

TWO PERON MECHANICS 2019-2020
SAMPLE PREGAME CONFERENCE

A. Pregame floor duties.

1. Position during warmup.
2. Count players.
3. Check equipment, including uniforms.

B. Table duties.

1. Referee.
 - a. Fix table problems early, before 10-minute mark.
 - b. Establish rapport with table personnel.
 - c. Check scorebook for number of players and duplicate names, numbers.
 - d. Check clock/ball.
 - e. Check alternating-possession (A/P) arrow.
 - f. Ask scorer to help hold substitutes for official's beckon.
 - g. Inform table personnel of pertinent rule changes, timing concerns, etc.

2. Umpire(s)

- a. Watch both teams

C. Captains' and coaches' meeting

1. Ask players for questions.
2. All players will exhibit good sportsmanship throughout the contest.
3. Keep it brief.

D. Return to pregame floor duty position.

1. Watch players; switch sides.
2. Relax and begin final mental preparations.

E. Jump ball.

1. Position, mechanics.
2. Trail checks the arrow.

F. Court coverage

1. Lead position.
 - a. Concentrate on primary (post play).
 - b. Move along endline to create angles (ballside).

- c. Stay with the shooter if in your area.
- d. Rebounding coverage.
- 2. Center position. [THREE-PERSON ONLY]
 - a. Don't become second trail.
 - b. Concentrate on primary.
 - c. Penetrate toward endline on a try.
 - d. Stay with the shooter if in your area.
 - e. Goaltending/basket interference responsibilities.
 - f. Rebounding coverage
 - g. Don't bail out on try.
- 3. Trail position.
 - a. Concentrate on primary.
 - b. Penetrate toward endline on a try.
 - c. Stay with the shooter if in your area.
 - d. Goaltending/basket interference responsibilities.
 - e. Rebounding coverage.
 - f. Don't bail out on try.
- 4. Adjust to defensive pressure.
 - a. Halfcourt pressure.
 - b. Fullcourt pressure.
- G. Rotating
 - 1. Lead initiates.
 - 2. Center initiates.
 - 3. Coverage areas during rotation.
 - 4. Rotations started but not completed.
- H. Transition.
 - 1. After turnover.
 - 2. Center bumped to lead.
 - 3. Traps in transition.
- I. Throw-ins

1. Coverage areas.
2. Eye contact.
3. Trail chops on frontcourt endline throw-ins.
4. Check for substitutes. 5. When to use bounce pass.

J. Reporting fouls and and switching

TWO-PERSON

1. Switch on all fouls not involving free throws.
2. Calling official table side on foul involving free throws, option to lead if confrontational.

THREE-PERSON

1. Calling official goes table side, has option of going opposite.
2. Switch after foul is reported.
3. No switch on certain backcourt fouls.

K. Free-throw administration.

1. Two-Person: Lead check table for substitutes.
2. Three-Person: Trail near 28-foot mark.

L. Timing counts, timeouts

1. Reporting timeout to table.
2. Where to stand.

M. Substitutions, disqualifications.

1. Who beckons substitutes.
2. Passing substitutions to partners.
3. Informing coach of disqualification — calling or non-calling official.

N. Rule changes.

O. Rules points of emphasis.

P. Mechanics points of emphasis.

Q. Bench decorum

R. Last-second shot

1. Two-Person: Trail.
2. Three-Person: Official opposite the table.
3. Remind each other of duties oncourt if situation permits.

S. Communication.

1. Shooters.
2. Double whistles.
3. Warnings.
4. Help calls.

HALFTIME

- A. Check alternating-possession arrow before leaving floor.
- B. Relax.
- C. Discuss concerns/problems.
- D. Adjustments, if necessary
 1. Court coverage.
 2. Philosophy: Are the points of emphasis under control?
- E. Review overtime procedure.
- F. Remind each other of the things done well in first half.
- G. Return to floor.
 1. Watch players.
 2. Just before throw-in, check with table personnel for questions/concerns.

POSTGAME

- A. Leave floor together.
- B. Relax.
- C. Review game.
 1. Points of emphasis?
 2. Tempo? 3. Bench decorum?
 4. Strange plays, rulings?
- D. Solicit constructive criticism — “What could I have done better?”
- E. Leave facility together — there’s safety in numbers.
- F. Reports.

CREW OF TWO - CHAPTER 1 - PHILOSOPHY

- HUSTLE
- MOVEMENTS
- COMPROMISES
- UNDERSTANDING

Movement and compromise are the characteristics of two-person officiating. Ten players are moving around a closed court, competing for space and positions; two officials must utilize hustle, angles, distance and planned compromises to observe and control the action.

Hustle

Hustle is an overused word today. Everyone knows it's needed to succeed, but what does it really mean when relating it to two-person officiating? Think of it this way: NCAA conferences (from all Division I to most Division III conferences), plus the NBA use three officials per game. Many high school conferences and state tournaments are now using three officials. Why? Because of the speed, size, quickness and the physical nature of games at those levels, three officials can better control a game than two officials. That extra set of eyes and ears prevents many problems. Plus, athletic budgets allow it at those levels, something that would be difficult at the lower levels.

The game control expectations are no different with two officials, yet there's one less person to help control the game. Significant movement by both officials is critical for proper court coverage. Hustle gives you a chance. In essence, two officials must work hard enough to cover the entire court that is better covered by three officials. That equates to more running and a wellplaced concern for angles.

Movements

Both officials must work hard at understanding, then obtaining, proper angles. Your line of sight must provide you with an opportunity to view a developing play or part of a play. You must be able to see completely through the play, which means your vision must be unobstructed by the players directly involved in the play and others near the play.

Basketball is a game of nearly continual motion. An official's angle and distance adjustments are constant as play is in motion. A step or two in the right direction may open up a whole new viewing experience, free from obstruction; a step in the wrong direction will screen you from the critical game action.

With two officials, the trail must move off (away from) the sideline for proper court coverage. Far too often officials who can't (or won't) run well stay on the sideline. They're afraid of getting in the way and aren't confident they can move quickly enough to avoid passing lanes and get good angles. The game suffers because court coverage

suffers. A good trail official moves off the near sideline when the ball is nearer the far sideline; it's the best way to get good angles and proper distance from the play.

Why such an emphasis on trail movement? That allows the lead to watch players off-ball, the critical component to combating physical play. Rough play was a point of emphasis throughout the last decade. When the trail moves off the sideline to cover plays, the lead can focus on the lane area, where most rough play occurs.

The lead also moves along the endline to improve angles. There's usually at least four and sometimes six or eight players in the lane area battling for position. Lead movement is critical to watching low-post action. It's paramount to game control.

Proper movements on rebounding action are also important. Because there are only two officials, there's a tendency to think about moving to the other end of the court when a shot goes up to avoid getting beat downcourt. If either official ignores rebounding action, physical play develops and game control suffers. Both officials must move to get good angles on rebounding action.

Compromises

Two officials can't see everything. If they could, you'd see two officials in the Final Four and the NBA Finals. Though all areas of officiating are important, conscious sacrifices must be made to ensure game control and quality off-ball officiating.

Because of the necessary emphasis on off-ball coverage, some boundary line coverage is compromised. It's simply a tradeoff. You're focusing on great off-ball coverage and giving up a bit of sideline coverage in some areas. You're playing the percentages because you're more likely to have rough play than you are to have close sideline violations that aren't obvious.

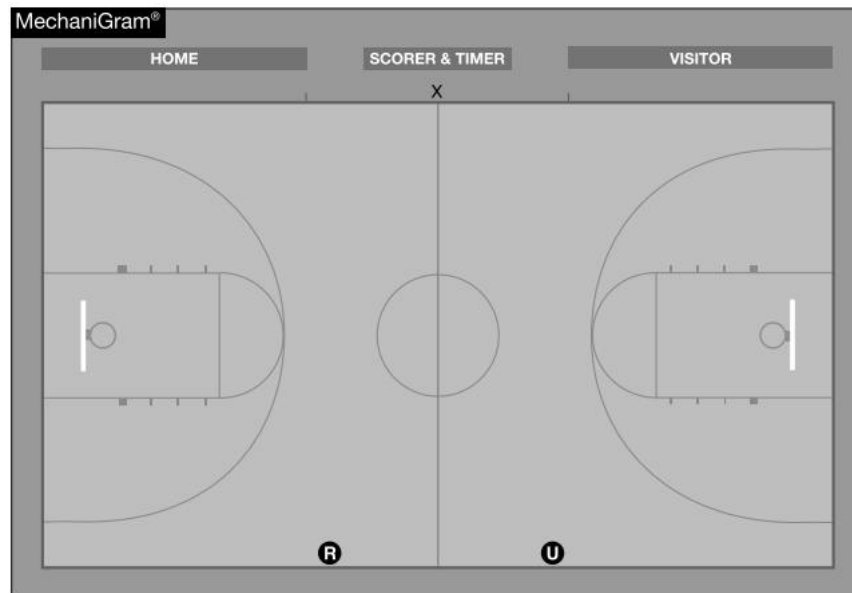
A complete understanding of court coverage

Proper coverage is enhanced by good eye contact and a "feel" for where your partner is looking. You must learn about all aspects of two-person officiating to know who is covering what. Once you've mastered that, practical on-court application develops through partner communication, including eye contact and understanding. At the risk of being obvious, you've got to know exactly what both you and your partner are expected to do in specific situations — then effectively communicate with your partner — to truly master two-person officiating. When you understand why angles and distance are important and how and when to obtain them, you'll find yourself in great position throughout each game.

CREW OF TWO - CHAPTER 2 - COURT POSITIONING

- PREGAME
- HALFTIME
- BETWEEN QUARTERS
- FULL TIMEOUT
- THIRTY-SECOND TIMEOUT

PREGAME

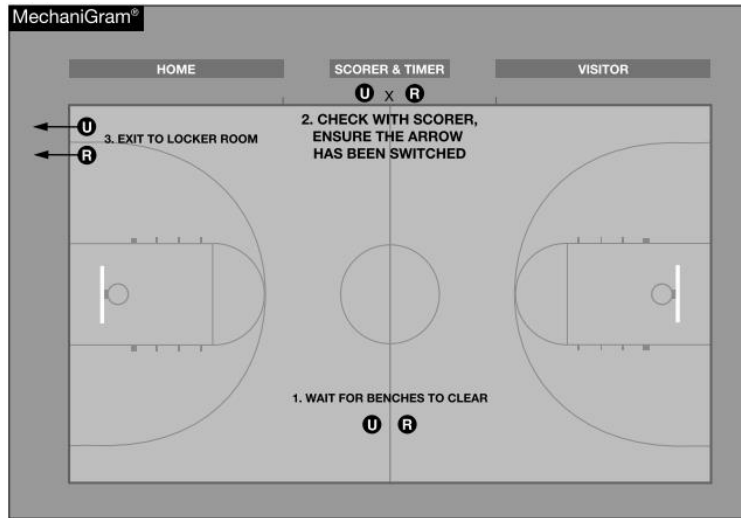


Arrive on the court at least 15 minutes prior to game time and position yourselves on the side of the court opposite the scorer's table. Each official should be approximately 28 feet from the nearest endline. The referee observes the visiting team warm-up, the umpire watches the home team.

During that time, officials should check the court area, markings and basket to make sure everything is legal and free from interference. Officials should also watch the teams warm-up to ensure no illegal activity occurs (dunking, etc.). Make yourself aware of player tendencies by watching the teams and players perform their pregame drills.

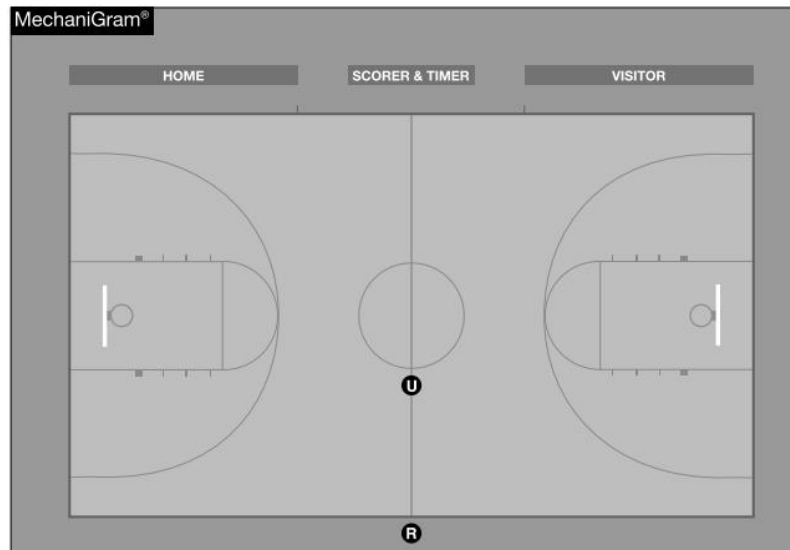
Referee recommendation: When the referee returns from the table after checking the scorebook, it might be advantageous for both officials to switch so that you can see each team during the warm-up period.

HALFTIME



At the conclusion of play for the first half, the officials are now positioned halfway between the farthest point of the center circle and the sideline opposite the scorer's table (1). After both teams have left their benches and gone to their respective locker rooms, both officials walk over to the scorer's table and the referee takes care of specified duties (2). After performing duties at the scorer's table, the officials leave together for their locker room. (3) When the officials return to the court for the second half, the officials will stand across the court until the one-minute mark. At that time, the umpire will secure the ball and bounce it to the referee. The referee will take a position with the ball at the division line on the sideline opposite the table indicating the direction of play with the placement of the ball. The umpire shall take a position on the division line on the opposite edge of the restraining circle.

BETWEEN QUARTERS

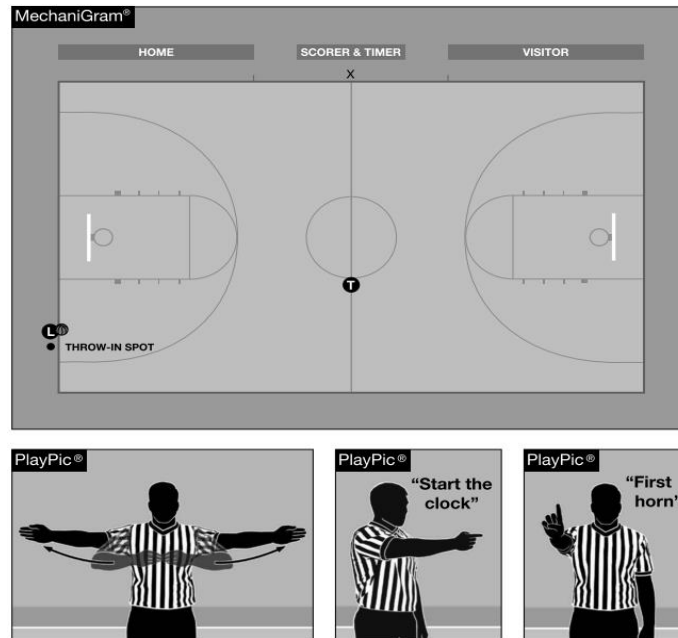


During the intermission between quarters and any extra periods, the officials have specific spots on the floor. While holding the ball, the referee stands at the division line on the sideline opposite the table. The ball shall be placed on the side of the official that indicates the direction of play.

The umpire shall take a position on the division line on the opposite side edge of the restraining circle. The umpire is responsible for acknowledging substitutes and making sure that the report takes place prior to the warning signal.

There should be no visiting with coaches or players unless it is to confer about a game situation. The officials are then responsible to count the players when the teams return to the court to begin the play. Use preventive officiating to make sure there are five players active on the court per team.

FULL TIMEOUT



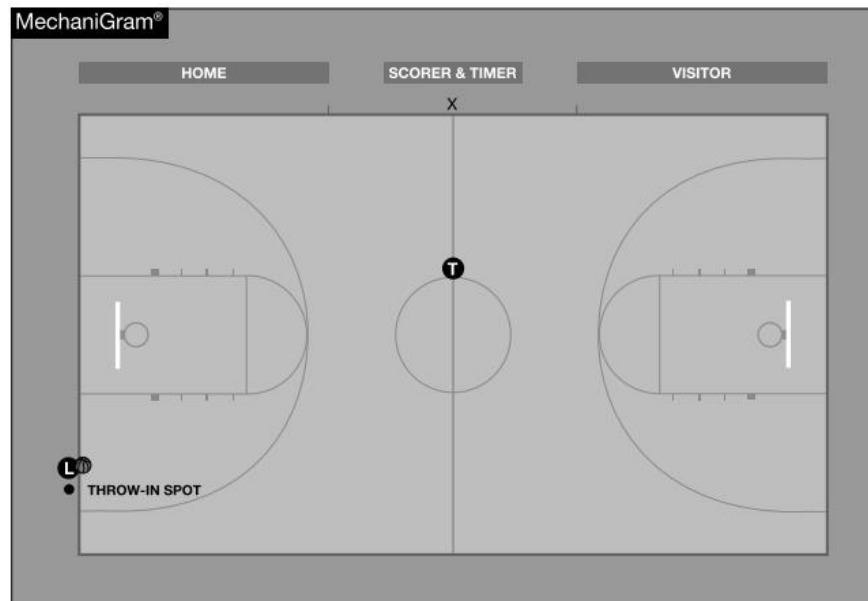
During a 60-second timeout, the administering official should take the ball to where it will be put in play. If that official needs to leave the administering spot, he or she may place the ball on the floor at the spot. If play is to be resumed near the team benches, move out onto the floor to get away from the team. If play is resumed with a free throw, take a position on the free-throw line.

The non-administering official should be on the division line on the circle farthest from the table.

If activity on the court make it necessary to move, the officials should move to a safe location and move back to the designated spots at the conclusion of the activity.

At the first horn (45-second mark), the officials will step toward the nearest team huddle and notify the teams by raising and index finger and saying "first horn."

THIRTY-SECOND TIMEOUT



During a 30-second timeout, the administering official should take the ball to where it will be put in play. If that official needs to leave the administering spot, he or she may place the ball on the floor at the spot. If play is to be resumed near the team benches, move out onto the floor to get away from the team. If play is resumed with a free throw, take a position on the free-throw line.

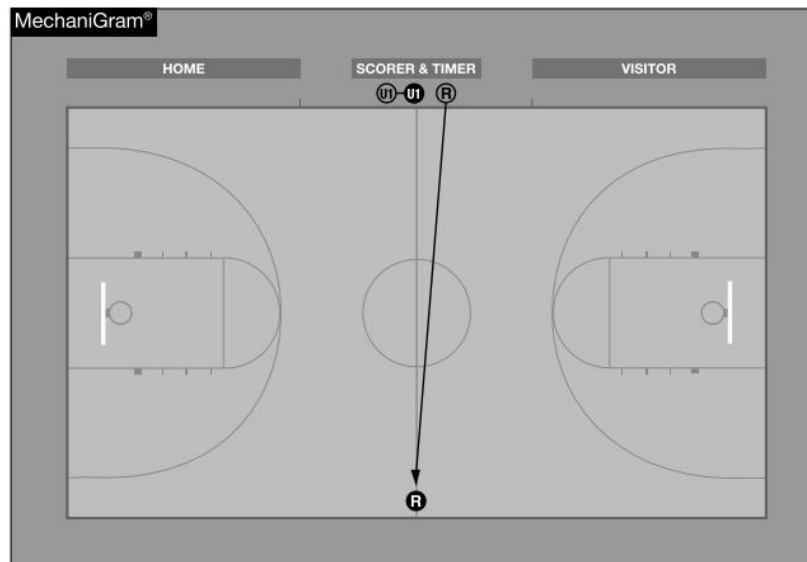
The non-administering official should be on the division line on the circle closest to the table. That official is responsible for beckoning substitutes into the game and should be prepared to give the scorer or timer any necessary information.

At the first horn (15-second mark), the officials will step toward the nearest team huddle and notify the teams by raising and index finger and saying "first horn."

CREW OF TWO - CHAPTER 3 - JUMP BALL

- AFTER INTRODUCTIONS, BEFORE TIP-OFF
- POSITIONING
- JUMP BALL GOES LEFT
- JUMP BALL GOES RIGHT

AFTER INTRODUCTIONS, BEFORE TIP-OFF

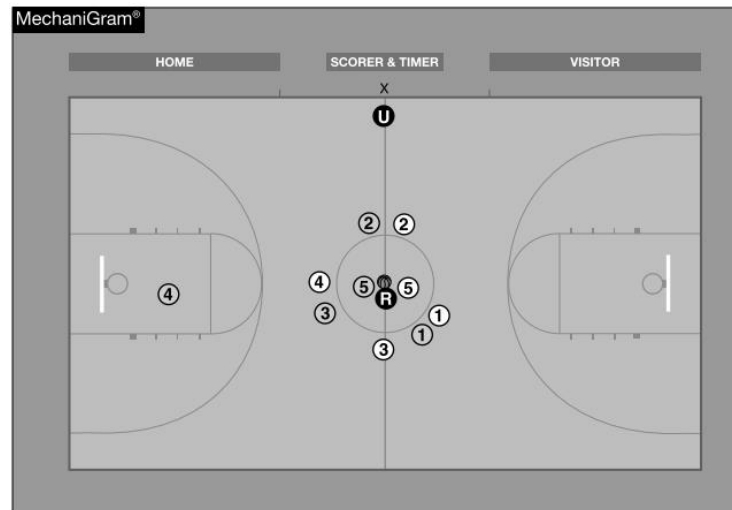


After the national anthem and the introductions of the players, the players are usually getting last words of instruction before going out onto the court. At that time, the officials should leave their positions at the scorer's table and go to specific locations on the court. The referee (or the official designated to throw the jump ball) takes the ball and moves to a spot near the far sideline, facing the scorer's table.

The umpire shall take a position on the table-side sideline, at the division line, facing the referee. That official should hustle the teams to get onto the court. Many times, teams will take an unnecessary amount of time with rituals or preparation. Get the teams on the court and ready to play.

Note: The referee can toss the jump ball or designate the umpire if that official throws a better jump ball. Within the book, the official tossing the ball will always be referred to as the referee.

POSITIONING



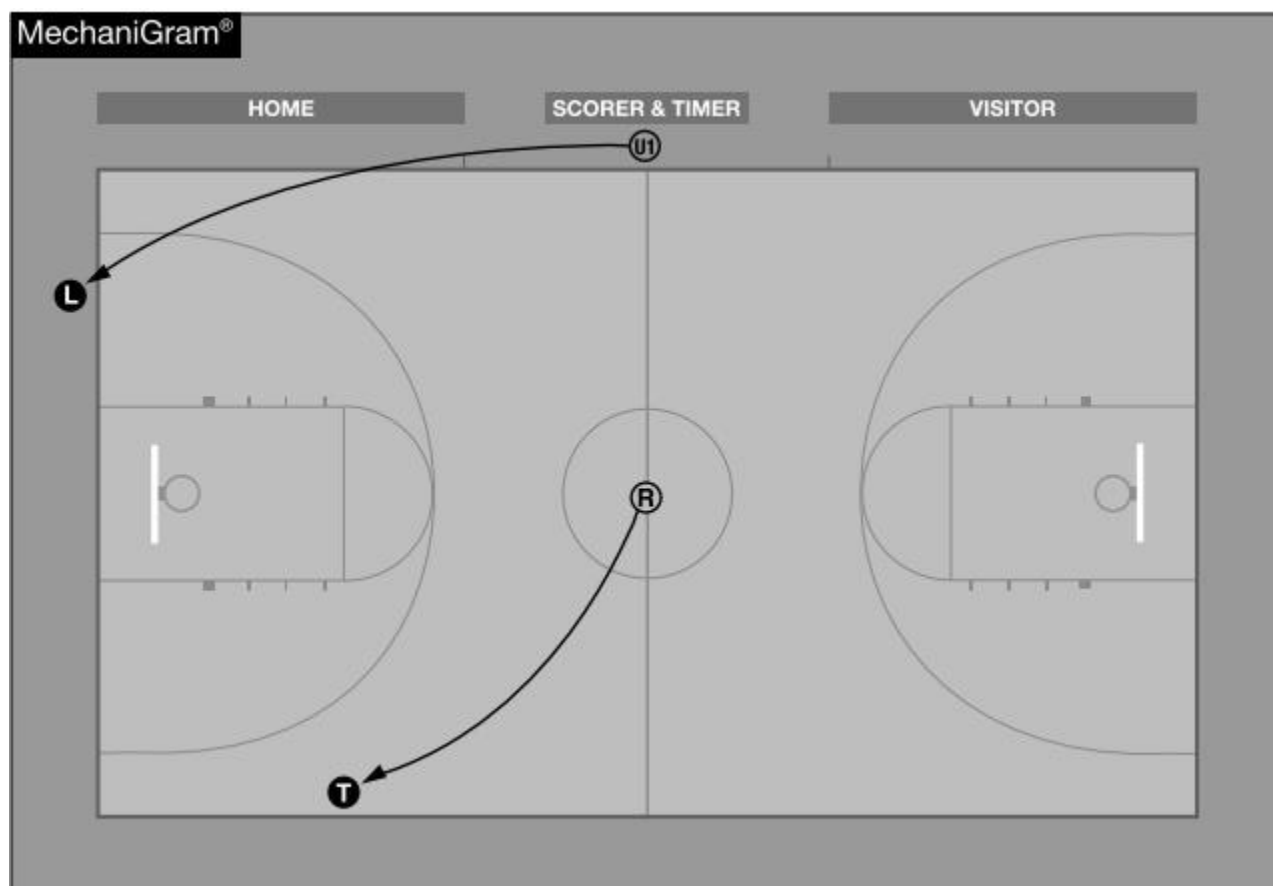
The umpire is positioned near the intersection of the sideline and the division line directly in front of the table. Before entering the center restraining circle, the referee makes eye contact with the umpire, who signals to the referee that table personnel and the umpire are ready to go. Both officials make sure the teams are facing the correct direction.

While still outside the circle, the referee notifies both team captains that play is about to begin. Tell the players to hold their spots to avoid violations. Blow the whistle with a sharp blast before entering the circle.

Before tossing the ball, you may want to use a bit of preventive officiating with the jumpers. Tell them to jump straight up and not into each other, and tell them not to tap the ball on the way up. Just before the toss, the umpire uses the “do not start clock” signal — raised open hand. The referee tosses the ball high enough so the players tap the ball on its downward flight. The umpire starts the clock when the ball is tapped.

The umpire must maintain a wide field of vision while the referee administers the toss. The umpire is primarily responsible for the position and action of the eight nonjumpers.

JUMP BALL GOES LEFT

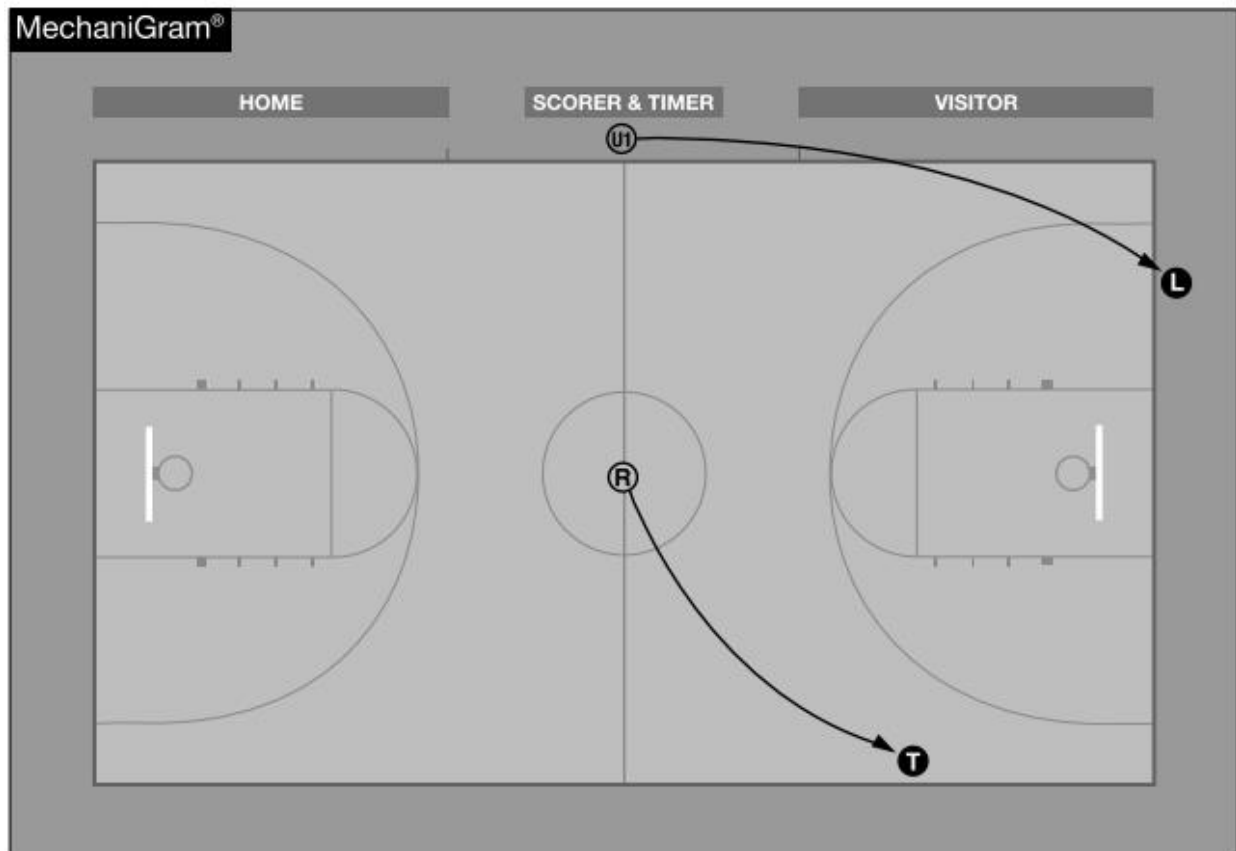


If the ball goes to the referee's left, U1 will move right and become the lead. The lead should be prepared to rule on a quick three-point attempt from anywhere on the court until the referee has cleared the players and begun to move into position.

The referee will hold momentarily and then will move to the trail enabling coverage of the sideline opposite the lead.

After the ball is possessed, the trail should glance at the alternating-possession arrow to make sure it is pointing in the right direction. If it isn't, wait for the first dead ball and correct it.

JUMP BALL GOES RIGHT



If the ball goes to the referee's right, U1 will move to the left and become the lead.

The referee will hold until players clear and then moves to become the trail. The referee will assume sideline responsibility opposite the lead.

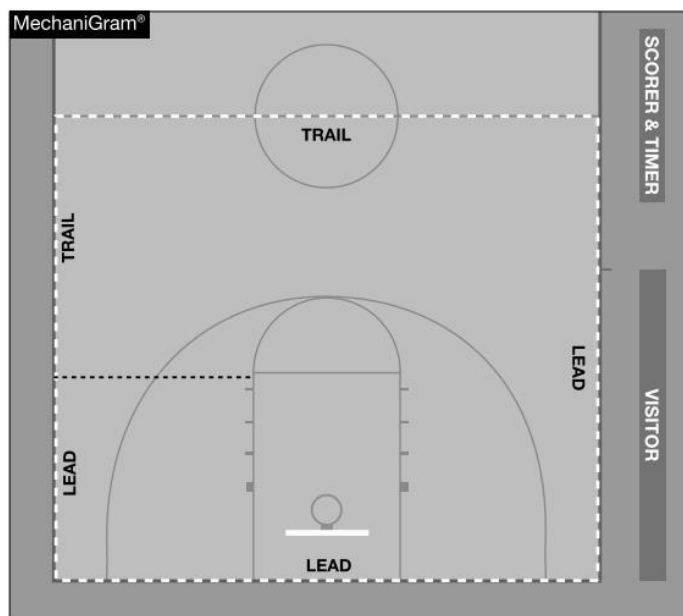
After the ball is possessed, the trail should glance at the alternating-possession arrow to make sure it is pointing in the right direction. If it isn't, wait for the first dead ball and correct it.

Note: If possession is gained in the backcourt, the umpire may need to move with the ball to become the trail. If that happens, the referee would then move to the lead position.

CREW OF TWO - CHAPTER 4 - COURT COVERAGE

- **HALFCOURT BOUNDARY LINE**
- **BOUNDARY COVERAGE: LEAD EXCEPTION**
- **BASIC FRONT COURT COVERAGE**
- **THREE-POINT RESPONSIBILITIES**
- **HANDLING DOUBLE WHISTLES**
- **SPLITTING COURT ON DRIVES**
- **PASS/CRASH IN LANE**
- **REBOUNDING AREAS**
- **OFFICIATING THE DELAY OFFENSE**
- **BACKCOURT BOUNDARY**
- **BACKCOURT NO PRESSURE**
- **BACKCOURT WITH PRESSURE**
- **LAST-SECOND SHOT**

HALFCOURT BOUNDARY LINE



Covering boundary lines is among the most difficult tasks using a crew of two officials. By correctly placing so much emphasis on off-ball coverage for the lead, some boundary-line coverage sometimes gets sacrificed.

The NFHS manual states that in the frontcourt the lead is responsible for the sideline nearest the lead and the endline. The trail is responsible for the division line and the sideline nearest the trail. While in theory that sounds easy, the actual practice is very difficult and sacrifices off-ball coverage in the lane area.

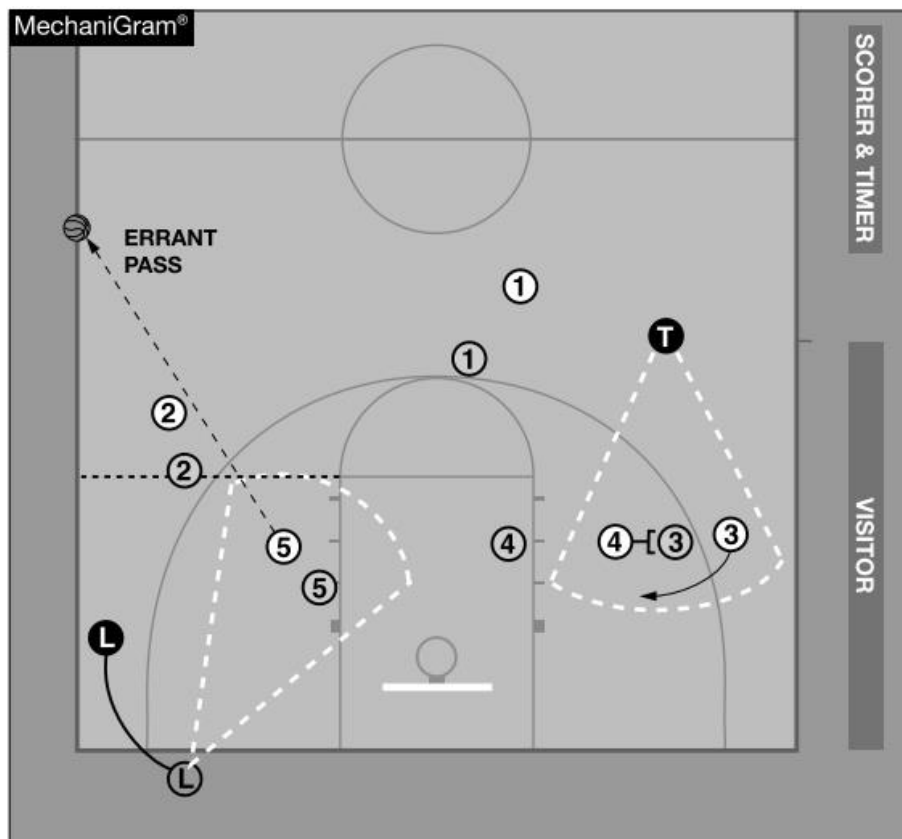
Here's an example. A trouble spot for two-person crews is a player who has the ball near the sideline above the free-throw line extended and opposite the trail. The trail correctly moves toward the center of the court to officiate the action on the player with the ball, such as fouls, traveling violations, etc.

The problem: The manual states that sideline is the lead's responsibility. Well, if the lead has to look beyond the free-throw line extended to watch for a potential sideline violation and the trail has to watch for fouls, etc., who is watching the other players? No one. There are too many off-ball problems that can occur if no one is supervising those players.

Referee recommends that the trail also have opposite sideline responsibility above the free-throw line extended. Sometimes, the trail must move well beyond the center of the court to see an out-of-bounds violation. Stay deep (toward the division line) on the play to get a good angle.

Even with great hustle toward the far sideline, it is a tough look for the trail. The problem compounds if there's a swing pass back toward the other sideline. The trail must hustle back toward that sideline to get a good look there. Staying deep gives the trail a chance.

BOUNDARY COVERAGE: LEAD EXCEPTION



Though Referee recommends that the trail is responsible for the opposite sideline above the free-throw line extended, there is an exception.

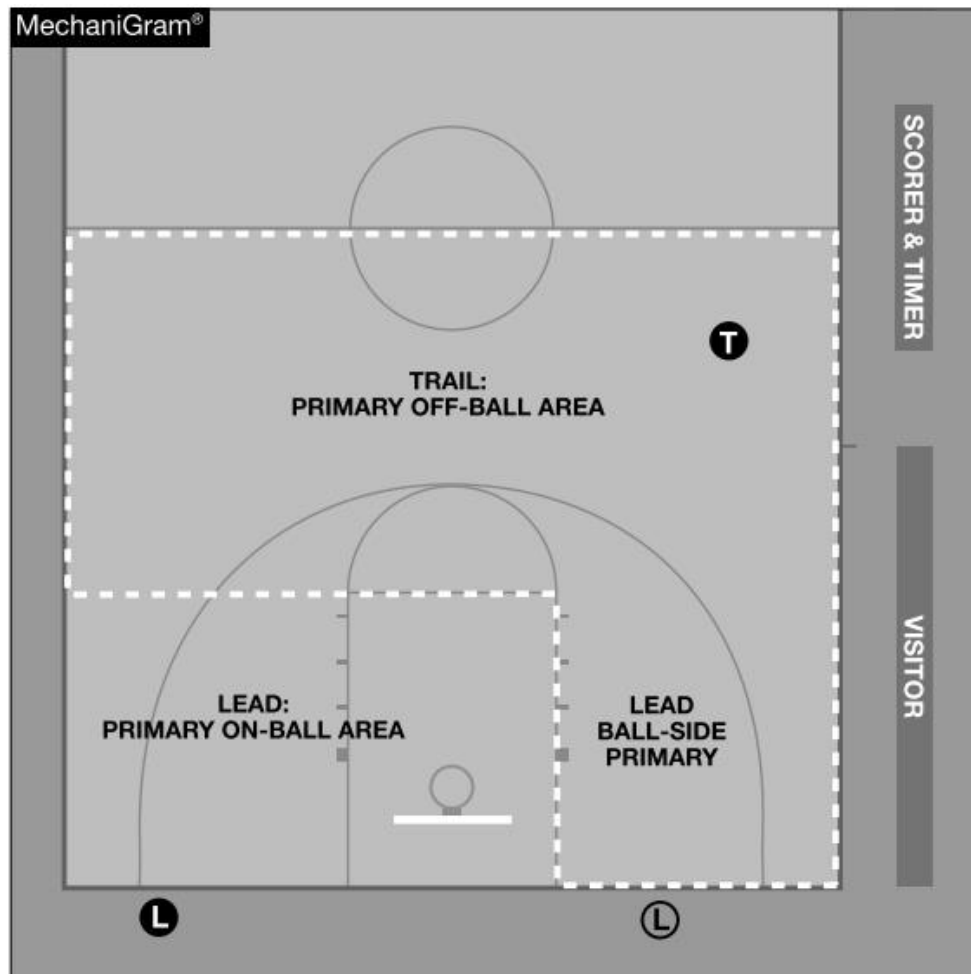
When the floor is balanced, the lead is on-ball and a pass is thrown from the lane to a player above the free-throw line extended, the lead has initial responsibility of the entire sideline. Why? When the lead is on-ball, the trail is off-ball. The trail may not see an errant pass out-of-bounds above the free-throw line extended because the trail and lead haven't switched coverages yet. The trail can't effectively watch off-ball and see a quick pass made to the opposite sideline. The lead must help.

In the MechaniGram, team A has the ball in the low post. The lead is on-ball.

The trail is correctly watching off-ball, including screening. While the trail is off-ball, team A throws an errant pass. The ball goes out-of-bounds above the free-throw line extended.

Since the lead was watching the play already and the trail was watching off-ball, the lead makes that call by moving toward the sideline and getting a good angle on the play. Though Referee suggests that would normally be the trail's call above the free-throw line extended, that coverage exception ensures quality off-ball coverage.

BASIC FRONTCOURT COVERAGE



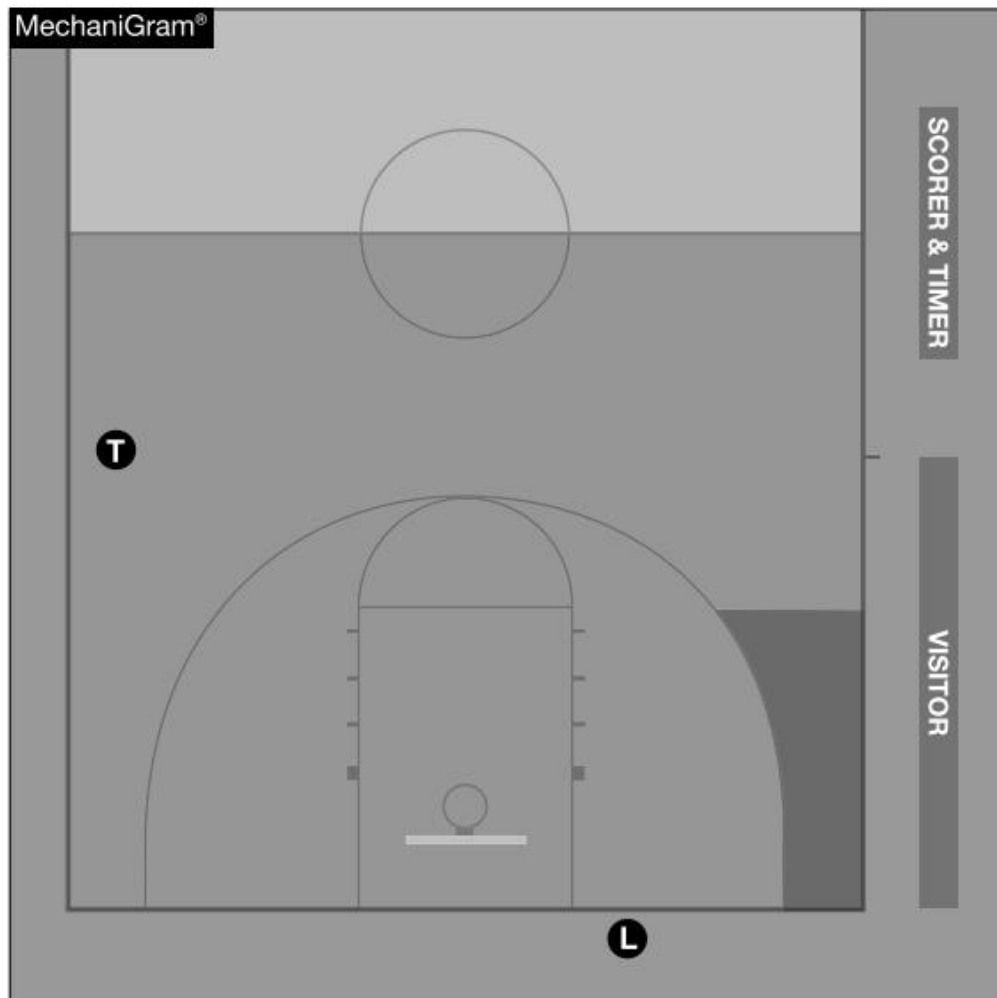
In the frontcourt, basic coverage shifts depending on which official is on-ball.

In the MechaniGram, the lead's on-ball responsibilities include the area below the free-throw line extended to the far edge of the free-throw lane line (away from the lead) when the lead is opposite the trail and the floor is balanced. If the lead is ballside, the lead's area of responsibility grows. It includes the area below the free-throw line extended to the three-point arc.

When the lead is on-ball, the trail's off-ball responsibilities include the area above the free-throw line extended to the division line and the lane area from the free-throw lane line (nearest the trail) to the sideline nearest the trail. The trail's offball area of responsibility decreases when the lead is on-ball, ballside. It is the area above the free-throw line extended and outside the three-point arc.

Officials are responsible for a five-second count within their primary coverage area. If the ball moves out of the official's primary area, that official should remain with that count until it is ended. Once the count has ended, return to your primary coverage area.

THREE-POINT RESPONSIBILITIES



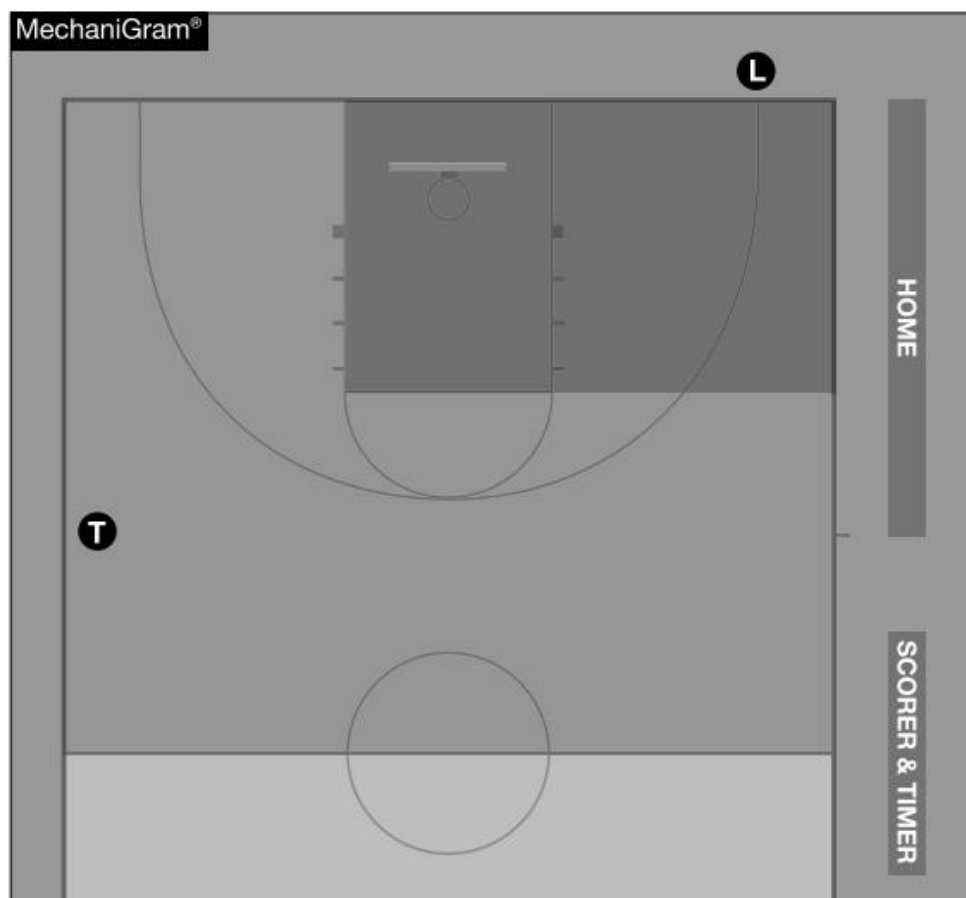
In the frontcourt, the trail is responsible for the majority of the three-point arc. The trail's coverage of a three-point try extends to the free-throw line extended opposite of the trail's current position. The lead is responsible for any attempt below the freethrow line extended on the lead's primary coverage area of the court.

On three-point tries, only the covering official should indicate the attempt. The indication should be made with the arm closest to the center of the court so the table personnel can see it better. Extend one arm above head level with three fingers extended. If successful, the covering official will signal by extending both arms over the head with palms facing.

If the trail official signals a successful three-point shot, the lead official shall not mirror the successful signal. If the lead official signals a successful three-point shot, the trail official mirrors the signal. There is no need to mirror an attempt signal.

The lead should be ready to assist the trail on a three-point attempt in transition.

HANDLING DOUBLE WHISTLES



While coverage areas for all officials are well-defined, there can be areas on the court that occasionally are watched by more than one official.

There's a general rule for double whistles in a two-person system: Generally, the official who has primary coverage at the time of the whistles should take control of the call.

For example, if the dribbler is coming from the trail's primary area into the lead's area and there is a double whistle, the call is likely the trail's.

Another "trouble area" for double whistles occurs when a drive originates from the trail's primary area of coverage and ends up in the lane area, as seen in the MechaniGram. The reasoning: The ball originated in the trail's area so the trail stayed with the play and the lead picked up the penetrating player coming into the lane. There may be a brief moment in which both officials are watching the same area.

If the secondary official has a call that occurred before the primary official's call, the secondary official should close in quickly and take the call. An example might be a travel that occurs prior to a block/charge in the lane.

Double-whistles aren't the end of world. Sooner or later, they're going to happen.

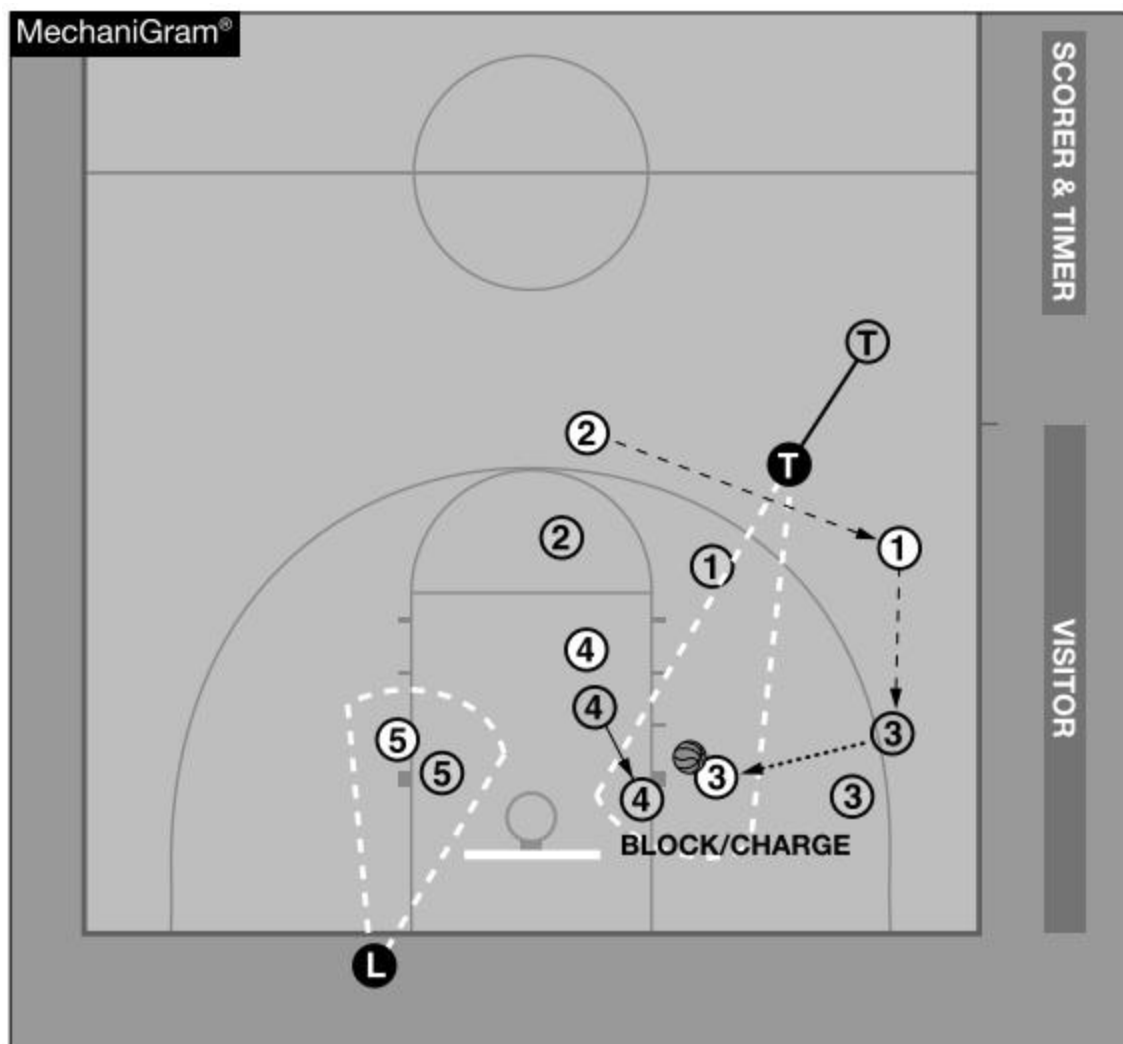
Just make sure when they do, they're not because of one official over-extending his or her coverage area.

The keys:

1. Have good eye contact with your partner.
2. Understand where the play originated from.
3. Understand the primary area.
4. Allow the proper official to make the call.

Discuss double whistles during your pregame and how to handle.

SPLITTING COURT ON DRIVES



Sometimes, the lead doesn't have enough time to get ballside and get a good look on drives toward the basket. When players make quick passes away from the lead that cover a great distance, it's difficult to react in time to get a good angle.

When that happens, there's a simple solution: "You take the stuff on your side of the hoop and I'll take the stuff on my side of the hoop."

There's a great myth among referees that the lead is the only official who can call block/charge near the lane. That's wrong. That attitude places too much pressure on the lead because there's too much to watch. It also leaves the lead straightlined and guessing on many plays that aren't on the lead's side of the floor.

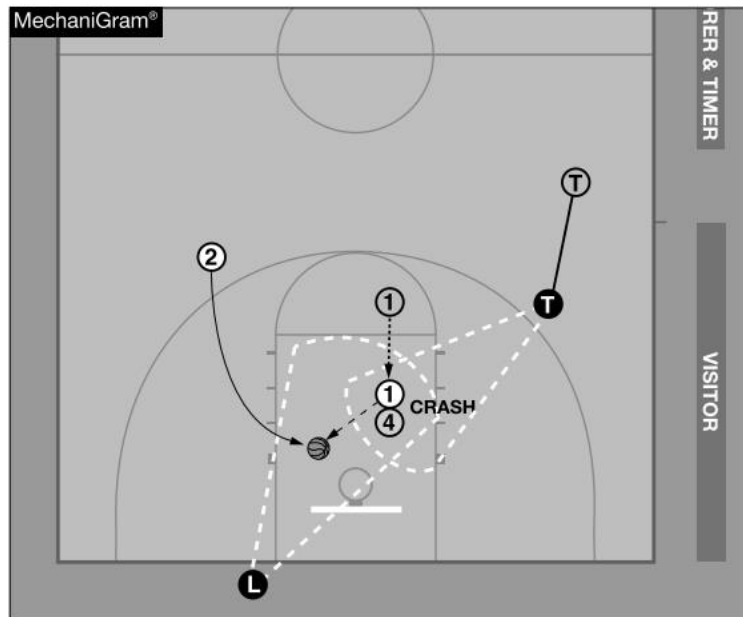
When the lead is on the far side of the court, the trail has a much better look on drives to the lane that start on the trail's half of the court. But it takes an aggressive, hard-working trail to make the call correctly and with conviction.

As the trail, penetrate toward the endline to get the proper angle on the drive to basket. Referee the defense. Make the call. It's really that simple.

In the MechaniGram, the officials start the play with the floor balanced. Team A throws a quick swing pass that player quickly drives to the basket. The action is too fast for the lead to move ballside. As the drive to the basket occurs, the secondary defender steps in to take a charge. The trail penetrates toward the endline, gets a good angle and makes the judgment on the contact.

Developing an aggressive mind-set as a trail official will help overall court coverage. Don't leave the lead alone. Do your part by taking the "stuff" on your side of the basket when the lead can't see clearly.

PASS/CRASH IN LANE



A player driving a crowded lane, passing off to a teammate, then crashing into a defender can be one of the most difficult plays to officiate. Why? There's a lot going on in a small area in a short period of time.

For the lead, the play is especially tough to handle alone. Did the passer get fouled? Did the passer foul? Block? Charge? Is it a team or player-control foul? Did the dribbler travel? Did the player filling the lane catch the pass cleanly and travel or did the player merely fumble and recover? Did the violation occur before the foul? That's way too much for one official to handle in most cases.

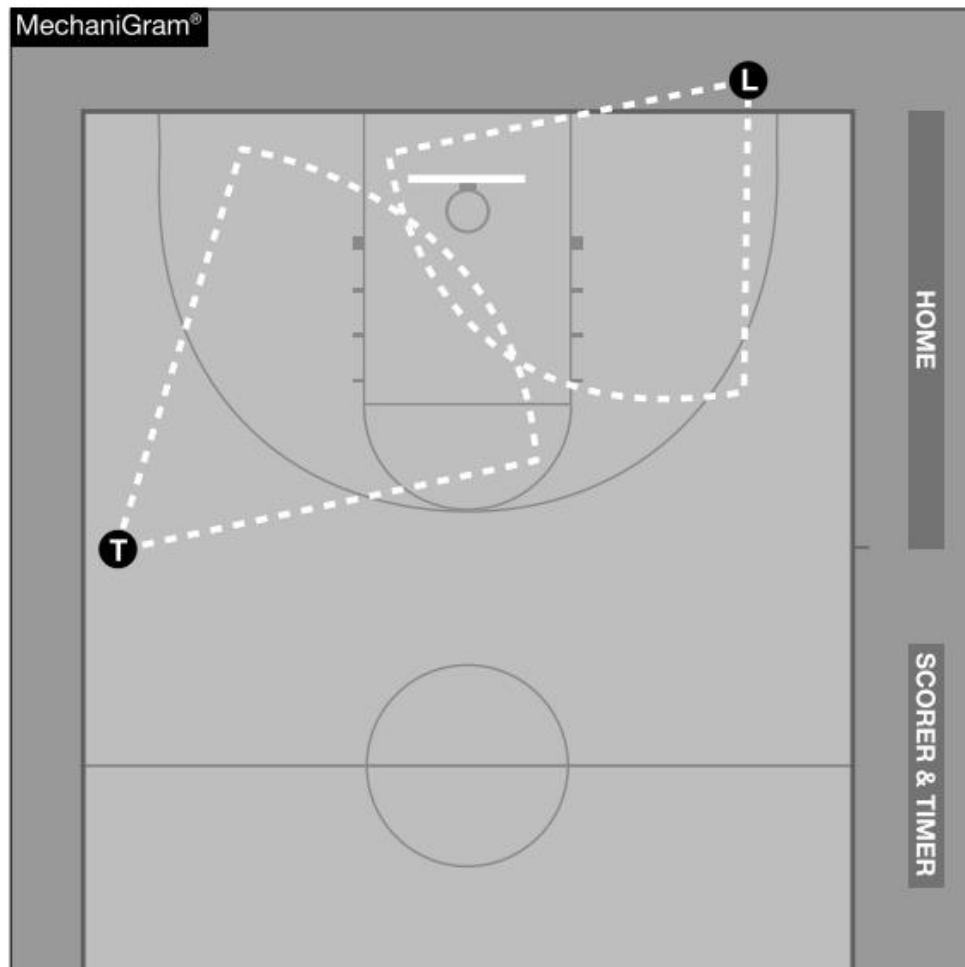
The trail must help. By aggressively penetrating toward the endline when players drive the lane, the trail can take some of the pressure off the lead by being in great position to judge the play.

The common phrase that sums up responsibilities is, "Lead takes the pass, trail takes the crash." That's generally accurate when the pass is toward the lead. However, when the pass is toward the trail (especially out toward the perimeter), the trail should take the pass and the lead take the crash.

The trail should watch the dribbler penetrate. Watch for the dribbler being fouled on the drive or while passing. Also, the trail watches for the dribbler crashing into a defender after releasing a pass that goes toward the lead. Referee the defense to see if the defender obtained legal guarding position. Be especially wary of dribblers who leave their feet to make a pass. Don't bail out an out-of-control player by making a no-call.

With the trail watching that action, the lead can concentrate primarily on the pass toward the lead and the player receiving it. Don't fall into the trap, however, of leaving all crashes to the trail. For the lead, the pass is primary, but the crash is secondary. You'd rather have a call on the crash from the lead than a no-call that lets a foul get away. Make a call as the lead if you have to.

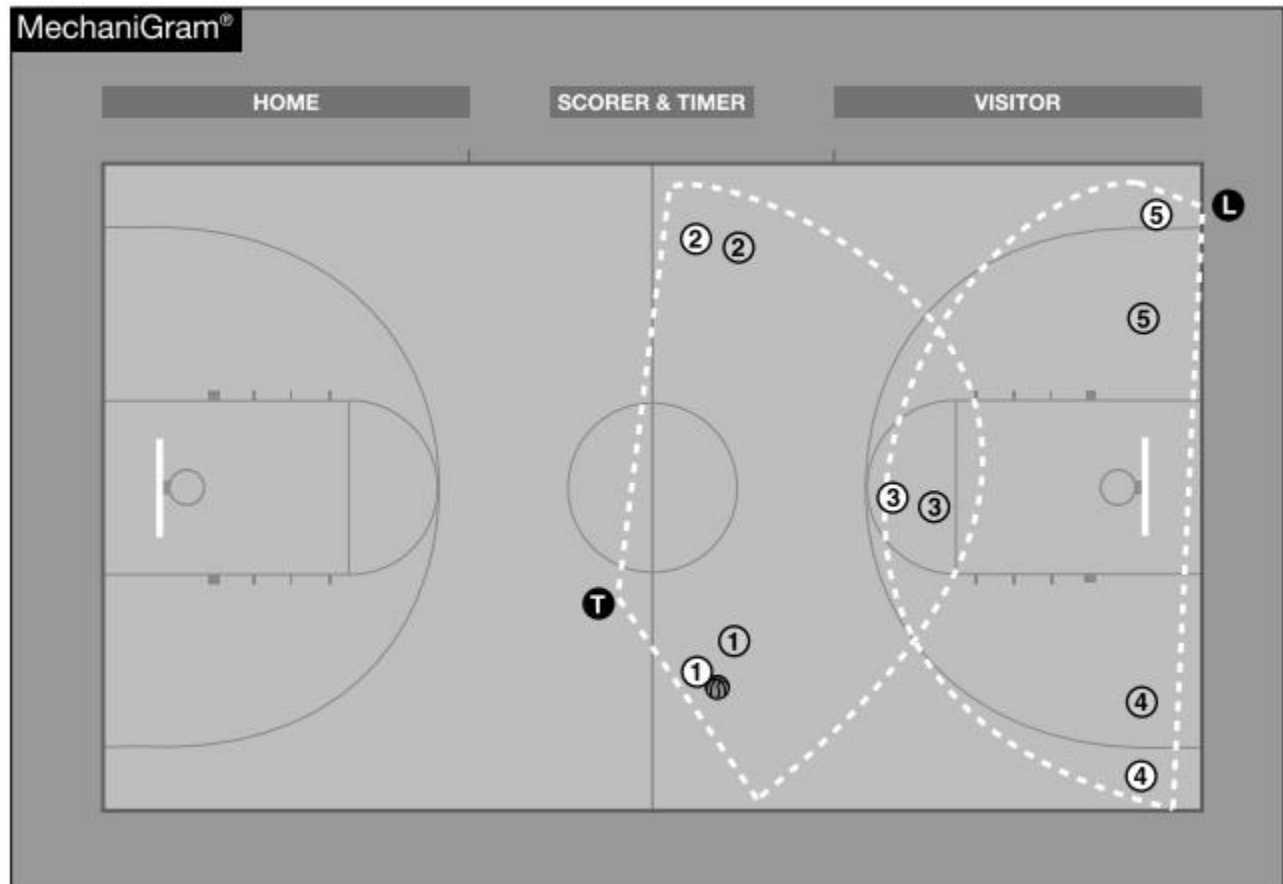
REBOUNDING AREAS



Rebounding coverages are divided and fall into primary and secondary coverage areas. If a shot is taken near the trail, the trail has to make sure the shooter returns to the floor without contact and then must watch the ball to determine for any violations. It's imperative to also watch the rebounding action on that side of the court. The lead will watch on his or her side of the court and extend that coverage into the lane area.

In a two-person crew, getting fouls on rebounds is all about obtaining the proper angle on the play. Many times, the trail official will have the best opportunity to determine a shove in the back. The lead might be closer but not able to see through so many players in a congested area.

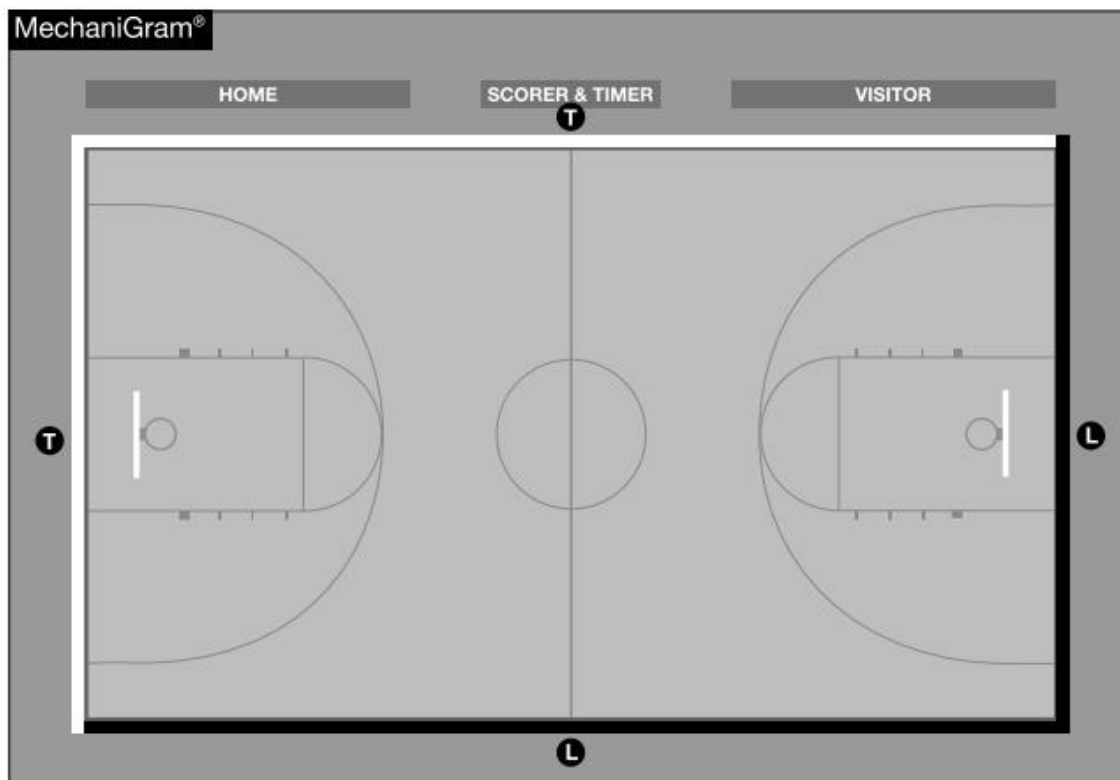
OFFICIATING THE DELAY OFFENSE



The delay offense, sometimes referred to as the “spread,” presents unique challenges for officiating crews. The delay offense spreads players out to all corners of the frontcourt and is designed to run the clock down while avoiding double teams.

When a team goes into a delay offense, the wing officials may have to referee from outside the court, as seen in the MechaniGram, to keep wide triangle coverage. That way, the players have enough room to maneuver without using you as a screen. It also keeps you out of the passing lanes.

BACKCOURT BOUNDARY



In the backcourt, the new trail is responsible for the backcourt endline and the sideline opposite the new lead. The new lead is responsible for the frontcourt endline. That's the easy part. Who's got the sideline opposite the new trail and who's got the division line?

The sideline opposite the trail in the backcourt is a shared responsibility. Simply stated, when the new lead is looking in the area where the sideline violation occurs, the new lead makes the call. Actual practice can be a bit of a challenge though.

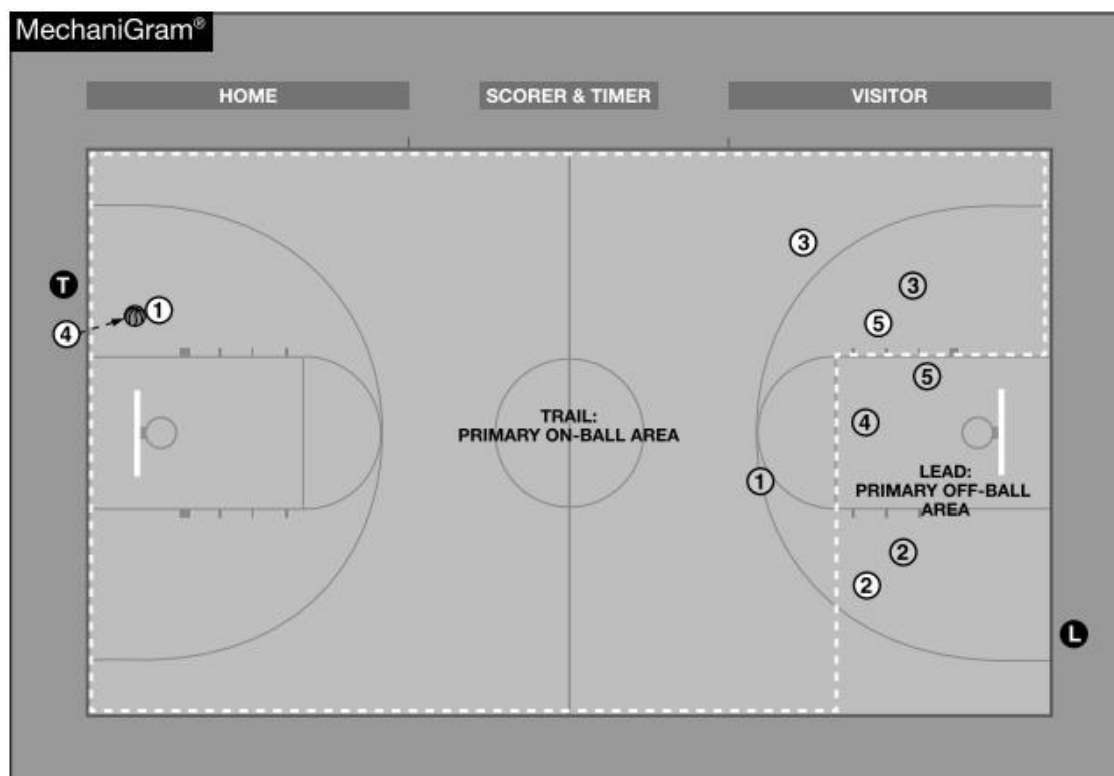
Proper coverage is necessitated by good eye contact and a "feel" for where the new lead is looking. One general rule of thumb: If you were on-ball immediately before a play near the sideline, you've likely got sideline responsibility. (One notable exception is when the new lead is helping with backcourt pressure, is positioned on the sideline and the ball goes out-of-bounds near the new lead. It would be odd to have the new trail make an out-of-bounds call from an appreciable distance when the ball went out-of-bounds in close proximity to the new lead.)

If the new lead is already looking in the area (on-ball or off-ball) where the out-of-bounds violation occurs, the new lead can make that call. If the new lead is running into the frontcourt watching players in transition (off-ball) and the play happens behind the new lead, the new trail has sideline responsibility.

Help each other out. If the new lead whistles an out-of-bounds violation on the new lead's sideline but doesn't know who caused the violation, blow the whistle, stop the clock and look for help from the new trail.

With a transition play near the division line, the new lead has initial responsibility until the new trail is in position to get a good look at the division line. Eye contact and a feel for where your partner is watching play an important role in who has division line responsibility.

BACKCOURT NO PRESSURE

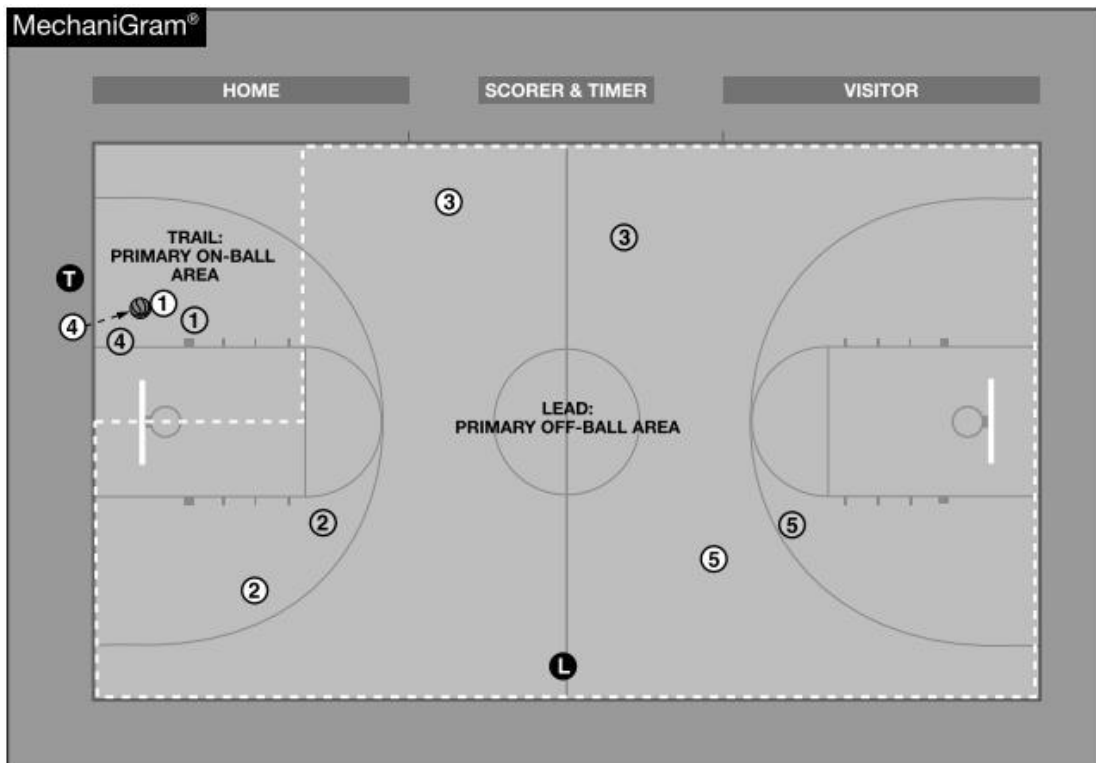


When play moves from one endline toward the other, the trail has primary responsibility in the backcourt. For example, after a made basket the trail is responsible for the throw-in and watches the players move to the other end of the court.

In any transition effective coverage means significant movement by the trail.

Similar to halfcourt coverage, the trail must move off the sideline. The trail must stay behind the players as the ball is being brought up the court.

BACKCOURT WITH PRESSURE



When play moves from one endline toward the other, the trail has primary responsibility in the backcourt. However, when there's defensive pressure in the backcourt, sometimes the lead must help.

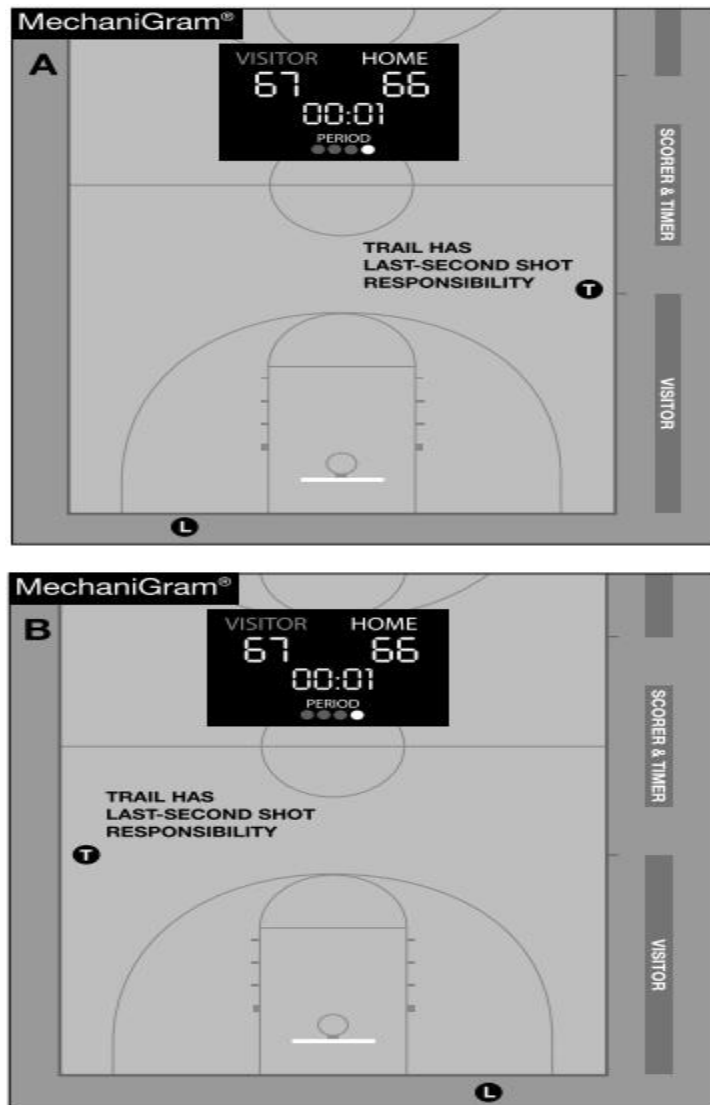
There is a general rule when the lead helps the trail in the backcourt. If there are four or fewer players in the backcourt, the trail works alone there. More than four players, the lead helps.

When there's more than four players in the backcourt, the lead is positioned near the division line. If all the players are in the backcourt, the lead may move closer to the backcourt endline for better angles. If some players are in the frontcourt, however, the division-line area is the best position.

When near the division line, the lead must stay wide and constantly glance from backcourt to frontcourt. That "swivel" glance allows the lead to help the trail with backcourt traffic plus watch players in the frontcourt.

The lead should be ready to help on out-of-bounds calls, long passes and possible infractions involving the division line. The lead will also cover quick breaks and long passes, keeping the players boxed in.

LAST-SECOND SHOT



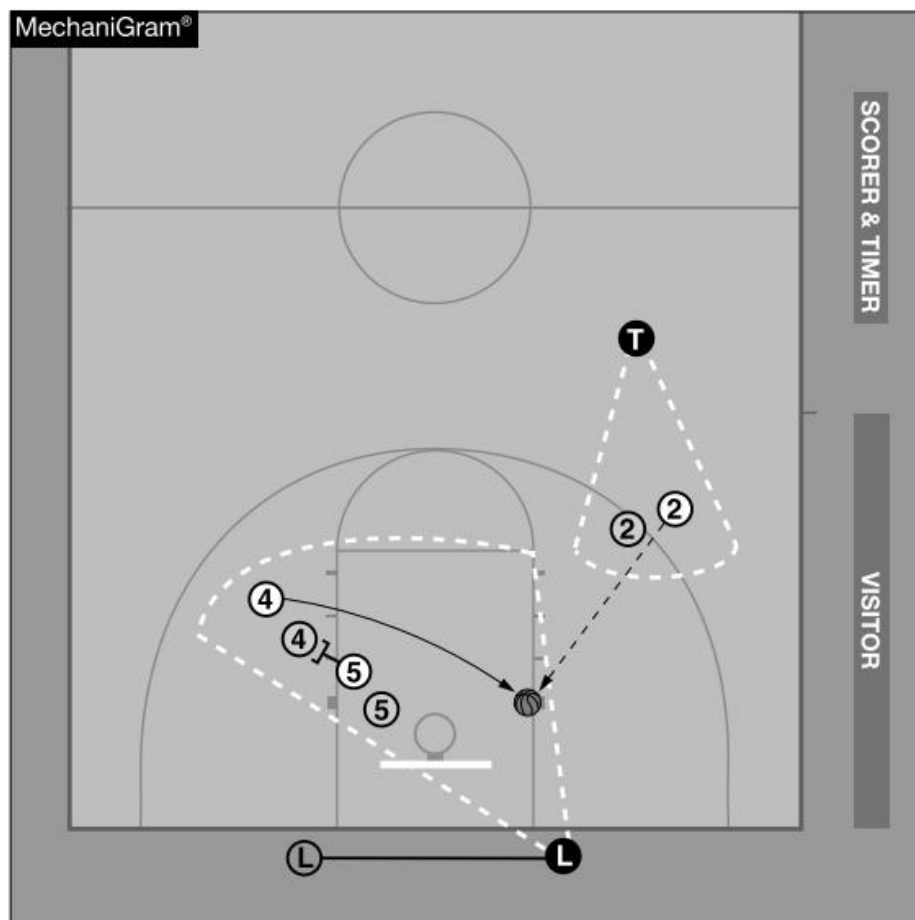
The trail official is responsible for making the call on any last-second shot and should communicate that with his or her partner. It doesn't matter what side of the court the shot is attempted from, the call will always be made by the trail.

When the ball is inbounded in the backcourt and a long pass is expected, the lead should be prepared to assist. If the non-responsible official has information regarding the allowing or disallowing of a basket to share with the calling official, he or she should go directly to the responsible official for a brief discussion. The referee will make the final decision in the case of disagreement or if it is necessary to consult the timer. Use timeouts near the end of any period to communicate the coverage for any last-second shot.

CREW OF TWO - CHAPTER 5 - THE LEAD POSITION

- BALL-SIDE MECHANICS
- MOVEMENT AFTER BASKET
- MOVEMENT TOWARD SIDELINE

BALL-SIDE MECHANICS



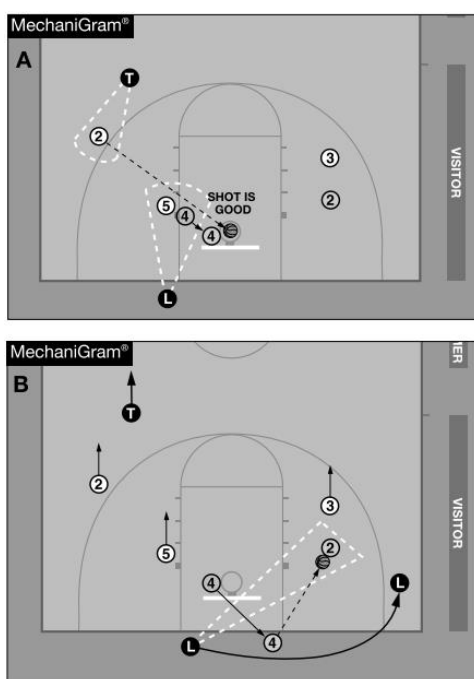
The lead must anticipate the play (that does not mean anticipate a foul) and move across the endline to get an angle on the action moving toward the open spot. In the MechaniGram above, the lead official has moved across the endline to clearly see the post player catch the ball and attempt a shot. The lead's in a great position to see the oncoming defensive players and any potential violations or fouls. Generally, the lead will only move ballside when the perimeter player with the ball is near or below the free-throw line extended.

Keep your head and shoulders turned toward the players in the lane when moving. Remember, you still have responsibilities for watching the screen and other action in your primary area. If you put your head down and sprint across the lane to the new spot, you will miss off-ball contact. Move with dispatch, but move under control and with your eyes on your primary off-ball area. If the ball moves out of the post area, simply move back to your original position to balance the floor with the trail.

The lead moves for two reasons: The lead is in a better position to see the play clearly (if the lead stayed on the off-ball side he or she would be looking through bodies and guessing) and the lead is closer to the play, which helps sell the call or no-call.

Perception is important. If you look like you're close to the play and in good position, your ruling has a better chance of being accepted.

MOVEMENT AFTER BASKET



When the lead is ballside watching action in the post and a goal is scored, there's no need to rush back to the lane line opposite the trail and balance the floor. If immediately after the made basket you can balance the floor without interfering with the ensuing play and without missing action around the throw-in area, do so.

However, in most situations there is not enough time to balance the floor without interfering and missing action. If you don't have time to get over, don't panic. You've still got a pretty good angle to watch all the action.

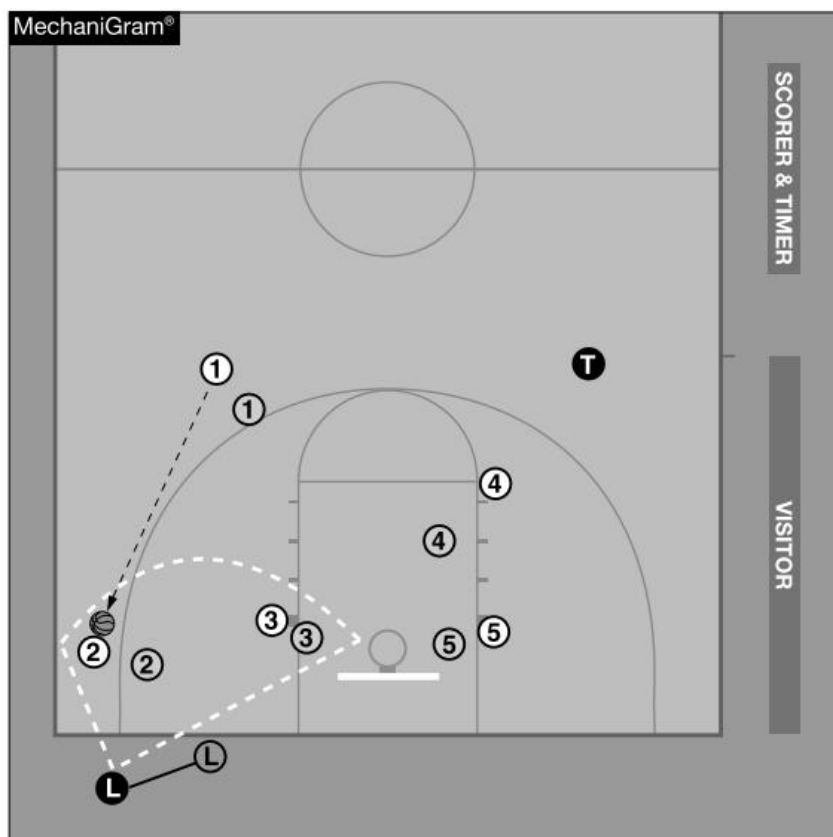
Watch for players interfering with the ball after the made basket. Watch the player collect the ball and move out-of-bounds for the throw-in. Then, watch the thrower, the throw-in and action in the lane area. You can do all that from the lane line on the trail side of the floor.

After the throw-in is made, quickly swing behind the thrower toward the far sideline to balance the floor.

In MechaniGram A, the lead is ballside watching the post players when team A makes a jump shot. Team B grabs the ball and moves out-of-bounds for a throw-in. The lead does not have enough time to balance the floor before the throw-in.

In MechaniGram B, team B is out-of-bounds and throws a quick inbounds pass. The lead, still on the opposite side, watches the thrower and throw-in, then quickly swings behind the thrower to balance the floor.

MOVEMENT TOWARD SIDELINE



When the ball drops below the free-throw line extended on the lead's side of the court, the lead has two responsibilities: Watch the post players on the near low block and watch the perimeter player with the ball. It is difficult to see both areas.

To give yourself a chance, back off the endline and move toward the sideline.

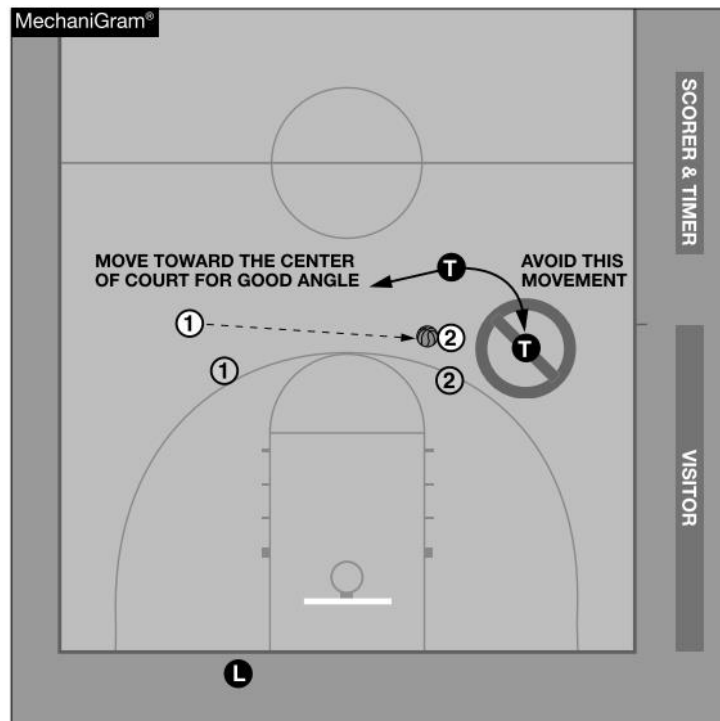
Your shoulders should not be parallel to the endline. Angle them slightly; that movement increases your field of vision and gives you a chance to see both areas.

Primary coverage is on-ball; secondary coverage is off-ball. With that improved position, the lead has a chance to see both in his field of view.

CREW OF TWO - CHAPTER 6 - THE TRAIL POSITION

- INSIDE-OUT LOOK
- MOVEMENT OFF SIDELINE
- MOVEMENT ON JUMP SHOT
- TRAIL PICKS UP SHOOTER
- TRAIL WORKS BACKSIDE
- TRAIL LOOKS WEAKSIDE

INSIDE-OUT LOOK



With a crew of two officials, the trail official often has to get off the sideline and move toward the center of the court to officiate action on the far side of the floor. When that happens, the trail can get caught in the middle on a swing pass from one side of the court to the other. Adjustments must be made.

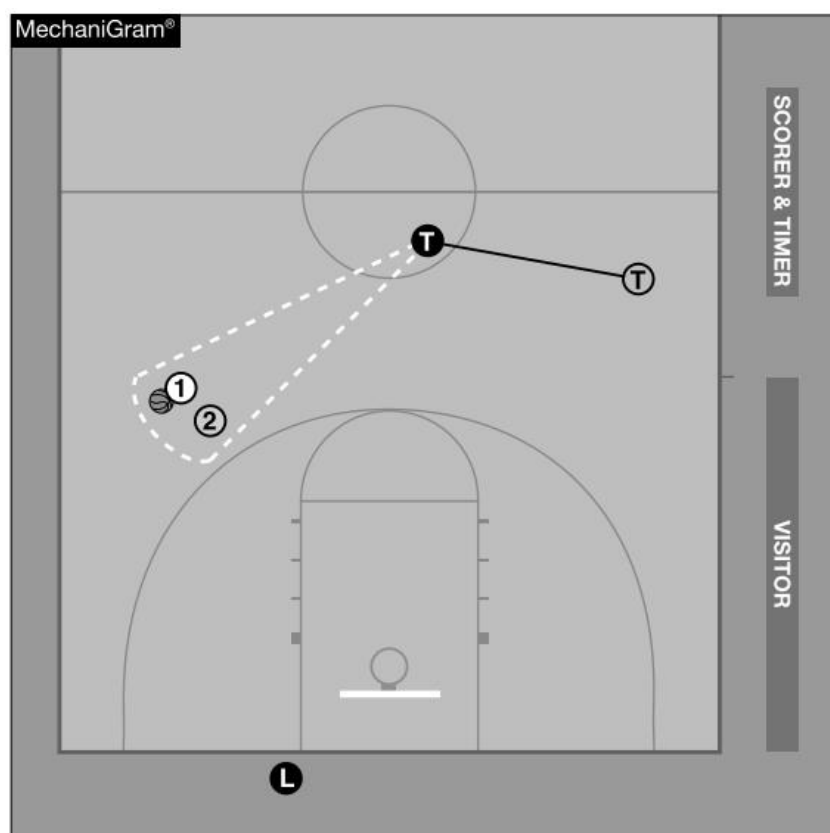
When a swing pass moves from the sideline opposite the trail across the top of the key to the near-side wing, the trail can get straightlined because of the position off the

sideline. When a quick swing pass straightlines you and gives you a poor angle, you must make an adjustment to improve the angle.

A simple one- or two-step adjustment toward the center of the court gives you the proper angle. You must fight the urge to run around the entire play toward the sideline, using six steps or more and wasting precious time. By the time you run around the play, the offensive player could take a shot (was the shooter's foot on or behind the three-point arc?), violate or be fouled — and you may not have seen it.

After adjusting one or two steps toward the center to improve your angle, watch the entire play from there, including a jump shot follow-through and landing. After you've taken care of that responsibility, you can move toward the sideline and endline, working for your next good angle on rebounding action.

MOVEMENT OFF SIDELINE



Effective court coverage requires significant movement by the trail.

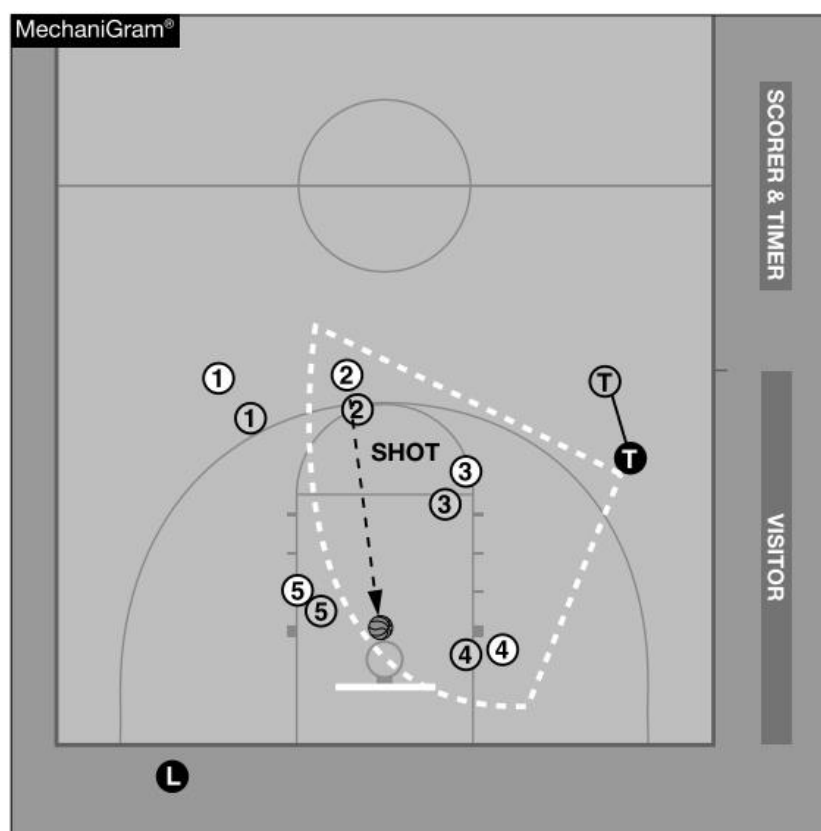
When an offensive player has the ball on the side of the floor opposite the trail, the trail must move away from the near sideline and get proper angles. By staying too close to the near sideline, the trail cannot effectively see action near the ball and must make judgments from a distance — way too far away to convince anyone the trail saw the play correctly.

In the MechaniGram, the player with the ball is far away from the trail official — though the player is still the trail's responsibility — and there's defensive pressure. To see the play well, the trail must move off the near sideline and work to get a good angle.

Avoid moving straight toward the play: You could interfere with the play by stepping into a passing lane. Take an angle toward the division line to decrease your chances of interfering with the play. In extreme cases, you may even position yourself in the backcourt.

By moving off the sideline and angling toward the backcourt, you're in a much better position to see the play.

MOVEMENT ON JUMP SHOT



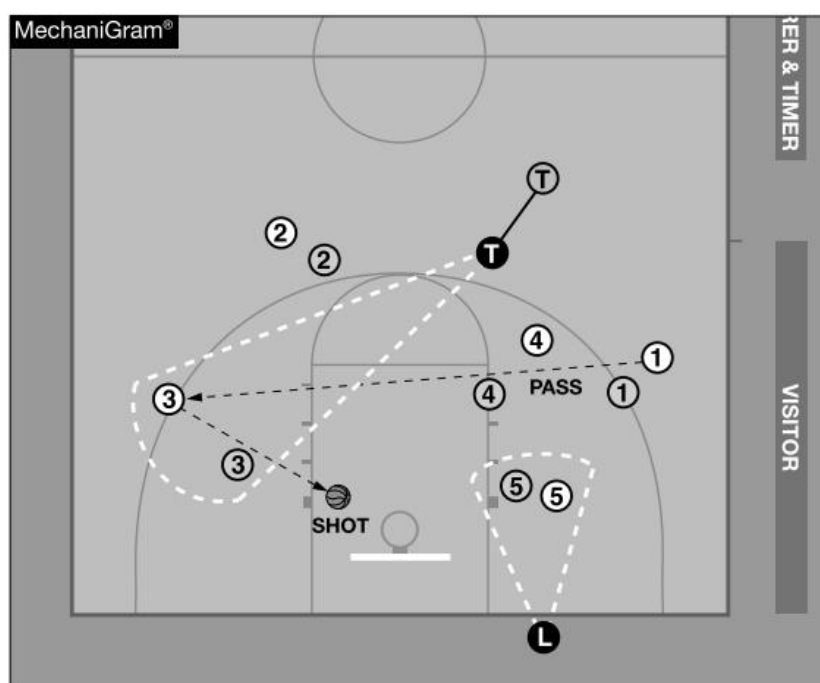
The trail has more responsibilities than simply watching the shooter. Too often a shot goes up and the trail's first thought is to start moving to the other end of the floor to avoid getting beat down court. When the trail leaves, the lead is left with offensive players crashing the boards and defensive players doing all they can to grab the rebound. That's too much for one person to handle.

The trail must help with rebounding action. When a player takes a jump shot within the trail's coverage area, the first responsibility is to watch the airborne shooter all the way back to the floor to ensure there are no offensive or defensive fouls. While watching that action, the trail should be moving a couple of steps toward the endline.

Once everything is OK with the shooter and surrounding action, the steps toward the endline allow the trail to help the lead by watching rebounding action. A step or two to improve your angle is all that's necessary to successfully watch rebounding action. Avoid going below the free-throw line extended. The trail is likely to see an offensive player pushing (or crashing into) a defensive player from behind — something that is difficult for the lead to see from the endline.

Do the game, your partner and yourself a favor and resist the urge to sprint to the other end of the floor when the shot goes up. Move toward the endline to get rebounding angles.

TRAIL PICKS UP SHOOTER



In two-person mechanics, the lead official should move to the ballside of the lane when the player with the ball is below the free-throw line extended and a potential post pass is evident.

Though ball-side mechanics are effective for controlling post play, one weakness is coverage of a skip pass to the opposite wing player for a quick shot. A skip pass is a quick pass from one side of the floor to the other, designed to take advantage of a sagging defense. Taboo years ago, it's now seen at virtually every level.

Though the opposite wing player is primarily observed by the lead official (even though the lead moved ballside), when a skip pass occurs the trail should adjust a step or two toward the wing player (to the center of the floor) and get a good angle to rule on three-point attempts, fouls and possibly obvious out-of-bounds infractions. Though a long-distance look, that's better than having the lead guess because the lead's looking

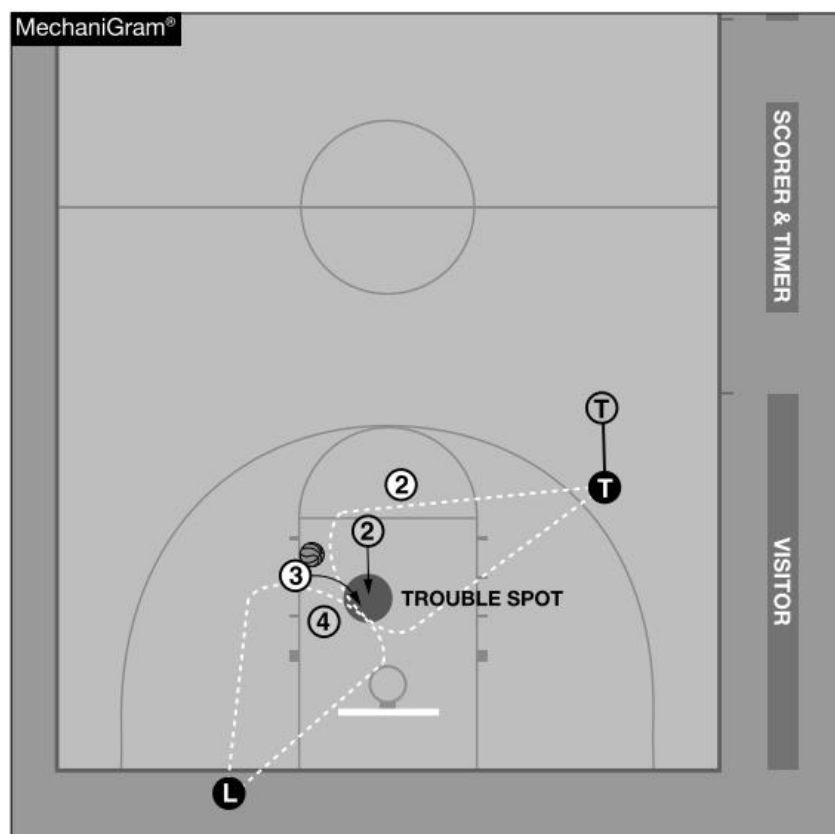
through lane traffic or sprinting head-down to the other side of the court and missing the banging going on in the post.

If there is no quick shot and the lead can adjust back to the other side of the court without haste, the lead then picks up the ball (assuming it is below the free-throw line extended) and the trail moves back toward the sideline, getting good angles to watch off-ball. The lead must continue to watch off-ball in the lane area while moving until completely across the lane and in a good position to pick up the player with the ball.

In the MechaniGram, the lead has moved ballside when a skip pass is thrown and that player immediately shoots. Since the lead is ballside and doesn't have enough time to balance the floor, the trail picks up the shot, even though the attempt is below the free-throw line extended. The trail should penetrate slightly toward the play to improve the angle.

A good pregame conference and good eye contact during the game give you a better chance to officiate the skip pass correctly.

TRAIL WORKS BACKSIDE



A trouble spot for the lead develops when a player with the ball on the low block spins toward the middle of the lane away from the lead. The quick spin move often leaves the lead straightlined and without a good look on the play.

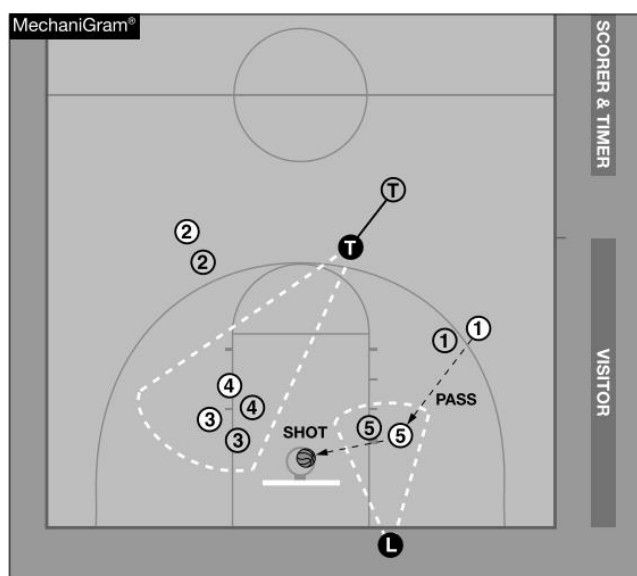
Many times, a defender near the free-throw line will drop down into the lane and challenge the move toward the basket. That's when you'll likely see that defender slap at the offensive player, trying to poke the ball away. That steal attempt is sometimes a foul — one that goes unseen by the now-straightlined lead.

The trail must help out and watch the area in the lane when a post player spins away from the lead. Commonly referred to as the lead's "backside," the trail has a much better look at the play after penetrating toward the endline for an improved angle.

In the MechaniGram, the post player has the ball on the low block in front of the lead. That player spins toward the middle of the lane and drives toward the basket. The defender drops down and attempts the steal. The lead watches the post up action and the initial spin move. The trail penetrates toward the endline, gets a good angle and watches the perimeter defender on the play. The lead's backside is protected.

Come in strong and sell the call if you're the trail and you see a foul. Move toward the call to cut down the distance on the play. Perception is important. If you look like you're close to the play and in good position your ruling has a better chance of being accepted.

TRAIL LOOKS WEAKSIDE



There are many benefits of the lead moving ballside for post action. One potential problem, however, is weak-side rebounding action. With the lead on the same side of the floor as the trail, the lane area opposite both officials can present problems.

With the lead ballside and already watching post play near the closest lane line, it is difficult for the lead to watch players away from that area in the lane. First, primary concentration is — and should be — on the post play. Second, it is difficult for the lead to see the opposite side of the lane because the lead is looking through lane congestion and is easily straightlined.

When the lead moves ballside, it is the trail's responsibility to observe weakside rebounding action. Though somewhat of a long-distance look, with the proper penetration toward the endline to get a good angle the trail can effectively watch weakside rebounding action.

In the MechaniGram, the trail watches the perimeter player deliver a drop pass to the post player, who has effectively posted up on the low block. The lead already moved ballside anticipating the play. The post player seals off the defender and pivots strongly to the basket. The lead watches the post-up action.

Anticipating the play, the trail adjusts for a good angle and looks opposite.

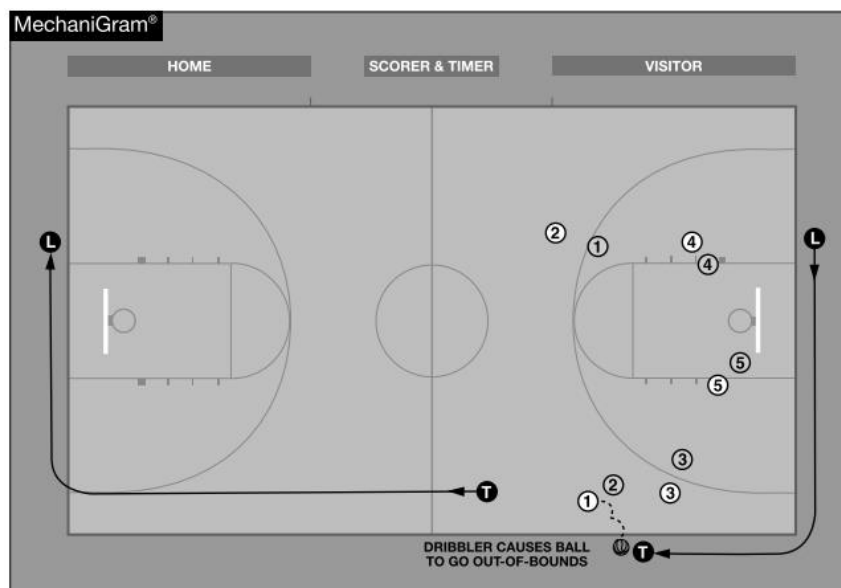
From that spot, the trail can look through the lane and watch the players battle on the weakside for rebounding positioning.

If you're the trail and you see a foul on the weakside, penetrate toward the lane and sell the call. By moving into the lane area aggressively (roughly around the intersection of the lane line and the free-throw line), the trail will cut the distance. Perception is important. If you look like you're close to the play and in good position, your ruling has a better chance of being accepted.

CREW OF TWO - CHAPTER 7 - TRANSITIONS

- **BUMP AND RUN**
- **TRAIL MOVEMENT OFF SIDELINE**
- **LEAD HELPS IN BACKCOURT**
- **PASS/CRASH IN TRANSITION**
- **LEAD HELPS ON THREE POINTER**
- **THE BUTTON HOOK**

BUMP AND RUN



The bump-and-run is a mechanic used by two-person crews to move swiftly from the frontcourt after a violation.

As the trail official, when an offensive violation occurs in your coverage area, stop the clock, signal the violation and the direction, then point to the spot for the throw-in. Next — after checking that there are no problems — sprint down court while viewing the action behind you and become the new lead official.

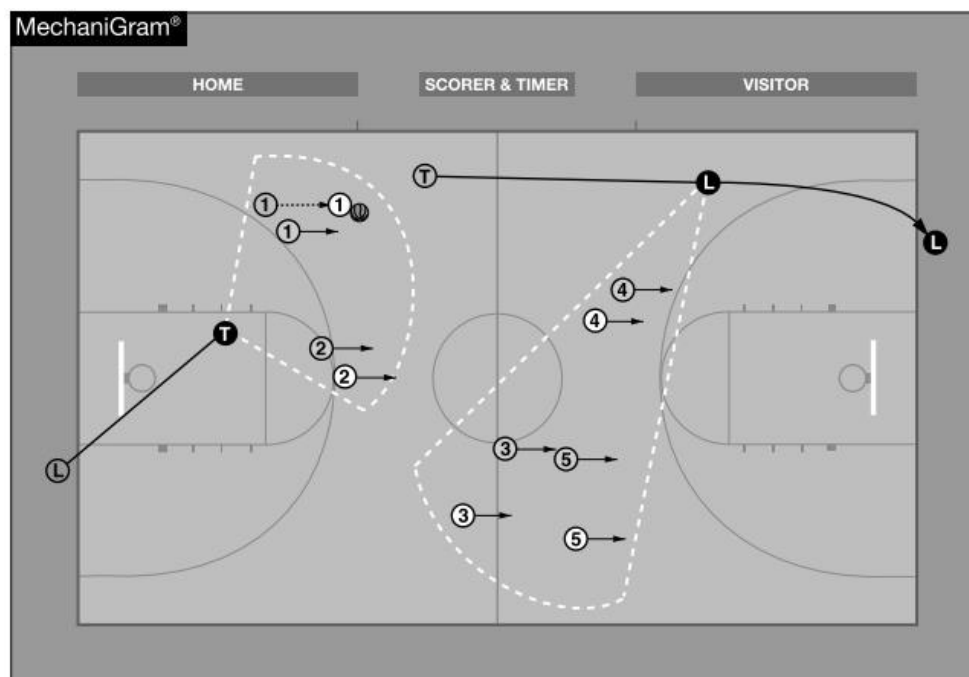
If you're the lead, eye the trail's signals, move toward the spot for the throw-in and administer it. You have now become the new trail. The lead "bumps" the trail down court and the trail moving to lead "runs" the floor.

In the MechaniGram, team A causes the ball to go out-of-bounds. The trail correctly stops the clock, signals a violation and the direction, then communicates the throw-in spot to the lead. The trail then moves down court and becomes the new lead.

On occasion, the trail may cut across the court when moving to lead. It saves time and allows your partner to put the ball in play quickly. Be careful, however; the trail-to-lead movement should not cut across the court if players are quickly moving downcourt because a collision may occur. Whether you remain near the sideline or cut across the court, the new lead's field of vision must keep players in sight — looking for potential problems — while moving down court. The new lead must balance the court on the throw-in and assume responsibility for the sideline opposite the throw-in.

The bump-and-run serves two main purposes: The trail official has a better chance of avoiding problems near the violation and the officials move into place quicker and get the ball live faster. Also, the bump-and-run gets the ball live faster.

THE MOVEMENT OFF SIDELINE



Effective two-person court coverage requires significant movement by the trail off the sideline. The same philosophies are true in the transition game when play is moving from the backcourt to the frontcourt.

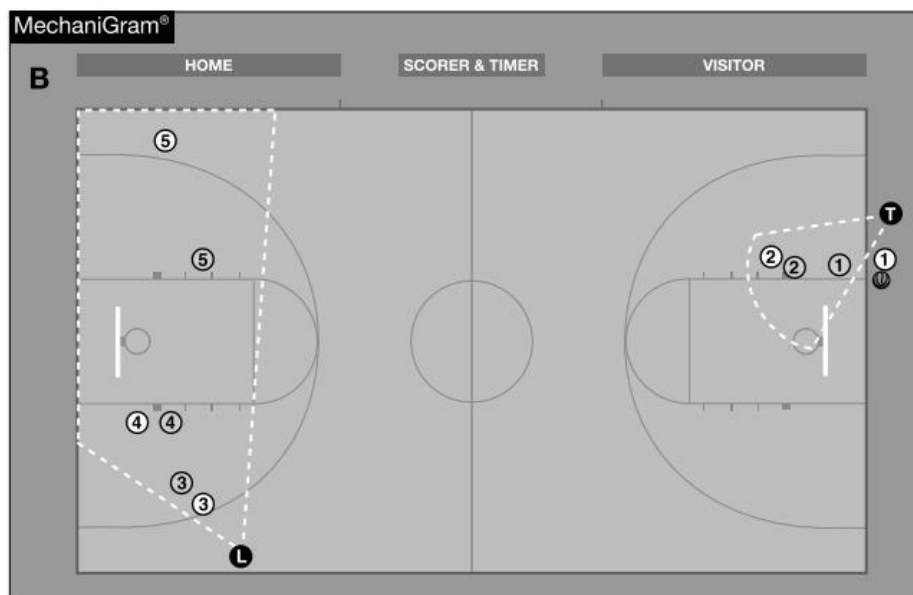
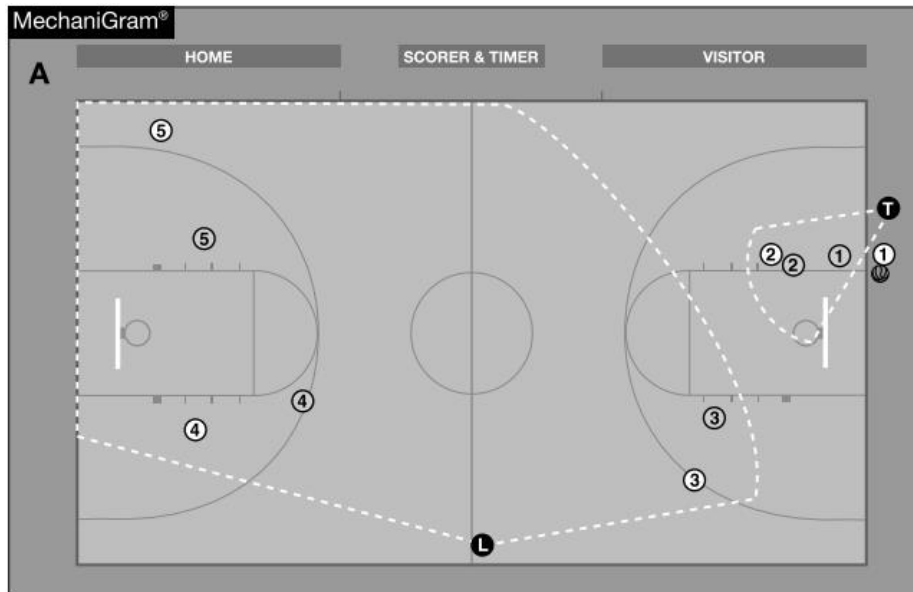
When an offensive player has the ball on the side of the floor opposite the trail, the trail must move away from the near sideline and get proper angles. By staying too close to the near sideline, the trail cannot effectively see action near the ball and must make judgments from a distance — way too far to convince anyone the trail saw the play correctly.

In the MechaniGram, the offense dribbles the ball upcourt opposite the new trail as defensive pressure is applied. The rest of the players are advancing to the frontcourt as the new lead watches off-ball. To see the play well, the new trail must move far off the near sideline and work to get a good angle.

Stay deep. Avoid moving straight toward the play because you could interfere with the play by stepping into a passing lane. Take an angle toward the backcourt endline to decrease your chances of interfering with the play.

By moving off the sideline and angling toward the play, you're in a much better position to see the play.

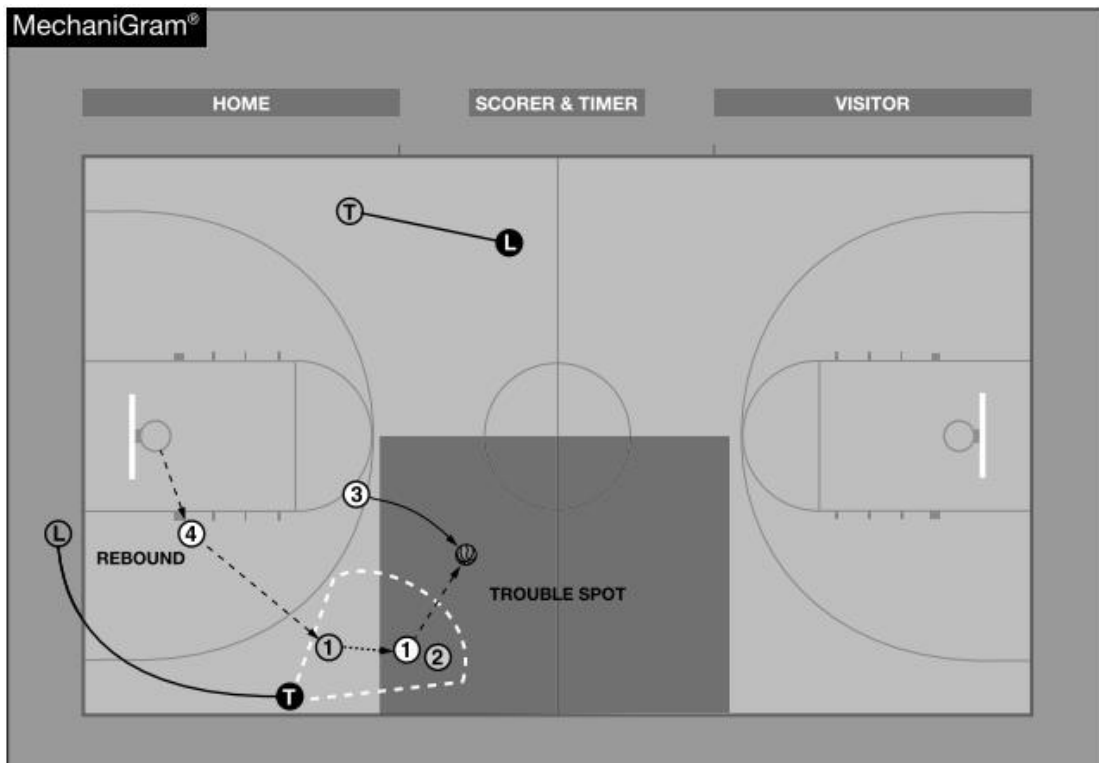
LEAD HELPS IN BACKCOURT



In MechaniGram A, there are six players in the backcourt. The lead is positioned near the division line to help with backcourt players away from the trail. The lead must also watch players in the frontcourt.

In MechaniGram B, there are four players in the backcourt. The trail is responsible for all of those players. The lead moves into the frontcourt and watches all players there, eventually moving to the frontcourt endline.

PASS/CRASH IN TRANSITION



The same pass/crash principles that apply in the lane area apply all over the court. One trouble spot for officials is the pass/crash when a team in transition starts a break up the court. Many times you'll see players leave their feet to make a pass then crash into defenders. Block? Charge? No-call?

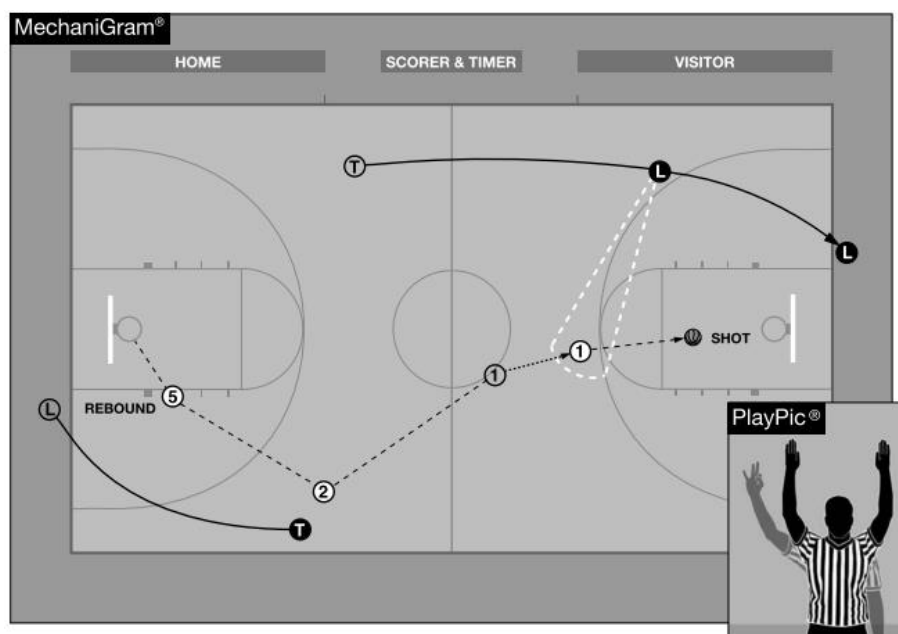
In the MechaniGram, the rebounder throws an outlet pass to a streaking teammate. That player catches the pass and dribbles up court trying to start a fastbreak.

The defender steps in to stop the offensive player from advancing into the frontcourt. As the offensive player leaps into the air and passes to a teammate, a crash ensues.

The lead must quickly read the fastbreak and move toward the sideline to become the new trail. The new trail has a good look at the offensive player leaping, passing and crashing.

The trail who becomes the new lead must also quickly read the fastbreak and move into the frontcourt. The new lead's primary responsibility is the player catching the pass. In rare circumstances, if the new trail did not get out on the break fast enough to see the crash, the new lead's secondary coverage area is the crash. That is more likely, however, when the pass/crash occurs in the center of the court.

LEAD HELPS ON THREE-POINTER



The transition game is difficult to cover with a crew of two officials. It's especially tough when quick outlet passes lead to quick shots at the other end of the court.

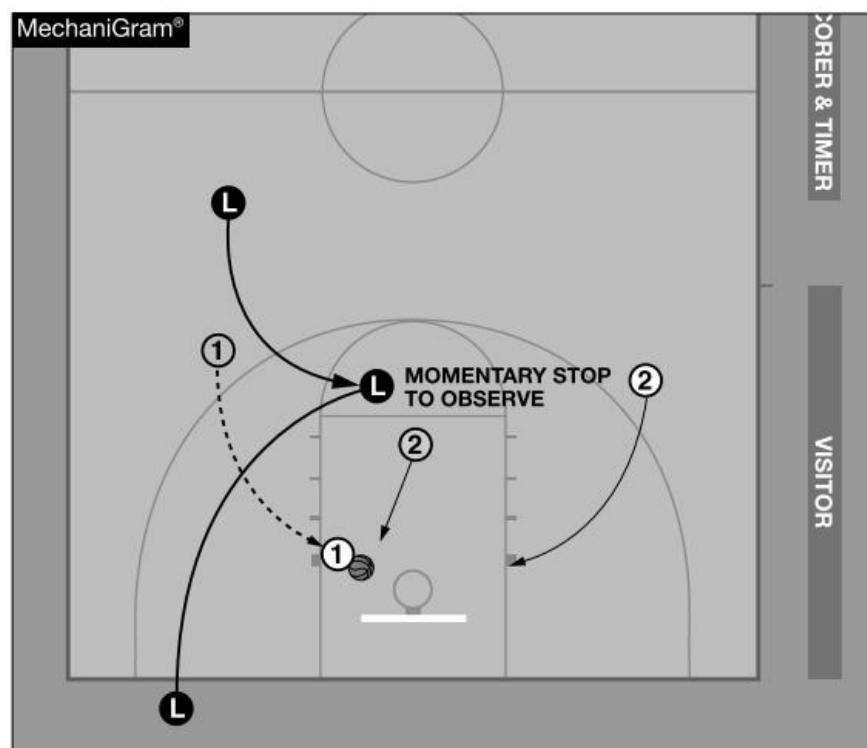
When quick, long passes advance the ball upcourt, the new lead must be prepared to help the trail determine whether or not a shot is a three-point try. The help occurs even though the shot attempt is in an area not normally covered by the lead. Why help? When there's a quick outlet pass that leads to another quick, long pass, the new trail usually doesn't have enough time to get into the frontcourt and get a good angle on a shot. Because of the distance and poor angle between the trail and the shot, the trail is left guessing.

The new lead must recognize the quick transition play and help the new trail by judging the shot.

In the MechaniGram, the rebounder throws a quick, long outlet pass to a teammate, who throws another quick, long pass to another teammate. That player catches the pass near the center restraining circle, dribbles to the top of the key and shoots. The lead moving to new trail doesn't have enough time to get a good look at the shot. The trail moving to new lead recognizes that and makes the judgment on the shot, even though a top-of-the-key shot is normally covered by the trail.

When that type of transition play occurs near the end of a period, the new lead judges whether or not the shot was a three-pointer, but the trail still judges whether the shot was released in time — unless alternate coverage was previously discussed.

THE BUTTON HOOK



There are times when officials get beat downcourt on fastbreaks, especially in twoperson. That's OK. In fact, if you're so worried about not getting beat you're probably leaving the lead official hanging alone with all the rebounding action — a definite no-no.

When you do get beat downcourt, there's no need to panic. There's a simple movement — the button hook — that can eliminate straightlining and allow you to officiate the play properly from behind. (It's called the button hook because the movement is similar to a football wide receiver's movement on a button hook pass pattern.)

Too often, an official who is trailing a fastbreak sprints as fast as possible (sometimes with their heads down) to stay even with the players. Staying even with the players is about the worst thing you can do for your angles. Either get ahead of the play and let it come comfortably to you (unlikely, unless you're a world-class sprinter) or let it go and momentarily officiate the play from behind. Staying even means you're looking through bodies and guessing.

When officiating a play from behind, swing toward the middle of the court, roughly at the intersection of the lane line and the free-throw line. Momentarily pause there to watch the action (referee the defense). That movement allows you a good angle to observe potential contact. When that part of the play is over, swing back out toward the sideline and endline to get into proper position.

Be aware of players coming from behind you. You should be well ahead of the second wave of players coming down court. They'll see you in the middle of the court and avoid contact. Make sure your position in the center of the court is momentary; you want to

move out of there before the second wave comes down. If you feel pressure from players behind you, think safety first.

The button hook is a quick, simple movement that will eliminate the guesswork when trailing a play. It will help you get good angles.

CREW OF TWO - CHAPTER 8 - THROW-INS

- BOXING IN: LEAD ADMINISTRATORS
- BOXING IN: TRAIL ADMINISTRATORS
- LEAD BALLSIDE
- BOXING IN TRAIL: IN BACKCOURT
- THROW-IN ABOVE FREE-THROW LINE
- THROW IN BELOW FREE-THROW LINE
- AFTER BACKCOURT VIOLATION

BOXING IN: LEAD ADMINISTRATORS

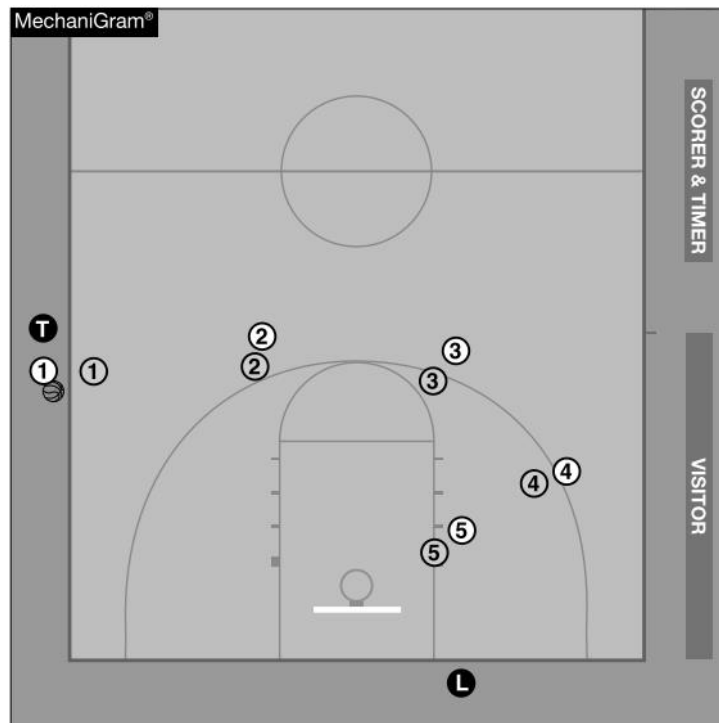


The lead administrators all throw-ins on the frontcourt endline. All throw-ins shall be made from outside the thrower between the sideline and the thrower. The trail is positioned

between the free-throw line extended and the division line, opposite the lead, to ensure both sidelines, both endlines and the division line are covered. The trail is also responsible for mirroring the chop of the lead.

The lead should always hand the ball to the thrower when remaining in the frontcourt.

BOXING IN: TRAIL ADMINISTRATORS



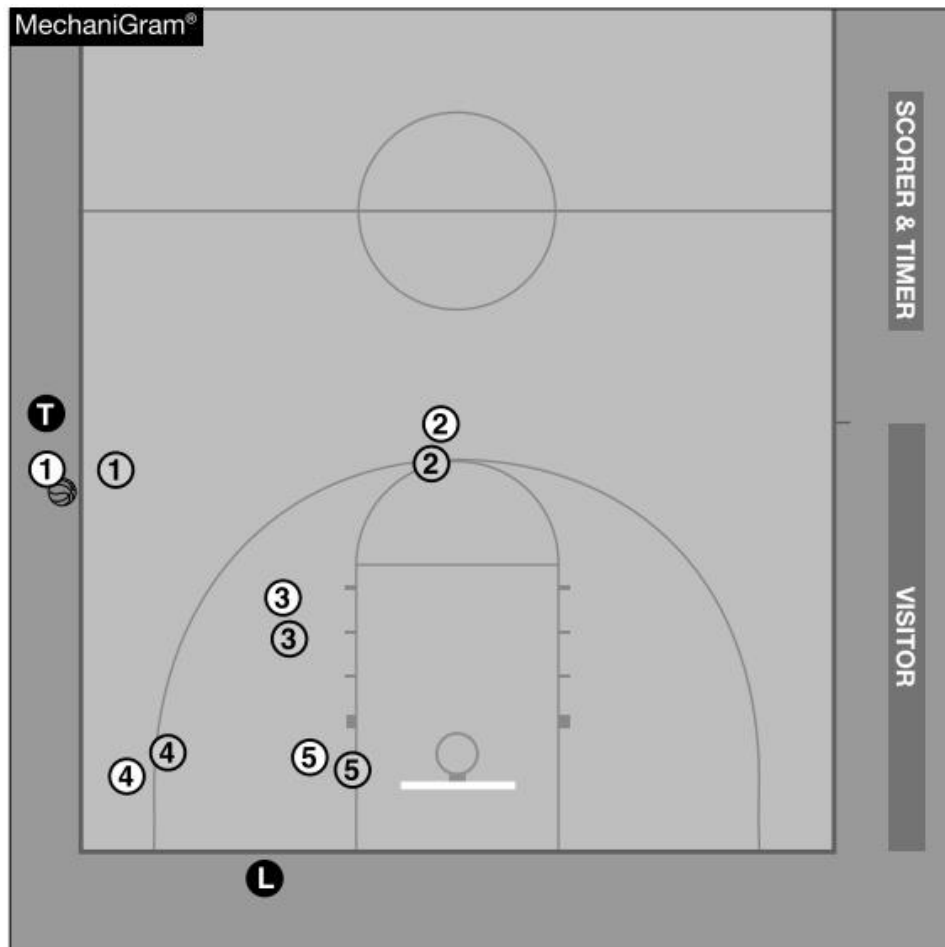
When the trail administers the throw-in, the thrower is always between the trail and the frontcourt basket. Unless otherwise dictated by an anticipated play, the lead is positioned on the endline opposite the trail to ensure both sidelines, the frontcourt endline and the division line are covered.

There are two ways the officials might have wound up in the positions shown in the MechaniGram. Under NFHS mechanics, the old lead would have been responsible for out-of-bounds calls along the sideline where the ball went out. Since the ball is being taken out above the free-throw line extended, the lead would move up the sideline to new trail, while the trail would move to new lead.

Referee recommendation: The officials will switch sides of the court, trail continuing in the trail position, lead continuing in the lead position. That makes it consistent that the only time a switch in the halfcourt happens is on a foul. It's simply a move from one side of the court to the other for the trail to handle the throw-in.

Make sure you discuss those options in the pregame discussion with your partner.

LEAD BALLSIDE

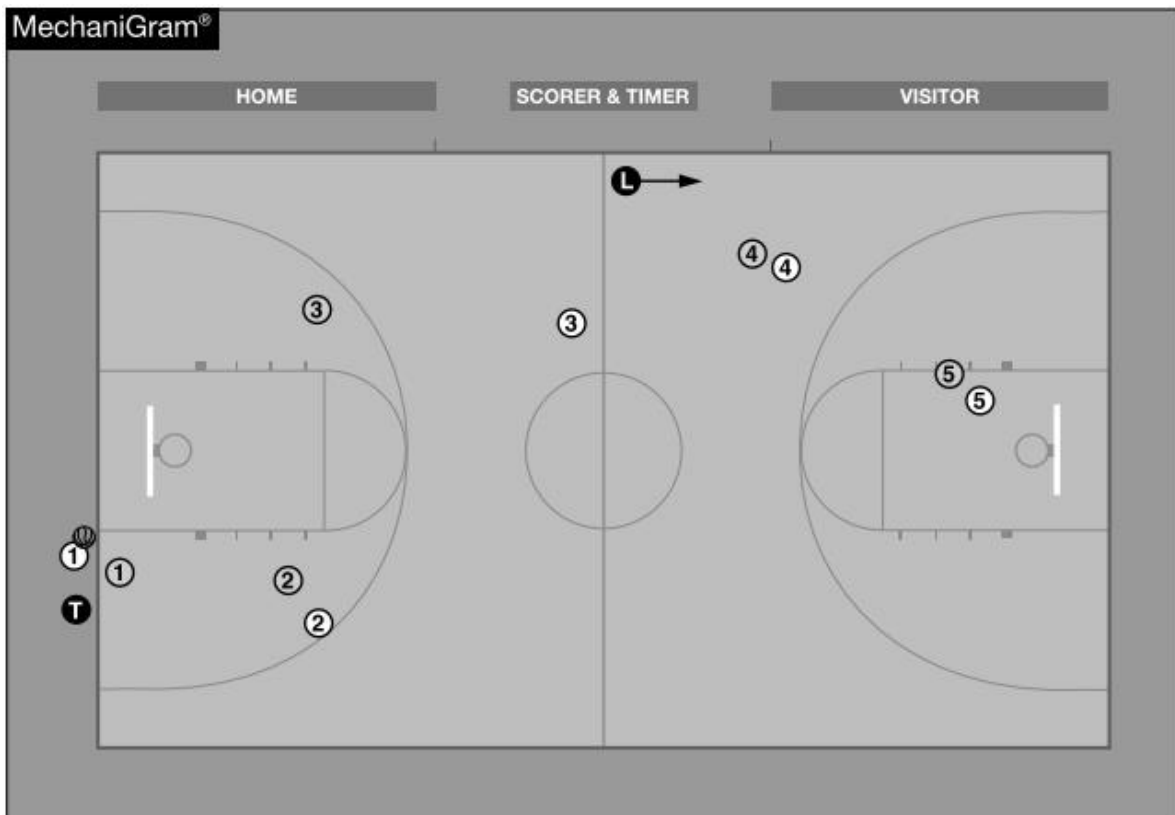


When the trail administers the throw-in, the thrower is always between the trail and the frontcourt basket. Normally, the lead is opposite the trail, however the players' location on the court now dictates the lead to be ballside for the throw-in, while taking a position on the endline.

Even though the lead is ballside, the lead is still responsible for two boundary lines: the endline and sideline opposite the trail. The lead is making a conscience decision to be ballside, sacrificing the lead's sideline coverage for superior off-ball coverage.

If the lead were to balance the court by staying opposite the trail, the lead would be too far away from the players to officiate properly. Go where you need to in order to see the play but help out the trail so that he or she doesn't have to officiate the throw-in and all 10 players. Remember, perception is reality and the closer you are to the action, the easier it is to sell your call.

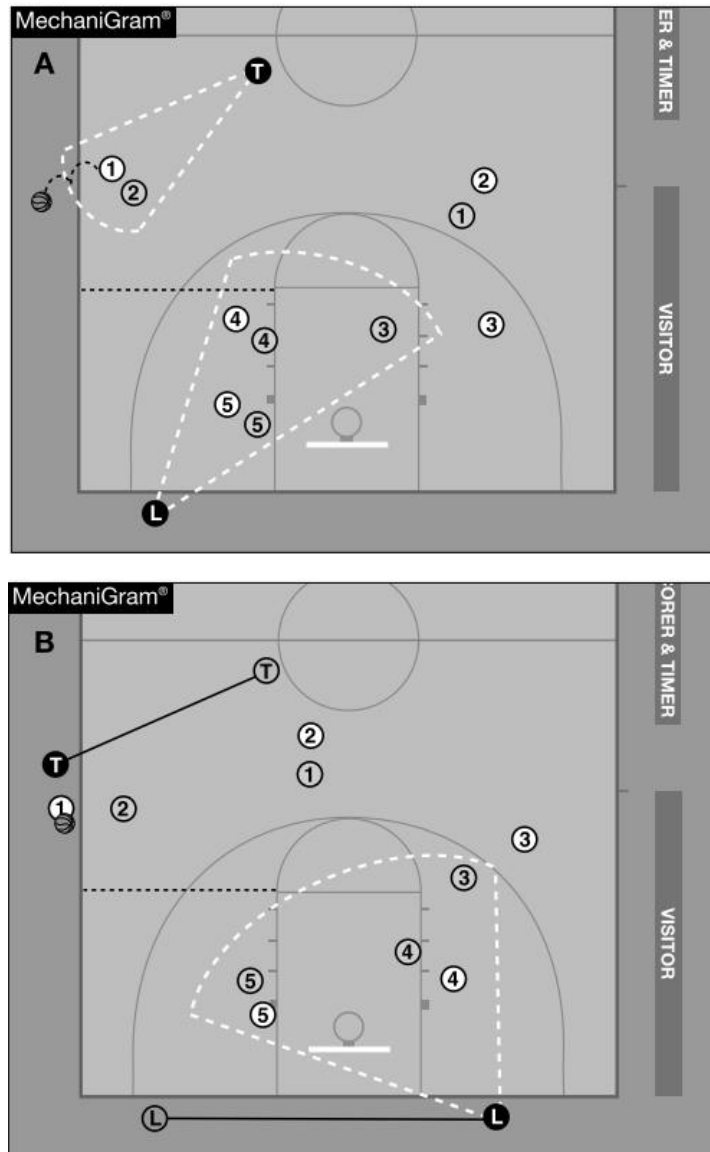
BOXING IN: TRAIL IN BACKCOURT



The trail administers all throw-ins in the backcourt. The thrower is always between the trail and the thrower's goal. Depending on backcourt pressure, the lead is positioned near the division line on the sideline opposite the trail, to ensure both sidelines and both endlines are covered.

The trail should bounce the ball to the thrower in the backcourt, unless there is defensive pressure.

THROW-IN ABOVE FREE THROW LINE

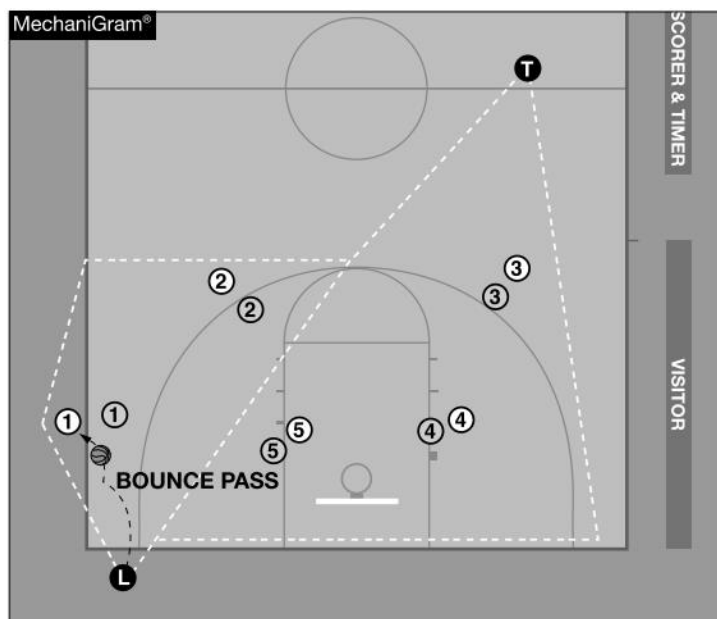


The NFHS manual states, “The throw-in is administered by the official responsible for the boundary line.” The trail administers all throw-ins that occur above the free-throw line extended on either side of the floor so the lead can watch off-ball.

In MechaniGram A, the ball is knocked out of bounds by the defender along the trail’s sideline and primary coverage area.

In MechaniGram B, the trail administers the throw-in above the free-throw line extended and assumes all responsibility for starting (chopping) the clock. The trail can bounce the ball to the thrower and back up as necessary. The lead will be responsible for off-ball coverage. Both officials should be alert for timeout requests.

THROW-IN BELOW FREE THROW LINE



The lead has primary on-ball coverage when the ball is below the free-throw line extended opposite the trail. When a throw-in occurs on the sideline opposite the trail below the free-throw line extended, the lead administers the throw-in using the boxing-in method by bouncing the ball to the thrower.

The adjustments means the lead and trail will not have to switch or move across the court to administer a throw-in below the free-throw line extended, a necessary practice in previous seasons.

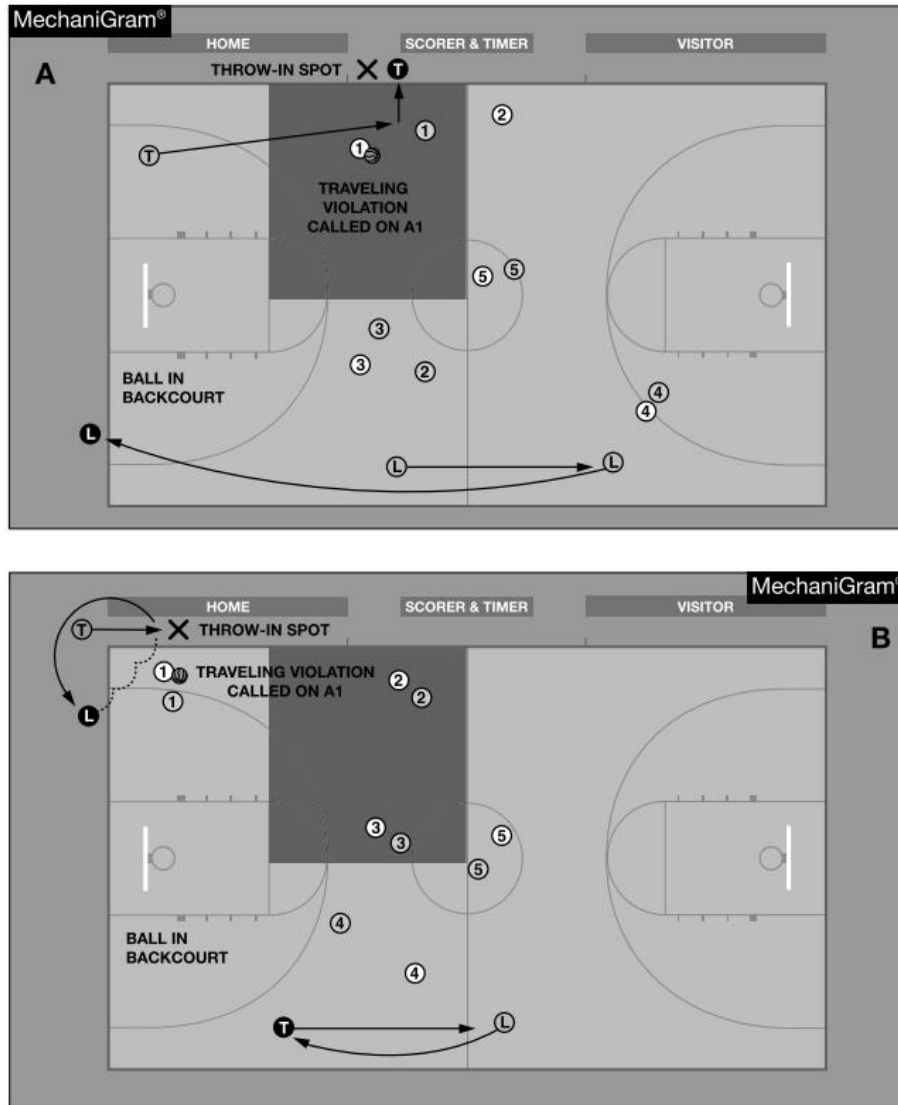
In order for the lead to administer the sideline throw-in, significant coverage adjustments must be made. The lead must move closer toward the sideline before bouncing the ball to the thrower to ensure a proper visual field that includes the thrower and throw-in plane. The lead should also get deep (move back away from the endline) to increase the field of vision and see secondary coverage of post play on the low block (MechaniGram).

With the lead focused nearer the throw-in, the trail must move off the opposite sideline and onto the court to officiate all off-ball action, including action in the lane area. The trail must be aggressive if an off-ball foul in the lane is detected, moving toward the foul to close the distance. The trail is also responsible for mirroring the chop of the lead.

As with all throw-ins, the lead and trail should make eye contact before the lead bounces the ball to the thrower.

Keep in mind the lead administers throw-ins below the free-throw line extended when the ball goes out of bounds on the lead's side of the court. If the ball goes out of bounds below the free-throw line extended on the trail's side of the court (opposite the lead), the trail administers that throw-in. There's no need for the lead to come across the court to administer that throw-in because the trail would also have to cross the court to apply boxing-in principles.

AFTER BACKCOURT VIOLATION



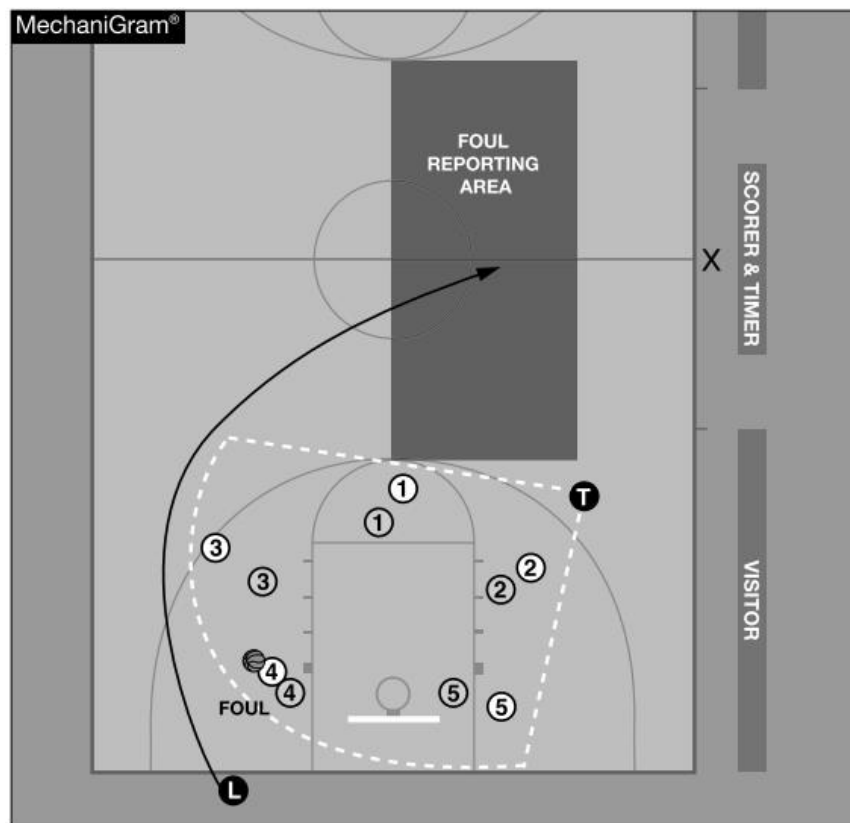
If a violation or out-of-bounds situation occurs in a team's backcourt and reverses the direction of play so that the throw-in team is in the frontcourt, the ball will be inbounded by the official responsible for that boundary line. The change will take place only if the violation or out-of-bounds situation occurs on the trail's half of the court in the area between the free-throw line extended and division line as shown.

In MechaniGram A, a traveling violation has been whistled on A1 in the backcourt between the free-throw line extended and division line. As shown in MechaniGram B, the trail official will stay and put the ball in play going the opposite direction for team B, becoming the "new trail." The previous lead will swing down the court and become the "new lead" on the opposite end.

CREW OF TWO - CHAPTER 9 - REPORTING FOULS & SWITCHING

- FOUL REPORTING AREA
- SWITCHING ON FOULS: NO FREE THROWS
- SWITCHING ON FOULS: LEAD CALLS WITH FREE THROWS
- SWITCHING ON FOULS: TRAIL CALLS WITH FREE THROWS
- SWITCHING ON FOULS: NO FREE THROWS

FOUL REPORTING AREA



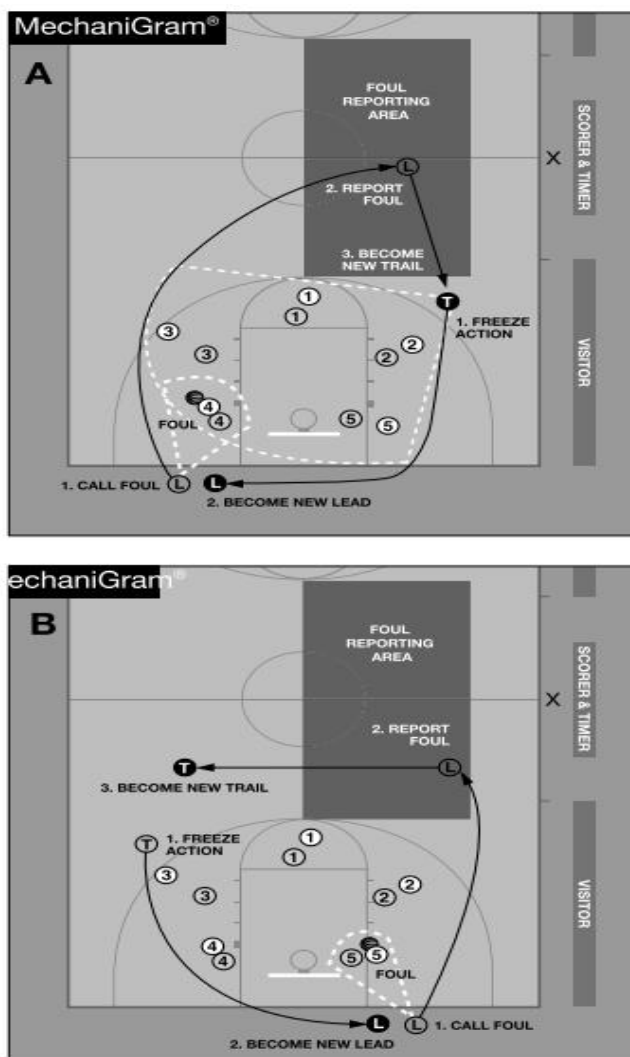
Being a good dead-ball official means a variety of things, including watching players and reporting and signaling effectively during a dead ball. When a foul is called, you must fight the instinct to mentally relax because you think the action has stopped. Playing action may have stopped, but your dead-ball duties and responsibilities have just begun. The impact of your dead-ball officiating will affect live ball game action.

In the MechaniGram, the lead official has called a foul on the defender in the low post.

At that time, the lead must do a number of things:

1. Delay momentarily after signaling the foul at the spot to ensure there is no continuing action or trash-talk among the players.
2. Do not worry about the basketball. Many times the ball will bounce away from the area. It is not your responsibility to chase it! Going after the ball leaves players unattended.
3. Once the immediate area appears calm, the lead clears all the players by running around them toward the reporting area. Do not run through a crowd because then players are behind you and you lose sight of them. That's when problems occur. Plus, by running around the crowd, you're ensuring your safety and their safety; you don't want any accidental bumps or trips to hurt anyone.
4. Stop and square up to the scorer's table in the reporting area. Make eye contact with the scorer before communicating and do not get too close to the table. If you run too close to the table, you're losing sight of bench conduct and you're giving the coaches an easier chance to voice displeasure with the call.
5. Give clear, crisp signals. Make sure most everyone sees what you called.

SWITCHING ON FOULS: NO FREE THROWS



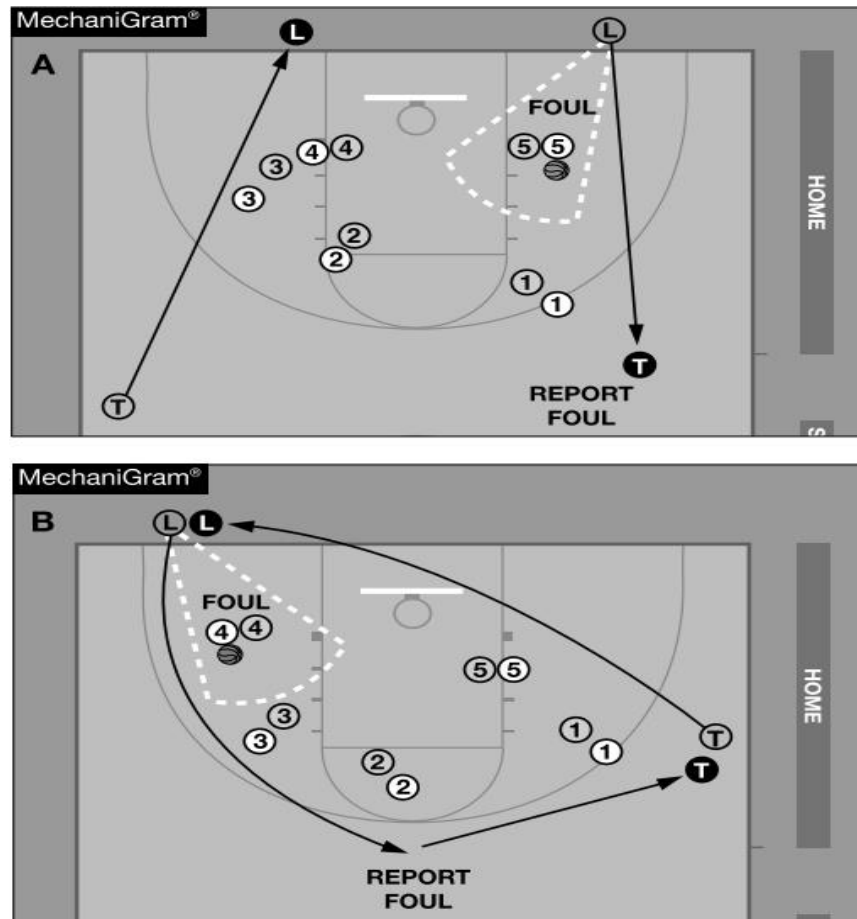
Officials switch positions on all non-shooting fouls, regardless of backcourt or frontcourt.

For shooting fouls, the calling official reports the foul to the table, then remains table side at trail. The calling official has the option of going to lead (opposite table) to avoid a confrontational situation with a coach/bench after a technical foul or disqualifying foul.

In MechaniGram A, the lead opposite the table has called a foul in the post that will result in an out-of-bounds throw-in. The lead will report the foul and switch with the trail table side. The table-side trail will move to become the new lead opposite the table and handle the ensuing throw-in. The non-calling official should force the switch just prior to the ball being brought back into play and get the players lined up for the throw-in.

In MechaniGram B, the lead table side has called a foul in the post. The lead will move to the foul reporting area to report the foul and then proceed to the trail position opposite the table. The old trail will move to the table-side lead position and handle the ensuing throw-in.

SWITCHING ON FOULS: LEAD CALL WITH FREE THROWS

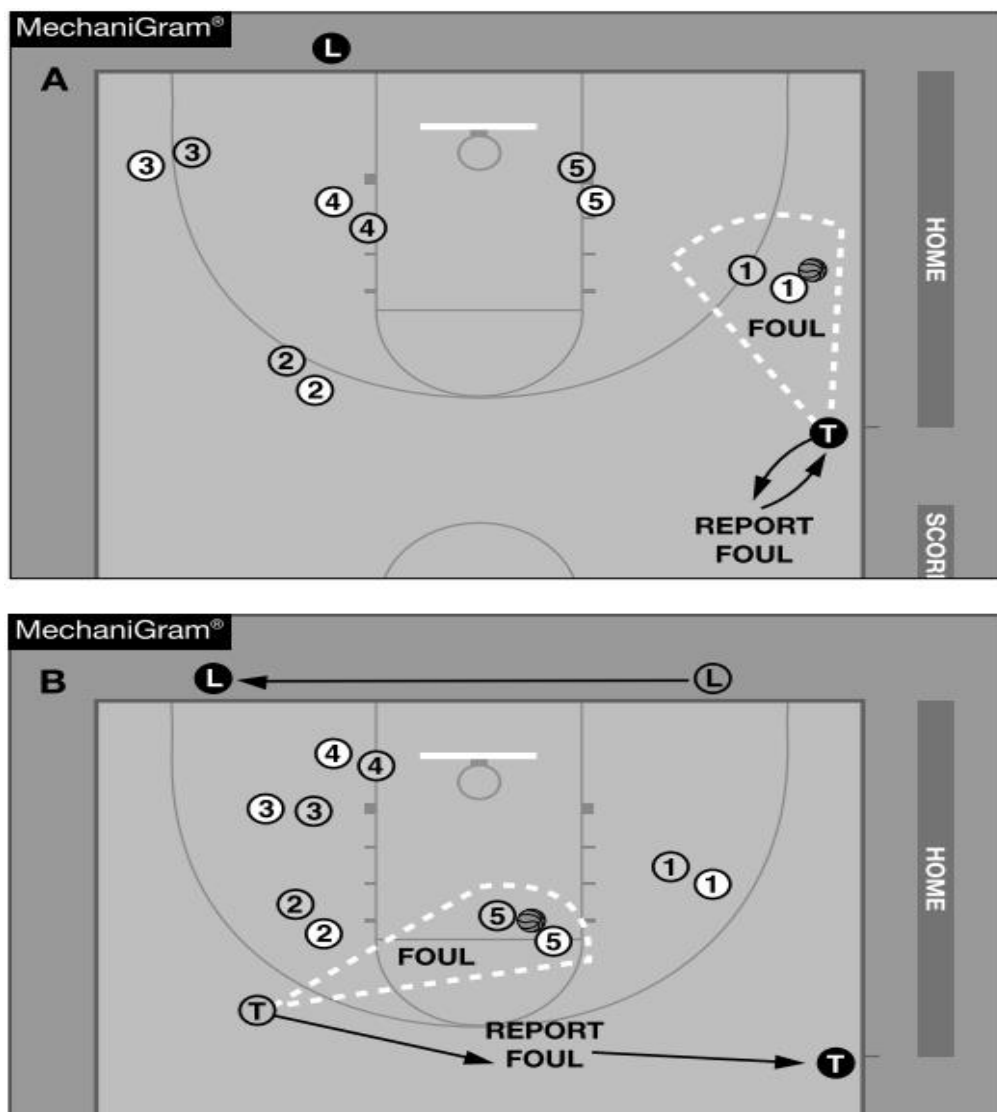


In free-throw situations (shooting or bonus), the rotations will vary depending upon your spot on the court. The calling official will always assume the table-side trail position for all free throws.

In MechaniGram A, the table-side lead official calls a foul on the low block that will result in free throws. The lead will report the foul and then assume the new table-side trail position. While the lead has switched positions, he or she will stay on the same side of the court. The trail opposite the table will freeze and then move to the lead position opposite the table to administer the free throws. Get the players lined up while your partner reports the foul and then confirm the number of attempts with your partner prior to bouncing the ball to the shooter.

In MechaniGram B, the lead official opposite the table has whistled a shooting foul. The lead will move to report the foul and then assume the table-side trail position. The old table-side trail will move to the new lead position opposite the table to administer the free throws. That scenario will be the most comfortable to most officials because it's the same switch as if it were a non-shooting foul.

SWITCHING ON FOULS: TRAIL CALLS WITH FREE THROWS

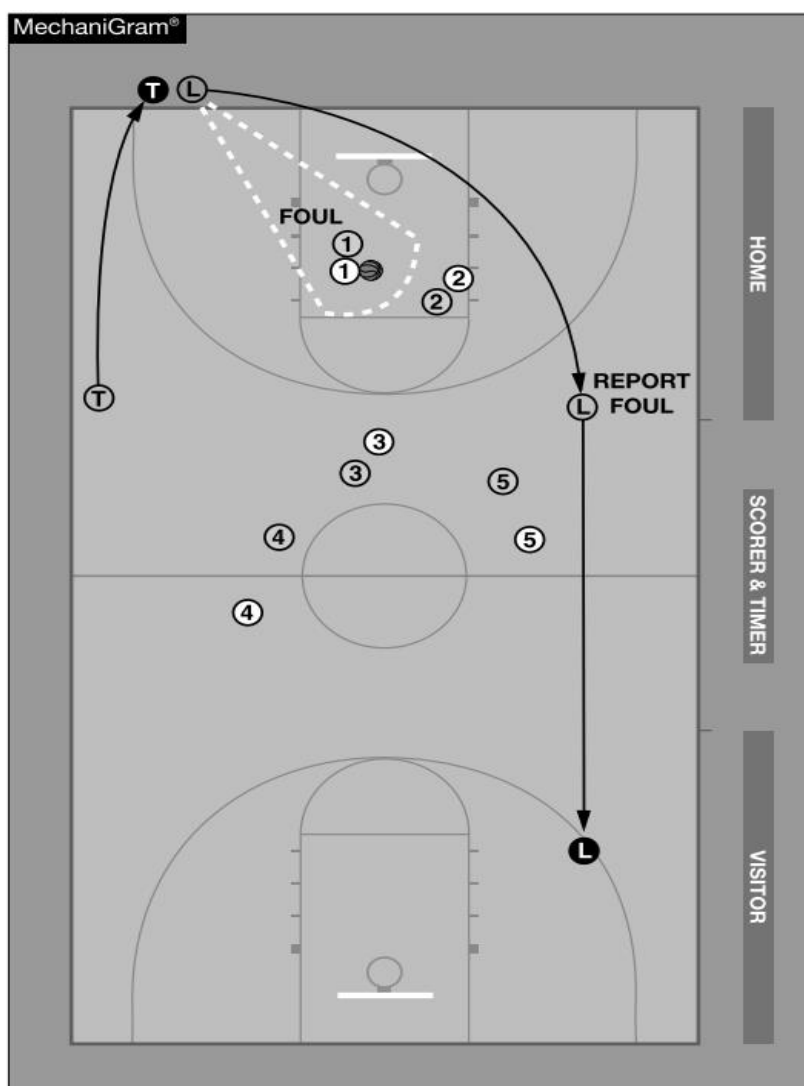


In MechaniGram A, the table-side trail has called a foul that will result in bonus free throws being attempted. The trail will turn to report the foul and then stay in the table-side trail position. The lead will freeze and then proceed to get the players lined up for the ensuing free-throw attempts. Remember to visually confirm the number of attempts and glance at the table for late arriving substitutes before bouncing the ball to the free-throw shooter.

In MechaniGram B, the trail opposite the table has whistled a shooting foul. The trail will move across the court to the reporting area, report the foul and then proceed to the table-side trail position. The lead will move from a table-side position across the line to the lead position opposite the table to administer the free-throw attempts.

While the officials will move across the court, they technically will not switch positions.

SWITCHING ON FOULS: NO FREE THROWS



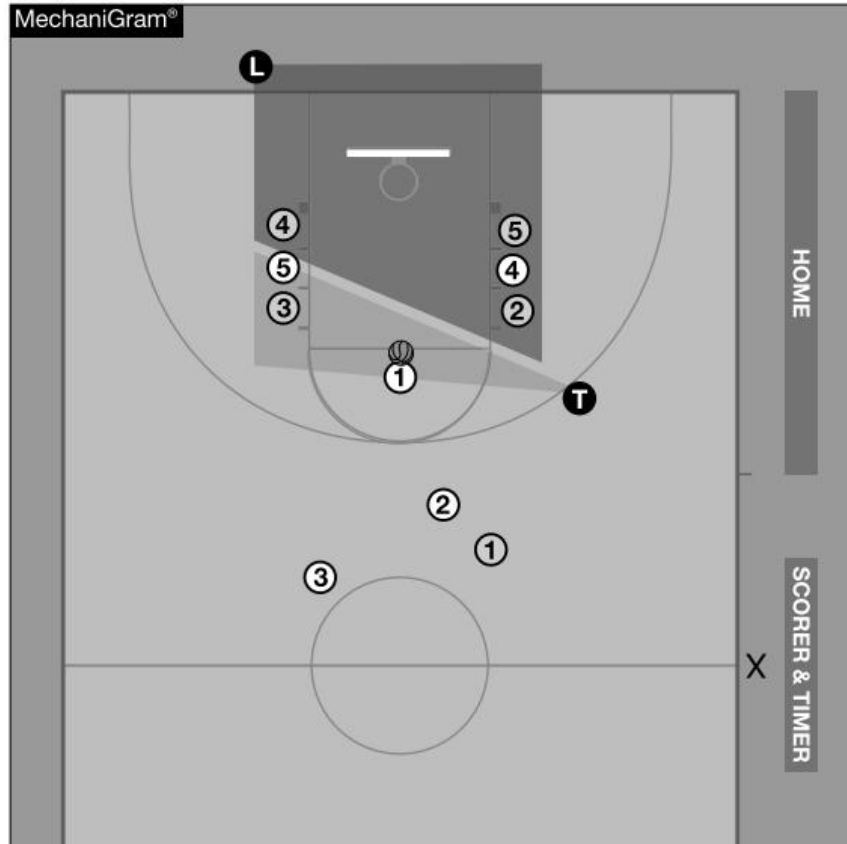
In the MechaniGram, the lead has whistled a rebounding foul in the lane that will not result in free throws. The ball will be inbounded and move down the court. Although it is considered a long-switch situation, the lead and trail will switch positions. The lead will move into the reporting area to report the foul and then proceed downcourt to become the new lead. The trail will move to the new trail position and inbound the ball for the ensuing throw-in.

CREW OF TWO - CHAPTER 10 - FREE THROWS

- COVERAGE
- LEAD MOVEMENT

- TRAIL MOVEMENT
- TECHNICAL FOUL ADMINISTRATION

COVERAGE



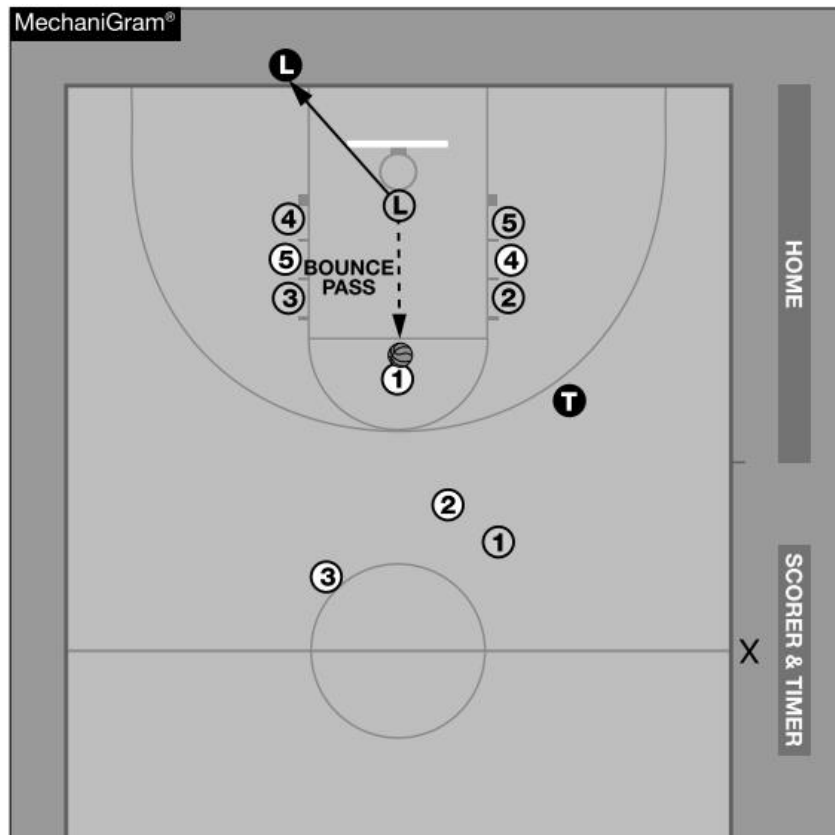
The lead watches players on the opposite lane line (closer to the trail) for potential violations, etc. The lead also watches the lane space nearest the endlane on the lane line nearest the lead.

The trail watches players on the opposite lane line (closer to the lead) except the opposite low block area. The trail also watches the free thrower.

The positioning means better coverage of the low-block area opposite the trail.

As shown in the MechaniGram, the trail will have his or her back to the table. The lead should be aware of such and watch for late-breaking substitutions toward the table or timeout requests, prior to administering the free throw.

LEAD MOVEMENT



Before administering the free throw, the lead has the ball and is positioned in the lane under the basket. Look for late-arriving substitutes at the scorer's table and beckon them in if appropriate. Signal the number of remaining free throws to the players in the lane and the free thrower. Simultaneously verbalize the number of free throws.

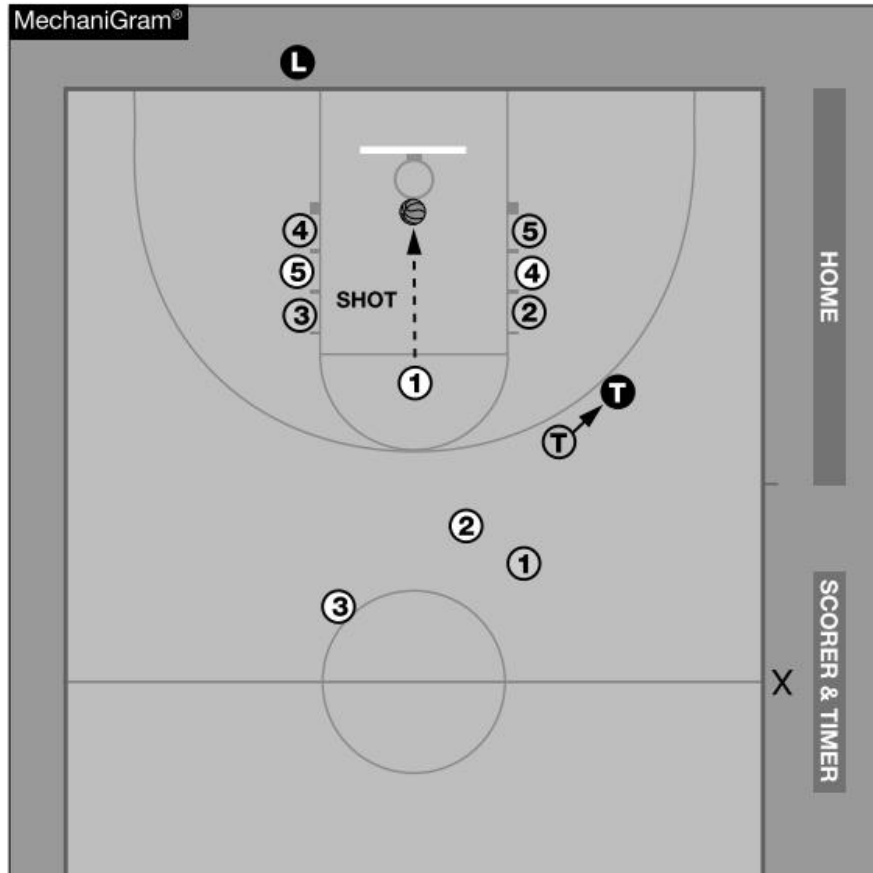
Before bouncing the ball to the free thrower, make sure there are no players moving into or leaving lane spaces.

When the free thrower is ready to catch the ball, bounce the ball to the free thrower.

The NFHS manual states that the lead is positioned "approximately four feet from the nearer lane line well off the endl ine." That position is maintained regardless of the number of free throws. Simply because the players have moved up along the free-throw line does not mean the lead official should now stand in the now vacant bottom space.

After the shot is airborne, adjust your position along the endl ine a step or two to get a good angle on strong-side rebounding.

TRAIL MOVEMENT



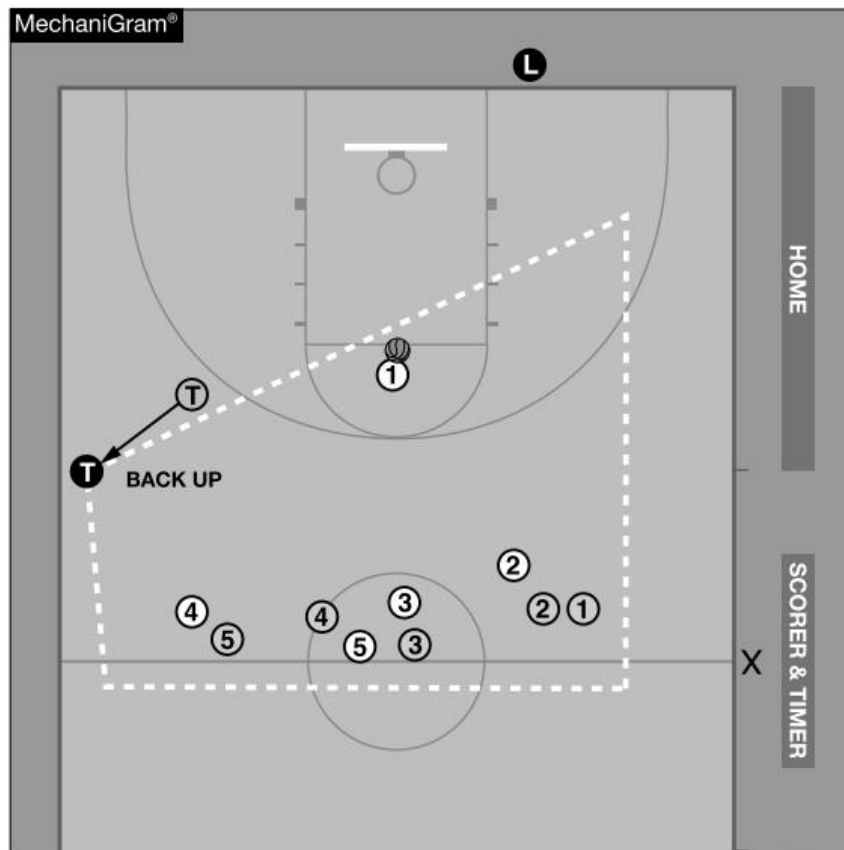
Do not come into the lane to administer the free throw; the lead administers all free throws.

Pick up the visible 10-second count with the arm farthest from the basket. Using your outside arm ensures the wrist flick doesn't distract the shooter and shows the count clearly to bench personnel, etc. When showing a visible count as a trail during a free-throw attempt, the count should be less demonstrative than your normal visible count so as to not distract the shooter and draw unnecessary attention to the official.

On the last free throw, use the "stop the clock" signal with open hand raised directly above the head immediately after the shooter releases the shot. Use the same arm (furthest from the basket) to ensure the timer clearly sees the signal. During the flight of the try and with your arm still raised, penetrate slightly toward the endlane using a two-step crossover move. That movement ensures good angles on rebounding action. If the shot is good, lower your arm. If the shot is no good and the ball is to remain live, use the "start the clock" signal as soon as the ball is touched by or touches a player.

There is no need to signal a made free throw.

TECHNICAL FOUL ADMINISTRATION



Technical foul administration is one area of coverage where things seem to vary greatly in different state and local associations and different leagues.

In NFHS mechanics, the calling official will assume the trail position near the table. If a confrontational situation is apparent, the calling official may go opposite to assume the lead position and administer the free throws.

Referee recommendation: If the technical foul was called on a player who did something unsportsmanlike toward an opponent and those players remain on the floor during the free throws, let the lead administer the free throws alone while the trail moves toward the division line to watch those players. Having a presence near the division line may be enough to stop the problem.

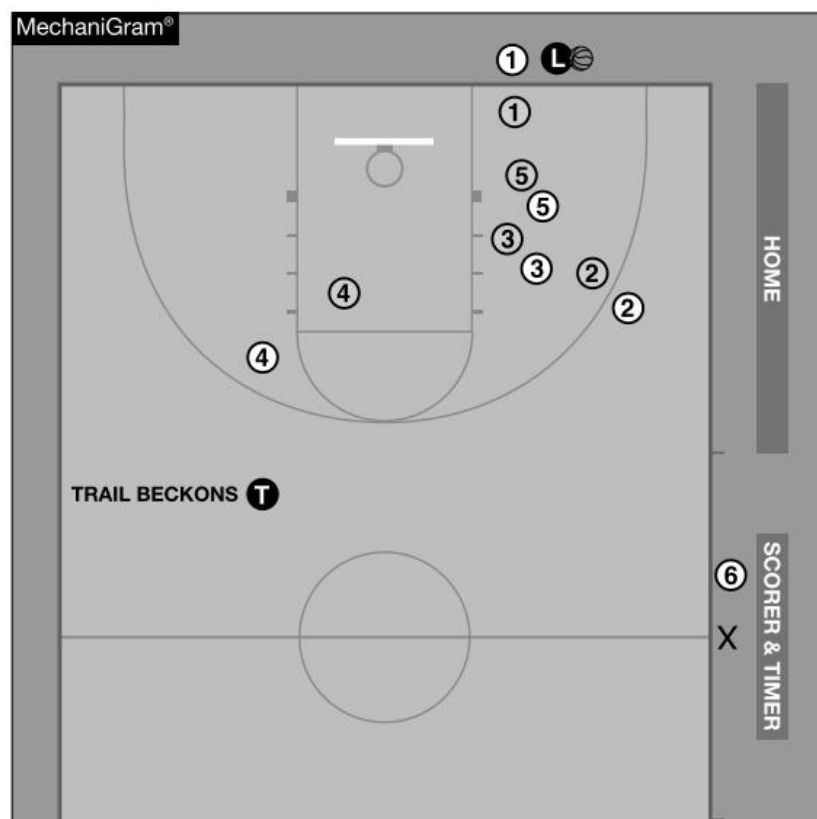
When the trail remains near the free-throw line, back up farther toward the sideline than you normally would to ensure you see all players near the division line. There's no need to be in tight like during a normal free throw because there are no players along the lane line. The trail's primary responsibility is the remaining nine players and the benches; secondary responsibility is the free thrower. You're simply playing the odds. You're more likely to have problems among the other players or the benches than you are to have a violation on the free thrower.

Discuss the procedures in your pregame with your partner so technical foul freethrow administration runs smoothly.

CREW OF TWO - CHAPTER 11 - SUBSTITUTIONS

- HANDLING SUBSTITUTIONS: HALFCOURT
- HANDLING SUBSTITUTIONS: TRANSITION

HANDLING SUBSTITUTIONS: HALFCOURT



The official near the table, typically the trail, will acknowledge and beckon substitutes onto the court.

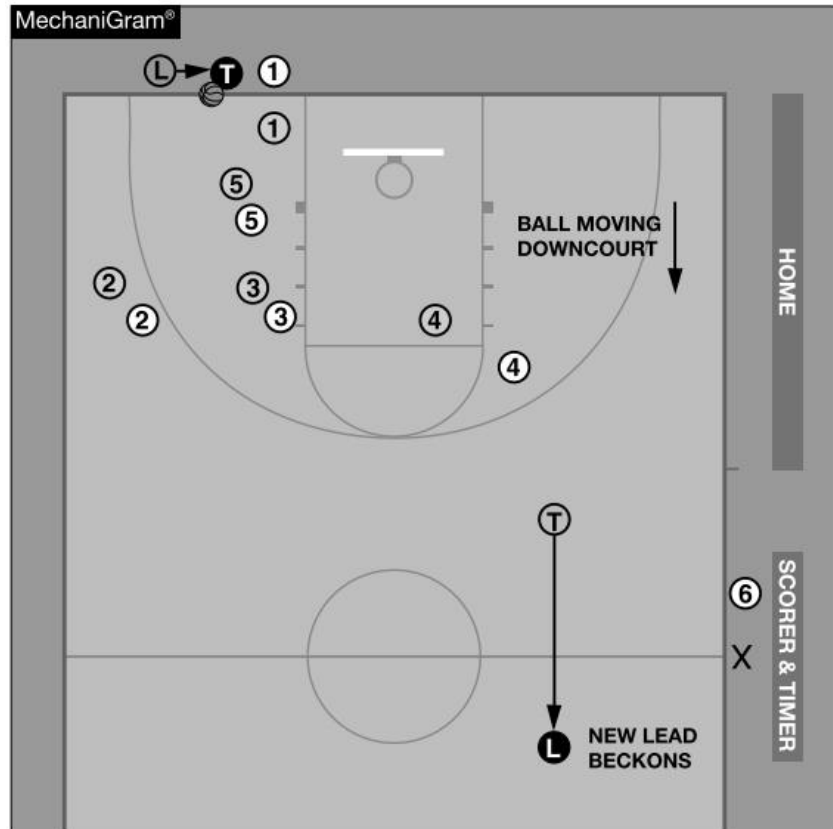
Both officials count all players before putting the ball back in play. On a foul, report the foul before beckoning substitutes. Hold the substitutes at the table until the calling official has completed the reporting procedure. The new nearer official should either beckon the subs or hold them at the table if there will be multiple free throws.

A note on blowing the whistle when beckoning substitutes: Some officials blow the whistle while beckoning on every substitution.

Proponents say the whistle along with the beckoning motion gets the substitute's attention faster, making for a quicker substitution. The whistle along with the stop sign lets your partner know you've got a substitute.

Opponents say the whistle draws unnecessary attention to the official. Referee recommendation: Blow your whistle. It will alert your partner and save the crew from putting the ball in play before a substitution process has been completed.

HANDLING SUBSTITUTIONS: TRANSITION



The official near the table should beckon in the substitute. In the MechaniGram, the old trail is moving to the new lead position down the court. While passing the table, the horn sounds and the new lead should stop and beckon in the substitutes. Since the new trail is busy preparing for the ensuing inbound throw-in and on the other side of the court, it makes perfect sense the new lead to handle the substitution process. Even though a horn will sound, blow your whistle so that the new trail is aware that a substitution is still in progress. Keep your hand up and make yourself visible until both teams have the appropriate five players on the court. Then put your hand down and proceed to your new lead position (assuming it is not a press situation).