2 Man Mechanics
Tips for Basketball Officiating

- Referee the defense
- Stay in your primary
- SEE ENTIRE PLAY
- Call the OBVIOUS
- Foul: Displacement and someone put at a disadvantage
  - Be a GREAT OFF BALL OFFICIAL!
- Communicate verbally & visually for partner and players
- Signals: Be crisp w/
  - counts, signals, reporting, etc.
Basic Signals

- Visible Count
- Direction
- Designated spot
- Baseline running privileges
- Jump Ball
- 3 pt. attempt, 2 pt attempt on close shots by 3 pt. line
  - Good 3 pointer
- Count the basket
- No basket/score/shot
- Beckon in subs
- Stop Clock (also for violations & dead ball) Last 2 minutes
Violations

• Blow Whistle w/ Simultaneous arm up in open palm
• Do proper signal and say violation
• Point to the direction after to indicate which way play will go next
• Point to spot on floor where ball will be inbounded
  • Don’t forget to do this, so fellow official can see where to put ball in
Types of Violations

- Travel
- Illegal Dribble
- 5 seconds
  - Out of bounds
  - Closely guarded
- 10 seconds
- Carry/Backcourt
- 3 second lane
- Excessive Swinging of Elbows
- Kick
  - Must be done intentionally
- Goaltending/Basket Interference
- Delayed Lane Violation
Types of Fouls

- Block
- Hit (illegal use of hands)
  - Let players block shots though
    - Anticipate, don’t assume
- Hold
- Handcheck
- Push
- Team Control
- Player Control
- Intentional
- Flagrant
- Technical
- Double Foul
Calling Fouls

• SEE THE WHOLE PLAY: START, DEVELOP, FINISH

• Calling official see advantage gained by offensive or defensive player and calls foul
  • Simultaneous “loud whistle” with arm raised as a fist

• Both officials freeze and observe what happened
  • While calling official determines if shooting/non-shooting, gets shooter if in situation, reports foul to table
  • Non-calling official observes all players to prevent further play after the whistle

• Non-shooting fouls
  • Ball inbounded on sideline (calling official should point to spot and indicate possession to partner at spot)
Continuous Motion

• SEE THE WHOLE PLAY: START, DEVELOP, FINISH

• Continuous motion has no significance unless the foul is on the defense.

• There is a “window of time” that a defensive foul must occur for it to be considered in the act of shooting.

• The window opens when the try begins ... and closes when the ball is in flight. These are two key elements to burn in your mind. Try begins and ball in flight.
The try begins with:

- the **habitual movement** which usually **precedes the shot**.
- and this movement is the **motion** of the arms, legs, feet, or other body movement needed to complete the try for goal.
- This is commonly called, “in the **act of shooting**.”

*The shooter does **NOT** have to be in the final stages of a try ... it must only have **BEGUN**.*
Foul Calls- Calling Official At Spot

- Blow whistle, put arm straight up with fist
- Count or wave off basket if appropriate
- Move toward players if appropriate
  - Only Bird Dog if multiple players are involved to indicate who fouled
  - Move toward players if appropriate
- STOP TO OBSERVE SITUATION (WHO’S THE SHOOTER, WHO --FOULED, POSSESSION OR SHOOTING FOUL)
- VISUALLY- Preliminary signals may be used, but definitely needed on block/charge
- VISUALLY- Indicate the spot of the throw in if a throw in is to follow
- VERBALLY- Indicate number of shots if shots are to follow
- VERBALLY- State the number of the shooter to partner

- Move around players to the foul reporting area
  {Do not go through a pack of players}

-BOTH OFFICIALS-
1. Never turn backs to players at the same time
2. Move around the perimeter of the players, not through them
Types of Fouls & Shooting Fouls

- Players in the act of shooting that are fouled (basket missed) will be given 2 or 3 free throws
  - If a basket is made in the act of shooting w/ a foul: only 1 shot
  - On 7 fouls or after and player will shot a 1 and 1
  - On 10 fouls or more, a player will shoot 2 free throws

- Technical Foul
  - 2 free throws and retain possession at out of bounds at midcourt
  - Double techs on opposing teams= no shots, ball at POI

- Intentional Foul
  - 2 free throws and team retains possession at spot of foul
  - If 3 pt attempt missed then 3 free throws, if made then 2 free throws, ball at POI

- Flagrant Foul
  - 2 free throws and player disqualification on fouling player, ball at half court

- Player Control Foul
  - No free throws and possession given to opposing team at spot of foul
Reporting Fouls

- Move quickly to reporting area and stop
  - Tell scorekeeper
  - Color, number, what foul it is and signal, and whether possession or shooting, if shooting, then how many

- Example:
  - Blue, 24, hold, 2 shots
  - Red, 10, handcheck, possession
  - Avoid adding extra words
    - I gotta foul on blue 24, with a hold, we’re gonna shoot 2

- Non-calling official freeze & observe all players while foul is reported
Reporting a Foul

- **Color**: Give the color of the fouling player (Red)
- **Number**: Give the # of the fouling player (10)
- **Foul**: Give the correct foul (Blocking)
- **Next**: Report what happens next (2 shots)
Basic Positioning

- All officials should maintain the semblance of a wide triangle to cover the court. The officials should be moving to reflect the changing position of the ball.
- Don’t ever run backwards
- 2 Positions
  - Lead – Endline primarily focusing on paint
  - Trail – Opposite side as the Lead and closest to half-court
Lead Responsibility: Basic Lead

- Establish a position 2-3 steps in from 3 point arc on baseline
- Get a depth of 6 feet (if able to)
- Adjust for best angles to see space between players
  - PURPOSEFUL MOVEMENT (don’t move if not needed)
    - Try to be parallel with ball position
- Go out as far as the 3 point arc for play/line coverage
- Open up your stance as appropriate for best coverage
- POST PLAY.
  - CALL FIRST FOUL (ROUGH PLAY)
    - DISLODGE OR DISPLACE
Primary Area - Lead

LEAD PRIMARY AREA IS BOUNDED BY:
- THE END LINE
- FAR LANE LINE
- FREE THROW LINE EXTENDED
- NEAR SIDELINE
- Watch off ball as appropriate
  - When ball is at arc or opposite lane line
Move with the Ball

- Avoid getting caught behind the basket between the lane lines
- Signal try and make of 3 point shot in your coverage area
- When shot goes up, keep eyes at eye/shoulder level and below
  - PROTECT THE SHOOTER: Keep eyes on shooter ‘til whole play is over
- Don’t look at basket
- Looking for knees/hips/elbows in chest/midsection/below waist
Primary Area - Trail

TRAIL PRIMARY AREA
- START AT 28 FT LINE
CONSISTS OF:
- AREA ABOVE FT LINE EXTENDED
- ALSO, AREA OUTSIDE OF NEAR LANE LINE
- USE ARC/BANANA TO GET A BETTER VIEW/ANGLE ON PLAYS
  - NONVERBAL COMMUNICATION WITH YOUR PARTNER
- Close Down or Step down towards basket on shots (Do not bail!!!)
  - Don’t worry about getting beat on a fast break
Trail Covers Primary Area

- Trail Official should be proactive
  - Must hustle on fast breaks!!!!!
- Use arc to get angles
  - Close down
- Don’t have lead “blow” across the lane
- Responsible for rim area
  - Made basket on shooting foul
  - Basket Interference
  - Goaltending
- If play is close to paint: FOUL
  - Move toward player to sell a call and can bird dog signal
Trail Responsibilities

- Move laterally depending on where the ball is
  - Use peripheral vision to see all other players in your primary
    - I.E. Illegal Screens/ Off ball fouls
  - Banana in and out depending if ball is close to you or opposite court of you
- Responsible for most 3 pt shots...
  - Get good angle to see if foot is on line
  - If foot is on line, put 2 fingers down to indicate and then show 2 to scorekeeper if made
  - mirror the make of a 3 point shot in Lead’s area
- MUST CALL PUSH FOULS ON REBOUNDS!!!!
  - Have better angle than lead
  - Can help traveling calls in the paint, but don’t focus in on paint!
- Mirror the leads stop and start clock (chop) signal to ensure proper court coverage.
Gray Areas

- Trail has better angle
- If lead has many players in lane, leave to trail
- REMEMBER SEE SPACE!
Gray Areas

- Lead has better angle
- Be aware of off ball screens
- Lead can protect Trail’s backside when they are focused on ball
- Trail can protect Lead’s backside (lane area) when he/she is wide
Drive In Lane

- BLOCK/CHARGE ON WEAK SIDE OF LANE
- LEAD CAN BE BLOCKED OUT
- TRAIL MUST HELP WITH CRASH
- Look for pass & crash
  - Trail has crash
  - Lead has pass
The Trail Position

- Primarily responsible for 5 second closely guarded
  - The official should switch arms when going directly from one counting situation to another.
  - In team’s own frontcourt
    - If defensive player is 6ft or closer to person with ball
      - Player with ball has 4 seconds to hold ball, then must pass, dribble, or shoot
      - Player that is dribbling ball has 4 seconds to dribble ball, then must hold ball, pass, or shoot
    - Stop count if player beats the defender by getting head and shoulders past
    - Stop count if 6 ft is broken
Out of Bounds Mechanics

- Blow Whistle w/ Simultaneous arm up in open palm
- Point to the direction and indicate what color has the ball
- Point to spot on floor where ball will be inbounded
- Check for substitutes or timeouts requested
Out of Bounds Mechanics:

- Blow Whistle with Simultaneous arm up in open palm
- Point to the direction and indicate what color has the ball
- Point to spot on floor where ball will be inbounced
- Check for substitutes or timeouts requested
Throw-in Spots

- Take ball out on end line when foul/violation occurs in ft lane, ft circle, or beneath the invisible line connecting the elbow to the corner.

- Inbound spot outside the lane lines extended.
Throw-in Procedures

- Partner eye-contact
- Check for substitutes
- Line responsibilities
- No unnecessary whistles
  - 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.
    - May indicate verbally to the players that the ball is coming in play

- Hand or Bounce the ball
  - Hand on frontcourt baseline
  - Bounce on sideline and backcourt baseline
    - Get space (try to get 12-15 feet away and tell player to hold their spot)
Throw-in Procedures

- Box players in
- Switch on Sideline throw-ins
- Designate spot or indicate ability to run line (after made basket)
- Bump & Run (No long runs for Trail to new Lead)
- IF THE DESIGNATED SPOT FOR THE THROW-IN IS HALF WAY BETWEEN THE FREE THROW LINE EXTENDED AND AT THE END LINE
- THE LEAD REMAINS ON THE ENDLINE AND WILL BOUNCE THE BALL TO THE THROWER
Throw-in Mechanics

- The spot for the throw-in should be designated by the administering official.
- After a technical foul, the throw-in shall be administered at the division line on the side of the court opposite the table.
- After a made basket, give the new offense time to recover the ball to start the 5 second count.
  - “At the disposal of thrower
  - Be aware of opposing team calling timeout to set up a press
- Anytime the whistle is blown, both officials should signal to start the clock when the released ball touches a player who is inbounds.
Boxing in the Play

- All throw-ins on either end line shall be made with the administering official outside the thrower - between the sideline and the thrower. The Trail official shall handle the administration of the out-of-bounds throw-in in the backcourt.

In the frontcourt, the throw-in is administered by the official responsible for the boundary where the throw-in occurs. The official not administering the throw-in will take a position so that both sidelines and the end line are covered. The official not administering the throw-in shall use the "boxing-in" principle, which places one official on each side of the thrower on opposite sides of the court or on a side and an end of the court, depending upon where the ball is to be put in play. The administering official should make eye contact with his/her partner before handing the ball to the thrower. (All throw-ins from the end line shall be outside the free throw lane extended.)
Trail official administers all throw-ins in the backcourt. Trail official holds the ball until the lead official is down court and across so that both sidelines, the end line and the division line can be adequately covered. This is an opportunity for the trail official to use the bounce pass for the throw-in.
**Trail & Lead on Free Throws**

- Indicate the # of Free Throws each shot to table
- Trail on free throw counts 10 sec. By clenching/opening outside hand
- Puts arm up for last shot of a 2 or 3 shot foul, during each shot on 1 on 1, and on the 1 shot foul if needed after a made basket with a foul
  - Chops clock if ball comes off rim when touched
    - Step down towards basket
- Lead on first free throw is close to basket and indicates number of free throws verbally and visually
- On second free throw, get wide and lift arm up to chop clock if the 2nd free throw is made for throw in after made basket
Free Throw Administration

- **Offense Lane Violation** – ten seconds to shoot; must hit the rim
  - Ball becomes dead immediately
  - If Defensive violation: hold out fist...if made...let go...if missed, another attempt (blow whistle)

- **Shooter Violations** – stepping on the line; must wait until the ball hits the rim

- **Other free throw violations** – players not in the lane spaces must stay be beyond the free-throw line extended and the three-point line

- **DO PREVENTATIVE OFFICIATING AND MAKE SURE EVERYONE IS IN A PROPER SPOT!!!**
Free Throw Responsibilities

**TRAIL** is one or two steps beyond the free throw line and two-thirds back between the free throw lane and the sideline for all free throws.

**TRAIL OFFICIAL** watches top two spaces on opposite lane line, free throw line and flight of ball, then concentrates on fouls and rebounding action.
Free Throw Responsibilities

- **LEAD OFFICIAL** watches opposite lane line plus first space table side, then concentrates on fouls and rebounding action.
- Trail Officials beckons subs on last free throw
  - If sub is for shooter, let Lead know, and if basket is made, sub in prior to throw-in
Free Throw Restrictions

- Maximum of 4 defensive players
  - Bottom 2 must be occupied by defensive players or = technical
- Maximum of 2 offensive players
- NO PLAYERS IN BOTTOM 2 SPACES BY ENDLINE
- NO DISCONCERTION (Distracting the shooter)
- People outside of 6 lane spaces may not be below free throw line extended or on or inside 3 pt. arc
- Timeouts may be granted prior to ball being given to shooter
- Timeout may be granted with made free throw or make a substitution
  - Cannot be done on a shot that can be rebounded

Rebounding Free Throw Positions
Transitioning, Press, & Fast Break

- Stay a few steps behind player with ball when moving up court
- If trapping on press: defensive player must have both feet in bounds and in legal guarding position for an offensive player control foul
  - Otherwise is a “block”
- If players beat you down floor for steal/fast break, when possible contact is made/foul, freeze to get best possible angle
LEAD TO TRAIL
Rebound or turnover by defense

1. Be ready for the turnover

2. Stay 2 steps behind dribbler

3. Stay out of the way of pressure defense and press break

4. Stay within the adjacent 1/3 of the court from the ball
BACKCOURT PRESS COVERAGE:

1. Start & maintain 10 second count (regardless of defensive tips)
2. Stay behind double/triple teams & don’t get ahead of play
3. Get an angle looking through the play
4. Move to center of court for play coverage on other side as appropriate
5. Lead analyze the pressure and help as appropriate—still have sideline for OB
6. Don’t be afraid to go to middle of court if dribbler is on opposite sideline area
Lead moves to get primary position

Lead
- Still has sideline responsibility
- Maintain play coverage by looking over inside shoulder
- Beat the play to the baseline
- If you can’t beat players down, slow up, take a position looking between players and stop.

Trail
- Referee defense
- Look for legal guarding position
- Keep 10 sec. count
Substitutions

- Substitutions may only occur after the whistle, or at halftime
  - All substitutes must report to the scorer table prior to entering
    - Work with scorekeeper to recognize when subs are at the table
    - On a 2 shot foul: only substitute after the 1st shot
      - Sub on 1st shot of 1 on 1 or 1 shot foul
      - Running on court without acknowledgement of the official is a technical foul: Must beckon players on
  - A player cannot enter during play
  - Use preventative officiating and count players to ensure proper number before starting play after dead ball
Last second shot

- Trail’s responsibility
- Responsibility in transition
- Communicate who has the shot
- Official has whistle at the buzzer
  - If shot is released before buzzer, whistle when ball finishes
- Pre-game it