

Crew of Three Basketball Officials Review

With the 2017 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 2016-2017 Rule Book, pages 87-242. For those officials who work college basketball, please refer to pages 73-75 in the 2016-2017 Rule Book titled “2016-17 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 be positioned across from the home team’s bench and will count the away team members. The umpire #2 (U2) will be positioned across from the away team’s bench and will count the home team members. 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.

Primary Areas of Coverage (PCA): Please refer to pages 107-117 in the “Crew of Three Basketball Officials Manual.”

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. As the ball crosses the basket line, the lead should consider and be prepared to initiate a rotation. 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 (Please refer to rotation mechanics on pages 122-125 in Crew of Three Manual.)

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

Fouls: The calling official should hustle to the reporting area and come to a complete stop and report the foul. On all foul calls, the calling official will end up **opposite** the table. Please refer to the manual for the complete breakdown of switches and please remember to switch on all fouls.

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 (Please refer to the lane line responsibilities on pages 170-172 in the Crew of Three Manual.)

Counts: Please review responsibilities of each official regarding all counts. Please discuss how the crew will handle counts as players move from one official's PCA into the PCA of another official.

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.

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 NOT indicate or mirror the three point mechanic. Please include in your pre-game discussion a review of coverages on three point attempts.

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

Front court throw-ins on the end line: The lead official will hand the ball to the thrower on all throw-ins staying in the front court. The trail official will mirror the lead's chop signal.

Line Coverage:

Lead official – front court end line only.

Center official – nearest side line.

Trail official – nearest side line, division line and backcourt end line

Dead Ball Efficiency: Please be alert during time outs, free-throws, substitution situations, etc. Please pay close attention to players as they cross each other during the beginning of any time out. Effective communication with your partners during dead ball situations is essential.

Special Situations: Please review unique situations, i.e., flagrant and technical fouls, injured player, clock or book issues, fighting. Please remember to send teams to their benches if the crew is going to have a discussion. Always keep ALL players within sight.

Very high expectations are now placed on each of your shoulders and each of you needs to exceed those expectations and be the very best you can be.

TOURNAMENT REMINDERS:

- **Coordinate with your partner on game site and time**
- **Drive together if possible**
- **After calculating the drive time, add another hour of travel to be safe**
- **Dress professionally**
- **Arrive at the game site at a minimum one hour before the start of the game to decompress from the ride**
- **Inform the site director of your arrival**
- **Have a thorough pregame conference**
- **Arrive on the court 15 minutes before the start of the game**
- **Use this time wisely to observe play habits**

- **Have a good Captains and Coaches meeting**

Trust the Rules, Trust the Mechanics & Signals and Trust your Partner

“Team Officiating.” The best officials have the ability to know when to help the crew, the game and make others around them better.

Although many of us have multiple years as tourney officials, it’s important to remember that tournament games are different:

Crowds will certainly be larger.

Coach, player & spectator intensity will be increased.

If you win you advance. You lose you are eliminated.

For the vast majority of seniors, it is their last game of organized ball.

Emotions will be at the highest levels.

We need to be as close to perfect as we possibly can.

Our goal should be to be better than the game:

Recognizing the start of rough play before it happens.

Anticipating the play not the Ruling, always being ahead of play situations, trying never to be surprised.

LASTLY, HAVE FUN AND ENJOY THE RIDE!