



3 Person Basketball Pre-Game 2009-2010



MAJOR EDITORIAL CHANGES

- Clarified that the imaginary rectangle designates the area to be used for time-outs. **1-13-3 & 5-12-5**
- A note was added to clarify when the 20-second interval begins to replace an injured player. **2-12-5**
- Clarified that any item, in the referee's judgment, that constitutes a safety concern is not permitted. **3-7**
- Clarified that a player leaves a marked lane space when he or she contacts any part of the court outside the marked lane space (36 inches by 36 inches). **9-1-3d**
- Clarified that a player occupying a marked lane space must have one foot positioned near the outer edge of the free-throw lane line with the other foot positioned anywhere within the designated 36 inch lane space. **9-1-3g**

POINTS OF EMPHASIS

- Traveling
 - A. Determine the pivot foot immediately
 - B. At the start of the dribble, the ball must be released before the pivot foot is lifted.
 - C. After the dribble has ended, the player may lift pivot foot, but must release the ball on a pass or shot before the pivot foot returns to the floor.
 - D. A player may never take two steps while in possession of the ball.
- Closely Guarded
 - A. Rule basics
 - B. Measuring 6 feet
 - C. Ending the count
 - D. Multiple defenders
 - E. Counting mechanics
- Three-Seconds
 - A. Team control
 - B. Exception
 - C. Screener
 - D. Rough post play
- Block / Charge
 - A. The basics
 - B. Guarding a player *with* the ball
 - C. Guarding a player *without* the ball
- Free-Throw Administration
 - A. Lane space requirements
 - B. Rough post play
 - C. Disconcertion
 - D. Other violations
 - E. Officials' positions

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 **10:00**. 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

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). Be patient; let the play finish.
- Screening: Ensure screens are legal: within/outside field of vision. 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. 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.
- **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.

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.
- 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.
- Know when to close down and when to stay wide. 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)
- Block / Charge: if the play is in the paint coming to **L**, **L** should take it (unless **L** hasn't gotten to ball-side). **C** must still officiate the play, and can have a whistle, just delay any preliminary signal.
- Changing a call you must be 100% positive. 3 to 2 or 2 to 3, reversing an out of bounds call.
- Free throw coverage: **L** has responsibility for all spaces on opposite lane side & the first lane space on near side; **C** has opposite line and the shooter.
- 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.

TIME-OUTS

- 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 misquoted!"
- 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: 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.
- Dead Ball: Keep officiating! Usually "bad" things happen during dead ball situations. Watch players and be alert!
- 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.
- Focus, work hard, and have fun!