

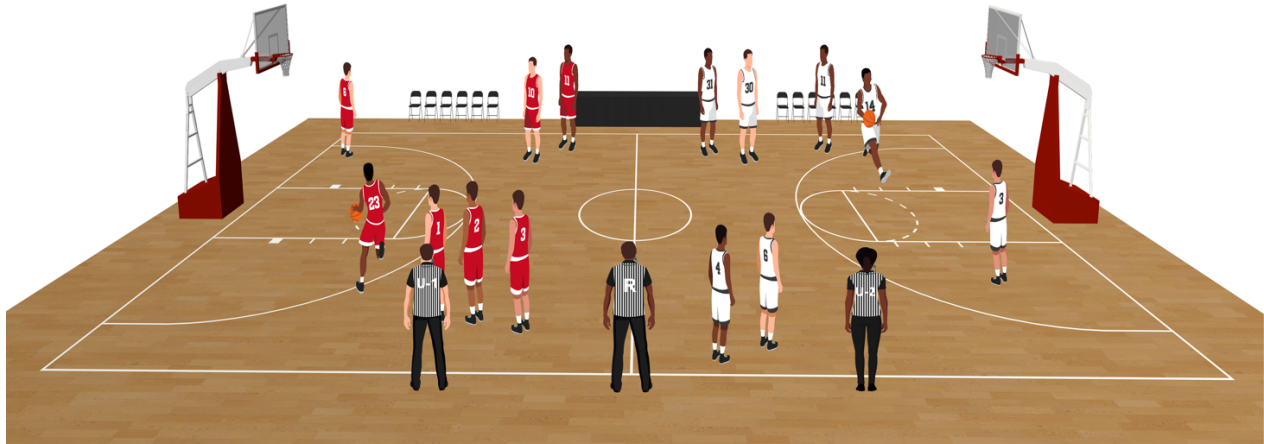


**Basketball Officiating  
3-Person**

## 3-Person Terminology

- **Trail:** Frontcourt starting position; 28' from endline near sideline just above top of 3-point arc, same side as Lead
- **Center:** Frontcourt starting position; free throw line extended on or just off near sideline opposite Trail and Lead
- **Lead:** Frontcourt starting position; off endline 4' to 6' half-way between near sideline and near lane line, same side as Trail
- **Ball side / Strong side:** Position of the ball and most players
- **Weak side:** Opposite strong side from Lead and Trail
- **Rotation:** A live-ball where the ball keys a change in coverage, implemented when the Lead official moves ball side
- **Close down:** Lead movement from starting position to endline-near lane line when ball is in the center of the frontcourt
- **Transition:** Term for the movement of all officials from one frontcourt to the opposite frontcourt
- **Competitive Matchup Officiating:** Focus on 1<sup>st</sup> competitive matchup in each official's primary coverage area (PCA)
- **Secondary defender:** not original defender of offensive player, but another defensive player moving to help teammate defend offensive player
- **Game Management - Dead Ball Officiating:** Activity during the time immediately after the ball becomes dead

## Pre-Game Positioning



**U-1:** Appx 28' line, observe visiting team warm-up / uniform, jewelry, etc.

**Referee:** Multiple duties – scorer and timer, scorebook, game ball, discussion with captains and coaches. Returns to division line opposite table to observe players on both teams.

**U-2:** Appx 28' line, observe home team warm-up / uniform, jewelry, etc.

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## Jump Ball Start Game



**U-1:** Make sure scorer and timer are ready. Watch toss, **Starts Clock** when legally touched. Becomes **LEAD** if the ball is going to U-1's end of the court, or **Center** if going opposite.

**Referee:** Makes sure U-1 and U-2 are ready, sounds whistle, designates jersey color and direction...tosses ball, players clear circle...becomes **TRAIL**.

**U-2:** Watches non-jumpers around circle, becomes **Center** when ball is going to opposite end of court or **Lead** if ball is going to U-2's end of the court

**ALL OFFICIALS** are responsibility to make sure jumpers are lined up correctly!

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# 3-Person Positioning

## Frontcourt - PCA

### Primary Coverage Area (PCA):

Area of responsibility for each official.  
PCA is determined by ball movement.

### Lead PCA:

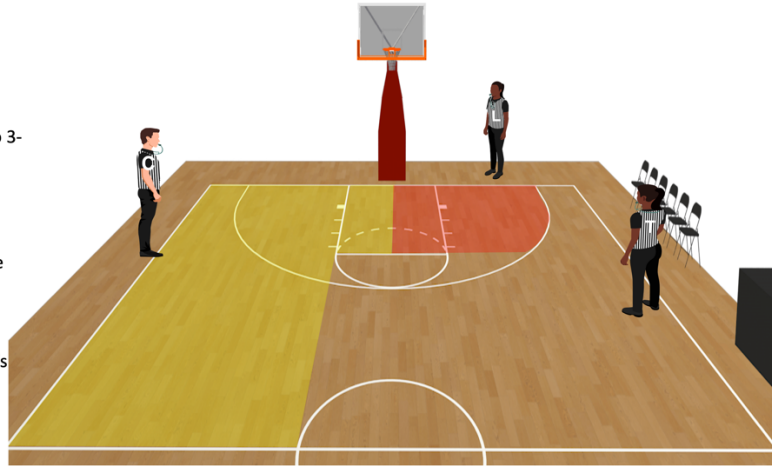
- $\frac{1}{2}$  of free throw lane from endlane to free throw line and free throw line extended to 3-point line and 3-point line to endlane

### Center PCA:

- $\frac{1}{2}$  of free throw lane from endlane to free throw line, imaginary line from Center side lane line to division line and near sideline

### Trail PCA:

- Division line to free throw line and Center's imaginary lane line to division line and outside 3-point line nearer sideline to endlane



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## PCA / Rotation



### Rotation:

Ball moves to center of the court,  
Lead closes down. Ball settles on  
opposite side...Lead rotates over.

### Lead (L):

As the ball moves to center of court,  
Lead closes down. If the ball goes  
opposite and settles ROTATE. Keep  
eyes on lower lane players during  
rotation.

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# PCA / Rotation



## Rotation:

Ball moves to center of the court, Lead closes down. Ball settles on opposite side...Lead rotates over.

## Lead (L):

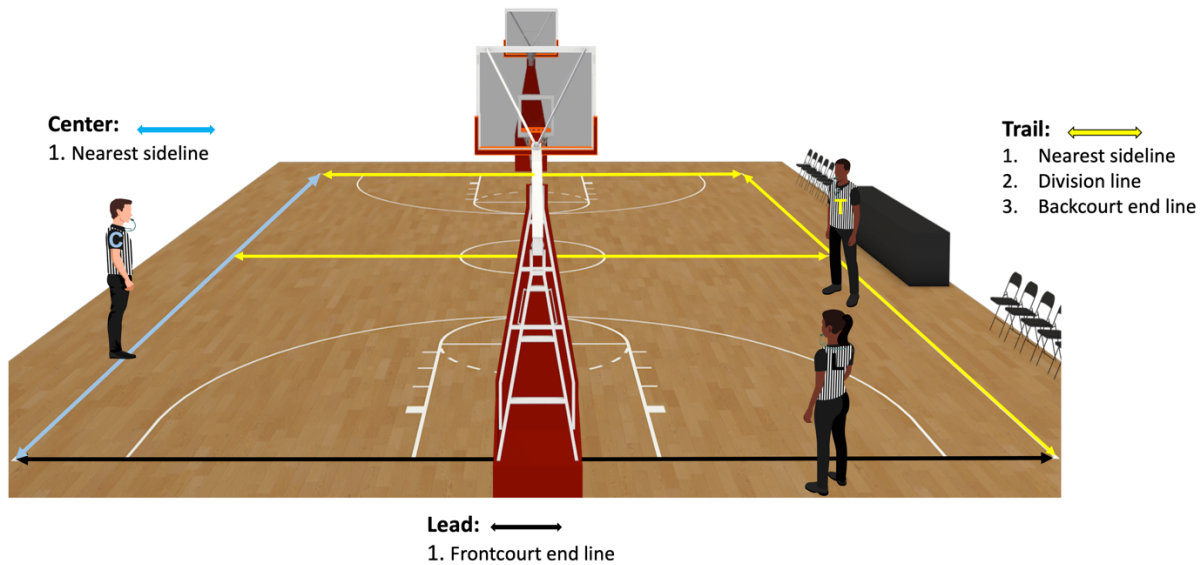
As the ball moves to center of court, Lead closes down. If the ball goes opposite and settles ROTATE. Keep eyes on lower lane players during rotation.

## Trail (T):

As the ball moves opposite and settles, TRAIL becomes Center.

**Center (C):** Becomes Trail.

# Line Responsibility



# Trail Position

- **DO NOT BALL WATCH!** Be aware of ball position
- Referee the defense in all 1-on-1 situations in PCA
- Keep moving...2-3 steps to maintain open looks
- Start at 28' line and work between there and center circle arc near sideline
- Plays going to C or L, anticipate illegal contact before it leaves your PCA, stay with the play till a partner accepts it
- Avoid calling plays in front of lead, unless it's a non-basketball play seen by everyone in the gym
- Help with "curl plays" (post and defender with backs to Lead, straight lined, pivoting to basket)...patient whistle
- Be prepared to officiate goal tending and basket interference
- In transition as new Trail, "trail" the dribbler... see ahead...have visible 10 sec. count TOWARD the team benches
- In transition to Lead, run hard with eyes on the players, get to the endline, turn and accept the play
- When rotating from Trail to Center pick up the "1<sup>st</sup> competitive matchup" in new PCA
- Be aware of illegal screens, illegal contact on screen and roll plays
- Be aware of hand checks, arm bars, illegal contact on ball handler in PCA...use preventive officiating
- Step down and help with rebounding officiating on all shots including free throw's anticipate a miss

**Game Management - Dead Ball Officiating:** Activity during the time immediately after the ball becomes dead

## Trail Position



### Position:

- Approximately 28 feet from the endline (near the top of the three-point arc).
- Posture; stand tall at 45° angle to sideline.
- Work near sideline keeping open-looks on plays in PCA.
- Stay engaged with plays going away from you until your partner accepts it.
- Step down the sideline 2-3 steps on strongside rebounding.

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# Center Position

- **DO NOT BALL WATCH!** Be aware of ball position
- Referee the defense in all 1-on-1 situations in PCA
- Transition "C" has coverage across the court from top of free throw semi-circle to top of opposite semi-circle.
- If necessary move 2-3 steps up or down the sideline to maintain an open look
- Plays starting in C's PCA, referee primary defender, have a patient whistle on plays going into Leads PCA
- Stay with plays going to Trail, make sure Trail accepts the play before looking away
- Be strong on weak side rebounding
- Be aware of travel in the lane...post pivot, jump stop, etc
- Help Lead with curl plays in lane that turn away from Lead
- Basket interference-goal tending with shot from strong side
- If no competitive match up in your PCA find next potential secondary match up...have a patient whistle
- Watch illegal screens & holding in motion offense
- Be aware and possibly create a rotation if the ball goes to division line & sideline in your PCA

**Game Management - Dead Ball Officiating:** Activity during the time immediately after the ball becomes dead

## Center Position



### Center:

- Posture; stand tall free throw line extended to sideline opposite Lead & Trail, parallel to and on or slightly off sideline

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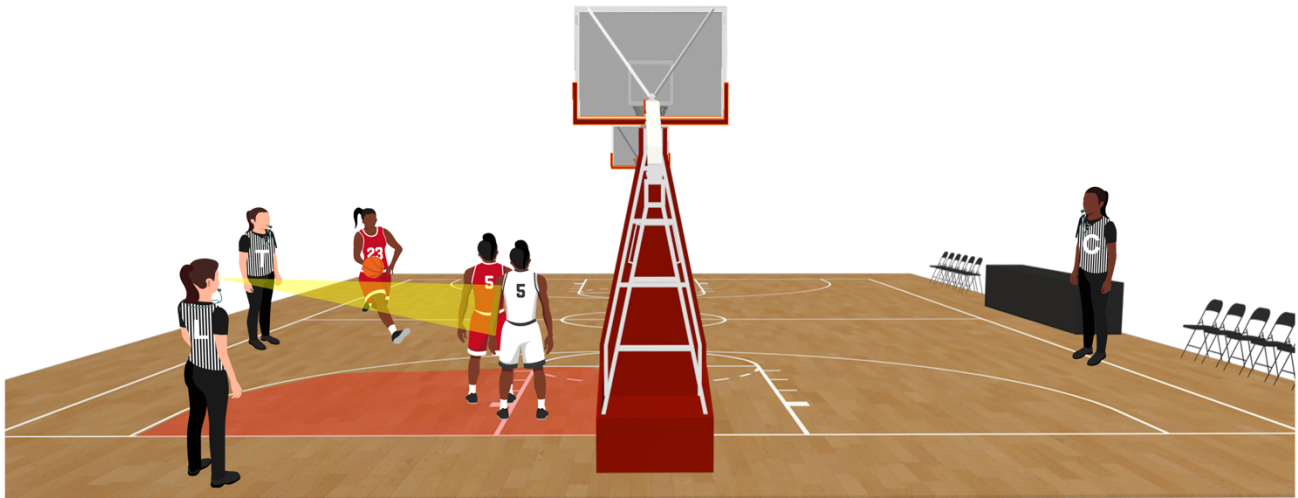
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# Lead Position

- **DO NOT BALL WATCH! TRUST YOUR PARTNERS!**
- Be aware of ball position don't ball watch
- Mirror the ball in the frontcourt while maintaining an open look on competitive match up's in your PCA
- Close-down when the ball moves to the center of frontcourt, or starts on the other side of the court
- Keep head turned toward the players in the lane when rotating to ball side-strong side...DON'T BALL WATCH." Referee where you came from (initial PCA) until rotation is completed by all officials
- Referee the defense in all 1-on-1 situations in PCA
- Take advantage of space at endline to get better vision of plays...step back...especially if the play is coming toward you
- On drives to the basket, widen and step back, DO NOT watch the ball handler...be focused on secondary defenders
- If the play comes from C and the primary defender makes illegal contact let **Center** take this...patient whistle. If the play comes from C and a secondary defender moves to pick up the ball handler then the **Lead** should take this play.
- Plays coming down the lane that result in run over, block/charge situations, **Lead** referee the defense and have a whistle.
- Pass and Crash; Lead should take all crashes in the lane.

**Game Management - Dead Ball Officiating:** Activity during the time immediately after the ball becomes dead

## Lead Position



### LEAD:

- Always on the same side as Trail 4-6 ft. off endline
- Posture, 45° angle to endline,
- Start approximately ½ way between sideline and near lane line
- "Mirror" ball movement!

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# Transition

## Change of Possession



# Transition

## Change of Possession

- **Center:** Stays Center position at opposite end of court



- **Trail:** Runs immediately to opposite endline and becomes **LEAD**

- **Lead:** Becomes the new **TRAIL**

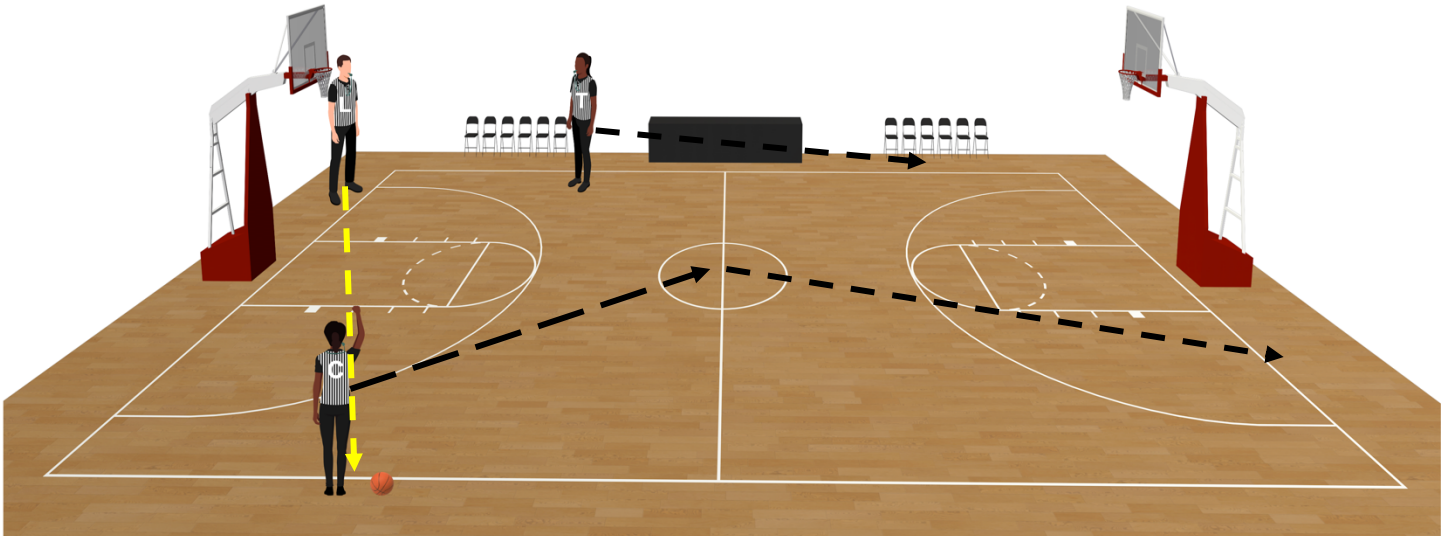
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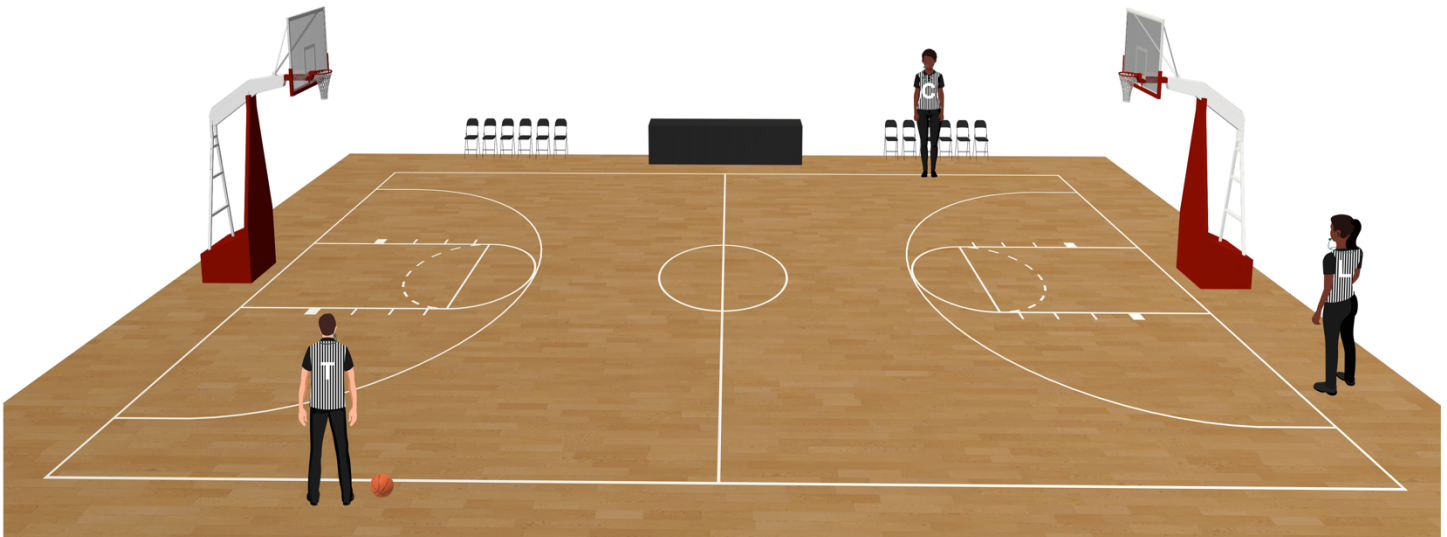
## Transition

### Center Calls Non-Shooting Foul Going Opposite



## Transition

### Center Calls Non-Shooting Foul Going Opposite



**CENTER:** Steps toward foul and gives signal, points direction, then points to throw-in spot, reports foul to table, and becomes new **LEAD** at opposite end of court.

**LEAD:** Goes to sideline, administers throw-in and becomes **TRAIL**.  
**TRAIL:** Becomes **Center** opposite end of court.

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# Free Throw Positioning



## LEAD: Administrating Official

- Make sure players are lined up correctly
- Step into lane say and show # of shots
- Eye contact with thrower – bounce the ball
- Move table side below & off endline – 4ft.
- Watch opposite players in lane line
- Watch player in nearest lower block

## Center:

- ½ way between sideline & free throw lane
- Make sure players are lined up correctly
- Signal number of shots with Lead
- Be in position to see if thrower violates
- Watch opposite 2 players in upper blocks
- Step down on last shot – rebounding
- Start clock on live ball play

## Trail:

- 28 ft. just inside table side sideline
- Signal Number of shots with Lead
- Watch players outside 3-point arc
- Step down on last shot - rebounding

# Competitive Matchup Officiating



Find first competitive match up in YOUR PCA! REPEAT the defenders number over and over!

Lead: **11-11-11**

Center: **1-1-1**

Trail: **33-33-33**

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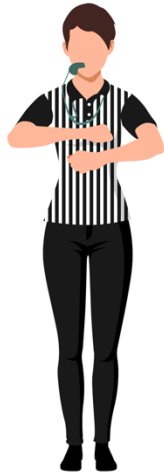


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# Violation Spot Mechanics



Blow Whistle stop play and clock!

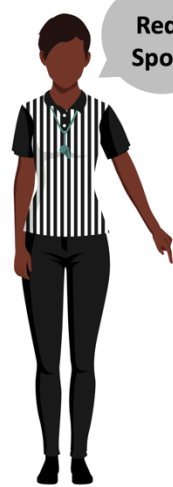


Give violation signal!



RED

Signal direction & say color!



Red Spot

Point to spot on court for resumption-of-play!

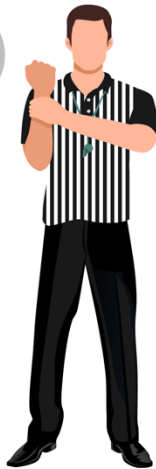
**DO NOT LEAVE THE SPOT EARLY UNTIL YOU HAVE ACCOMPLISHED ALL TASKS!**

# Foul Calling

## Non-Shooting Spot Mechanics



Red 43 holding

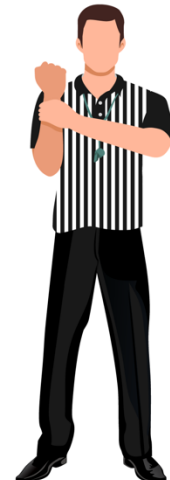


Blow Whistle, raise arm, step in, say jersey color & number, tell fouling player infraction and show signal!



WHITE SPOT

Point to spot on court for resumption-of-play!



Report foul to scorer...same signal as you gave at the spot!

**DO NOT LEAVE THE SPOT EARLY UNTIL YOU HAVE ACCOMPLISHED THE FIRST 3 MECHANICS!**

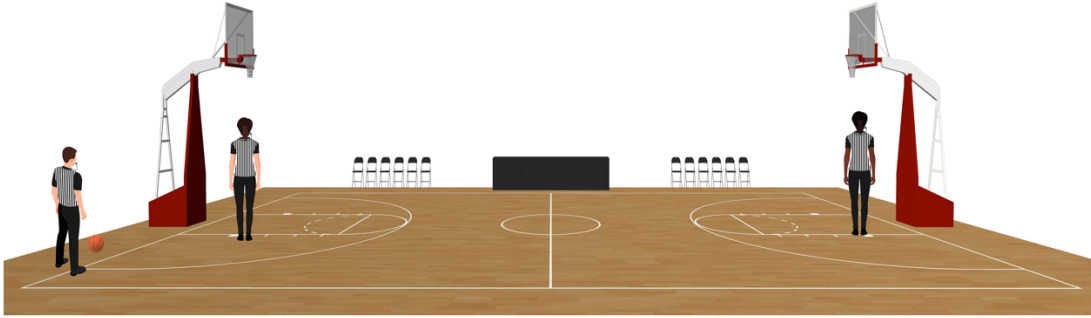
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## Game Positioning

Timeout - 60 or 30



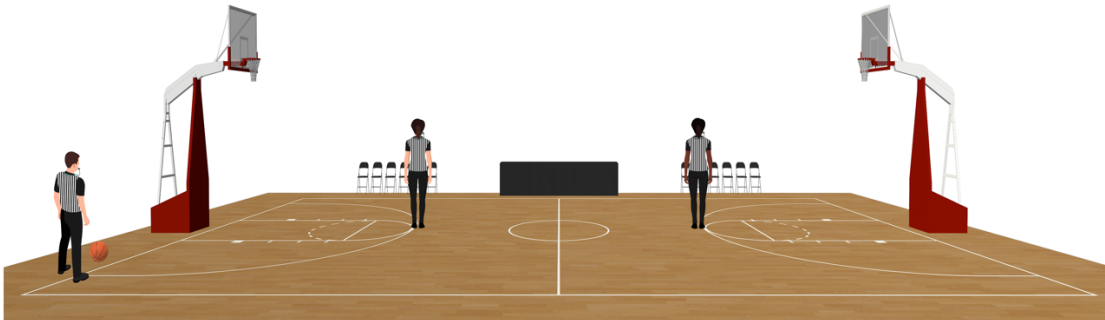
**Official signaling timeout:** Indicates SPOT of throw-in, reports timeout to scorer, moves to timeout position

**Co-officials: Dead Ball Officiating!** Lower block of free throw lane opposite benches - 60 sec. timeout / top of 3-point arc – 30 sec.

Watch both teams as they transition towards their benches! **Watch both benches during timeouts!**

## Game Positioning

Timeout - 60 or 30



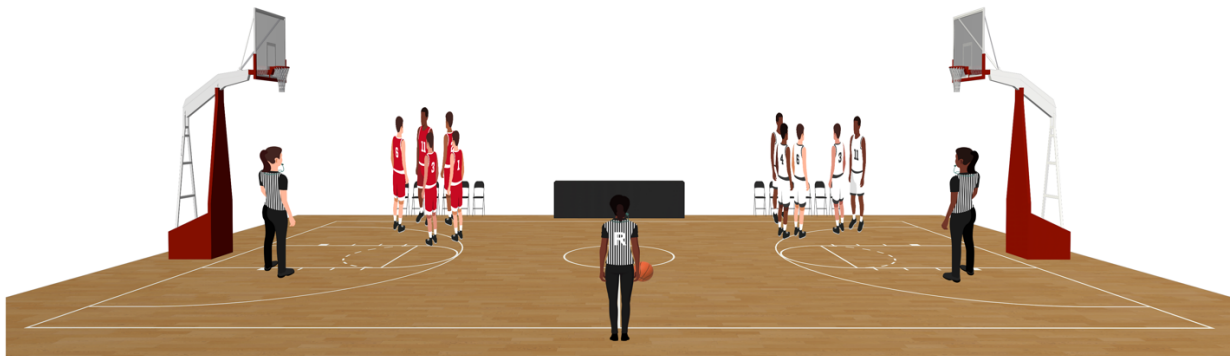
**Official signaling timeout:** Indicates SPOT of throw-in, reports timeout to scorer, moves to timeout position

**Co-officials: Dead Ball Officiating!** Lower block of free throw lane opposite benches - 60 sec. timeout / top of 3-point arc – 30 sec.

Watch both teams as they transition towards their benches! **Watch both benches during timeouts!**

## Game Positioning

Quarters & Halftime



**Referee:** Stand at division line opposite table, holding the ball ready to administer throw in.

**Co-Officials:** Stand on lower block of free throw lane at opposite ends of the court facing each team bench.