

## 2011-12 PREGAME USING 3-PERSON MECHANICS

### WARM UP

- Be diligent about arriving on the court when the teams enter. This may be immediately after a prelim game or at 20:00 on the clock.
- Teams entering must go directly to their end of the court and should not run along the baseline where the basket the opposing team will use to warm up.
- Teams may not circle the court.
- During introductions, U1 and U2 should go back to their initial positions during warm-ups on the sideline opposite the table and prevent pregame motivational routines from becoming technical fouls.

### JUMP BALL AND ALTERNATING POSSESSION

- (Umpires) Let's get the **over and back** and be ready for the quick **out of bounds** from the tip. Be ready for the **unusual** from the start.
- (Referee) After the toss, make sure the arrow is set after possession is established.
- Once the **alternating possession** is established (controlled at the tip, disposal of the thrower for a throw-in, or disposal of a free thrower for a foul shot and no throw-in will follow), the possession arrow is changed after the ball is **legally** touched. Illegal touching includes an opponent:
  - \* kicking the ball
  - \* striking the ball with a fist
  - \* committing basket interference
- The right to throw-in under the alternating procedure can **ONLY** be "lost" due to a violation by the offense (not a foul)
- Beware of situations where there is a potential change of the arrow when a foul or illegal touching occurs. **DO NOT ALLOW THE SCORER TO MAKE A MISTAKE HERE. TAKE CONTROL.**

### NONCALLING OFFICIAL(S) DUTIES ON FOULS

- On fouls where free throws are to be attempted, noncalling officials need to *proactively and positively* identify the shooter immediately. This is especially true late when the bonus maybe in effect. Let the calling official **KNOW** you have the shooter.
- For fouls on three point attempts, all officials need to confirm the number of free throws **IMMEDIATELY**.
- On double fouls, the calling official should be emphatic when signaling so the noncalling officials can help by identifying the two players involved. **IT'S EASY TO LOSE TRACK ON DOUBLE FOULS**, so help out.
- When a partner looks for help on a tipped ball out of bounds (we all know the look), come in and sell the call. Your partner wouldn't be asking if your help was not needed.
- On incorrect calls regarding three point tries, correct the call immediately. No discussion.
- For **ALL** other incorrect calls for which you are **100% SURE** get together and talk with your partner. Your information should be strong, short, and to the point (i.e. I

- saw it bounce off red **THEN** white, IT SHOULD BE RED BALL). Then let the calling official change or stay with the call. **GET IT RIGHT!**
- End of game and to a lesser extent, end of quarter situations, need the noncalling officials to be aware and **READY** to help the responsible partner with the last shot. If there is any question about the last shot, get together and discuss. If a decision cannot be decided upon, the referee of the game will have final say. Above all, **GET THE LAST SHOT RIGHT!!**
  - When a partner calls a technical or intentional foul, noncalling officials need to go to work. Make sure the calling official does not need to call a technical after making the original call. Make sure shots are attempted at the correct basket. If the foul is contentious, as they often are, keep order and keep players separated. The calling official is likely a bit hyped up here so get to work and take care of business.

#### ALL OFFICIALS DUTIES

- Expect perfection regarding hand checks. Get the hands off early so you don't have a problem later. This is even more of a point of emphasis this year. **TALK, TALK, TALK.** Do preventative officiating early. Everyone should see you trying to so.
- Expect perfection regarding screens. Insist on stationary screens early so you don't have a problem later. **TALK, TALK, TALK.** Do preventative officiating early.
- The players will adjust. A game with perfect screens and no handchecks is cleaner and more consistent.
- Consider game situations. Is it too physical? Is there a flow you don't want to interrupt? Is it late and therefore the losing team needs to foul?
- **WAIT ON YOUR CALL!!** It's better to be late with your whistle than to have double whistles. Let the play develop and run through if possible. Also, your primary area of coverage should be thought of as bounded by a fence not a wall. If after waiting and you are 100%, go and get the call. Your partner may have

- been distracted. (NOTE: This should rarely happen but when it is needed, it can be the big call of the game.)
- Use Federation mechanics. Arm up on fouls and violations. No BLARGES because of lazy mechanics and a fist punch is a Team Control Foul in high school not a player control foul as in college.
  - Be ready for a pass and crash. Especially on fast breaks. Coaches are bringing this tactic back and teaching defenders to hold their position on a pass hoping to get a crash and a team foul.
  - Rotations do NOT end until the Lead is entirely across the lane. Until then, the C and T should know the Lead can reverse and they will need to adjust accordingly.
  - Rotations should happen more with a man-to-man defense and less in a zone defense as skip passes and perimeter play are more common with a zone defense.
  - Officials should communicate with themselves when the clock is under one minute to go. Make sure the responsible official is ready for the last shot. Be ready to lock down in the “Cadillac” position if the crew has decided on such in the pregame.
  - No violations late unless really necessary. Rarely are they correct at that time of the game or contribute to the “feel of the game” a good official must have.
  - No delay of game warning during the last five seconds of a game. Ignore or call a technical foul if necessary.
  - Score with .3 seconds or less must be from a tip. Communicate with partners if such a situation may happen.
  - During a throw-in, the non administering officials need to keep their peripheral vision on the clock and make sure it starts.
  - ALL officials should momentarily stop and check the table at the end of the game. Leave the court immediately but do not leave the visual confines of the court before checking. Once you leave, no discrepancy can be corrected.

### FREE THROWS

- Four (4) of the Five (5) correctible errors apply to FT situations. Take your time to get the correct shooter, confirm the correct number of shots, and confirm all are

lined up properly. When a foul is called, the shooter **MUST BE IDENTIFIED IMMEDIATELY**. All officials should communicate and confirm the number of shots before administration of the free throw. Don't let simple housekeeping affect our professionalism.

- The Lead has primary responsibility to confirm the players are lined up properly. Remember, the players in the first slots should have different color jerseys than the shooter.
- Trail and center should be confirming the number of shots. Again, don't let simple housekeeping affect our professionalism. Keep communicating.
- Penalize the fake ignore subsequent violations. Also, if an opponent on the lane violates, ignore all other violations by those **on the line**.

### GAME MANAGEMENT

- Establish a presence with the first call. Make it crisp, firm, and clear. Use strong signals to show everyone the officials working this game tonight mean business.
- If it is almost a foul, it is not a foul. If it is almost a violation, it is not a violation **EXCEPT FOR:**

- \* Goaltending
- \* Basket Interference
- \* Kicking the ball

Each of these are often missed by officials because they happen so quickly.

They're bad defense anyway so you don't want to make these automatic but you should be sure they are **NOT** violations before passing on these exceptions.

- Protect the breakaway player. They have legitimately gained the advantage and only a truly terrific defensive play should negate that advantage. Also, hard fouls can happen here even when playing the ball but, by interpretation, should probably be considered intentional. If a player makes a play from behind, it must be exceptionally clean.
- Get the angles, especially as the Trail. Get out on the court if necessary. Close down. Better to be beat on the other end than miss a play right in front of you.

- Discuss last second shot responsibilities when the time is running down.  
Communicate.
- ALL officials need to be prepared to make the last shot call. Be ready if needed.
- All officials should signal the clock is winding down and a last shot may be taken.
- All officials need to be aware of a ball going out of bounds on a sideline during a fast break. Often the two closest officials are not yet in the best position and the official farthest from the play has best look. Be ready.
- Stay with the shooter in your area until he/she returns to the floor. PROTECT that shooter.
- Close down on all shots. Stay and officiate.
- It was stated before. Get sloppy screens and handchecks early. Perfect screens and no handchecks make for a better, more consistently officiated game.

#### MISCELLANEOUS

- The Center official should follow a dribbler to the basket. Especially after a swing or skip pass. The defense is likely to rotate over. Do not put the pressure on the Lead to make this call. Get in there and make yourself known.
- A double team on the Center side is an automatic rotation.
- Be vocal early. Set the tone early.
- Talk amongst yourselves. Especially after the first quarter. Get a feel for how the game is going and adjust properly.
- Afterward in the dressing room, discuss the game. Are there calls you would like back? Did a partner do something outstanding? Did your partner have a different take on a call? This is where you really learn.