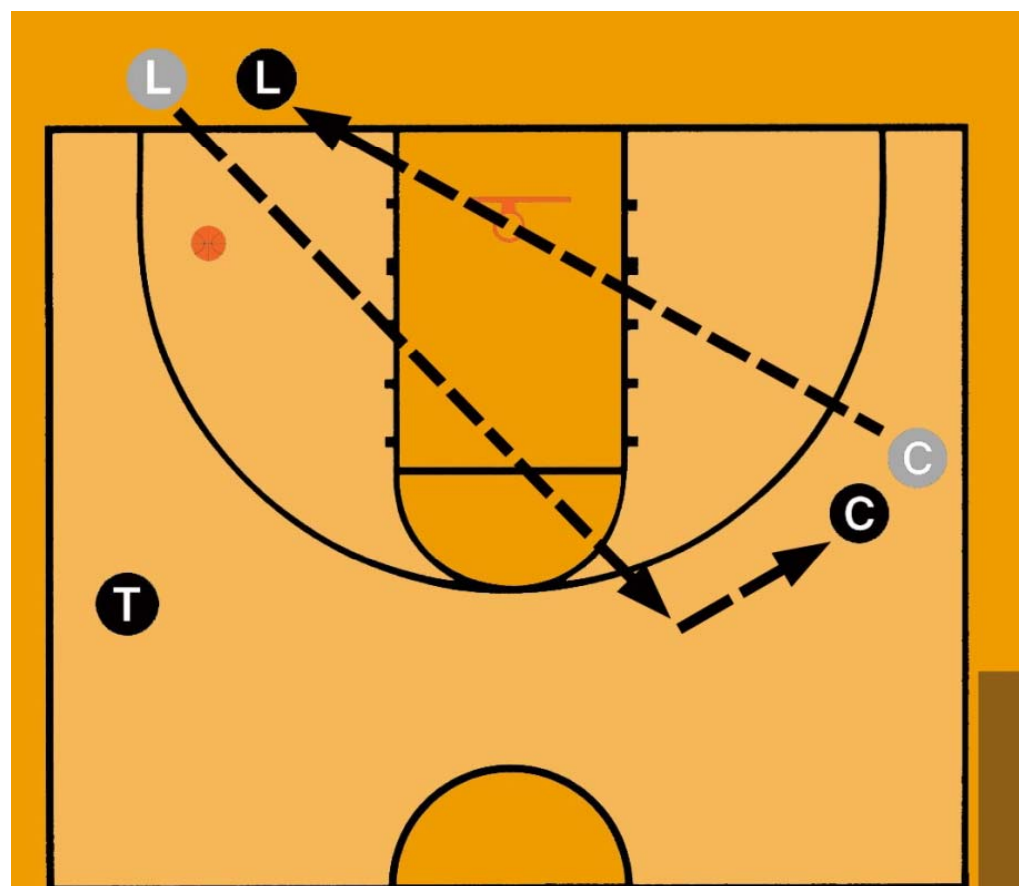
Foul Reporting & Switching

Staying in the Frontcourt

Lead calls foul
opposite table
goes to reporting
area. Then
becomes new C.

C becomes new L

T remains T



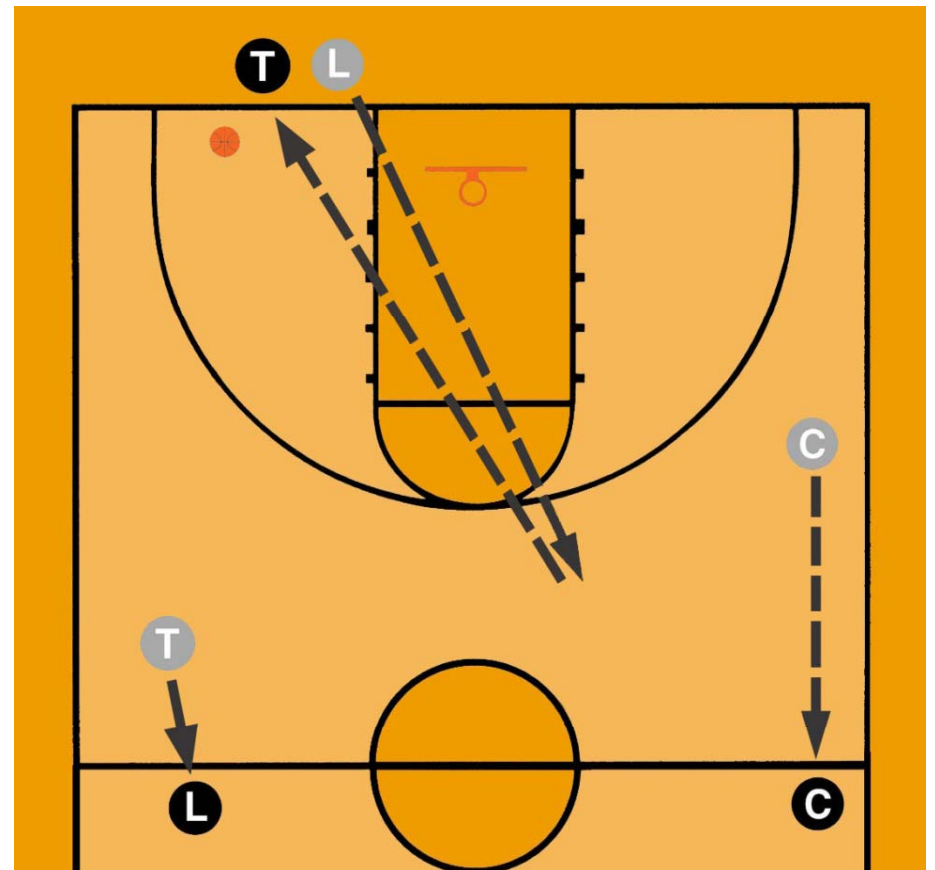
Foul Reporting & Switching

L calls foul opposite,
reports and returns
to administer
throw-in as new T

Old T becomes
new L

C remains C

Backcourt to Frontcourt - No Free Throws



Foul Reporting & Switching

C calls foul, reports
and slides down to
become new L

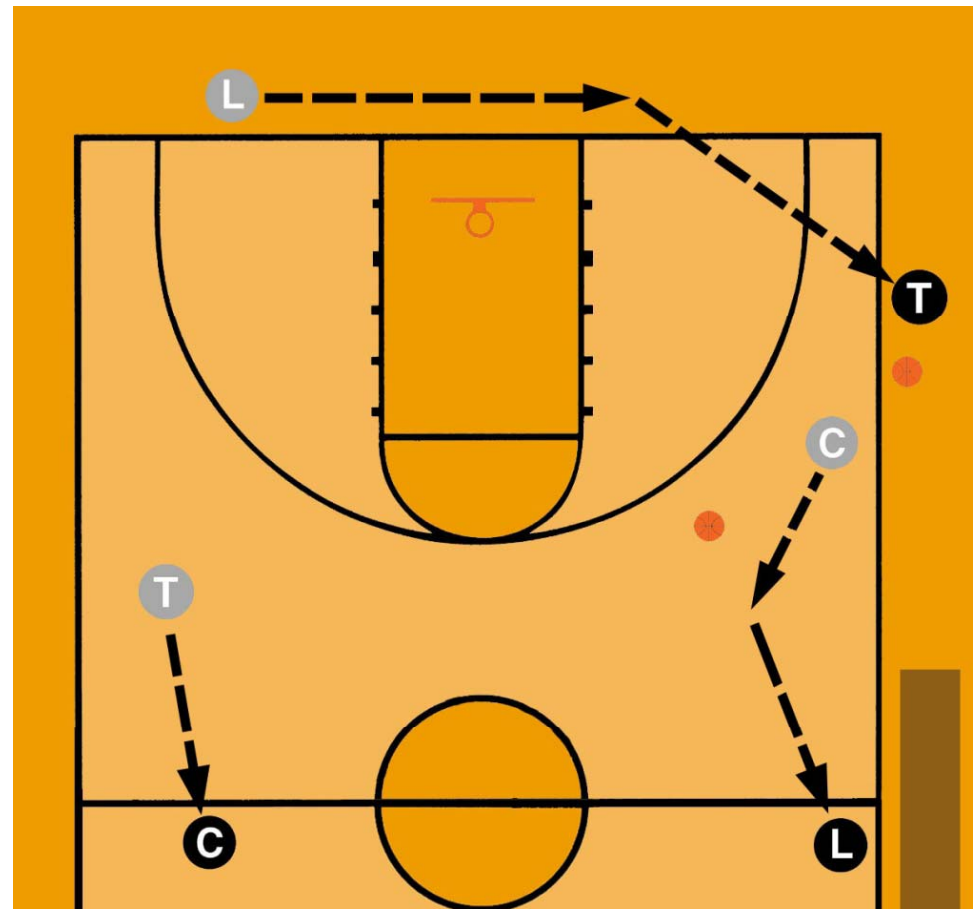
Old T becomes new C

L goes to sideline
to administer
throw-in and
becomes new T



| 36 |

Backcourt to Frontcourt - No Free Throws



Disqualification Procedure

1. New table side (C or T) official:
 - Notifies coach
 - Requests timer to begin 20-second replacement interval
 - Notifies disqualified player
2. Officials not administering disqualification position for subsequent throw-in or free throw



Disqualification Procedure

3. Administering official takes a position on division line half way between center circle and sideline nearest table to administer substitution

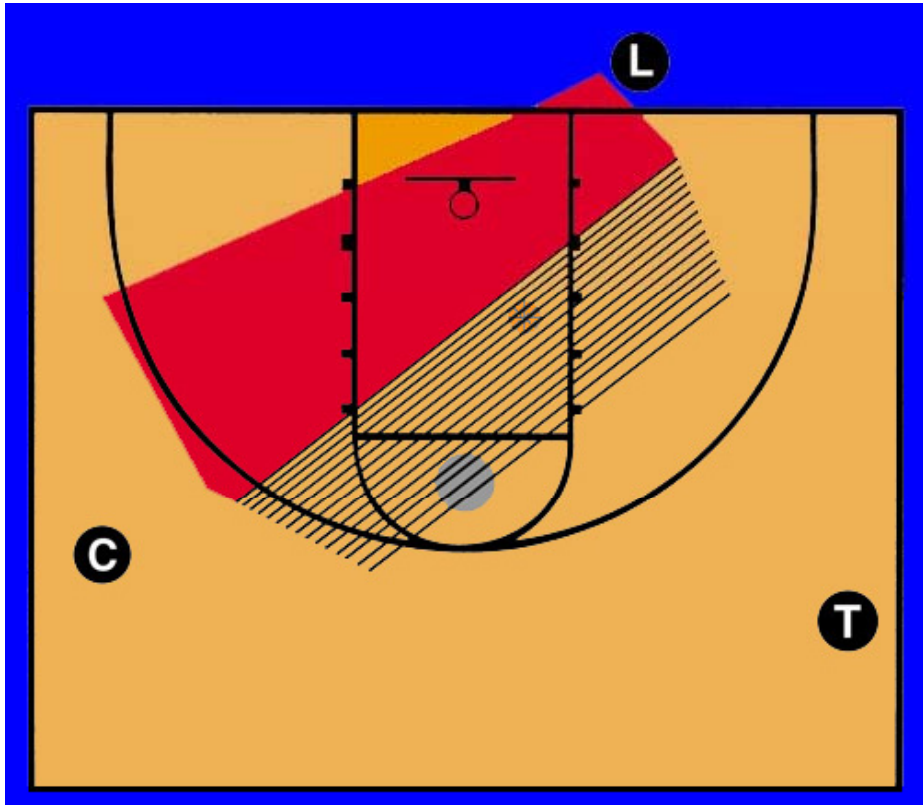


Free Throws

- Calling official becomes T – observes all action and assists with violations, rebounding action and fouls
- L administers all free throws – has responsibility for near bottom lane space and three spaces on the opposite line
- C has responsibility for shooter, flight of ball, and top two lane spaces on opposite line
- C and T close down on last shot attempt



Free Throws



Calling official becomes T

L administers all throws

C and T close down on
last shot attempt

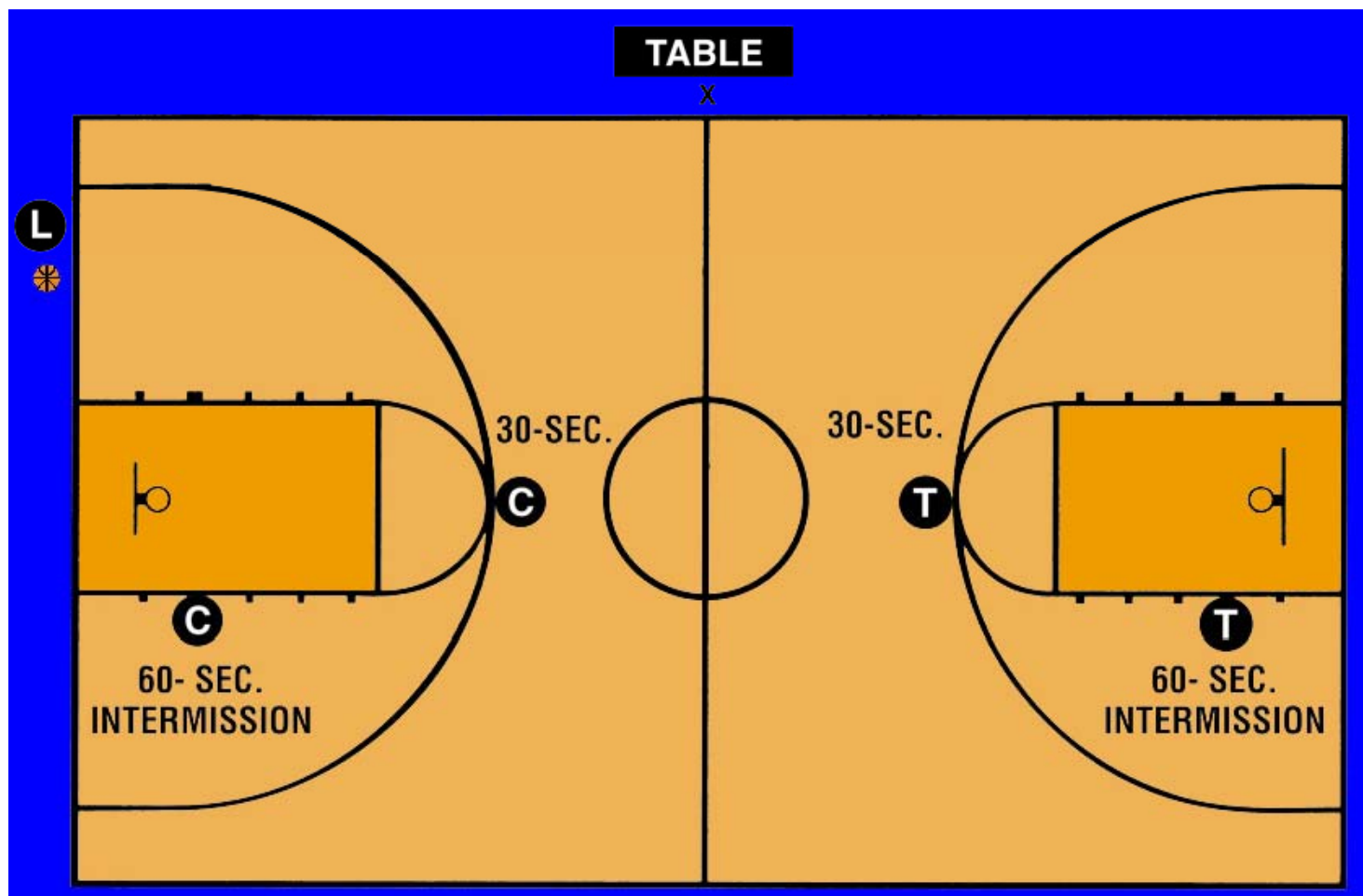


Time-Outs & Intermissions

- Administering official stays with ball at resumption of play location – puts ball on floor if movement is necessary
- Positioning of two free officials:
 - 60-second time-out/intermission – nearest block
 - 30-second time-out – top of three-point arc
- Officials should observe bench and table activity



Time-outs & Intermissions



Last-Second Shot

- C or T – Opposite table official is responsible
- L may offer assistance or be responsible on fast break
- Responsible official communicates with partners that he/she has the last-second shot
- Discuss during pre-game



Last-Second Shot TASO Exception to National Federation Mechanics

THREE-PERSON MECHANICS

- Lead may move along end line to maintain better coverage if game clock is under 30 seconds in either half or overtime. This movement by lead does NOT initiate a rotation.



2007-2008

TASO Exception to National Federation Mechanics

1. **Six foot coaching box centered on either the first or second seat nearest the division line.**
2. **Foul reporting area: Clear players and use the three point line as a guide (2 & 3 person mechanics)**
3. **Lead administer sideline throw-ins below the free throw line extended (2 and 3 person mechanics) and trail will assist to start clock.**
4. **Switch only on shooting fouls and calling official will stay table side (2-person mechanics)**
5. **Timeouts/Intermission Positioning of two free officials:**
 - **60-second time-out/intermission – nearest block**
 - **30-second time-out – top of three-point arc**

THREE-PERSON MECHANICS



6. **Lead may move along endline to maintain better coverage if game clock is under 30 seconds in either half or overtime. This movement by lead does NOT initiate a rotation.**

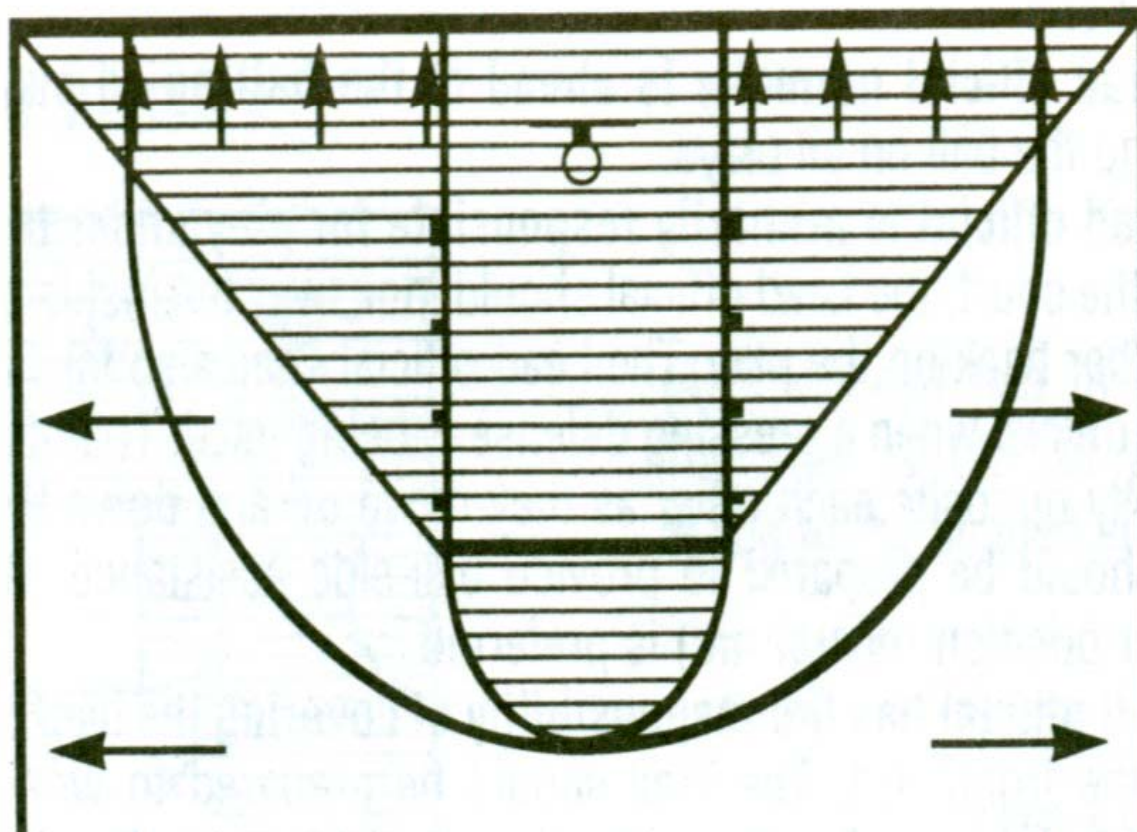
2007-09 MECHANICS POINTS OF EMPHASIS

- Correct Throw-in Spots
- Move to Improve
- Dead-ball Officiating and Communication
 - Observe
 - Time-outs
 - Free Throws
- Lead Count (Crew of Threw)



Correct Throw-in Spots

2007-09 MECHANICS POINTS OF EMPHASIS



Move to Improve

2007-09 MECHANICS POINTS OF EMPHASIS

- Understand proper angles
- Open Look- one's vision must unobstructed by the players directly involved in the play and others near the play
- Constant adjustments are continuous as a play in motion
- Movement should be purposeful
- Trail and Center movement allows the lead to watch players off ball, the critical components in combating physical play
- Lead moves along the end line to improve angles
- Proper movements on rebounding action are also important



Dead-ball Officiating and Communication

2007-09 MECHANICS POINTS OF EMPHASIS

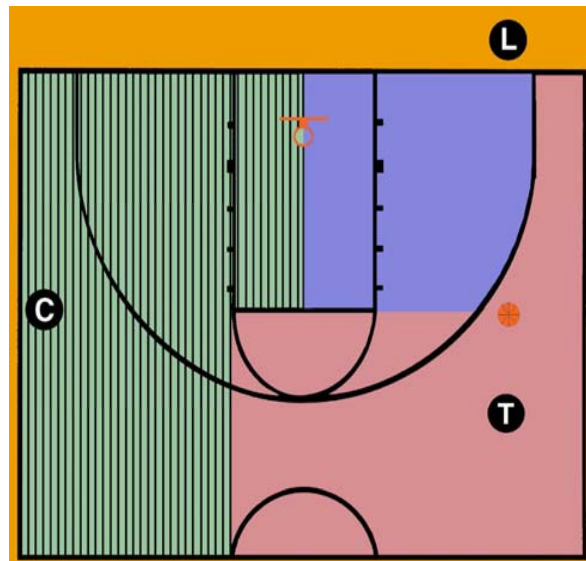
- The dead ball period after a foul, violation or timeout is critical for officials.
- Observe: Keep all players within your field of vision
- Use voice if needed
- Time-outs: Communicate with your partner(s) if a timeout is taken indicate the spot of the ball before reporting the timeout.
 - Get together to discuss a potential problem and put the ball down at the spot at the inbounds
 - Communicate with table crew



Lead Count (Crew of Three)

2007-09 MECHANICS POINTS OF EMPHASIS

- When the ball drops below the free-throw line extended on the Lead's side of the court, the Lead's main responsibility is to watch the post players on the low block
- Trail is looking off-ball if the lead is has a count





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Questions?

