ADVANCED 3 PERSON OFFICIATING (3PO)

CHAPTER 2

2. ADVANCED THREE PERSON OFFICIATING (3PO)

2.1 INTRODUCTION

Three referees is the best way to have an elite level game officiated. If it were not, the NBA, WNBA, NCAA, FIBA and all of the top leagues in the world would not use this system. In modern basketball, the game is spread all over the court and multiple actions take place simultaneously. 3PO is a great tool to implement correct IOT principles and to provide more time to actually process the play analytically (start-middle-end of the play) before making a decision. The analyses show that correct "no calls" are higher with 3PO than 2PO, and first illegal actions are called rather than reactions. These both actually decrease the number of calls and allow for a more dynamic game.

The key to successful 3PO is one simple word: trust. You must trust your partners. Only then can you concentrate on your primary area of coverage, and not have to worry about what is going on in your partner's area. Ideally, all three referees should have one primary in 3PO and there should be no need to referee any secondary coverage.

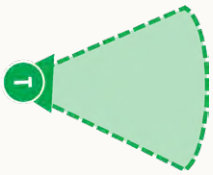
At the top level of officiating, 3PO is seamless teamwork where all three referees are individually refereeing where the others cannot, each covering part of the court, or at the advanced level, covering a different part of the very same play. However, before progressing to an advanced level, it is important to have a solid knowledge and understanding of 3PO basics.

2.2 BASIC BASKETBALL OFFICIATING TERMINOLOGY

Basic terms used in all FIBA Manuals can be found in "Basic basketball officiating terminology" publication. It can be downloaded from FIBA iRef Academy Library App. It is advisable to know these terms and their meaning before studying the material.

2.3 SYMBOLS USED

SYMBOL	EXPLANATION
	Trail referee or "T", in green colour on diagrams. Lead referee or "L", in blue colour on diagrams. Centre referee or "C", in red colour on diagrams. The base of the triangle represents the facing direction of the referee.
	Previous positions of Trail, Lead and Centre.
	Crew Chief (CC), Umpire 1 (U1), Umpire 2 (U2)
	Direction of the play
	Direction of the Trail (green), Lead (blue) and Centre (red) referee

SYMBOL	EXPLANATION
	Referee blowing the whistle
	Action Spot - Foul Called
	Coverage area
	Reporting referee indicated by the frame colour (T=green, L=blue, C=red)
	Player A1 (offensive player), B1 (defensive player)
	Dribble

2.4 GENERAL COURT POSITIONS

Target: Understand the basic court positions of Trail, Lead and Centre in 3PO, and positions before the game and during the time-outs.

Let's start with some key terms regarding the court positions.

TERM	EXPLANATION
Strong side –refereeing (SSR)	Side of the court where the Lead & Trail referees are located (in 3PO).
Weak side – refereeing (WSR)	Side of the court where the Centre referee is located (in 3PO).
Ball-side (BS)	This refers to the position of the ball. When the playing court is divided by an imaginary line extending from basket to basket, the side of the playing court on which the ball is located is called the "ball-side".
Help side (HSB)	The half of the front court opposite to where the ball is located.
Table side (TS)	This refers to the side of the playing court which is closest to the scorer's table.
Opposite side (OPS)	This refers to the side of the playing court which is furthest away from the scorer's table.
Trail (T)	The Trail is the referee who is positioned approximately at the edge of the team bench area nearer to the centre line and on the same side as the L (always strong side) and who stands behind the play.

Lead (L)	The Lead is the referee who is positioned at the endline. The Lead should be always on the ball-side as much of possible (strong side).
Centre (C)	The Centre is the referee who is positioned on the opposite side of the frontcourt from the L (usually opposite ball-side) at the free-throw line extended (set-up position). Depending on the location of the ball, C may be on either side of the frontcourt. Standard working area for C is on the court.

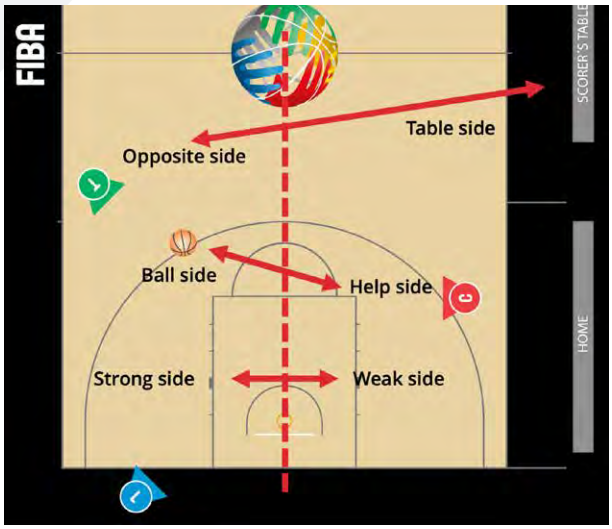


Diagram 1:
Trail, Lead, Centre, Strong-side, Weak side, Ball-side, Help side, Table side and Opposite side.

The whole idea of 3PO is based on the concept that two referees (T & L) are on ball side as much as possible. This gives them at least two different angles on ball side play situations and analyses has demonstrated that this leads to higher decision making accuracy. To achieve this during the game the referees need to adjust their triangle by rotating (see *"2.8 Rotation" on page 15*).

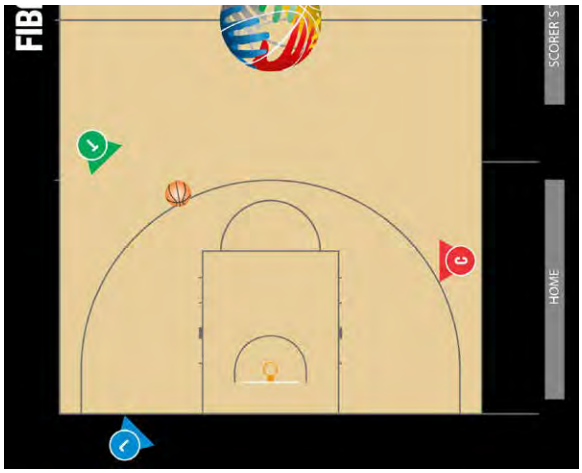


Diagram 2:
Front court basic positions for Trail, Lead and Centre when the L is located on the table-side.

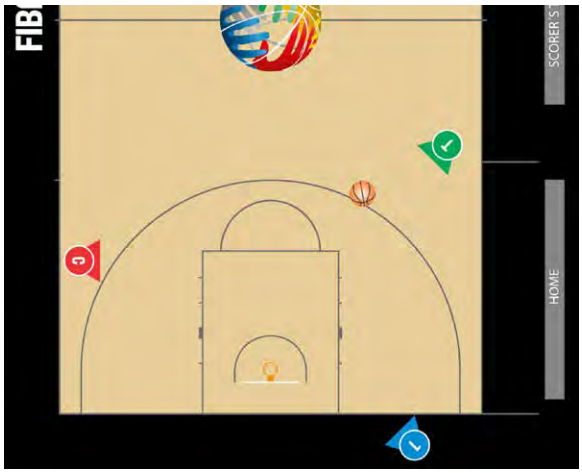


Diagram 3:
Front court basic positions for Trail, Lead and Centre when the L is located on opposite-side.

2.5 PRE-GAME / HALF-TIME POSITIONS

The standard positioning before the game and during the half-time is described in Diagram 4.

If the referees are warming-up properly, one referee observes the court while the other two warm-up on the outside of the sideline (Diagram 5). The referees should rotate into different positions in order to have a proper warm-up and to observe the teams. More on this subject in "Improve Your... Game Warm Up & Streching" publication.

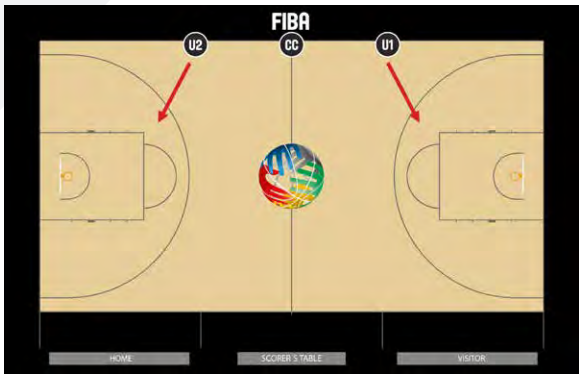


Diagram 4:
Standard pre-game position.

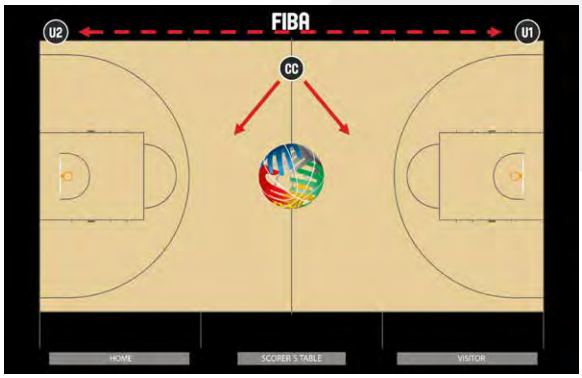


Diagram 5:
Optional pre-game position when two referees can warm-up all the time.

2.6 JUMP BALL & START OF THE QUARTERS

Target: To identify and understand the procedures during the opening jump ball and start of the quarters.

The position of the referees during the opening jump-ball:

1. The Crew Chief (CC) is responsible for tossing the jump ball from a position facing the scorer's table.
2. The umpires take positions on the opposite sidelines. U1 is table-side close to midcourt line and U2 is opposite side, near the edge of the team bench area.
3. U1 responsibilities:
   a. Calling for a re-jump on a poor toss or a jumper violation.
   b. Giving the time-in signal to start the game clock when ball is legally tapped.
4. U2 responsibility: observing the eight (8) non-jumpers for possible violations and fouls.

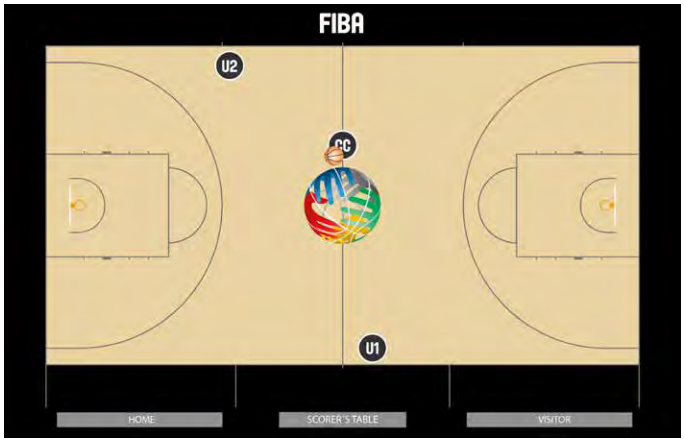


Diagram 6:
The Crew Chief administers the toss and U1 is located close to midcourt line to observe possible poor toss and violations by jumpers, U2 is located opposite site observing the possible violations by non-jumpers.

Jump ball – play goes to Crew Chief's left

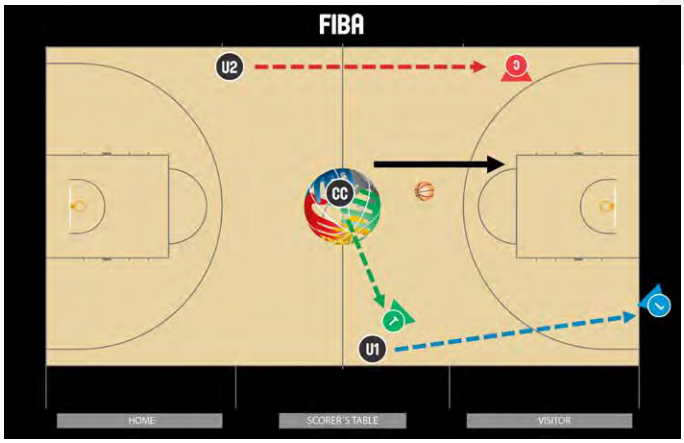


Diagram 7:
1) U1 becomes L, 2) U2 becomes C, 3) The Crew Chief moves to the sideline where was U1 and become T.

Jump ball – play goes to Crew Chief's right

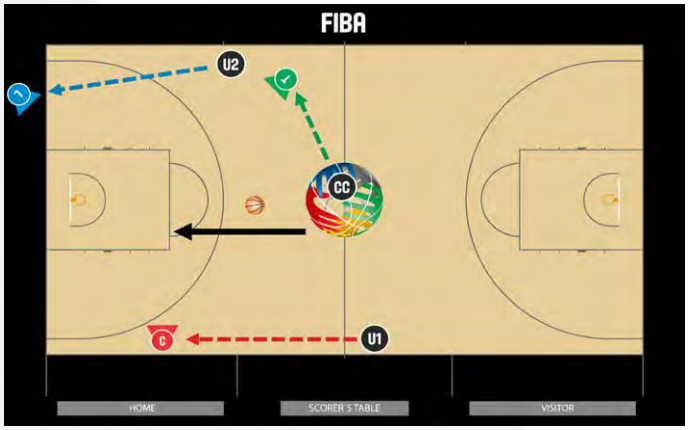


Diagram 8:
1) U2 becomes L, 2) U1 becomes C, 3) The Crew Chief (CC) moves to the sideline where was U2 and become T.

Start of the 2nd, 3rd & 4th quarter and overtime:

The positioning of the referees is 1) The Crew Chief (CC) administers the throw-in at midcourt and becomes T 2) U1/U2 position themselves in L position opposite-side and in C position table-side.

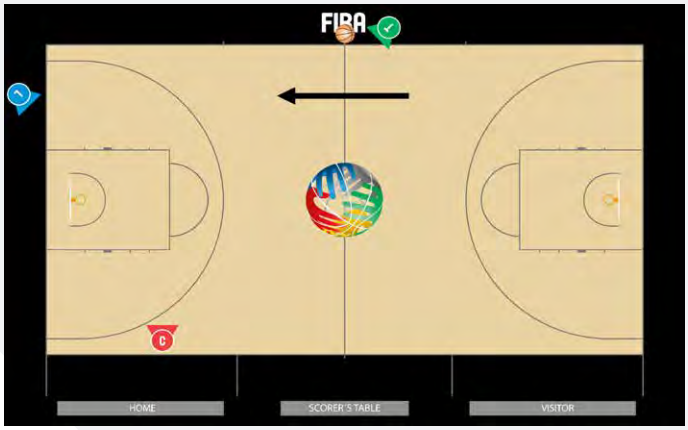


Diagram 9:
The Crew Chief will always be the administering referee for the throw-in opposite-side to start the quarters. U1 and U2 will place themselves either in L or C position.

2.7 COURT COVERAGE

Target: To identify and understand the basic coverage in the frontcourt.

When 3PO works optimally with experienced, professional referees, they will only need to officiate in their own primaries. If all three referees cover their primaries, there is in theory no need for any secondary coverage. The basic principle is that a referee should have an open look on the play, and should be in position to referee an area which the other two referees are unable to observe.

In the diagrams below, the Lead has the smallest area of coverage by size, but the analyses clearly indicate that the Lead still makes about 50-60% of all foul calls in the game. This is the result of the so called "action area" (also known as "bus-station") which is the post on the ball-side. In other words, most of the plays end up in the action area and if Lead is on ball-side, as Lead should be, he/she has the best angle to cover any play in the action area. This is why it is critical to have two referees (T&L = strong side) on ball side as much as possible.

Naturally, the game is dynamic but coverage areas in theory are static. This is why there are two different descriptions of the coverage areas: Principle (static – Diagram 10 & Diagram 11) and Functional (dynamic - Diagram 12 & Diagram 13) which will have naturally overlapping or dual coverage in the same primary.

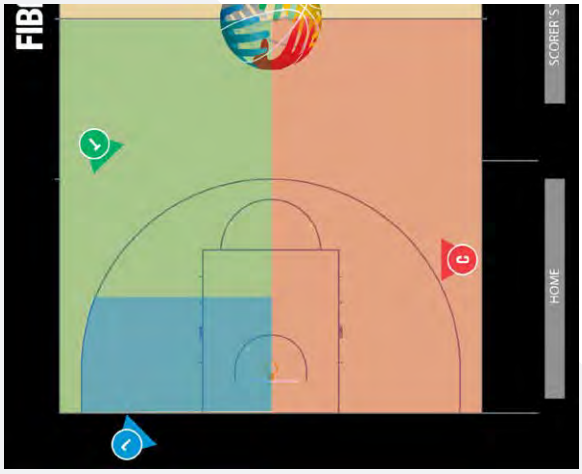


Diagram 10:
Court coverage in principle by all T, L and C when the L is located on the table-side.

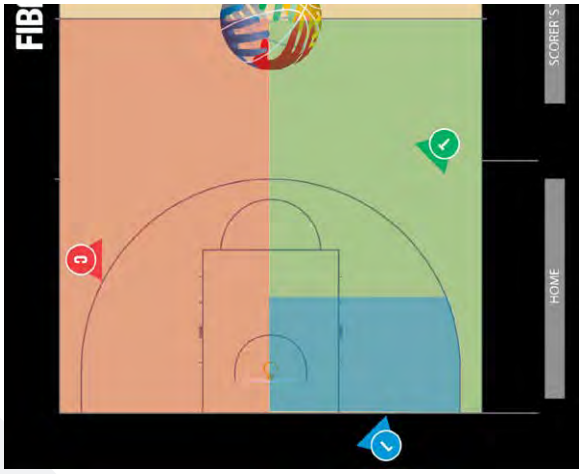


Diagram 11:
Court coverage in principle by all T, L and C when the L is located on opposite-side.

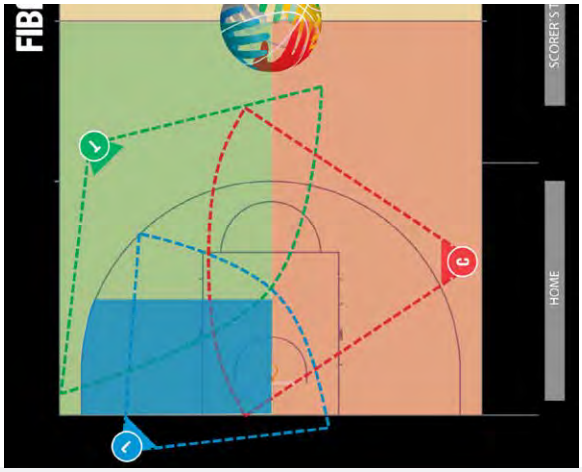


Diagram 12:
The functional court coverage by all T, L and C when the L is located on the table-side.

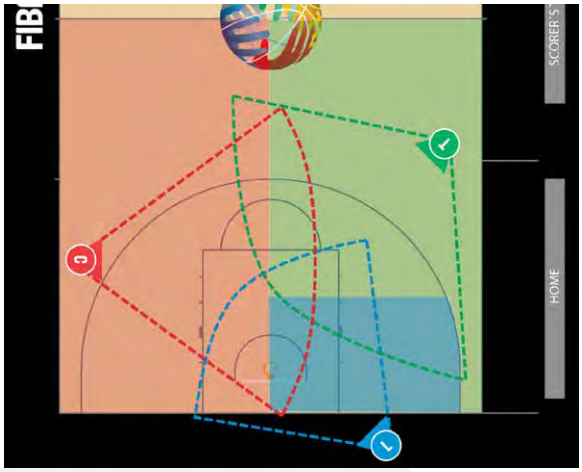


Diagram 13:
The functional court coverage by all T, L and C when the L is located on opposite-side.

2.8 ROTATION

Target: To identify the need, time and proper techniques of rotation.

The successful outcome of 3PO depends on how many of the play situations involving the ball are covered by the strong side referees (L & T). For that reason, 3PO has rotational movements that allows the Lead to change the position (rotate) on the endline to the other side of the court.

Lead always initiates and dictates the rotation. It is very important that Lead is always looking for reasons to rotate (not reasons not to rotate). This active mind-set keeps 3PO coverage active in the frontcourt ensuring two referees are on ball side as much as possible. While it may appear to those who do not have experience with 3PO that the referees are just moving in rotation and that it is not important how the rotation is executed, it should be understood there is a specific technique in each position during the rotation. L, T & C must constantly be aware of when & how to rotate, and when to switch their area of coverage.

The keys to the successful technique of a proper rotation, especially by L who initiates it, are (1) proper distance to rotate (close down), (2) proper timing to rotate (when ball moves to the weak side), and (3) proper technique (assess, move sharply, no hesitation).

During some games analysed, it has been identified that more play situations have ended up with a drive or a shot from the weak side rather than from the strong side, meaning that only one referee (C) has ball coverage. This is contrary to the philosophy and meaning of 3PO.

When analysing the rotations at the advanced level, we should always consider whether a rotation was possible in the case of a weak side shot and/or drive. If the answer is yes, then there is room to improve. But first it is crucial to learn to understand the concept of rotation and basic techniques to be able to execute effectively.

Rotation in summary:

1. Ball moves to the middle of the court (Zone/Rectangle 2) -> Lead closes down
2. Ball moves to the weak side (outside Zone/Rectangle 2) -> A) Lead rotates to the weak side and B) Trail rotates to the new Centre position.
3. Lead has completed the rotation and is ready to referee the play -> Centre rotates to the new Trail position. Rotation is completed.
4. When there is a quick shot or a drive from the weak side, there should be no rotation initiated by Lead (see Phase 2a –Pause).
5. When rotating, Lead walks sharply (never runs). This allows Lead to abort the rotation in the case of a quick shot or drive from the weak side, or a change in the direction of the play.

Rotation has 4 different phases:

1. **Phase 1: Close Down** When the ball is in the middle of the court (rectangle 2), Lead should move to the close down position in order to be ready to rotate when the ball moves to the weak side (outside of rectangle 2).

   If ball returns back to the strong side, Lead will kick out to the normal set-up position.

   Note: Close down position is not the position to referee the play. If there is a drive to the basket or a shot, Lead in close down position should move out in order to have proper distance and angle for the play.

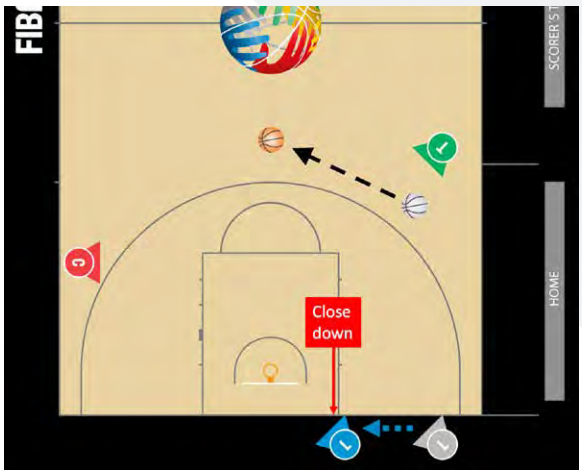


Diagram 14:
Ball moves and remains at rectangle 2 – Lead moves to close down position.

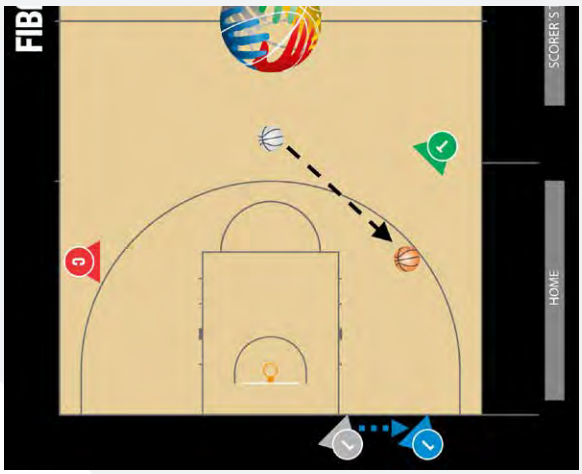


Diagram 15:
If ball moves back to the strong side – Lead moves back to the initial position.

2. **Phase 2: Rotation by Lead & Trail** When the ball moves to the weak side, Lead starts the rotation as soon as possible. At the same time, Trail moves into the new Centre position.
   a. **Phase 2a: Rotation by Lead – Pause** When the ball has arrived to the weak side, the Lead should analyse if there is a chance for a quick shot or a drive from the weak side. This one second ("one breath") delay is called Pause. If a player with the ball takes a shot or drives to the basket, there will be no rotation and the Centre needs to cover the play on the weak side. Why – the principles of distance & stationary refereeing an individual play still need to be respected (above all).

b. **Phase 2b: Rotation by Lead – Scan the Paint** When rotating, Lead should walk straight and sharply, while actively refereeing all the time. If there are players in the paint, they are Lead's primary and if not, Lead looks for the next active matchup(s) or players that might arrive to the action area (bus station) on the new strong side.

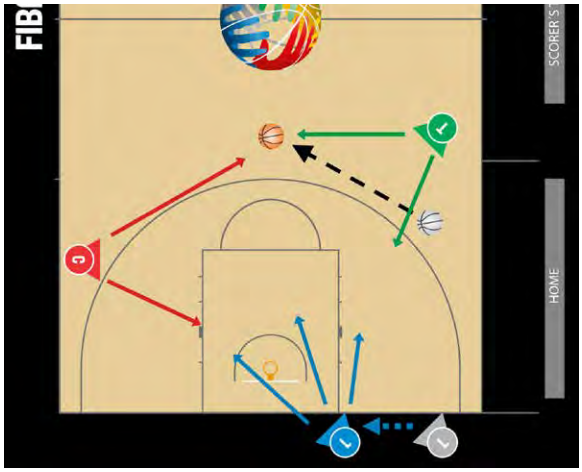


Diagram 16:
Ball moves to the middle of the court, L closes down. C prepares to start covering on the ball.

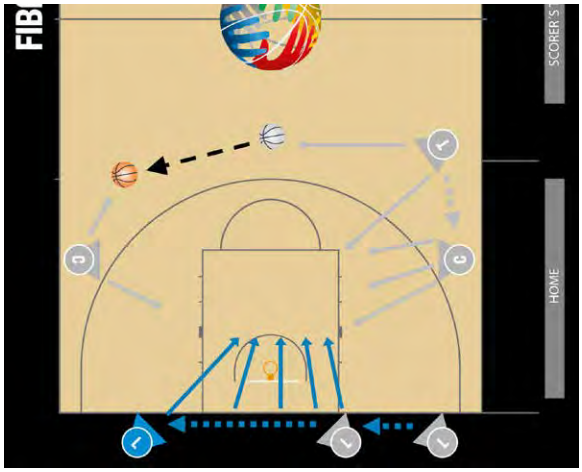


Diagram 17:
Ball moves to the weak side, L rotates and scans the paint or closest match-up.

c. **Phase 2c: Rotation by Trail to Centre position** As soon as the Trail has ensured that the Centre has picked up the ball on the weak side, the Trail should re-focus their vision and pick up the new weak side post play before starting the rotation. Studies have indicated that this is one of the weakest links during the rotation procedure, because often Trail remains locked in with the ball whilst rotating and without first re-focusing vision onto the weak side action.

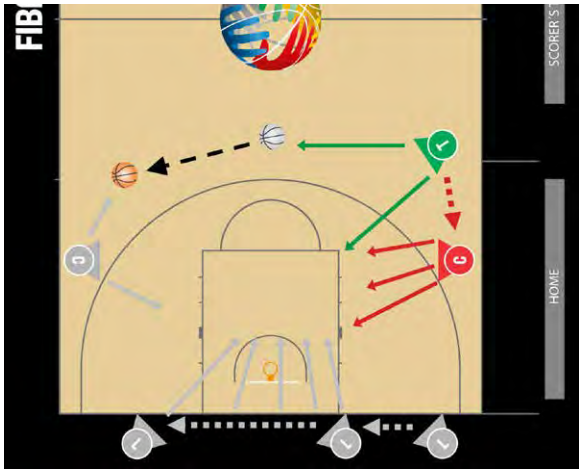


Diagram 18:
When Centre has picked-up the ball, Trail shall pick-up the new weak side post play asap.

d. **Phase 2d Rotation "not completed" by Lead** When Leads uses the proper technique to rotate (early start, walking sharply), Lead will be able to stop the rotation any time and return back to the initial position. The most common situations are drive/shot from the weak side during the rotation or skip pass to the other side of the court. When this occurs, the Centre does not move anywhere yet and will stay in Centre position. The Trail will return back to the initial position as Trail. As a principle, if Lead has passed the middle point of the backboard or the paint, the rotation should be completed as this is the point of no return.

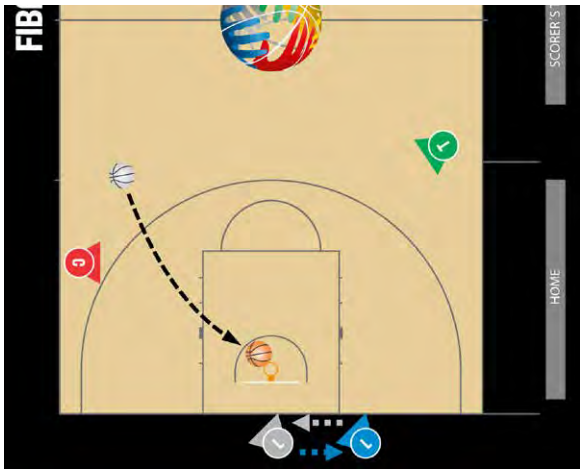


Diagram 19:
Drive/shot from the weakside and Lead is able to abort and return back to referee.

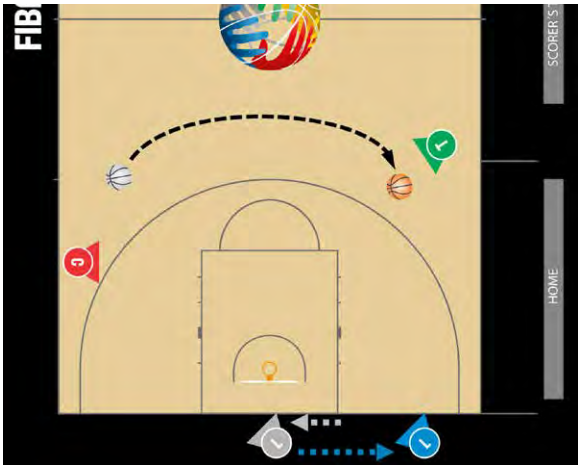


Diagram 20:
Skip pass to the other side, Lead is able to stop and return back to the ballside.

3. **Phase 3: Lead arrives to the ball side and Centre rotates to new Trail position**

   After Lead has completed the rotation, Centre is the last person to rotate to the new Trail position.

   a. **Phase 3a: Coverage by Centre & Lead** Centre will stay in centre position and referee the ball and any play around it until Lead has completed the rotation, is ready to referee the play, and the play is no longer active. If the play is progressing during the Lead rotation, Centre will stay with the play until it is completed and no longer active, before rotating to Trail. Our primary target is to continue to referee any play and then to move to the new position (rotate). As a result, there will always be two Centres momentarily.

   b. **Phase 3b: Rotation by Centre to the Trail position** When Centre moves up to the Trail position, this movement should be backwards and facing the basket at all times (45*).

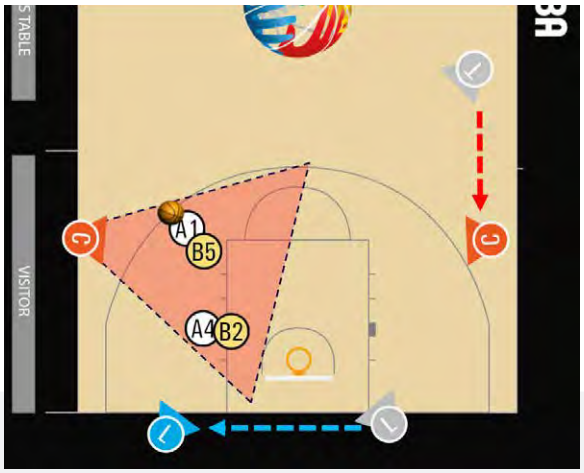


Diagram 21:
C will stay with the play until L has completed the rotation and is ready to referee.

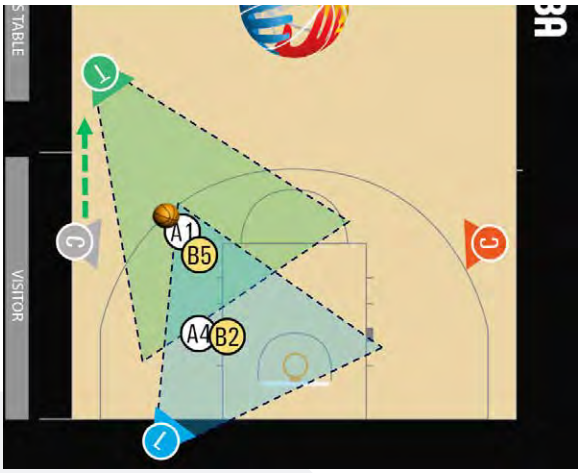


Diagram 22:
Old C is always the last one to move to the new T position (moving backwards) and now the rotation is completed.

4. **Misbalance – "partners do not pick-up" the rotation** While it should be avoided, there will be times when not all of the referees will be aware that there is a rotation in progress, and then a change in the direction of play occurs. Where this occurs, the referees should not panic as there are two options to adjust properly during a breakdown in the rotation while in transition. Normally, there is always at least one referee (but usually two), who is (are) aware of the situation.
    a. **Option 1: New Lead & Centre** should always look for their partners and court balance while in transition. Identify what side the new Trail is on in the backcourt, and adjust accordingly in order to have correct balance when arriving in the frontcourt. You can use your voice or pre-designated signals amongst the crew to draw the attention of the referee who has missed the initial rotation.
    b. **Option 2: New Trail** is always the last chance to balance the court coverage during a missed rotation in transition. Normally the new Trail has more time and an ideal view to see the progress of the transition play. If necessary, new Trail can move to the other side of the court during transition to have Trail and Lead on the same side. However, this should happen in the backcourt.

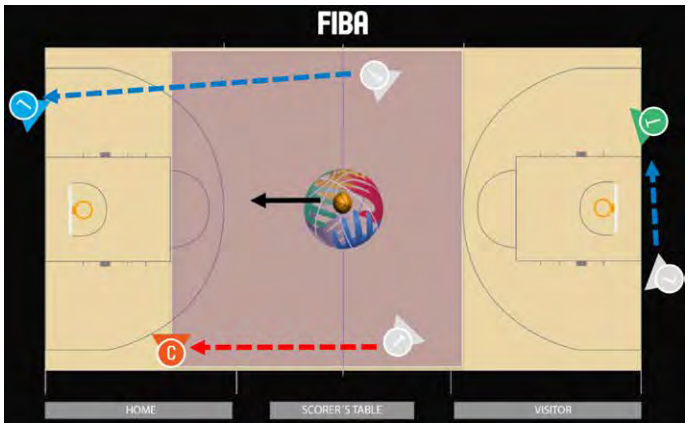


Diagram 23:
New C & L should always control the court in transition, before they arrive at the free throw line extended on the frontcourt.

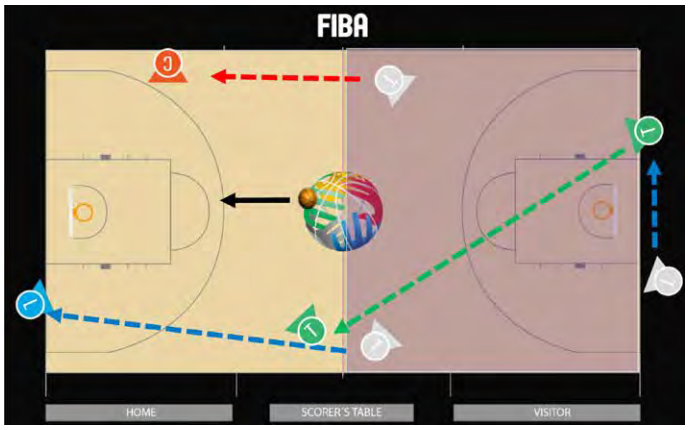


Diagram 24:
Second option is that new T balances the court coverage by crossing the court diagonally, on the backcourt.

2.9 LEAD POSITION & TRANSITION

Target: To identify proper working area and coverage in the Lead positon

During transition, the new Lead should be ahead of the play and arrive to the baseline in four seconds or less, and should be in a position ready to referee. The new Lead should also be in good position to referee the play throughout transition down the floor. This is only possible when the following correct techniques are applied:

- **a.** Stay with the previous play before the new transition – namely, wait until the ball has entered the basket in the case of a successful shot for goal or when a defensive player has gained control of a rebound;
- **b.** After turning with a power step, be sure to face the court all the time (when done properly, the referee should also able to pick-up the game clock);
- **c.** Start transition with full speed and maintain it until arriving at the baseline;
- **d.** Face the court during the entire transition (actively looking for next play to come and refereeing the defence);
- **e.** Run straight to the baseline to set-up position (keeping same distance from the play all the way) – "out-side/out-side" angle;
- **f.** Stop on the baseline with "one-two" count in a stationary position, and be ready to referee the play when it starts.

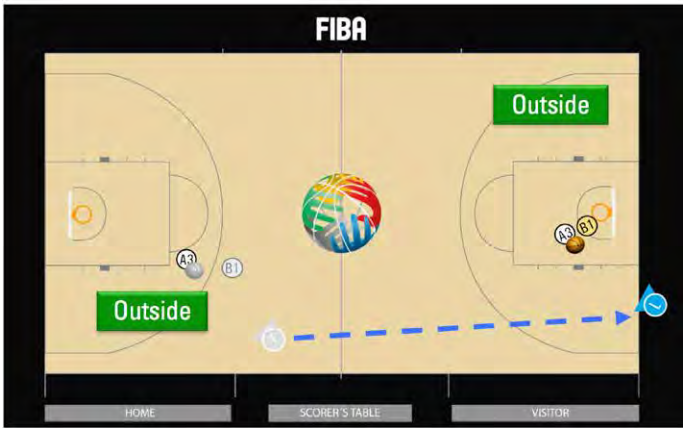


Diagram 25:
L moves correctly with straight line to the endline maintaining the same distance from the play – speed and size of the players remains same from the start to the end.

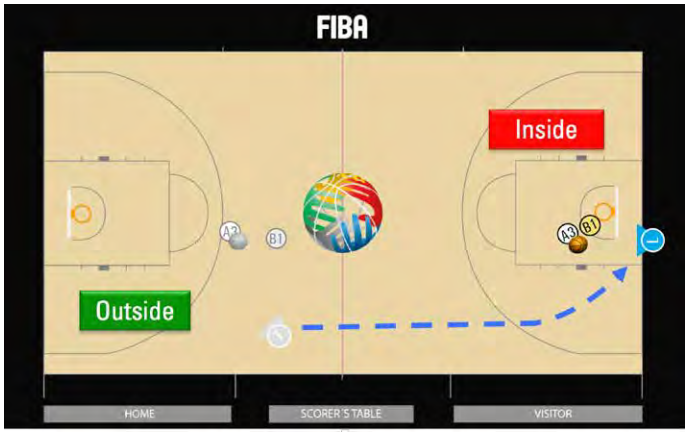


Diagram 26:
L curves incorrectly close to the basket and the play is coming at L. The angle changes completely because players look bigger and faster.

Lead works on the baseline on a 45° angle facing the basket. Position should be not more than 1 metre from the baseline and normally outside the paint. The Lead's working area is from three-point line to the edge of the backboard.

The normal set-up point for Lead is between the lane line of the key, and the three-point line. The Lead should move on the baseline according to the movement of the ball, ensuring they have position on the edge of the play. The Lead should work off-the court.

The Lead should normally make all violation/foul calls on the strong side of the court below free-throw line. Studies have proved that when the Lead makes calls on the weak side (other side of the court), especially on a drive (high contact), the decisions are incorrect, and in many cases, fantasy calls occur with guessing (foul called where contact was legal or no contact at all). This type of call is called "Lead cross call" and should not happen. The Lead must trust that the Centre will make the call if there is illegal contact (trusting Lead & active Centre). On weak side drives Lead may call low and front swipes and illegal hand contacts from Lead´s side and which Centre is unable to see. Lead must have an open angle to make the call.

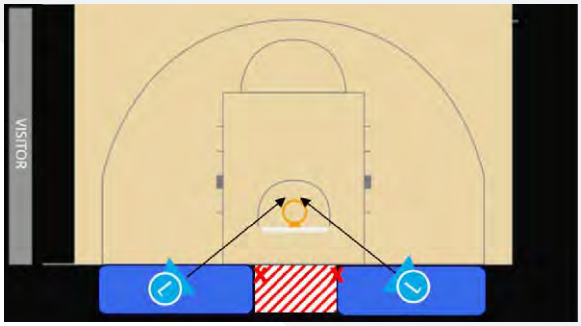


Diagram 27:
Lead working area is between 3 point line and edge of the board. To find out if you have the correct position is to check that you will see the front of the rim.

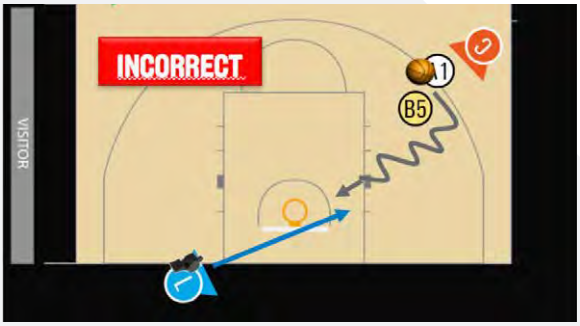


Diagram 28:
Lead must trust to the Centre who has to be active and ready cover his/her primary. The diagram demonstrates the "cross call" by Lead what is incorrect.

When ball comes to the strong side post (Lead's side) lead should prepare for a possible drive to the basket by taking few steps wider. This is called "Lead cross step". This allows Lead to see a possible drive to the basket, identify the possible help defence from the weak side, and implement the same "Distance & Stationary" principle as in transition.

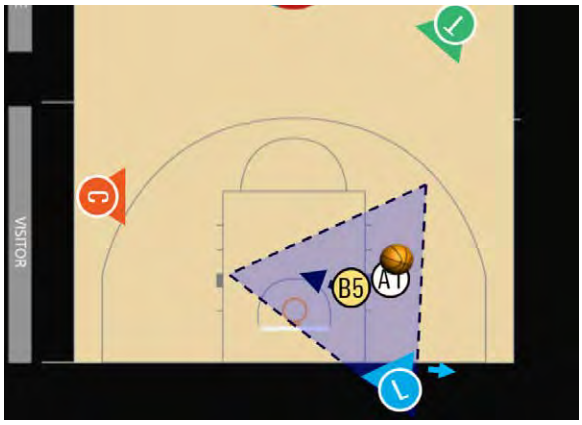


Diagram 29:
When ball comes to the strong side low post, Lead prepares for the next play and by taking cross steps to have wider angle covering the next possible play.

Diagram 30:
L has taken the cross steps and turned slightly towards the basket. This new angle allows to referee the defence in the drive and prepare for the help defense.

2.10 TRAIL POSITION & TRANSITION

Target: To identify proper working area and coverage in the Trail position

During transition, the new Trail should always trail the play (behind the play – not in line or in front of the play). This way the Trail is able to easily control the clocks and analyse the next possible plays to come. This is only possible when the following correct techniques are implemented:

Wait behind the baseline until the ball is either passed to a teammate on the court after a made basket and the thrower-in has advanced on to the court (the new Trail should wait to have a minimum of 3 meters distance from the ball before they step on to the court);

Always maintain a proper distance behind the play – 1-2 steps (no yo-yo running);

Be the last to arrive in the front court, and have a 45° angle facing the basket (all players should be between straight arms extended = right/left side sideline & left/right side centre line).

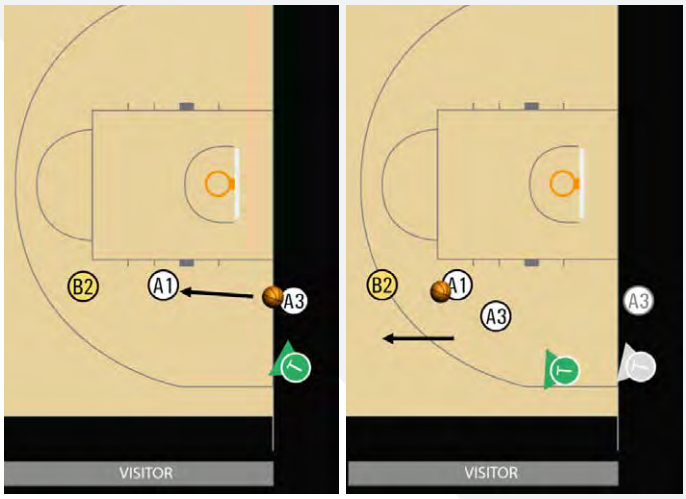


Diagram 31:
New T applies correct techniques by waiting behind the endline that ball is passed to the team mate after the basket and the thrower-in has advanced to the court.

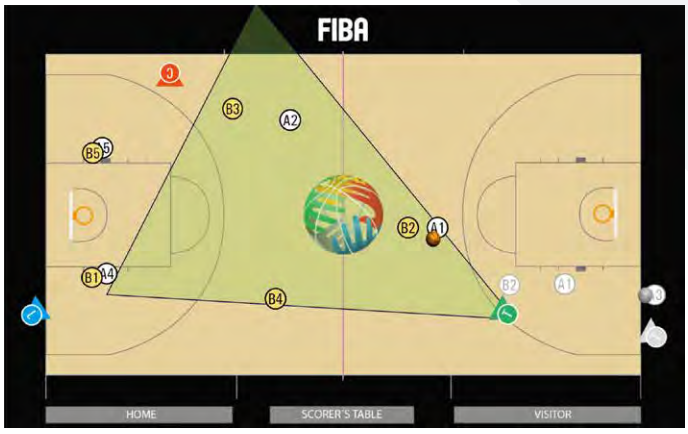


Diagram 32:
T maintains the proper distance always behind the play (no yo-yo running) facilitating the steady wide angle and T is able to control the clocks and see the set-ups on the frontcourt.

Trail working area is between team bench area line and centre line. The Trail should be able to control a wide area if they are keeping a proper distance from the players with an active mind-set to analyse the next movements of the players. Trail normally works on the court.

When the ball moves closer to the Trail's sideline, Trail should move further into the court to maintain the open angle. Whenever a dribbler is positioned in front of Trail, the Trail should be assessing which direction the dribbler will move next. Whenever a player moves in one direction, the Trail should move to the other direction - this is called "Trail Cross Step". When the play is over, the Trail should return closer to the sideline in the standard working position.

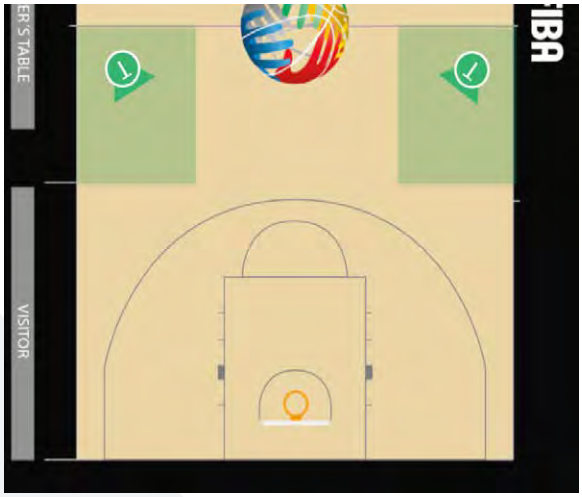


Diagram 33:
Trail working area is between team bench area line and centre line. If ball moves to close to strong side sideline, T should take one-two steps on the court to maintain wide angle.

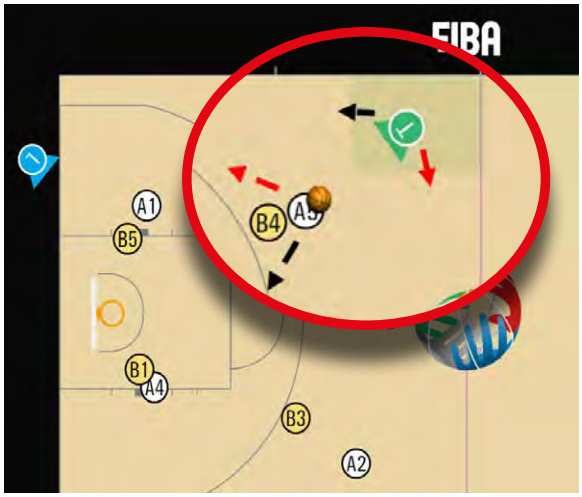


Diagram 34:
Whenever T is straight-lined, assess which side the player will move next. When player moves T should react and take cross step to the opposite direction of the players.

2.11 CENTRE POSITION & TRANSITION

Target: To identify proper working area and coverage in the Centre positon

During the transition from Centre to Centre, the referee in question has to follow these techniques:

- **a.** Stay with the previous play before the new transition. Namely, wait until the ball has entered the basket in the case of a successful attempt for goal, or until a defensive player has gained control of a rebound;
- **b.** Face the court during the entire transition (actively looking for next play to come and refereeing defence);
- **c.** Run straight to the frontcourt free throw line extended (set-up position);
- **d.** When a transition play is advancing on the weak side, Centre might need to stop momentarily and referee the play (keep distance from the play – anticipate).

Centre working area is between top of the free throw circle and the imaginary "bottom of the free throw line circle". Practically speaking, this means the free throw line extended, a couple steps up, a couple steps down. The Centre working area is normally always on the court.

Any play on the weak side towards the basket is the Centre's primary. The Centre has to remember to be ready to make the call when there is illegal contact or action. If the Centre misses the illegal contact and is passive, this will force the Lead to be more active and in the worst case scenario, will result in "Lead cross calls" (trusting Lead & active Centre).

Diagram 35:
Centre normally moves in the transition from backcourt to frontcourt free throw line extended facing court covering possible any weak side transition.

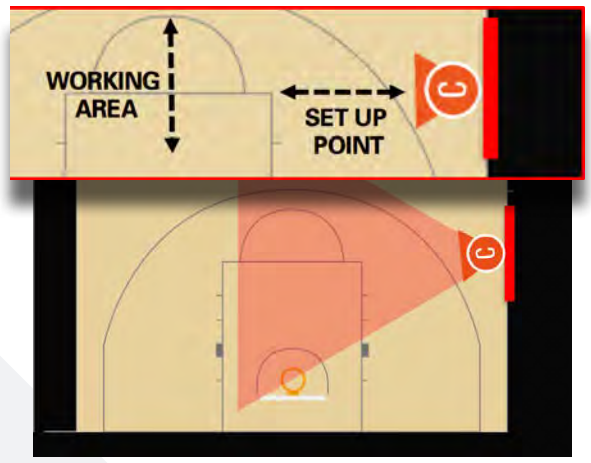


Diagram 36:
Centre's set-up position is at free throw line extended and working area from top of the free throw circle to the imaginary bottom of the free throw circle.

When there is a weak side drive to the basket, the Centre should take a step(s) on the court diagonally towards the centre line, or the same principle as with the Trail. Whenever a player moves in one direction, the Centre should move in the other direction. This is called "Centre cross step". There will always be a moment when the C is straight lined at the start of the drive, but this is only momentary and is minimized with the cross step.

Diagram 37:
Ball on the weak side and C prepares to referee the drive to the basket (mentally ready to take cross step).

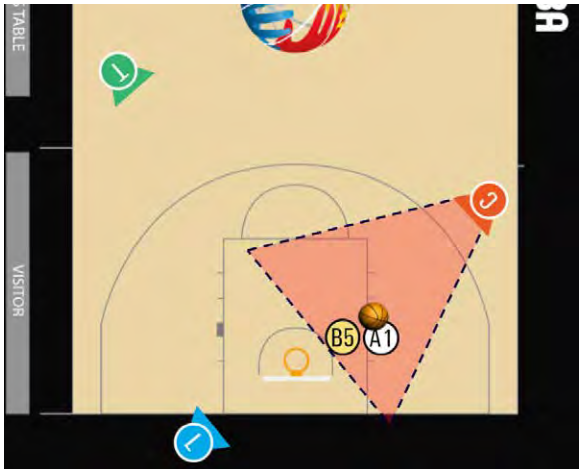


Diagram 38:
Dribbler moved to the left and C correctly cross step(s) to the right and maintains the open angle.

In case of trap situation in the frontcourt on the weak side and close to the centre line, C moves closer to the centre line to referee the play ("go wherever you need to referee the play"). After the trap situation is over Centre will return to the normal position at the free throw line extended, unless Lead has rotated during the trap ((although should have rotated before the trap).

Diagram 39:
When there is a trap close to the centre line on the weak side of the court C needs to move closer to the centre line in order to cover the play properly, but this is not rotation (unless L is rotating).

Diagram 40:
After the trap is over C will return to initial position and working area at the free throw line extended (unless L has rotated during the trap – first option).

2.12 FAST BREAK

Target: To identify proper coverage and Lead-Centre cooperation during a fast break

During the fast break, it is important to understand that the Centre has to be active and has 50% of the coverage (weak side).

Any action or contact on the weak side should be covered by Centre, and any action on the strong side by Lead. This is the beauty of 3PO when it works properly.

It is good to practise when running from Trail to Lead in transition to automatically identify where the Centre is on the other side of the court. When this becomes a standard procedure, it will also automatically happen during the fast break when time is more limited.

The Lead and Centre need to run at full speed, analyse when the play will start, and then stop and referee the play by focusing on the defence (referee defence). The weak point in coverage during the fast break is when the new Lead curves under the basket and tries to referee the action on the weak side. This destroys the concept of 3PO as each referee is responsible for their own primary and there should be no need for secondary.

It is important that the Centre quickly arrives in the front court at the free throw line extended to have the best coverage for a possible basket interference or goaltending (see also 2.20 Basket Interference & Goaltending for more details).

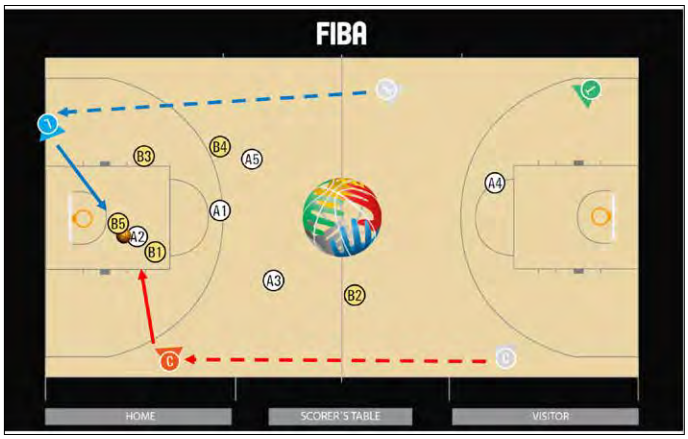


Diagram 41:
C has to run fast in every fast break. It is important that both L & C are able to have a stationary position to referee when the play starts. This is normally a dual coverage situation.

2.13 PRESS DEFENCE

Target: To identify proper coverage and Trail-Centre cooperation during a press

When there is more than two opponent pair of players in the backcourt the Centre has to be active and help Trail to cover the play. If all the players are in the backcourt also the Lead has to adjust their position closer to the play ready to cover any potential long passes.

All players in the backcourt

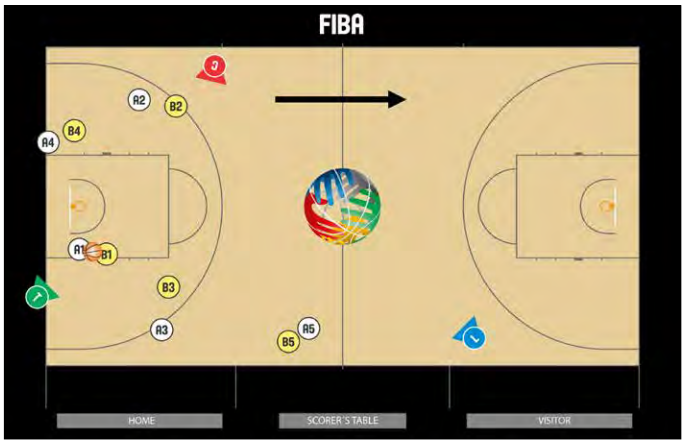


Diagram 42:
T and C referee the action in the backcourt.

More than 4 opponent players in the backcourt

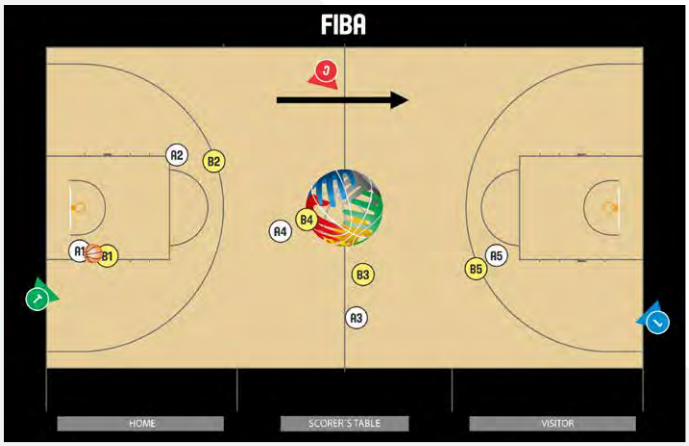


Diagram 43:
T referees behind the play. C takes a position close to centre line to referee players in front or backcourt. L takes position on the endline to referee players in frontcourt.

2.14 OUT-OF-BOUNDS & THROW-INS

Target: To understand coverage on out-of-bounds plays to ensure that only one referee always makes the "out-of-bounds" call.

3PO covers all of the boundary lines in the frontcourt. Only the Trail has two lines to cover. The basic rule is that Lead covers the baseline, Centre covers the weak side sideline, and Trail covers the strong side sideline and centre line.

When the game continues with a throw-in there should always be two referees (Lead & Trail) on the side of a throw-in.

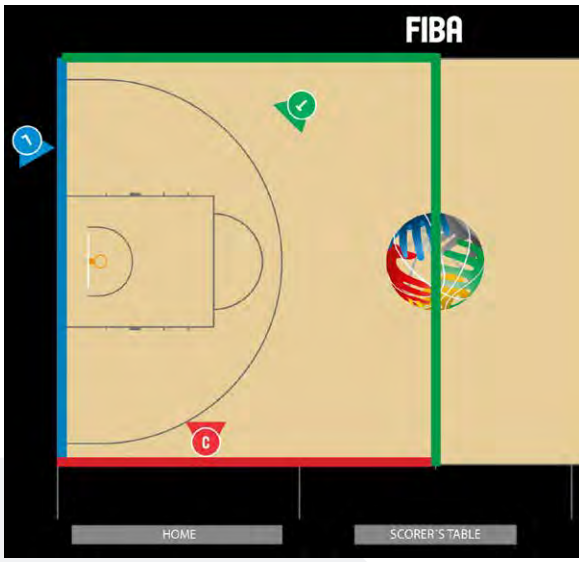


Diagram 44:
L & C has one boundary line to cover, while T has two lines (sideline and centreline).

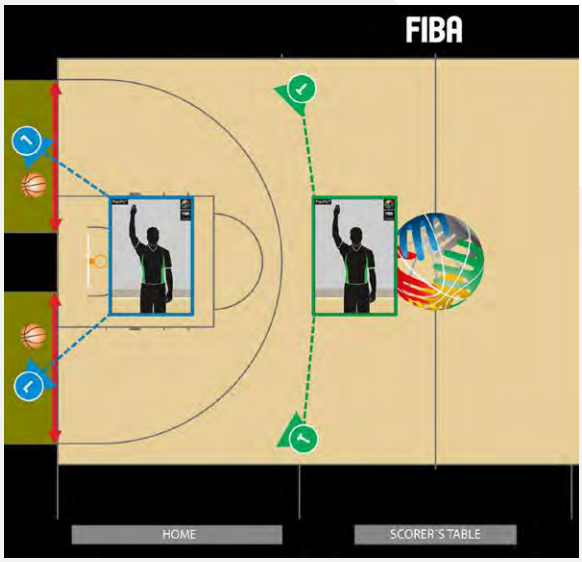


Diagram 45: When the throw-in is on the frontcourt's endline between 3 point line and edge of the backboard, L's position is outside of the throw-in spot (C has to be ready to cover weak side). T mirrors the "time-in" signal to the table.

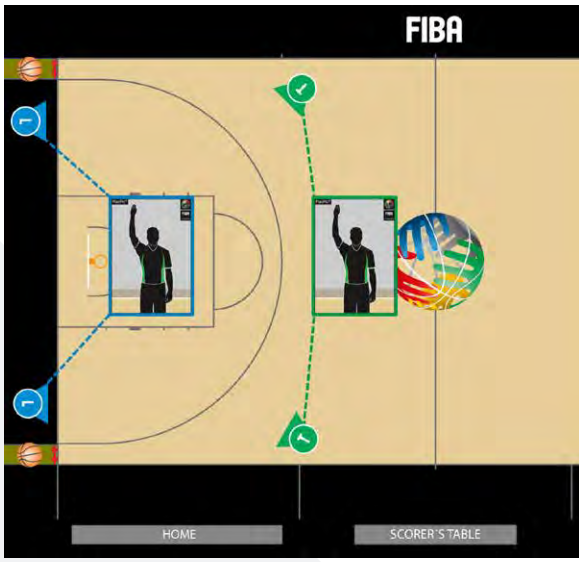


Diagram 46: When the throw-in is on the frontcourt's endline between 3 point line and sideline, L's position is between basket and throw-in spot. T mirrors the "time-in" signal to the table.

2.15 SHOT COVERAGE (GENERAL & 3 POINTS ATTEMPTS)

Target: To identify and understand the coverage of each referee during shots for goal.

The basic principle is that the Lead has primary coverage on any 2 point shots on the strong side (as demonstrated below, blue area) and the Trail has primary coverage for all 3 point shots, and 2 point shots on the strong side.

The Centre has primary coverage on all shots on the weak side (see Diagram 47).

Whenever there is dual coverage (restricted area, rectangle 2), the basic principle is that the respective referee covers their side of the play (see Diagram 48).

See also *"2.11 Covering a shot (protect the shooter)" on page 18*, *"2.3 Refereeing the defence" on page 11* & *"2.4 Stay with the play" on page 11* in FIBA Referee Manual –Individual Officiating Techniques (IOT).

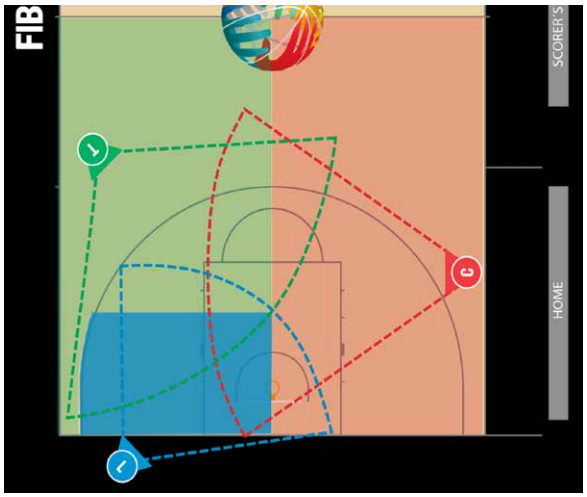


Diagram 47:
L has normally the primary coverage in blue area, T in green area and C in red area.

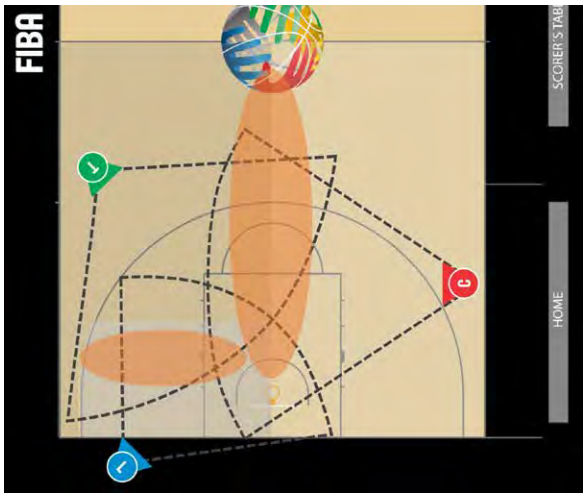


Diagram 48:
In dual coverage areas it is important that both referees have the discipline to process the entire play and try to focus only for their side of the defensive players.

2.16 TIME-OUTS

After the table officials have notified the referees about the time-out request, normally the Trail or Centre closest to the table will signal the time-out.

Referees have three standard positions during the time-outs (always on the opposite side). They can select any of the three positions they feel are the most appropriate (Note: leave the ball on the court where the game will be resumed).

When a time-out has 20 seconds remaining, two referees will move close to the team bench areas in order to be ready to activate the teams to return back to the court when the 50 seconds warning signal sounds.

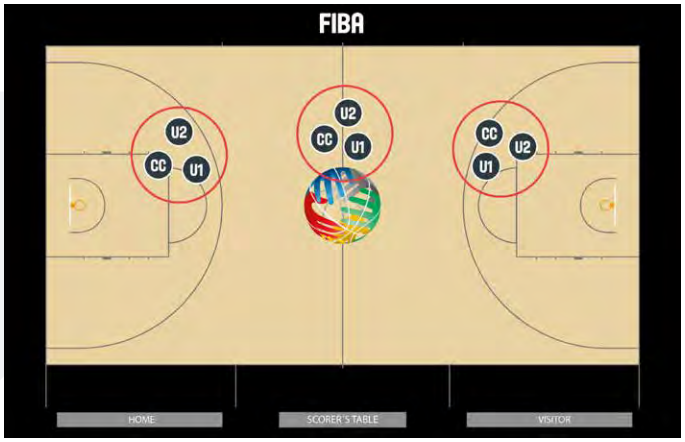


Diagram 49:
The three standard time-out positions, always in the opposite side.

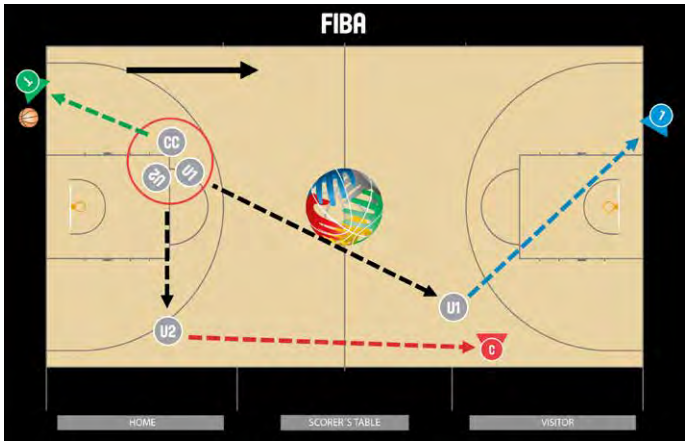


Diagram 50:
When 20 seconds remaining of the time-out, two referees move close to the team bench areas.

Last 2:00 minutes (L2M) time-out protocol
(where a team has the opportunity to advance the ball to the frontcourt)

When the clock shows 2:00 minutes or less in the fourth quarter and in overtime when the team requesting the time-out is entitled to possession of the ball from its backcourt:

- Referees have three standard positions during the time-outs (always on the opposite side). They can select any of the three positions they feel are the most appropriate.
- During the time-out, the ball is to remain in the hands of the crew chief (this signals that a decision for the throw-in location is yet to be made).
- When a time-out has 20 seconds remaining, the crew chief and the one of the umpires will move close to the team bench areas. The crew chief will go to the team that is entitled to possession of the ball.
- When the 50 seconds signal sounds the officials will activate the teams to return back to the court.
- The crew chief will ask the head coach to decide whether the throw-in will remain in the backcourt or whether it will advance to the frontcourt. The crew chief will verbally confirm the decision with the Head Coach (e.g. "The throw-in will be in the back / front court."). The crew chief will show a signal to the location of the throw-in by pointing to and moving to that location for the throw-in. Verbal support of this will accompany the signal.
- The crew chief will normally administer the throw-in, with the other two referees adjusting their positions accordingly.
- The referees shall ensure that the shot clock is appropriately set (reset/remain) before the throw-in.

2.17 SUBSTITUTIONS

Trail or Centre closest to the table will administer the substitutions. All substitutions should be completed as quickly as possible. As soon as all substitutions are completed the administering referee should make sure there is a correct number of players on the playing court and shall then communicate by establishing eye contact with the active referee with the ball.

Substitutions after a foul call

After the calling referee has finished the reporting to the table it is the responsibility of the new table side referee (Trail or Centre) to administer substitutions.

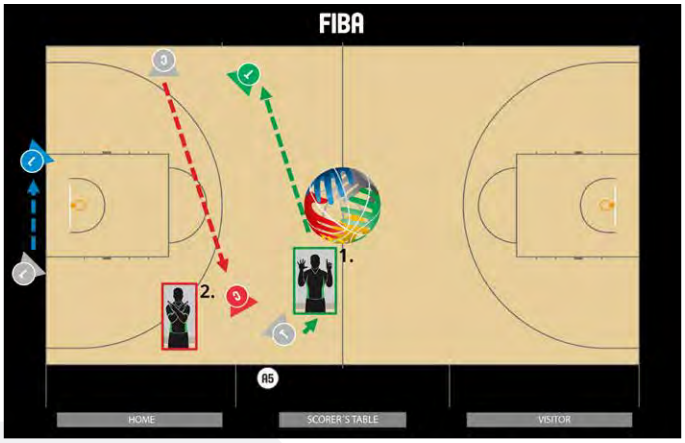


Diagram 51:
T has finished reporting and moves to a new position for free throws. New C will then administer substitutions.

2.18 EIGHT SECONDS & BACKCOURT VIOLATIONS

Normally Trail has the primary responsibility to count the 8 seconds. On all press situations Centre should be ready to assist the Trail (physically and mentally engaged with the play).

Trail also has the primary responsibility on all centre line violations. Sometimes the Centre can also help with possible backcourt violations when the ball is played on the weak side before returning to the backcourt.

2.19 SHOT CLOCK COVERAGE

Normally it is the outside referees (Trail and Centre) who have primary responsibility for shot clock violations. Also the Lead should be aware of the time on the shot clock and to be ready to assist Trail / Centre in their decisions. It is vital for referees to know when the shot clock period is nearing its end to be able to make correct decisions in shot clock situations.

At all times the active referee administering the throw-in should check the shot clock to be sure it is set correctly. This must be done before referee passes the ball to the thrower-in.

Note: When the backboard is equipped with yellow lighting along its perimeter at the top, the lighting takes precedence over the shot clock signal sound.

2.20 BASKET INTERFERENCE & GOALTENDING

Normally the Trail or Centre referee is responsible to determine if a basket interference or goaltending violation occurs. The referee opposite the shot has the primary responsibility for the flight of the ball and goaltending / basket interference violations. See also Diagram 93 & Diagram 94.

If a basket is awarded due to basket interference or goaltending the calling referee shall stop the clock and count the goal by showing the correct official signal.

Basket interference & goaltending on a fast break

In fast break situations it is primarily Centre´s and secondarily Lead's responsibility to cover the possible basket interference or goaltending violation. If the Centre is not ready to cover (physically not engaged with the play) the fast break it becomes Lead´s responsibility. In this case the Lead should stop ahead of the endline to be able to see the ring and front of the backboard.

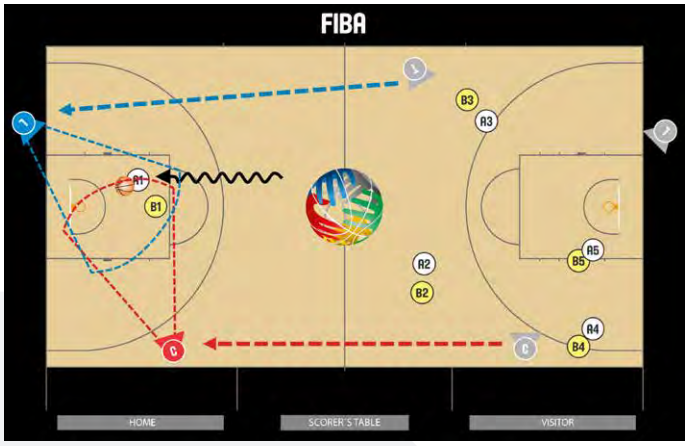


Diagram 52: Normally in fast break situations Centre is responsible for basket interference or goaltending violations.

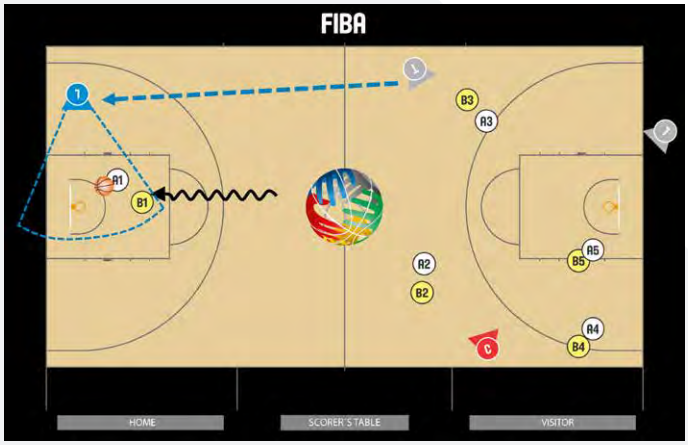


Diagram 53: If Centre is not engaged with the fast break then it becomes Lead´s responsibility to cover basket interference / goaltending violations. In this case the Lead should stop ahead of the endline to be able to see the ring and front of the backboard.

Basket interference & goaltending on a foul play

On all plays resulting in a foul call the Trail and Centre should not relax after the call. Instead they should hold their position, maintain their focus and follow the situation until the end (when the ball no longer has possibility to enter the basket) and be ready to make possible BI / GT call.

2.21 REPORTING FOULS & SWITCHING

Target: To identify and know the correct positions and procedures after a foul is called.

Principle for the switches:

Free throws (ball remains in the frontcourt):

a. Referee who reports the foul, moves to the opposite side in T position

b. Other 2 fill up the empty spots

Throw-in (ball remains in the frontcourt):

a. Referee who reports the foul, moves to the opposite side in T or C position

b. Other 2 fill up the empty spots

Minimize distance – walk sharp – think where is your next position after reporting. If two referees call the same foul, the referee who is on the opposite side will report the foul.

In all situations referees should try to minimize switches. Sometimes there is no switching needed, sometimes all three referees need to move in order for the above rules to be implemented.

Reporting:

a. Use clear voice

b. Sharp signals

c. Rhythm

See also *"2.8.1. Reporting" on page 16 in FIBA Referee Manual –Individual Officiating Techniques (IOT)* for reporting technique and procedures.

Play remains in frontcourt, continued by throw-in

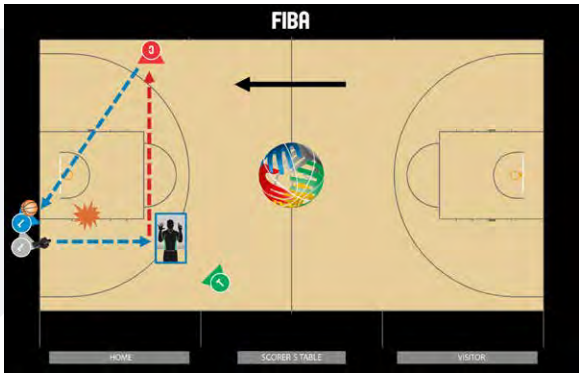


Diagram 54:
Call frontcourt table side by L – ball remains in the frontcourt (throw-in)

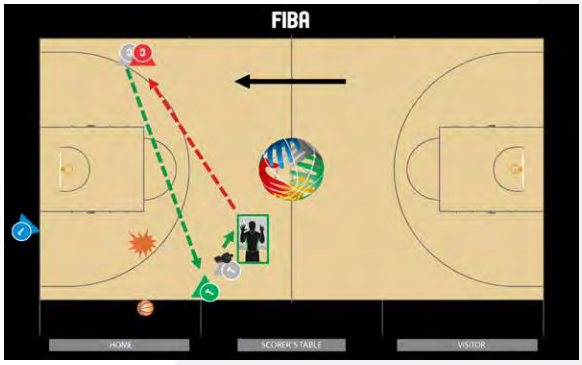


Diagram 55:
Call frontcourt table side by T – ball remains in the frontcourt (throw-in)

Diagram 56:
Call frontcourt opposite side by L – ball remains in the frontcourt (throw-in)

Diagram 57:
Call frontcourt opposite side by T – ball remains in the frontcourt (throw-in)

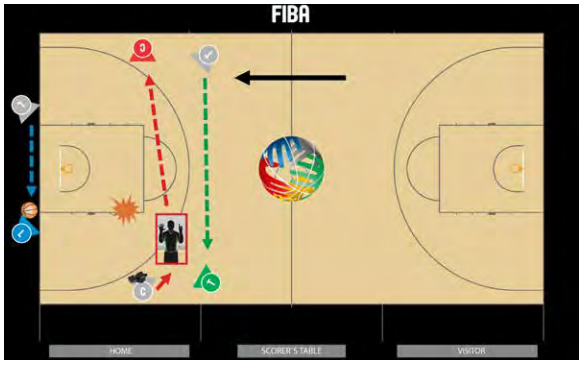


Diagram 58:
Call frontcourt table side by C – ball remains in the frontcourt (throw-in)

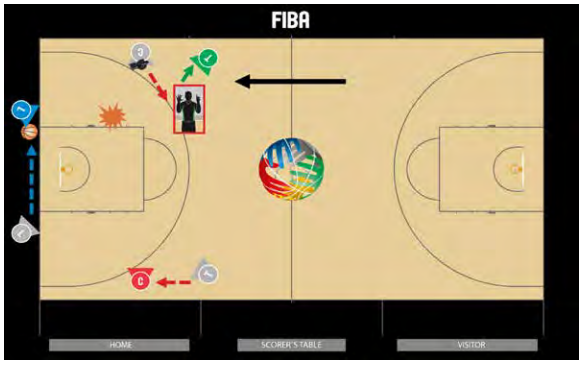


Diagram 59:
Call frontcourt opposite side by C – ball remains in the frontcourt (throw-in)

Diagram 60:
Double call frontcourt by T & C – ball remains in the frontcourt (throw-in)

Diagram 61:
Double call frontcourt by T & C – ball remains in the frontcourt (throw-in)

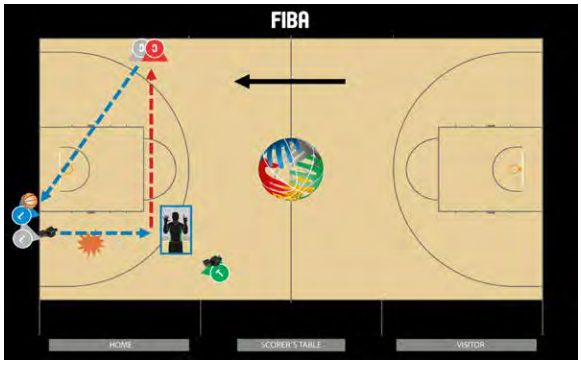


Diagram 62:
Double call frontcourt table side by T & L – ball remains in the frontcourt (throw-in)

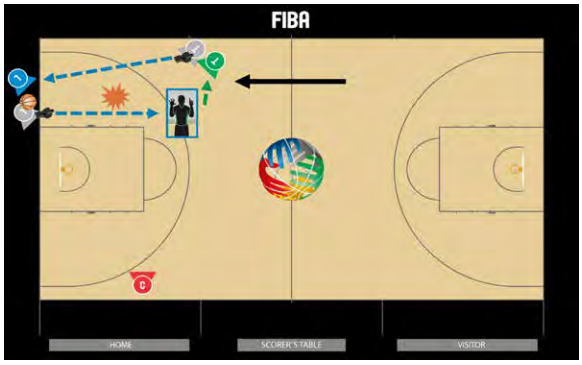


Diagram 63:
Double call frontcourt opposite side by T & L – ball remains in the frontcourt (throw-in)

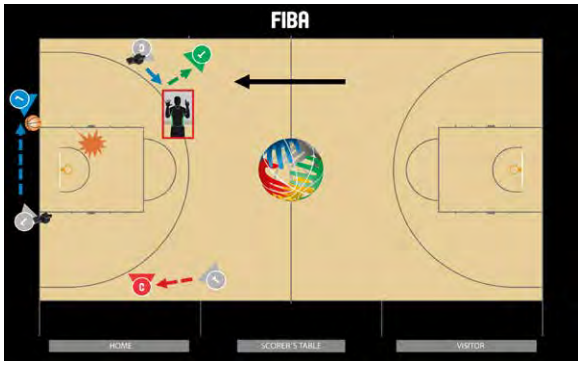


Diagram 64:
Double call frontcourt by L & C – ball remains in the frontcourt (throw-in)

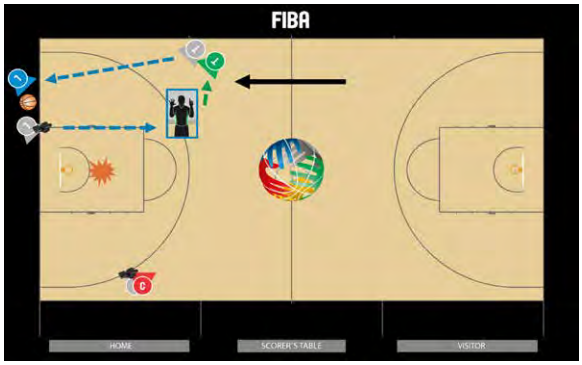


Diagram 65:
Double call frontcourt by L & C – ball remains in the frontcourt (throw-in)

Play remains in frontcourt, continued by free throw(s)

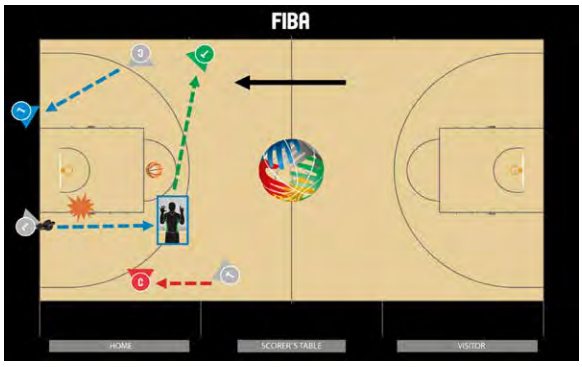


Diagram 66:
Call frontcourt table side by L – ball remains in the frontcourt (free throws)

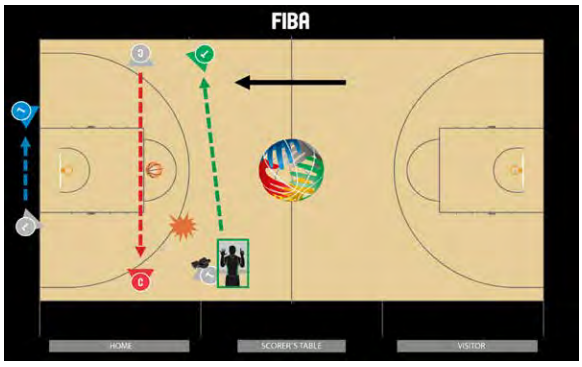


Diagram 67:
Call frontcourt table side by T – ball remains in the frontcourt (free throws)

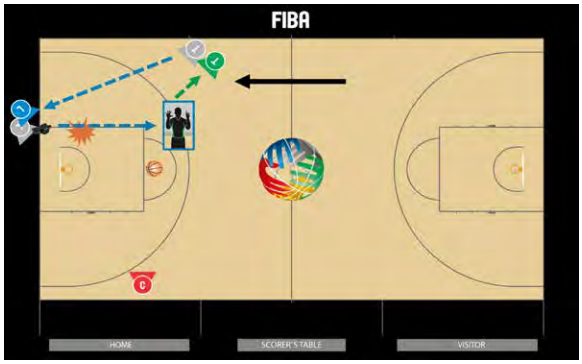


Diagram 68:
Call frontcourt opposite side by L – ball remains frontcourt (free throws)

Diagram 69:
Call frontcourt opposite side by T – ball remains in the frontcourt (free throws)

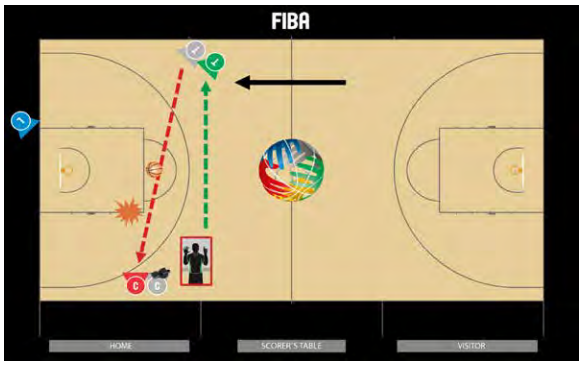


Diagram 70:
Call frontcourt table side by C – ball remains in the frontcourt (free throws)

Diagram 71:
Call frontcourt opposite side by C – ball remains in the frontcourt (free throws)

Diagram 72:
Double call frontcourt by T & C – ball remains in the frontcourt (free throws)

Diagram 73:
Double call frontcourt by T & C – ball remains in the frontcourt (free throws)

Diagram 74:
Double call frontcourt table side by T & L – ball remains in the frontcourt (free throws)

Diagram 75:
Double call frontcourt opposite side by T & L – ball remains in the frontcourt (free throws)

Diagram 76:
Double call frontcourt by L & C– ball remains in the frontcourt (free throws)

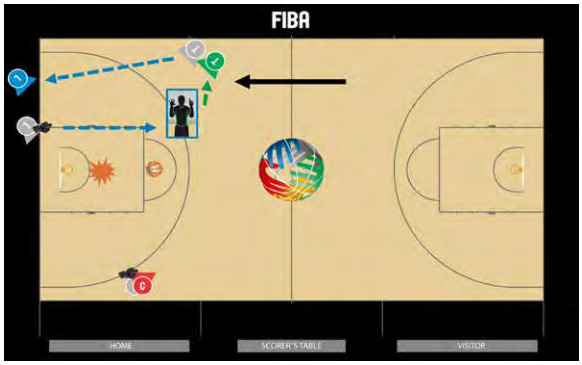


Diagram 77:
Double call frontcourt by L & C – ball remains in the frontcourt (free throws)

Play continues from new backcourt by throw-in

Note: When a foul is called in the backcourt or there is an offensive foul in the frontcourt, there is no switch unless it is necessary to facilitate the new position of the reporting referee on the opposite side (no long switches).

Diagram 78:
Call backcourt table side by L – ball moves new direction (throw-in)

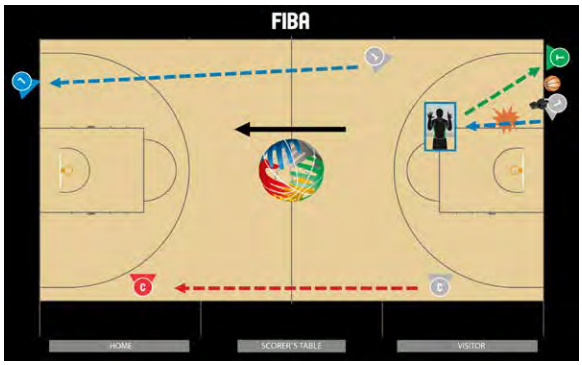


Diagram 79:
Call backcourt opposite side by L – ball moves new direction (throw-in)

Diagram 80:
Call backcourt table side by T – ball moves new direction (throw-in)

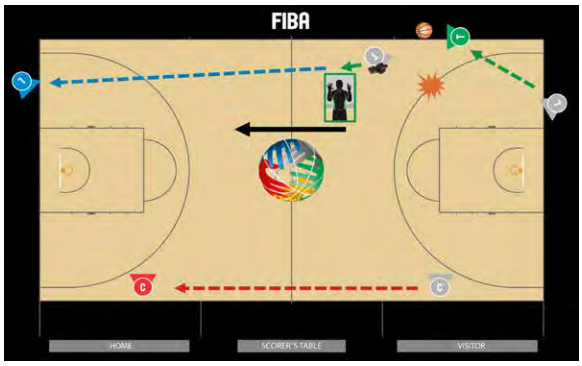


Diagram 81:
Call backcourt opposite side by T – ball moves new direction (throw-in)

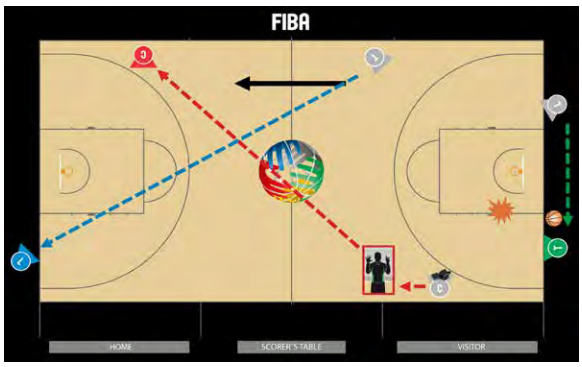


Diagram 82:
Call backcourt table side by C – ball moves new direction (throw-in)

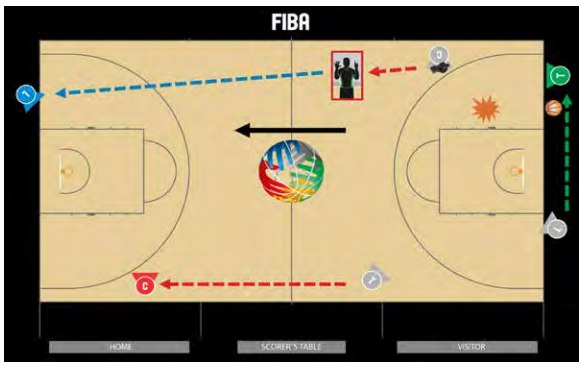


Diagram 83:
Call backcourt opposite side by C – ball moves new direction (throw-in)

Play continues from the opposite end of the court by free throw(s)

Diagram 84:
Call backcourt table side by L – ball moves new direction (free thows)

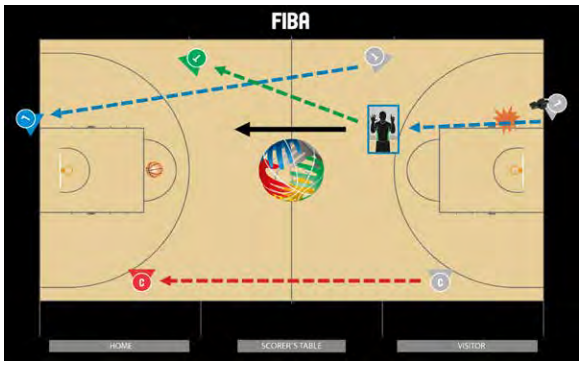


Diagram 85:
Call backcourt opposite side by L – ball moves new direction (free thows)

Diagram 86:
Call backcourt table side by T – ball moves new direction (free thows)

Diagram 87:
Call backcourt opposite side by T – ball moves new direction (free thows)

Diagram 88:
Call backcourt table side by C – ball moves new direction (free throws)

Diagram 89:
Call backcourt opposite side by C – ball moves new direction (free throws)

2.22 FREE THROW COVERAGE

Target: To understand coverage and responsibilities during free throw situations and on following rebound plays.

In 3PO the Lead is the active referee in all free throw situations. Lead will administer all the free throws. During last free throw Lead is responsible for the players in rebound places on table side of the restricted area. For the last free-throw, the Lead should be positioned in the normal Lead set up position.

Centre indicates the number of free-throws using the official signals. On the all free throws, Centre is responsible of checking that there is no violation from the shooter. During last free throw Centre is responsible for the players in rebound places on opposite side of the restricted area. During the free-throws, the Centre is to be positioned near the side line in the normal Centre position.

Trail is responsible for the rest of the players behind the free-throw line extended and behind the 3-point line during all free throws.

When a violation occurs during the free throw and the ball is in the air, the referee should immediately blow the whistle to indicate the violation (exception: fake by free-throw shooter). This is to minimize any unnecessary escalation of physical contact between players after a violation occurs. There is no need to wait if the ball enters the basket or not.

If the ball enters the basket:

a. violation by free-throw shooter - basket is not valid
b. violation by other players – basket is valid, whistle is to be ignored and play will continue with throw-in as after any successful last free-throw.

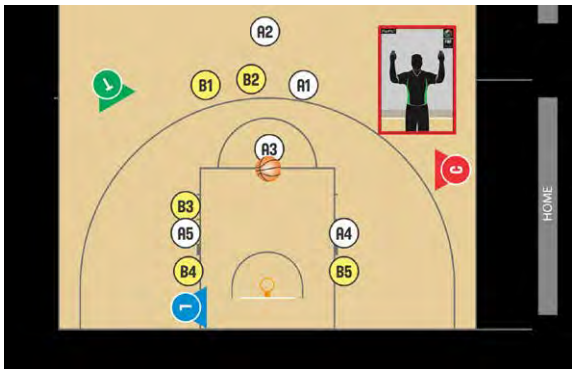


Diagram 90: Only Centre indicates the number of free throws using the official signals.

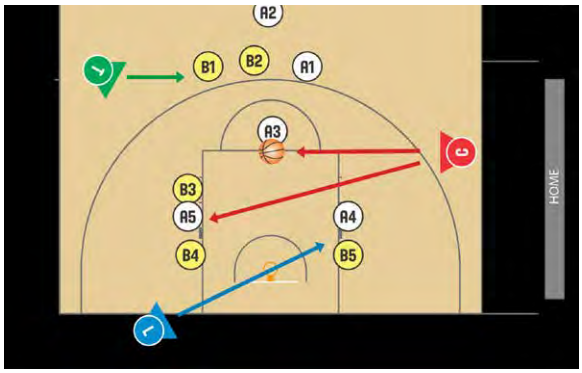


Diagram 91: Primary responsibilities during last or only free throw.

When there is a last free-throw with opposing players in the new front court: Trail adjusts towards the new frontcourt (position depends on the number of the players in the frontcourt and time of the game).

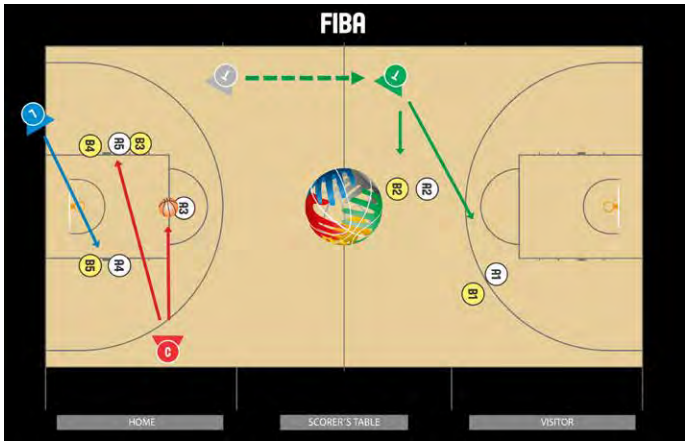


Diagram 92:
Trail adjusts position towards the new frontcourt during last free-throw if there is opposing players in the new front court.

2.23 REBOUNDING COVERAGE

Target: To identify the correct techniques for total coverage during rebounding situations to ensure that not more than 1-2 active match-ups are covered by each referee

For successful refereeing of rebound plays it is important to understand the principles for successful rebound techniques by the players (inside position, timing, etc.). In this section we focus on the practical implementation of these principles and how this relates to refereeing.

First of all, it is crucial to understand that when any shot is taken, this is the key moment for the players to move to the most profitable position in order to get the rebound. In many cases, referees are thinking that the key moment is when ball hits the rim, which is completely too late. Keeping in mind the key principles noted above, it is important that the referees are already in position to referee the rebound situation when the shot is taken (active mind-set, appropriate positioning for the next play). In doing so, the referee implements the basic IOT elements regarding Distance & Stationary, and active mind-set facilitating the chance to process the entire play ((analytical decision) – not only to see the end and react (emotional decision)).

The second successful technique is to define the principle that each referee has only 1-2 active match-ups to follow during a rebound. It is not so difficult if the referee focuses only on a few players instead of trying to cover all of the court and all the ten players. The challenge is that all referees pick-up the different match-ups. Naturally, the Pre-Game Conference plays a significant role in the correct plan, methods and execution.

Normally, each referee picks up the closest active match-up, and possibly one more. Normally, you are able to rule out one match-up that will not be active during a rebound situation that needs no active attention.

Shot from the strong side: Lead covers the match-up close to the basket (holding and clamping fouls), Trail & Centre focus on perimeter rebounds (pushing, crashing and "over-the-back") on their respective sides. Centre has primary coverage on goaltending or basket interference as Trail has shot coverage (Diagram 93).

Shot from the weak side: Lead covers the match-up close to basket (holding and clamping fouls), Trail & Centre focus on perimeter rebounds (pushing, crashing and "over-the-back") on their respective sides. Trail has primary coverage on goaltending or basket interference as Centre has shot coverage (Diagram 94).

If there are no active match-ups on your side, you need to move to the next active match-up! (not engaged with mechanics but the play & active mind-set)

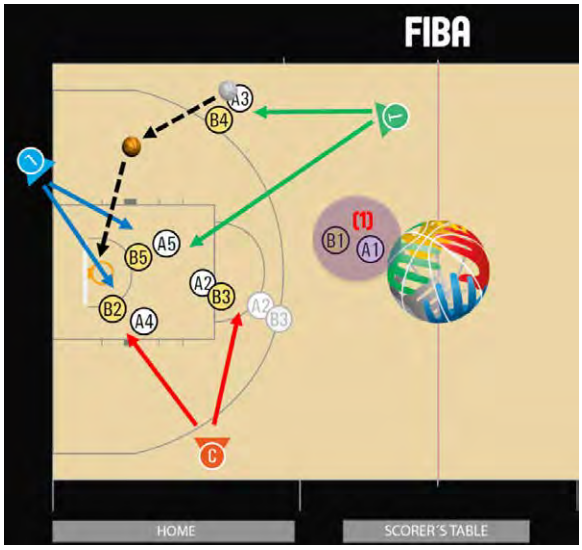


Diagram 93:
Shot from the strong side, L focus for close to basket, T & C for perimeter players and C has the primary for the possible goal tending and basket interference, (1) not active match–up.

Diagram 94:
Shot from the weak side, L focus for close to basket, T & C for perimeter players and T has the primary for the possible goal tending and basket interference, (1) not active match–up.

2.24 LAST SHOT

Target: To identify which referee is on the last shot and who is responsible for controlling the game/shot clock at the end of a quarter or the game.

Normally, either the Trail or Centre decide if any shot close to the end of a quarter or game is a valid basket or if the ball was not released before the LED light/signal.

Diagram 95:
Last shot on opposite side:

- the Trail or Centre on table side (Trail or Centre) is primarily responsible for the clock (primary mode)
- the Trail or Centre (who is covering the shooting situation) on opposite side is secondarily responsible for the clock (assist mode)

Diagram 96:
Last shot on table side:

- the Trail or Centre on opposite side (Trail or Centre) is primarily responsible for the clock (primary mode)
- the Trail or Centre (who is covering the shooting situation) on table side is secondarily responsible for the clock (assist mode)

If any of the referees not covering the last shot have information regarding the last shot and the clock, they are required to go immediately to the calling referee who is responsible for the last shot and share this information with the crew (assist mode).

In the event there is disagreement amongst the crew, the Crew Chief always makes the final decision.

See also *"2.14 Control of the game and shot clock" on page 20 in FIBA Referee Manual –Individual Officiating Techniques (IOT)* and "Improve your... Communication amongst the crew" publications for the correct technique and procedure.