



WPWBOA

**2009-2010
Three-Person
Mechanics**

TERMINOLOGY

- Backside Coverage** - Referee the area that the primary official cannot see
- Close Down Position** - One of the positions of the L on the end line. This position is one step outside the lane line extended off the court.
- Competitive Match-up** - Opponents who are working / competing against each other in close proximity. IE. Post players who are jockeying for position as opposed to perimeter opponents who may be six feet apart. If there is no competitive match up in your area, extend your vision to an adjacent area for a possible competitive match-up.
- Completed Rotation** - A rotation is completed when the L crosses the lane line on the C's side of the floor and the C moves to the T position.
- Curl Play** - The play where the post player turns away from the L official on the baseline and moves toward the middle of the lane.
- Double Whistle** - A situation in which 2 or more officials may blow their whistles on a foul or violation.
- Fill** - T moving to the C position and finding a lane of vision to referee a competitive match-up.
- Help Calls** - When a ball goes out of bounds on an official's line and they do not see who touched the ball last.
- Lock Down** - When the game or shot clock is at 5 seconds or less the Lead will not rotate (NEW).
- Officials' Positioning** – Lead – (L) - - Center – (C) - - Trail – (T)
- Open Angle** - A clear view of the play – not straight lined or stacked. Go where you need to in order to get the best look at the play. (I call this the “magic spot” theory.) All of the positions illustrated in any official's manual are guidelines that represent normal positioning. The only spot that an official MUST be in on the floor (and I call this the “magic spot”) is the spot where she/he can get the best look at the play. So it does not matter what position you are on the court, L, C or T, you must adjust your position on the floor to find that “magic spot” on where you can get the best look at the play.
- Rotation** - Is the adjustment of the positions of the officials in the frontcourt in order to put two officials on the side of the floor that the ball is on. The Lead will briskly walk across the foul lane and continue along the end line onto the C's side of the floor. The C will adjust to the Trail position. As the T sees the L go across the lane, the T will fill into the C position.
- Set The Tempo/Tone** - The crew will set the tempo/tone of the game by calling quality fouls as determined by the guidelines discussed in the pre game conference regarding points of emphasis and court coverage.
- Switch** - The movement of officials after a foul is called.
- Wide Angle Position** - One of the positions of the L on the end line. This position is two to three steps inside the three-point arc extended off the court.
- Zone 1** – Trail's sideline to foul lane line from end line to division line.
- Zone 2** – Area between the foul lane lines (the paint) from end line to division line.
- Zone 3** - Center's sideline to foul lane line from end line to division line.

Pre-Game Conference

- Is a MUST – all season –
- Beginning of season – full blown – step by step
- Later in season – cover the basics – then deal more with play situations that have come up.

5 POINTS TO A GREAT GAME

- Trust your partners to call their primary areas –
- It must be obvious to come out of your primary area.
- Have good clock management – if you don't blow you're whistle, peek & check
- Trust the system / Use the system
- Referee the defense - anticipate the play, not the call – Let the play develop, let it finish – then make the call

Entering the Court

- Single file in order of who is covering which team.
- U1 – Home (at hash) - U2 - Visitors (at hash) - R - at the division line
- U1 and U2 count the players on their teams - R counts each team
- U1 and U2 confirm their counts with the R
- After you finish counting (about 14:30) get captains

When you are done meeting the captains the R only goes to the table – U1 and U2 return to their hashes. R then – checks book – instructs timers and scorers – check 30-second clock (run it down to check horn & ask operator to peek when its reset) – get game ball. After R is done at the table, at the 10 minute mark, the officials may leave the floor and return at 3 minutes remaining. No one will come and get you, you are responsible for returning to the floor at the proper time. When you return, you enter the floor just as you did the first time. At 1 ½ minutes go across and introduce yourselves to the coaches, visitor first. R will determine where you stand for introductions.

At the Toss

- R or Tosser– facing table – tosses ball – straight toss -
- U1 – at the hash mark table side – to the left of the R - has 2 jumpers - toss – starts clock
- U2 – at hash mark opposite table to the right of the R – has 8 non-jumpers.

Transition after the tap – If ball goes to U1's direction – U1 becomes the L – U2 becomes the C - Tosser checks to make sure the arrow is set and becomes the T. – If ball goes to U2's direction – U2 becomes the L – U1 becomes the C – Tosser checks to make sure the arrow is set and becomes the T.

On / Off ball Responsibility – Basic Positioning

- Basic positions – L – Wide (zone 1) - Close Down (zone 2) Rotate (zone 3)
- C – Upper foot foul line extended at sideline (zones 1&2) Rotate to T (zone 3)
- T – 28' hash mark at sideline (zone 1) - Step Down (zone 2) Rotate to C (zone 3)

Primary Areas of Responsibility

- L – ½ of the paint and everything below the free throw line on ball side –
- T - Everything above the foul line from your side line to the far foul lane line extended and the division line.
- C - the ½ of the paint on your side and everything from your sideline to the nearest foul lane line extended from the division line to the end line.

When the ball leaves one official's primary area of responsibility and enters another's it is important to know when your partner assumes on ball responsibility. Non-verbal communication, eye contact and body language are key in recognizing when a partner assumes responsibility to accept the ball. Pre-game these concepts in detail.

Double whistle: goes to official whose primary area of coverage it was. The "C" takes any drive that starts in the C's area – even if it ends up in the L's.

Secondary coverage

- L – C's area below the foul line
- C – L's area in the paint *and* the T's area above the foul line.
- T – L's area below the foul line *and* C's area above the foul line

Square up shoulder's to show On/Off ball.

- 2000 NCAA D1 Tourney - Calls made in primary – 93% CORRECT
- Calls made outside of primary – 69% Correct (3 out of 10 – *wrong*)

Transitions

- L goes to T – stay 1 step behind the ball coming up the floor –
- T goes to L – HUSTLE – get there!! you don't need to glance back as in 2 person
- C stays at C – stay at home until outlet pass is caught –

Rebounds

- L - Strongside – try to get wide – ideally calls will come from T or C – don't pass on obvious – if you see the foul, call it.
- T - perimeter / strongside
- C - weakside / perimeter

On all shots the T and the C will "step down" C – 1 step T – 2 steps

Rotations

Zones 1,2,3 - Purpose of 3 officials is to put 2 officials on the side of the floor that the ball is on. Most of the time L initiates the rotation and the C moves to T last. Until C moves, rotation is not complete. The Rotation will not begin until the ball crosses the division line, and all three officials are in the frontcourt.

EXCEPTION: if there is pressure on the ball or a trap in the frontcourt on the C's side, the C needs to go out and referee that play. The L must begin this rotation immediately. The T will then complete the rotation by going to C.

whistle was blown will administer the throw-in as the Trail. Trail does not blow whistle.

FRONTCOURT: TRAIL - administers all throw-ins on his/her sideline. LEAD will double the line. TRAIL should usually bounce ball to the thrower-in. Trail does not blow whistle. LEAD – will handle all throw-ins on his/her sideline and the end line. If the throw-in is on the end line, the LEAD will always have the thrower-in between him/her and the basket and will always hand the ball to the thrower-in. If the throw-in is on the sideline below the free throw line extended, the LEAD will stand on the end line near the sideline and bounce the ball up to the thrower-in. TRAIL will double the line.

Whenever the LEAD administers the ball, he/she will blow the whistle before the ball is handed or bounced to the thrower-in. When the LEAD blows the whistle, the TRAIL will raise their arm to mirror the LEAD and chop in time when the throw-in is legally touched.

Before either official begins to administer a throw-in, you must make eye contact with your partner(s) prior to placing the ball at the disposal of the thrower-in.

5 second count and chopping time: When the administering official has placed the ball at the disposal of the thrower-in, they will begin the 5 second count. The count should be made with the arm away from the thrower-in, flicking it from the shoulder outward to head level. The same arm that the count was made with should be used to chop in time to start the clock. (give out signal)

PERSONAL FOUL MECHANICS

FOUL REPORT SEQUENCE

- A. Go to a clear area where you are in direct line of sight with the scorer and make eye contact with the scorer. Begin to report the foul to the scorer.

Report the foul to the table with two hands. (NEW)

- The official's right hand will indicate the first digit and left hand will show the second digit, so it appears in proper sequence, left to right, for the scorer.
- This technique will clear up any confusion when reporting double-digit numbers, 22, 33, etc.
- When reporting, the official should say the number "twenty four" and then show the 2 with the right hand and the 4 with the left. These numbers should be signaled together.
- Single digit numbers can be reported with either hand.

- **Keep the hands up long enough for the scorer to adjust to the new reporting technique. .**

You may communicate with the scorer as you are walking toward the table for a foul in which you will remain tableside.

- B. Indicate to the scorer: (in the order)
1. Good Basket / No Basket - If Needed
 2. Color of fouling player's team
 3. Number of fouling player –
 4. Signal nature of foul
 5. Signal the number of shots to be administered or point to the inbounds spot if it is a non-shooting foul.
- C. If there are substitutions at the table that may enter the game, administer the substitutions and then assume new position.

Switches –

Non-shooting foul in backcourt – NO SWITCH – stay at current position.

Shooting foul in backcourt - Calling official becomes the “T” tableside and is responsible for everyone outside the arc and helps the L and C with action in the lane - Non-calling official closest to the endline becomes L and administers all free throws from the endline. L is responsible for 1st lane space on both sides and 2nd and 3rd lanes spaces on opposite side of lane. The other non- caller is the C and is responsible for the shooter, flight of the ball, players in 2nd and 3rd lanes spaces on opposite side of lane and starts the clock on a missed free throw.

Fouls in front court –

Non-shooting foul - Calling official – always goes to the same side of the floor as the table after reporting the foul. (if you were on table side, everybody stays put.)

Non-calling officials - if you are on table side (responsible for sideline), as soon as the calling official goes to report the foul – you will go and fill the calling officials previous spot. If you are not on table side:

- 1) Pick up player fouled (may be shooter.)
- 2) Freeze and observe all players. You will maintain your present position.

Shooting foul - Calling official becomes the “T” on table side and is responsible everyone outside the arc and helps the L and C with action in the lane. If you are on table side (responsible for sideline), as soon as the calling official goes to report the foul – you will go and fill the calling officials previous spot. If you are not on table side you will maintain your present position and:

- 1) pick up shooter.
- 2) freeze and observe all players.

Lead and Center's responsibilities are the same as in Shooting foul in backcourt, above.

Technical Foul –

Calling official becomes the “C” opposite the table and is responsible for the shooter and the flight of the ball. Non- Callers make normal switch for shooting foul. L administers all free throws from the endline. T is responsible for everyone outside the arc. After free throws, Caller [C] goes to division line opposite scorers table and administers the throw-in as the T. L comes across and doubles the line. T moves down to become the C.

Substitutions –

The person closest to the table is responsible for beckoning on incoming subs and raises arm, palm open, and holds it until the substitution is completed, then the official simply drops his/her arm to signal that the substitution has been completed. **DON'T POINT!!!** If the official who beckons on the subs is to become the new LEAD – Make eye contact with the C and pass the responsibility for the subs to the C. The C will raise her arm and the L will drop hers and move to the endline. The administering official will blow the whistle on all substitutions.

Jump ball calls –

ONLY THE OFFICIAL WHO IS OPPOSITE THE TABLE LOOKS AT THE TABLE AND SIGNALS THE DIRECTION OF THE TEAM WHO IS TO GET POSSESSION. At least Two officials should be moving toward the jumpers on each held ball. (Just our presence may be enough to prevent an unsportsmanlike act from occurring.)

Time Outs –

Calling official reports it to the table. *Administering official* – go to administration spot, unless it is in front of the bench, then go to middle of the floor. *Non-caller* who is not administering, go to closest block (top of key for “30”) while caller is reporting, this gives caller only one place to go. If caller is also administering official, both non-callers go to the blocks. Officials should not change positions during a time out, they should return to the positions that they held before the time out (T,C,L)

At 1st horn – move toward your team and notify them that the warning horn has sounded – then move to your proper position for resuming play and wait for the second horn. – On a 30 sec. Time out, the non-administering officials wait near the teams for the second horn and try to break up their huddles.

Resuming play procedure – If after the second horn a team is not ready to resume play (on a 30 second time out – the teams only need to have broken the huddle at the second horn) – the administering official on the throw-in will blow the whistle, point in the direction of play, place the ball on the floor or hand/bounce the ball to the thrower-in and start the five second count. The administering official shall sound the whistle and make eye contact with both partners before inbounding the ball after any charged time out, after an injury or after any unusual delay. Note: If play is to be resumed with a free throw, follow prescribed free throw mechanics.

***Administering official will place the ball on the floor during the time out to let coaches know where the ball will be inbounded (NEW).**

SHOT AT THE END OF A PERIOD - Almost always the CENTER'S CALL. C will communicate with partner's by signaling with their hand on their chest confirming that they have the last second shot. When the shot clock is turned off, there will be no rotations regardless of the position of the ball. The L may go ball side if necessary to provide the necessary coverage, however the other 2 officials will not move and the L will return to the other side of the floor if there is a change of possession. 3 point shot from the T or L's area (T MUST NOT give good signal.. You must signal IMMEDIATELY..... DON'T WAIT UNTIL PLAY IS OVER.

MAKING THE OUT-OF-BOUNDS CALL -

- A. Give a single sharp blast of the whistle and simultaneously call out the color of the team entitled to the ball and point at shoulder level with a closed palm in the direction of their goal.
- B. Designate the throw-in spot.
- C. Do not turn your back on the play. Keep the players under observation at all times.

Primary responsibility for all out-of bounds calls is with the official whose sideline or endline the ball has crossed. Only the official who is responsible for the out of bounds line will blow the whistle. If the covering official is in doubt, that official MAY, with a questioning look, appeal to another official for help. (Look to secondary official first, then other partner) When an appeal is made, if the other official knows which team is entitled to the ball, he/she will immediately signal the proper direction. If the officials who were asked do not know which team is entitled to the ball, the caller will immediately give the jump ball signal. If a non-calling official knows that an out-of-bounds call is clearly incorrect, that official shall notify the calling official, who then will make the final decision.

INJURED PLAYER

- SERIOUSLY OR APPARENTLY SERIOUSLY [STOP IMMEDIATELY]
- Her team is in possession – she is in a scrimmage area - her opponents are not attacking the basket ...[STOP IMMEDIATELY]
- If the other team has a scoring play on ...LET IT GO -- when the shot is taken -- BLOW THE WHISTLE - if the ball goes in the basket ... score it and give the ball to the defense... If the shot is missed – resume play with the alternating possession process.
- As soon as the other team stops attacking the basket (pulls the ball out) BLOW WHISTLE and attend to the injured player. During this time the trail should stay with the injured player.
- If the injured player is ready to play immediately and needs no help from the bench – she may continue to play - NO TIME OUT - If she is not ready to play immediately or needs help from the bench – and is substituted for -NO TIME OUT - If she remains in the game – her team is charged with one time out no matter how long it takes her to return. The time out must be a full time out.
- If a player loses her glasses or a contact lens.....[STOP IMMEDIATELY]

- A player who is bleeding– TREAT AS IF INJURED – may not return until bleeding is stopped and covered.

DISQUALIFIED PLAYER

- Calling official will notify partners that the player has five fouls.
- Calling official will notify the player that she has five fouls.
- Calling official will notify the coach that it is the player's fifth foul and a substitute is necessary. When the sub reports, she must enter the game immediately.
- If the coach does not have a substitute ready to report, the calling official will tell the clock operator to start timing **20 seconds** with the 1st horn sounding at 15 seconds and the 2nd horn sounding at **20 seconds. (NEW)**
- A delay of game DIRECT Technical Foul shall be assessed to the head coach if the player has not been replaced after **20 seconds. (NEW)**

(Note:) The calling official always has the option to go opposite the table and have her partner administer the substitution if she feels an adversarial situation has or could occur. (Discuss this thoroughly in your pre-game conference.)

End of first half / halftime –

- Officials will retrieve ball and meet at the center circle and wait for the teams to leave the court. The referee will then proceed to the scorer's table, leave the ball and assume the responsibility for the following:
 1. Change the possession arrow.
 2. Make sure scorebook is correct.
 3. Arrange with the timer to notify the officials when there are 4 minutes remaining in halftime.
 4. Arrange with the timer to remind both teams when there are 3 minutes remaining in halftime.
 5. Have the timer start the halftime clock.
- The officials will leave the court together. They will always be aware of the time remaining on the halftime clock when they leave the floor. The fact that the officials are not notified by the timer or game management of the time remaining is NOT a valid reason for returning to the floor late.

Start of second half

The officials will arrive on the court with 3 minutes left on the halftime clock. The referee will insure that the timer has notified both teams that there are three minutes left. Assume the same responsibilities as pre-game. With 1 minute remaining, the C will retrieve the ball from the scorer's table and toss it to the referee opposite the table to administer the throw-in at the division line. The R will make sure:

- a. the ball is awarded to the proper team.
- b. to indicate to the thrower-in that the throw-in is from a designated spot.
- c. there are 5 players on each team.
- d. to get eye contact from the U1 and U2 that they and the table are ready.
- e. to blow the whistle.
- f. to bounce the ball to the thrower-in to start the second half.

- g. After the throw-in, glance at the table to make sure that the possession arrow was changed and both officials need to glance at the game clock to make sure it has started.

Overtime

The referee will instruct the scorers, timers and coaches of the following overtime procedures:

- a. There will be a 1 minute intermission before the start of the overtime period.
- b. Each team will be entitled to 1 additional full length time out.
- c. The length of the overtime period will be 4 minutes. (5 minutes for college) WITHOUT teams changing baskets.
- d. Officials will assume the same positions they did to start the game.
- e. The referee will start every overtime period with a jump ball at the center circle after which the officials will make sure that the possession arrow is set and that the game clock has started.

End of the game

During the pre-game instruction, the referee should pre-arrange a signal with the scorer by which they will confirm that the final score is correct and the referee will approve the score. After the horn to end the second half has sounded, the officials shall meet at center court, the referee will check with the scorer and approve the final score, then the officials leave the court together. When all three officials leave the playing court at the end of the game, the official's jurisdiction ends and the final score is approved.

Official's should neither seek nor avoid Coaches, nor permit them to enter their dressing room. They should refrain from any discussion regarding their judgments during the game and should issue no statements to the media.

Once the officials are alone, they should have a post game talk during which they may discuss any controversial calls or unusual play situations, any mechanical problems or any rules questions.