PURPOSE OF THIS MANUAL

Every organization has a purpose. Our purpose of the AHSAA is to provide the very best officiating service possible for all the students who participate in the sport of basketball. This manual is an aid in the attempt to develop and provide officiating that is both consistent and uniform in its application. It has and will continue to be our goal to stress the accuracy of the application of the rules while displaying the proper mechanics and procedures.
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ALABAMA HIGH SCHOOL ATHLETIC ASSOCIATION

Schools have entrusted us to assist them in the educational development of their youth through athletics. The proper operation of such a process requires that officials be independent, impartial and responsible to people they serve. In recognition of these expectations there is hereby established a Code of Ethics for all officials. The purpose of the Code is to establish guidelines for ethical standards of conduct for all officials.

1. An official must devote time, thought and study to the rules of the game and the mechanics necessary to carry out these rules so that one may render effective and creditable service in a fair and unbiased manner.

2. An official must work with fellow officials and the state association in a spirit of harmony and cooperation in spite of differences of opinion that may arise during debate of points or rules at issue.

3. An official must resist every temptation and outside pressure to use one’s position as an official to benefit oneself. Under all circumstances, officials must avoid promoting the special interest of any person or group of persons other than the athletes we serve.

4. An official must constantly uphold the honor and dignity of the advocacy in all personal conduct and relations with the student-athletes, coaches, athletic directors, school administrators, colleagues, and the public, to be a worthy example to the athletes under one’s jurisdiction.

5. An official will be prepared both physically and mentally, dress according to expectations, and maintain a proper appearance that is befitting the importance of the contest.

6. An official must remember and recognize that it is important to honor contracts regardless of possible inconvenience or financial loss.

7. Officials must recognize that anything which may lead to a conflict of interest, either real or perceived, must be avoided. Any privilege, employment or personal relationship with a school, team or conference which can compromise the perceived impartiality of officiating must be avoided.

Every member of the officiating profession carries a responsibility to act in a manner becoming a professional person. The conduct of any official influences the attitude of the public toward the profession in general as well as toward the official in particular.

Officials may be reprimanded, fined and/or suspended for any conduct unbecoming an official registered with the AHSAA. The Code of Ethics falls into this category.
The philosophy of the rules of basketball is to allow two teams to play so that neither team has an unfair advantage. The role of officials is to enforce these rules. Mechanics are the necessary tool that places officials in the proper position to enforce those rules.

This manual is written with these three purposes in mind. The philosophy that should be followed is that the rules book and manual are the constant to which everyone has access. The official should enforce the rules as written and follow the manual as written.

Basketball officials comprise a very large group of men and women who find great satisfaction in maintaining direct contact with a sport which has worldwide appeal. Basketball is the most popular sport sponsored by the AHSAA, which is a member of the National Federation.

For about 99% of the group, officiating is a satisfying avocation rather than a full-time vocation. To be of maximum service, these individuals must be fully informed of the purposes and policies of the schools as exemplified in the work of the conference, league and statewide organization. This is facilitated through the registration, promotion and training program as practiced in the AHSAA.

Good officiating is partially dependent on a thorough knowledge of the basketball rules and of all related material which is published each year. Most of the decisions on the floor must be made so quickly that they come by reflex. The only way the proper reflexes can be perfected is through continuing study of all possible situations so that fundamentals and correct interpretations are always clearly in mind.
Basketball code fundamentals are clearly outlined in descriptive material. When these are thoroughly understood, the chance of making an error in decision on some infrequent and uncommon situation is greatly reduced. All of the rules are based on these few fundamentals. Mastery of them enables the official to base the ruling on logic rather than on memory of the proper ruling for each of the hundreds of situations which may arise. The basketball fundamentals are:

**Basketball Rules Fundamentals**

1. While the ball remains alive, a loose ball always remains in control of the team whose player last had control, unless it is a try or tap for goal.

2. Neither a team nor any player is ever in control during a dead ball, or during a jump ball, or when the ball is in flight during a try or tap for a field goal.

3. A goal is made when a live ball enters the basket from above and remains in or passes through unless canceled by a throw-in violation or a player control foul.

4. The jump ball, the throw-in and the free throw are the only methods of getting a dead ball alive.

5. Neither the dribble nor traveling rule operates during the jump ball, throw-in or free throw.

6. It is not possible for a player to travel during a dribble.

7. The only infractions for which points are awarded are goaltending by the defense or basket interference at the opponent’s basket.

8. There are three types of violations, and each has its own penalty.

9. A ball in flight has the same relationship to frontcourt or back-court, or inbounds or out-of-bounds, as when it last touched a person or the floor.

10. Personal fouls always involve illegal contact and occur during a live ball except a common foul by an airborne shooter.

11. The penalty for a single flagrant personal or flagrant technical foul is 2 free throws and disqualification plus awarding the ball to the opponents for a throw-in.

12. Penalties for fouls are administered in the order in which the fouls occurred.

13. A live ball foul by the offense (team in control, or last in control if the ball is loose), or the expiration of time for a quarter or extra period, causes the ball to become dead immediately, unless the ball is in flight during a try or tap for goal. The ball also becomes dead when a player control foul occurs.
14. Any free throw violation by the offense causes the ball to become dead immediately.
15. A double personal foul involves only personal fouls and only two opponents; no free throws are awarded and the ball is put in play at the point of interruption. A double technical foul involves only technical fouls and only two opponents; no free throws are awarded either team and the ball is put in play at the point of interruption.
16. The official’s whistle seldom causes the ball to become dead (it is already dead).
17. “Continuous motion” applies both to tries and taps for field goals and free throws, but it has no significance unless there is a foul by the defense during the interval which begins when the habitual trying or tapping movement starts, and ends when the ball is clearly in flight.
18. Whether the clock is running or is stopped has no influence on the counting of a goal.
19. A ball which touches the front faces or edges of the backboard is treated the same as touching the floor inbounds, except that, when the ball touches the thrower’s backboard, it does not constitute a part of a dribble.
20. If the ball goes through the basket before or after a player control foul, the goal shall not be counted.

**Basketball terms** must be fully understood. Such terms include: bonus free throw; common foul; double foul; fumble; multiple throw; and many other terms as found in the definitions. The technical meaning of “team in control” and understanding of technicalities such as when “continuous motion” provisions apply are essential. The same thing applies to a clear and definite understanding of exactly when the ball becomes dead and when an act such as a dribble or a free throw ends. Otherwise, many of the statements concerning rules provisions are meaningless. All of the technical terms are a part of the basketball language. No one will have success in mastering the rules without learning to “speak and understand the language”

**Tactfulness** is a talent which will pay dividends in officiating. A diplomatic manner will often prevent ill will and resentment. Tactfulness encourages a cooperative attitude on the part of players, coaches and spectators. Use of it goes a long way in creating a willingness to accept decisions.
Courtesy (politeness) is the lubricant for good human relations. Sometimes officials are afraid that politeness implies softness or “politicking.” This is far from the truth. A polite person can be very strict and exacting. Cheerfulness and optimism tend to bring out the same qualities in players. A good official will be courteous, but will avoid “visiting” with players during the game. Carelessly placing an arm on a player’s shoulder or around his or her waist tends to destroy respect. Loafing in the coach’s office or carrying on long conversations with him or her before, during or after the game may give the appearance of favoritism. If conditions warrant a conference, both coaches should be involved. A player should be addressed by number rather than by name. In addressing the captain of a team, do so by title. The quickest way to lose respect of coaches and players is to get the reputation of being a horse trader. All actions should reflect strict and total impartiality.

Quick and positive decisions are essential, especially on the close ones. Timidity or hesitation cause a lack of confidence. Self-confidence can be developed. Many decisions can be questioned no matter how they are called. Hesitation in making a decision tends to make everyone waiver. The practice of making speedy decisions must be habitual. However, officials should not be hasty when there is a question at the table regarding scoring, timing, disqualification, fouls, the alternating possession arrow, etc. Take time to try and prevent any mistake from being made.

Loyalty to fellow officials implies an active, intelligent desire to carry out the intent of the rules by a well coordinated team. Each official must be willing to share the responsibility and must avoid attempts to shift the blame. There should be no press or radio interview about a game worked by any official nor any criticism of a fellow official.

An official cannot be over-sensitive about criticism. If the official has a chip on the shoulder or a surly attitude or a short temper, officiating will be difficult. Most spectator comments during a heated contest are half in jest. It is often a rebellion against authority in general rather than against an individual in particular.

In nearly all cases, critical comments are forgotten after there has been time for reflection. Everyone connected with a team is somewhat biased and prejudiced in favor of any advantageous call and against any adverse decision.
It is not desirable to “show-off” in making a call. The official should remain in the background. It is not the officiating but the game that is the attraction. An official should not be overbearing but should not tolerate disrespect from any player. The official should not attempt to “coach” players.

Arguments with a player, coach or team representative do not settle anything. During the game, if a coach asks what happened on a certain play, your explanation should be the extent of your conversation. It is unprofitable to try to convince the coach he or she is wrong. Any easy way to end the conversation is to say, “Well, Coach, if it happened the way you say it did, I just missed it.” Never argue with a player or coach and never lose your temper.

An official must anticipate when trouble is brewing. The presence of an official in whom the players have confidence will prevent most of these situations. Being in a position to observe any questionable contact will go a long way toward preventing such contact. When a player attempts to bait an opponent, it is a circumstance which requires immediate attention before it gets out of hand. In some borderline cases, the official can get best results by calling the matter to the attention of the team captain so that the captain can handle the unnatural conduct. The captain should be made to understand that he or she can stop the problem without penalty. The only way the official can stop it is to penalize.

Clean fast play is a credit to any team. However, attempts to draw fouls or to go the limit on crowding and disconcerting an opponent has no place in the game. The officials must not tolerate it. Decisive action when rough play begins will avoid later loss of control which often results when warnings are used as a substitute for penalties.

Hustle and energy have no substitutes. An official must cultivate the habit of moving quickly and being in position to observe all of the action in any doubtful situation. One extreme is wild purposeless running. The other is “standing on a dime” and making decisions at long range.

An official’s word is his or her bond. If you accept a game, be there—and on time. If there is some good reason for cancellation, confer with the booking agent and present the facts honestly. Let the booking agent make the offer to release you if he or she desires to do so. If some road condition or other circumstance makes a postponement a possibility, contact the booking agent. If there is any doubt, be there at the appointed time. Anticipate problems in travel and be ready to meet them. Excuses are a poor substitute for not being there at the appointed time.
A courageous official will be quick to call violations or fouls when they occur. Do this consistently without regard to the score, position on the floor, whom it may hurt, or how it may affect future relations with the coach. Regardless of pressure from fans, coaches or players, the official must go “straight down the middle” and have the courage to call them as they occur. Your honesty must be above reproach or you would not be an official in the first place. It takes real courage to resist pressure and intimidation. To a large extent, the personal reputation of an official will be built on this.

Cardinal Principles: The following items are specific goals and personal attributes that every good official will strive to attain and accept procedures which should be followed:

a. Have an understanding of the rules and approved mechanics.
b. Be on time. Do not cause the booking agent to worry.
c. Be prepared physically and mentally.
d. Wear the standard uniform in good condition.
e. Carefully check scoring and timing facilities before each half and at intervals during each half.
f. Maintain good posture while on the floor and administer your duties in a businesslike manner.
g. Be professional with fellow officials.
h. Know the official signals and give them promptly and decisively. Do not use unauthorized signals.
i. Be pleasant but firm and alert.
j. Do not fraternize with coaches or fans before or during the game.
k. Attempt to maintain poise and calmness at all times.
l. Do not smoke or use tobacco or use profanity on or in the vicinity of the court. As to alcoholic beverages – don’t!
m. Do not make any report which might be used by a future opponent as a scouting report.
n. Do not wear jewelry during the game.
GENERAL PRINCIPLES

Cooperation: Each official must give full cooperation to coworkers and to the assistant officials. Neither official is limited to calling fouls or violations in their own area of the court. Each official should call fouls wherever they occur and be prepared to help the other official at all times.

Signals: The signals as outlined in this Manual, the Rules Book, the Case Book and Rules Simplified and Illustrated are to be used exclusively. Signaling is an essential aspect of officiating and, through its use, decisions and information are relayed to players, coaches and spectators. These official signals are dignified, informative and meaningful. Poorly executed and unorthodox signals only tend to confuse. The manner in which a signal is given determines, to some degree, its acceptance by those associated with the game. Precisely executed clear signals establish the understanding that the officials are in complete charge with the game properly under their control.

Personality: The same personality attributes which go to make up a successful supervisor or director is applicable to officiating. Conscientious attention to detail, alertness, firmness and quick reactions are items which must be cultivated. An apologetic attitude while making decisions creates lack of confidence.

Physical Condition: Basketball requires a great deal of stamina on the part of players and on the part of an official. A physical examination should be taken at the start of each season and after any illness which might occur during a season. Unless an official is in good physical condition, reaction time and the ability to concentrate in making decisions will be less than satisfactory. If glasses are necessary, be sure they are securely anchored.

Players' welfare: Officials should be alert constantly to the possibility of player injury. Injured players should be attended to as outlined in the rules. In all situations, the welfare of an injured player always has the highest priority.

Proper court coverage requires a good system of mechanics to ensure the officials will be at the proper place on the court at all times. The movements must be such that the official is constantly in position to observe any action which falls under his or her jurisdiction. An official not in the proper position on the court has committed the "unpardonable sin" of officiating. The official must be proficient in good officiating mechanics.
The first step for an official who desires to work high school games is to register with the AHSAA. No interscholastic game should be scheduled until this has been done. Registration insures that the official will receive all needed supplies and full information as to interpretations and policies of the AHSAA.

Complete knowledge of the rules is essential. There is no substitute for rules study. The rules should be reviewed well before the opening of the season and this study should be continued up to the final game. Knowing all phases of the rules at the end of the season is no guarantee that it will carry over to the next season. Discussion of situations in small groups is effective. Using the comprehensive tests in the material provided by each State Association is excellent training in analysis and in the building of confidence. Even the most complicated situations must be separated into basic rule statements to eliminate argument and doubt.

Good officiating mechanics and techniques will be promoted by frequent study of this manual. Knowing and maintaining correct positions on the court is important in administering the rules. Rules interpretation meetings and officials’ clinics sponsored by the State Association or by local officials’ groups should be attended regularly. Much can also be gained from informal meetings of small groups of officials living in a given area. Rulings for controversial situations which may arise should be requested from the State Association office. They will either have the proper interpretation or they will secure it promptly.

A beginning official must gain officiating experience. For this purpose, the official should not hesitate to accept intramural level games or community league games without too much concern about the fee.

Apprenticeship is usually accomplished by working with some older and/or more experienced officials. Most experienced officials are interested in helping promote growth in the number of good officials. They know that the best will rise to the top and that the task of the competent official is made easier when all games are efficiently administered. There are never too many topnotch officials. As far as officiating is concerned, the economic law “bad money drives out good,” works in reverse and a sufficient number of good officials drive out the poor ones.
An official strives to advance. Either the official improves and advances or he or she goes backward. Efforts should be made to move constantly toward the highest rating.

The general conduct and character of an official should be such as to inspire respect and admiration among those with whom he or she comes in contact. Officials should not comment or make predictions relative to games or have improper associations at the game site or a hotel or elsewhere in connection with a game or tournament. Never discuss the plays or players of an opponent with any coach.

An officiating schedule is to an official as patients are to a physician. Much like a doctor, an official does not “drum up” business. Under no conditions should an official ever “solicit” games.

Reports to the State Association office or local association should be made promptly. If there is any irregularity or unsportsmanlike act in connection with the game, your testimony is needed by those who are responsible for maintaining athletic competition as a respected part of a good school program. Deviation from the time schedule, or in proper policing of the court, or in sanitation, or in treatment of guests is evidence of poor administration. Remedial action is possible only when the proper authorities have all the necessary information.

PROCEDURES FOR TWO AND THREE OFFICIALS

RESPONSIBILITIES BEFORE THE GAME

Arrive at the game site well in advance of the scheduled starting time. Report to the proper athletic administrator at least one hour before game time. Tardiness is normally inexcusable. Early arrival permits you to dress leisurely and to relax after the trip.

The pre-game conference is a must. The meeting affords an opportunity for the officials to develop confidence in each other. Having a pre-game conference does not guarantee a well-officiated game but it does go a long way toward insuring a smooth running game. The referee is responsible for arranging and conducting the meeting in the privacy of the dressing room prior to the game. The umpire(s) is encouraged to participate and contribute. Special topics can be covered as desired, however, the following items should be carefully reviewed:
A. General Items:
1. If possible timers and scorers should meet with officials during pre-game conference to review responsibilities.
2. Check correct time, starting time.
3. Check whistles, carry spare, check shoes, uniform.
4. Any special ground rules, unusual plays, new rules, points of emphasis, etc.
5. Use of authorized signals only.
6. Determining unconscious player.
8. Decide who will be referee, unless predetermined.

B. Referee’s Responsibilities:
1. Referee should enter each official’s name in all the scorebooks and then sign the official book.
2. Referee should confirm the use of a registered clock operator by viewing the registration card prior to the contest. If the clock operator cannot present the registration card, the game shall be played with the violation being reported to the AHSAA office as soon as possible.
3. Decide whether a goal counts when there is disagreement.
4. Forfeit the game when conditions warrant.
5. Toss ball all jumps – practice a few.
6. Decide matters when the timers or scorers disagree.
7. Rule on any situation not covered by rule.
8. Notify or have teams notified 3 minutes before the start of each half.
9. Approve the final score.

C. Pregame Floor Duties:
1. Referee, U1, U2
2. Court and boards
3. Reaction of ball, 49-54” – 6’ drop
4. Count players
5. Dunking, grasping
6. Player uniform, equipment
7. Jersey color
8. Leaving court

D. Table Duties:
1. Scorer – bookkeeping error
2. Timer – errors
3. Bonus, 2 or 10th
4. Alternating possession
5. Three (3) point goal
6. Reporting of subs – hold for beckon
E. Jump Ball:
1. Position
2. Mechanics
3. Toss, re-toss
4. Control to set arrow
5. Violation on throw-in

F. Court Coverage:
1. Lead – trail or lead – center – trail
2. Off ball
3. Deep corners
4. Full court press
5. Delay or spread
6. Switching on fouls, circle players
7. Dual coverage area responsibilities

G. Foul Call:
1. Freezing, free official(s)
2. Double whistle
3. Identifying free thrower
4. Reporting mechanics
5. Request for time-out
6. Double personal–no free throws, point of interruption
7. Double technical–no free throws, point of interruption

H. Free Throw Administration:
1. Lead – trail or lead – center – trail
2. Multiple throws
3. Signal before, during
4. Same on intentional or flagrant

I. Throw-ins:
1. Eye contact
2. Check for substitutes
3. Plays from throw-in
4. Position of players
5. Line responsibilities

J. Timing Counts:
1. Three seconds – in lane
2. Five seconds – throw-in and closely-guarded
4. Thirty seconds – time out
5. Twenty seconds – replace injured/disqualified player
6. One minute – time-out, quarter, intermission
7. Three minutes – notify teams
8. Ten minutes – rosters – starters, halftime
9. Fifteen minutes – officials on floor
10. Strong – better late than never

K. Time-outs:
1. When to grant
2. Positions
3. Direction – run or spot
4. Resuming play procedures
5. Full length, 30-second signals and communications
L. Substitutions:
1. Regular
2. Injury/bleeding
3. Unconscious player
4. Ejection
5. Regular disqualification (non-calling official)
6. Beckoning responsibility
7. Free – throws

M. Block/Charge:
1. With, without ball
2. Time – distance
3. Facing requirement
4. Feet on floor
5. Contact on defender’s body
6. Key defender’s positions

N. Rebounding:
1. Displacing opponent
2. Extending shoulders, hips, etc.
3. Rough play
4. Incidental contact

O. Screening:
1. Stationary – except moving screen
2. Position – within visual field
3. Position – outside visual field
4. Opponent
5. Extending elbows/hips

P. Basket Interference:
1. On ring, in basket
2. Touch ball in cylinder
3. Team A – no score; B – score

Q. Goaltending
1. Try in downward flight
2. Above ring – outside cylinder
3. Also technical foul on free throw
4. Team A – no score; B – score

R. Closely-guarded:
1. Guarding position – distance
2. Backcourt – no counts
3. Separate counts – holding, dribbling

S. Fighting
1. Identify offender(s)
2. Disqualification
3. Bench personnel leaving bench area

T. Conduct/behavior
1. Taunting and baiting
2. Profanity
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U. Correctable Error:
1. Clock stopped, dead ball – recognize during first dead ball after clock starts
2. Clock running, dead ball – recognize before second live ball

V. Last-Second Shot:
1. Two officials – L - fouls, T – flight
2. Three officials – opposite (C or T) has try
3. Three officials – T or L feet on 3-point
4. Steal/breakaway – L has all
5. Can’t decide – count foul or goal

W. Overtime:
1. Jump
2. Control for arrow

X. Bench Decorum:
1. Seated or box
2. Official/coach relationship

Y. Tempo of Game:
1. Keep it clean
2. Hand checking
3. Post play
4. Roughness, intimidation

Z. Game Ending Procedures

ENTERING THE COURT - POSITIONS FOR OBSERVING THE WARM-UPS AND TEAM INTRODUCTIONS

1. Your entrance should be with a brisk walk or a jog to your observation positions opposite the table and benches at least 15 minutes before game time.
2. Referee will position straddling the division line at the sideline opposite the table and benches. (For a crew of two the referee will take the position for U2 and perform the duties of the U2 along with the duties of the referee.
3. U1 and U2 (R if 2 officials) will position on the same side of the court with the referee and each will be approximately 28 feet from nearest end line.
4. U1 will observe the home team and U2 (R if 2-officials) will observe the visiting team.
5. You shall remain in these positions, observe the warm-ups, and avoid conversation unless it is absolutely necessary.
6. Referee reviews the duties of the timer and scorer with each of them.
7. At approximately the 12-minute mark, the referee will go to table and check the scorebook. Referee will confirm that the timer and scorer are familiar with and capable to perform their duties.
8. At approximately the 8-minute mark, the Referee, the umpire(s), the head coaches and the captains of each team will meet for a mandatory pre-game conference.

9. Following the pre-game conference, the officials shall leave their jackets at the table and then return to their initial pre-game positions and continue to observe the pre-game warm-ups.

10. After the teams have been introduced and have returned to their respective benches for final instructions, U1 and U2 will go to their respective F.T. lane blocks. Note that the U1 and U2 may need to switch sides of the referee at this time.

11. At the sounding of the warning buzzer, U1 and U2 will go to their respective team bench huddle and encourage prompt readiness for the toss and remain there until the team breaks the huddle.

If both teams leave the court and the officials desire to leave the court, they shall return prior to the team’s returning and position themselves in the same location.

Pre-Game Positions (for Two Officials)
PRE-GAME DUTIES

The Referee – Pre-Game Duties:
1. Review with scorers and timers 12 minutes before game time as to their responsibilities.
2. Review signals to be used in conveying information to and from the table.
3. Authorizes the scorer to note and prevent any attempted illegal substitution.
4. Designates the official timepiece and its operator, the official scorebook and official scorer.
5. Referee should enter each official’s name in all the scorebooks and then sign the official book.
6. Referee should confirm the use of a registered clock operator by viewing the registration card prior to the contest.
7. If the clock operator cannot present the registration card, the game shall be played with the violation being reported to the AHSAA office as soon as possible.
8. Check game clock and other timing apparatus.
9. Check device to indicate substitutions and end of a period.
10. Inspect baskets, boundaries, placement of crowd and extraneous apparatus to see if special ground rules are necessary. Be sure the basket net is loose enough to permit the ball to go through.

11. Visually count the number of players on the visiting team and secure similar information from umpire(s) regarding the home team and verify with scorebook (for a crew of two officials).

Complete these duties as quickly as possible.

**The Umpire(s) – Pre-Game Duties:**
For a crew of three officials, U1 is responsible for the following duties with the home team and U2 for the visiting team.

1. Check uniforms, colors and numbers to see that they are legal, including undershirts and undergarments, which extend below the pants.

2. If any squad member is wearing jewelry, an elbow, hand, finger, wrist or arm guard, cast or brace made of hard and unyielding leather, plaster, metal or other hard substance, even though covered with a soft padding, have them remove the item.

3. If any squad member is wearing illegal headwear, have them remove the headwear or secure authorization from coach, if state association has approved.

4. Determine whether ball runners are available to retrieve the ball at each end if the court has wide out-of-bounds areas or is on a raised stage or similar platform.

5. Visually count the number of players on both teams and report to the Referee.

Any special ground rules or unusual conditions concerning reporting to the table should be explained to both coaches by the officials in ample time so that the coaches can relay the information to their respective teams.

**Mandatory Pre-Game Conference:**

1. **For a crew of two officials:** at approximately eight minutes before the starting time, the referee shall escort the visiting team’s head coach and captain(s) and the umpire shall escort the home team’s head coach and captain(s) to the area directly in front of the scorer’s table where the division line and the
sideline intersect for a pre-game conference. The referee will assume a position straddling the division line, facing the table, coaches, captains and the umpire. The referee should be as little distance on the playing court as possible. The umpire shall assume a position at the division line closest to the scorer’s table and facing the playing court. The umpire’s position should be close enough to the referee to be able to hear the instructions being given by the referee but clear enough to continue observing both team’s pre-game warmups.

2. For a crew of three officials: At approximately eight minutes before the starting time, the referee shall position in an area directly in front of the scorer’s table where the division line and the sideline intersect while U1 escorts the home team’s head coach (HC) and captain(s)(c) and U2 escorts the visiting team’s head coach (HC) and captain(s)(c) to the pre-game conference. The referee will assume a position straddling the division line, facing the table, captains, coaches and the umpires. The referee should be as little distance on the playing court as possible. U1 will assume a position closest to the scorer’s table and on the side of the huddle closest to the home team’s bench. U2 will assume a position closest to the scorer’s table and on the side of the huddle closest to the visiting team’s bench. The umpires shall be in positions that will allow them to look through or around the conference huddle to continue to observe their respective team’s warmups. The umpires will be in a position close enough to the referee to hear the referee’s instructions and participate in the conference.

3. The referee should find out which captain will be the spokesperson, stress good sportsmanship and the no tolerance policy regarding profanity, taunting and baiting, trash-talking, in face tactics and anything else he wants to address with the captains, then let the captains return to their warm-up. He/she should then ask the coaches if their players are legally and properly equipped and will remain so for the entire game. and discuss anything else with the coaches he/she wants.

4. After completing conference, return to initial pre-game positions.

**Good officials avoid** any attempt to explain rule interpretations to players or any warning about calling certain infractions. It is assumed that the captains and their team know the rules and that the officials will administer the game according with these rules.
MANDATORY PRE-GAME CONFERENCE POSITIONS
(for Two Officials)

Visitor | TABLE | Home
---------|-------|------

HC                  (HC)
                     C
                     R

MANDATORY PRE-GAME CONFERENCE POSITIONS
(for Three Officials)

Visitor | TABLE | Home
---------|-------|------

U2 U1       (HC)  (HC)
               C
               R

(For Two Officials)

(For Three Officials)
RECOMMENDED DUTIES OF ALTERNATE OFFICIAL

When an alternate official is used, his or her duties shall include, but are not limited to the following:

1. Be present for pre-game conference. Wear game uniform and jacket and be prepared mentally and physically to officiate in case of an injury, illness or other emergencies.

2. Be seated at the scorer’s table as close to the scorer and timer as possible. Serve as an aid to both the scorer and timer.

3. Keep a written record of the possession arrow status and all fouls called, the number of the player fouling, the number of the shooter, the number of free throws and the time that the foul occurred.

4. Serve as an aid to the game officials in case there is a scoring or timing error, an error in substitution, a correctable error, etc.

5. Your role is a “working observer.” Use a data sheet to make appropriate notes and monitor any irregularities in order to report to the referee – do not make any rulings.

POSITIONS TO ASSUME FOR INTERMISSIONS BETWEEN QUARTERS
1. The referee shall assume a position with the ball at the division line on the side of the court opposite the table and indicate the direction of the play by his or her placement of the ball on either side of his or her body.

2. The free officials shall assume a position with each one positioned on the block at the F.T. lane and facing the table.

3. (For a crew of two officials) The umpire will assume a position at the spot where the free throw semi-circle line intersects the 3-point line at the side of the court in the direction the ball will go and facing the table. You will get both teams at the 15-second warning buzzer.

**END OF THE FIRST HALF**

Certain procedures must be carried out by the officials even though there is no playing action.

1. Officials should assemble at the center restraining circle and remain until both teams and coaches have exited the area and then proceed to the scorers’ table together.

2. Referee should check with scorers and settle any problems with fouls, the score, etc.

3. Referee confers with scorer to determine which team will have the possession arrow to start the second half and have
the arrow pointed in the proper direction.

4. Referee should arrange with the timer to have the teams and the officials notified at least 3 minutes before time to start the second half.

5. Referee shall take the ball to the table.

6. Officials should leave the court together and go to the dressing room.

7. Return to the court approximately 3 minutes before the intermission ends.

8. Check floor conditions, have any dirty or wet spots taken care of.

9. Officials assume the same positions as in pre-game to observe the warm-ups.

10. Umpire (Center in crew of three) check with scorers for proper substitutions.

11. Umpire (Center in crew of three) informs the coaches as to which team will have possession for the throw-in to start the 3rd quarter.

12. Umpire (Center in crew of three) secure and relay the ball to the Referee who is at the division line opposite the table.

GAME ENDING PROCEDURES

1. Officials should communicate when there is one minute left in each quarter by raising one arm straight up above the head and extending one finger in the air. All officials should give the same signal.

2. The opposite side official (Trail or Center) is responsible for making the call on any last second shot and should communicate this to his/her partners by signaling with the hand-on-chest signal when the game clock is near 15 seconds confirming responsibility for the last second shot. Such communication should be repeated on any change of possession.

Last shot (For a crew of 3 officials)

Whichever official (Center or Trail) is opposite the table will have the last second shot.

Last shot (For a crew of 2 officials)

The Trail official will have the last second shot.

Prior to approval of score:

1. During a time-out, the referee should check at the table that everything is in order and no scoring or timing or other problem exists and communicate with the crew as necessary.

2. Be sure timer watches for clock start signal and has a good
view of administering official before ball is put in play.

3. Give good signals.
4. Make sure clocks start.
5. Remember “lag time” principles.
6. If error or mistake occurs, do not leave the court.
7. Officials’ jurisdiction ends when officials leave the visual confines of playing area.

Approval of score:
The referee shall approve the score by communication with the official scorer. This communication may be verbal or non-verbal.

After approval of score:
8. Leave the court immediately.
9. Officials should neither avoid nor seek to contact coaches.
10. No public statement concerning the game should be made to the press, radio or T.V.
11. Report any irregularity or flagrant situation to the local or state association as soon as possible.

EXTRA PERIODS
Before each extra period, the Referee should instruct the timers, scorers and captains about the correct procedure.

UNUSUAL SITUATIONS OR CONFERENCES
If conditions warrant a conference, both coaches should be involved in the discussion. Both coaches should also be present for any discussion involving correctable errors and mistakes in timing, scoring, or alternating possession. An official’s count is definite information in correcting a timing mistake.

If a fight occurs, the officials should make every effort, short of physical contact, to prohibit the fight from continuing or escalating. Do not touch, hold or grab players—both for your own safety and for liability concerns. The ECO (if a registered official) and/or the Alternate Official shall monitor the benches and help the crew determine the number of players involved in the incident. The officials shall determine which player(s) will be disqualified as well as identifying bench personnel who leave the confines of the bench during a fight as they will also be disqualified. Video or replay information shall not be used by the officials to identify offenders.
Substitutions

1. The nearest official to the table shall sound a whistle to initiate the substitution(s) and beckon the substitute(s) onto the court and remain with them until the substitution is complete. When i transition, the new lead (table side) will not beckon substitute(s). Center (opposite table) shall sound a whistle and complete the substitution process.

2. Between periods and during charged time-outs, the substitute must report or be in position to report to the scorer prior to the warning buzzer ending the intermission or time-out.

3. Before putting the ball in play, officials should glance at the table to see if there is a substitution situation—beckon substitute(s) and all officials should count players before putting the ball in play.

4. When 3 or more substitutes enter for the same team and a captain request it, officials should line up players helping them to locate opponents.

5. Use the correct signal for beckoning substitutes.

6. After substitutes have been beckoned, use the dead ball signal to prevent play from resuming until the substitution process is complete.
THROW-IN SPOT

The throw-in spot shall be the nearest spot out-of-bounds from where the violation or foul occurred. If there is a violation or a foul resulting in a throw-in the following diagram is to be used to determine the nearest spot.

Whenever end line privileges are available to the throw-in team and the opponents commit a foul or violation that results in an end line throw-in; the throw-in team keeps the end line privileges.
FOUL CALLING AND REPORTING

CALLING OFFICIAL:

1. The “Bird Dog” signal is now optional. It should be used when there is a doubt as to which player committed the foul.
2. When you observe a foul, sound a sharp blast with your whistle with one fist clenched hand straight and high above the head.
3. After a slight delay, close down (give color & number), give the “bird dog” signal if necessary with other hand palm down at the hip of the fouling player. Do not “bird dog” on the move, or while standing from a distance.
4. If a goal is involved when a foul is called – the first thing you do at the spot of the foul and also at the reporting spot is to allow or disallow the basket.
5. At the spot of the foul, the preliminary signal for the block/charge, double foul, team control, player control and intentional foul will be given immediately. All other preliminary signals are optional.
6. Verbally give the free throw shooter’s number to him or her and the other officials.

7. Indicate the throw-in spot if no free throw is to be attempted. If free throws are to be attempted, the official may indicate the number of free throws with his/her arm extended above the head.

8. Hustle to the rectangular reporting area by going around perimeter of players and not through them. After reporting, hustle to the designated position.

9. Come to a complete stop with both feet inside the rectangular reporting area. Wait for the scorer’s attention. If the ball passed through the basket, the next action should be to count or cancel the basket.

10. Verbally and visually communicate by slowly and loudly stating the color and number of the fouling player and with one hand indicate the number of the player who fouled. Indicate the infraction by using proper foul signal. Do not point towards bench to indicate offending team.

11. If free throw(s) are to be attempted, indicate the number of free throw(s) with one hand or 2 hands in the case of a one-and-one. Number of free throws shall be indicated at shoulder height and extended to the side.

12. The calling official will complete all communications with table before admitting a substitution or granting a requested time-out.

13. The calling official shall notify the coach and player(s) of the disqualification(s).

**FREE OFFICIAL (S):**

1. Ignore the ball while the foul is being reported.

2. If the ball goes in the basket and the calling official has not counted the basket, get to the calling official quickly and say to him or her, “the ball went in”.

3. If you are the trail official and you do not call the foul, move slowly toward your new position and observe all players. Ignore the ball.
4. If you are the center or lead official and you do not call the foul, freeze your vision on and observe all players until the reporting official has turned back to the court to observe the players and court. Ignore the ball.

5. Secure the ball after the reporting official has turned back to the court and make sure that the proper free throw shooter is on the line.

6. The movement of all officials should be around the perimeter of players and not through them.

7. **Foul. Switching Principles (for a crew of three officials)**
   a. The official who calls the foul goes table side.
   b. The official in the trail or center position on the table side will replace the calling official.
   c. The third official remains in the same position occupied at the time of the foul.

8. **Foul. Switching Principles (for a crew of two officials)**
   a. The official who calls the foul goes table side.
   b. The lead official takes position opposite the table. Switch position on every foul

**WHEN CALLING A FOUL:**
1. **DO NOT** bird dog or communicate to the fouling player from a distance.
2. **DO NOT** bird dog or communicate to the fouling player while moving toward the foul reporting area.
3. **DO NOT** have the bird dog palm signal too high or too close toward the fouling player—it should be at about waist height toward the player who fouled and about 6-8 feet away.
4. **DO NOT** point at the offending player with a finger.
5. **DO NOT** walk while moving to the foul reporting area. Hustle and move around the perimeter of the players and not through them.
6. **DO NOT** fail to get both feet in the proper foul reporting area consistently.
7. **DO NOT** communicate the foul to the scorer before coming to a complete stop in the foul reporting area and having eye-to-eye contact with the scorer.
8. **DO NOT** walk back to the throw-in spot or the free throw line to put the ball in play following the reporting of the foul.
FREE THROW ADMINISTRATION

Basically the free throw administration is the same for the two-person and a three-person crew with the additional help from the trail official.

Free Throw Coverage

A. CENTER (For 3 officials)

1. You shall assume a position opposite the table.
2. The Center is not required to step into the lane before free throws are attempted. The Lead official will administer all free throws, and the Center shall visually communicate the number of free throws to the Lead, while assuming the proper position for free throw responsibilities.
3. You shall take a position at a 45-degree angle toward the opposite free throw lane line and the lead official within a maximum distance of 5 feet from the 3 point arc.
4. Do not assume a position too deep behind the free throw shooter (who is your 1st responsibility) or too wide toward the sideline that would prevent you from observing all marked lane spaces on the opposite free throw lane line.
5. Support the lead official in seeing that the marked lane spaces are properly occupied.
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6. After assuming your correct position, you shall give the 10-second free throw count. This count should be done by the flicking of the wrist, at your side, with the hand that is closest to the division line.

7. You will give the 10 second count and signal the clock to start for an unsuccessful free throw with the hand that is closest the division line.

8. After the free throw restrictions end on the last attempt, you will close down toward the basket to help with rebounding action.

LEAD OFFICIAL

1. You shall assume a position on the same side of the court as the table. (opposite the table for 2 officials)

2. The Lead official shall administer all free throws.

3. The procedure for the administering of a Technical foul free throw shall be the same procedure used for any other free throw attempt.

4. You shall retain possession of the ball until the Center (or Trail) has moved to his/her position.

5. After seeing that the lane spaces are properly occupied, communicate the number of free throws to be attempted to the players. The number of free throws should be indicated shoulder height, in front of, and inside the frame of your body. You should then carefully bounce the ball to the shooter and assume your position. Lead official shall now stand on the court next to the player nearest the endline during freethrows that cannot be rebounded. When the free throw can be rebounded the official will remain off court and out of the view of the shooter. Court coverage in either case will remain the same as in the past.

6. How wide you may go laterally toward the sideline toward the table will be determined by the number of players who are in marked lane spaces on the free throw lane line nearest you. Do not assume a position too wide that would prevent you from observing all marked lane spaces on the opposite free throw lane line.

TRAIL OFFICIAL (For a crew of three only)

1. The Trail official shall assume a position on the table side of the court on the same side as the lead and opposite the center or administering official.

2. The position of the trail official shall be such that he or she shall initially set up 6-8 feet on the floor in front of the Substitution X, at half court, for all free throws.
4. You are not just a spectator. You will call any free throw violations not observed by the administering and Lead Officials.
5. If players are in the backcourt, you will open up some, remain in initial position, observe them, and perform your primary responsibilities.
6. If the number of players in the backcourt and/or the tempo and game emotions warrant your changing position, you may move to the backcourt after letting your partners know that you will no longer be a help to them.
7. The trail official’s primary responsibility during the administration of a free throw attempt is to monitor the table, bench areas, opposing players in the backcourt, and handle substitution situations. After the ball is at the disposal of the free throw shooter for an attempt that may remain in play, the trail shall then close down toward the end line to a position nearest to where the 3-point line intersects with the free throw semi-circle.
8. Responsible to see that the correct player attempts the free throw(s) and in the correct order if multiple fouls have been called.

PROCEDURES FOR GRANTING TIME-OUTS

When a player or head coach legally requests a time-out, the calling official shall verify the type of time-out with the requesting team’s head coach who shall immediately indicate which type of time-out they prefer. If no indication is given immediately, the official will charge a full length time-out if one is available.

The calling official shall then verbally and visually communicate the type of time-out, as soon as they know the length and then report the time-out to the scorer at the table.

1. An official shall not grant a time-out until:
   a. Following a foul - until all communication has been completed to the scorer.
   b. All substitutes have been beckoned on to the court.
   c. An injured or disqualified player has been replaced.
2. The official who grants the time-out shall:
   a. Give the clock-stopping signal.
   b. Move to the foul reporting area and give full length or
      30 second time-out signal.
   c. Verbally give the shirt color and then both verbally and
      visually give the number of the player making the
      request for the time-out after both teams have assembled
      at the sideline at their bench area.

3. The official who grants the timeout request shall not instruct
   the timer to time the time-out period until the opposing
   team has been informed of the type of time-out and both
   teams have assembled in the immediate vicinity of their
   team bench area.

4. The timeout will begin when the game official indicates to
   the scorer that both teams have been notified and are in the
   vicinity of their respective benches. The timer shall sound
   a 15-second warning for a short timeout and a 15-second
   warning for a full timeout. At the conclusion of short
   timeout, the timer’s signal shall sound indicating the timeout
   has ended. Both teams must immediately leave their bench
   area when the signal ending the 30-second timeout has
   sounded and take their positions to resume play. Any undue
   delay in players resuming positions on the court could result
   in the ball being put in play by the game officials, using
   the Resuming Play procedure.

5. When successive time-outs are permissible, an excess time-
   out shall not be charged if either type of time-out is available.

6. During a 30-second time-out, players must stand inside the
   boundary line.

7. The official who will administer the resumption of play
   will hold the ball at the spot from which play shall be
   resumed, and shall indicate the direction in which the ball
   will go by holding the ball in front or to either side, or to
   the back of his or her body.
Full or 30-second Time Out Positions

During a time-out, the official in the area where the ball will be put in play shall secure the ball and remain near that spot. The other official shall take a position as shown facing the table straddling the division line and in contact with the jump circle. Report the shirt color and number of the player who requested the time-out and be ready to beckon substitutes onto the court.
A. TIME-OUT WHEN A THROW-IN FOLLOWS THE TIME-OUT

1. The official who shall administer the throw-in after the time-out shall take the ball to the spot of the throw-in, face the table, and indicate the direction the ball will go by placing the ball either in front or behind his or her body, or on either side.

2. This positioning will be true except in cases when the throw-in spot is on the table side of the court near the team benches. If this situation exists, the official who will administer the throw-in shall move straight out onto the court from the throw-in spot approximately in line laterally with the other 2 officials.

3. On a full time out the 2 free officials shall assume a position with each one being on a block on the F.T. lane line opposite the table facing in the direction of the team benches.
B. TIME-OUT WHEN A FREE THROW FOLLOWS

1. The center official shall assume a position with the ball in front of him/her at the spot where the free throw line intersects the semi-circle outside the free throw semi-circle and facing the table.

2. The 2 free officials shall assume a position with each one positioned on the block at the free throw lane and facing the table.
C. SHORT TIME-OUT WHEN A THROW-IN FOLLOWS

On a 30 second time out the 2 free officials shall assume a position at the intersecting point of the 3 pt. arc and the Free Throw Circle facing the team benches.
PROCEDURE FOR CALLING A HELD BALL

1. Give the signal for a held ball immediately. There is no reason to raise a hand for the stop-clock signal.
2. The calling official should close down rapidly in order to prevent rough play.
3. The non-calling officials remain at a distance in order to observe the other players.
4. After letting the play settle, the official facing the table should look for the direction of the possession arrow.

SIGNALING POINTS

1. Officials shall not signal the counting of a 2-point goal or a successful free throw attempt.
2. Officials shall continue to signal the value of free throws and goals, which are awarded as a result of basket interference or goaltending.

PROCEDURE AND POSITION FOR CALLING AND SIGNALING A VIOLATION

1. When an official detects a violation, the clock shall always be stopped by sounding one sharp blast on your whistle while having one open palm straight up above your head.
2. In making the call for a violation, you shall move to a position near the spot of the violation while signaling the nature of the violation.
3. You shall not turn your back to the players and the court while signaling the direction the ball will go.
4. Do not rush through this procedure – be very deliberate in handling it.
5. Stop the clock and give the correct signal for the violation. Then verbally sound the color of the team’s jersey that will put the ball in play while signaling the direction the ball will go. Then indicate throw-in spot.
6. Always assume proper position (near one of the free throw lane lines) and give correct signal for the 3-second lane violation (3 fingers extended on hand nearest the free throw lane and raising that hand and arm to front of body to shoulder height and lowering it back to your body)

Example: When a ball goes out-of-bounds, do not just sound your whistle or sound your whistle and point in the direction the ball will go. You shall always stop the clock by giving the correct clock-stopping signal. You are to follow violation procedures outlined above.

VISIBLE COUNTS

All visible counts except the free throw count should be given from the chest straight out and parallel to the floor no higher than shoulder. Any time one count ends and another begins, the official should change the hand used to indicate the count.

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3. The non-calling officials remain at a distance in order to observe the other players.
4. After letting the play settle, the official facing the table should look for the direction of the possession arrow.
BASIC PROCEDURES AND MECHANICS
TWO OFFICIALS

BASIC PRINCIPLES

Proper officiating mechanics are essential in attaining the very best court coverage. Many officials, who know the rules well, may fail to be accepted chiefly because their mechanics are poor. When two officials use proper mechanics, it is almost impossible for a play to occur without one of them being in a good position to see all of the play clearly. Good mechanics for play coverage must be mastered if the officials are to be successful.

The jump ball, ensuing throw-ins and free throw administration dictates the officiating positions. There are no “reverse” mechanics or crossovers.

The Lead official normally is ahead of the ball on all plays. The Trail official is behind the ball on all plays. Each official covers the sideline and the end line nearest to him or her. Ordinarily, each official remains at all times in the area for which he or she is responsible. If possible the Lead official should work from 4 to 6 feet off the end line.

Both officials are responsible for the administration of the 5-second count when a closely guarded player in the frontcourt holds or dribbles the ball. Both officials are responsible for calling the 3-second lane violation although the Lead official has primary responsibility. A visible count must be used on all time limit situations except for the free throw lane 3-second situation.

The Lead official is primarily responsible for play under the basket. In moving down the court, the Lead official should look over the inside shoulder and never turn his or her back on the play or back peddle down the court. The Lead official shall also take a position to assist the Trail official when a pressing defense is being used. The officials should rarely be directly opposite each other as they move up and down the court.

The Trail official has the responsibility of covering the backcourt and the outer part of the frontcourt. The Trail official also observes the flight of the ball on a try and calls backcourt and division line violations. On a try, the Trail official shall take at least one step toward the near end line to be in position to observe goaltending, basket interference and rebounding after the try. He or she also is responsible for giving the official signal for a 3-point try, successful 3-point goal,
basket interference and goaltending whether allowed or disallowed. The Trail official is normally responsible for giving the 5-second count when a player who is closely guarded is holding or dribbling in the frontcourt. The official who begins the 5-second closely guarded count stays with the count until it ends or becomes a violation. Switch hands when going directly from one count to another.

**BASIC POSITIONS**

1. Your basic position as the **Lead or Trail** will be dictated by your position assumed for a **Jump ball**, **Free throw** or a **Throw-in**.
2. Officials shall remain in either of these basic positions. No longer are there any switching or reversing positions.
3. The **Lead Official** covers the end line and nearer sideline. The **Trail Official** covers the nearer sideline and the division line.

**JUMP BALL**

Officials must notify both captains that play is about to begin. The jump ball will always take place at the center-restraining circle. Both officials have responsibility to count the players of both teams.

The referee shall face the table and toss the ball for every jump ball situation. The whistle shall be sounded prior to the toss to inform the players and table officials that play is about to begin. The Referee shall remain stationary after making the toss until the Umpire has committed him or herself, and then assume the proper position. The Referee is primarily responsible for action of the jumpers.
The toss should be straight and at a right angle to the floor. The correct height is slightly higher than either player can jump. Officials should practice the toss prior to and during the season by tossing the ball so that it reaches approximate basket height. Officials differ in their ability to toss the ball with one or both hands. Each Referee should use the type best suited to his or her natural movements. The toss should be straight up with no spin. If the toss is poor, either official shall sound the whistle immediately, signal the clock should not start and order a re-jump.

The Referee faces the table. The Umpire takes a position near the division line and boundary line. When the possession of the tapped ball progresses into a team’s frontcourt, the Umpire shall go with the ball and become the Lead official. The Referee will become the Trail official.
In this diagram, the team that gains possession is in their backcourt. The Umpire goes with the ball and assumes the Trail position. The Referee then assumes the Lead position.

The **Umpire will take a position** at the side of the court facing the Referee. Do not block the scorers’ and timers’ view of the Referee. The Umpire is responsible for the action of the non-jumpers. Use the start clock signal when the ball is legally tapped. The Umpire will go in the direction of the ball. If the team gains possession of the ball in their backcourt, the Umpire will assume the Trail position. If the team gains possession of the ball in their frontcourt, the Umpire will assume the Lead Official’s position. If the ball is tapped to the sideline behind Referee opposite the table, the Umpire should move to adequately cover a ball going out-of-bounds.

**Once control and direction of play has been determined**, each official is primarily responsible for his or her particular area. The Trail official is primarily responsible for the proper setting of the possession arrow. Each official covers the sideline and the end line nearest to him or her. Ordinarily, each official remains at all times in the area for which he or she is responsible. The Lead Official will work from 4 to 6 feet off the end line if possible.

**If there is a violation** prior to a legal tap, the official will sound the whistle and give the time-out signal to prevent starting the clock. If there is no violation before the tap, the clock should be started when the ball is legally tapped and if this is followed by a violation, such as a jumper catching the ball after it has been tapped, the clock shall be stopped when the official sounds the whistle and gives the time-out signal.

**After the toss, the Referee** should hold his or her position for an instant and attempt to avoid being caught in the subsequent activity.
In this diagram, the team that gains possession is in their backcourt. The Umpire goes with the ball and assumes the Trail position. The Referee then assumes the Lead position.

**The Umpire will take a position** at the side of the court facing the Referee. Do not block the scorers’ and timers’ view of the Referee. The Umpire is responsible for the action of the non-jumpers. Use the start clock signal when the ball is legally tapped. The Umpire will go in the direction of the ball. If the team gains possession of the ball in their backcourt, the Umpire will assume the Trail position. If the team gains possession of the ball in their frontcourt, the Umpire will assume the Lead Official’s position. If the ball is tapped to the sideline behind Referee opposite the table, the Umpire should move to adequately cover a ball going out-of-bounds.

**Once control and direction of play has been determined,** each official is primarily responsible for his or her particular area. The Trail official is primarily responsible for the proper setting of the possession arrow. Each official covers the sideline and the end line nearest to him or her. Ordinarily, each official remains at all times in the area for which he or she is responsible. The Lead Official will work from 4 to 6 feet off the end line if possible.

**If there is a violation** prior to a legal tap, the official will sound the whistle and give the time-out signal to prevent starting the clock. If there is no violation before the tap, the clock should be started when the ball is legally tapped and if this is followed by a violation, such as a jumper catching the ball after it has been tapped, the clock shall be stopped when the official sounds the whistle and gives the time-out signal.

**After the toss, the Referee** should hold his or her position for an instant and attempt to avoid being caught in the subsequent activity.
THROW-INS

1. For all end line throw-ins occurring in the frontcourt or backcourt, the administering official shall assume a position between the thrower-in and the nearest sideline and the other official boxes in.

2. Officials shall stay in these positions after the throw-in occurs until the next throw-in, free throw, etc.

3. Throw-ins in the backcourt shall be administered by the trail official. The lead official covers normally.

4. For a sideline throw-in in the backcourt, the trial official shall place the thrower-in between yourself and the basket to which that team is going.

5. For a sideline throw-in in the frontcourt, the official who is responsible for that sideline shall administer the throw-in by placing the thrower-in between yourself and the basket to which that team is going.

6. Do not cross your body with the ball. Hand it with the hand closest to the thrower-in.

7. Be alert for a boundary line violation by the opponent of the thrower-in.

8. Be alert for handling the resuming of play procedure.

9. The alternating possession throw-in to start the 2nd, 3rd and 4th quarters shall be administered by the Referee at the division line opposite the table. Sound the whistle to alert players that play is about to begin, designate the throw-in spot and put the ball at the thrower’s disposal. For the alternating possession procedure in other situations, the official responsible for that boundary line shall administer the throw-in.

10. Should the defense press, the new lead official shall assume and maintain a position to give help with the press. The new lead shall pull up in a position slightly deeper than the deepest player.

11. The administering official should make eye contact with his or her partner before handing the ball to the thrower and never allow the ball to be put in play until your partner is ready.

12. The administering official should designate the spot for the throw-in. After a technical foul, the throw-in shall be administered at the division line on the side of the court opposite the table (except for double technical foul-point of interruption). The throw-in team should make a player available to attempt the throw-in. No appreciable delay should be allowed before placing the ball at the spot and beginning the 5-second count.
13. After the throw in spot has been designated, and the thrower cautioned not to leave the throw in spot, the official should hand the ball to the thrower and move to observe the action. The official may bounce the ball to the thrower to obtain a better position on all lines except the baseline in front court. The Lead official will always hand the ball to the thrower-in. If the throw-in is after a goal, the thrower should be allowed a reasonable time to secure the ball at the end line after which the 5-second count is started. The count shall be silent and visible. When trail administers a throw in; the official shall sound the whistle to indicate play is about to begin only following a charged time out, an intermission or unusual delay. When lead administers a throw in: the lead official shall always sound the whistle prior to putting the ball in play and both lead and trail shall signal the clock to start. Only when lead administers a throw in will there be two officials signaling the clock to start.

14. Activity of the thrower and all players near him or her are the primary responsibility of the administering official. The free official is primarily responsible for players at a distance. Officials should be alert for a request for a time-out and for a substitution. If the time-out request or the attempt to substitute is made when it cannot be honored, the request should be ignored and the substitute should not be beckoned.

15. If a throw-in plane violation by the defense occurs, a team warning is recorded by the scorer and announced to the coach. One warning per team, thereafter a technical foul.

16. Reminders: If the scorer’s horn or game horn is sounded, either official may recognize it and stop action even to the extent of declaring that the ball did not become alive because of the whistle, or the horn may be ignored if it is sounded after the throw-in has started. If two or more adjacent teammates take positions so they are parallel to a boundary line and are within about 3 feet of it, play should be held up if an opponent desires a place between them. Use the proper signal to indicate running the end line privileges are in effect when the clock has been stopped.
MIRRORING OF A SUCCESSFUL 3-POINT TRY

1. Only the Trail official shall do mirroring of a successful 3-point try.
2. If the Lead official is the covering official for a 3-point try and signals a successful 3-point try, the trail shall mirror the Lead official’s successful 3-point signal.
3. The Lead official shall not mirror the successful 3-point signal given by the Trail official.
4. The signaling of a successful 3-point attempt and the mirroring of the successful 3-point signal shall be done without turning your back to the players and the court.
The frontcourt is divided into two areas of primary responsibility. The Lead official has primary responsibility for all action in the unshaded area. The Trail official has primary responsibility for all action in the shaded area. A narrow band of transition area exists where the two primary areas meet and one official’s primary responsibility ends while it begins for the other. Even though both officials have primary areas of responsibility, each shall call any infraction that is detected. There are no “reverse” mechanics or crossover. The jump ball, throw-ins and free throws dictate officiating position.
The triangle represents an area that is the most critical to coverage off the ball. While there are other responsibilities to coverage off the ball, the scope of the triangle represents a beginning focal point. The triangle will move as the ball and players move. The official who has coverage off the ball must concentrate and move to have a line of sight into the critical area away from the ball.
The Lead official is looking through the triangle to concentrate on action away from the ball. The triangle moves as the action moves.

The Trail official must work hard to cover a 3-point try from this area. The Lead official is well off the end line and focuses on the area off the ball.
The Lead official has the ball while the Trail official sights through the triangle for good coverage off the ball.

The Lead official moves to a position to get the 3-point line covered when the ball is in this area. The Trail official positions to cover the significant action off the ball through the triangle.
The Lead and Trail officials are in proper position for a normal frontcourt offense. When a team goes into a “4-corner” or “delay” offense, the officials must change their basic positions and move to the areas indicated with the arrows. It is very important that the Trail official be behind the “delay” offense, favoring the left. The Lead official must move around the corner to observe lateral movement and possible contact. If the corner player on that side drives to the basket, the Lead official can cut across the corner to observe the action near the basket. Officials should react quickly and properly when a team shows this kind of offense.
BASIC PROCEDURES AND MECHANICS
THREE OFFICIALS

BASIC PRINCIPLES

The three-official officiating techniques are designed to provide better coverage by all three officials. This coverage gives more emphasis on primary areas of responsibility thus eliminating the possible trend of over or under officiating. Always having an official in position acts as a deterrent to fouling and therefore promotes better basketball.

All officials should maintain the semblance of a wide triangle coverage of the court, and fundamentally they should be moving into the proper positions each time there is a change in possession of the ball (but should never turn their backs to the ball). The Center or Trail official who has a 5-second closely-guarded count in the frontcourt, must step onto the court and go with the dribbler even toward the other side official’s area of responsibility showing that he or she still has the initial count and that the offensive player is still closely-guarded.

Should a turnover take place, the Lead Official becomes the Trail official. When a change of possession takes place, the Trail official becomes the Lead official and the Center official remains the Center official. All officials have the responsibility to call plays they clearly see away from their primary areas of responsibility. On all fouls the calling official reports the foul to the scorers’ table and stays table side, designating the throw-in spot or taking the trail position on free throws.

Lead official handles throw-ins only on the end line. Trail official handles all throw-ins in the backcourt. Official that calls a violation should designate the throw-in spot.

When an official calls a foul, follow the prescribed mechanics and procedures. The other two officials freeze their field of vision. The official making the call should move quickly to the play.

When the ball goes out-of-bounds and the responsible official needs help, look in the direction of the official sharing that area of responsibility and ask for “HELP”. That official will then make the call.

On a fast break or when a quick outlet pass occurs, the Lead official (prior to the break) shall assume responsibility for the sideline on Trail’s sideline.
This will give the Trail official (new Lead official) time to adjust position to cover the remainder of the sidelines while moving into position on the end line. Never turn your back to the ball when changing direction or back peddle down the court.

**The Lead official assumes an initial position** of good depth off the end line and has end line responsibility. The Lead official normally is on the Trail official’s side, but adjusts position according to ball position while working an outside in angle.

**The Center official normally takes an initial position approximately in line with the free throw line extended,** and has sideline responsibility from end line to end line.

**The Trail official normally takes an initial position** approximately in line with the top of the 3-point arc. Sideline responsibility is from the end line to end line. On a turnover primary responsibility is to provide Lead coverage. The Trail official’s depth of coverage in the frontcourt should be dictated by game action.

**For the administration of the throw-in in the frontcourt,** the lead official is responsible for the entire end line. The Trail official is responsible for the entire sideline and the division line. The Center official is responsible for the entire sideline. Officials’ positions should not be stationary. They should move to get proper angle coverage. On the end line a position 4 to 6 feet from the line will provide a wider vision of play in that area.

**Division of Court** — Advantages of Lead and Trail officials on ball and Center official with off ball responsibility:
   a. Enhances the ability of three officials to be in the proper position to cover each play and all players.
   b. Provides improved court coverage, in both front and backcourt.
   c. Treats both sides of the court the same in regard to areas of coverage.
   d. More clearly defines specific areas of coverage and responsibility.
   e. Enhances the officiating philosophy of wide triangle coverage.
   f. Demands total concentration of the officiating crew.
   g. Allows the officiating crew to do a better job of officiating the defense.
   h. Provides more effective coverage in pressing and full court situations.
   i. Primary areas of coverage are the same for both sides of the court.
j. Advocates a stronger team work approach to officiating, and requires that officials put trust and confidence in their partners.
k. Allowing the Lead and Trail to officiate the ball and the players that are between them increases the philosophy of strong side officiating.
l. Proper off ball coverage is increased because the Center official has the responsibility for off ball screens, backside coverage and weak side rebounding.
m. The officials adjust their positions to the ball and the players on the court.
n. Increases the opportunity for all three officials in the crew to become more involved and participate in officiating the game.

Terminology Used:
a. Rotation refers to a situation, whereby the location of the ball keys the Lead to initiate a rotation. Such movement by Lead to ball side initiates a change in position by Trail and Center. This is implemented when the ball changes sides of the court.
b. Switch refers to a dead ball situation created by an official who calls a foul. After the foul is reported to the table, there may be a change in position of the officials. The switch will normally involve the calling official moving to a new position on the court.
c. Lead official refers to the position of the official at the end line.
d. Center official refers to the outside official who is in the off ball position, mid-way between a step below the free throw line extended and the top of the circle. The Center official may be table side or opposite side.
e. Trail official refers to the position of the outside official nearest the division line, at approximately the 3-point arc. If transition occurs, the Trail official will become the new Lead. The Trail official may be table side or opposite side.
f. Close down refers to official’s movement (a step or two) on movement of the ball:
   1. Trail toward end line.
   2. Lead toward nearest lane line extended.
   3. Calling official toward the fouling player.
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g. Ball side refers to the location of the ball in the normal frontcourt offensive alignment of a team. In dividing the court down the middle (using the basket as a center point) endline-to-endline, the side of the court where the ball is located is ball side.

h. Strong side is determined by location of Lead official.

i. Weak side is the side opposite the Lead official.

j. Table side refers to the side of the court on which the scorers’ and timers’ table is located.

k. Opposite side refers to the side of court opposite the table side.
JUMP BALL

1. Referee notifies both captains that play is about to begin.
2. U1 counts home team players and U2 the visiting players.
3. The Referee will face the table, sound whistle, and make the toss.
4. U1 takes a position on the table side of the court at approximately the 3-point arc and be responsible for signaling the clock to start when the ball is legally tapped and calling back a poor toss.
5. U2 takes a position at approximately the 3-point arc on the side of the court opposite U1 and the table and be responsible for the position and action of the non-jumpers.
6. The referee should hold his or her position until action around the jump has cleared and the direction of the ball has clearly been established, and then move to the correct position as the trail.
7. If the ball moves in the direction to the right of the tossing official (referee), U2 will move to the right and become the Lead official. U1 will move to the left and become the Center official, and the Referee will become the trail official.
8. If the ball moves in the direction to the left of the tossing official (referee), U1 will move to the right and become the Lead official, U2 will move to the left and become the Center official, and the Referee will become the Trail official.
U1 will move to the right and become the Lead. U2 will move to the left and become the Center. Referee will hold momentarily and then move to Trail, enabling coverage of the sideline opposite U2. U’s must be alert to move in either direction should a quick turnover occur before the referee becomes free to move. Referee will assume sideline responsibility U1 had during the jump ball.

U2 will move to the right and become the Lead. U1 will move to the left and become the Center. Referee will hold until players clear and then move to Trail. Lead must be prepared to rule on quick 3-point try. Referee will assume sideline responsibility U2 had during the jump ball.
COURT COVERAGE – THREE OFFICIALS

Each official has an area of primary coverage and for fouls and violations on the ball in that area. When ball is not in primary area, take all players in your area. Dual coverage is indicated. Officials must always be aware of location of ball, players and other officials.
INBOUNDS COVERAGE. THROW-INS AND LINE COVERAGE

1. The trail official will handle all throw-ins in the backcourt.

2. If the ball has already been in the frontcourt and then goes out-of-bounds in the backcourt, the official who is responsible for the sideline or end line where the ball goes out-of-bounds will handle the throw-in and be the Trail official.

3. For throw-ins on end line in backcourt, the trail official’s position will be between the thrower-in and the nearer sideline. The Lead official will be on trail’s side of the court.

4. For throw-ins on a sideline in backcourt, the trail official’s position will be between the thrower-in and the near end line.

5. For a throw-in on a sideline in frontcourt, the official responsible for the sideline on which the throw-in will be made administers the throw-in by taking a position between the thrower-in and the division line. The thrower-in shall be positioned between the administering official and the basket to which the thrower-in’s team is going.

6. In handing the ball to the thrower-in, do not cross your body with the ball. Hand the ball to the thrower-in with the hand closest to the thrower.

7. Be alert for having to use the Resuming Play Procedure. Know how to administer the procedure.

8. Be alert for a throw-in boundary line violation by the opponent of the thrower-in.

The alternating possession throw-in to start the 2nd, 3rd and 4th quarters shall be administered by the Referee at the division line opposite the table. Sound the whistle to alert players that play is about to begin, designate the throw-in spot and put the ball at the thrower’s disposal. For the alternating possession procedure in other situations, the official responsible for that boundary line shall administer the throw-in.
The administering official should designate the spot for the throw-in. After a technical foul, the throw-in shall be administered at the division line on the side of the court opposite the table. The throw-in team should make a player available to attempt the throw-in. No appreciable delay should be allowed before placing the ball at the spot and beginning the 5-second count after the throw-in spot has been designated, and the thrower cautioned not to leave the throw-in spot.

The Trail official should hand the ball to the thrower and move to observe the action. The trail may bounce the ball to the thrower to obtain a better position to officiate, if there is pressure. The Lead official will always hand the ball to the thrower-in. If the throw-in is after a goal, the thrower should be allowed a reasonable time to secure the ball at the end line after which a 5-second count is started. The count shall be silent and visible. The administering official shall sound the whistle to indicate play is about to begin only following a charged time-out, an intermission or an unusual delay. If the clock has been stopped, the trail official should signal the clock to start when the released ball touches a player who is inbounds.

Activities of the thrower and of players near him or her are the primary responsibility of the administering official. The free officials are primarily responsible for players at a distance. Officials should be alert for a request for a time-out and for a substitution. If the time-out request or the attempt to substitute is made when it cannot be honored, the request should be ignored and the substitute should not be beckoned.

If a throw-in plane violation by the defense occurs, a team warning is recorded by the scorer and announced to the coach. One warning per team, thereafter a technical foul.

Reminders: If the scorer’s horn or game horn is sounded, either official may recognize it and stop action even to the extent of declaring that the ball did not become alive because of the whistle, or the horn may be ignored if it is sounded after the throw-in has started. If two or more adjacent teammates take positions so they are parallel to a boundary line and are within about 3 feet of it, play should be held up if an opponent desires a place between them. Use the proper signal to indicate running the end line privileges are in effect when the clock has been stopped.
Front Court Line Coverage

Full Court Line Coverage
SHOT AND REBOUND COVERAGE

Center responsible for all shots in foul line half circle. Trail helps Center with shots from foul line half circle on Trail’s side.

SHOT AND REBOUND COVERAGE FROM LEAD’S LEFT AREA

Lead has shooter and strong side rebound. Center has interference and goaltending, then weak side rebound. Trail has interference and goaltending, then perimeter rebound.
SHOT AND REBOUND COVERAGE FROM LEAD'S RIGHT AREA

Lead has shooter and strong side rebound. Trail has interference and goaltending, then perimeter rebound. Center has interference and goaltending, then weak side rebound.

SHOT AND REBOUND COVERAGE FROM TRAIL'S AREA

Lead has strong side rebound. Trail has shooter and 3-point line, then interference and goaltending and perimeter rebound. Center has interference, goaltending and weak side rebound.
SHOT AND REBOUND COVERAGE FROM CENTER’S AREA WITH LEAD ON CENTER’S SIDE

Lead has strong side rebound. Center has shooter and 3-point line, then interference, goaltending and perimeter rebound. Trail has interference, goaltending and weak side rebound.
3-POINT TRY – AREAS OF RESPONSIBILITY

Closely Guarded Coverage
The trail and center officials are responsible for the closely guarded count. The diagram indicates the areas of 5-second count responsibility for the trail and the center officials. The official who begins the 5-second closely guarded count stays with the count until it ends or becomes a violation. Switch hands when going directly from one count to another.

3 Point Coverage
The trail and center officials are responsible for 3 point coverage. The diagram indicates the primary coverage areas for the center and trail officials of 3 point shots. The covering official should give the preliminary 3 point signal and follow with the successful 3 point signal if the basket is made. The other official at center or trail should mirror the successful signal. The lead official has the responsibility of assisting the center or trail official in transition by giving the preliminary signal.

MIRRORING OF A SUCCESSFUL 3-POINT TRY
1. The Lead will not mirror a successful 3-point try signal by the Center or Trail.
2. Only the Center or Trail will mirror a successful 3-point try signal.
3. When the trail is the covering official and signals a successful 3-point try, the Center official shall mirror the trail’s signal.
4. When the Center is the covering official and signals a successful 3-point try, the trail official shall mirror the Center's signal.
5. The signaling of a successful 3-point attempt and the mirroring of a successful 3-point signal shall be done without turning your back on the players and the court.
6. Lead will have responsibility to assist on a 3-point try on a fast break on transition, when Center and Trail cannot get into a position to see the try.
Trail to new Lead sprints to end line and works play coming toward him or her. Center remains Center and moves with speed of ball and players, responsible for fouls and violations between top of circle in backcourt to top of circle in frontcourt. On passes, normally stay with passer; Lead takes ball, responsible if ball goes to basket on your side. Lead to new Trail moves to cover back-side of fast break after determining sideline responsibility, move rapidly into frontcourt. Delay movement to frontcourt until all players clear backcourt.

After rotation, Trail becomes new Lead, Center remains Center, and Lead becomes new Trail, after determining sideline responsibility. Remember, ball keys rotation, Lead initiates rotation. NOTE: Trail always becomes new Lead after rotation is completed and transition occurs.
Keep congested area covered with wide triangle. Trail has 10-second count in backcourt; remain with play action and possibility of a quick turnover. Center and Trail move with speed of the ball. Center assists Trail with division line violations. Lead positions near division line and cover quick breaks and long pass keeping players boxed in. All officials keep moving to avoid being blocked out. Center and Trail officiate action in backcourt. Lead positions in frontcourt near division line.
Center and Trail officiate action in backcourt. Lead positions to observe players in frontcourt and assist with play in backcourt.
ROTATION

The 3-person mechanics emphasize double coverage on the ball and on the ball side of the court by having the Lead official and the Trial official on the same side of the court and the Center official on the opposite side of the court from the Lead and Trail and being responsible primarily for off ball coverage. Rotation is a situation where by the location of the ball keys a change of position and coverage for the Center and Trail officials. This change of coverage by the Center and Trail is initiated by the Lead official moving to the ball side of the court that makes it the strong side of the court. Rotation, during a live ball, is a simple mechanic maneuver involving the free throw lane and lane line extending all the way to the division line, the movement of the ball, and the adjusting of the officials. This simple maneuver eliminates any guessing by the official, any hesitation by the official, and any reluctance of the official to change his or her position.

1. **The Lead keys the Rotation** but must officiate players in the post area even while quickly moving across the lane area.

2. When the ball moves across the court toward Center’s Side the Lead must close down toward the Free throw lane line nearest you and officiate your area.

3. When the ball penetrates the extended free throw lane line nearest the Center Official – the Lead official shall move to the ball side of the court. EXCEPTION: A quick shot or drive to the basket.

4. **After the Lead has moved to ball side of the court following the ball penetrating the free throw lane line extended nearest the Center Official** – the Center recognizes the Lead being on his side (ball side) moves and rotates to the new Trail position.

5. When the Trail sees that the Lead Official has moved to the opposite side of the Court (ball side) you will move to the New Center position. When the ball moves toward the Center Official and passes the center of the court, you will close down a step or two and pick up your new primary coverage (off ball area). As the old Center rotates to the new Trail, you will move to the new Center Official.
FOUL SWITCHING PROCEDURE

GENERAL PRINCIPLES:
1. The official who calls the foul will report the foul and then assume a position table side.
2. The official that is on the table side of the court in a center or trail position will replace the official who called the foul.
3. The 3rd official will remain in the same position that he or she occupied at the time the foul was called.
4. The calling official will become the trail official if free throws are to follow.
5. If the foul results in free throws on the opposite end of the court then the calling official will always become the trail official on the table side. The other official closest to the end line that the free throws will be attempted will take the lead position on the table side. The remaining official will become the center official opposite the table.
FOUL CALLED IN BACK COURT – NO FREE THROWS ATTEMPTED – BALL REMAINS IN BACK COURT

Diagram Y. Trail calls foul in backcourt on side of court opposite the table - no free throws attempted - the ball will remain in backcourt and be put in play by a throw-in on the end line or sideline opposite the table.

- Trail reports the foul and then becomes the new Center Official on the table side.
- Center will move and then becomes the new Trail Official opposite the table.
- Lead will remain as the Lead Official opposite the table.

Diagram Z. Trail calls any foul in backcourt on the table side of court no free throws attempted - ball will remain in backcourt and be put in play by a throw-in on the end line or sideline on table side of court.

- Trail reports the foul and remains as the Trail Official on the table side.
- Lead will remain as the Lead Official on the table side.
- Center will remain as the Center Official opposite the table.
FOUL CALLED IN BACK COURT – NO FREE THROWS ATTEMPTED – BALL REMAINS IN BACK COURT

Diagram AA. Center calls foul in backcourt on side of court opposite the table - no free throws attempted - the ball will remain in backcourt and be put in play by a throw-in on the end line or sideline opposite the table.

- Center reports the foul and then becomes the new Center Official on the table side.
- Trail will move and then becomes the new Trail Official opposite the table side.
- Lead will remain as the Lead Official opposite the table.

Diagram BB. Center calls foul in backcourt on the table side of court - no free throws attempted - ball will remain in backcourt and be put in play by a throw-in on the end line or sideline on table side of court.

- Center reports the foul and then becomes the new Trail Official on the table side.
- Lead will move and then becomes new Lead Official on the table side.
- Trail will slide down and become the Center Official opposite the table.
FOUL CALLED IN FRONTCOURT - NO FREE THROWS ATTEMPTED - BALL REMAINS IN FRONTCOURT

Diagram A. Lead calls foul in frontcourt on side of court opposite the table - no free throws attempted - the ball will remain in frontcourt and be put in play by a throw-in on the end line or sideline opposite the table.

- Lead reports the foul and then becomes the new Center official on table side.
- Center official will move and then becomes new Lead official opposite the table.
- Trail remains as the Trail Official opposite the table.

Diagram B. Lead calls foul in frontcourt on table side of court - no free throws attempted - ball will remain in frontcourt and be put in play by a throw-in on the end line or sideline on table side of court.

- Lead reports the foul and then becomes the new Trail official on table side.
- Trail official will move and then becomes the new Lead official table side.
- Center official remains as the Center official opposite the table.
FOUL CALLED IN FRONTCOURT - NO FREE THROWS ATTEMPTED - BALL REMAINS IN FRONTCOURT

Diagram C. Center calls foul in frontcourt on side of court opposite the table - no free throws attempted - the ball will remain in frontcourt and be put in play by a throw-in on the end line or sideline opposite the table.

- Center reports the foul and then becomes the new Center Official on table side.
- Trail will move and then becomes the new Trail Official opposite the table.
- Lead will move and then becomes new Lead Official opposite the table.

Diagram D. Center calls foul in frontcourt on table side of court - no free throws attempted - ball will remain in frontcourt and be put in play by a throw-in on the end line or sideline on table side of court.

- Center reports the foul and then becomes the new Trail Official on the table side.
- Lead will move and then becomes new Lead Official on the table side.
- Trail will slide down and become the Center Official opposite the table.
FOUL CALLED IN FRONTCOURT - NO FREE THROWS ATTEMPTED - BALL REMAINS IN FRONTCOURT

Diagram E. Trail calls foul in frontcourt on side of court opposite the table - no free throws attempted - the ball will remain in frontcourt and be put in play by a throw-in on the end line or sideline opposite the table.

- Trail reports the foul and then becomes the new Center Official on the table side.
- Center will move and then becomes the new Trail Official opposite the table.
- Lead will remain as the Lead Official opposite the table.

Diagram F. Trail calls foul in frontcourt on table side of court - no free throws attempted - ball will remain in frontcourt and be put in play by a throw-in on the end line or sideline on table side of court.

- Trail reports the foul and remains as the Trail Official on the table side.
- Lead will remain as the Lead Official on the table side.
- Center will remain as the Center Official opposite the table.

Diagram F

[Diagram E and F]
FOUL CALLED IN FRONTCOURT - FREE THROWS ATTEMPTED - BALL REMAINS IN FRONTCOURT

Diagram G. Lead calls foul in frontcourt on side of court opposite the table - free throws attempted in the frontcourt.

- Lead reports the foul and then becomes the new Trail Official on the table side.
- Center will move and then becomes the new Lead Official on the table side and administers free throws.
- Trail will become Center official opposite the table.

Diagram H. Lead calls foul in frontcourt on table side of court - free throws attempted in the frontcourt.

- Lead reports the foul and then becomes the new Trail Official on the table side.
- Trail will move and then becomes new Lead Official on the table side and administer free throws.
- Center will remain the Center Official opposite the table.
FOUL CALLED IN FRONTCOURT - FREE THROWS ATTEMPTED - BALL REMAINS IN FRONTCOURT

Diagram I. Center calls foul in frontcourt on side of court opposite the table - free throws attempted in the frontcourt.

- Center reports the foul and then becomes the new Trail Official on the table side.
- Trail will move and then becomes the new Center Official opposite the table.
- Lead will remain the Lead Official table side and administers free throws.

Diagram J. Center calls foul in frontcourt on table side of court - free throws attempted in the frontcourt.

- Center reports the foul and becomes the Trail Official on the table side.
- Lead will move and become the Lead Official table side and administer free throws.
- Trail will move and become the Center Official opposite the table.
FOUL CALLED IN FRONTCOURT - FREE THROWS ATTEMPTED - BALL REMAINS IN FRONTCOURT

Diagram K. Trail calls foul in frontcourt on side of court opposite the table - free throws attempted in the frontcourt.

- Trail reports the foul and then becomes the new Trail Official on the table side.
- Center will move and then becomes the new Center Official opposite the table.
- Lead will move and become the Lead Official table side and administer free throws.

Diagram L. Trail calls foul in frontcourt on table side of court - free throws attempted in the frontcourt.

- Trail reports the foul and remains the Trail Official on the table side.
- Center will remain as the Center Official opposite the table.
- Lead will remain as the Lead Official table side and administer free throws.
FOUL CALLED IN FRONTCOURT - NO FREE THROWS ATTEMPTED - BALL GOES TO OPPOSITE COURT

Diagram M. Lead calls foul in frontcourt on side of court opposite the table - no free throws attempted - the ball will be put in play in the new backcourt on the opposite side.
- Lead reports the foul and then becomes the new Center Official on the table side.
- Center replaces the Lead and becomes the new Trail Official opposite the table side.
- Trail moves and becomes the new Lead Official opposite the table.

Diagram N. Lead calls foul in frontcourt on table side of court - no free throws attempted - the ball will go to backcourt.
- Lead reports the foul and becomes the new Trail Official on the table side.
- Center remains as the Center Official opposite the table side.
- Trail will move and become the new Lead Official on the table side.
FOUL CALLED IN FRONTCOURT - NO FREE THROWS ATTEMPTED - BALL GOES TO OPPOSITE COURT

Diagram O. Center calls foul in frontcourt on side of court opposite the table - no free throws attempted - the ball will go to backcourt.
- Center reports the foul and then becomes the new Center Official on the table side.
- Trail moves becomes the new Lead Official opposite the table.
- Lead becomes the new Trail Official opposite the table and administers the throw-in.

Diagram P. Center calls foul in frontcourt on table side of court - no free throws attempted - the ball will go to backcourt.
- Center reports the foul and then becomes new Lead Official on the table side.
- Lead becomes the new Trail Official on the table side and administers the throw-in.
- Trail becomes the new Center Official opposite the table.
FOUL CALLED IN FRONTCOURT - NO FREE THROWS ATTEMPTED
- BALL GOES TO OPPOSITE COURT

**Diagram Q.** Trail calls foul in frontcourt on side of court opposite
the table - no free throws attempted - the ball will go to backcourt.
- Trail reports the foul and then becomes new Center Official
  on the table side.
- Center becomes the new Lead Official opposite the table.
- Lead becomes the new Trail Official opposite the table and
  administers the throw-in.

**Diagram R.** Trail calls foul in frontcourt on **table side** of court - no
free throws attempted - the ball will go to backcourt.
- Trail reports the foul and then becomes the new Lead Official
  on **table side**.
- Center remains the Center Official opposite the table.
- Lead becomes the new Trail Official table side and administers the throw-in.
FOUL CALLED IN FRONTCOURT - FREE THROWS ATTEMPTED IN OPPOSITE (BACK) COURT

Diagram S. Lead calls foul in frontcourt on side of court opposite the table - free throws to be attempted at the basket in backcourt.

- Lead reports the foul and then becomes new Trail Official on the table side
- Trail moves becomes the new Lead Official table side and administers free throws.
- Center moves and becomes the new Center Official opposite the table.

Diagram T. Lead calls foul in frontcourt on table side of court - free throws to be attempted at the basket in backcourt.

- Lead reports the foul and then becomes new Trail Official on the table side
- Trail moves and becomes the new Lead Official table side and administers free throws.
- Center remains the Center Official opposite the table.
FOUL CALLED IN FRONTCOURT - FREE THROWS ATTEMPTED IN OPPOSITE (BACK) COURT

Diagram U. Center calls foul in frontcourt on side of court opposite the table - free throws to be attempted at the basket in backcourt.

- Center reports the foul and then becomes new Trail Official on the table side.
- Trail moves and becomes the new Lead Official table side and administers free throws
- Lead moves and becomes the new Center Official opposite the table.

Diagram V. Center calls foul in frontcourt on table side of court - free throws to be attempted at the basket in backcourt.

- Center reports the foul and then becomes the new Trail Official on the table side.
- Trail moves and becomes the new Lead Official table side and administers free throws.
- Lead becomes the new Center Official opposite the table.
FOUL CALLED IN FRONTCOURT - FREE THROWS ATTEMPTED IN OPPOSITE (BACK) COURT

Diagram W. Trail calls foul in frontcourt on side of court opposite the table - free throws to be attempted at the basket in backcourt.
- Trail reports the foul and then becomes new Trail Official on the table side.
- Center moves and becomes the new Lead Official table side and administers free throws
- Lead moves and becomes the new Center Official opposite the table.

Diagram X. Trail calls foul in frontcourt on table side of court - free throws to be attempted at the basket in backcourt.
- Trail reports the foul and then becomes new Trail Official on the table side.
- Center moves and becomes the new Lead Official table side and administers free throws
- Lead moves and becomes the new Center Official opposite the table.
AHSAA OFFICIAL BASKETBALL SIGNALS

- Start clock
- Stop clock
- Stop clock for jump/held ball
- Stop clock for foul
- Stop clock for foul (optional bird dog)
- Directional signal
- Designated spot
- Visible counts
- Reclining substitutes
- 60-second time-out or not closely guarded
- 30-second time-out
- No score
- Goal counts
- Points scored use 1 or 2 fingers after signal 13
- Attempt and if successful
- Bonus free throw for 2nd throw, drop one arm – for 2 throws, use 1 arm with 2 fingers – for three throws, use 1 arm with 3 fingers
- Delayed lane violation
- Traveling
- Illegal dribble
AHSAA OFFICIAL BASKETBALL SIGNALS

1. Palming/carrying the ball
2. Over and back
3. 3-second violation
4. *Open hand-run end line
5. 5-second violation
6. 10-second violation
7. Free throw, designated spot, or other violation
8. Excessively swinging arm(s)/shove(s)
9. Kicking
10. Illegal use of hand
11. Hostile check
12. Holding
13. Blocking
14. Pushing or charging
15. Player-control foul
16. Team-control foul
17. Intentional foul
18. Double foul
19. Technical foul
20. The Stop Sign
21. Tipping the ball
AHSAA Spectator Management Policy

Officials are only responsible for team personnel (Players, Coaches, Non-Players, Team Attendants) relating to the game. Game management is responsible for everyone else. If someone not under the official’s jurisdiction is to be justifiably removed, you must stop the contest, locate home game management and ask them to handle the situation. Resume play once it is handled. If game management does not handle or refuses to handle the situation, then you give them one more opportunity. If they still do not handle or refuse to handle the situation, the contest may then be forfeited. The forfeiture and cause for forfeiture must be reported to the state office within 12 hours of the contest.

Four Questions to be asked to determine the justification of having someone removed:

1. Did the spectator use profanity or offer personal threats of bodily harm against the official?

2. Did the spectator ever leave the stands and come on the playing surface?

3. Did the spectator do or say anything to disrupt the game in any other way besides intimidating the official?

4. Did this situation have to be handled in this manner or could this situation have been handled in a better way?
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