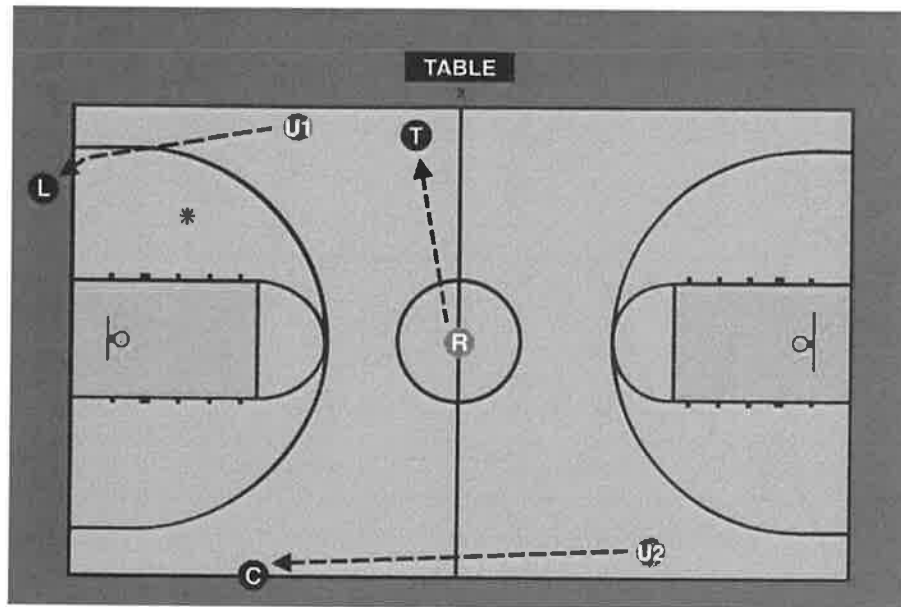
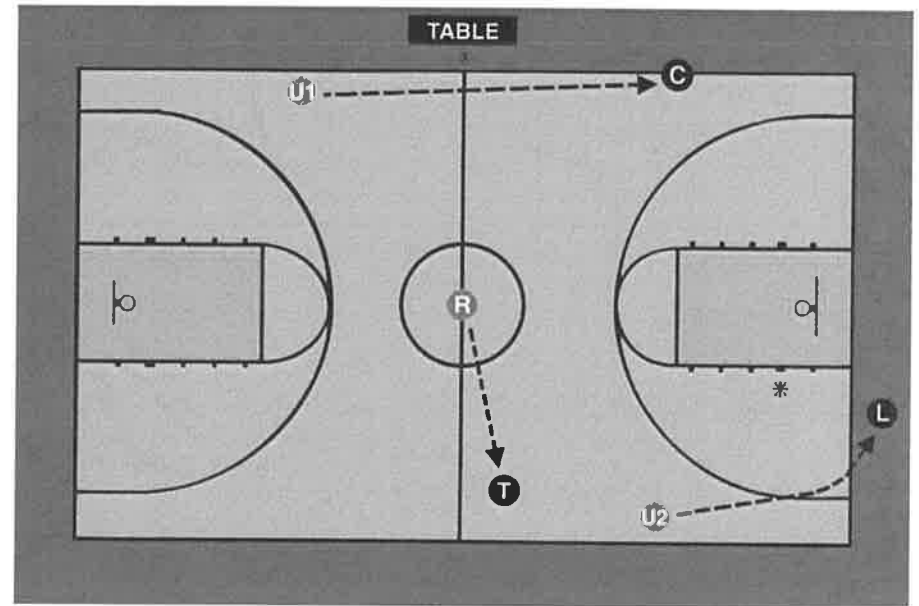


Jump Ball

Ball goes left



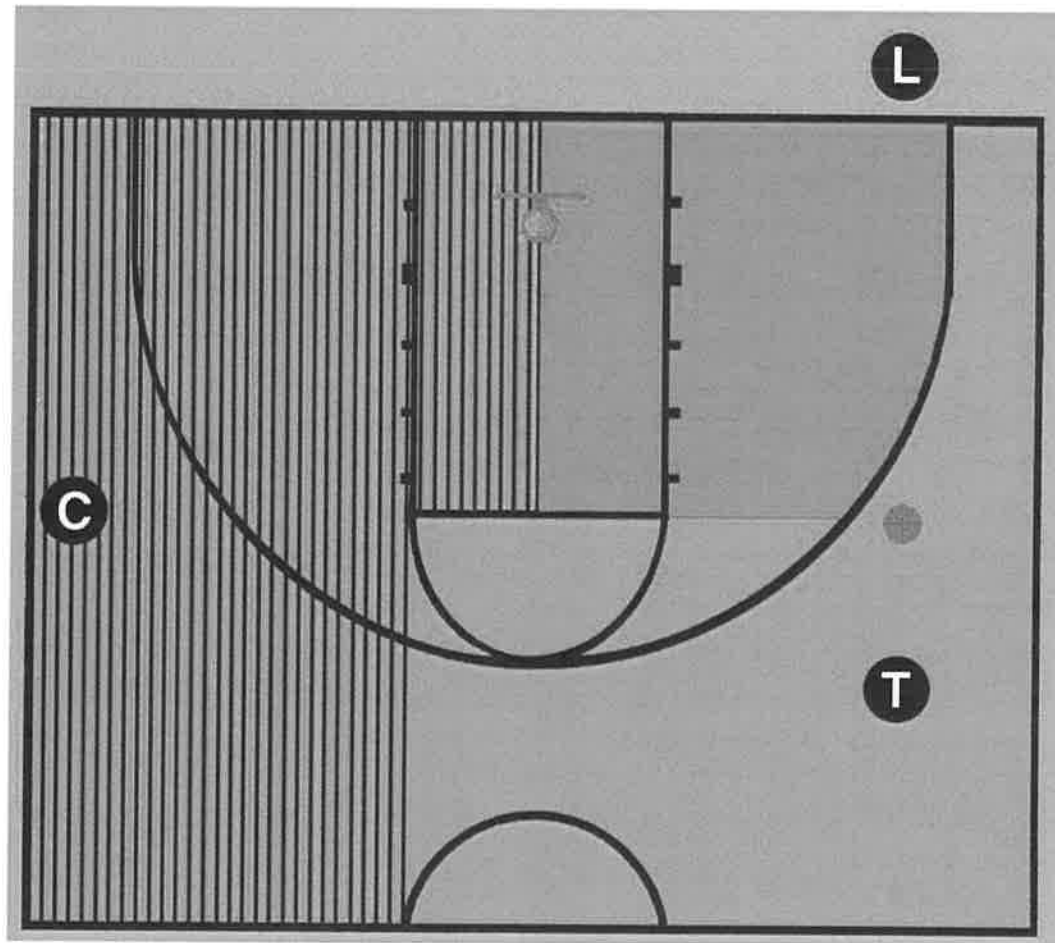
Ball goes right



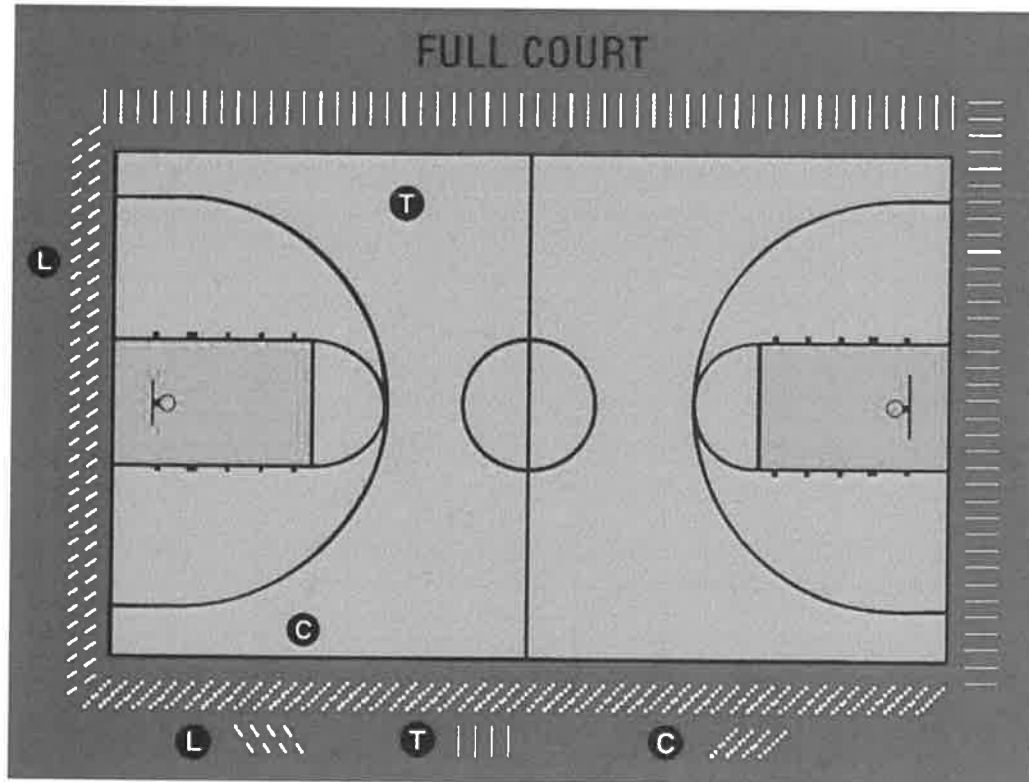
R (tossing official) always goes into T position

Primary Coverage Areas

Both C and T should close down on shots



Line Coverage

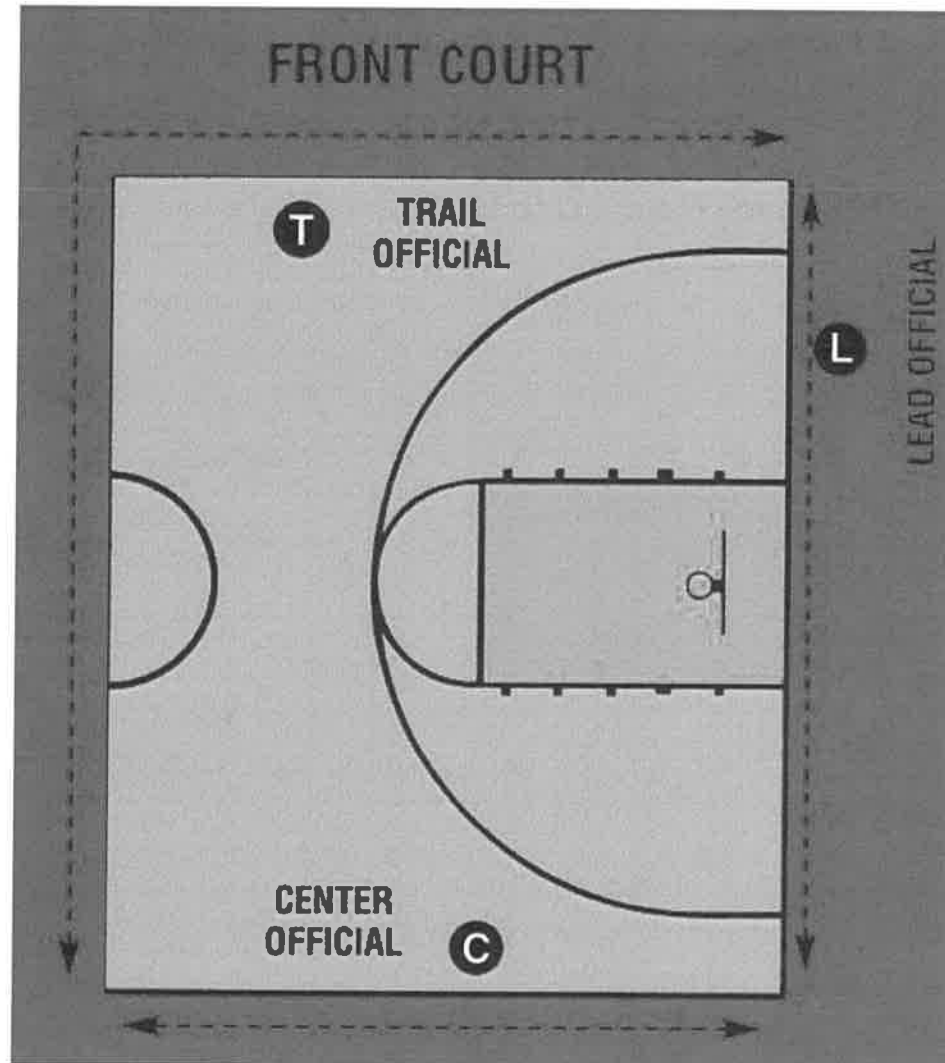


- L has entire end line
- C has closest sideline
- T has closest sideline, division line, and far end line

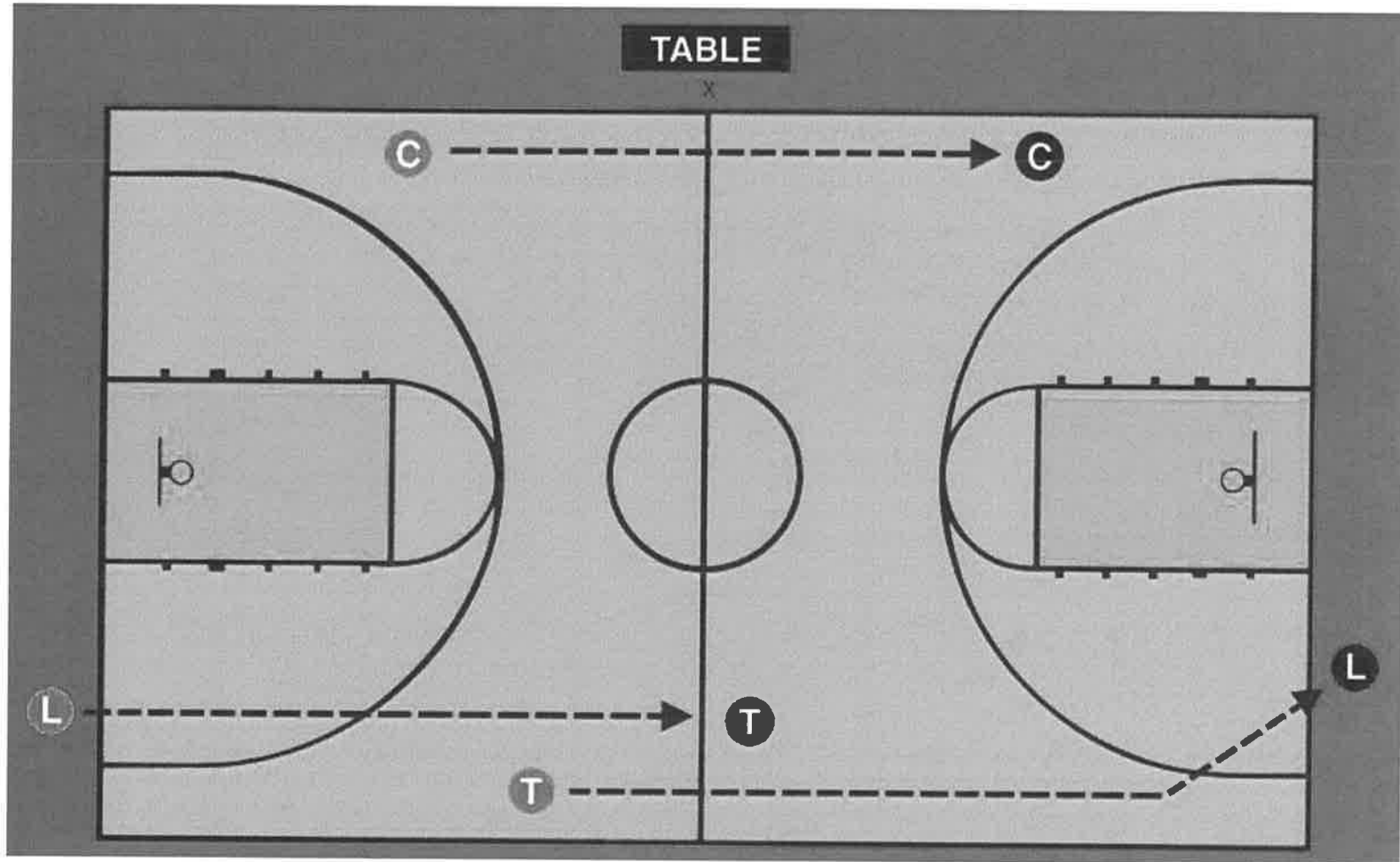
Call only your line



Inbounds Coverage



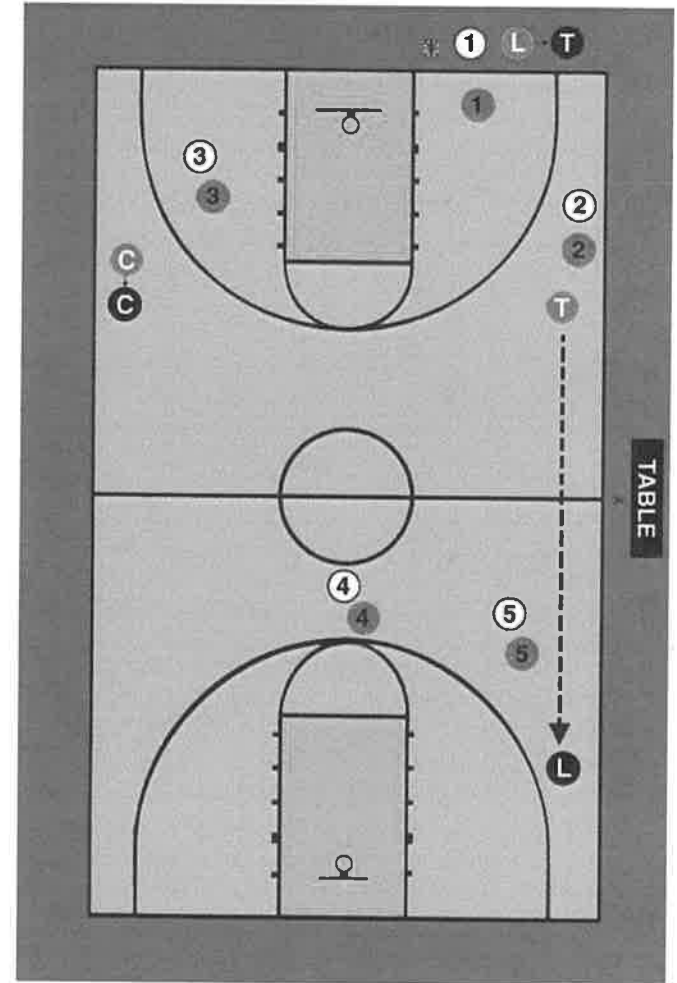
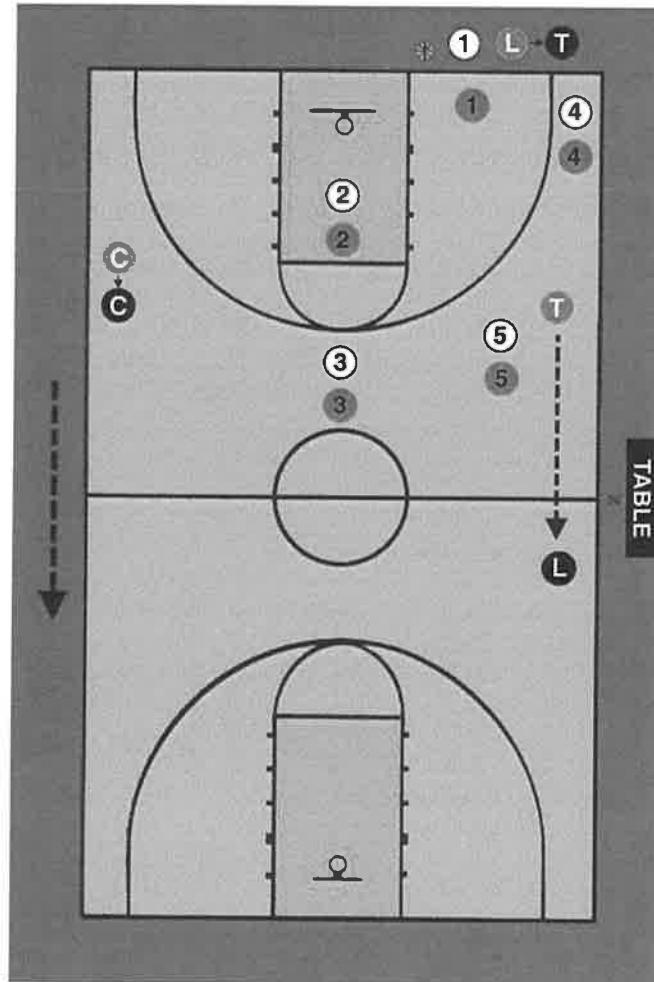
Coverage in Transition



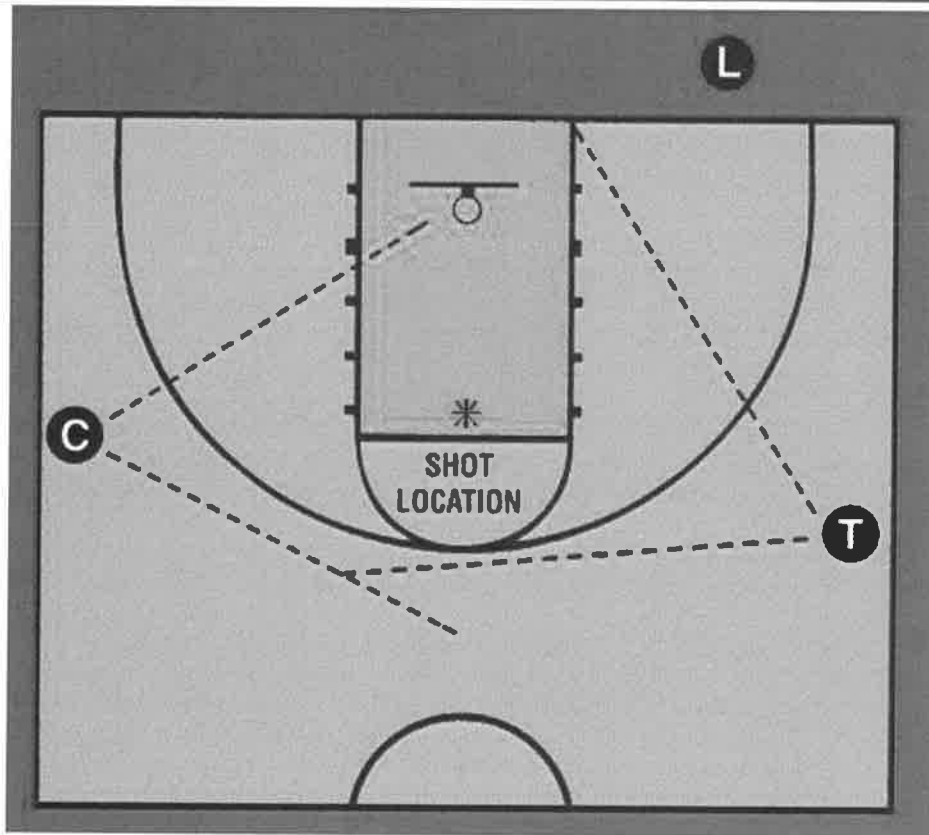
Press Coverage

C stays in backcourt

L should have deepest player in front and boxed-in



Shot & Rebound Coverage



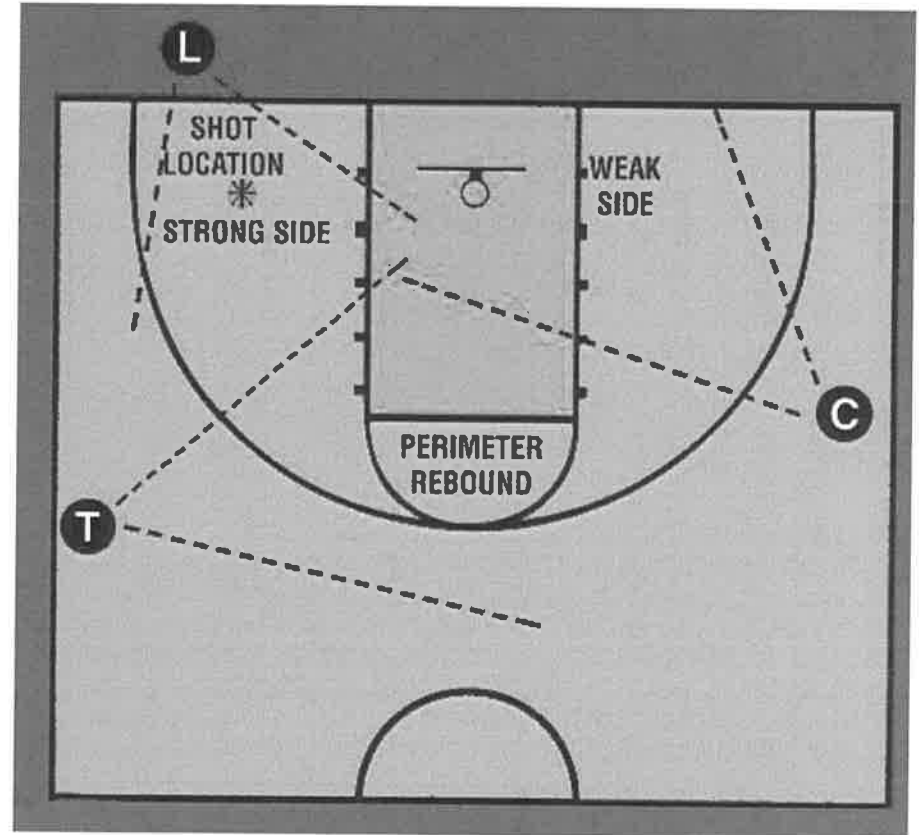
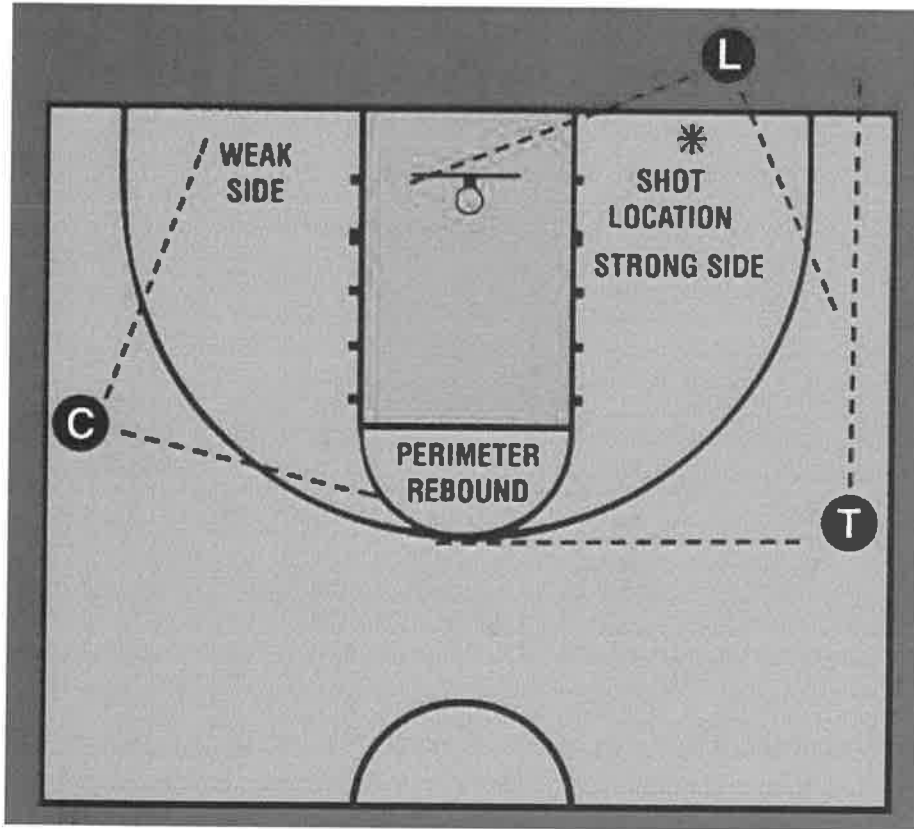
L should not be positioned within lane lines

Both C and T should close down on shots

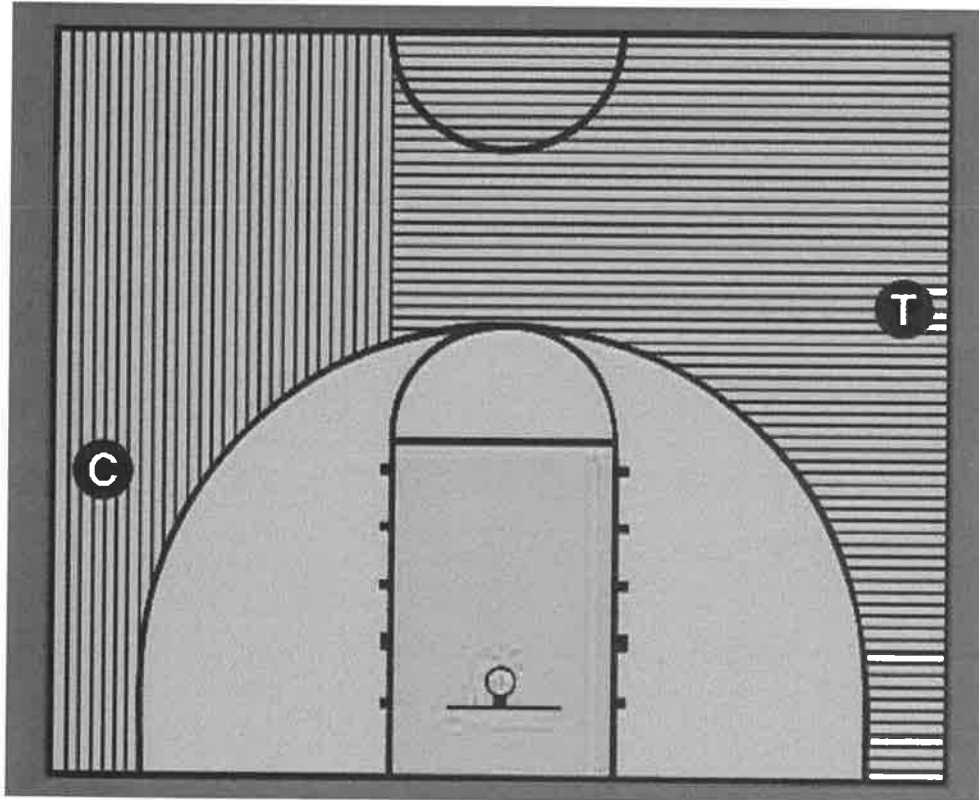
C is primarily responsible for weak side rebounding



Shot & Rebound Coverage



Three-Point Shot Coverage



If both C and T indicate the 3-pt attempt, T referees defense on shooter and stays with shot; C releases and covers rebounding

C/T should mirror the other official's "good" signal



Rotations

- Rotations should be thoroughly discussed at the pregame conference
- Ball location keys the need for a rotation
- The T or C can facilitate a rotation, but **ONLY** the L initiates a rotation
- A rotation should only take place when all three officials are in the frontcourt
- A rotation begins when L moves laterally and penetrates the key area



Rotations

- Rotation is not complete until L passes beyond far lane-line extended
- L must officiate play in the post – even while moving across the lane
- If the L begins to rotate and ball is quickly reversed or a quick shot taken – L does not have to complete rotation
- There should rarely be two T's – there may be two C's for brief periods of time



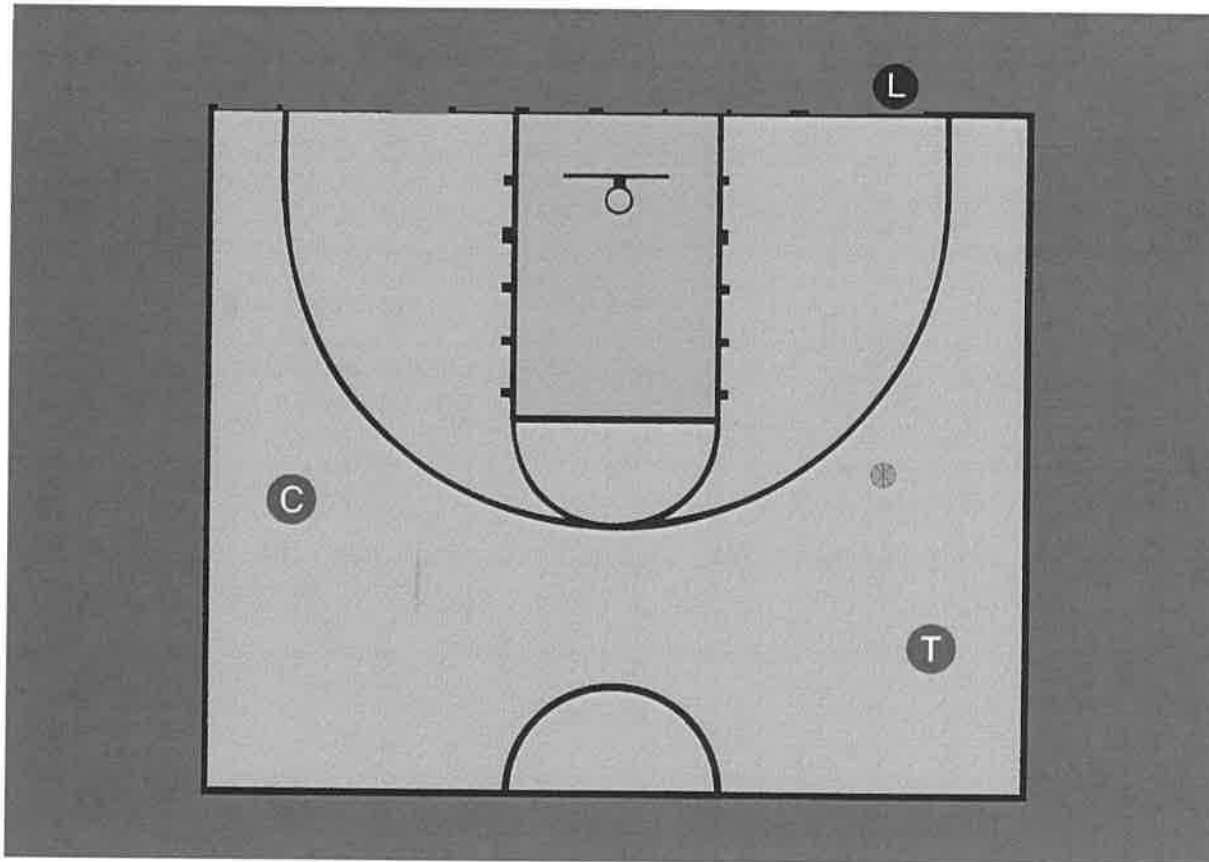
Rotations

- If a trap occurs near the division line on C's side of court, C moves higher to officiate that play and L should initiate a rotation
- If L does not rotate – C should go back to a normal C position when play permits
- Remember, only the L initiates a rotation! The C only *facilitates* the rotation in this case.



Rotation Sequence

L goes to ball-side, T closes down, C completes rotation (last to rotate)

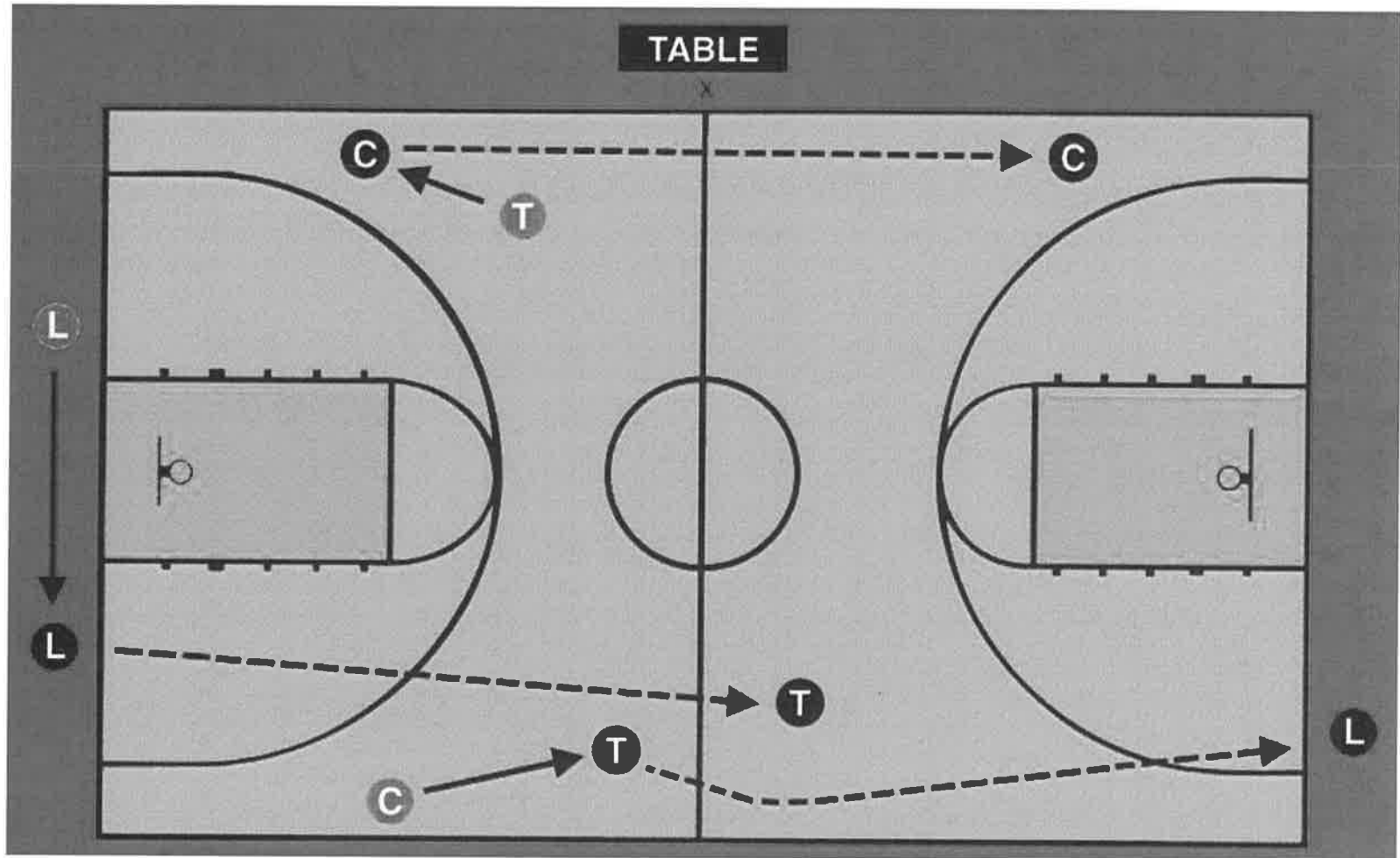


Transition After Rotation

- All officials must recognize rotation has occurred
- If L rotated late and a transition occurs – it is old L's (new T's) responsibility to look up court making sure partners picked up rotation
- If not, the new T should be prepared to adjust his/her location on the floor



Transition Coverage After Rotation

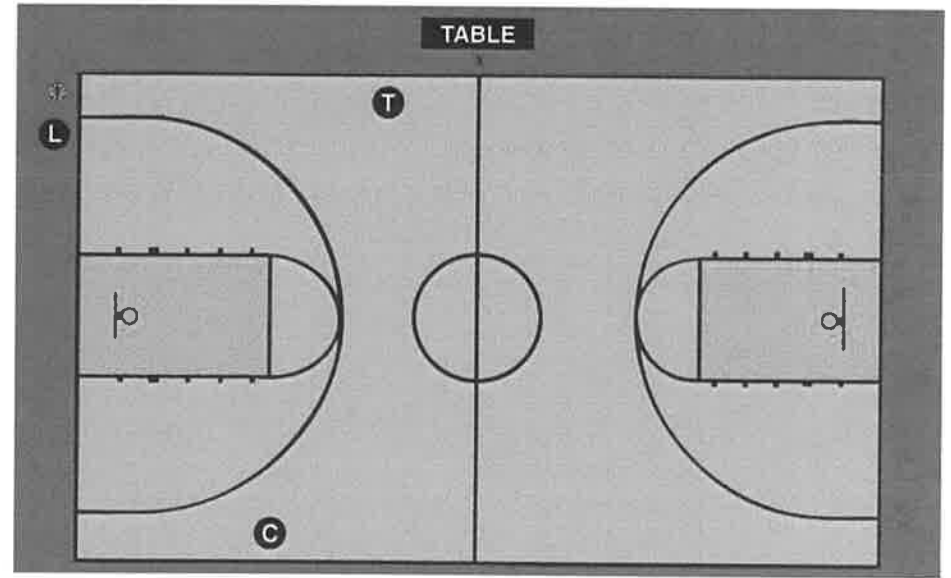
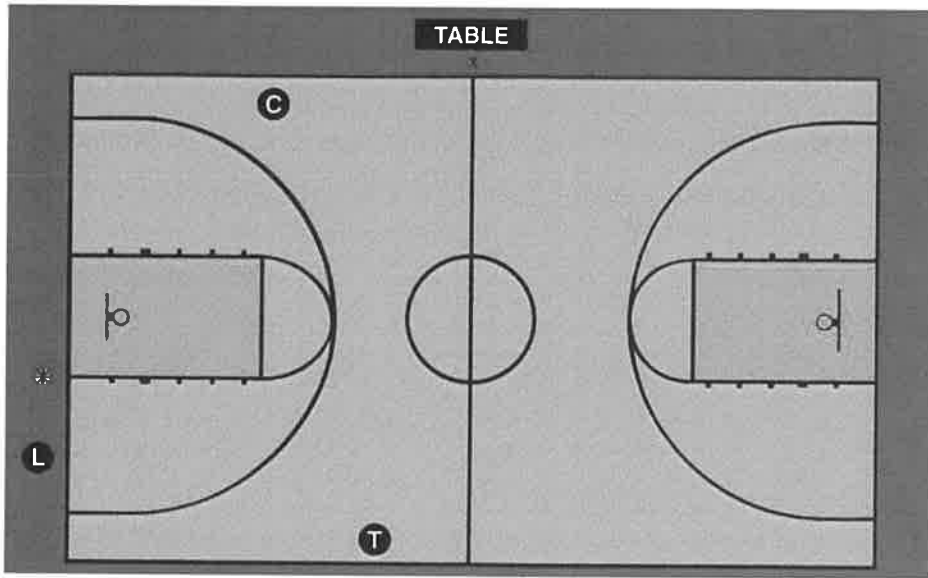


Throw-In Cues

- L may administer throw-ins on either side of player when staying in frontcourt; T mirrors clock-chop signal
- T handles all throw-ins in the backcourt – regardless of location – “bump and run” if necessary
- T may bounce any sideline or end line throw-in (depends on defensive pressure)



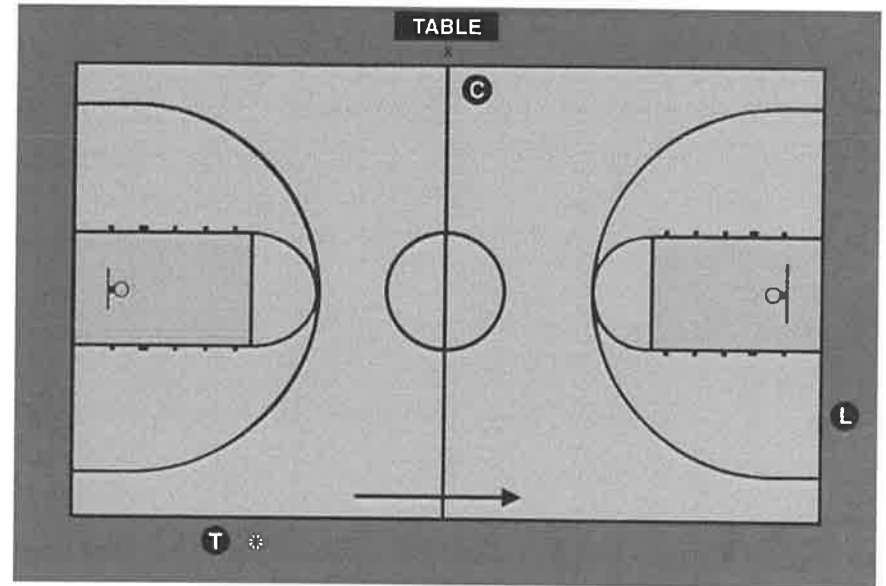
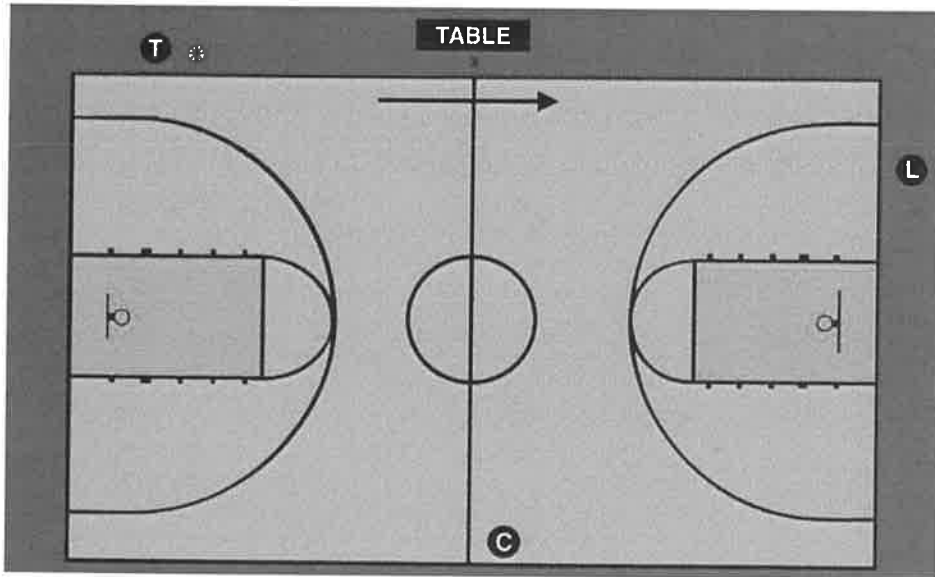
End Line Throw-Ins in the Frontcourt



L may administer throw-ins on either side of player when staying in frontcourt; T mirrors chop-clock signal



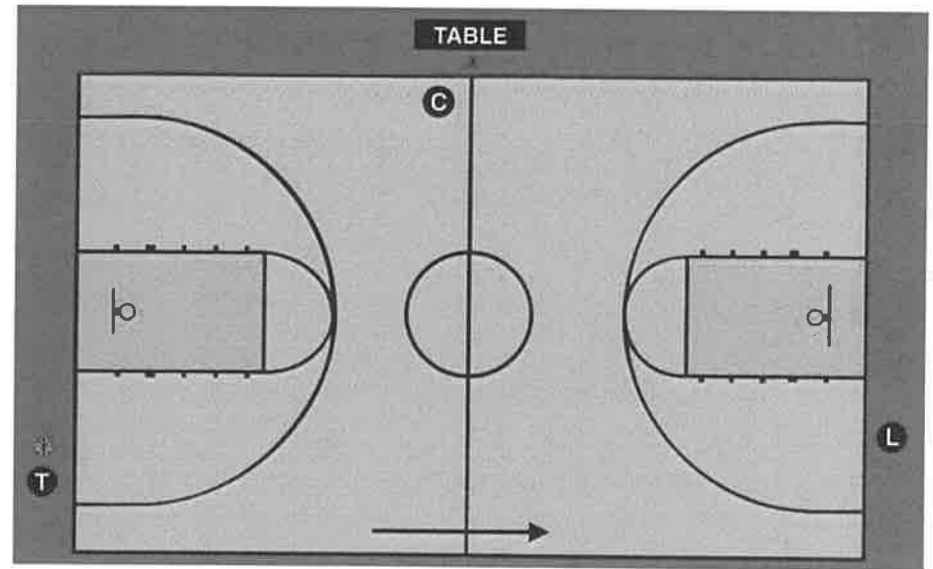
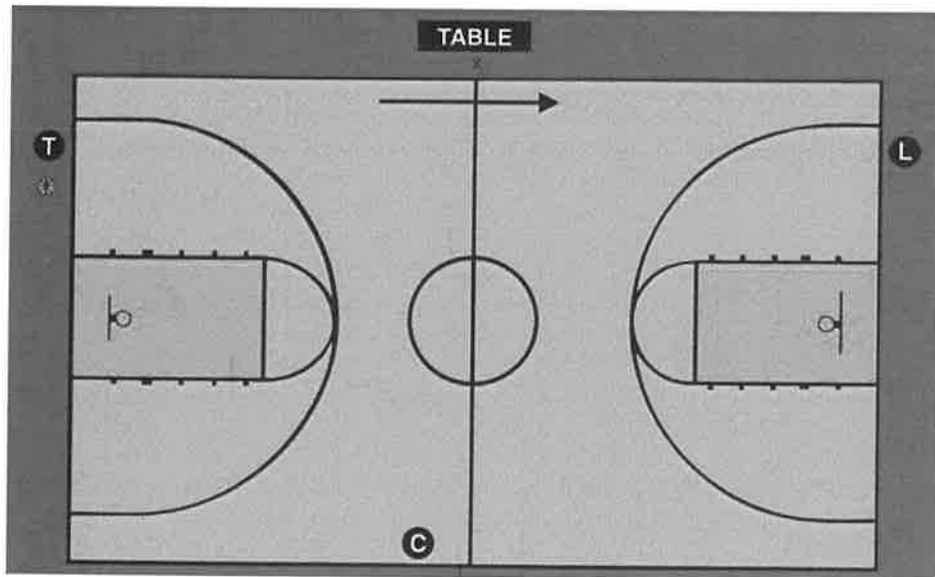
Sideline Throw-Ins in the Backcourt



T handles all throw-ins in the backcourt – regardless of location – “bump and run” if necessary



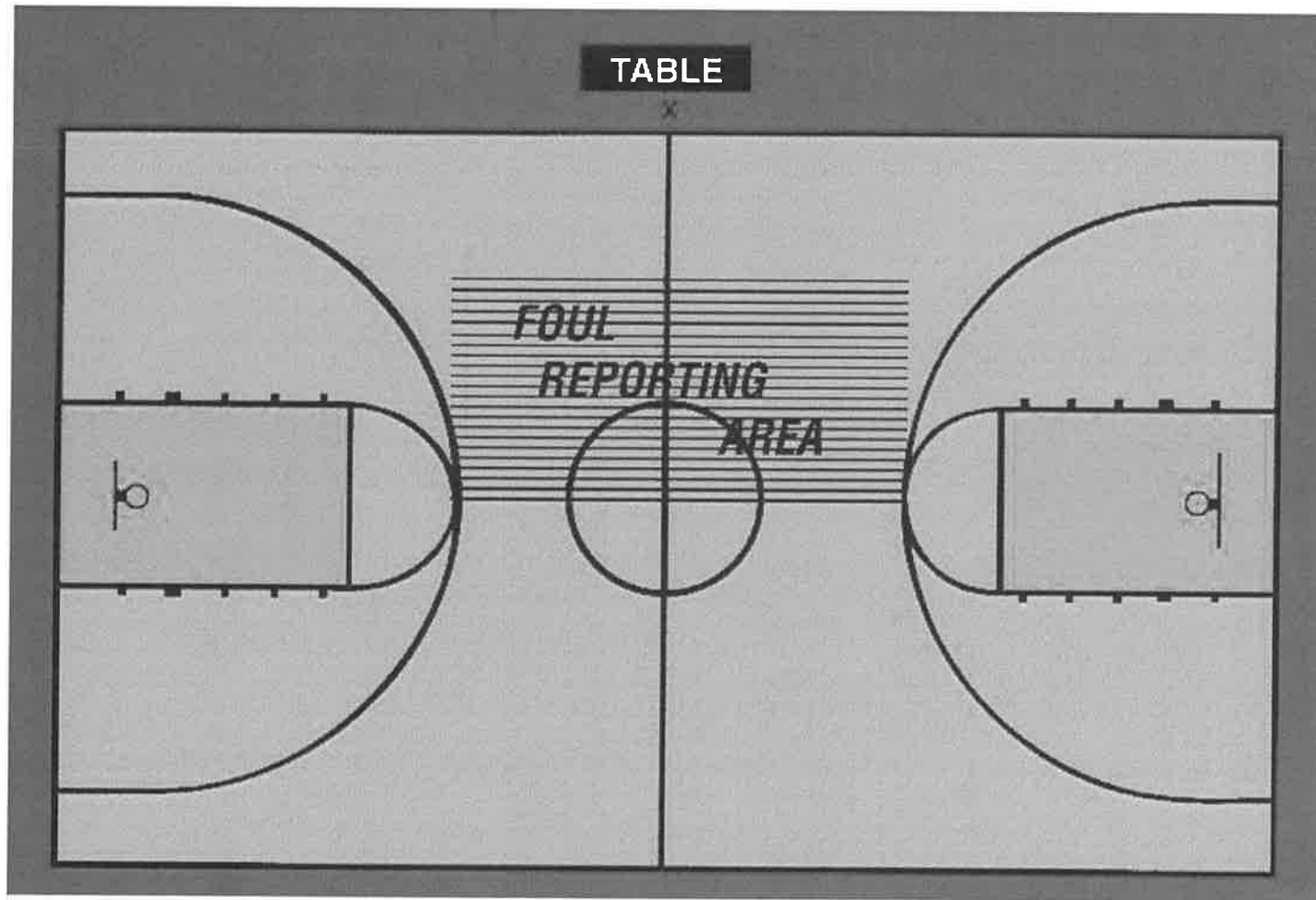
End Line Throw-Ins in the Backcourt



If no pressure, C and L may go to home locations



Foul Reporting



Fouls & Basic Switching

- Non-calling officials should observe all players
- Calling official goes table side after reporting
- Official originally table side fills the vacancy left by the calling official



Fouls & Basic Switching

- Third official remains in same position occupied at time of foul
- If calling official was table side, no switch occurs



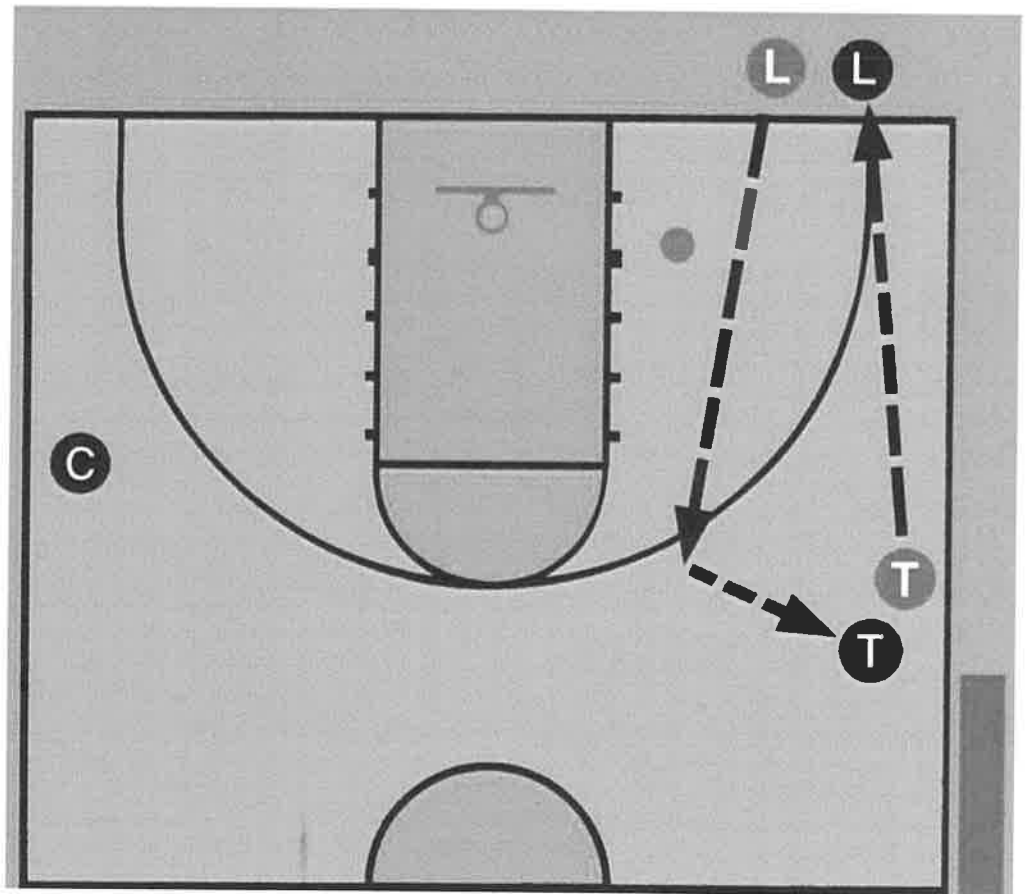
Foul Reporting & Switching

Lead calls tableside
foul – goes to
reporting area.
Becomes new T

T becomes new L

C remains C

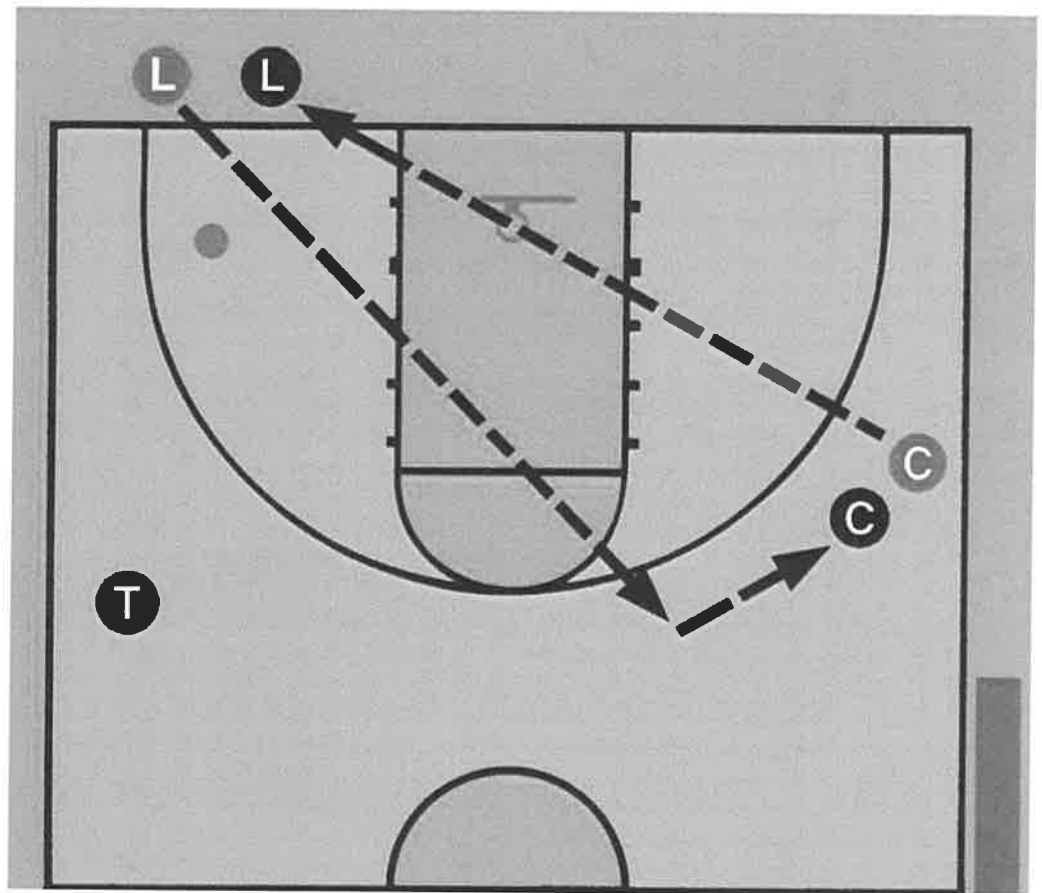
Staying in the Frontcourt



Foul Reporting & Switching

Lead calls foul
opposite table
goes to reporting
area. Then
becomes new C.
C becomes new L
T remains T

Staying in the Frontcourt



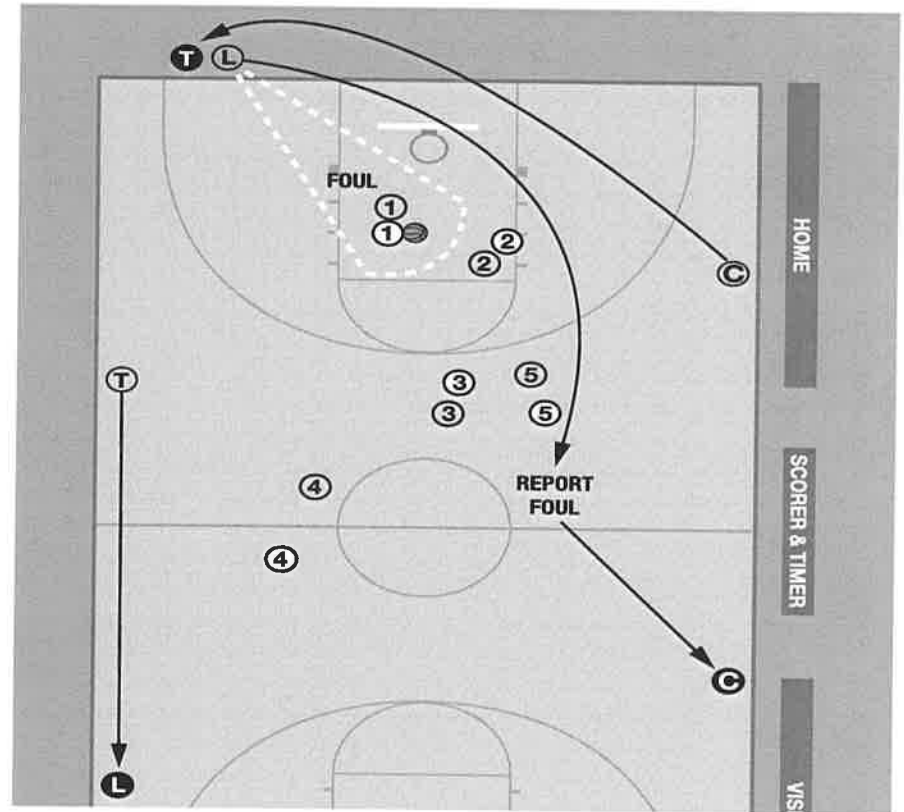
Foul Reporting & Switching on Offensive Calls

L calls foul opposite, reports and moves to front court to become the new C

Old T becomes new L

C becomes the new T and administers the throw-in

Backcourt to Frontcourt -
No Free Throws



Foul Reporting & Switching on Offensive Calls

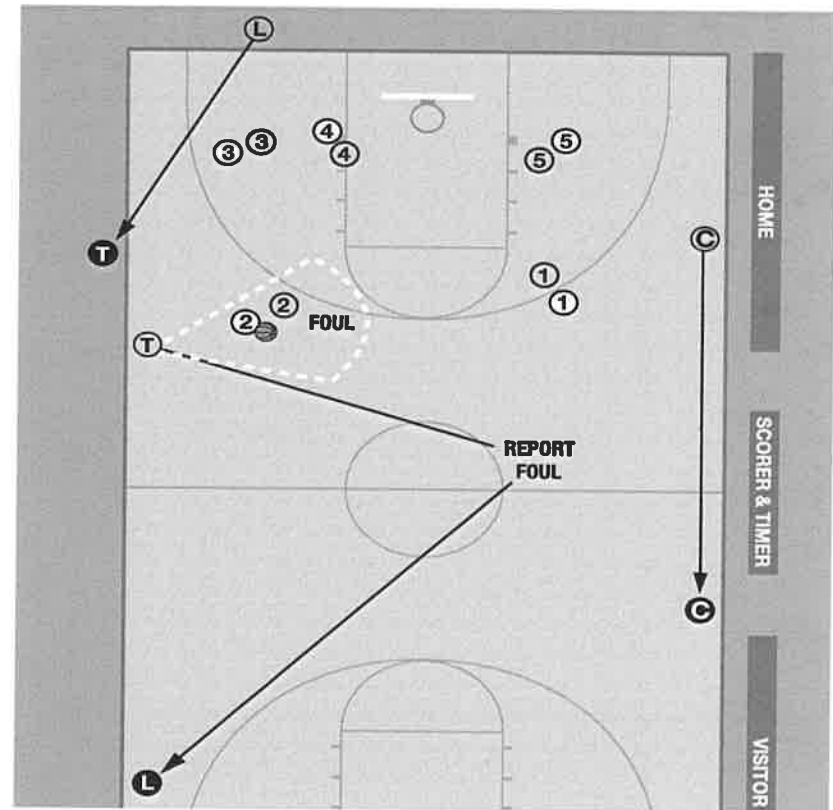
T calls foul opposite, reports and moves opposite to become new L

Old C becomes new C

L goes to sideline to administer throw-in and becomes new T



Backcourt to Frontcourt -
No Free Throws



Foul Reporting & Switching on Offensive Calls

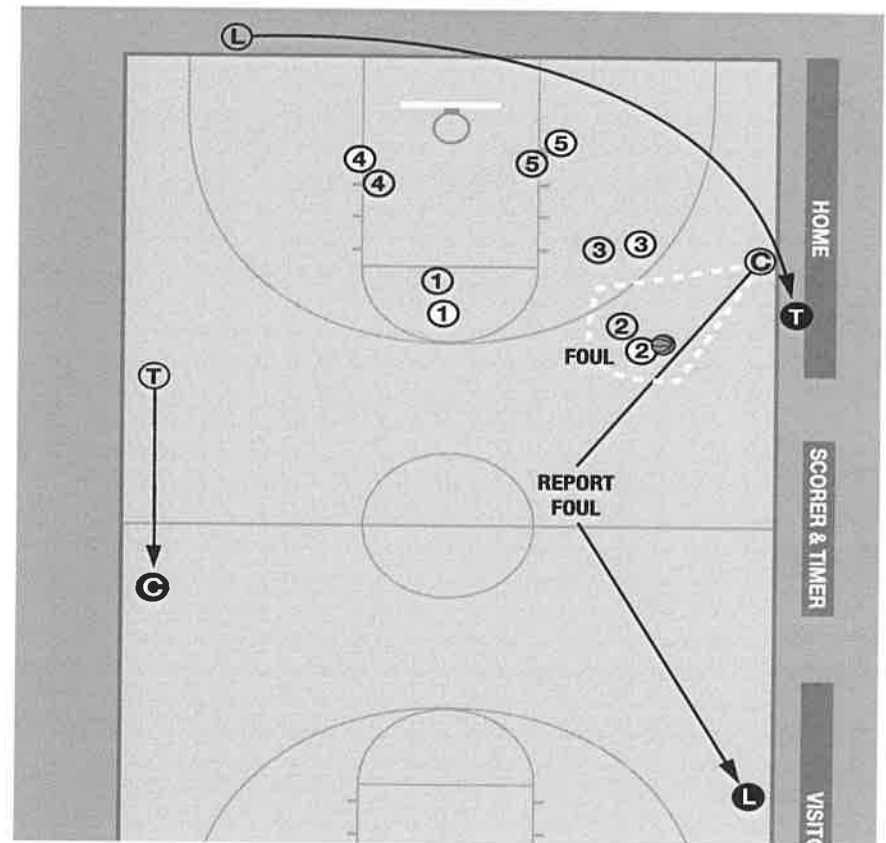
C calls tableside , reports and slides down to become new L

Old T becomes new C

L goes to sideline to administer throw-in and becomes new T



Backcourt to Frontcourt -
No Free Throws



Disqualification Procedure

1. New table side (C or T) official:
 - Notifies coach
 - Requests timer to begin 20-second replacement interval
 - Notifies disqualified player
2. Officials not administering disqualification position for subsequent throw-in or free throw



Disqualification Procedure

3. Administering official takes a position on division line half way between center circle and sideline nearest table to administer substitution



Free Throws

- Calling official becomes T – observes all action and assists with violations, rebounding action and fouls
- L administers all free throws – has responsibility for bottom lane space and three spaces on the opposite line
- C has responsibility for shooter, flight of ball, and top two lane spaces on opposite line
- C and T close down on last shot attempt

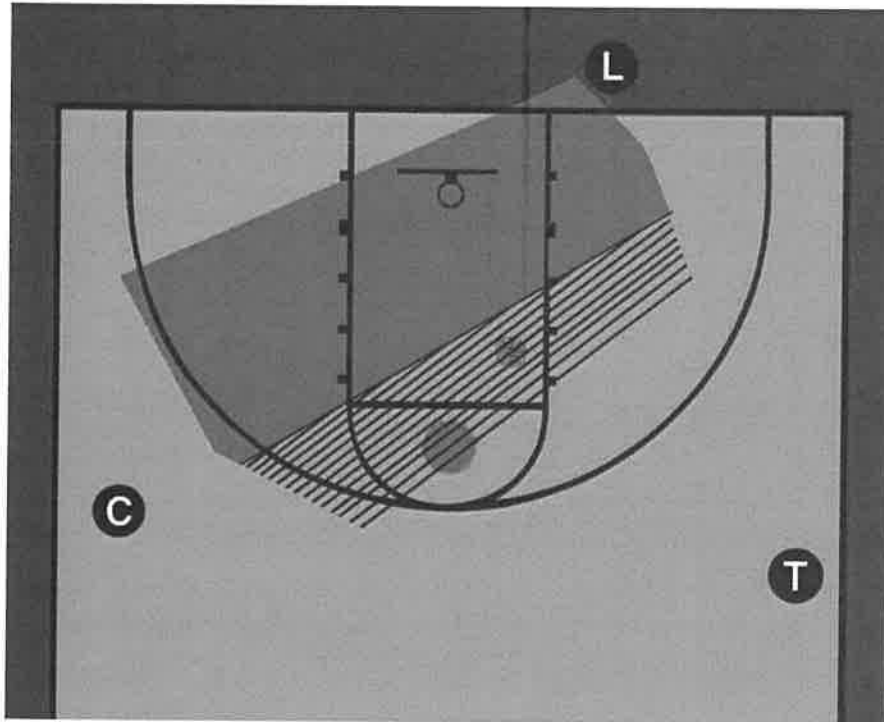


Free Throws

- T is at approximately the 28-foot mark and just inside the tableside boundary line – *NOT* at the division line
- L is approximately 4 feet from near lane line for *ALL* free throws
- C is halfway between the near lane line and the sideline; just above the free-throw line extended



Free Throws



Calling official becomes T
L administers all throws
C and T close down on
last shot attempt

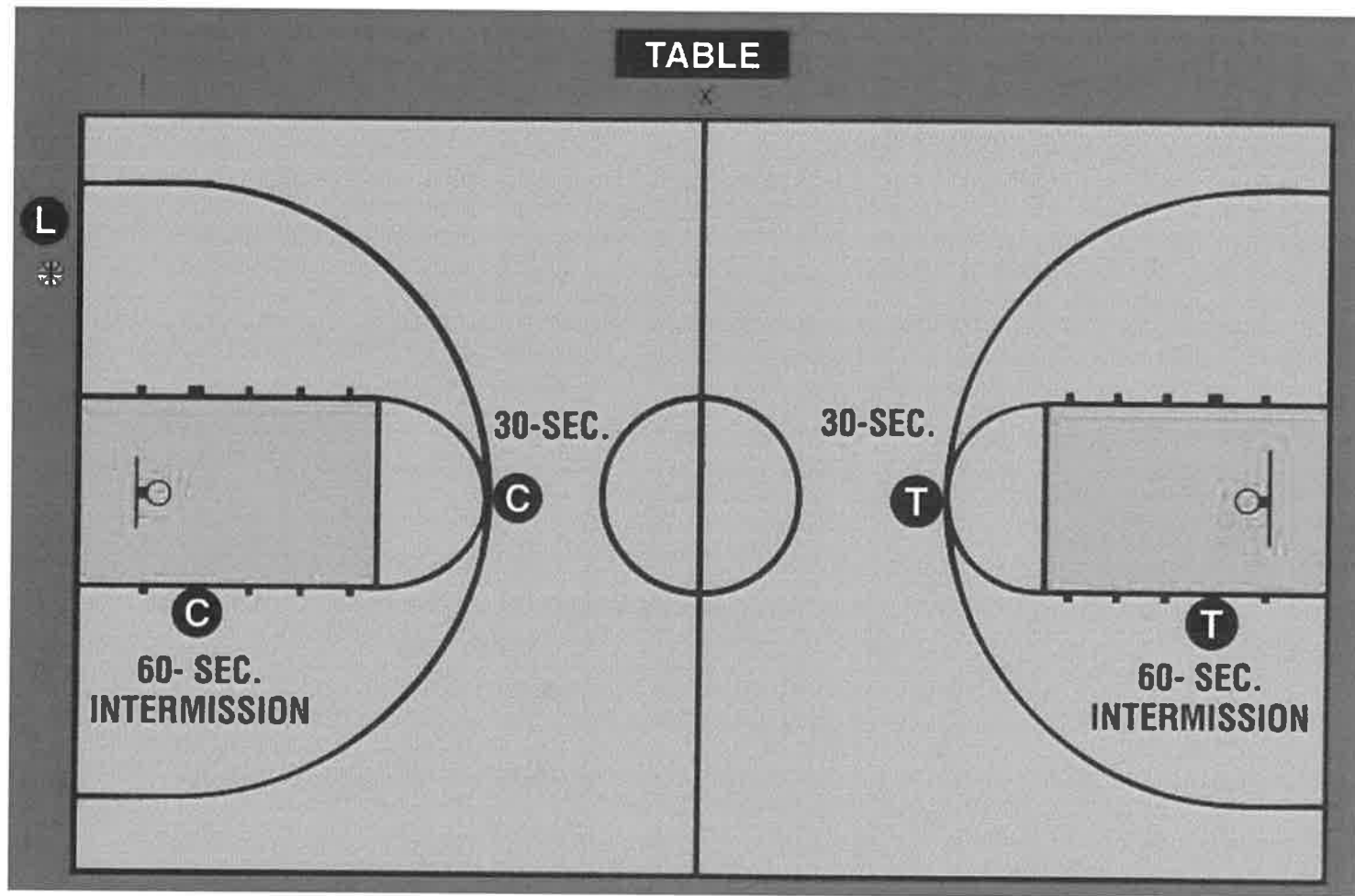


Time-Outs & Intermissions

- Administering official stays with ball at resumption of play location – puts ball on floor if movement is necessary
- Positioning of two free officials:
 - 60-second time-out/intermission – nearest block
 - 30-second time-out – top of three-point arc
- Officials should observe bench and table activity



Time-outs & Intermissions



Last-Second Shot

- C or T – Opposite table official is responsible
- L may offer assistance or be responsible on fast break
- Responsible official communicates with partners that he/she has the last-second shot
- Discuss during pregame

