



3-Person Basketball Pregame Conference

PREGAME RESPONSIBILITIES AND TEAMS INVOLVED

- Was there a meeting with the site administrator regarding protocol for addressing spectator behavior?
- General concerns or commonly occurring plays during the season?
- Discussion of new rules, interpretations and points of emphasis.
- Officiated either team during the year?
- Video review or unusual plays or situations?

ARRIVAL TO THE FLOOR

- 15 minutes prior to start of the game.
- Single pregame captain(s)/coaches meeting at the 4-10 minute mark.
- Pregame with Scorer and Timer at 12:00.
 - Verify numbers in the book, check A-P arrow, discuss bonus and double bonus situations, no subs after first horn, officials will always wait for second horn to resume play, procedure for replacing an injured and/or disqualified player and making eye contact when reporting fouls.
- **Uniform Enforcement:** Get apparel violations early so they don't become a problem at critical situations. Best to look for violations and address during warm-ups. The apparel violations are the easiest stand out. Relatively light penalty if caught during the game—offender removed until violation is corrected.
- **U1** – Home team, count players, observes toss and jumpers, chops clock and coaches in the box to start.
- **U2** – Visiting team, count players and responsible for eight non-jumpers and the toss.

COURT COVERAGE

- Know your primary position, line responsibilities (full court, half court, endline, transition) and primary coverage area (PCA)
- Resist ball-watching and observe action in your PCA and prioritize off-ball surveillance.
 - Two sets of eyes on off-ball activity.
 - Off-ball fouls.
 - Indicate going on-ball and off-ball.
 - SCA assistance when possible.
 - Trust your partners.
 - Avoid unnecessary double whistles, multiple three-point attempt signals and multiple closely guarded counts.
- **Press Situations and Coverage:** In the backcourt, divide court half and half. Once inbounded, **T** is primary. **C** must help across the entire court.
- **Rotations:** **L** will most often initiate rotations. **C** may initiate a rotation, especially if there is pressure near the division line. Look over your shoulder in transition after the shot. If rotation is not recognized, **T** should fill a spot.

Crew:

- **Angles:** Move to get a good look at the space between the defensive and offensive players in a competitive matchup.
- **Block/Charge:** If the play is in the paint coming to **L**, **L** should take it (unless **L** hasn't gotten to ball-side). **C** must still officiate the play, and can have a whistle – just delay any preliminary signal. **C** should yield to **L** for those secondary block/charge calls in the lane.
- Changing a call you must be 100% positive. 3 to 2 or 2 to 3, reversing an out of bounds call.
- **Free throw coverage:** **L** should be off the endline and has responsibility for all spaces on opposite lane side and the first lane space on near side. Administer only when all officials confirm shots. **C** should be half way between free-throw lane line and sideline and one step above the free-throw line, and has opposite line and the shooter. **C** should step down on final release. **T** may be positioned off the sideline but near the division line for any freethrow that will not result in rebounding action. **T** must be at the 28' line and away from the sideline on any free-throw with possible rebounding action. **T** should step down on the free-throw to stay connected to rebounding action and watch for no-rim.

- Know the status of the ball (team control & double foul situations) & identify the shooter.
- Call your own line(s) and crew should only have one whistle. If help is needed on an out of bounds call, make eye contact and verbalize for help. The helping official must sell the call – no discussion necessary.
- Transition calls on **L/T** sideline may have two whistles. New **L** has call in the front court and new **T** has call in the back court. Communicate and be ready to help each other.
- **Whistle Control:** Have patient whistles on plays to the basket and let the entire play finish. Quick, sharp whistles on the absolutes. Avoid impulsive double whistles, but use secondary cadence whistles one needed SCA call out-of-primary.
- **Counts:** Have a count even when it's not needed, so that when it's needed you have one.

Trail:

- Stay connected to front court action.
- Strive to get to the top of the arc as a dependable position to work up or down.
- Step out onto the court to stay connected to middle/high competitive matchups.
- Officiate the waist, below (traveling calls) when ball is in post in **L's** primary.
- Divide court coverage 2/3 and 1/3 in frontcourt. Stay with your visible counts and not closely guarded signal. Clearly communicate these with **C**.
- Handle all throw-ins on sidelines.
- Close down on shots. Stay on 3-point shots and shooters. Rebounding responsibilities.
- Come up the floor slightly behind the dribbler and officiate ahead of the play.
- In transition, be aware of players still on the floor. Don't leave them alone. Partners must recognize and adjust.

Center:

- Strong **C** is crucial to the crew's success.
- Divide court coverage 2/3 and 1/3 in frontcourt. Stay with your visible counts and not closely guarded signal. Clearly communicate these with **T**.
- Great look at curl plays, verticality and high screens.
- Stay ahead of the advancing play in transition.
- If drive originates from **C**, **C** must take it all the way to the basket.
- Be ready to help **T** at the division line (traps, over-and-back, block/charge across court). Get "crew-saver" calls.
- Close down on shots. Stay on 3-point shots and shooters. Rebounding responsibilities.
- After a make, stay to help with the press; but get to the free-throw line extended quickly with no press.
- If rotation is late and you don't recognize, you must still become new **L**.
- No rush to step up to be new **T** just because **L** came across – stay in the slot.
- Stay with the passer on a "pass and crash." If there is a double whistle, communicate with each other before making a call.

Lead:

- Mirror the ball when it's out on the perimeter.
- Always be on ball side. Recognize offensive patterns and move strong side.
- Know when to close down and when to stay wide. Be wide out to the arc when the ball is wide out top. Stay wide on shots.
- Be at the free-throw lane line when the ball is above the freethrow line, and have a foot in the lane when it's out top in **C's** PCA.
- Help on fast break 3-point shots, only giving preliminary signal.
- Run up court officiating over your shoulder for a possible quick steal and lay-up.
- Fill lane spaces on shooting fouls.

CONSISTENCY IN PLAY-CALLING

- Consistency doesn't mean that the number of fouls have to be the same for both teams.
- Consistency end-to-end and partner -to-partner. Calls should match up on both ends of the floor. Know what contact your partners are calling or passing on. Like plays deserve like calls. If calls are made on one end, similar contact must be called on the other as well.
- Focus on the defender in all competitive matchups.

- Anticipate the play...not the call.
- Pass on the marginal. Let them play if we can but know when we have to tighten it up.
- **Block/Charge:** Officiate the defender in your primary, officiate head of the play and know how the player(s) got to the floor. Do not give preliminary signal when you have multiple whistles.
- **Post Play:** Clean it up early. Try to talk with players before blowing the whistle. Officiate hands, hooking, using elbows, knees to the hamstrings and butts, displacement and verticality.
- **Hand-checking:** Officiate the post the same as you would guards (*i.e., locked elbow, two hands, etc.*).
- **Screening:** Ensure screens are legal within/outside field of vision. Cannot initiate contact. Make sure to sell all off-ball calls. Use advantage/disadvantage principle.

COMMUNICATION

- Calling officials is responsible for identifying the shooter – let another official know who it is before you leave the scene. Non-calling official can help by communicating to partner he has the shooter. If the calling official doesn't signal, nearest official should *verbally* let him/her know the ball went in.
- Know and communicate when the team fouls are **6 & 7** and **9 & 10**. Also be aware of possession arrow and time out situations. Be ready to assist your partners.
- Give preliminary signal. Indicate shooting foul or designated spot out of bounds. Vocalize "spot throw-in" unless giving the "may move along the end line" signal.
- Notify crew members when any warnings have been given to players or coaches.
- Signal under a minute (or if possession changes). Last second shot from opposite-table.
- In back court, **C** will beckon subs into the game; in the front court, **T** will beckon subs into the game.
- After a shooting foul, new **T** will take care of substitutes (and disqualification procedure). Only one official holding a stop sign.
- Closely guarded counts up top in the half-court set.
- Discuss the five correctable errors.

HANDLING SITUATIONS

- Bench Conduct: Talk first, official warning and then technical, if possible. Some instances go right to red – out of the coaching box yelling or questioning your integrity are automatic technical fouls; personal attacks are ejectable. Bench personnel other than the head coach must be seated.
- Be professional! Stay calm and business-like. Maintain composure while those around us lose theirs!

GAME MANAGEMENT

- Be ready from the opening tip. Work especially hard the first two and last five minutes.
- Rotate away from coaches who are angry (if possible) during time outs, etc. Remember, address only questions. "Silence is never misquoted!"
- Communicate with players and coaches. If you need to speak with a coach, don't go often and don't stay long!
- Be aware of game time, clock starting and stopping and end of the quarter. If clock corrections are necessary, go through the **R**.
- Know time, score and situation.
- Preventative Officiating: Try to talk to players (*e.g., palming, screens, post-play, 3-seconds, disconcertion, etc.*)
- End of the Game Situation: Give the defense a chance to steal the ball before a quick whistle and be aware of intentional fouls.
- Know if the team needs a 2- or 3-point basket to win or tie. Be aware of the bench requesting a time-out.
- **Sportsmanship:** Prepare for the worst. Immediately address taunting and baiting situations.
- **Disqualification Procedure:** – In order:
 - Report the foul;
 - Notify the head coach and begin the 15-second replacement interval if a substitute is not immediately available;
 - Disqualified player is directed to the bench (this can be done by partners that are made aware of the DQ)
- The officials not administering the disqualification should assume proper positioning for the subsequent throw-in or free throw.
- **Technical Foul Procedure:** Communicate with crew. Know what has happened and what needs to be done. Shots must be taken in correct order. Calling official becomes **C** during shots and administers throw-in at half-court opposite-table to resume play. Communicate to the head coach if he/she has lost his coaching box privilege.

- **Injured Player:** Don't start until injured player is cleared from the court; 20 seconds to replace with a warning horn 15 seconds before the expiration of the time out.
- **Dead Ball:** Keep officiating! "Bad" things often happen during dead ball situations. Watch players and be alert!
- **Judgment:** When in doubt, pass on it. If you are not sure about a call, don't make it.
- Work to get good angles and see the whole play.

TIME-OUTS

- **Positions:** One official with the ball at the spot where play will resume, the other two officials positioned at the end of each free throw line at a point nearest each bench and facing the scorer's table for 30-second time-outs and on the free-throw line at a point farthest from each bench while facing the scorer's table for 60-second time-outs.
- Three 60- and two 30-second time-outs (can be requested at any time by any player on the court or the head coach).
- Do **not** grant time out until injured, disqualified or substituted players have been replaced.
- Do **not** report time out until crew has communicated location (spot or run) of inbounds or foul shooter number of free throws.
- Do **not** relay time-outs to the official nearest to the scorer's table.
- Get 60- or 30-second signal from coach. Communicate to partners, opposing team and then the table.
- Visually indicate to timer when to start all time outs, but not until teams reach their benches.
- After warning horn (first horn) step in and beckon team to come out, then proceed to position(s) for resuming play.
- Wait for second horn to resume play. If a team not coming out to resume play, get concurrence from partners before placing ball on the floor.

MISCELLANEOUS

- **Basket Interference/Goaltending:** C and T are primary (opposite side official will have best angle). If you feel it in your gut, call it.
- **Good Visible Counts:** Make sure counts (*e.g., backcourt, three seconds, closely guarded*) are for the full time allowed.
- **Held Balls:** Expect that held ball situations will turn into altercations between the players involved. One or two officials need to quickly get in the middle of it. Off official stay back, observe action and then get the arrow direction.
- **Possession Arrow:** T is responsible for ensuring that it is changed when needed, but it is everyone's responsibility.
- Review overtime procedures – interval, timing, starting procedure and additional time-outs.
- Focus, work hard and have fun!