



3 Person Basketball Pre-Game 2010-2011



RULES CHANGES

- Changed the guidelines and procedures for identifying and removing a player who exhibits signs, symptoms and/or behaviors consistent with a concussion). 2-8-5; 3-3-8
- The list of permissible headband and wristband colors was changed to include any single solid school color. 3-5-3a
- Specific rules were added to address the unsporting acts of a player leaving the playing court for an unauthorized reason to demonstrate resentment, disgust or intimidation and team members leaving the bench area and/or playing court for an unauthorized reason. 10-3-6i; 10-5-5

MAJOR EDITORIAL CHANGES

- Clarified that when a substitute is not properly reported, the players in the game at the conclusion of the quarter/when the time-out was granted shall begin play for the new quarter/after the time-out. During an intermission, all team members are bench personnel for the purpose of penalizing unsporting behavior. 3-3-1a NOTE; 4-34-2
- Clarified that a school or conference logo/mascot may be located at the apex/opening of the neckline, in the corresponding area on the back of the jersey and/or in the either side insert. 3-4-2d
- Clarified the requirements for guards, casts and braces and that a protective face mask shall be worn molded to the face. 3-5-2
- Clarified that the ball is at the disposal of a player when it is available after a goal and the official begins the throw-in count. 4-4-7d
- Clarified that when the ball is awarded to the wrong team, the mistake must be rectified before the throw-in ends. 7-6-6

POINTS OF EMPHASIS

- Rules Enforcement
 - A. Must have consistent enforcement of NFHS playing rules
- Sportsmanship
 - A. Teams entering the gymnasium should not run through the area occupied by the opposing team or under the basket where opponents are warming up
 - B. Team should only enter, jog and warm up on their half of the court
 - C. Gatherings intended to motivate a team after the warm-up period, during or following player introductions and post-game celebrations should be performed in the area directly in front of the team
 - D. If during either warm-up periods one team leaves the floor, the other team may not use the entire court; teams may only warm up on their half of the court
- Perimeter Play
 - A. Hand Checking
 - 1) any tactic using the hands or arms that allows a player, on offense or defense, to control (hold, impede, push, divert, slow or prevent) the movement of an opposing player)
 - 2) is a foul and not incidental contact
 - 3) defensive players shall not have hand(s) on the offensive player; when a player has a hand on, two hands on or jabs a hand or forearm on an opponent, it is a foul
 - 4) players may not place their hands on an opponent with or without the ball; when a player contacts an opponent with his or her hands as an aid in starting, stopping, driving around, defending a screen, controlling or anticipating the opponent's next move, it is a foul
 - 5) much of the roughness is the result of not assessing the proper penalty when illegal contact occurs with the hand(s)

B. Palming

- 1) when the hand is in contact with the ball and the palm of the hand is beyond the perpendicular position (more than a handshake), tilted in a skyward position so the ball has come to rest on the hand, the dribble has ended
- 2) when the player then pushes the ball to the floor, he or she is starting another dribble (illegal dribble)

● Closely-guarded Situations

- A. Rule basics
- B. Measuring 6 feet
- C. Ending the count
- D. Multiple defenders
- E. Counting mechanics

● Principle of Verticality

- A. Legal guarding must be obtained initially and movement thereafter must be legal
- B. From this position, the defender may rise or jump vertically and occupy the space within his or her vertical plane
- C. The hands and arms of the defender may be raised within his/her vertical plane while on the floor or in the air
- D. The defender should not be penalized for leaving the floor vertically or having his/her hands and arms extended within his or her vertical plane
- E. The offensive player, whether on the floor or airborne, may not “clear out” or cause contact within the defender’s vertical plane; this is a foul
- F. The defender may not “belly up” or use the lower part of the body or arms to cause contact outside his or her vertical plane; this is a foul
- G. The player with the ball is to be given no more protection or consideration than the defender in judging which player has violated the rules

GENERAL

- Had either team?
- Unusual plays or situations?
- Questions?

ARRIVAL ON THE FLOOR

- **U1** – Home team, count players, observes toss and jumpers, chops clock, coaches in box to start
- **U2** – Visiting team, count players, responsible for eight non-jumpers & the toss
- Captains at **12:00** minute mark. Check book at **11:00**. Greet coaches at **1:30** mark.
- Pregame with Scorer & Timer: Review AP arrow,; verify numbers in book; go over bonus & double bonus situations; no subs after 1st horn; we will always wait for 2nd horn before resuming play; replacing an injured and/or disqualified player procedure; make eye contact with official when reporting fouls; Editorial Change 3-3-1a **NOTE**; 4-34-2

BE CONSISTENT

- Match-up Calls at Both Ends: Be aware of what our partners have just called or just passed on. If we make a call at one end, look for it at the other. Like plays deserve like calls.
- Block / Charge: Be consistent. Officiate ahead of the play. Officiate the defense. Know how the player(s) got to the floor. Two bodies on the floor we must have a whistle. Can have two whistles, but do not give preliminary signal.
- Post Play: Clean it up early. Try to talk to players then blow the whistle. Officiate hands, hooking, using elbows, knee in butt, displacement, verticality.
- Handchecking: Officiate posts the same as you would guards (locked elbow, two hands). Does the players freedom of movement become impeded?
- Screening: Must give time and distance; cannot initiate contact. Sell all off-ball calls.
- Bench Decorum: Talk first, then technical. Automatic if out of the box yelling at you or questioning your integrity. Loses box & must be seated. Other bench personal (besides head coach) must be seated.

COURT COVERAGE

- **General:** Primary position, line responsibility (full court, half-court, transition), primary floor coverage, off ball coverage, stay with shooter. Press situations & coverage (in backcourt divide court $\frac{1}{2}$ & $\frac{1}{2}$); once inbounded **T** is primary. **C** must help across the entire court. **C** has baseline to baseline in transition. Going out of primary: to save the crew, flagrant foul, multiple defender play that you have the best look. Be 100% on the calls you make.
- **Trust:** Stay in your primary, and trust your partners to officiate in their own primary (unless it is an obvious call or a call to save the crew)
- **Rotations:** **L** will most often initiate rotations. **C** may initiate a rotation, especially if there is pressure near the division line. Look over your shoulder in transition after the shot. If rotation is not recognized, **T** should fill a spot. **T** should roll down as **L** rotates (okay to temporarily have two **C**'s); **C** should roll up only when **L** has already rotated and is in position. (**T** to **C** = *fast*; **C** to **T** = *slow*) Find a reason *to* rotate, not an excuse *not to*.
- **Transition:** **T** must stay until the make or defensive rebound is possessed, then run up court officiating over your shoulder. **C** must stay and read play. **L** should read defense: if there is no pressure, get to baseline; if there is pressure, stop to help.
- **Drives to Basket:** From **C**, **C** has primary defender & offensive dribbler; take it to the basket. If secondary defender enters play, **L** has the play. Outside official can have a whistle and should still officiate the play must always hold the mechanic. If the play gets to the paint **L** should take the play, but **C** / **T** official must still officiate the play.
- **Free Throws:** **L** & **C** officiate 2nd player across paint. (3rd player can come in but can't come down.) **C** priorities: across paint, 2nd player, shooter violation. **T** officiates players outside arch; if there are players in backcourt, open up (get parallel). (If there are several players in backcourt, **T** goes to half-court.)

TRAIL:

- Officiate waist below (traveling calls) when ball is in post in **L**'s primary.
- Divide court coverage 2/3 & 1/3 in frontcourt. Stay with your visible counts and not closely guarded signal. Clearly communicate these with **C**.
- Handle all throw-ins on sidelines, unless it is below the FT line.
- Close down on shots. Stay on three-point shots & shooters. Rebounding responsibilities.
- Come up the floor slightly behind the dribbler and officiate ahead of the play.
- In transition, be aware of players still on the floor. Don't leave them alone. Partners must recognize and adjust.

CENTER:

- Strong **C** is crucial to the crew's success.
- Divide court coverage 2/3 & 1/3 in frontcourt. Stay with your visible counts and not closely guarded signal. Clearly communicate these with **T**.
- Great look at curl plays, verticality, high screens.
- If drive to basket originates from **C**, **C** must take it all the way to the hoop.
- Be ready to help **T** at the division line (traps, over-and-back, block/charge across court).
- Close down on shots. Stay on three-point shots & shooters. Rebounding responsibilities.
- After a make, stay to help with the press.
- If rotation is late and you don't recognize, you must still become new **L**.
- Stay with the passer on a "pass & crash." If there is a double whistle, communicate before making a call.

LEAD:

- Always be on ball side. Recognize offensive patterns & go strong side.
- Mirror the ball and close down before rotating. Stay wide on shots.
- Help on fast break 3's, only giving preliminary signal.
- Run up court officiating over your shoulder for possible quick steal and lay-up.
- Fill lane spaces on shooting fouls.

ALL:

- Angles: move to get a good look (between the defensive and offensive player)
- Changing a call you must be 100% positive. 3 to 2 or 2 to 3, reversing an out of bounds call.
- Know the status of the ball (team control & double foul situations) & identify the shooter.
- Call your own line(s); we should only have 1 whistle.
- If help is needed on an out of bounds call, make eye contact and verbalize for help. The helping official must sell the call; no discussion.
- Transition calls on **L / T** sideline may have 2 whistles. New **L** has call in front court; new **T** has call in back court. Communicate and be ready to help each other.

GOOD COMMUNICATION

- Calling official is responsible for identifying the shooter, let somebody know who it is before you leave the scene. Non-calling official can help by communicating (verbally or visually) to partner he has the shooter. If calling official doesn't signal, nearest official *verbally* let them know ball went in.
- Know and communicate when the team fouls are at **6 & 7** and **9 & 10**. Also be aware of possession arrow and time out situations. Be ready to assist your partners.
- Give preliminary signal. Indicate shooting foul or designated spot out of bounds.
- If any warnings have been given to players or coaches make sure the crew knows.
- Signal under a minute (or if possession changes). Last second shot from opposite table.
- In back court, **C** will beckon subs into the game; in the front court, **T** will beckon subs into the game.
- After a shooting foul, new **T** will take care of substitutes (and disqualification procedure). Only one traffic cop holding a stop sign.
- Closely guarded counts up top in the half-court set.

MISCELLANEOUS

- Basket Interference / Goal Tending: **C & T** are primary (opposite side official will have best angle). If it trips your trigger, get it.
- Good "Visible" Counts: Make sure counts (backcourt, three seconds, closely guarded) are for the full time allowed.
- Double Whistles: Third official must help with fouler, shooter, shot went in or not. Be alert during these situations.
- Held Balls: Assume the worst. One or two officials need to quickly get in the middle of it. Off official stay back, observe action and then get the arrow direction.
- Possession Arrow: **T** is responsible for ensuring that it is changed when needed, but it's everyone's responsibility.
- Traveling: Find pivot foot. Make the call when you are 100%; don't guess. Error on the side of no travel. On a "jump stop," 3 *booms* is a travel; finding the first *boom* is most difficult.

TIME-OUTS

- Officiate until all players clear. If there is an injury, get away from the player, trainer, and coach(es).
- Positions: one official with the ball at the spot where play will resume, the other two officials are on blocks for fulls & top of key for 30's. Observe teams moving to/from huddles.
- Three (**3**) full and two (**2**) 30-second time-outs (can be requested at any time by any player on the court or the head coach).
- Do **not** grant time out until injured, disqualified or substituted players have been replaced.
- Do **not** report time out until crew has communicated location (spot or run) of inbounds or foul shooter & number of free throws.
- Do **not** relay time-outs to the official nearest to the scorer's table.
- Get full or 30 signal from coach. Communicate to partners, opposing team, and then table.
- Visually indicate to timer when to start *all* time outs.
- After warning horn (1st horn); step in and beckon team to come out, then proceed to position(s) for resuming play.
- Wait for 2nd horn to resume play; for a team not coming out to resume play, get concurrence from partners before placing ball on the floor.

GAME MANAGEMENT

- Be ready from the opening tip. Work especially hard the first two and last five minutes.
- Rotate away from coaches who are angry (if possible) during time outs, etc. Remember, address only questions. "Silence is never misunderstood!"
- Communicate with players and coaches. If you need to speak with a coach, don't go often and don't stay long!
- Be aware of game time, clock starting & stopping, end of quarter. If clock corrections are necessary, go through the **R**.
- Know Time, Score, Situation.
- Preventative Officiating: Try to talk to players (palming, screens, post-play, 3-seconds, disconcertion, etc.)
- End of the Game Situation: Give the defense a chance to steal the ball before a quick whistle, and be aware of intentional fouls. Know if the team needs a 2 or a 3. Be aware of the bench requesting a time-out.
- Sportsmanship: Assume the worst. Watch taunting and baiting situations. Confront immediately.
- Disqualification Procedure: The new table side official shall:
 - 1) notify his/her partners (who should then notify the disqualified player)
 - 2) inform the coach, and then
 - 3) request the timer to begin the 20-second replacement interval.

The officials not administering the disqualification should assume proper positioning for the subsequent throw-in or free throw. The official administering the disqualification should take a position on the division line half way between the center circle and the sideline nearer the table to administer the substitution.
- Technical Foul Procedure: They are not a big deal, simply *a consequence for a rules infraction*. Communicate with crew. Know what has happened and what needs to be done. Shots must be taken in correct order. Calling official becomes **C** during shots and administers throw-in at half-court to resume play. Communicate to the head coach if he/she has lost his coaching box privilege.
- Injured Player: Don't start until injured player is cleared from the court; 20 seconds to replace with a warning horn 15 seconds before the expiration of the time out.
- Areas where we lose concentration:
 - Dead Ball: Keep officiating! Usually "bad" things happen during dead ball situations (getting ball, looking at scoreboard, table, stands, etc.). Watch players and be alert!
 - Off Ball: Do not get caught ball watching!
- Judgment: When in doubt, don't. If you are not sure about a call, don't make it.
- Be professional! Stay calm and business-like. Maintain composure while those around us lose theirs!
- Work to get good angles. See the whole play: anticipate the play...not the call.
- Patient whistle. Let them play if we can but know when we have to tighten it up.
- Take care of business; don't leave the game know you should have T'd someone.
- We are all equal. Trust your partners. Officiate your primary. Call the obvious; avoid "marginal" calls.
- Biggest number of missed calls are "No Calls." Get away from "does it matter;" officiate the game. Be a referee and officiate. Most important thing is to get the play right. Video doesn't lie.
- Presentation & Demeanor: We get one opportunity for a first impression. Make your first call/whistle/mechanic a good one. Coaches will know within minutes (if not seconds) how we will work and what he (the coach) will be able to get away with. Verbalize (preventative officiating)...and then get it!
- Focus, work hard, and have fun!