

## Crew of Three Basketball Officials Review

With the 2011 state basketball tournament commencing, we have prepared a review of the three person mechanics. We have highlighted some of the more commonly asked questions and situations. However, for an in depth review of the three person mechanics, please refer to the “Crew of Three Basketball Officials Manual” towards the back of the 2010-2011 Rule Book, pages 89-185. For those officials who work college basketball, please refer to the pages in the middle of the 2010-2011 Rule Book titled “2010-11 Major Basketball Rules Differences.” This review will eliminate any potential confusion on rules or mechanics for the state tournament.

**Pregame conference prior to entering the court:** The referee (R) will be responsible for the leading the pregame conversation. Important points to cover should include but not limited to: primary coverage areas and responsibilities, closely guarded counts, three point attempt responsibility, double whistles, last shot, block/charge in the paint(drive to the basket,) etc.

**Pregame on the court:** The referee (R) will be stationed at the division line. The umpire #1 (U1) will count the home team and umpire #2 (U2) will count the away team. At the pregame conference with the coaches and captains, the R will face the table and U1 and U2 will have their backs to the table, keeping the players and coaches between them and the R.

**Toss:** The R will face the table. U1 will have his/her back to the table at approximately the 28 foot line and keep the table to his/her left and be responsible for starting the clock, i.e. “chopping the clock.” The U2 will be facing the table on the opposite side line and at approximately the 28 foot line. Once the ball is tossed, the R will be responsible for making sure the arrow at the table has been set correctly and then fall into the trail position REGARDLESS of which direction the ball goes. If the ball goes to the R’s right, the U2 will become the lead and the U1 will become the center (C). If the ball goes to the R’s left, the U1 will become the lead and the U2 will become the center official.

**Rotations:** movements of the referees while the ball is live and in play. As an example, the lead initiates a rotation and moves along the end line. The old center rotates up the new trail position and the old trail would rotate down to the new center position. **As a guideline and in nearly all cases,** the lead will initiate any rotation and will try **NOT** to rotate while a shot is in the air or while a player is driving to the basket. The center may initiate a rotation to cover a play near the division line or the center’s sideline, i.e. trapping situations, spread offense.

**Switches:** movements of the referees during a dead ball, i.e. movements after a foul or a dead ball out of bounds.

**Fouls:** On all foul calls, the calling official will end up **opposite** the table. Please adhere to the long switch in the three person game. Please refer to the manual for the complete breakdown of switches.

**Foul shot procedure:** The official who just called the foul will become the center, opposite the table and be responsible for starting the clock. The new lead and trail will be table side. The new trail will be positioned at the division line, near the edge of the circle for multiple free throw shots. As the final shot is being administered, the trail shall move to the sideline at approximately the top of the arc. The trail will be responsible for beckoning any substitutes.

**Double Whistles:** Some crews may find more instances of double whistles in the three person game. It is imperative that the outside officials (center and trail) never indicate a preliminary signal when there is potential for the double whistle. A “blarge” can occur when two officials have different preliminary signals on the same play. In the event of a “blarge,” the correct mechanic is to penalize each player and to resume play at the point of interruption.

**Play above the basket:** Both the center and trail officials are responsible for activity above the rim, i.e. goaltending and basket interference.

**Time outs: Full Time Out** (also applies to the end of quarters) The official administering the ball (throw in at the division line to begin a new quarter, foul shot, throw in) will go to the spot of the throw in. The other two officials will each take a spot on opposite blocks and face the table. Upon the first horn, each official will take several steps towards the bench and advise of horn and begin to bring the teams back to the court.

**30 Second Time Out** similar to the full time out except the two non administering officials will each take a spot at the top of the arc on opposite ends of the court.

**Last shot:** The official opposite the table will be responsible for the last shot. This official can be either a center or trail official.

**Three point shots:** The trail and center officials will indicate and mirror each other on all three point attempts. While the lead may aid in identifying a three point attempt on a transition play, the lead does indicate or mirror the three point mechanic.

**Primary Areas of Coverage (PCA):** Please refer to page 109 in the manual.

**Line Coverage:**

Lead official – end line only.

Center official – entire side line opposite the trail.

Trail official – entire side line opposite the center, division line and end line opposite the lead.