



CREW OF THREE

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 on court 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 THREE - CHAPTER 12 - PHILOSOPHY

- **HUSTLE**
- **MOVEMENTS**
- **TRUST**
- **UNDERSTANDING**

Three officials is the best way to have a game officiated. If it weren't, the NBA, WNBA, NCAA and an increasing number of high school state associations wouldn't use it. By having three officials on the court, plays that go unnoticed by a two-person officiating crew won't be. Three officials provide better court coverage than two officials because movements don't leave open gaps in coverage. Everything on the court is within the watchful eyes of the officials.

Hustle

Everyone knows hustle is needed to succeed, but what does it really mean when relating it to three-person officiating? Today's basketball games feature more speed, size and physicality than the game from 10 years ago. Three officials better control a game than two officials, but only if all three hustle.

Don't allow yourself to become lazy, thinking you won't have to hustle since there's another person on the court. That's wrong! Each official on the court has a certain set of responsibilities. If one official isn't hustling, that puts undo strain on the other two officials. When that strain happens frequently, the game suffers. Don't put your partners in difficult situations because you're not hustling.

Movements

All three officials must work hard at understanding and obtaining proper angles. Your line of sight must provide you with an opportunity to view a developing 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.

Movement is needed in three-person officiating, just like in two-person crews.

Unlike in two-person officiating, moving far onto the court is generally a three-person no-no. With only two officials, the trail must constantly be on the court to cover plays on

the other side of the court. Not so with three officials. Almost all of the trail and center's movement will be away or toward the endlines, not toward the center of the court.

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.

In nearly all cases, the lead official triggers movements (rotations) by the other two officials. Well-timed, distinct movements by the lead make for smooth rotations and great court coverage.

Trust

The key to making three-person officiating successful is one simple word: trust. You must trust your partners. Only then can you concentrate on your single area of coverage and not have to worry about what's going on in someone else's area.

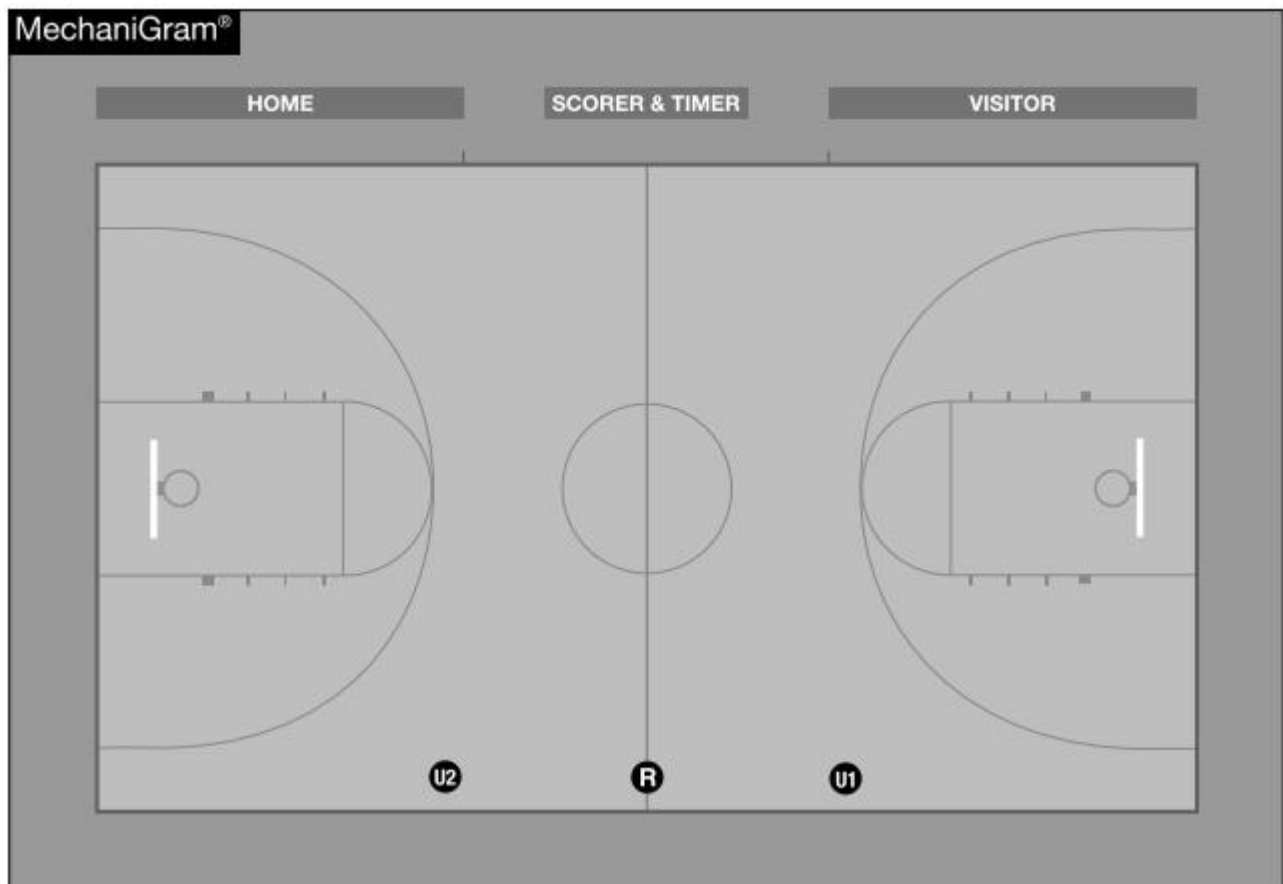
Understanding of court coverage

Proper coverage is enhanced by good eye contact and a "feel" for where your partners are looking. You must learn about all aspects of three-person officiating to know who is covering what. Once you've mastered that, practical on-court application develops through partner communication. You've got to know exactly what you and your partners are expected to do in specific situations — then effectively communicate with your partners — to truly master three-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 THREE - CHAPTER 13 - COURT POSITIONING

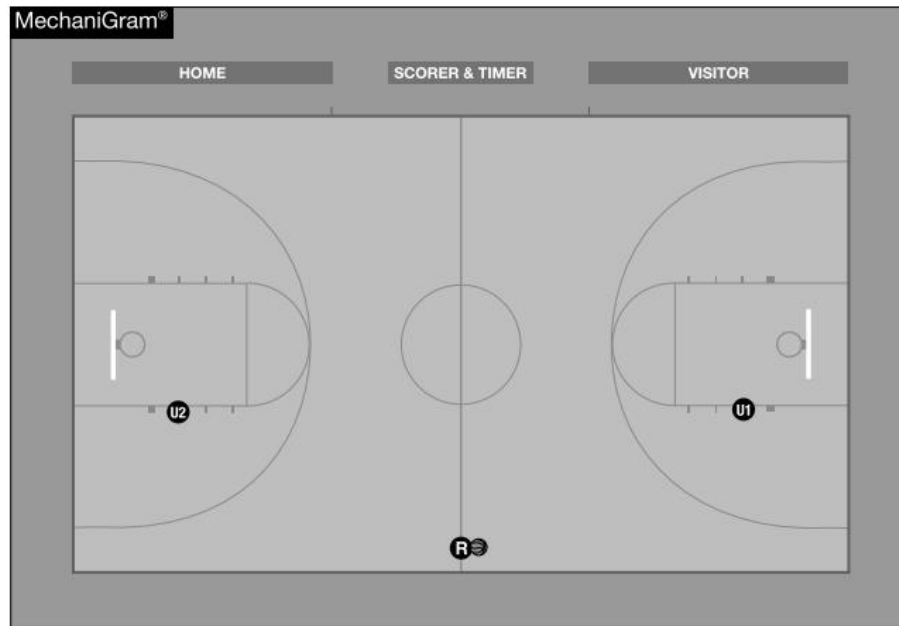
- PREGAME & HALFTIME
- BETWEEN QUARTERS
- FULL TIMEOUT
- FULL TIMEOUT: THROW-IN NEAR BENCH
- THIRTY-SECOND TIMEOUT
- THIRTY-SECOND TIMEOUT: THROW-IN NEAR BENCH
- LEAVING AT HALFTIME

PREGAME & HALFTIME



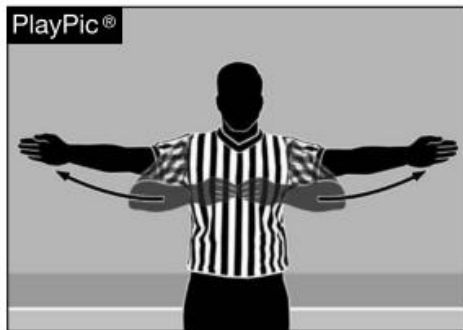
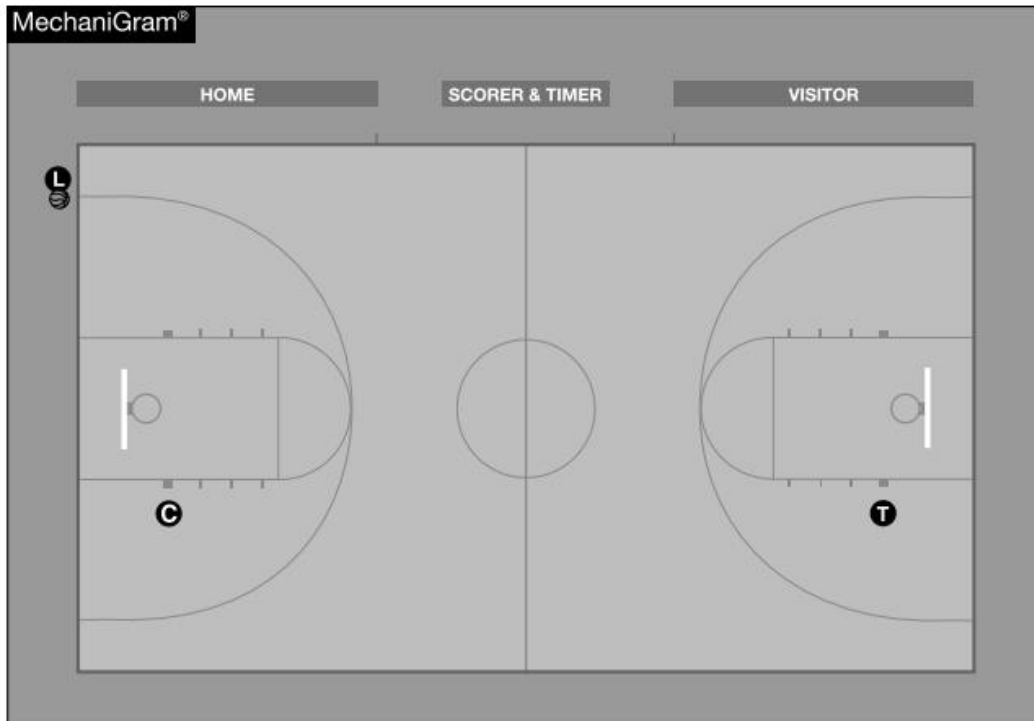
Position yourselves on the side of the court opposite the scorer's table. The referee will stand at the division line. U1 and U2 should be approximately 28 feet from the nearest endline. U2 observes the visiting team while U1 watches the home team.

BETWEEN QUARTERS



During the intermission between quarters, 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 umpires stand on the blocks on the lane line opposite the table facing the benches. It doesn't matter which end the U1 and U2 are on, just as long there is one official on each block.

FULL TIMEOUT

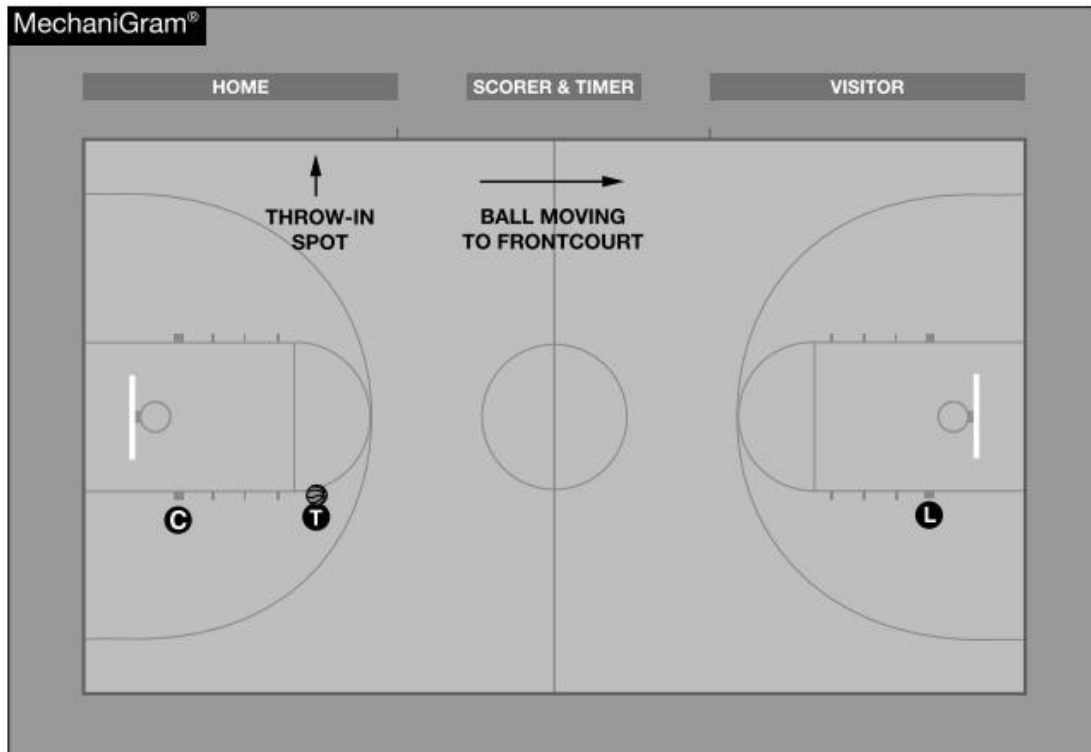


The officials assume 60-second timeout positions facing the scorer's table. The official who will be administering the ensuing throw-in will hold the ball at the location of the throw-in. The other two officials are positioned on the blocks furthest from the team benches.

At the 45-second point, you should hear the timer sound the first buzzer or horn.

The officials on the blocks should take a step or two toward the team bench and give the "first-horn" signal. It's a good idea to identify a person in the team bench area during pregame who is responsible for seeing that signal — assistant coach, trainer, playing captain, etc.

FULL TIMEOUT: THROW-IN NEAR BENCH



If the ensuing throw-in will be near the scorer or team benches, having the official who is to administer the throw-in standing at the spot invites problems. Instead, move straight out on the court in line with the other two officials. The other two officials are positioned on the blocks furthest from the team benches.

THIRTY-SECOND TIMEOUT

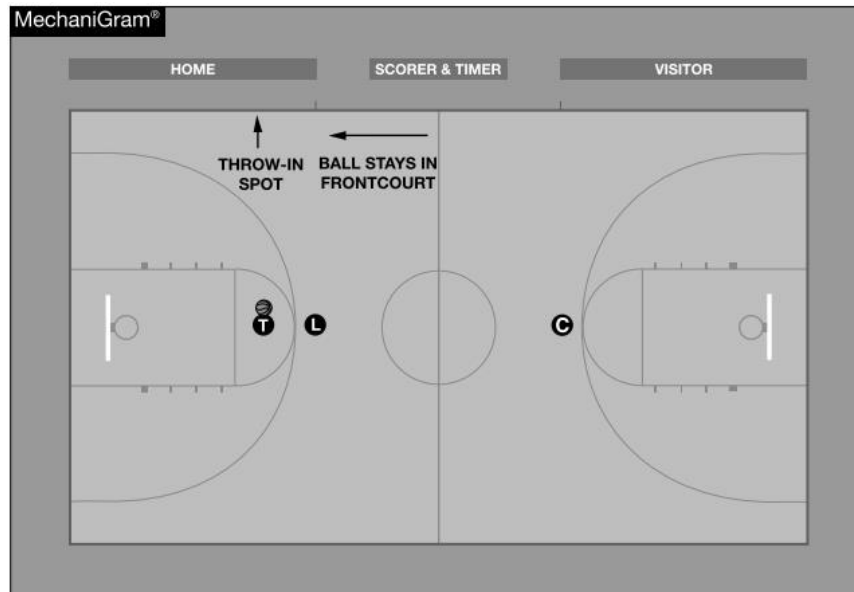


The officials assume 30-second timeout positions facing the scorer's table. The official who will be administering the ensuing throw-in will hold the ball at the location of the throw-in. The other two officials stand at the top of the near three-point arc, on both halves of the court.

At the 15-second mark, you should hear the timer sound the first buzzer or horn.

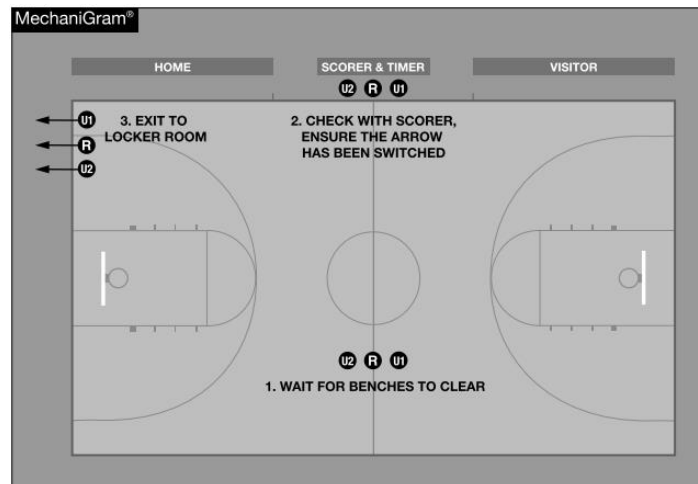
The officials who are at the top of the three-point arc should take a step or two toward the team bench and give the "first-horn" signal.

THIRTY-SECOND TIMEOUT: THROW-IN NEAR BENCH



If the ensuing throw-in will be near the scorer or team benches, move straight out on the court in line with the other two officials. The other two officials stand at the top of the near three-point arc, on both halves of the court.

LEAVING AT HALFTIME

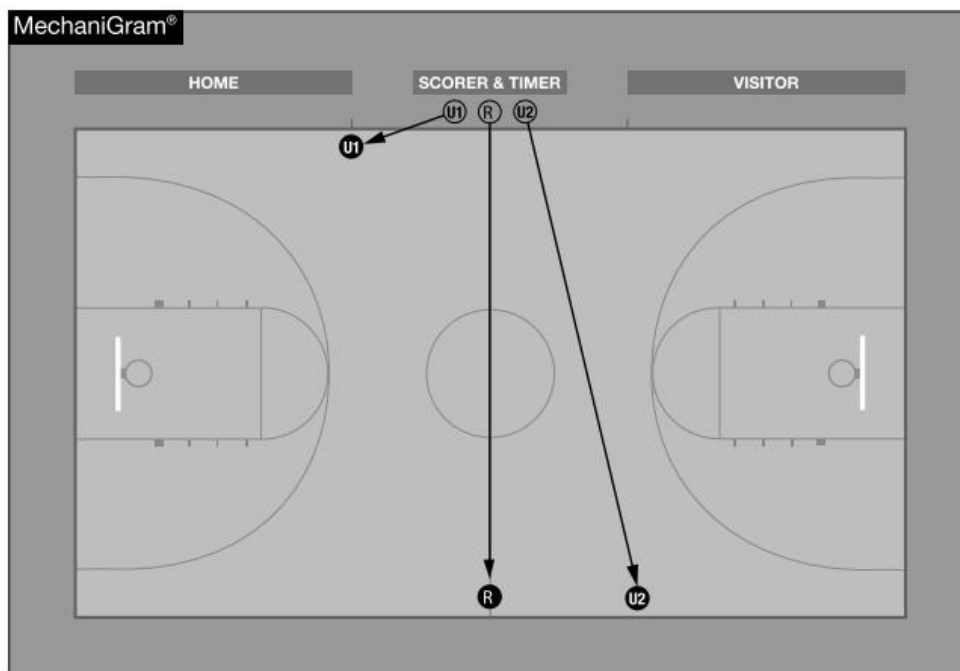


The officials are positioned halfway between the farthest point of the center circle and the sideline opposite the scorer's table (1). After both teams have left their benches and gone to their respective locker rooms, all three officials walk over to the scorer's table and the referee takes care of specified duties (2). After performing duties at the scorer's table, the officials leave together for their locker room (3).

CREW OF THREE - CHAPTER 14 - JUMP BALL

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

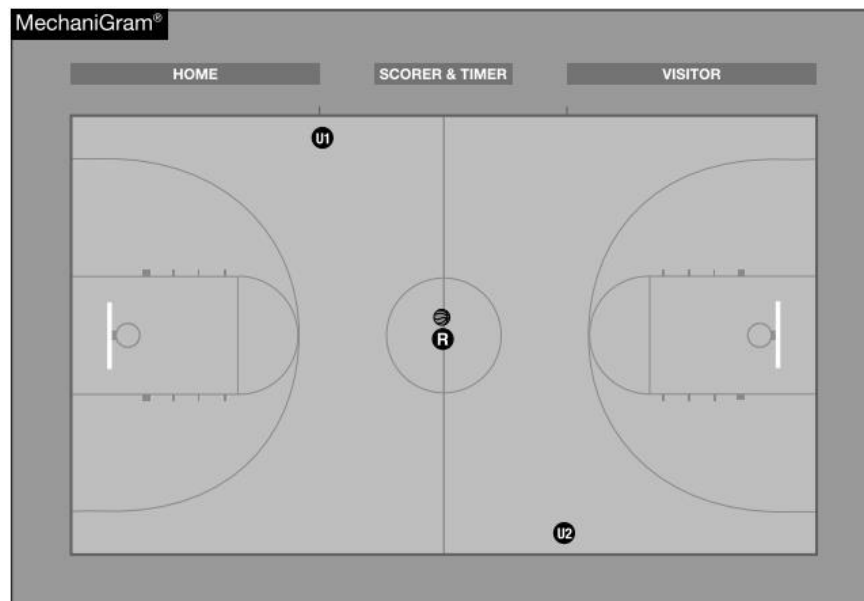
AFTER INTRODUCTION, BEFORE TIP-OFF



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 takes the ball and moves to a spot near the far sideline, facing the scorer's table. U1 and U2 go to the blocks opposite the team benches. Hold those positions until both teams start to come onto the court. As both teams are coming onto the court, U1 and U2 can move to the proper jump ball locations and the referee can prepare for the game's opening tip.

Note: The referee can toss the jump ball or designate one of the umpires to toss if that official throws a better jump ball. Within the book, the official tossing the ball will always be referred to as the referee. Even though the referee may designate a tosser, he or she will handle all ensuing throw-ins to start the remaining periods.

POSITIONING



U1 takes a position on the table-side sideline, approximately 28 feet from the endline to the left of the referee. U1 is primarily responsible for calling back a poor toss, signaling the clock to start when the tossed ball is legally touched and counting the home team players. U1 also watches both jumpers.

U2 takes a position on the sideline opposite the table, approximately 28 feet from the endline and on the opposite half of the court U1 is on. U2 is responsible for the position and action of the nonjumpers and counting the visiting team players.

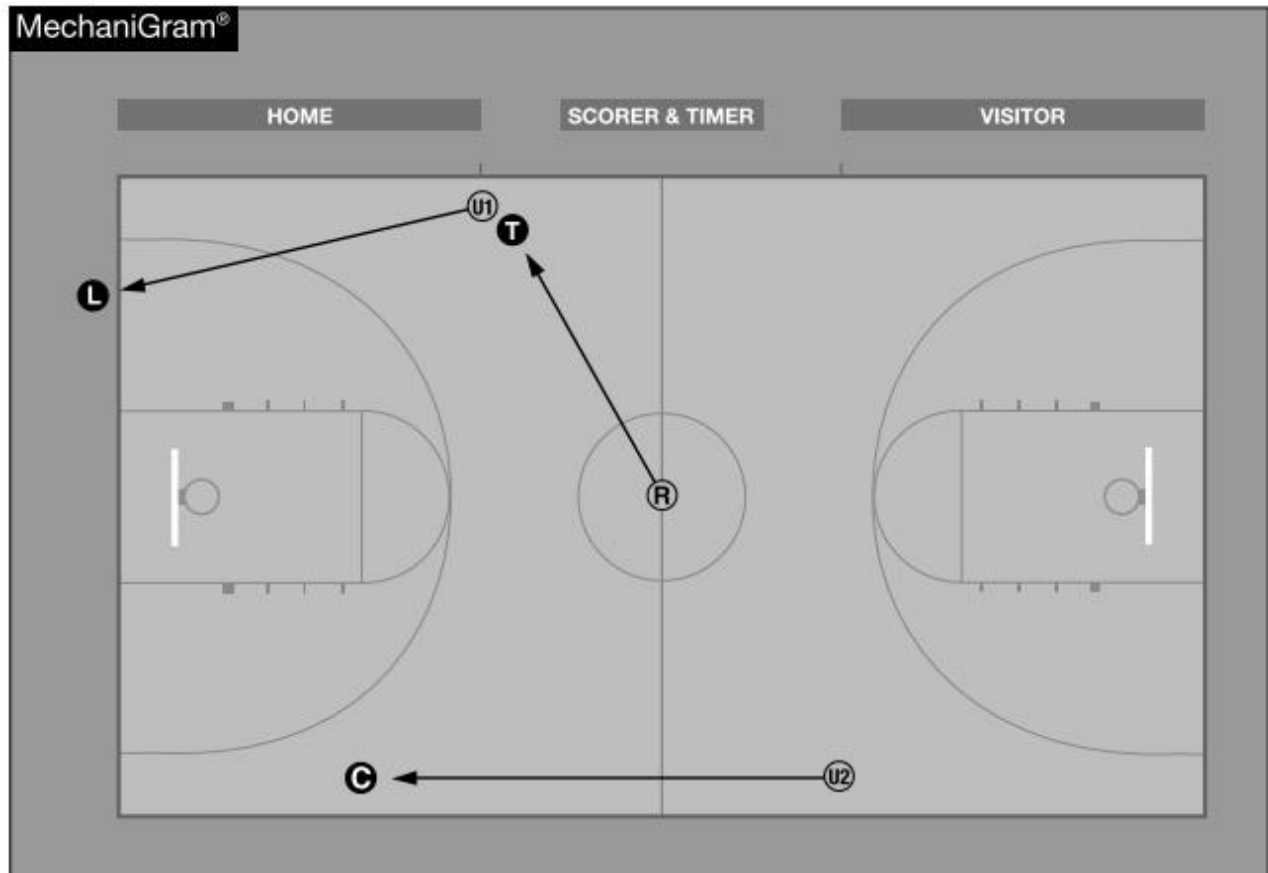
The referee should allow ample time for the players to get settled into their spots around the center restraining circle. While that occurs, U1 checks with the table personnel to ensure they are ready. Before entering the center-restraining circle, the referee makes eye contact with U2 first, then U1. By checking with U2 first and U1 last, if there's a problem at the table that needs immediate attention, the referee will be facing U1, making it easier for U1 to get the attention of the referee. U1 signals to the referee that table personnel and U1 are ready to go. All 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, U1 uses the "do not start clock" signal (open hand raised above head). The referee tosses the ball high enough so the players tap the ball on its downward flight.

U1 and U2 must maintain a wide field of vision while the referee administers the toss.

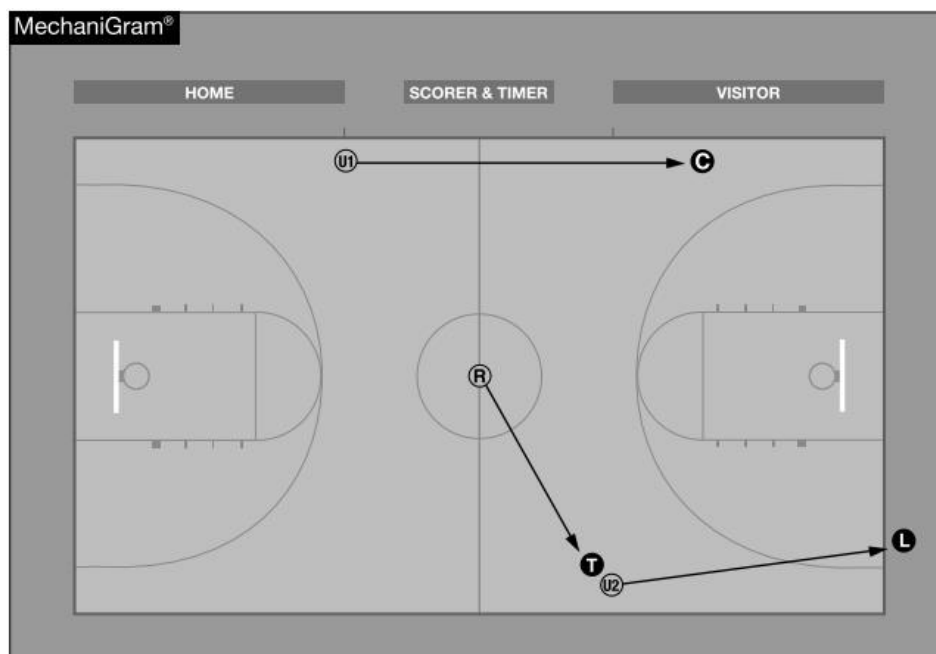
JUMP BALL GOES LEFT



If the ball goes to the referee's left, U1 will move right and become the lead. U2 will move left and become the center. The referee will hold momentarily and then will move to the trail enabling coverage of the sideline opposite U2. U1 and U2 must be alert to move in either direction should a quick turnover occur, before the referee becomes free to move. The referee will assume sideline responsibility that U1 had during the jump ball.

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



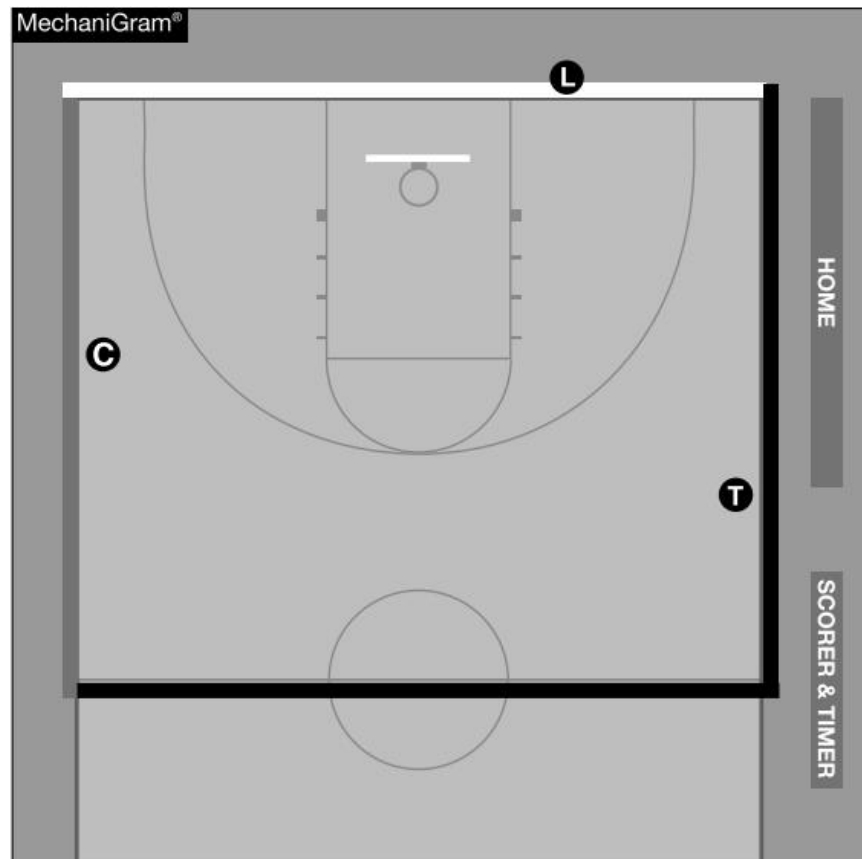
If the ball goes to the referee's right, U2 will move to the right and become the lead. U1 will move to the left and becomes the center. The referee will hold until players clear and then moves to become the trail. The referee will assume sideline responsibility that U2 had during the jump ball.

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.

CREW OF THREE - CHAPTER 15 - COURT COVERAGE

- HALFCOURT BOUNDARY LINE
- BASIC FRONT COURT COVERAGE
- THREE-POINT RESPONSIBILITIES
- HANDLING DOUBLE WHISTLES
- PASS/CRASH IN LANE
- REBOUNDING AREAS
- REBOUNDING STRONGSIDE
- REBOUNDING WEAKSIDE
- STAY NEAR SIDELINE
- DON'T BAIL OUT ON TRY
- OFFICIATING THE DELAY OFFENSE
- BOUNDARY BACKCOURT
- BACKCOURT NO PRESSURE
- BACKCOURT WITH PRESSURE
- LAST-SECOND SHOT

HALFCOURT BOUNDARY LINE

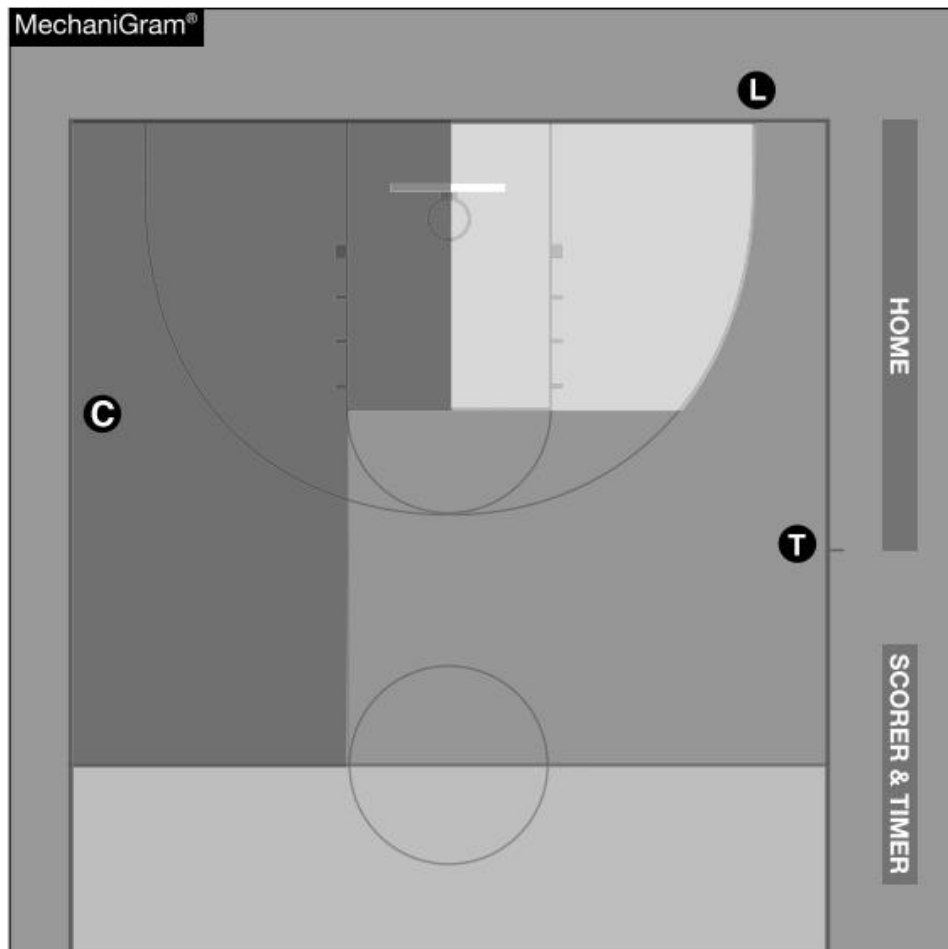


Every official on the court is responsible for particular boundary lines in a halfcourt setting.

The lead and center are responsible for only one line, while the trail is responsible for two.

- The lead is responsible for the frontcourt endlines.
- The center is responsible for the sideline nearest the center.
- The trail is responsible for the sideline nearest the trail and the division line.

BASIC FRONT COURT COVERAGE

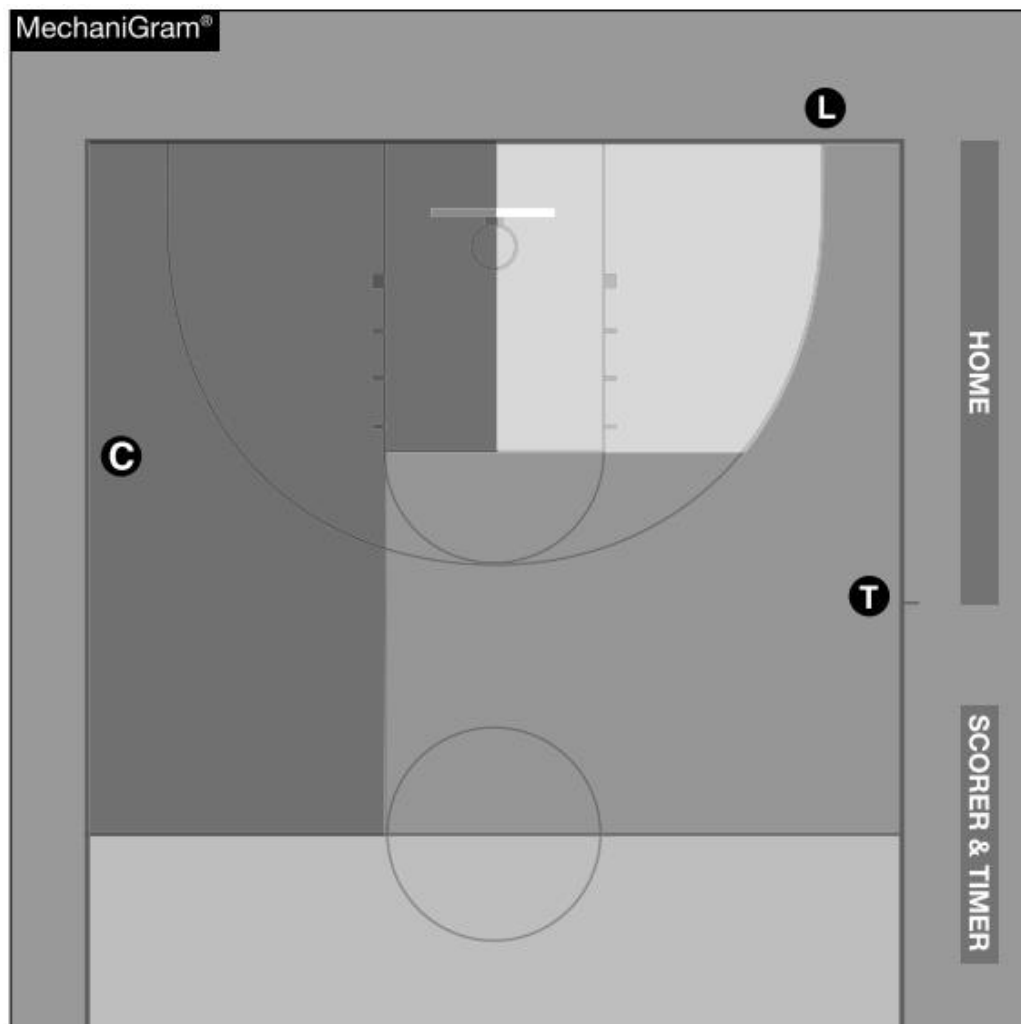


In the frontcourt, every official has a particular area of the floor he or she is responsible for. Those areas of coverage don't change regardless if you're on ball or off ball. If the ball comes into your area, you are on ball. If the ball leaves your area, then you are off ball.

Generally, in a halfcourt setting:

- The trail's responsibilities include the area to the far free-throw lane line extended, above the free-throw line, to the division line and the sideline nearest the trail. The trail also has three-point coverage on 60 percent of the court.
- The center's responsibilities include the area from the near free-throw lane line extended to the division line, the sideline nearest the center and half of the lane itself. The center also has three-point coverage on 40 percent of the court.
- The lead's responsibilities include half of the lane, free-throw line extended to the three-point arc down the to endline on the lead's side of the court.

THREE-POINT RESPONSIBILITIES

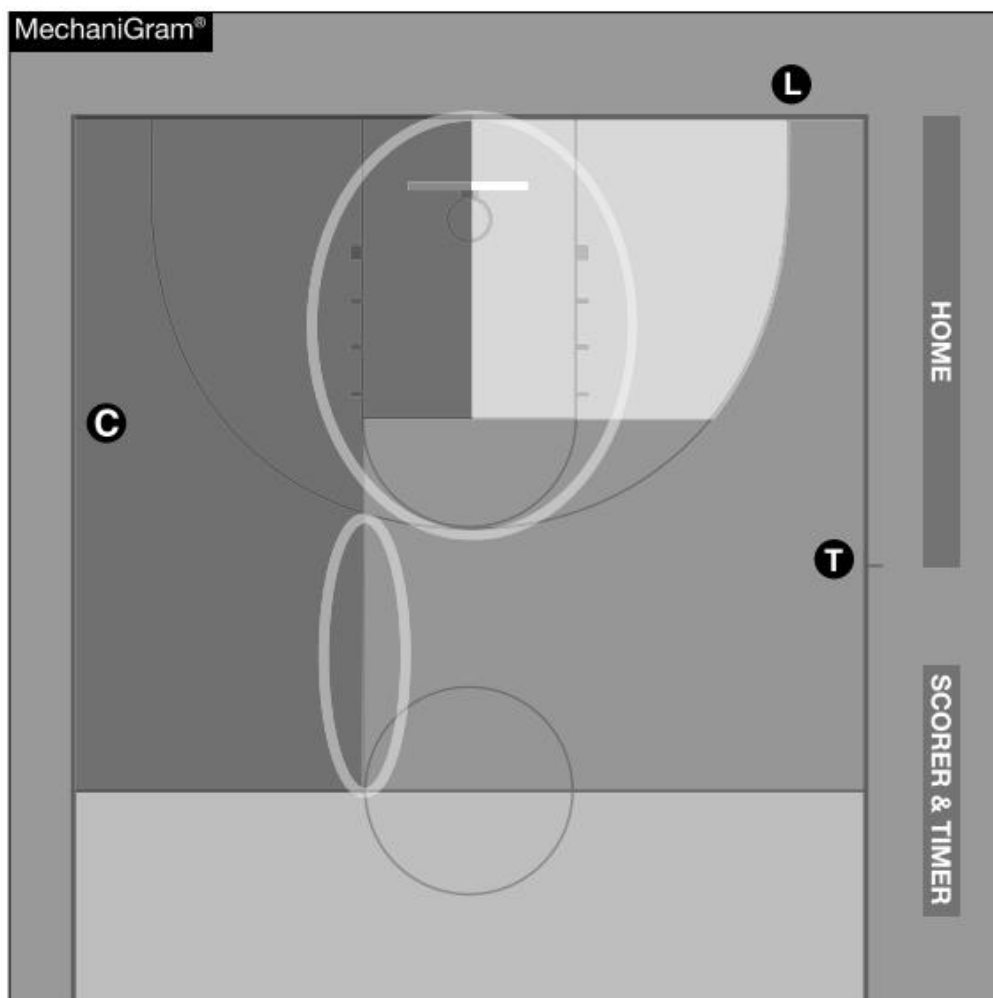


In the frontcourt, the trail is responsible for 60 percent of the three-point arc, up to the far lane line and down to the endlines. The center is responsible for the three-point arc from the near lane line down to the endlines. The lead does not have three-point arc responsibility except when helping in transition.

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. The covering official should also signal if the attempt is successful.

If the trail official signals a successful three-point shot, the center official mirrors the successful signal. If the center official signals a successful three-point shot, the trail official mirrors the signal. There is no need to mirror an attempt signal.

HANDLING DOUBLE WHISTLES



Double whistles are more likely to occur in areas where coverage intersects, such as in the lane, near the free-throw line and near the free-throw line extended.

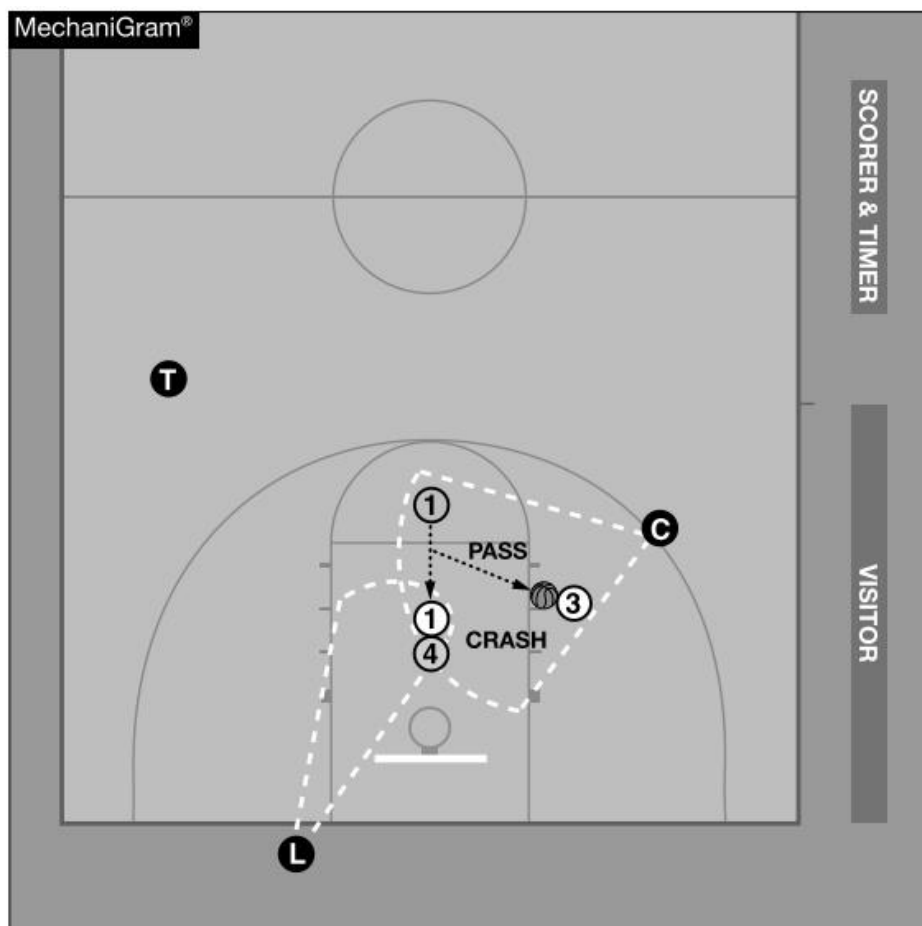
There's a general rule of thumb for double whistles in the three-person system: If the play came from your primary area, you have the call.

When a double whistle occurs, first recognize that your partner(s) have blown the whistle. Give the stop-the-clock signal, but if all possible, do not give a preliminary signal. The outside officials (trail and center) should be patient with signals on plays to the basket as the lead tends to jump on those quickly and signal immediately.

If a drive moves into the lane area, it might even lead to a triple whistle. The reasoning: The ball originated in the trail's area so the trail stayed with the play and the center and lead picked up the penetrating player and waiting defender in the lane.

It is important to slow down, have eye contact with partners and not have a preliminary signal when more than whistle may be involved.

PASS/CRASH IN LANE



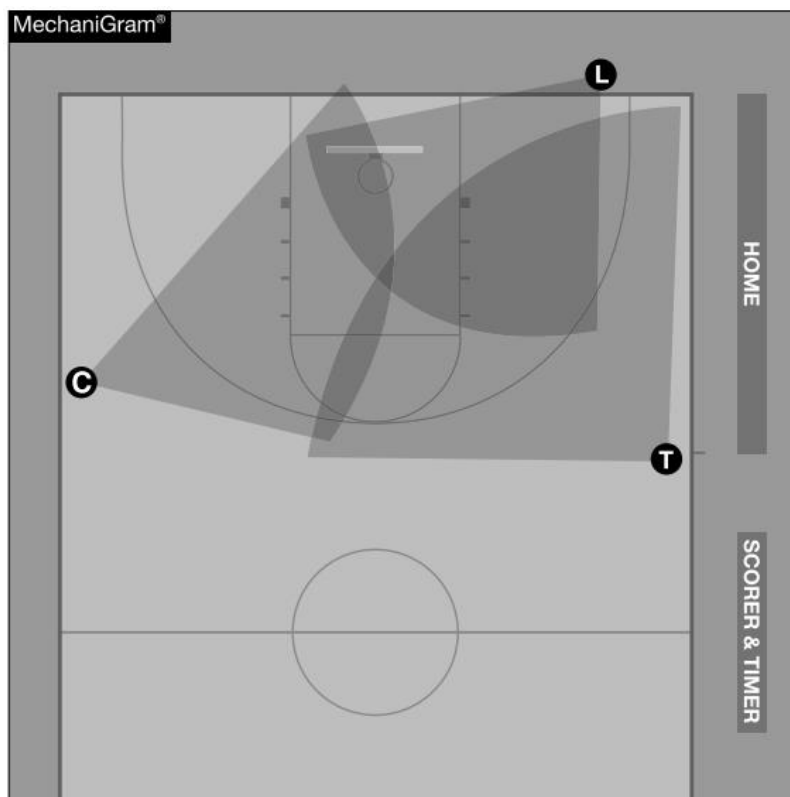
A player driving a crowded lane, passing off to a teammate, then crashing into a defender can be one of the most difficult plays to officiate. Why? There's a lot going on in a small area in a short period of time.

In a three-person crew, it becomes a bit easier because of the additional set of eyes. If the passer sends the ball out toward the trail, the trail will follow the ball and the center and lead will stay with the crash. If the ball is passed toward the center's side of the floor, the center will follow the ball while the trail and lead momentarily stay with the crash.

If you are the center or the trail official, penetrate down toward the endline to get a better view of the play, but be aware of the kickout pass and make sure you're not too close to an ensuing three-point attempt.

And as the lead official, once you determine that a drive down the lane is imminent, move toward the close-down position along the lane line (as shown in the MechaniGram) to get a better view of the activity in the lane.

REBOUNDING AREAS



Rebound coverage in a three-person crew has the same basic principles of a two-person crew. If the shot is taken from your primary area of coverage, stay with the shooter then focus on rebounding action. If the shot is taken from outside your primary area of coverage, immediately turn your attention to the rebounding action.

The third official on the court simply adds another set of eyes for rebounds.

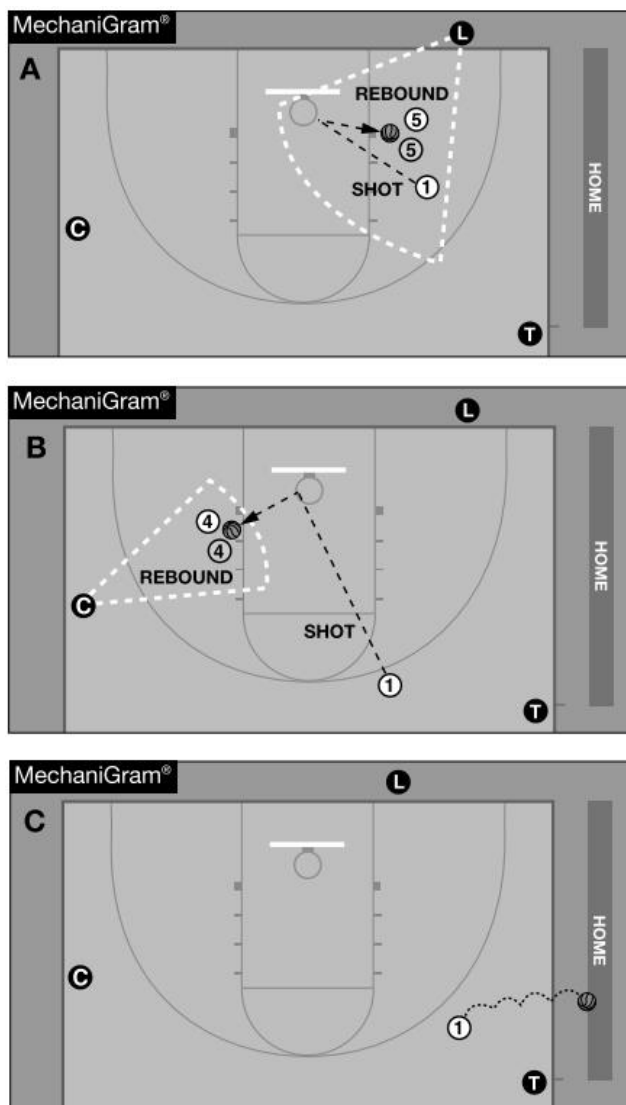
That extra set has a specific area to focus on. Those areas are very similar to basic frontcourt responsibilities, with one main difference: overlaps in coverage.

As the MechaniGram shows, there are areas on the court where two officials have the same rebounding coverage area.

While any official can call a foul during rebounding action, the trail and center officials are primary on “over-the-back,” or pushing fouls when offensive players crash the boards. The lead should not call those fouls as the lead doesn’t have the proper perspective the center and trail officials have. Let the wing officials make those judgments. The lead, however, can have a foul such as illegal contact or holding that is better seen from the endline.

If the shot attempts originates from the trail’s coverage area, the center official becomes primary on goaltending and basket interference. Likewise, if the shot originates from the center’s area of coverage, the trail then becomes primary for goaltending or basket interference.

REBOUNDING STRONGSIDE

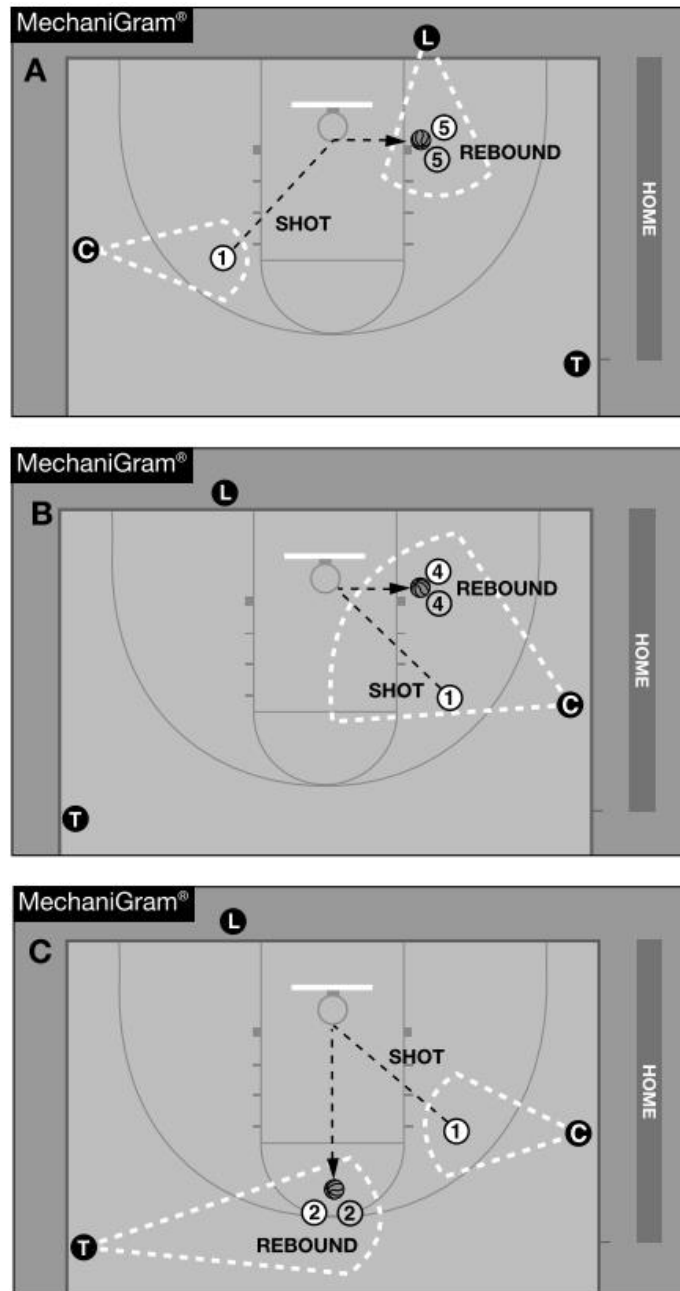


When shots are taken from the strongside, each official has certain responsibilities.

In MechaniGram A, the shot is taken from the lead's coverage area. The lead is responsible for the shooter and strong-side rebounding. The trail should also help with strong-side rebounding. The center official is responsible for weak-side rebounding action and should work to get a proper angle. In MechaniGram B, the trail is responsible for the shooter. The center is first responsible for basket interference and goaltending, followed by observing weak-side rebounding action.

In MechaniGram C, the trail is first responsible for the shooter, followed by observing perimeter rebounding. The center is responsible for basket interference and goaltending. The center can also help with perimeter rebounding.

REBOUNDING WEAKSIDE

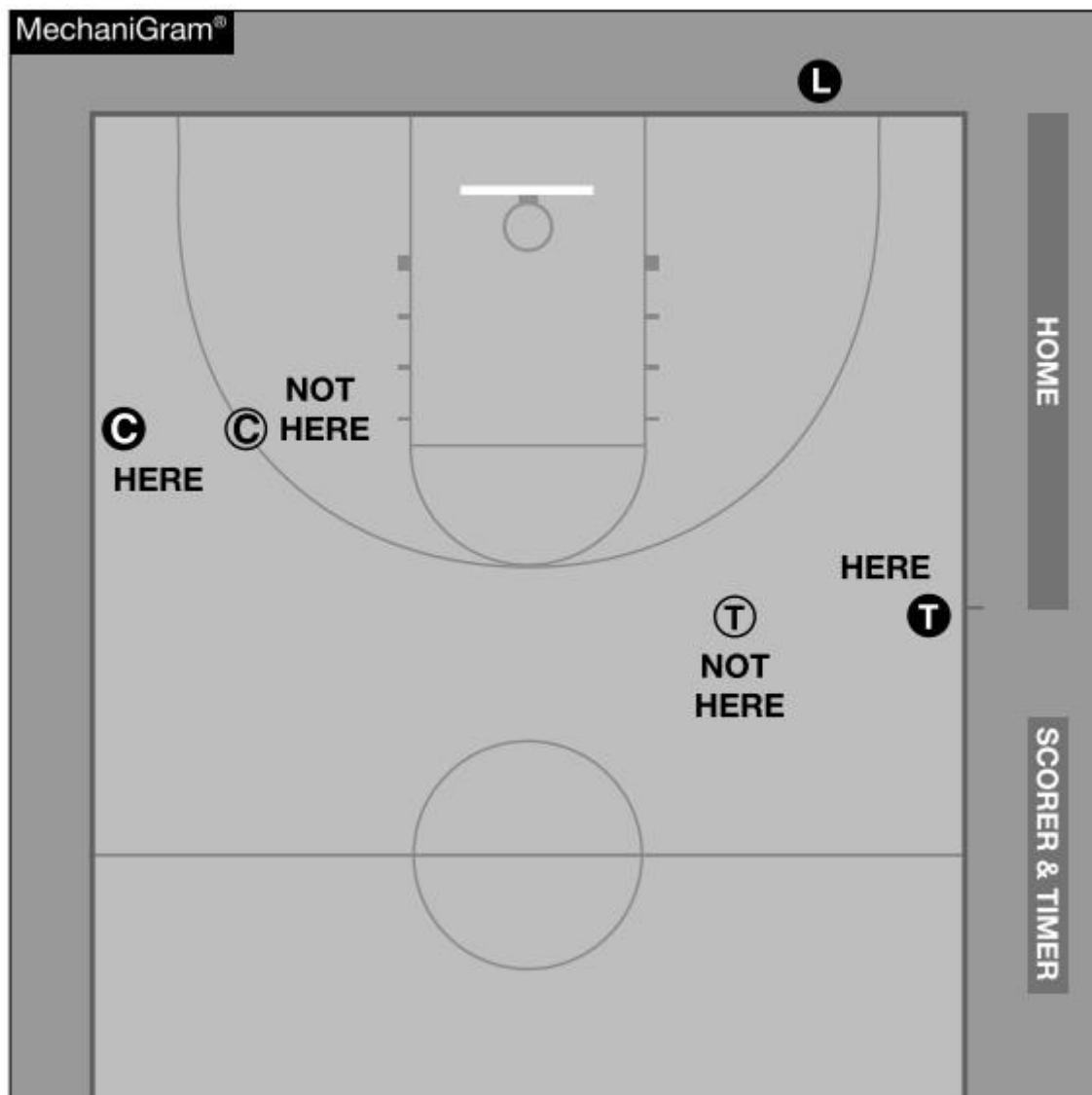


When shots are taken from the weakside, the center is responsible for staying with the shooter. The lead is responsible for strong-side rebounding, as seen in MechaniGram A.

The center, after staying with the shooter, also has weak-side rebounding, as seen in MechaniGram B. The trail is primary on basket interference and goaltending and should help with perimeter and strong-side rebounding.

In MechaniGram C, after checking for basket interference or goaltending, the trail is then responsible for perimeter rebounding action.

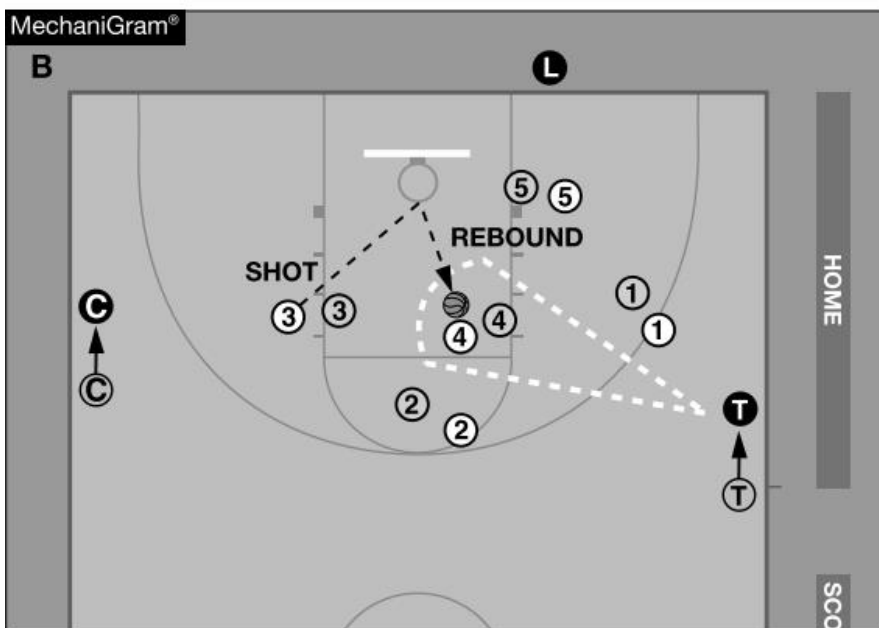
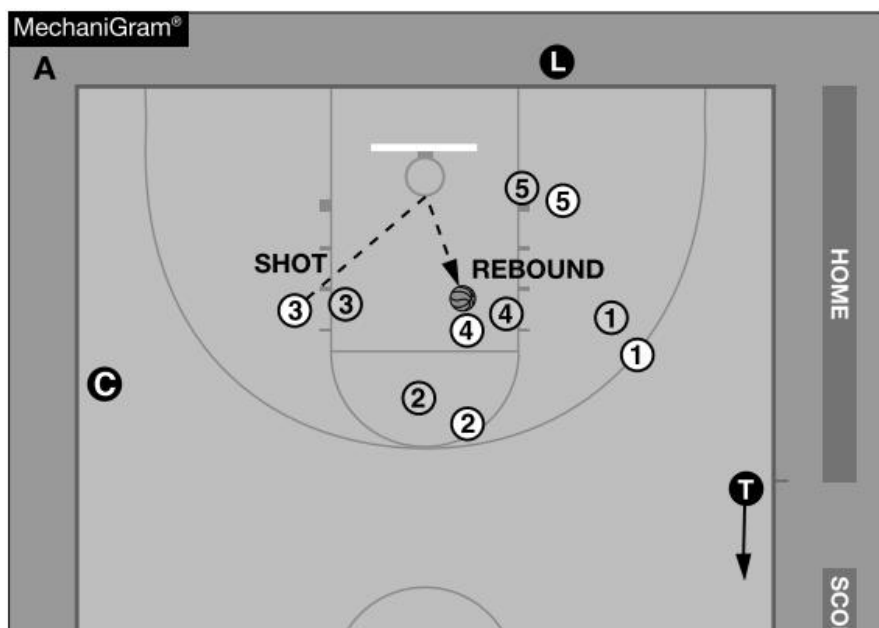
STAY NEAR SIDELINE



Officials learning three-person mechanics have a tendency to have a two-person mentality when on the court. One adjustment that needs to be made is where to position yourself while on the floor. In a two-person crew, the trail official must get off the sideline to properly officiate play above the free-throw line on the opposite side of the court. That is not the case in a three-person crew, as there is an official on both sidelines. Having both sidelines covered allows the trail and center officials to stay near the sideline, as seen in the MechaniGram. Staying near the sideline not only takes away the possibility of getting caught in the play, but also opens your angle of the entire court allowing for better coverage.

There may be times in which a temporary one- or two-step adjustment onto the court is necessary to avoid straightlining or feeling “pinched” along the sideline (when players are too close) or when all of the action is far away from the wing official.

DON'T BAIL OUT ON TRY

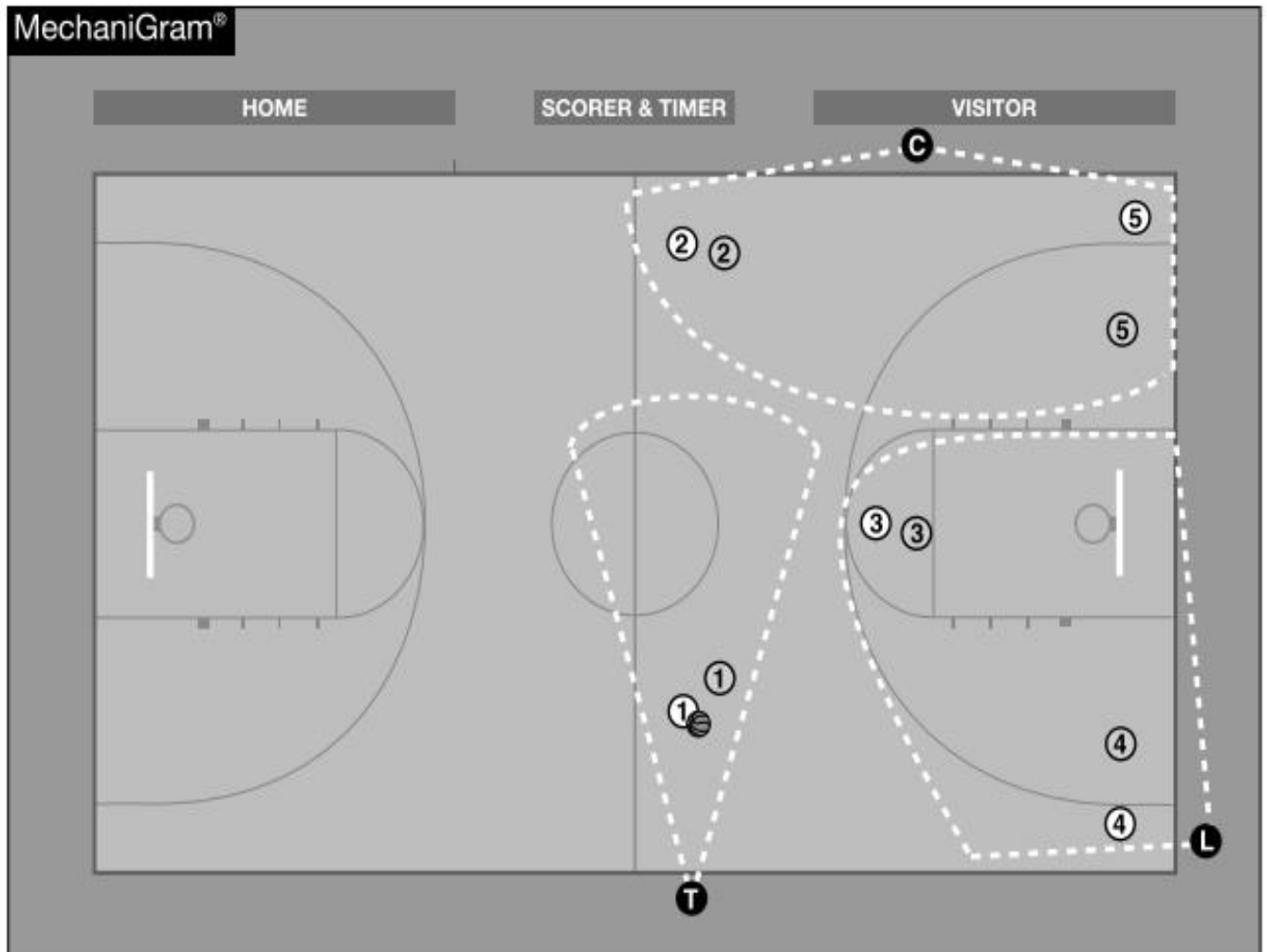


On trys, the trail and center should “stay home” and not bail out. When bailing out, as the wing official does in MechaniGram A, the wing puts pressure on the rest of the crew to officiate rebounding. Instead, the wings should step down toward the endline when trys are attempted. That helps officiate rebounding action as seen in MechaniGram B.

Force yourself to step down toward the action, particularly as the center official.

While you are always searching for the perfect angle to see the action unfold, a “step down” mentality might help you to avoid bailing out.

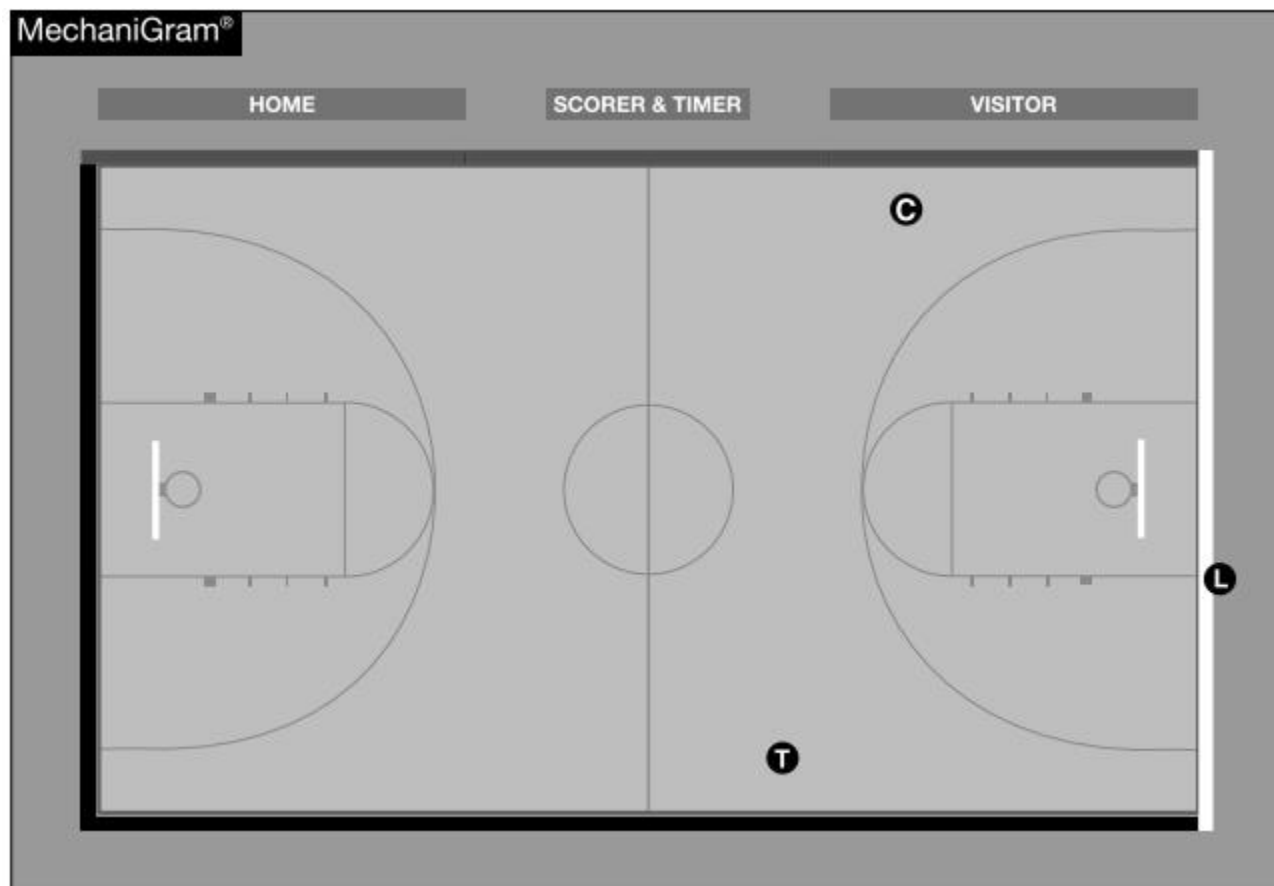
OFFICIATING THE DELAY OFFENSE



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.

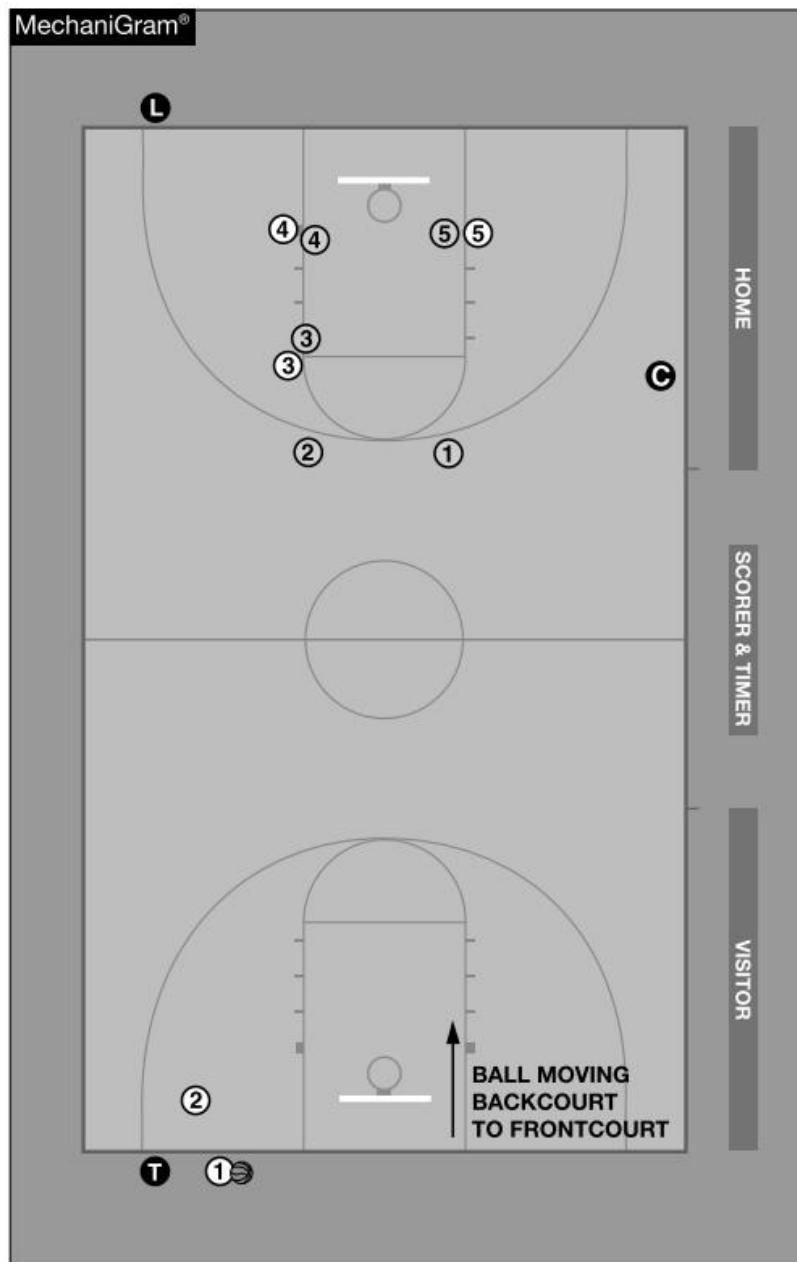
BACKCOURT BOUNDARY



In the backcourt, the new trail is responsible for the backcourt endline and the sideline on that side of the court. The center is responsible for the sideline on the center's side of the court. The lead is responsible for the frontcourt endline.

In a pressing situation, the center official should also be prepared to help out the trail on any activity involving the division line. Many times, a quick pass to a teammate near the division line will not give the trail enough time to get up the court and get a proper angle on the play. The center is close enough to rule on any such action and penalize any backcourt violations that might occur.

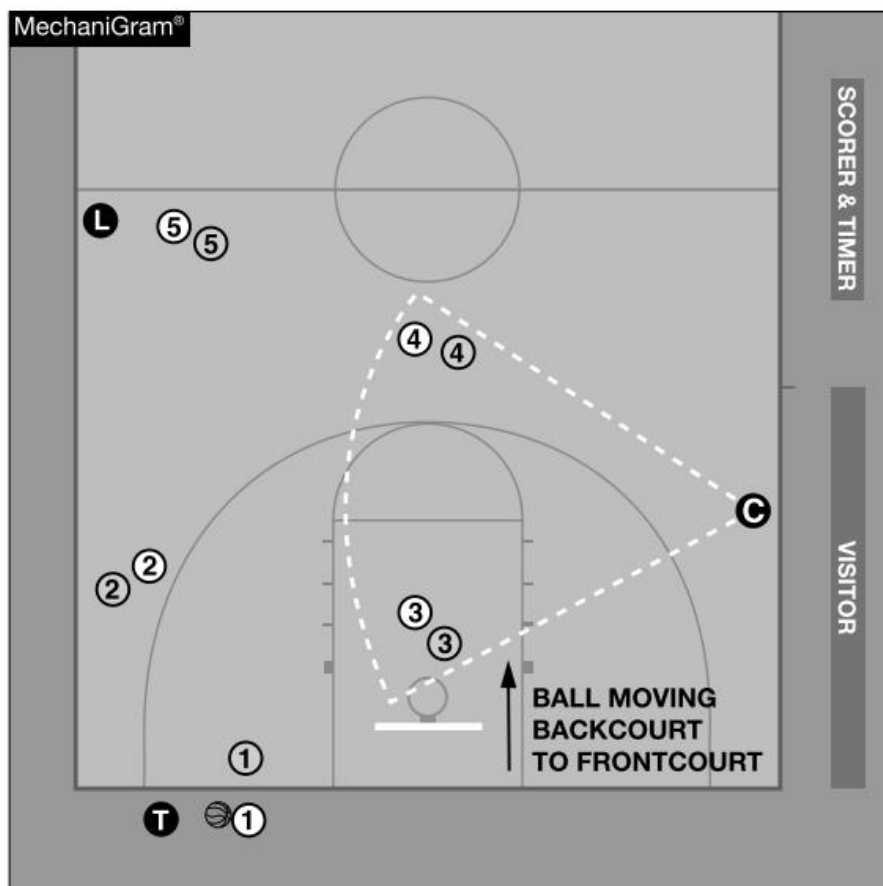
BACKCOURT NO PRESSURE



When play moves from one endl ine toward the other, the trail has primary responsibility in the backcourt. For example, when there is no defensive pressure, after a made basket the trail is responsible for the throw-in and watches the players move until they get to the division line. Once all players are in the frontcourt, normal frontcourt coverage areas apply.

The trail should remain behind the players at all times, even if there is no defensive pressure.

BACKCOURT WITH PRESSURE



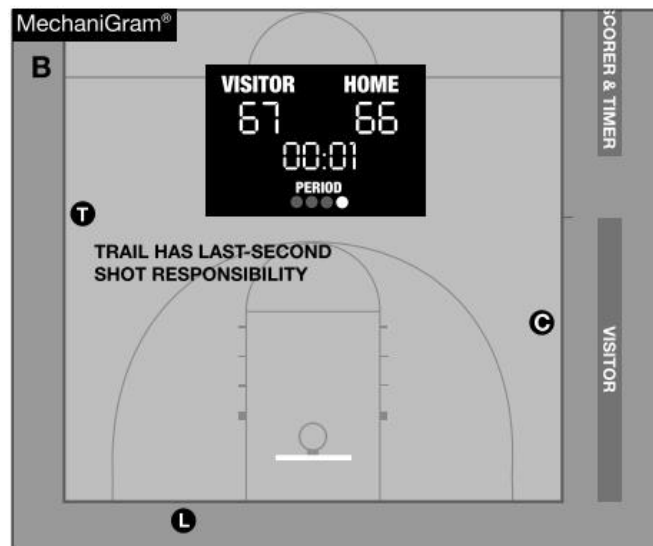
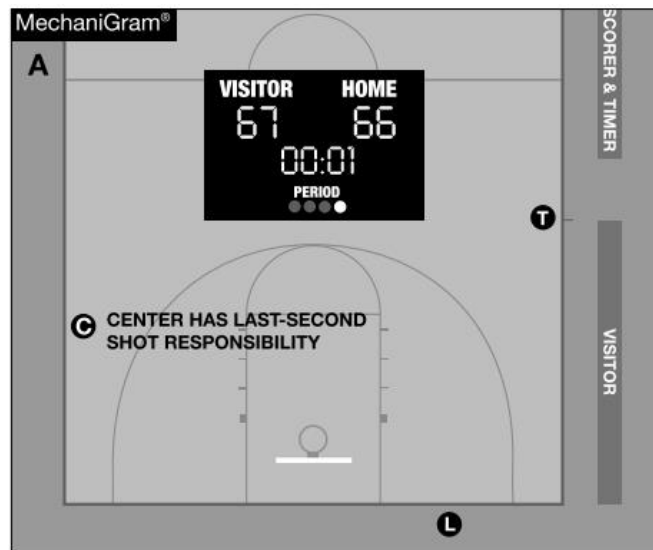
When there's defensive pressure in the backcourt, the center, and sometimes the lead, must help.

There is a general rule when the center 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 center helps.

When there's more than four players in the backcourt, the center's starting position is near the free-throw line extended. Basically, if you don't move after a made basket you're in perfect position. The free-throw line extended position can vary depending on the location of the players. The center must move to a spot along the sideline that gives the center the best angle to officiate. The center is responsible for the action of players in the backcourt, such as illegal screens or holding.

How long should the center "stay put" after a successful goal? Just long enough to observe there aren't going to be any problems the new trail can't handle with ease. That will probably be just a second or two. Then the center can move down the court at the same rate as the players. The lead is positioned a bit beyond the last offensive player on the court.

LAST-SECOND SHOT



The official opposite the table, trail or center, has last-second responsibilities as seen in the MechaniGrams. That official should communicate that message and responsibility to his or her partners by signaling “I’ve got the shot.” Such communication should be repeated on any change of possession.

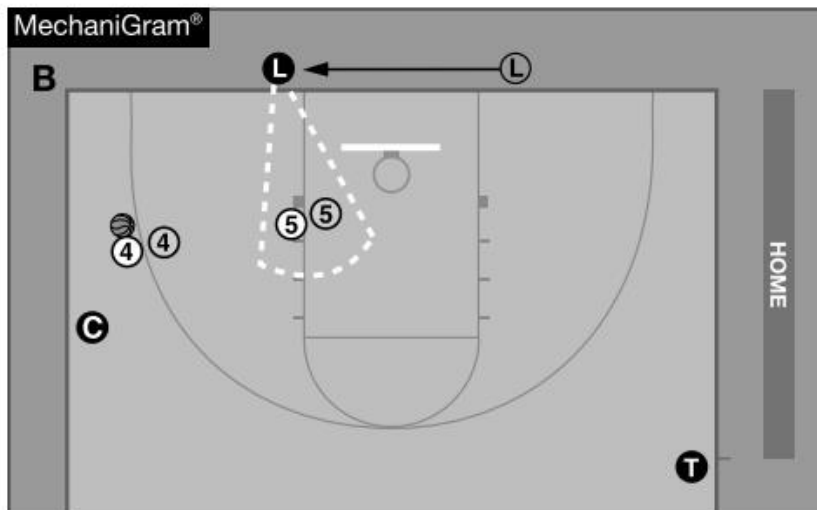
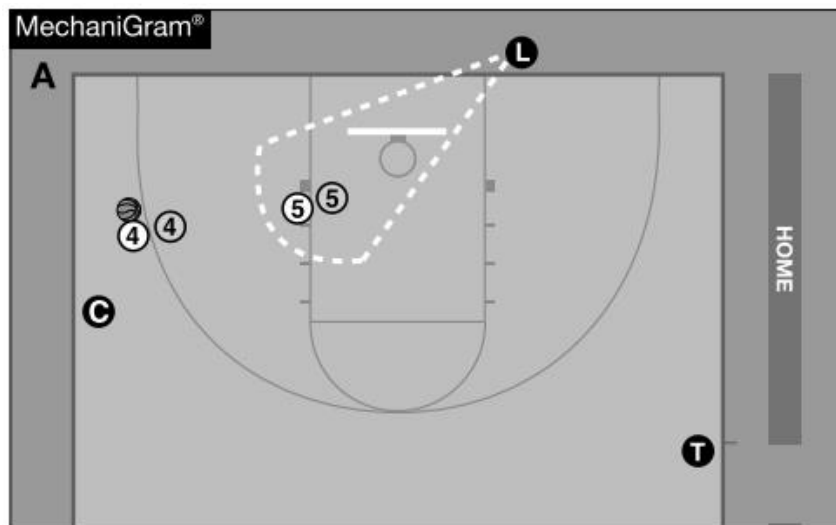
If the non-responsible official has information regarding the allowing or disallowing of a basket to share with the calling official, he or she should go directly to the responsible official for a brief discussion. The referee will make the final decision in the case of disagreement or if it is necessary to consult the timer.

Last-second shot responsibilities must be discussed during your pregame so all officials know what’s expected of them at that critical time.

CREW OF THREE - CHAPTER 16 - THE LEAD POSITION

- BALL-SIDE MECHANICS
- AVOID QUICKSAND
- WIDE ANGLE/CLOSE DOWN
- MOVEMENT TOWARD SIDELINE
- LEAD HELP ON THREE- POINT TRY

BALL-SIDE MECHANICS



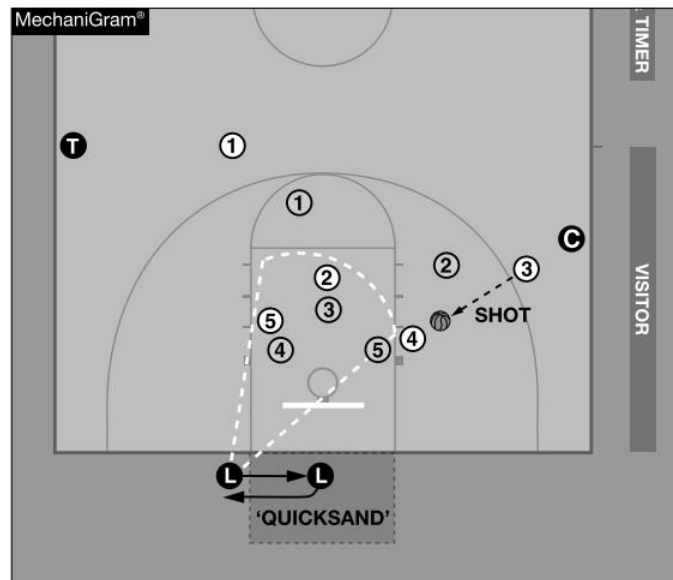
In three-person crews, the strongside would ideally be ballside at all times. While that isn't possible, the lead can move along the endline and make the strongside the ballside. The lead must anticipate a drop pass into the low post on the opposite lane line when the ball is near the free-throw line extended. In MechaniGram A, the lead is near the lane line opposite the play. It is a terrible angle to watch the post play. The lead is straightlined.

In MechaniGram B, the lead has rotated by moving across the endline to the lane line on the center's side of the court to clearly see the post play. The lead is in a much better position to see potential violations or fouls.

Keep your head and shoulders turned toward the players in the lane when moving. Remember, you still have responsibilities for watching screens 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.

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, the lead 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 and if you look like you're closer to the play and in good position, your ruling has a better chance of being accepted.

AVOID QUICKSAND



“Quicksand” is a danger area for the lead. Quicksand is the area directly underneath the basket. Never position yourself directly under the basket because you can’t see much of anything from there. You’re straightlined on most rebounding angles. You might as well fall into the quicksand and let your partners call the whole floor!

The lead can get caught in the quicksand when initiating a rotation and moving ballside as a player takes a shot. For example, the lead moves ballside anticipating a drop pass into the post. Instead, a shot is quickly taken while the lead is moving ballside. Now the lead must get out of the quicksand and establish good rebounding angles.

When caught in the quicksand, the lead must go back where the lead came from because the rotation wasn’t completed before the shot was attempted. If you continue with the rotation during the try, your partners might not catch a rotation occurred and end up in the wrong positions.

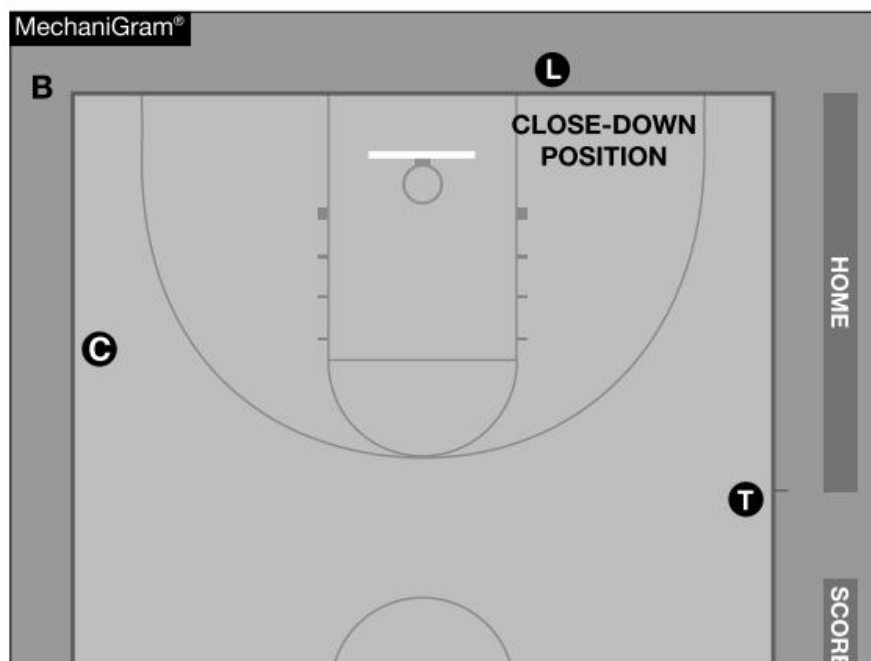
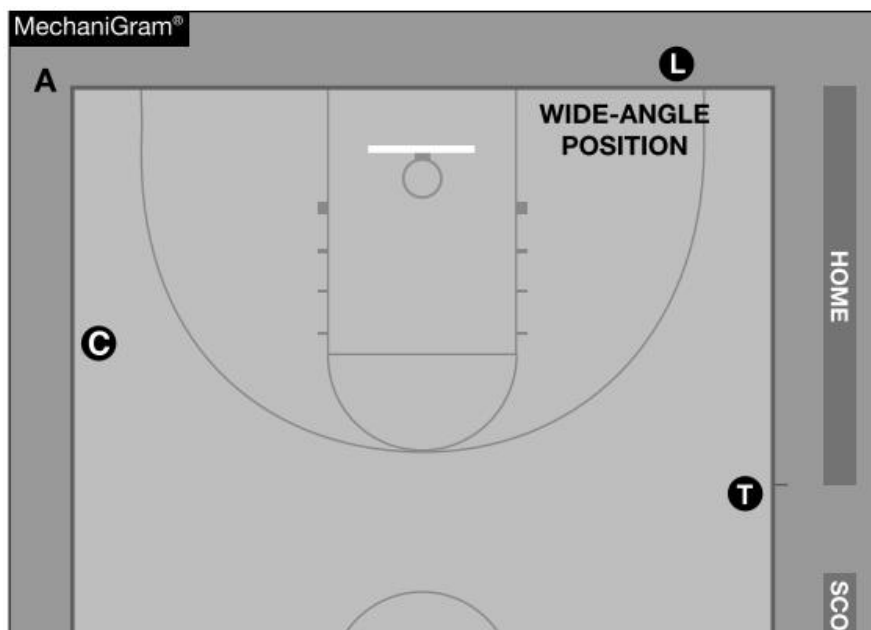
In the MechaniGram, the lead begins the rotation and moves ballside to watch low post action. When the lead is halfway through the lane, a shot is taken. If the lead stays put, the lead is straightlined on all rebounding angles and gets caught in the quicksand. Instead, after the shot, the lead backs out where the lead is again in good position to watch rebounding action.

How does the lead know a shot is being attempted if the lead is looking off-ball?

Read the off-ball players’ movements. Do not watch the shooter and ignore off-ball coverage.

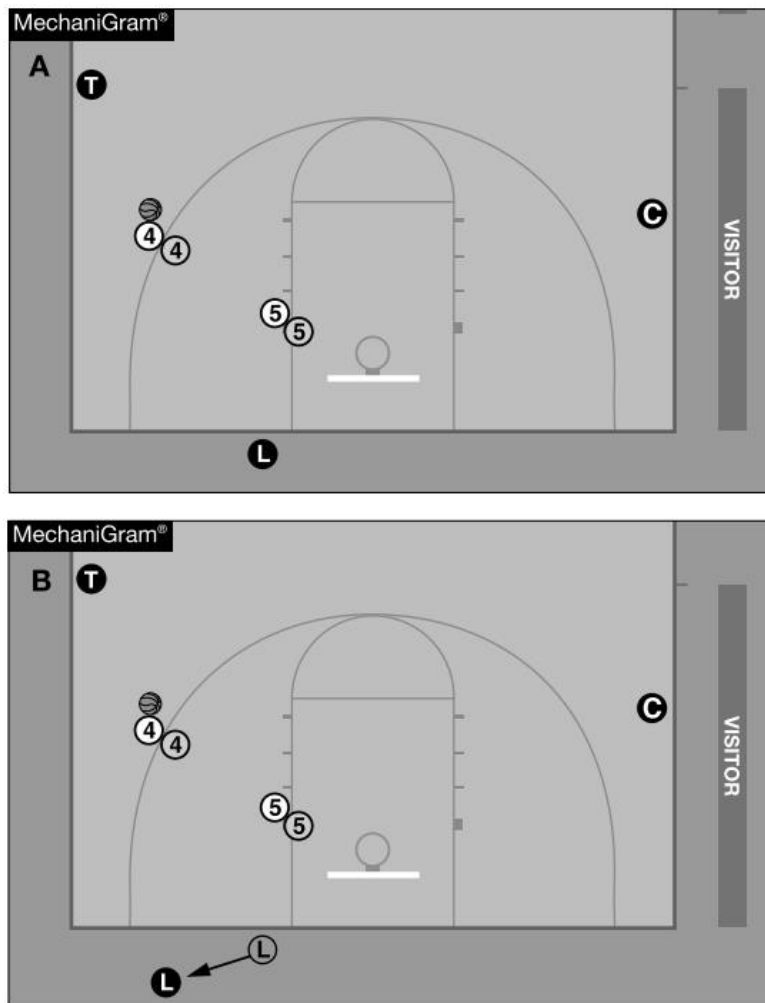
Off-ball players in the lane area will begin to obtain rebound positioning when a shot is airborne. Look for players watching the flight of the ball. Watch for offensive players moving to rebound spots in anticipation of a miss. Look for defensive players boxing out offensive rebounders. There are plenty of off-ball clues that let you know a shot is on the way.

WIDE ANGLE/CLOSE DOWN



There are two basic starting positions for the lead on the endline. When the ball is on the lead's side of the court, the lead establishes a wide-angle position, which is one step inside the three-point arc line extended off the court as seen in MechaniGram A. When the ball is in the middle of the court or on the center side of the court, the lead establishes a close-down position which is three feet outside the free-throw lane line extended off the court, as seen in MechaniGram B. The close-down position makes it easier for the lead to rotate.

MOVEMENT TOWARD SIDELINE



When the ball drops below the free-throw line extended on the lead side of the court, the lead's main responsibility is to watch the post players on the near low block. If you're too close to the low block, you don't have a wide angle and may not have the proper perspective.

To give yourself a wide angle and better perspective, 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.

In MechaniGram A, the lead is too close to the play and is not close enough to the sideline.

In MechaniGram B, the lead is in better position after moving off the endline, moving closer to the sideline and angling the shoulders. With that improved position, the lead has a better perspective on low block action and isn't on top of the play, which makes officiating the low-block area easier.

LEAD HELP ON THREE-POINT TRY

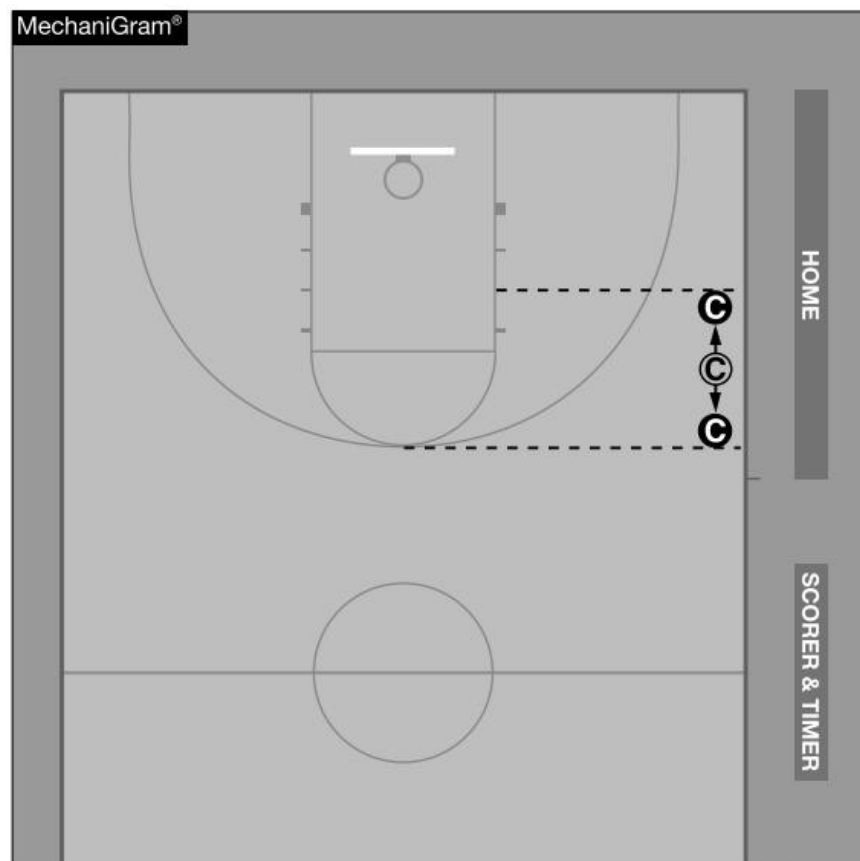


In a halfcourt setting the lead doesn't signal a three-point try or successful attempt. However, in transition that is not always the case. If a couple of passes put the ball in the frontcourt followed by a quick three-point attempt, the center and trail may not be in position to properly rule on a three-point try. In such cases, the lead can rule whether or not the try is attempted from behind the three-point arc, as seen in the MechaniGram.

CREW OF THREE - CHAPTER 17 - THE CENTER POSITION

- RANGE OF MOVEMENT
- MOVE ONTO COURT
- OPEN ANGLES
- DON'T BECOME SECOND TRAIL
- HELP ON OUT OF BOUNDS
- SPIN MOVE

RANGE OF MOVEMENT

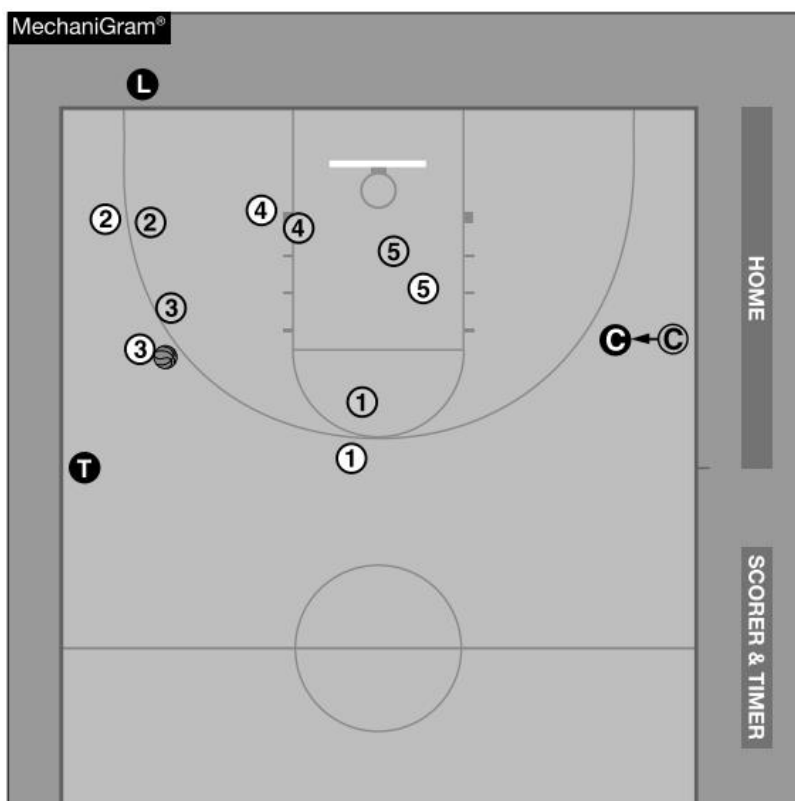


The normal starting point for the center in a halfcourt setting is free-throw line extended. That is just a starting point though and it's not the only location the center can be. The center can move comfortably up and down the sideline from the top of the key extended to the second lane space mark extended, as seen in the MechaniGram.

Movement within that range allows for the center to open angles and doesn't alter the positions or responsibilities of the lead and trail. It's the accepted range of motion for the center.

The majority of the center officials will move out toward the division line at any opportunity. It's comfortable and more like two-person. Challenge yourself to stay lower and possibly step down toward the endline instead of up toward the division line. The angles that will open up for you on off-ball coverage will be far better from that spot on the court.

MOVE ONTO COURT

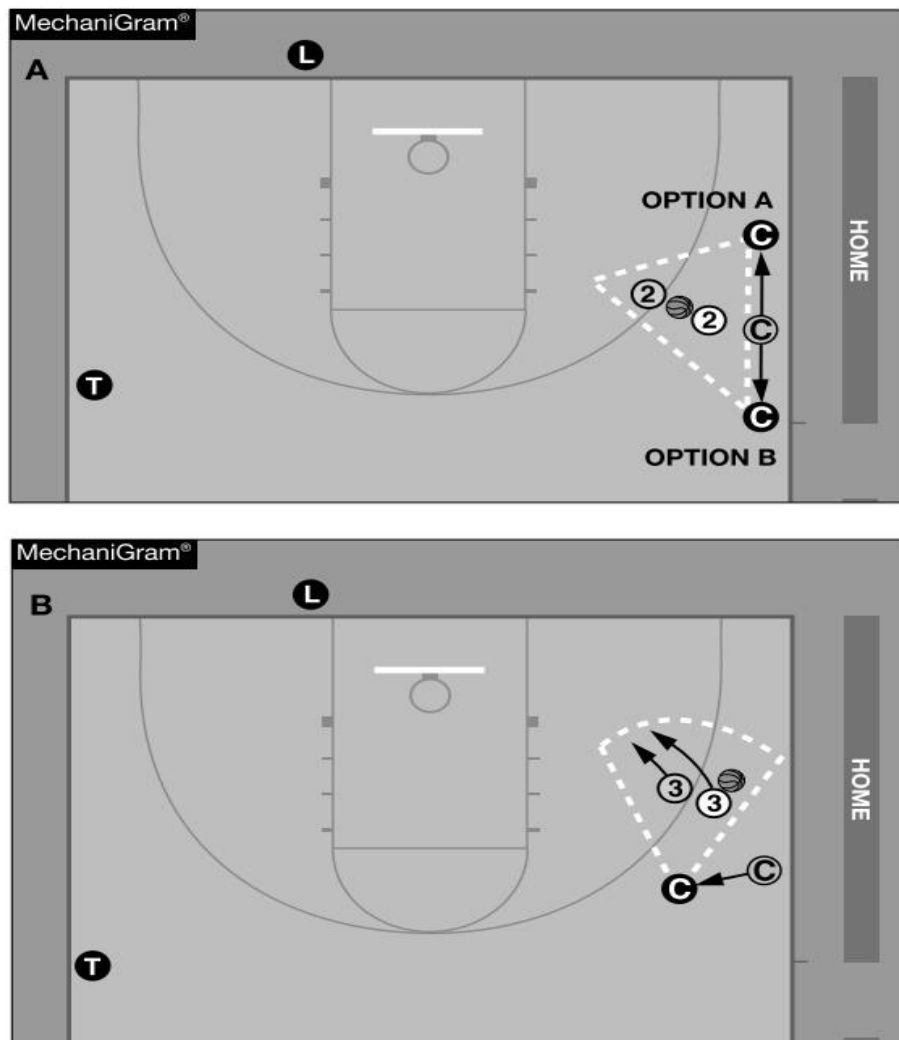


When the majority of the players are on the far side of the lane, the center may need to temporarily move one or two steps onto the court, as in the MechaniGram. It doesn't do any good to have the center stay chained to sideline if there aren't any players to officiate.

By moving onto the court a couple steps, you not only bring yourself closer to the players, if you have an off-ball foul it will be easier to sell because you're that much closer to the play. While those couple of steps may not seem like a lot, the time it takes for you to cover that distance when you're trying to sell a call can be the difference between people accepting or disagreeing with the call.

When you are on the court and a play comes back toward you, simply move back to the sideline and the normal location for the center position.

OPEN ANGLES

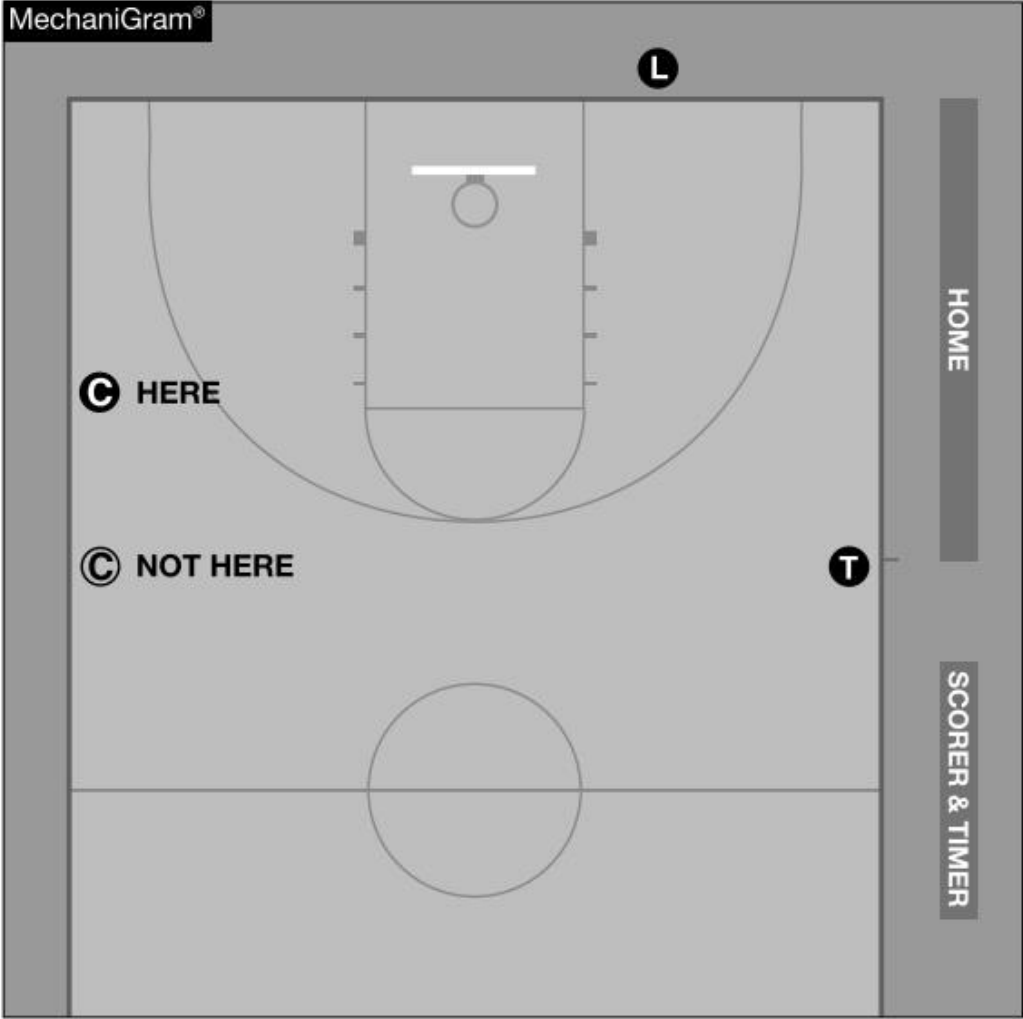


When play comes directly at the center official who is standing on the sideline, most angles and depth are lost. It is difficult to officiate any play when you have the feeling that the play is right on top of you.

The center official can and should move to maintain an open angle. Otherwise the center will become straightlined. The center can step up toward the division line or down toward the endline, as in MechaniGram A.

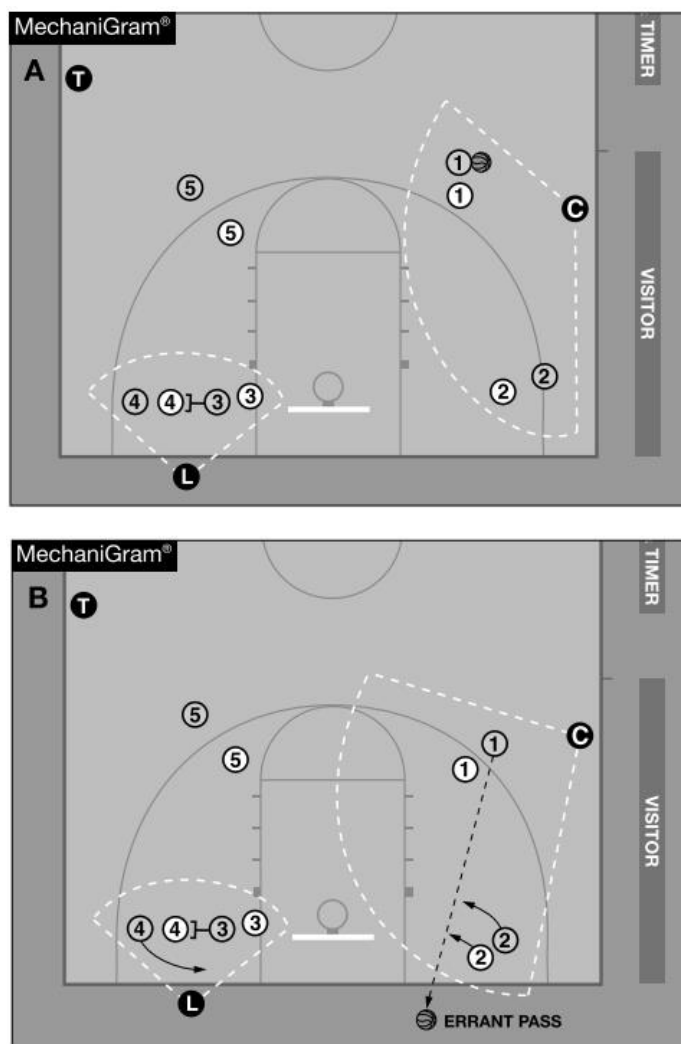
The same emphasis holds true when an offensive player with the ball in the center's coverage area turns the corner and drives the lane. The center must maintain the proper angle on that drive and that may mean moving onto the court a step or two to keep it, as in MechaniGram B. Officials who stay in the same place and don't move often don't see the whole play. Create the best angle.

DON'T BECOME A SECOND TRAIL



Because you're used to being above the three-point line as the trail in a two-person crew, many center officials don't move toward the endline far enough. When you're positioned too far away from the action as the center, you're defeating the whole purpose of having the third official: Better angles and better coverage.

HELP ON OUT OF BOUNDS



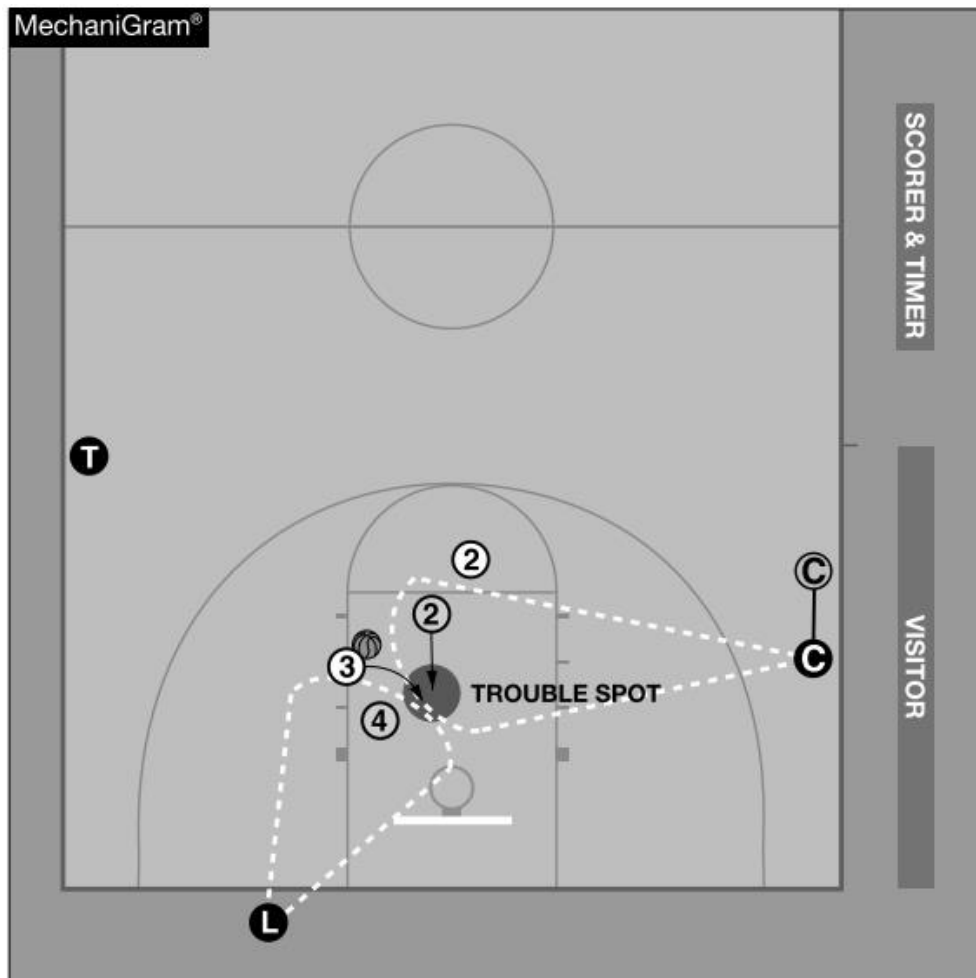
Though rare, there will be instances when action is going to occur and the calling official isn't going to know what happened. That occasionally happens on out-of-bounds calls. The center must be ready to help.

In MechaniGram A, the lead is watching a screen. The center has on-ball coverage and is responsible for the ball. In MechaniGram B, the pass is not handled cleanly and goes out of bounds on the endline.

The lead official, still watching the screen, sees the ball go out of bounds but doesn't know who touched it last. The lead should blow the whistle and immediately look to the center for help to see who caused the out-of-bounds violation. The center will know which player caused the ball to go out of bounds and should make the call.

Because the lead was watching the lead's primary area of responsibility, and with some communication by the center, the play can be called correctly, without sacrificing off-ball coverage.

SPIN MOVE



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.

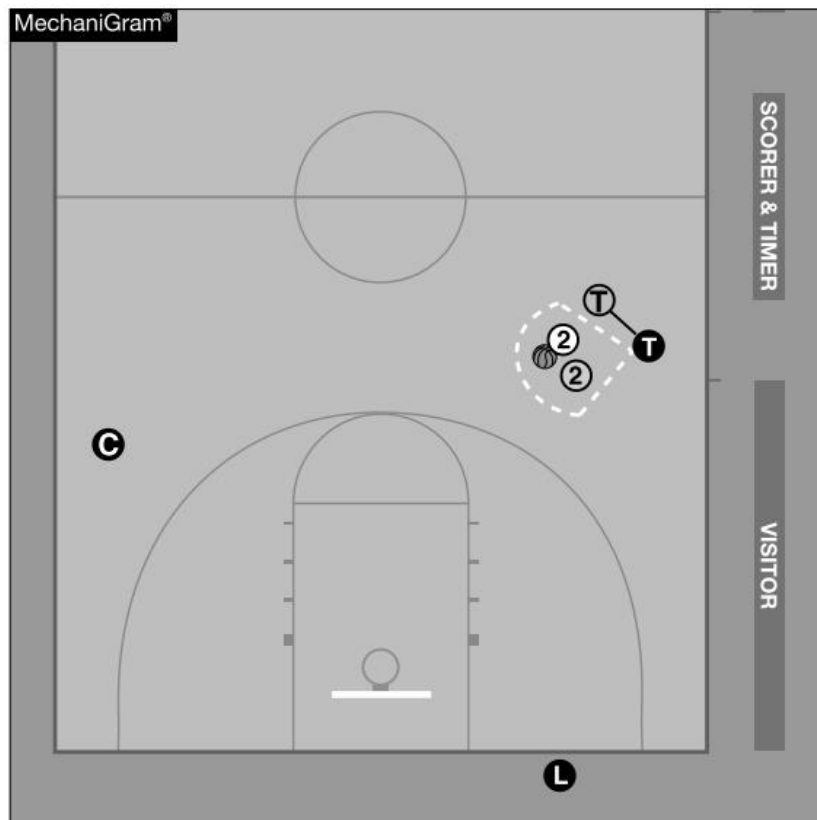
Many times, a defender near the free-throw line will drop down into the lane and challenge the move toward the basket. That's when you'll likely see that defender slap at the offensive player, trying to poke the ball away. That steal attempt is sometimes a foul — one that goes unseen by the now-straightlined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

The center 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 center has a much better look at the play after penetrating toward the endlane for an improved angle, as seen in the MechaniGram.

CREW OF THREE - CHAPTER 18 - THE TRAIL POSITION

- SPACING
- OUTSIDE-IN LOOK/INSIDE-OUT LOOK
- MOVEMENT ON JUMP SHOT
- CONCENTRATE ON OFF BALL

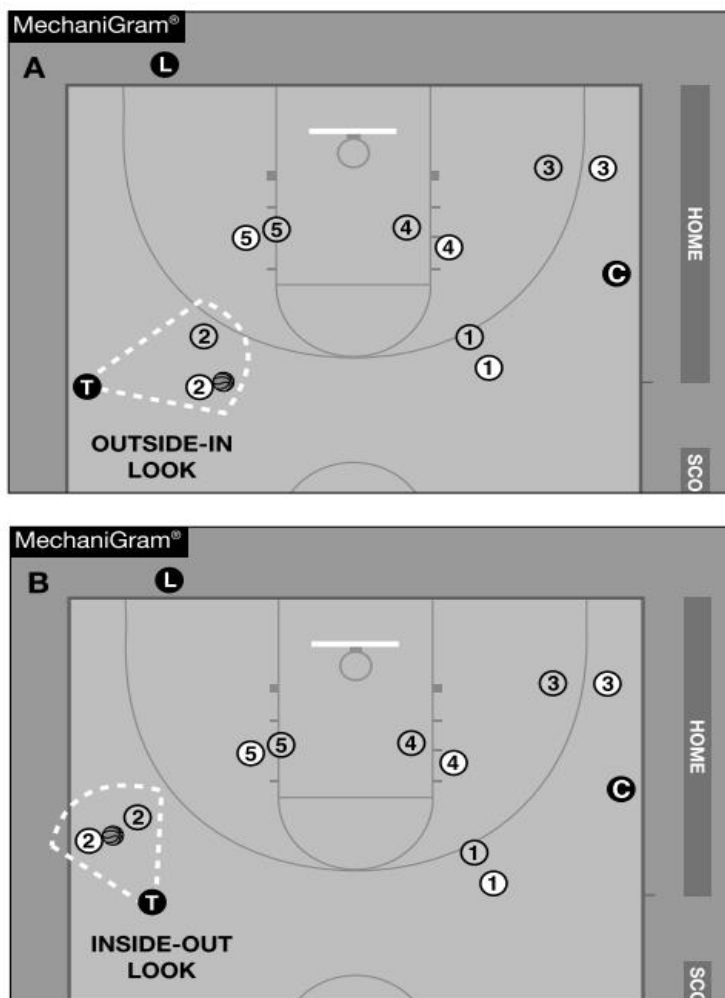
SPACING



When you get too close to a play, your view of the play is distorted, as shown in the MechaniGram. Your depth perception is off and your field of vision is narrow. Also, if you're too close, you're more likely to get in the way by colliding with players or being in passing lanes. You risk impacting the play or causing injuries to the players and yourself.

When the official moves, he or she creates proper spacing and can see all of the items involved in the play (ball, defender, hands).

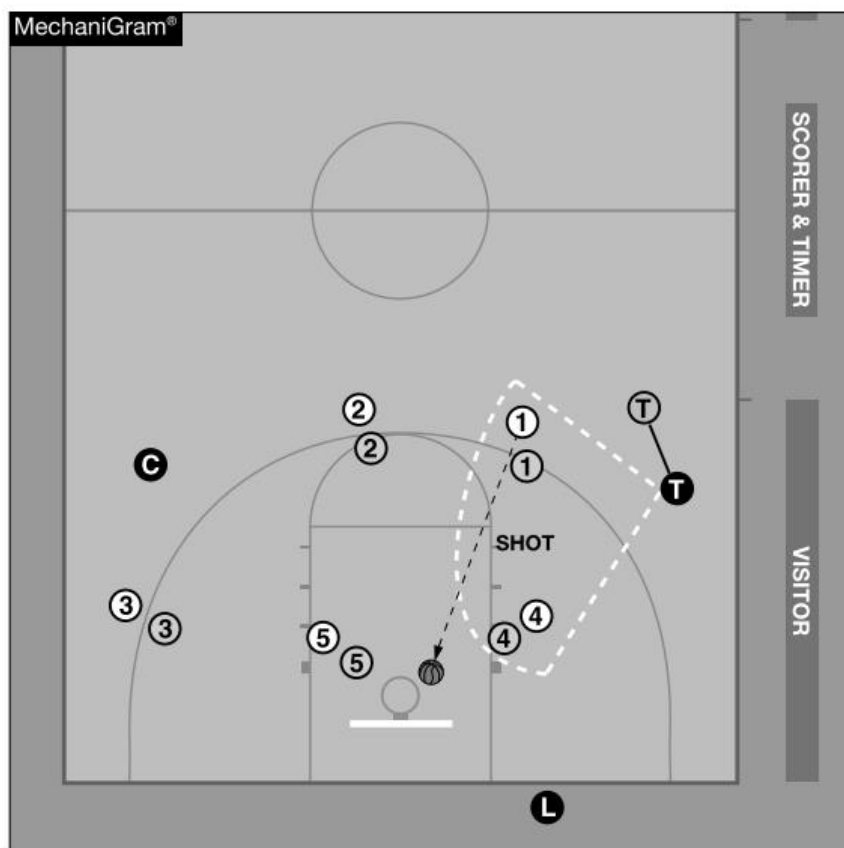
OUTSIDE-IN LOOK/INSIDE-OUT LOOK



The officials in the trail and lead positions will normally referee all play in a halfcourt game on the strongside. With the ball in the frontcourt above the free-throw line extended, the trail is responsible for on-ball coverage. The trail will referee from the outside-in, assuming a position that is perpendicular to the ball whenever possible, as in MechaniGram A. Refereeing from the outside-in allows the trail to see as many of the 10 players as possible while refereeing on the ball. It allows the trail to dictate the trail's angle instead of taking the angle given by the players. When there is defensive pressure on the perimeter, before the ball clearly crosses the lane line closest to the center, the trail will step onto the court to get a better angle, or open look, on the play. Go where you need to go to see the play!

When the ball is too near the sideline, the official will move onto the court and referee from the inside-out, as seen in MechaniGram B, or up toward the division line. Once that matchup dissolves, move back toward the sideline closer to the home position. Don't stay on the court if you don't need to be.

MOVEMENT ON JUMP SHOT



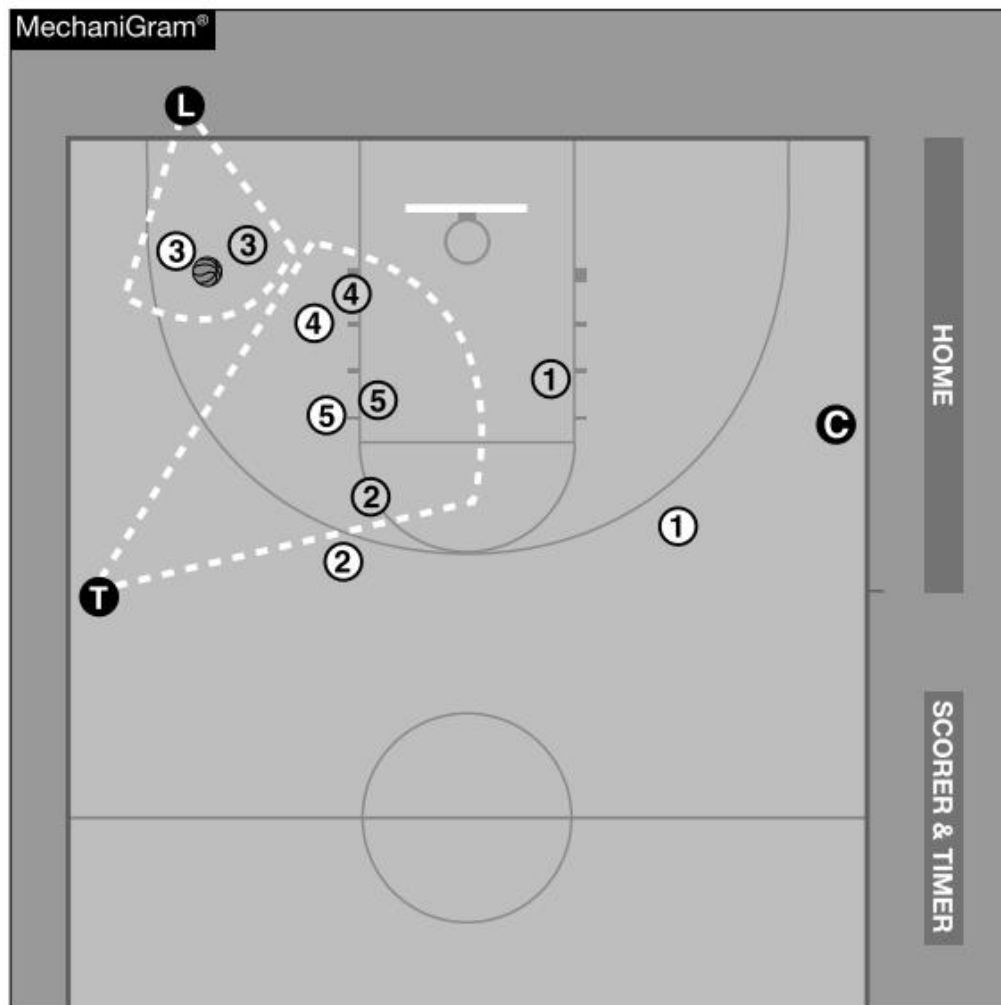
The trail has more responsibilities than simply watching the shooter. Too often a shot goes up and the trail's first thought is to start moving to the other end of the floor to avoid getting beat down court. When the trail leaves, the lead and center are left with offensive players crashing the boards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

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.

CONCENTRATE ON OFF BALL



One of the many keys to successful three-person officiating is knowing when to watch off ball and when not to. When the ball is not in your primary area, you must concentrate on off-ball action.

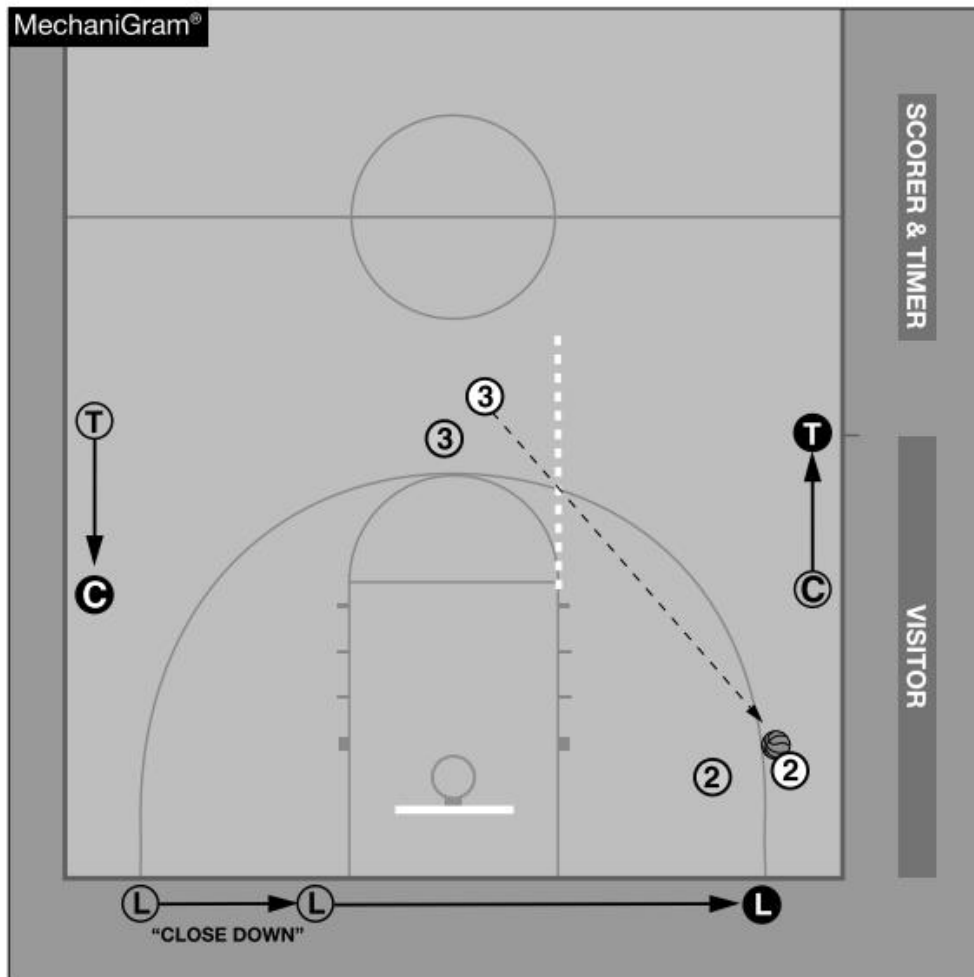
In the MechaniGram, the lead has on-ball coverage. The trail must concentrate off ball and observe the actions of players away from the ball. If the trail were to watch the ball while it is in the lead's primary area, that leaves only the center to watch the other eight players. While that is the case in two-person mechanics, having that mindset with three officials totally defeats the purpose of the third official.

Concentrate on players off the ball when the ball is out of your primary.

CREW OF THREE - CHAPTER 19 - ROTATIONS

- **CLOSE DOWN**
- **WHEN TO ROTATE**
- **CENTER INITIATES**
- **CENTER STAYS ON BALL**
- **STARTED BUT NOT COMPLETED**
- **PARTNERS DON'T PICK UP**

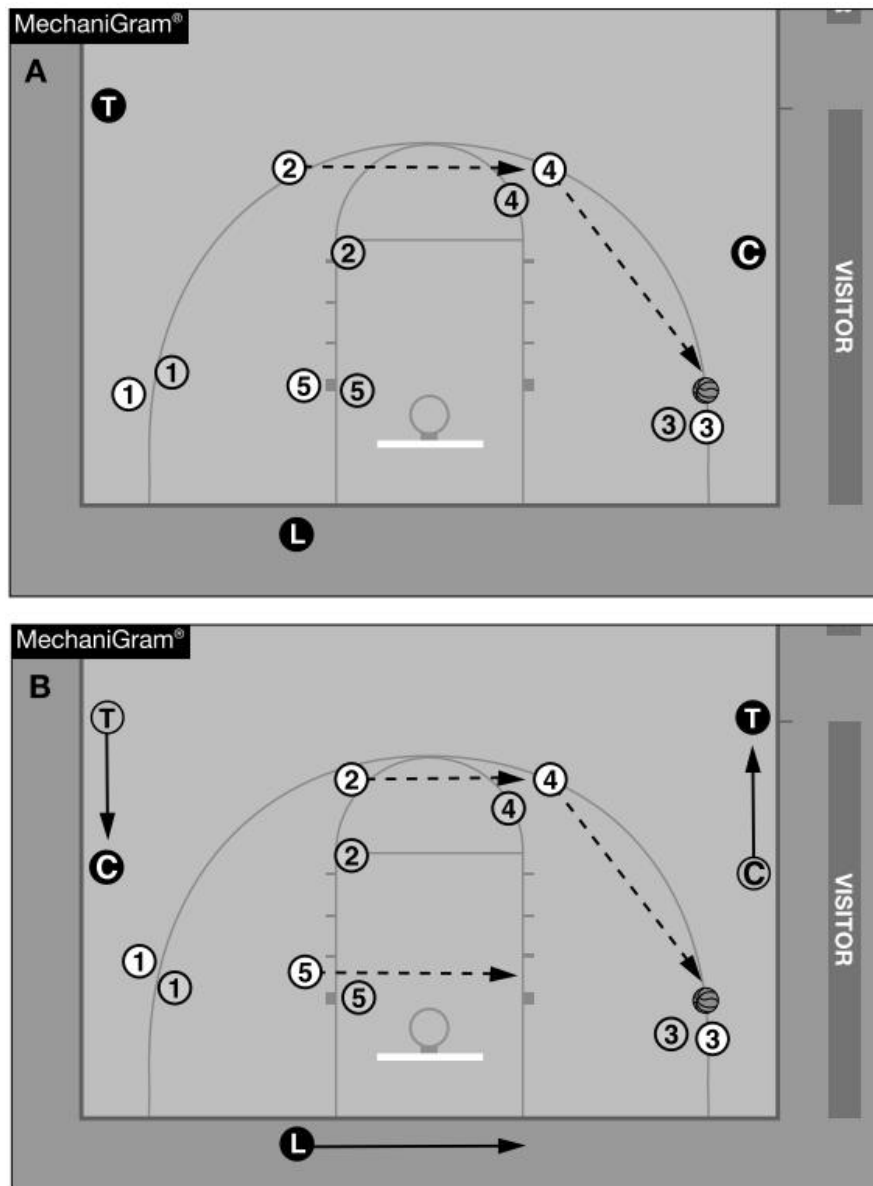
CLOSE DOWN



As a guideline and depending on playing action, the lead should close down and may move laterally to ballside when the ball is near the free-throw lane line extended nearest the center official. When the lead moves laterally across the endlane (initiates a rotation), activity in the lane must still be observed by the lead.

“Close down” means the lead moves from an area along the endlane on the lead’s side of the court to the free-throw lane line nearest the lead, as seen in the MechaniGram. Often, closing down means a lateral movement by the lead of a few feet.

WHEN TO ROTATE

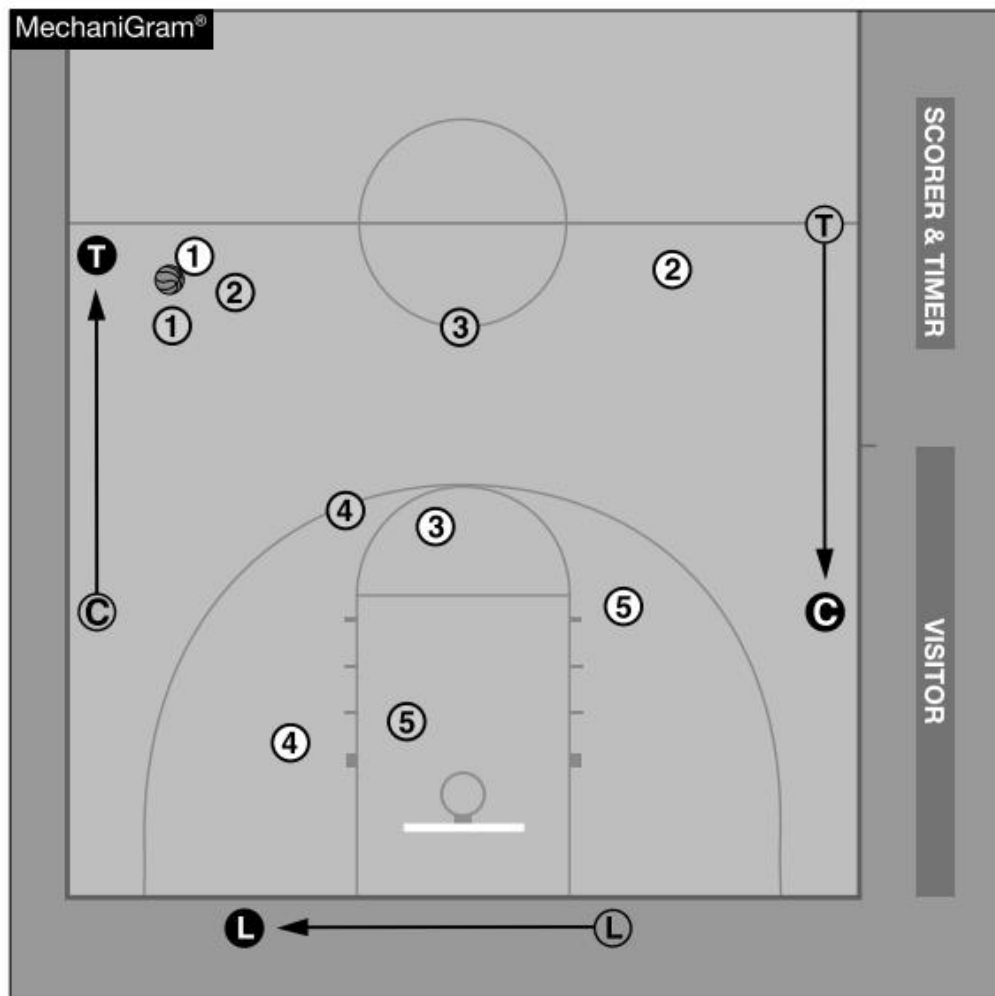


The lead should rotate when the ball is near the free-throw lane line extended in the center's coverage area. Remember, that is a guideline. The lead must read the playing action and anticipate ensuing plays to rotate properly, as seen in MechaniGram A.

If the ball is on the wing just entering the center's area and the lead does not anticipate post action or a drive to the basket, there's no need to rotate.

If the ball is near the free-throw lane line extended and the lead senses ensuing post-play action (such as a post player moving ballside) as seen in MechaniGram B, the lead must initiate a rotation to get in better position to officiate the post play. By not rotating, the lead makes the center work harder by officiating a lot of action in a short amount of time.

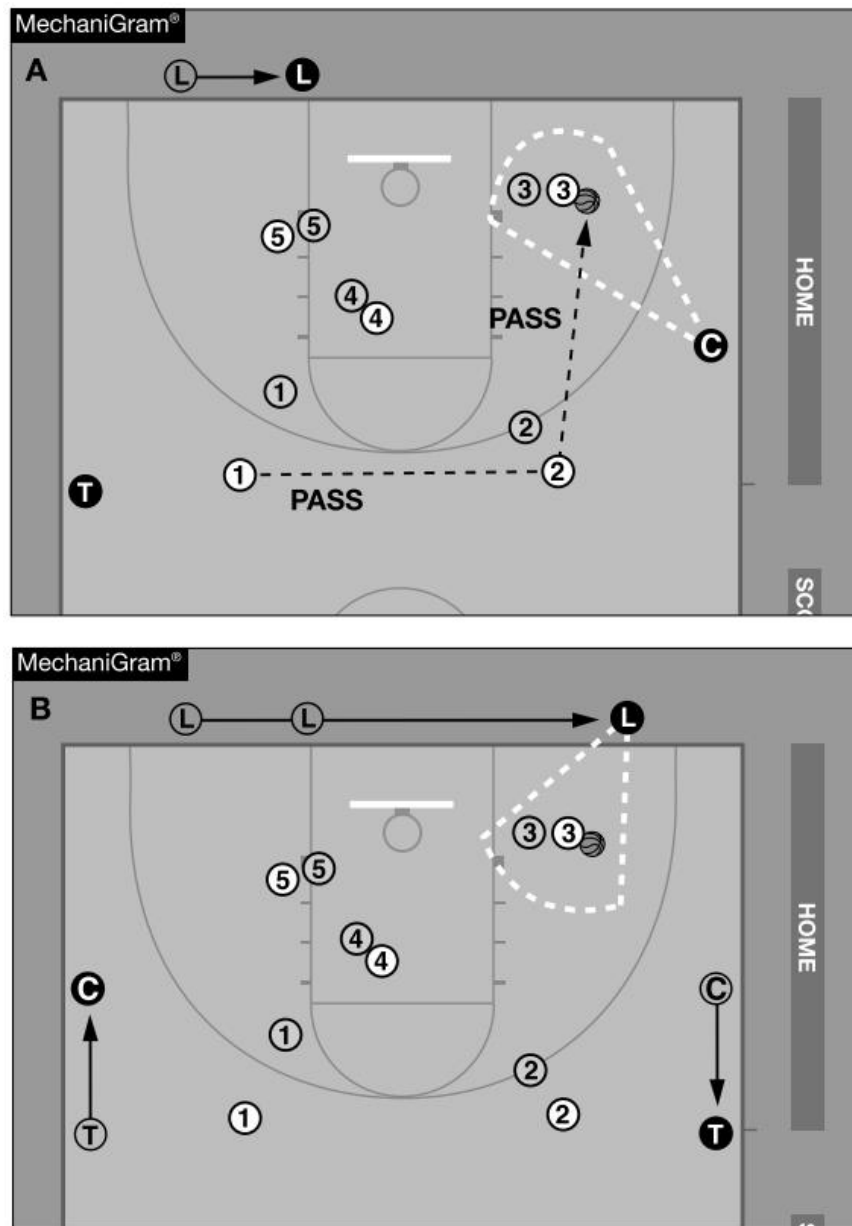
CENTER INITIATES



In most cases during a game, the lead dictates the rotation. However, there is a notable exception.

When a player with the ball is trapped near the division line on the center's side of the court it is a difficult area to officiate. When that happens, the center must move up toward the division line to get in better position to officiate that defensive trap, as seen in the MechaniGram. Once that happens, the other two officials must pick up on the center's movement, then rotate accordingly. With the center becoming the new trail, the trail drops down and becomes the center and the lead shifts over to ballside.

CENTER STAYS ON BALL

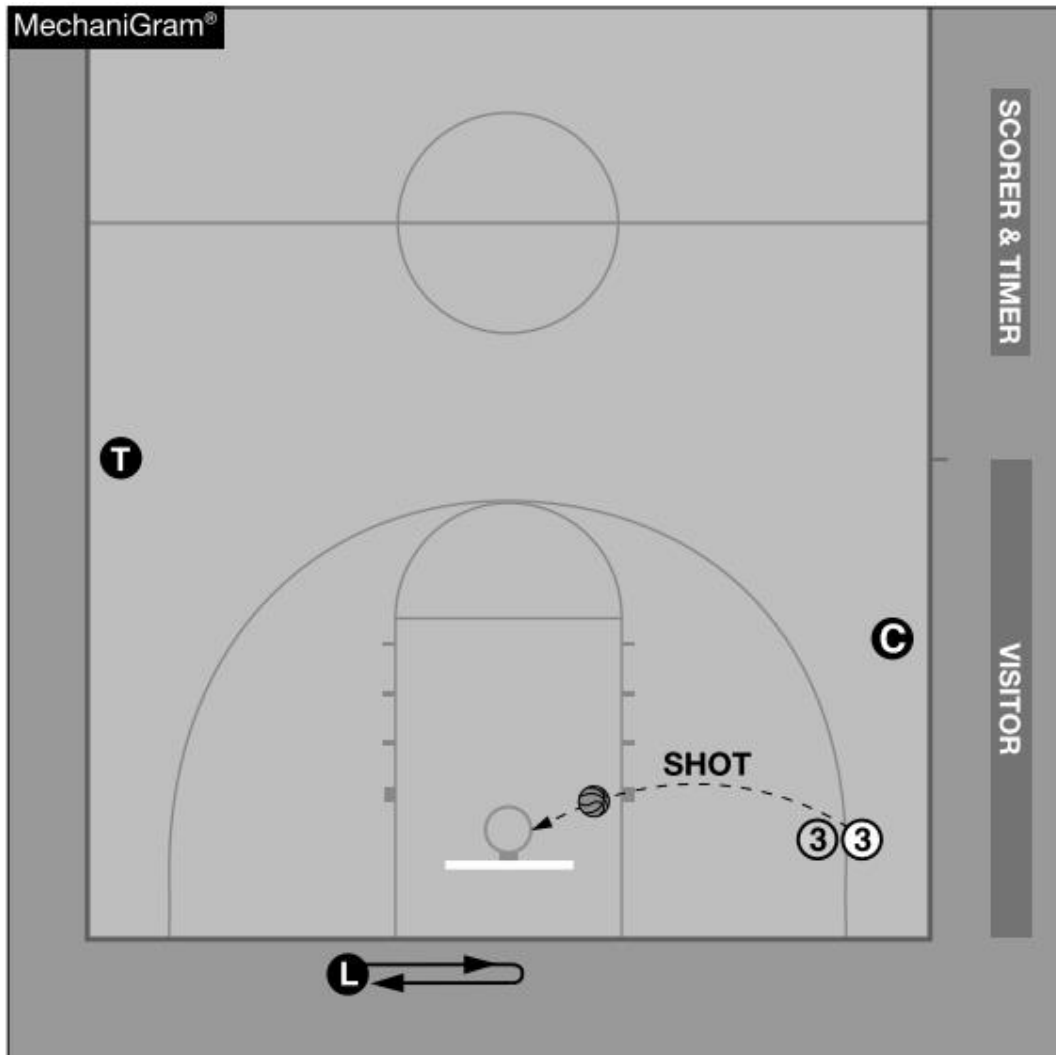


The center must referee all the action when the ball is near the free-throw lane line extended nearest the center until the lead can move laterally across the floor to accept responsibility to cover the play, as seen in MechaniGram A.

The center will probably be officiating on the ball prior to any rotation for a brief period of time. In order to maintain better coverage, the center may need to pause while rotating to trail. Temporarily, there are two center officials. Complete the rotation when play permits, as in MechaniGram B.

Do not ignore the ball when it is clearly in your primary. Give it up only when you're confident your partner has picked up on-ball coverage.

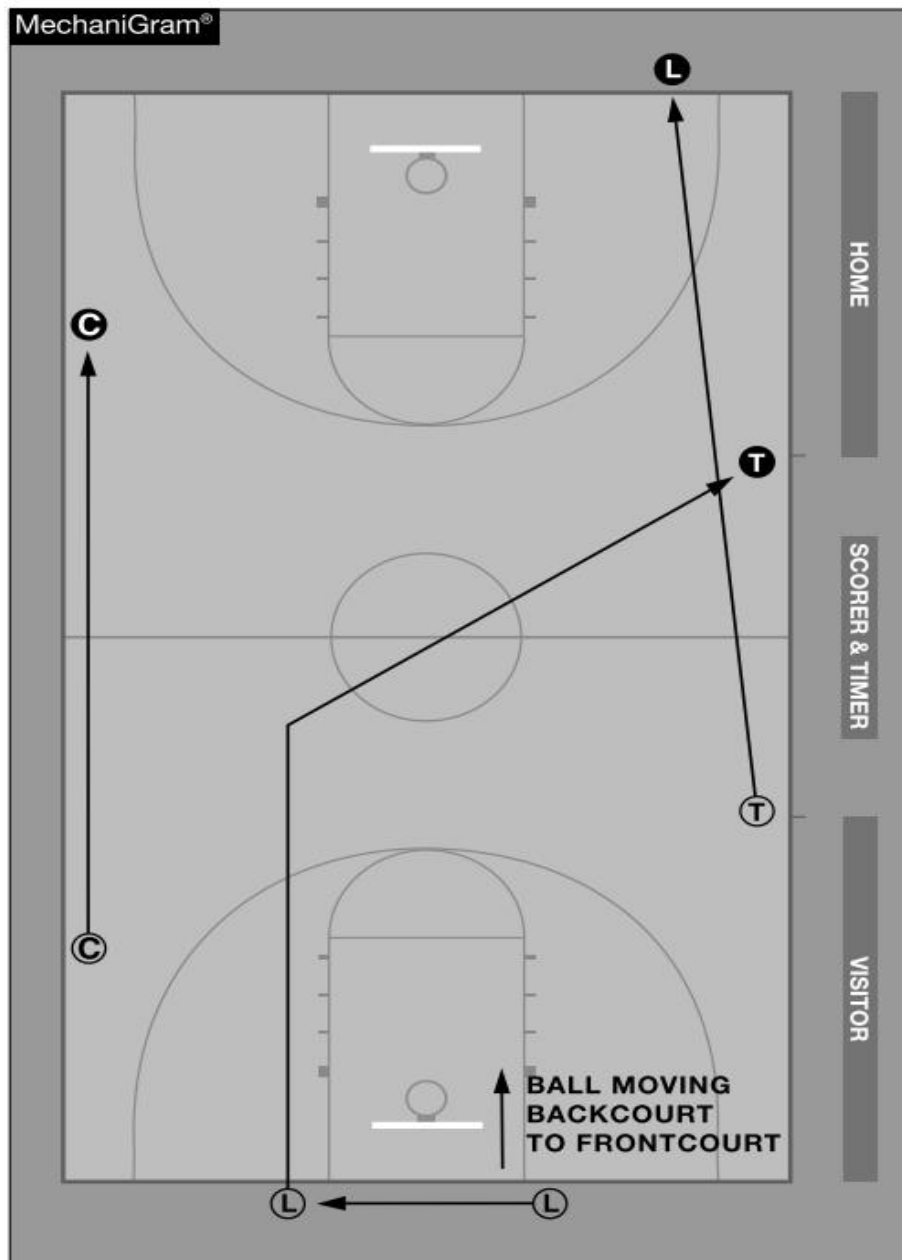
STARTED BUT NOT COMPLETED



If the lead starts a rotation and then decides to stop it because of a pass or other activity, it's OK to move back to the original position because moving to the anticipated play area is most important, as seen in the MechaniGram. The wing officials (trail and center) pick up on the lead movement and swing back as well.

In either case, do not stop in the lane to officiate because of the terrible angles.

PARTNERS DON'T PICK UP



A rotation occurs, the other officials don't recognize it and, sure enough, play goes to other end of the court. Now what?

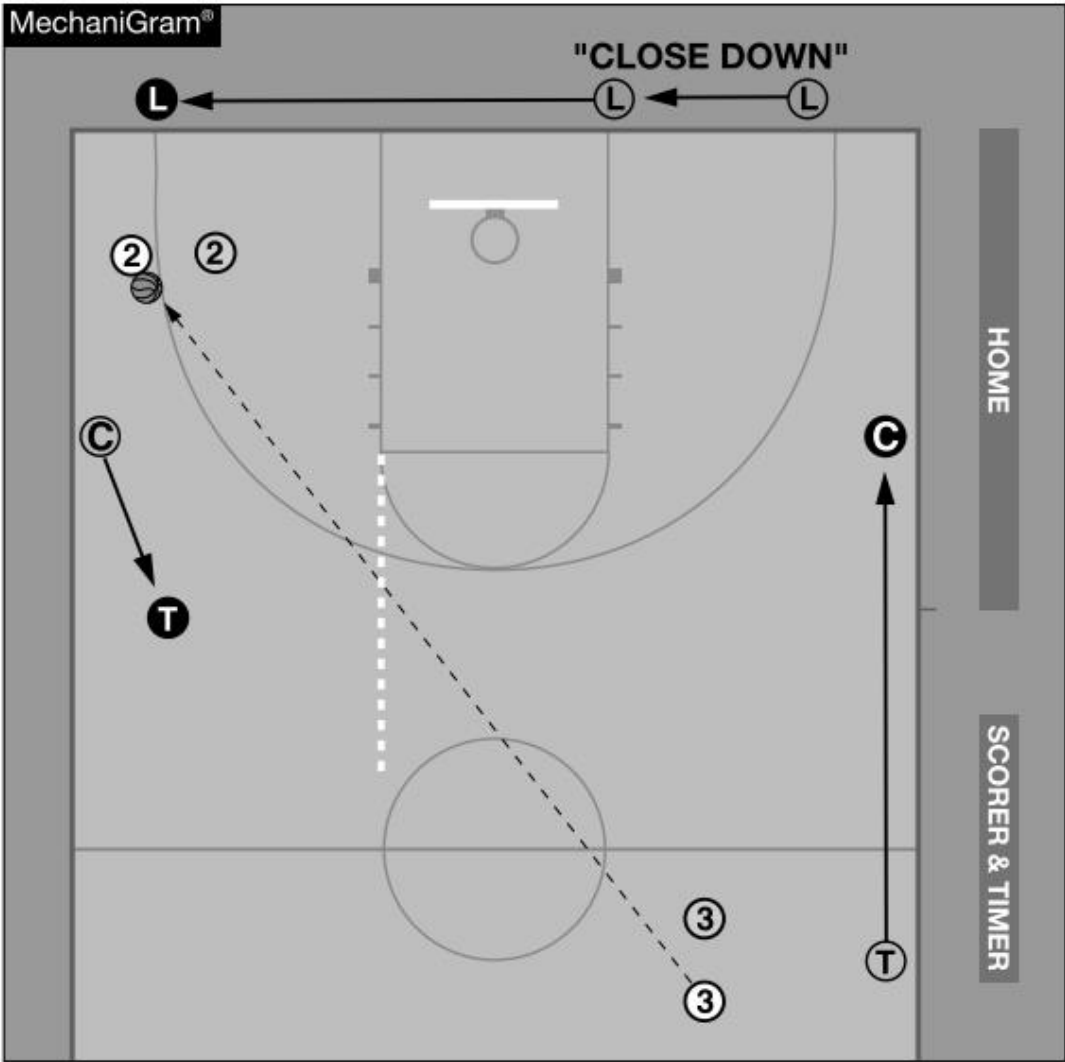
Don't panic. More times than not, the officials are the only people who know there's a mechanics mistake. The new trail must know the other officials are unaware a rotation should've happened at the other end of the court and act accordingly. The new trail must move downcourt, follow the play and simply fill in the missing gap.

In the MechaniGram, the lead rotated but the trail and center didn't see it. When play goes to the other end of the court, the old lead moves across the court and becomes the new trail.

CREW OF THREE - CHAPTER 20 - TRANSITIONS

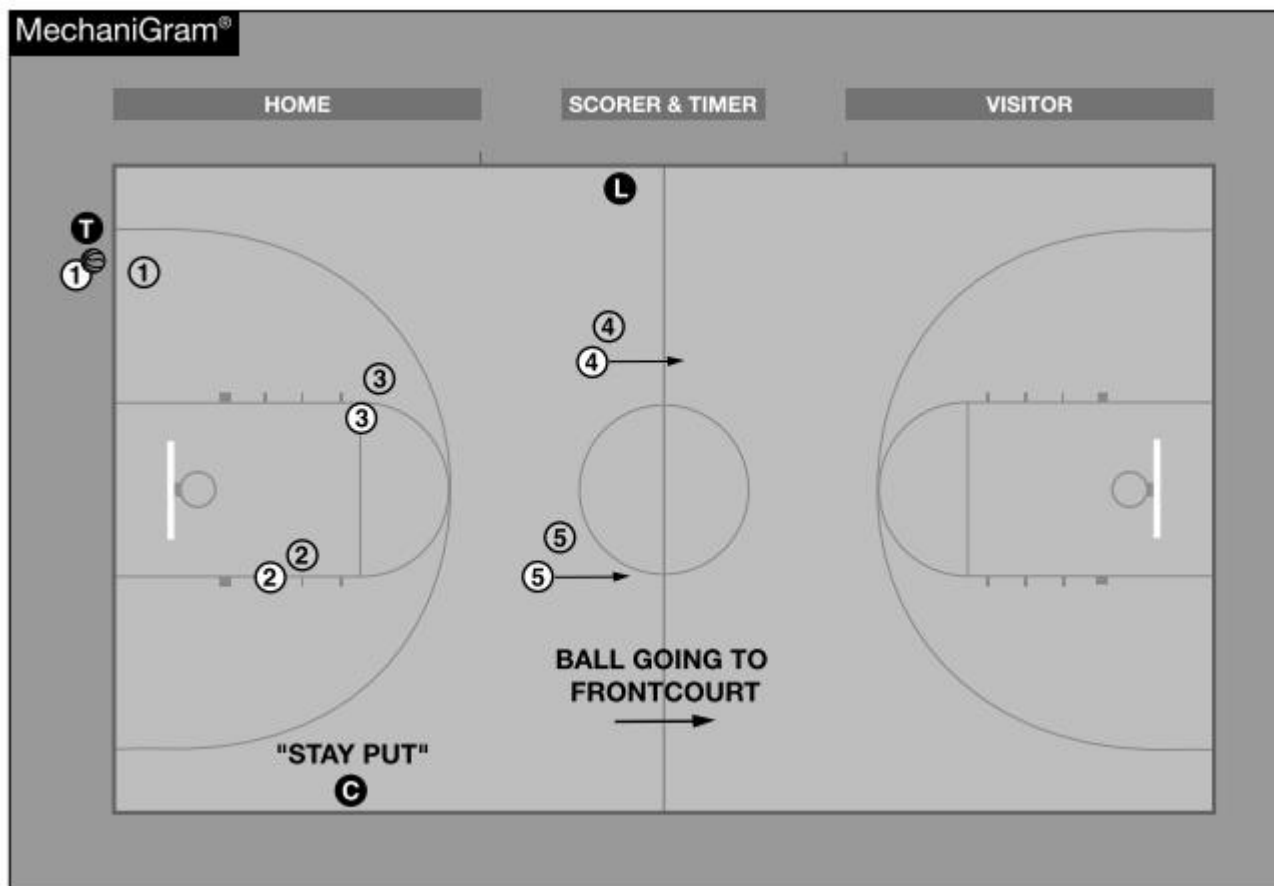
- **BACKCOURT TO FRONTCOURT**
- **DON'T BAIL OUT AFTER BASKET**
- **TRAIL IN TRANSITION**
- **TRAIL MOVES ONTO COURT**
- **AFTER A TURNOVER**
- **ONE-ON-ONE**
- **TROUBLE SPOT**
- **CENTER BUMPED**
- **CENTER RESPONSIBLE FOR BALL**
- **LEAD CLOSES DOWN IMMEDIATELY**
- **LEAD HELPS**
- **SIDELINE RESPONSIBILITY**

BACKCOURT TO FRONTCOURT



The lead may rotate ballside once all three officials or the ball and all 10 players are in the frontcourt. That makes for a smooth rotation and ensures that all three officials are aware a rotation may take place.

DONT' BAIL OUT AFTER BASKET



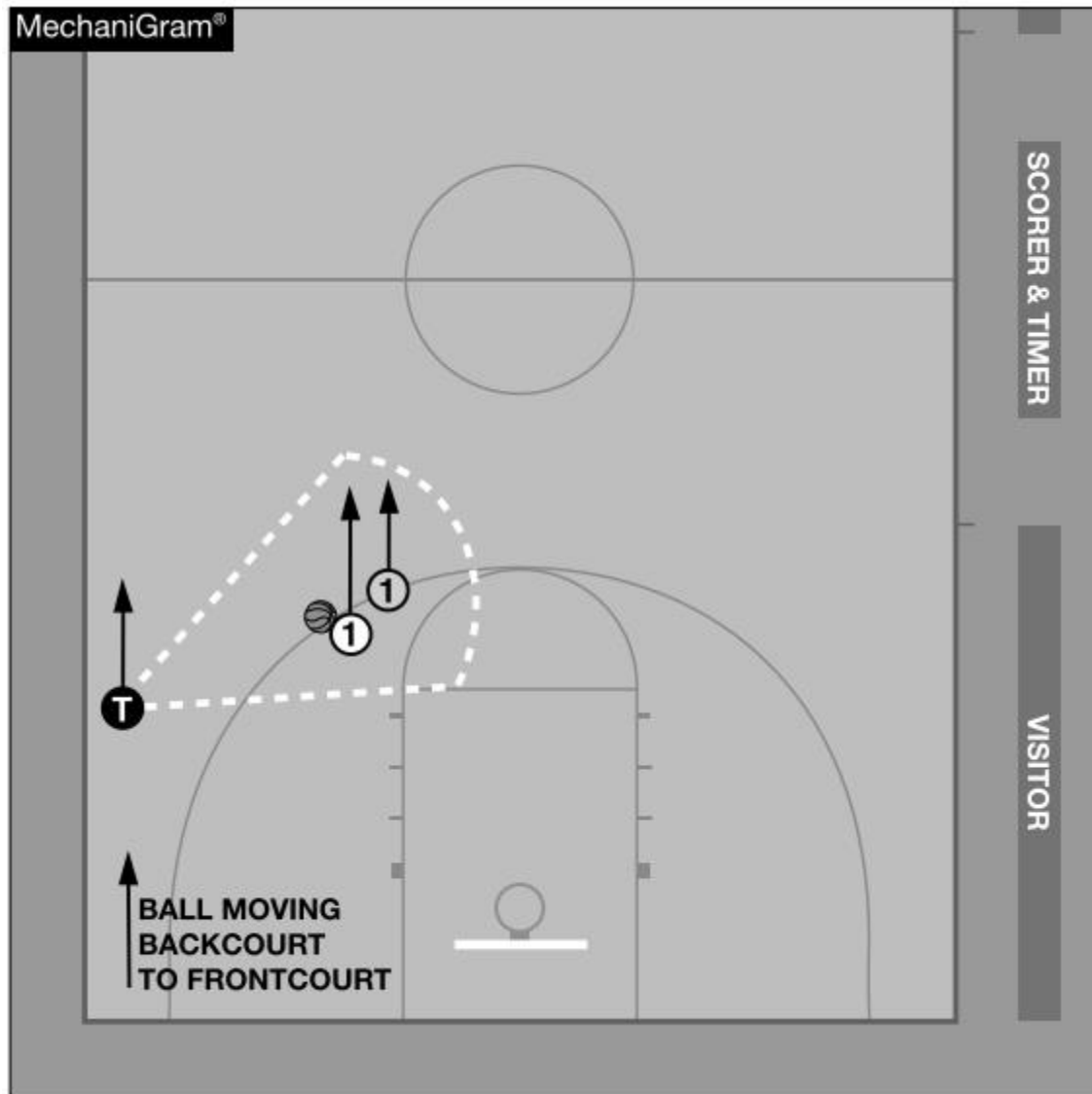
After a goal is scored, players are in a hurry to get to the other end of the court, unless the team that just scored is pressing. It is at that moment when the center can't be moving downcourt like the players.

With the center staying in the same relative location, as seen in the MechaniGram, the center helps the new trail officiate players moving to receive the ensuing throw-in pass.

If a team does press, then the center is already in perfect position to officiate the fullcourt pressure.

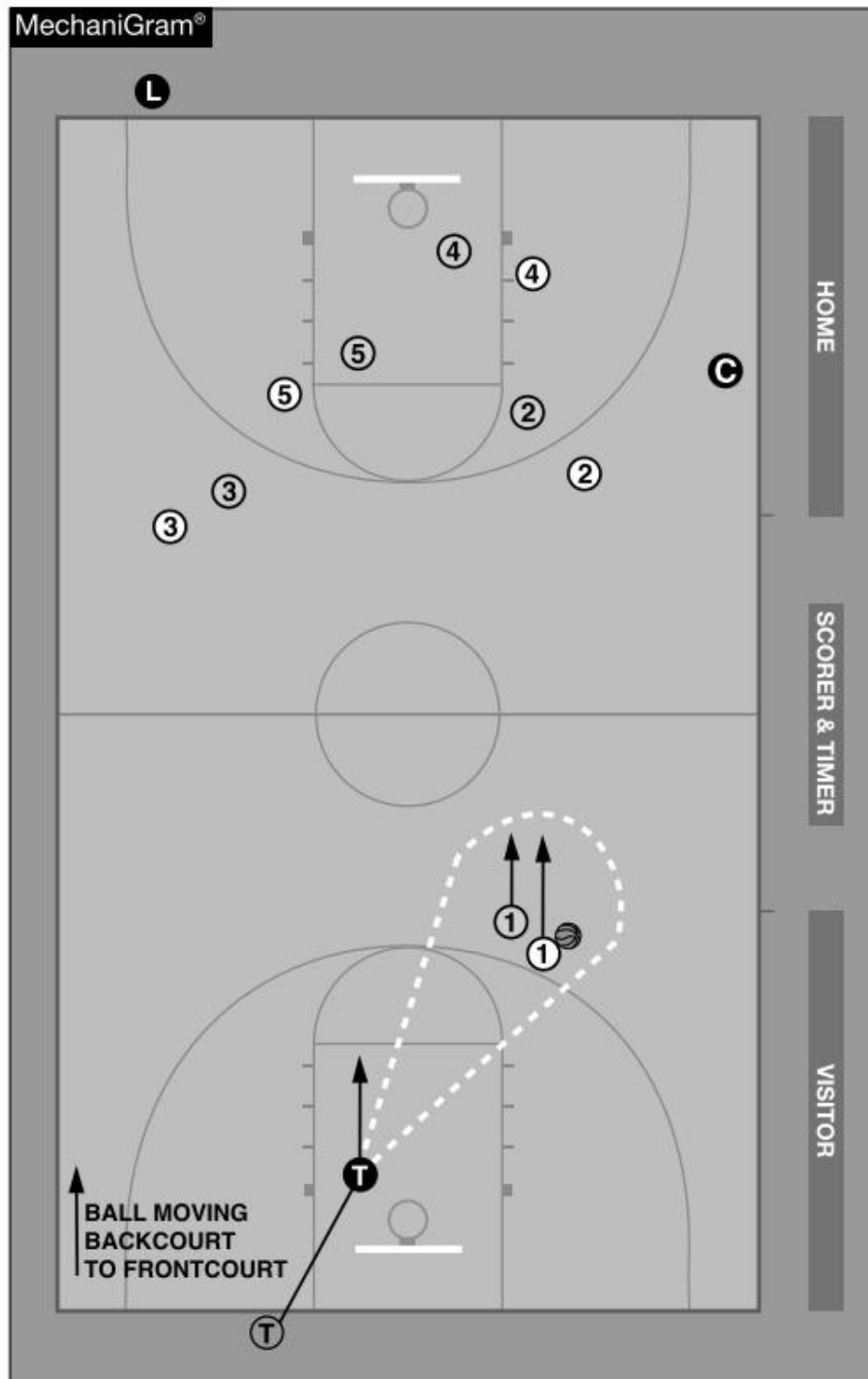
How long should the center "stay put" after a successful goal? Just long enough to observe there isn't going to be any problems the new trail can't handle with ease. That will probably be just a second or two. Then the center can move down the court at the same rate as the players. However, if players' actions dictate the center to stay a bit longer, do so.

TRAIL IN TRANSITION



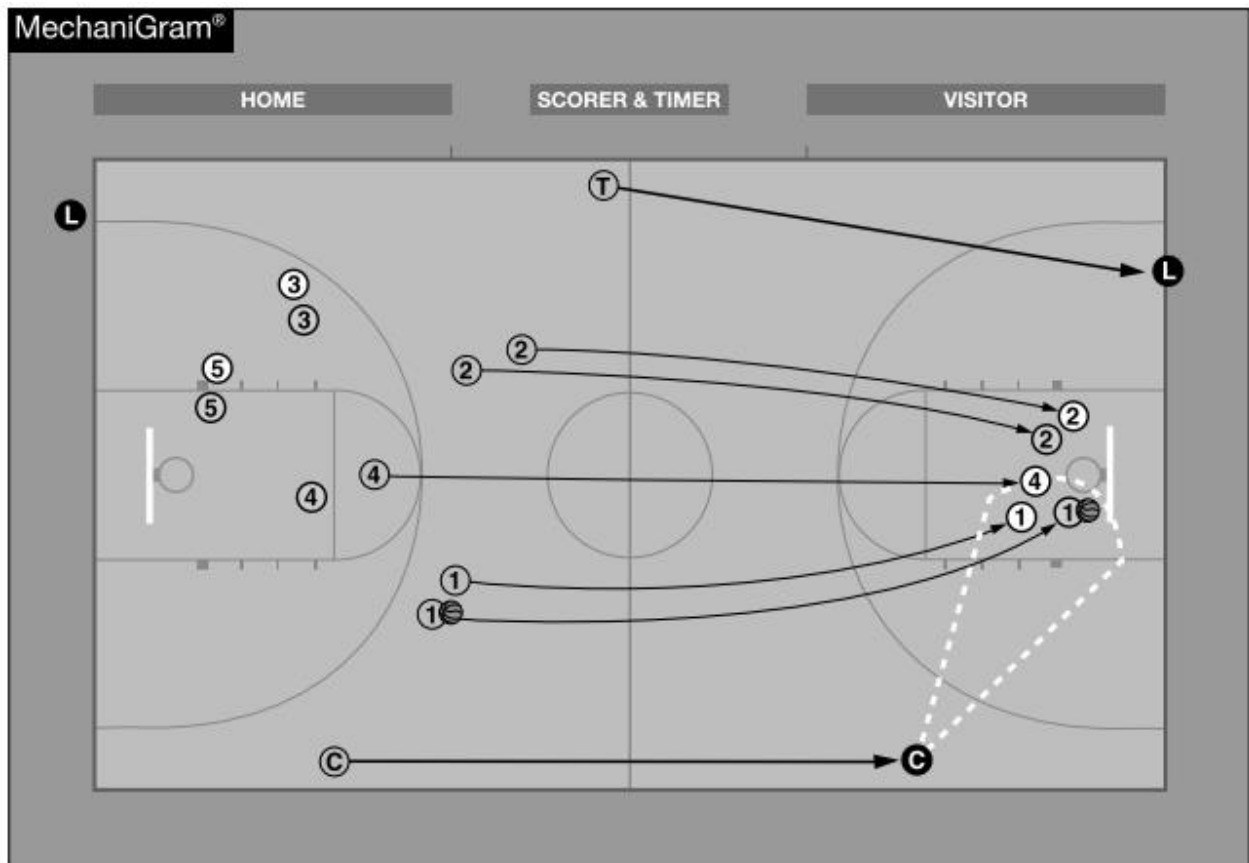
Following a change in possession, the new trail should follow the players up court and be off toward the side. Don't over run the players. There's a reason the position is called the trail: You're trailing the players. The trail is responsible for all one-on-one situations until it reaches the frontcourt.

TRAIL MOVES ONTO COURT



If there is one player providing defensive pressure, the trail must move onto the court to have a clear view of the play. That may require the trail moving up the middle of the court toward the center's side to get the best angle on the play. When the ball reaches the frontcourt, normal frontcourt responsibilities apply.

AFTER A TURNOVER

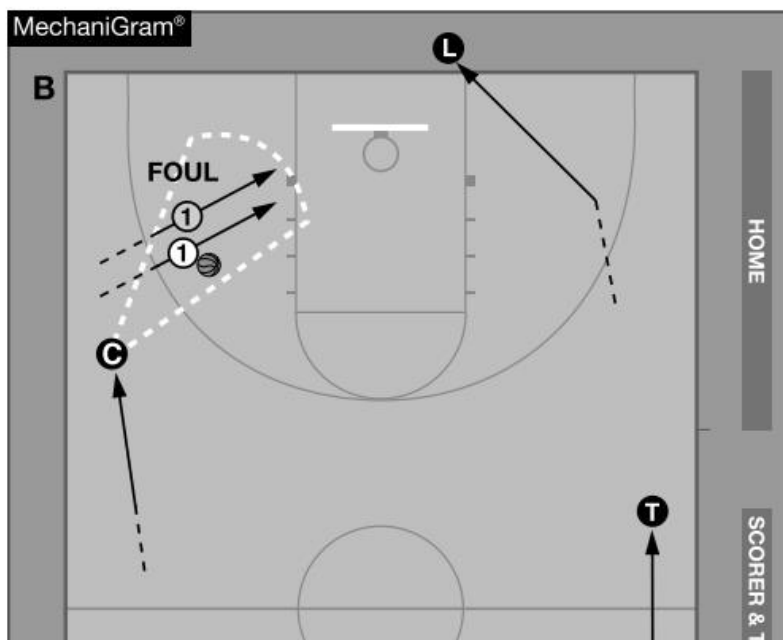
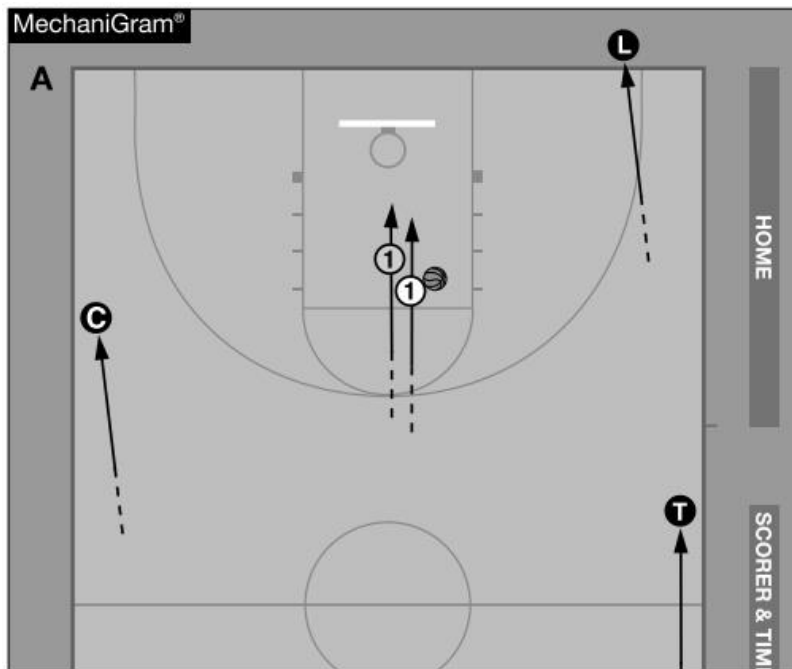


Fast-break action is shared among the lead and center officials.

Much like frontcourt drives to the basket, the lead and center are responsible for action that originates from their side of the lane, even on fast breaks. In the MechaniGram, the new lead is blocked out and can't see the drive to the basket clearly. That is the action the center must officiate.

If a play happens, move to get the proper angles and officiate as needed.

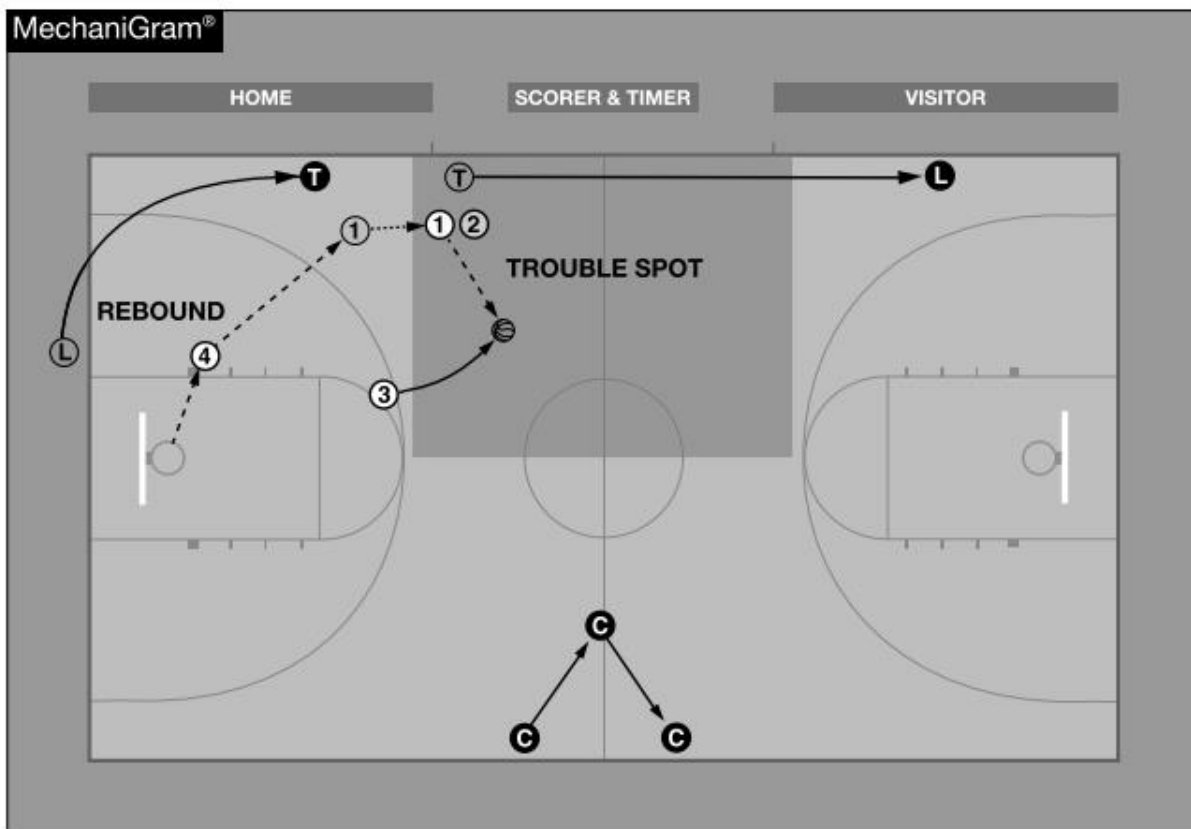
ONE-ON-ONE



During a fast break one-on-one situation, the center and lead need to stay wide if the play is down the middle of the floor as in Mechanigram A. If there's a foul in the lane and a double whistle, it is the lead's call to take or give up.

In one-on-one situations, with the play originating in center's area and a foul committed on the drive to the basket, the center makes the call as in Mechanigram B. If there is a double whistle on the play, the center will take ownership of the primary area and make the call.

TROUBLE SPOT

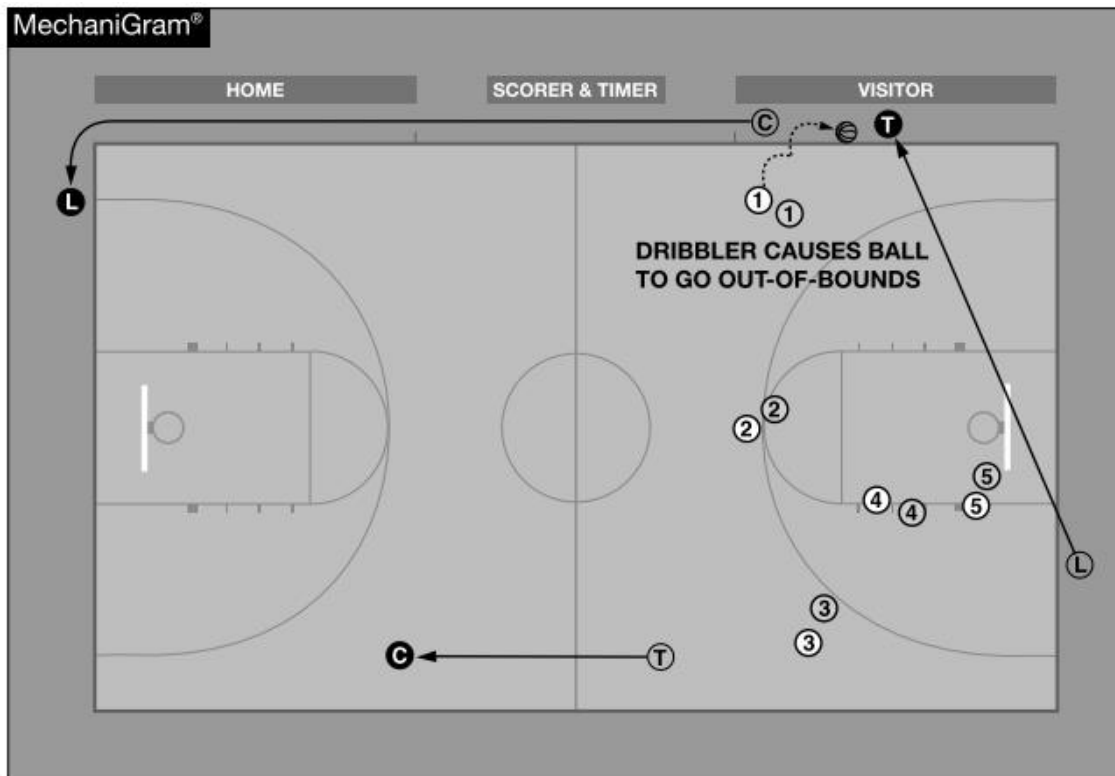


The same pass/crash principles that apply in the lane area apply all over the court. One trouble spot for officials is the pass/crash when a team in transition starts a fast break up the court.

The new trail must quickly read the fast break and move toward the sideline. That play is the new trail's call to make.

However, if the new trail gets blocked out or can't get into a position to see the play in its entirety, the call or no-call will rest on the shoulders of the center. The center can temporarily move onto the court to help. If there's no foul or violation and play continues, the center can move back to the normal sideline position (as shown in the MechaniGram).

CENTER BUMPED

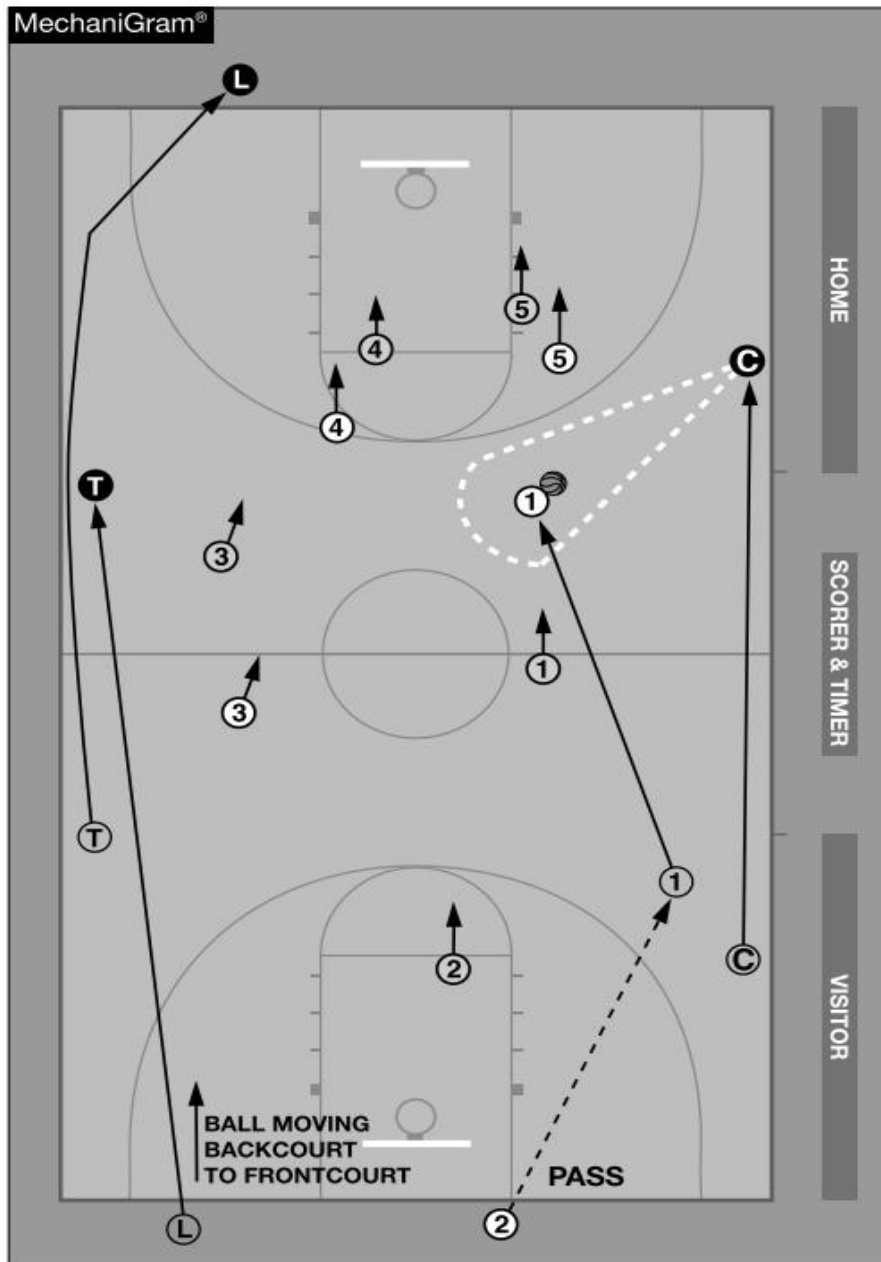


As the center official, when an offensive violation occurs in your coverage area, stop the clock, signal the violation and the direction, then point to the spot for the throw-in. Next — after checking that there are no problems — sprint down court while viewing the action behind you and become the new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

If you're the lead, eye the center's signals, move toward the spot for the throw-in and administer it. The lead has now become the new trail. The lead "bumped" the center down court and the center moving to lead goes the length of the court. The trail will move to become the new center.

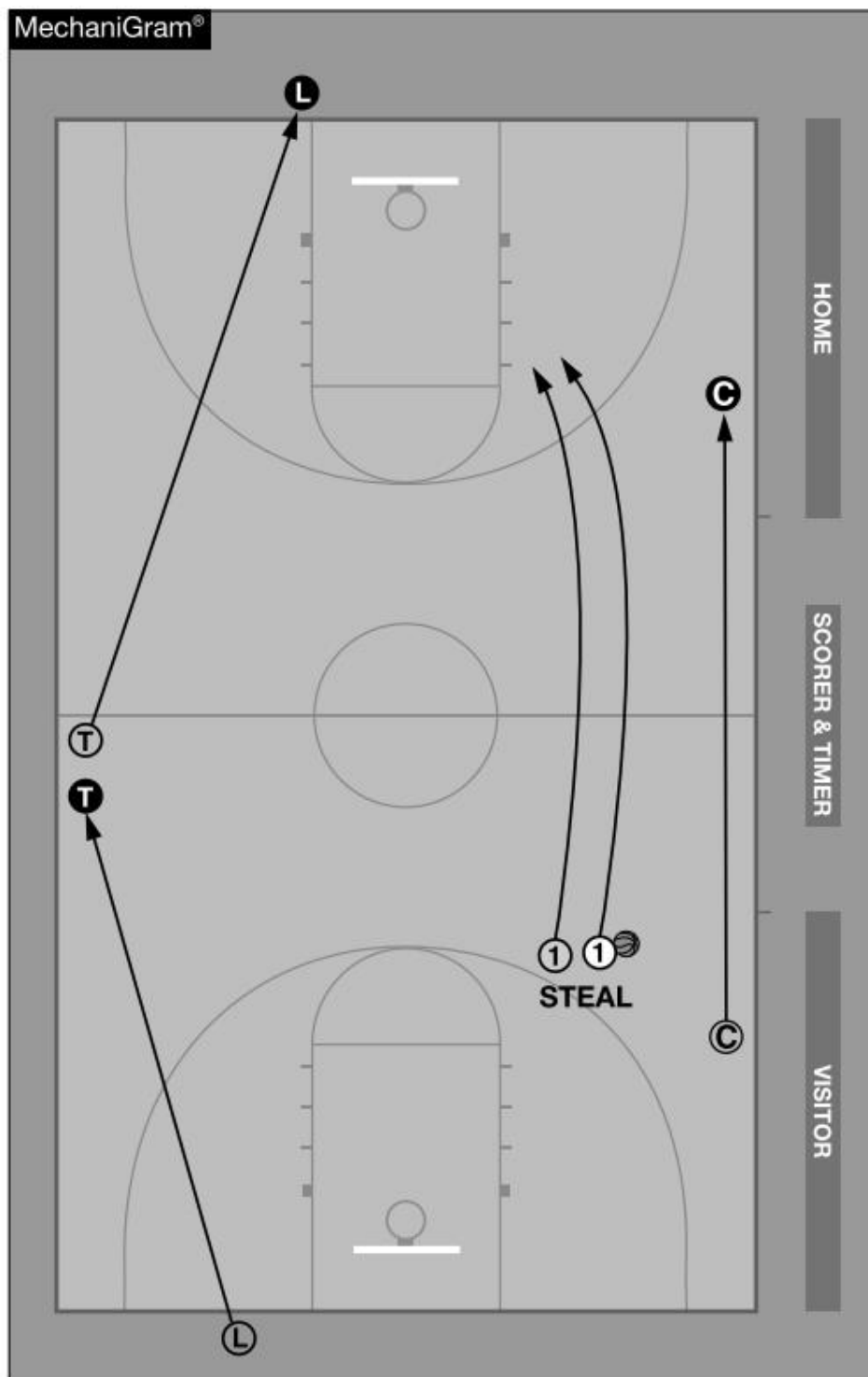
The trail becomes the new center.

CENTER RESPONSIBLE FOR BALL



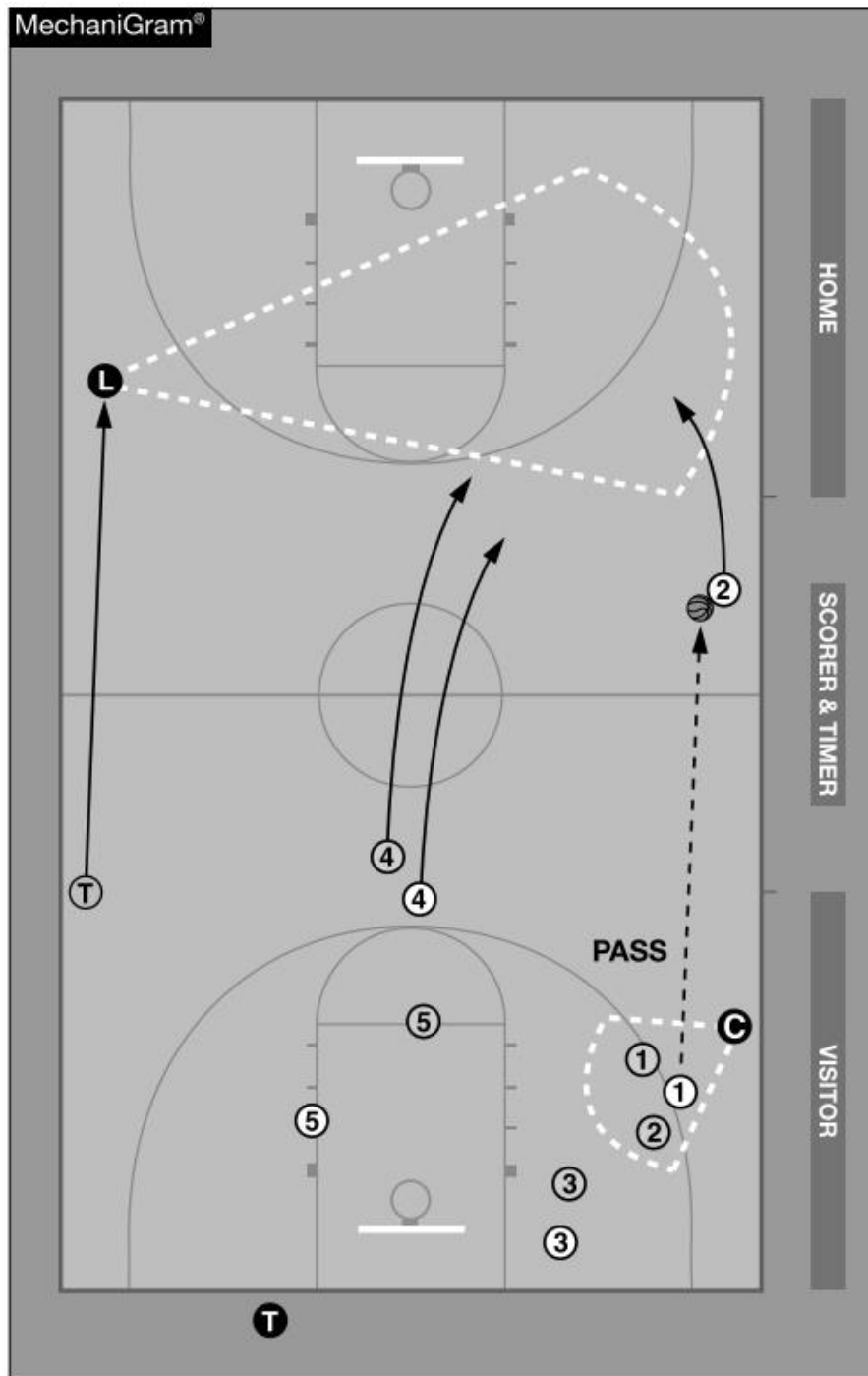
If the ball is at the free-throw lane line extended nearer the center's position, the center is responsible for on-ball coverage as soon as the ball crosses the division line, as seen in the MechaniGram. Do not ignore the ball!

LEAD CLOSES DOWN IMMEDIATELY



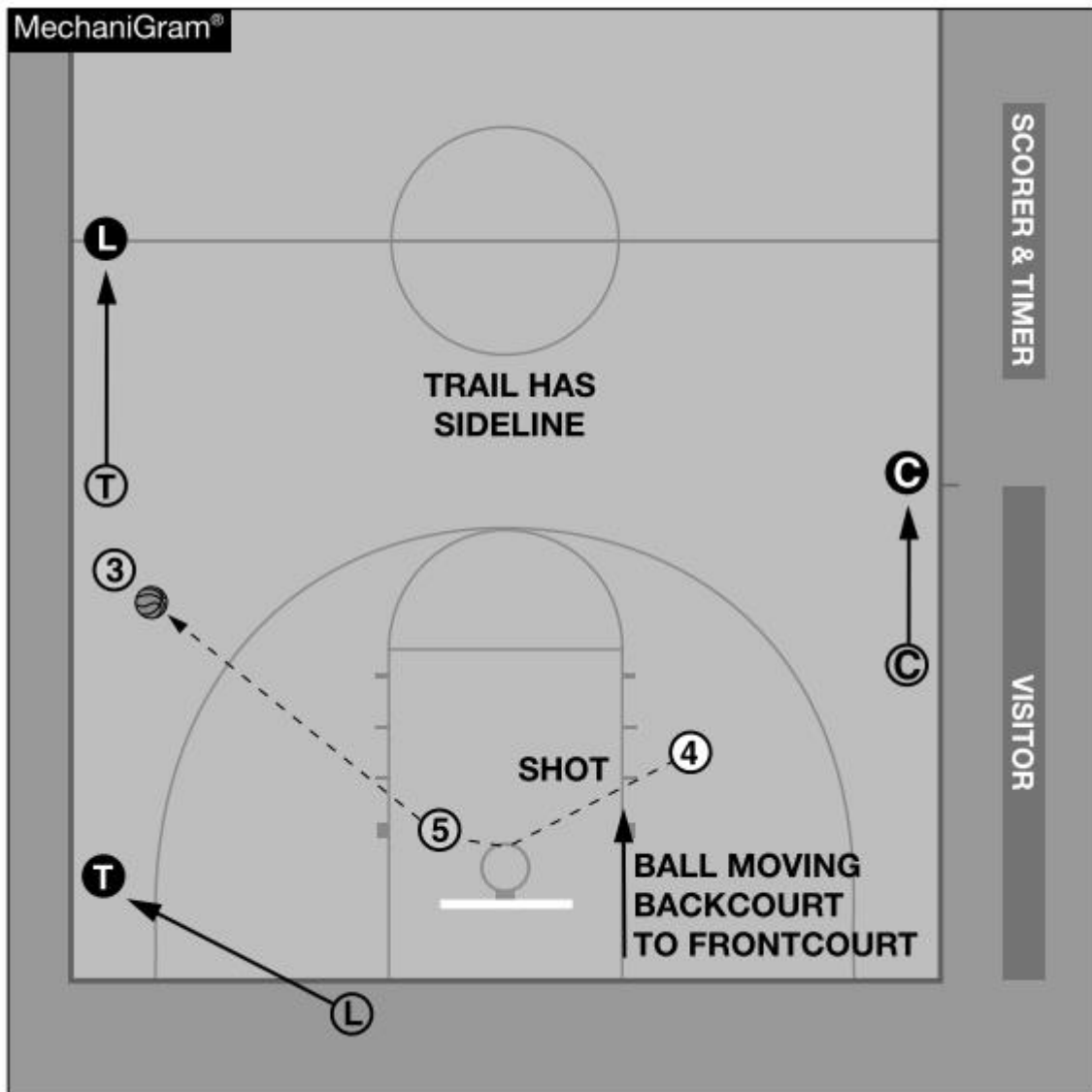
When there is a change of possession and the ball is on the center's side of the court, the new lead can go immediately to the close-down position along the endline. There's no need for the lead to go to the endline, then move to the close-down position. Just be sure to avoid potential passing lanes.

LEAD HELPS



If defensive pressure is applied which causes the center to assist in the backcourt, the new lead must hesitate near the free-throw line extended or higher if necessary and assist with any action as seen in the MechaniGram. Come onto the court temporarily if necessary.

SIDELINE RESPONSIBILITY



When there is a quick outlet pass after a rebound, the new trail sometimes can't cover sideline responsibilities immediately. Help is needed from the new lead. The new trail has primary sideline responsibility should the ball go out of bounds. The new lead offers secondary coverage.

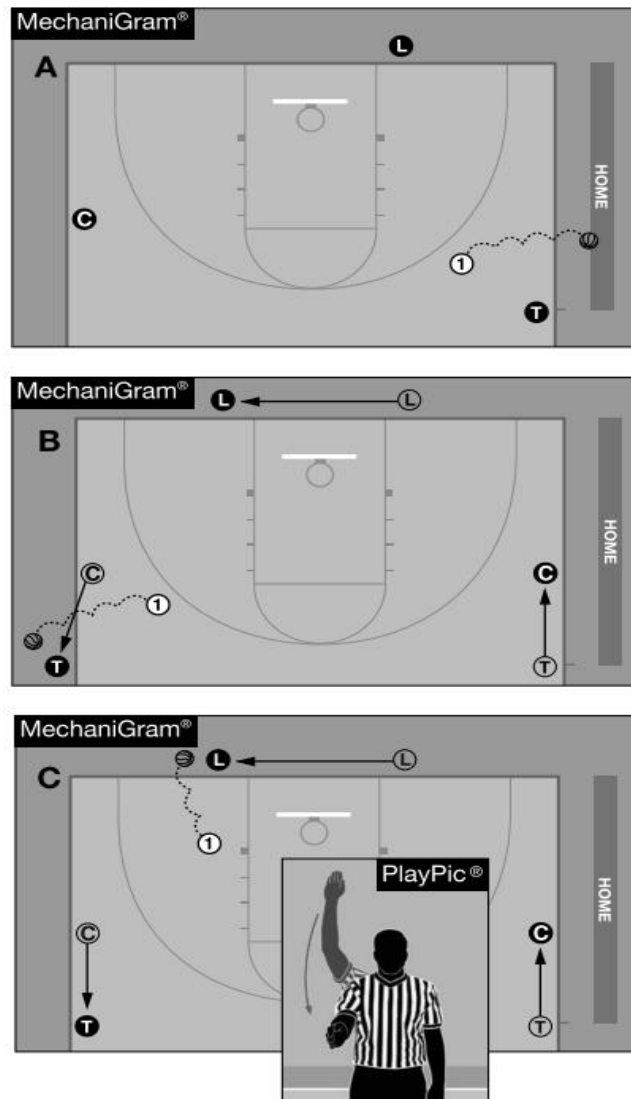
If a long pass goes out of bounds downcourt ahead of the new lead, the new lead has primary coverage.

Double the sidelines in transition to help ensure your coverage will produce the correct call.

CREW OF THREE - CHAPTER 21 - THROW-INS

- **ADMINISTERING OFFICIALS**
- **LEAD POSITION**
- **WHEN TO BOUNCE**
- **BACKCOURT THROW-IN**

ADMINISTERING OFFICIALS

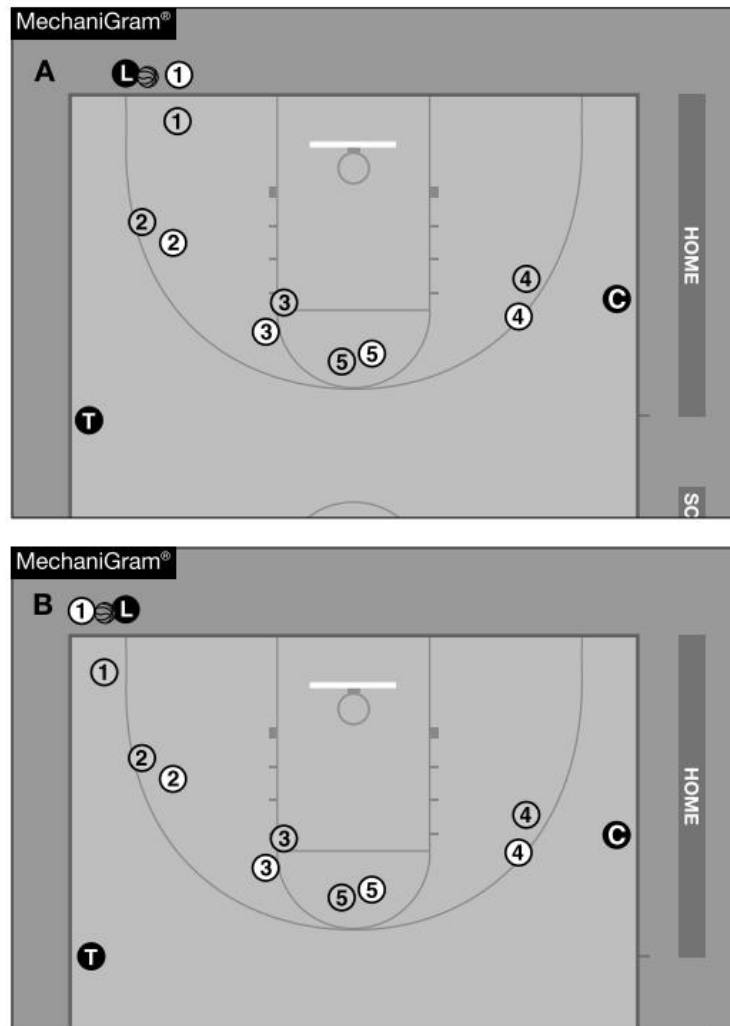


Which official administers a throw-in isn't any different from a two-person crew. The ensuing throw-in will be handled by the covering official. In MechaniGram A, the ball goes out of bounds on the trail's sideline. The trail is the administering official no matter how close the ball is on the sideline to the endline.

In MechaniGram B, the ball goes out of bounds on the center's sideline. The center administers the ensuing throw-in and becomes the new trail. Because two officials are needed on the same side of the court as the throw-in, the lead moves across the endline. The trail slides down to become the new center.

In MechaniGram C, the ball goes out of bounds on the lead's endline on the other side of the lane. The lead moves across the endline and administers the ensuing throw-in. The center slides toward the division line, becomes the new trail and mirrors the lead's chop. The trail slides down and becomes the center.

LEAD POSITION

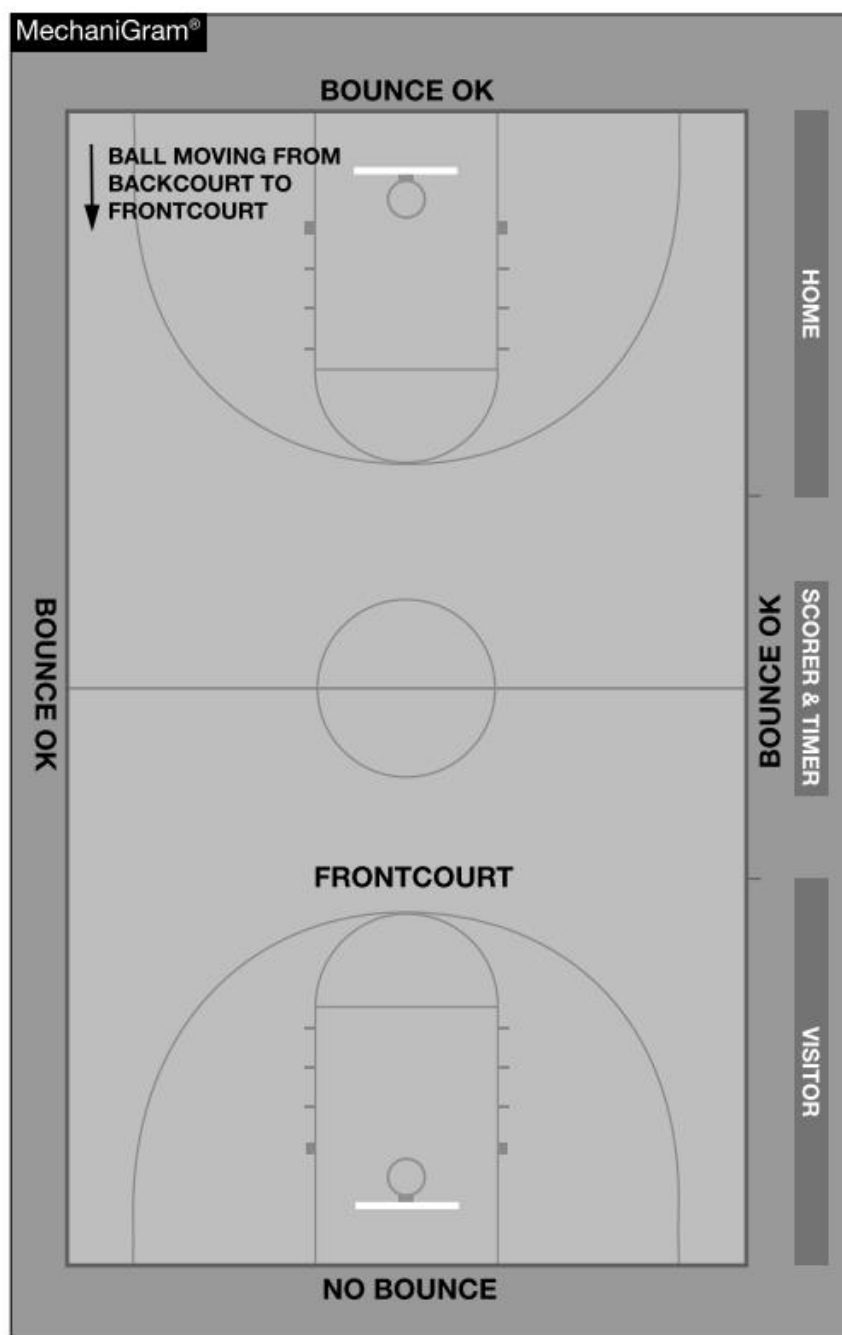


For frontcourt endline throw-ins, the lead may be on either side of the thrower, based on the best view of the play. In MechaniGram A, the lead is on the outside between the player and the sideline. In MechaniGram B, the lead is on the inside between the player and the basket. Go where you're most comfortable.

The lead should hand the ball to the thrower on all frontcourt endline throw-ins. The trail shall mirror the lead's stop- and start-clock (chop) signals for frontcourt endline throw-ins. In many gymnasiums across the country, the timer has had a difficult time seeing the lead official chop in the clock. Having the trail official mirror the signal will give the timer additional help when the ball is in the corner and sightlines make it difficult for the timer to see the lead.

The change gives the center official increased importance. Since it's possible that two officials will now be watching the ball to initiate the chop and the starting of the game clock, the center needs to concentrate more than ever on off-ball coverage.

WHEN TO BOUNCE

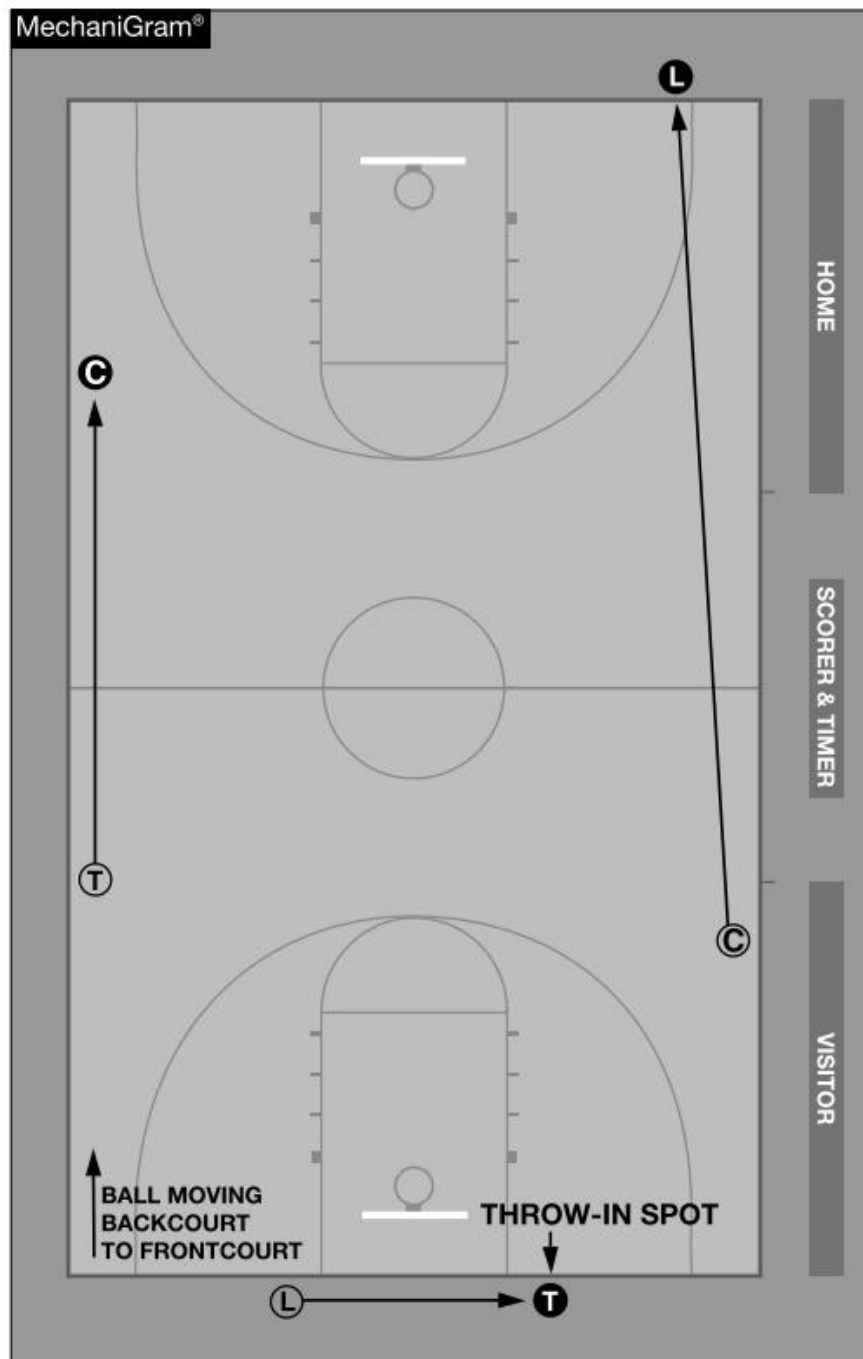


The official administering the throw-in has two ways of giving the ball to the thrower: handing or bouncing the ball. Which method depends upon where the throw-in takes place, as seen in the MechaniGram.

All throw-ins on the frontcourt endline are to be administered by handing the ball to the thrower.

Throw-ins on the sidelines or backcourt endline (with the ball moving to the frontcourt) can be done using either method.

BACKCOURT THROW-IN

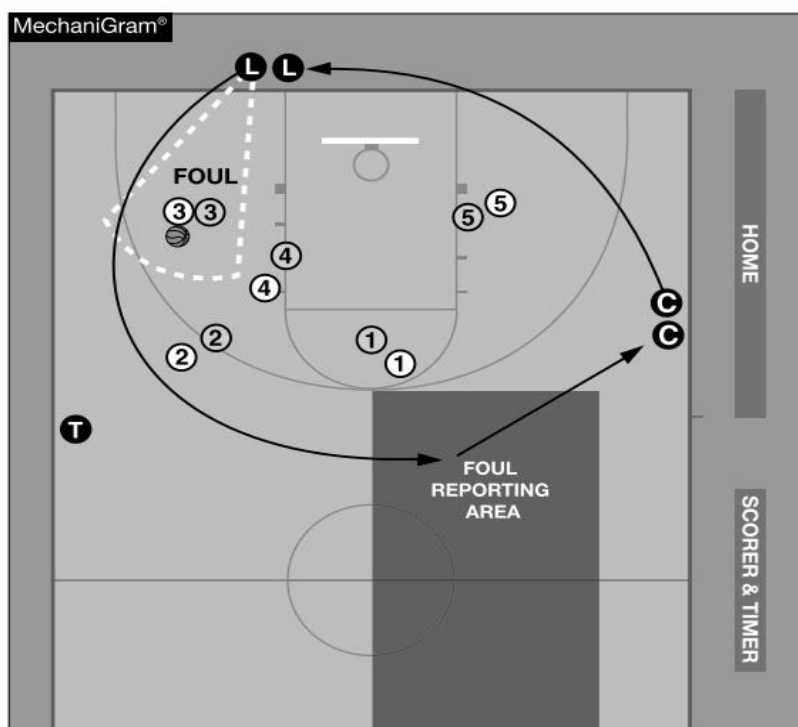


If the administering official is on the opposite side of the lane from the inbound spot, move across the lane. Do not bounce the ball across the lane. The old center moves downcourt and becomes the new lead. The old trail moves downcourt and becomes the new center. The old lead moves across the lane and becomes the new trail.

CREW OF THREE - CHAPTER 22 - REPORTING FOULS & SWITCHING

- FOUL REPORTING AREA
- TABLE-SIDE LEAD CALLS FOUL, NO FREE THROWS
- LEAD OPPOSITE CALLS FOUL, NO FREE THROWS
- TABLE-SIDE CENTER CALLS FOUL, NO FREE THROWS
- CENTER OPPOSITE CALLS FOUL, NO FREE THROWS
- TABLE-SIDE TRAIL CALLS FOUL, NO FREE THROWS
- TRAIL OPPOSITE CALLS FOUL, NO FREE THROWS
- TABLE-SIDE LEAD CALLS FOUL, FREE THROWS
- LEAD OPPOSITE CALLS FOUL, FREE THROWS
- TABLE-SIDE CENTER CALLS FOUL, FREE THROWS
- CENTER OPPOSITE CALLS FOUL, FREE THROWS
- TABLE-SIDE TRAIL CALLS FOUL, FREE THROWS
- TRAIL OPPOSITE CALLS FOUL, FREE THROWS
- TABLE-SIDE LEAD CALLS FOUL ON OFFENSE, NO FREE THROWS
- LEAD OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS
- TABLE-SIDE CENTER CALLS FOUL ON OFFENSE, NO FREE THROWS
- CENTER OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS
- TABLE-SIDE TRAIL CALLS FOUL ON OFFENSE, NO FREE THROWS
- TRAIL OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS
- TABLE-SIDE LEAD CALLS FOUL ON OFFENSE, FREE THROWS
- LEAD OPPOSITE CALLS FOUL ON OFFENSE, FREE THROWS
- TABLE-SIDE CENTER CALLS FOUL ON OFFENSE, FREE THROWS
- CENTER OPPOSITE CALLS FOUL ON OFFENSE, FREE THROWS
- TABLE-SIDE TRAIL CALLS FOUL ON OFFENSE, FREE THROWS
- TRAIL OPPOSITE CALLS FOUL ON OFFENSE, FREE THROWS
- NOTIFY COACH OF DISQUALIFIED PLAYER

FOUL REPORTING AREA



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

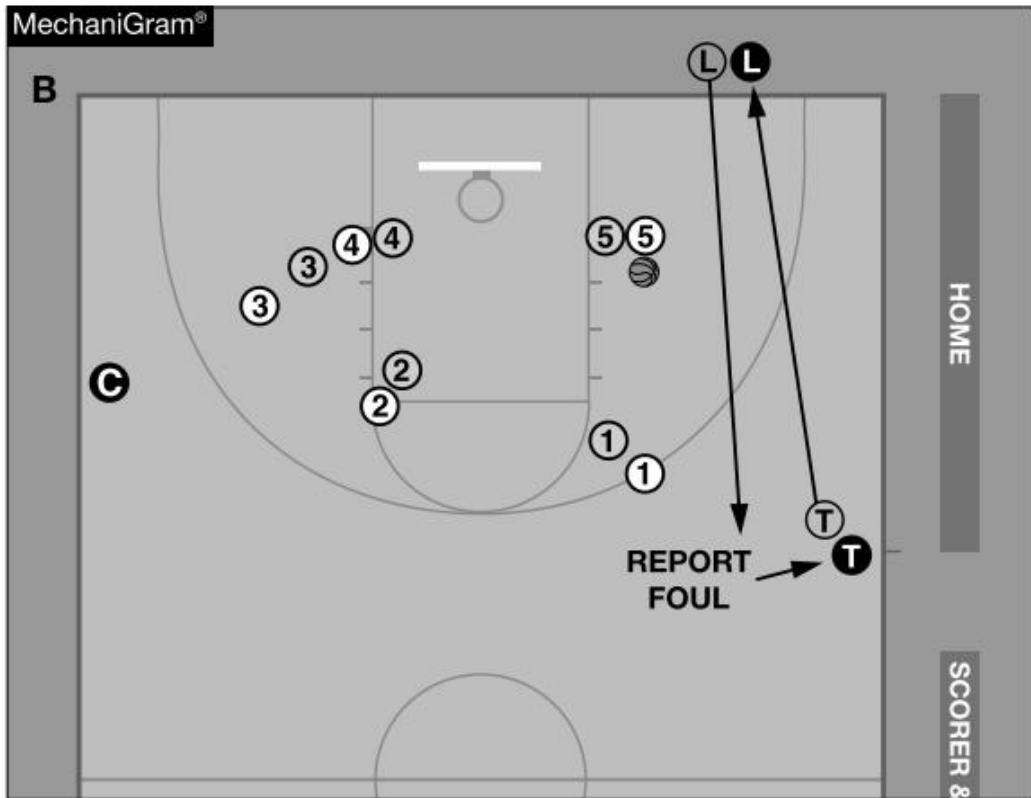
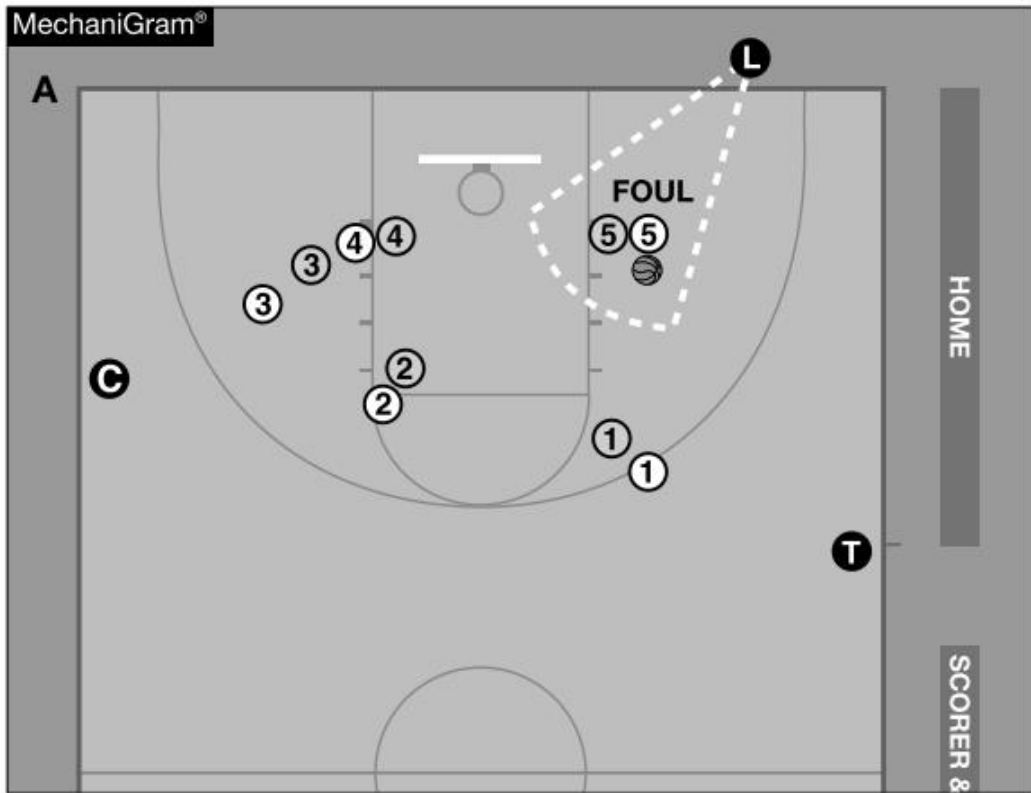
At that time, the lead must do a number of things:

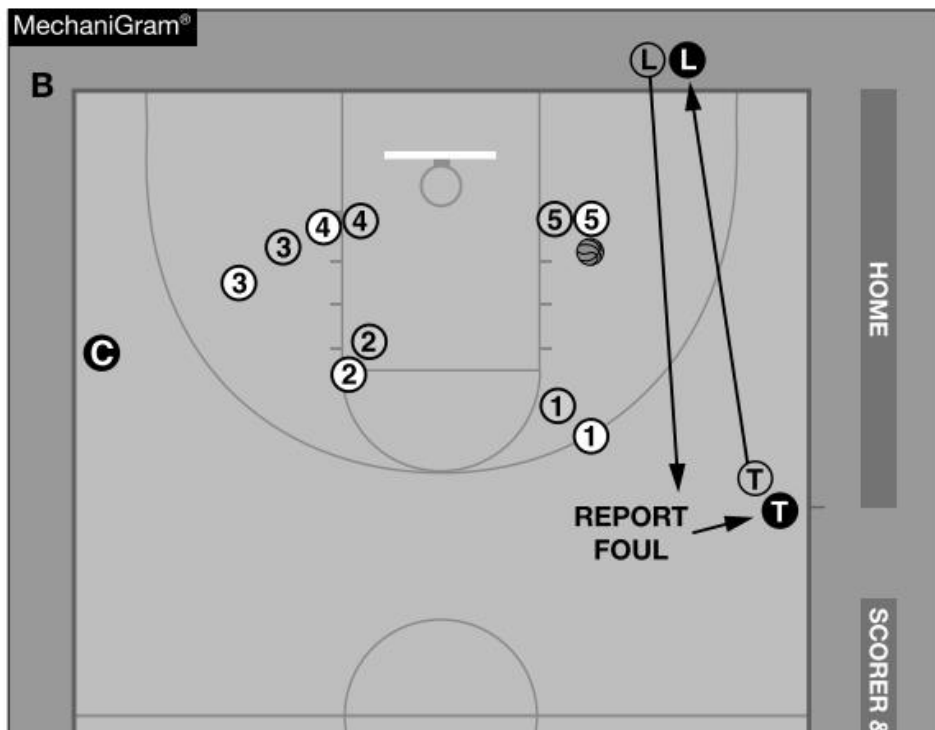
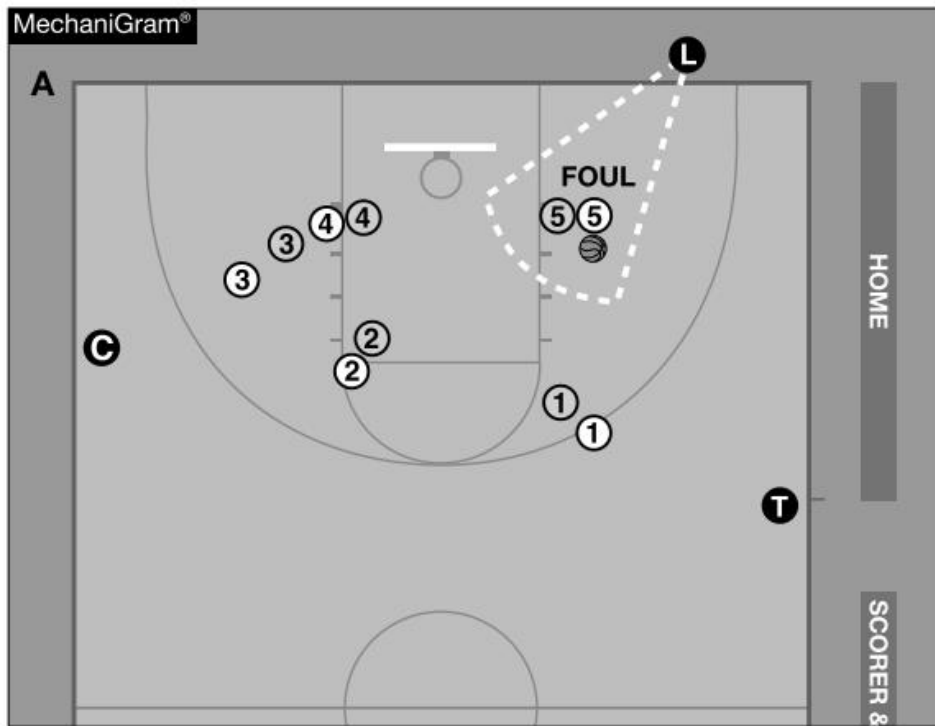
1. Delay momentarily after signaling the foul at the spot to ensure there is no continuing action or trash-talk among the players.
2. Once the immediate area appears calm, the lead clears all the players by running around them toward the reporting area. Do not run through a crowd because then players are behind you and you lose sight of them. That's when problems occur.
3. 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 the proper perspective of possible bench conduct.

The non-calling officials also have specific duties during the dead ball:

1. Keep all players within your field of vision. Penetrate toward the crowd slightly — maybe just a step or two depending on where the players are. During that deadball time, you can prevent many extracurricular illegal activities from brewing into bigger problems. Use your voice to let players know you're in the area. Your mere presence may stop a problem.
2. If the players appear calm, begin moving toward the throw-in spot or begin preparing players for free throws. Move slowly and with your head up, watching the players as you move. Use your voice to tell the players what's next. By having the players ready for the next play, the ball will get back in play quickly and smoothly.

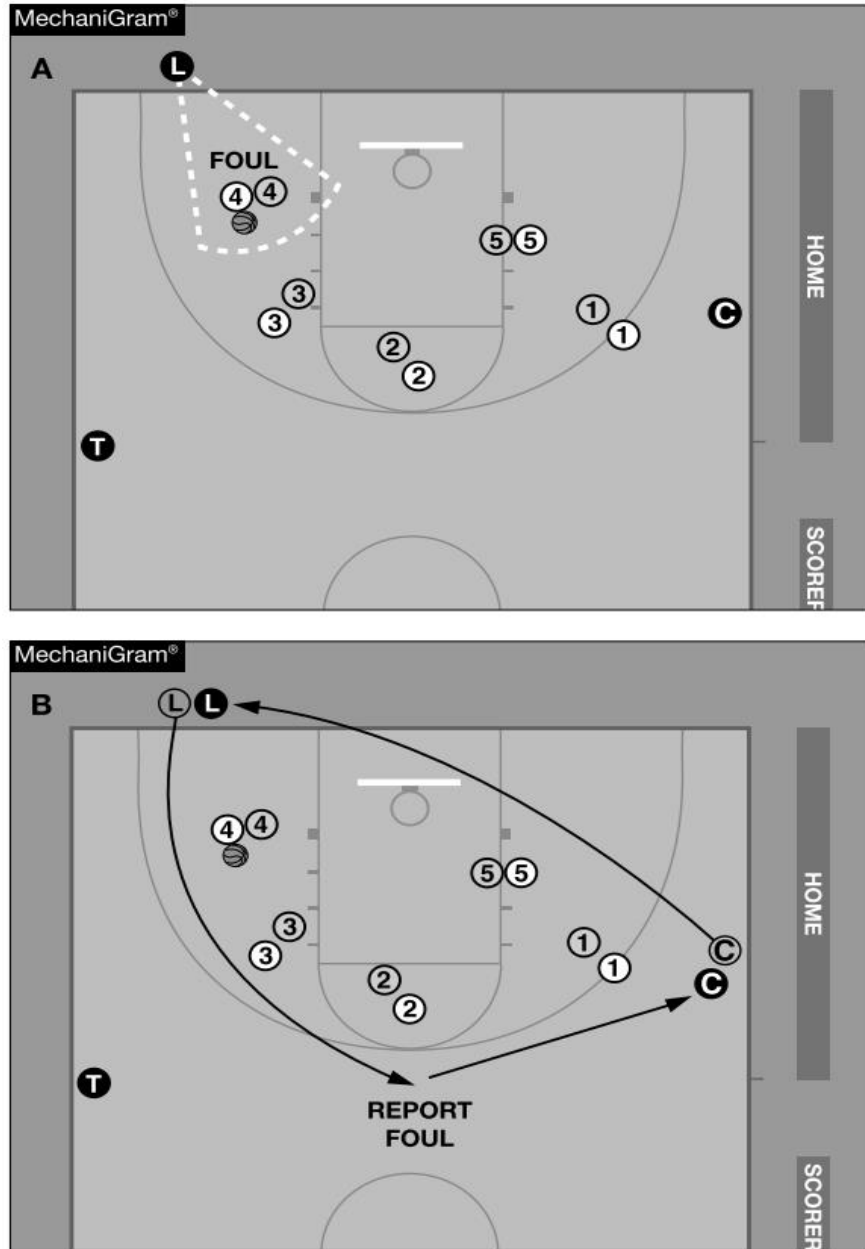
TABLE-SIDE LEAD CALLS FOUL, NO FREE THROWS





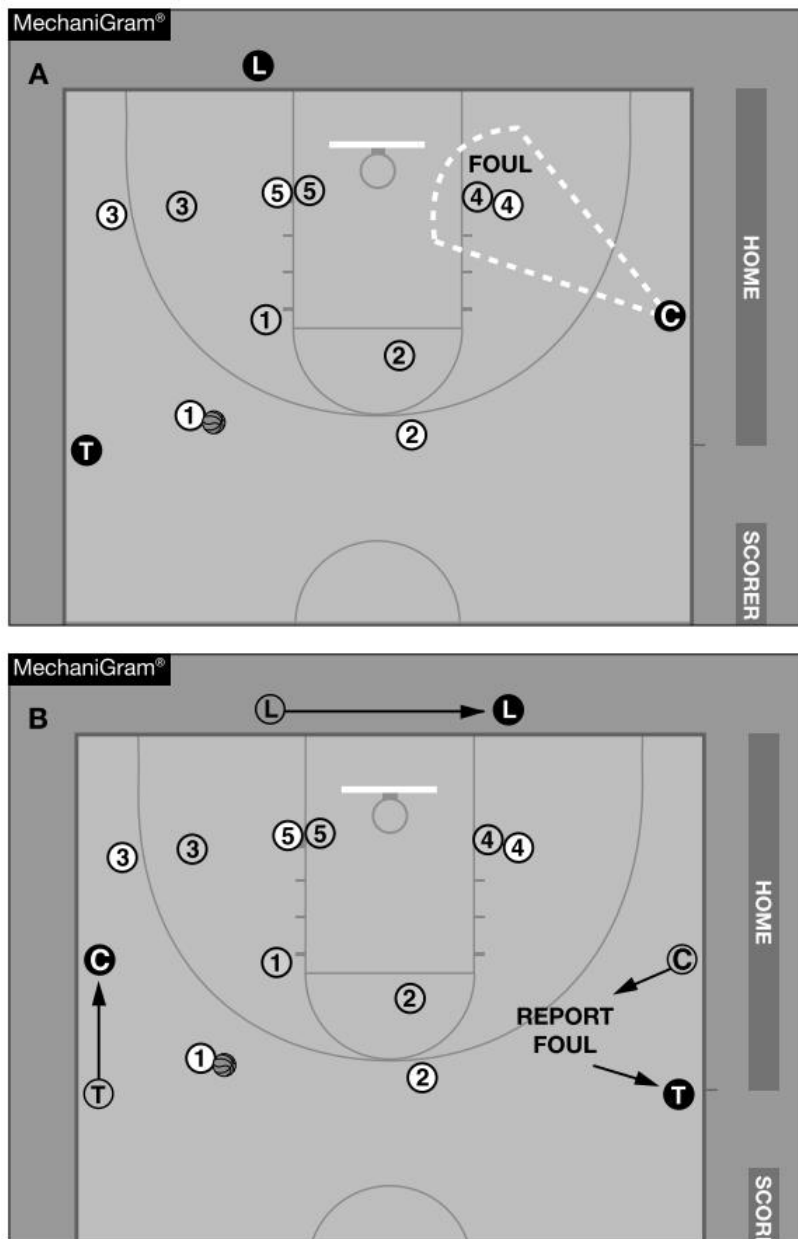
When a foul is called by the table-side lead, two officials, the lead and trail, will be involved in the switch. The lead reports the foul, stays table side and become the new trail. The old trail fills the vacated spot and becomes the new lead. The center does not switch and stays in the same position.

LEAD OPPOSITE CALLS FOUL, NO FREE THROWS



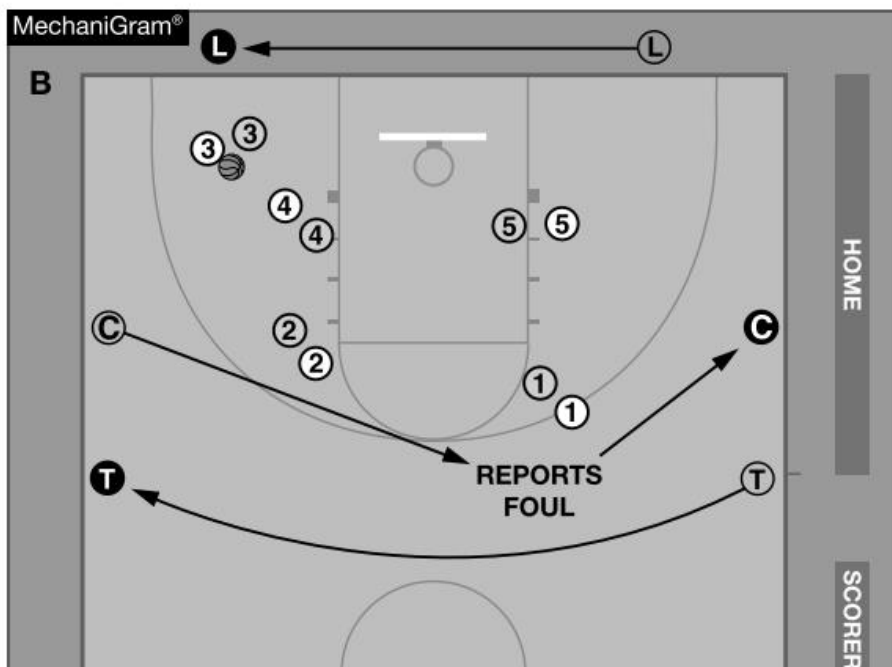
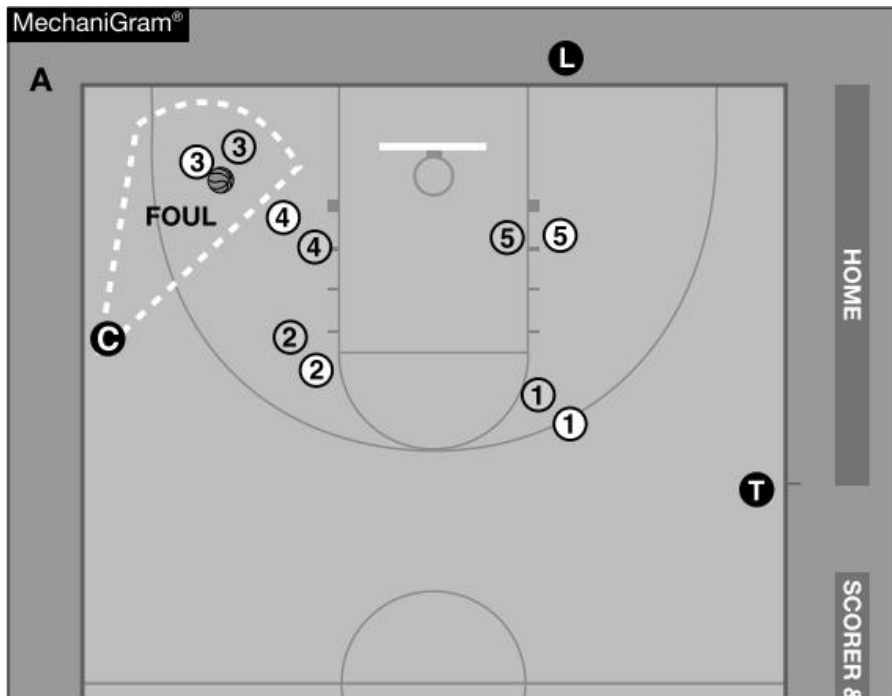
When a foul is called by the lead opposite the table, two officials, the lead and center, switch. The lead reports the foul, goes table side and becomes the new center. The old center fills the vacated spot and becomes the new lead. The trail doesn't switch and stays in the same position.

TABLE-SIDE CENTER CALLS FOUL, NO FREE THROWS



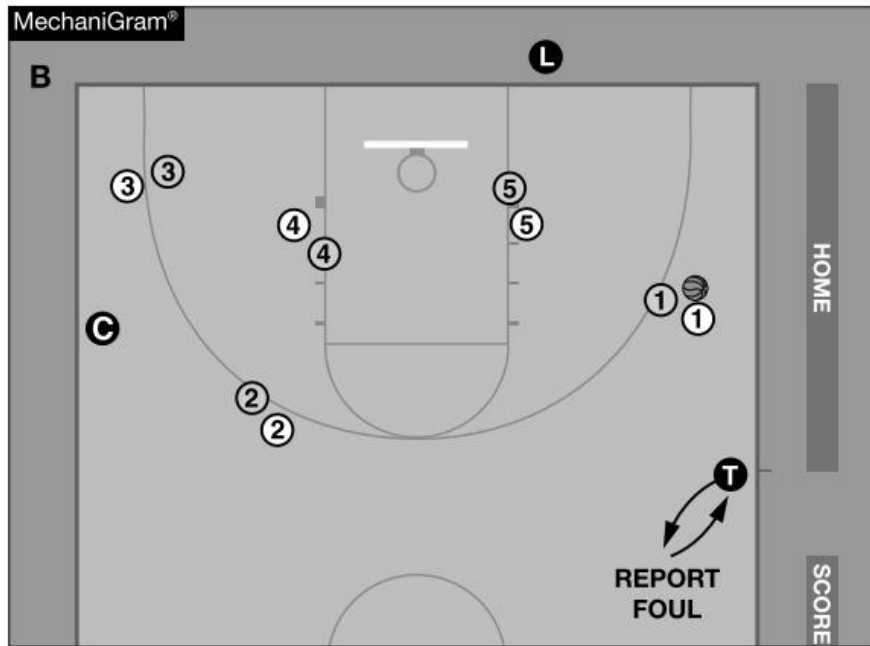
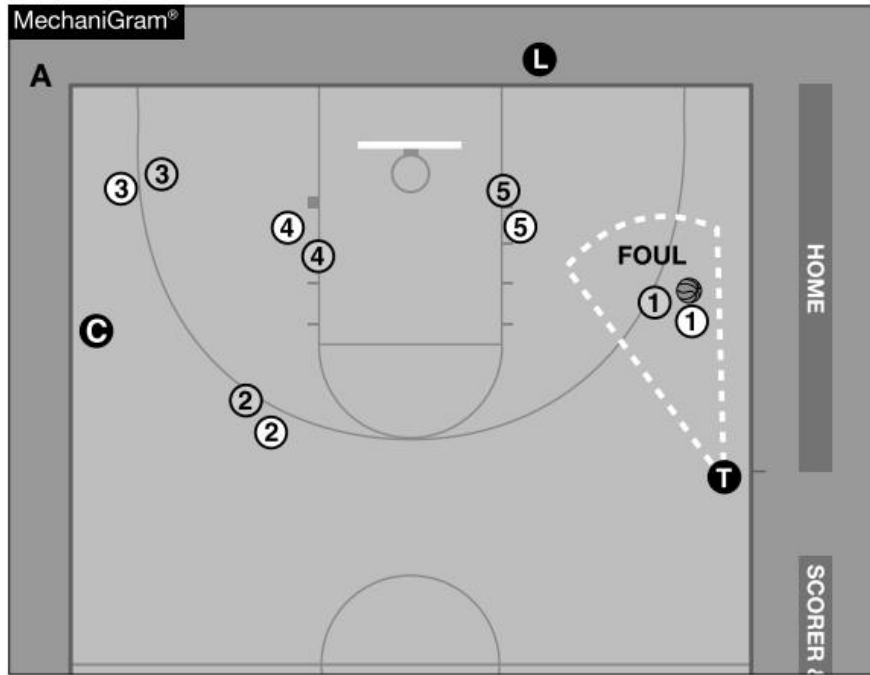
When a foul is called by the table-side center and there are no free throws, there is no switch even though all officials will be moving. The center reports the foul, stays table side, moves up and becomes the new trail. The lead stays as the lead and moves along the endline to the strongside for the throw-in. The trail slides down and becomes the new center.

CENTER OPPOSITE CALLS FOUL, NO FREE THROWS



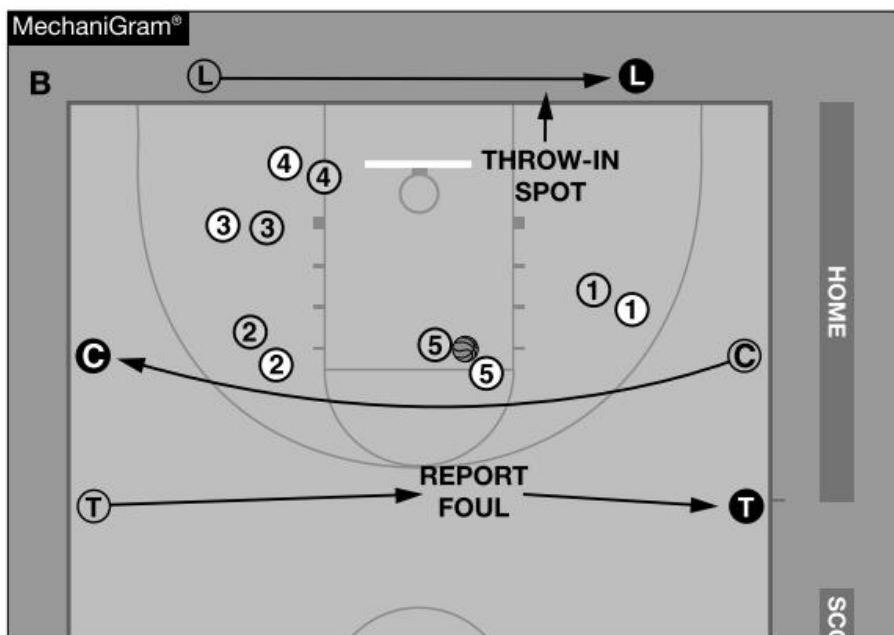
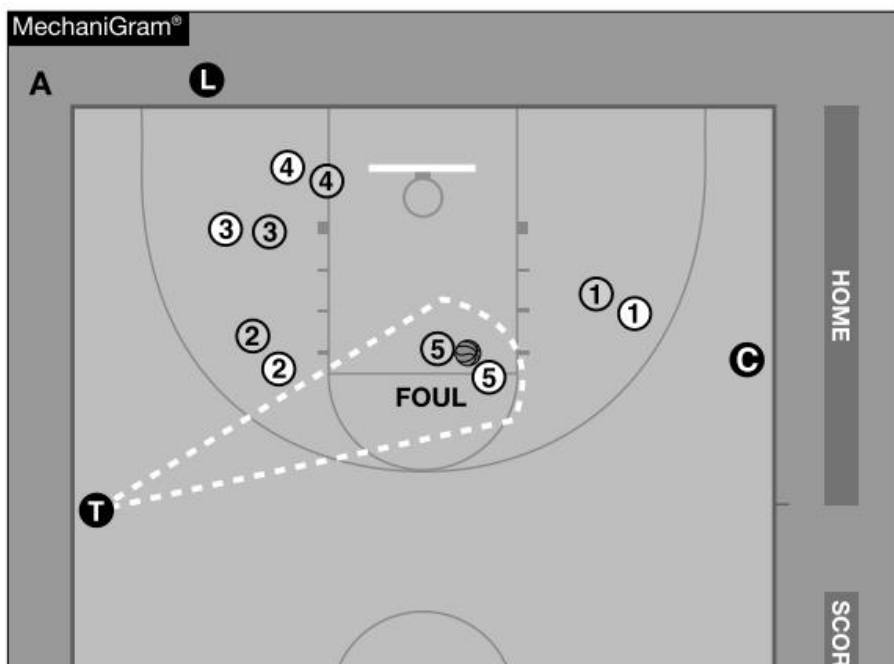
When a foul is called by the center opposite the table and there are no free throws, all three officials will be moving. The calling official, or center, reports the foul and goes table side and stays as the center even though the center is now on the other side of the court. The lead stays as the lead and moves along the endline to the strongside for the throw-in. The trail moves across the court and stays as the trail.

TABLE-SIDE TRAIL CALLS FOUL, NO FREE THROWS



When a foul is called by the table-side trail, there is no switch. The trail simply reports the foul and stays in the same location. The center and lead officials do not move.

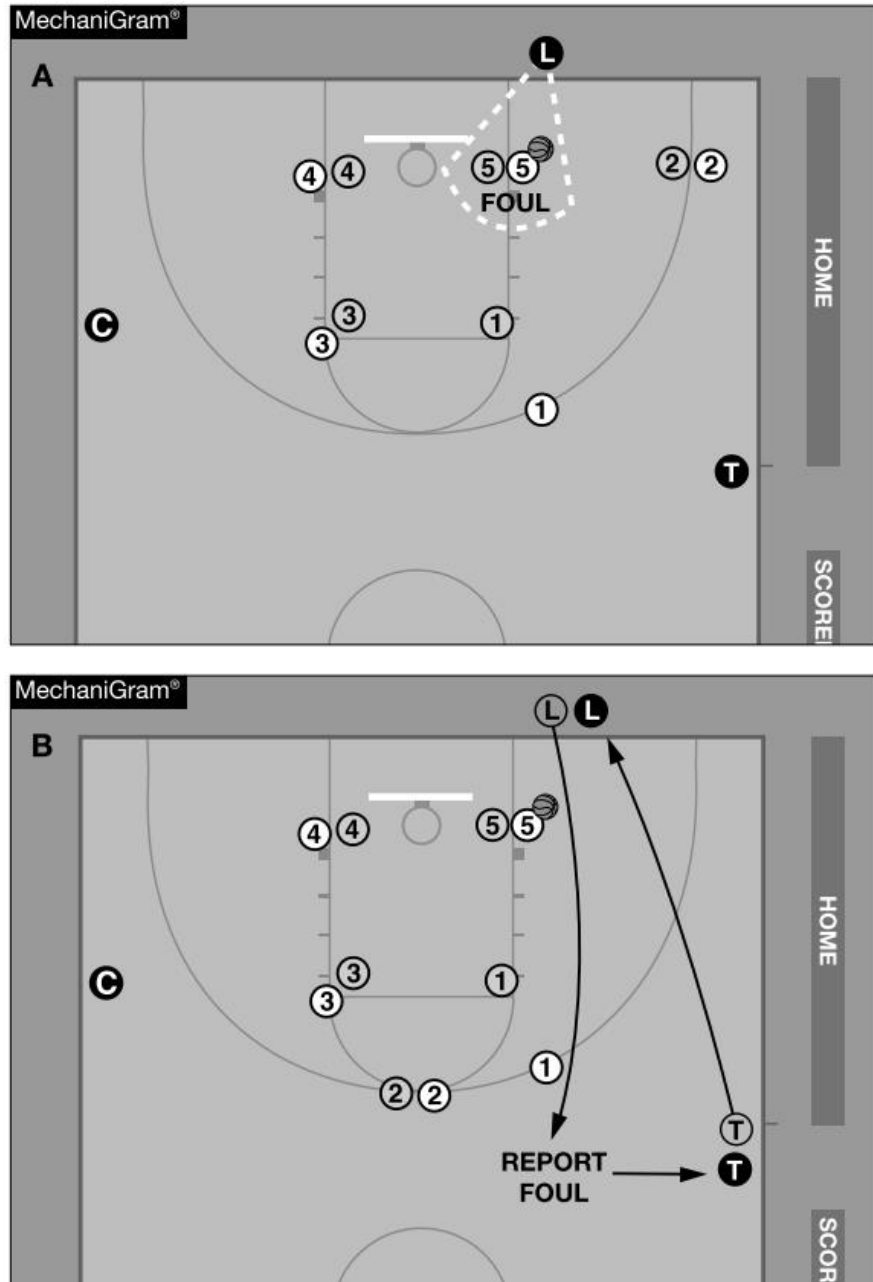
TRAIL OPPOSITE CALLS FOUL, NO FREE THROWS



When a foul is called by the trail opposite the table and the ensuing throw-in is table side, all three officials will be moving (although only two actually switch positions).

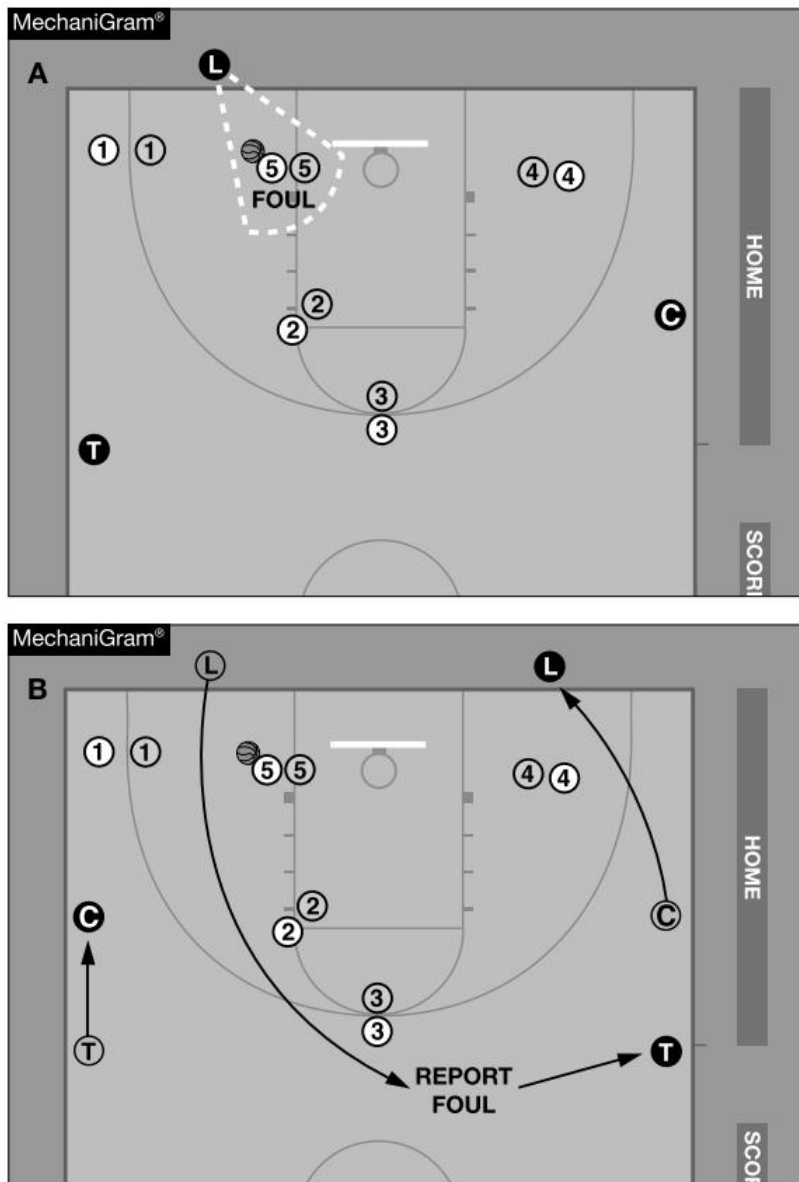
The trail reports the foul, goes table side and becomes the new trail. The old center fills the spot vacated by the old trail and becomes the new center. The lead doesn't switch. The lead simply moves along the endline to administer the throw-in but will be on a different side of the court.

TABLE-SIDE LEAD CALLS FOUL, FREE THROWS



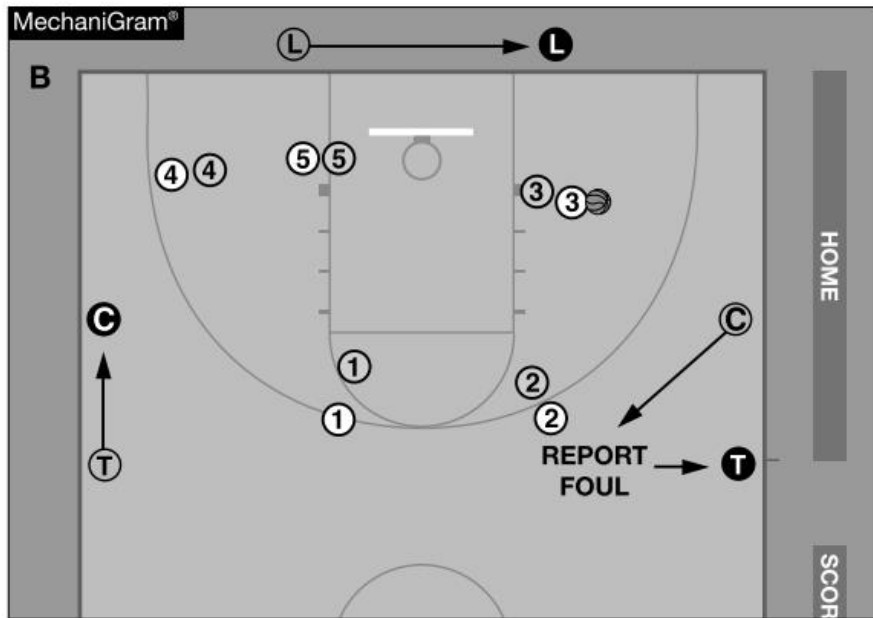
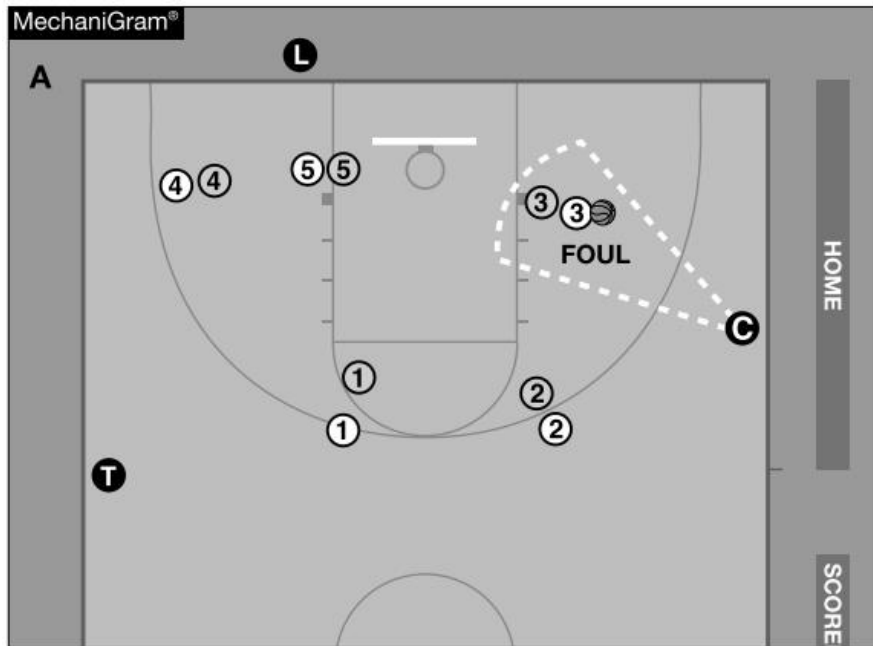
When a foul is called by the table-side lead and there are free throws, the lead and trail are involved in the switch. The lead reports the foul, stays table side and becomes the new trail. The old trail fills the vacated spot, becomes the new lead and administers the free throws. The center does not switch and stays in the same position.

LEAD OPPOSITE CALLS FOUL, FREE THROWS



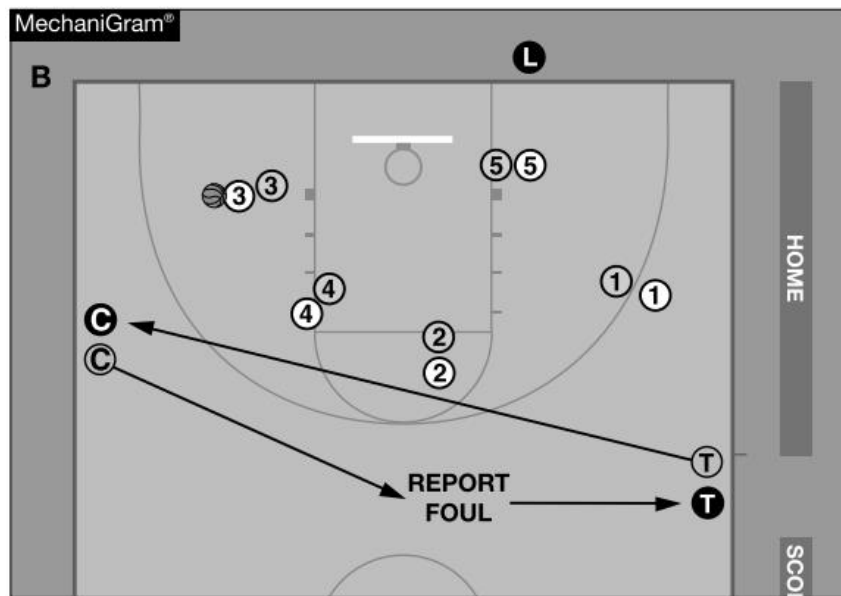
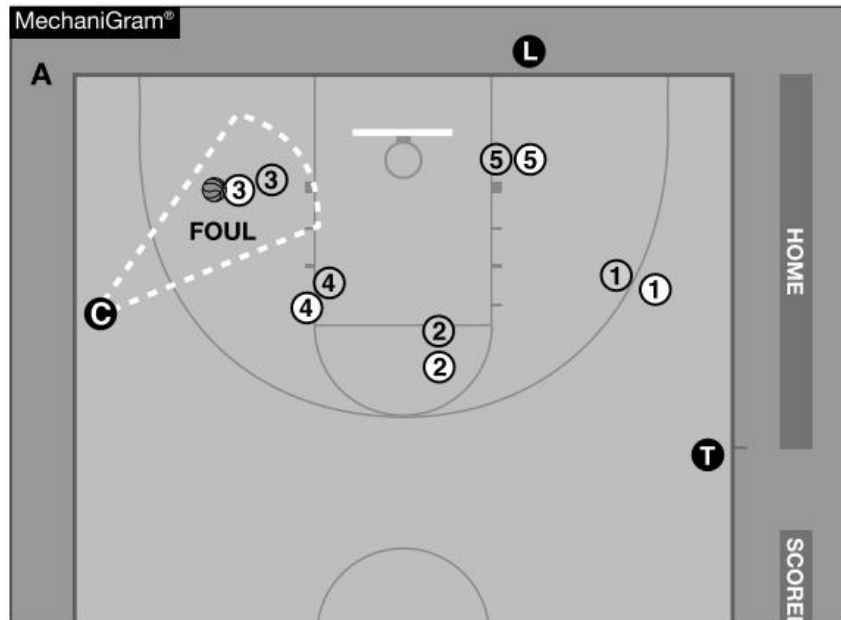
When the lead is opposite the table, calls a foul and there are free throws, the lead and center switch. The lead reports the foul, moves across the court and becomes the new trail. The center fills the spot the lead vacated and will administer free throws. The old trail stays opposite the table, slides down and becomes the new center.

TABLE-SIDE CENTER CALLS FOUL, FREE THROWS



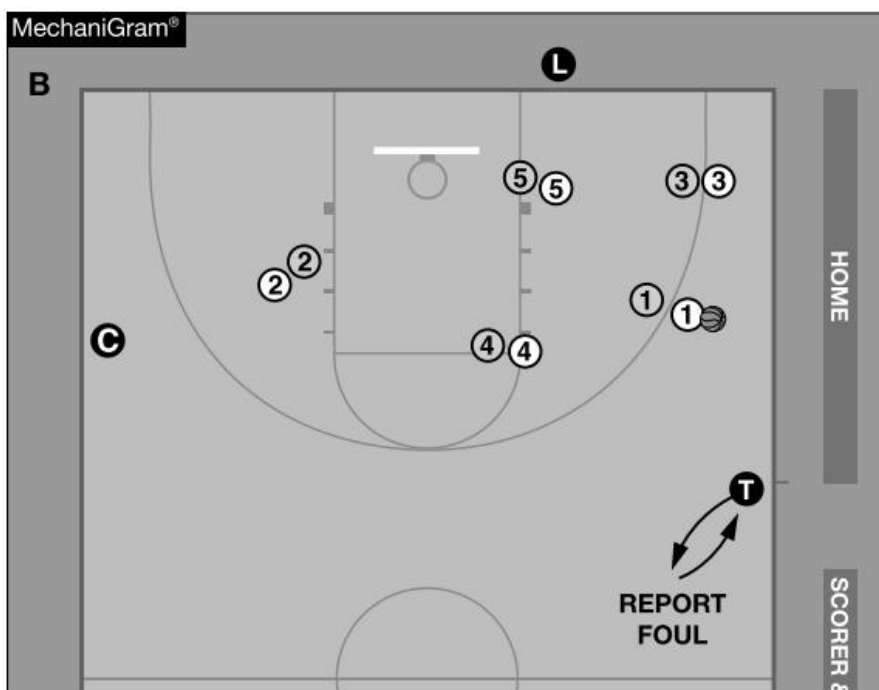
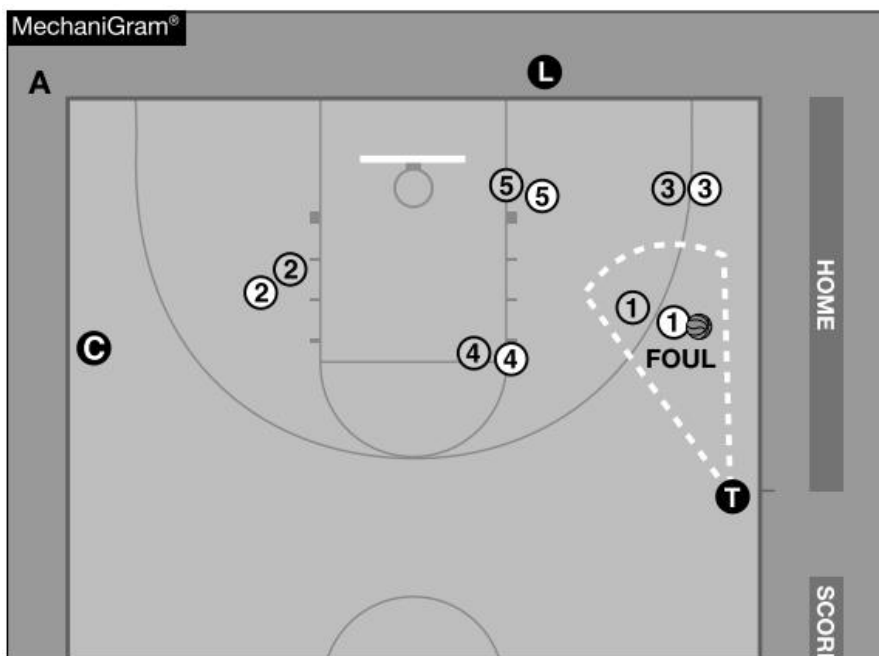
When a foul is called by the table-side center and there will be free throws, there is no switch. The center will report the foul, stay table side and become the new trail. The trail slides down to become the new center. The lead moves along the endline to the strongside, stays as the lead and administers the free throws.

CENTER OPPOSITE CALLS FOUL, FREE THROWS



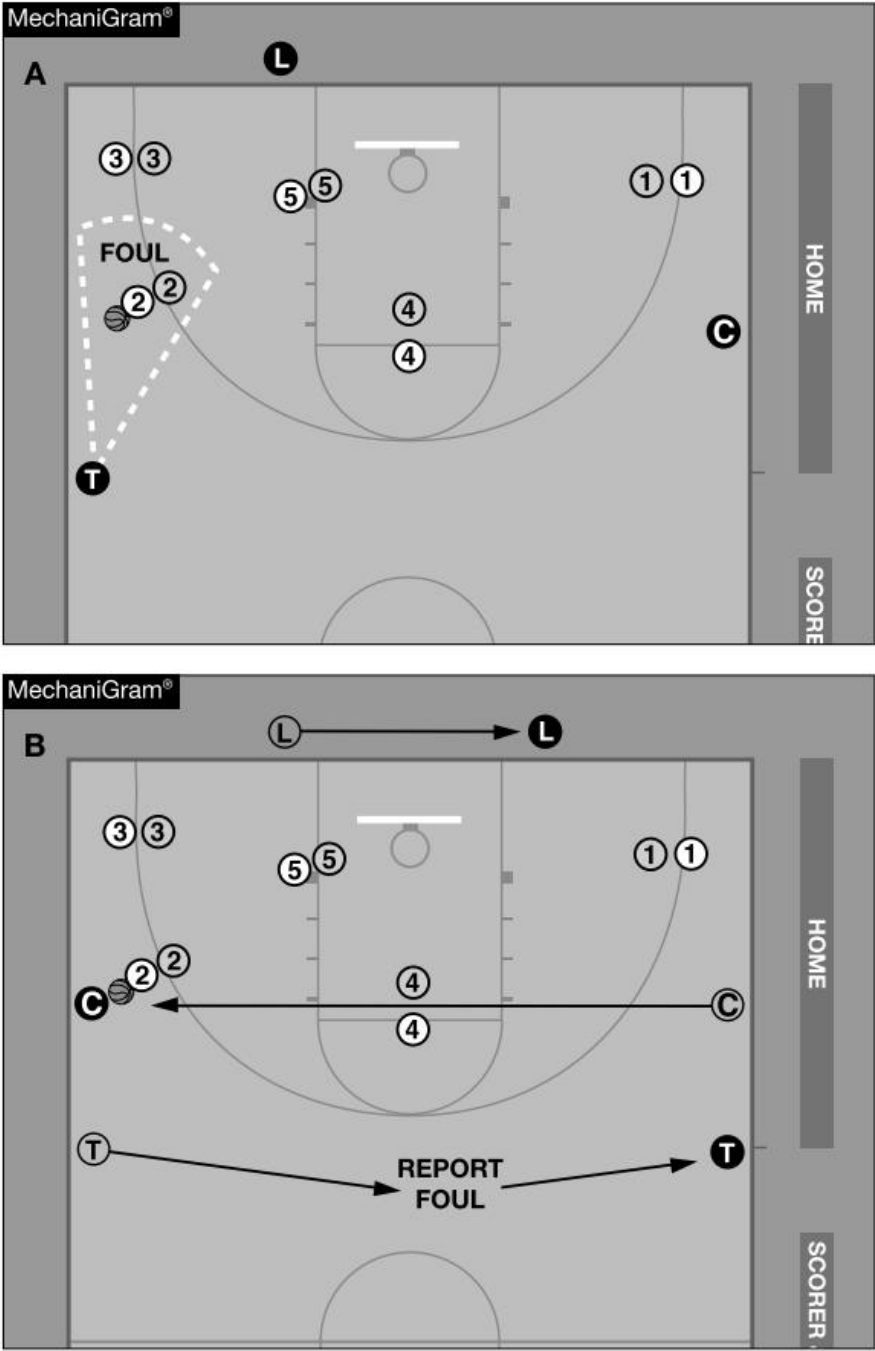
When a foul is called by the center opposite the table and there are free throws, the trail and the center switch. The center reports the foul, goes table side and becomes the new trail. The trail fills the spot vacated by the center and becomes the new center. The lead does not move.

TABLE-SIDE TRAIL CALLS FOUL, FREE THROWS



When a foul is called by the table-side trail and there are free throws, there is no switch. The trail reports the foul, stays table side and stays as the trail. The center and the lead do not move.

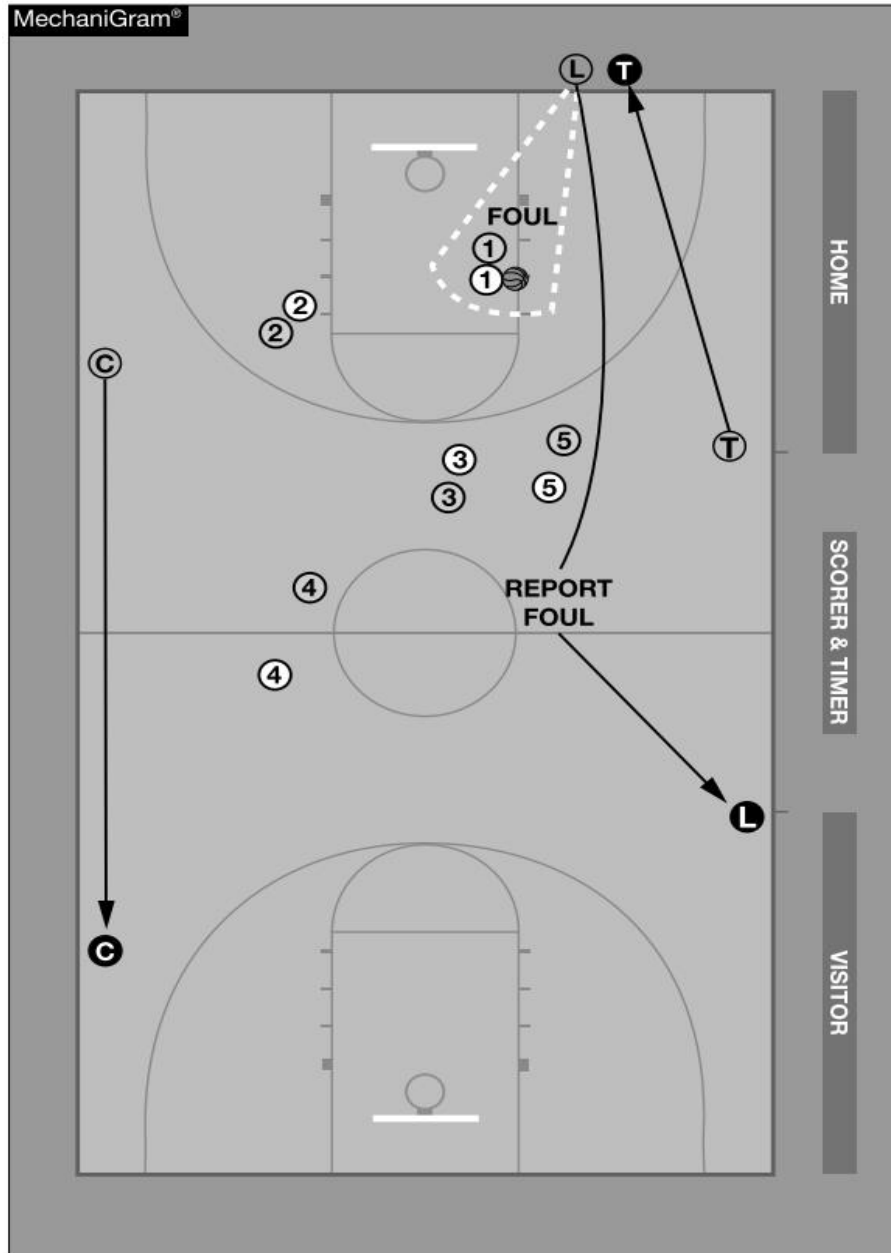
TRAIL OPPOSITE CALLS FOUL, FREE THROWS



When a foul is called by the trail opposite the table and there are free throws, the trail and the center switch. The trail reports the foul, goes table side and becomes the new trail. The center fills the spot vacated by the trail and becomes the new center. The lead moves along the endline, stays the lead and administers the free throws.

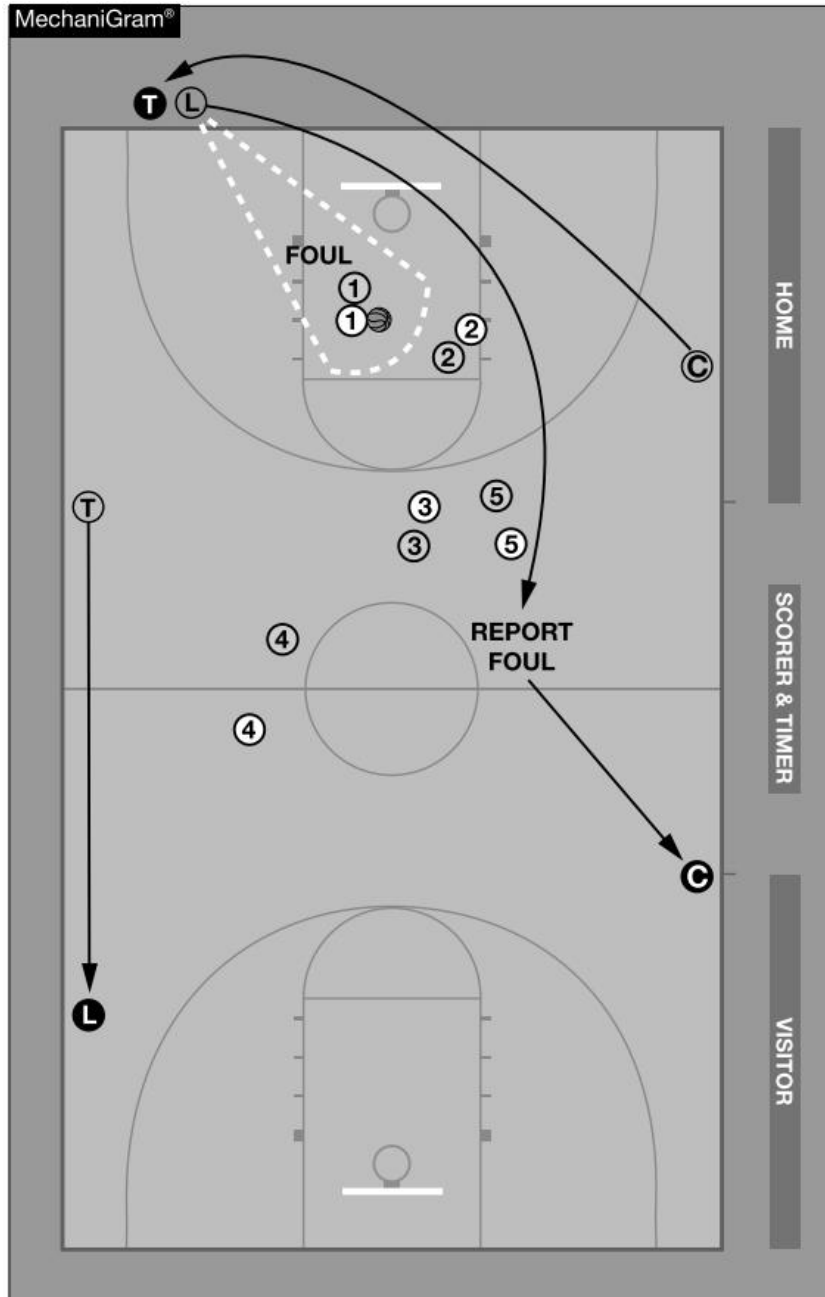
CREW OF THREE - CHAPTER 22 - REPORTING FOULS & SWITCHING

TABLE-SIDE LEAD CALLS FOUL ON OFFENSE, NO FREE THROWS



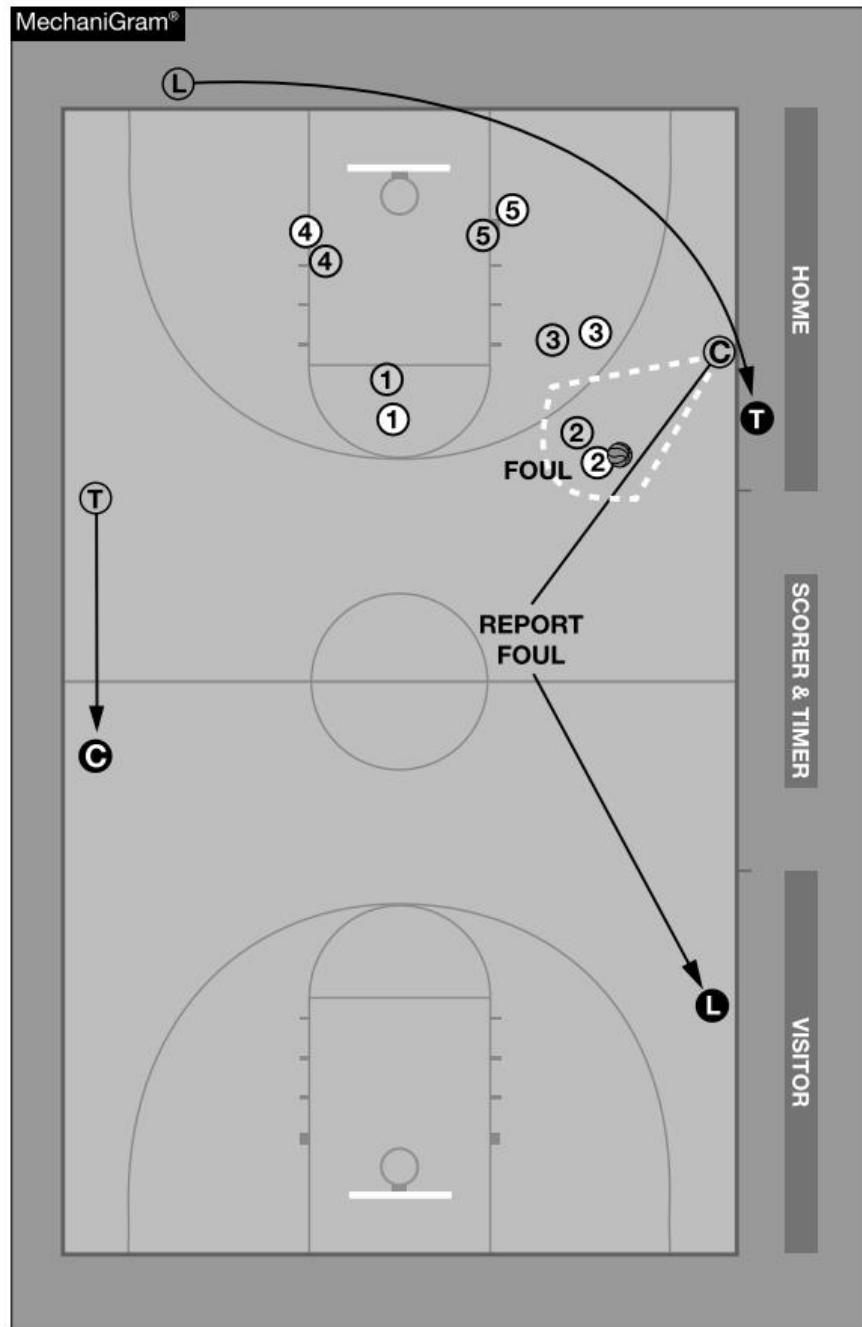
When a foul is called on the offense by the table-side lead and there are no free throws, there is a switch. The calling official or old lead reports the foul and becomes the new lead. The old trail moves to the endline to administer the throw-in and becomes the new trail while the center moves down court and stays the center.

LEAD OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS



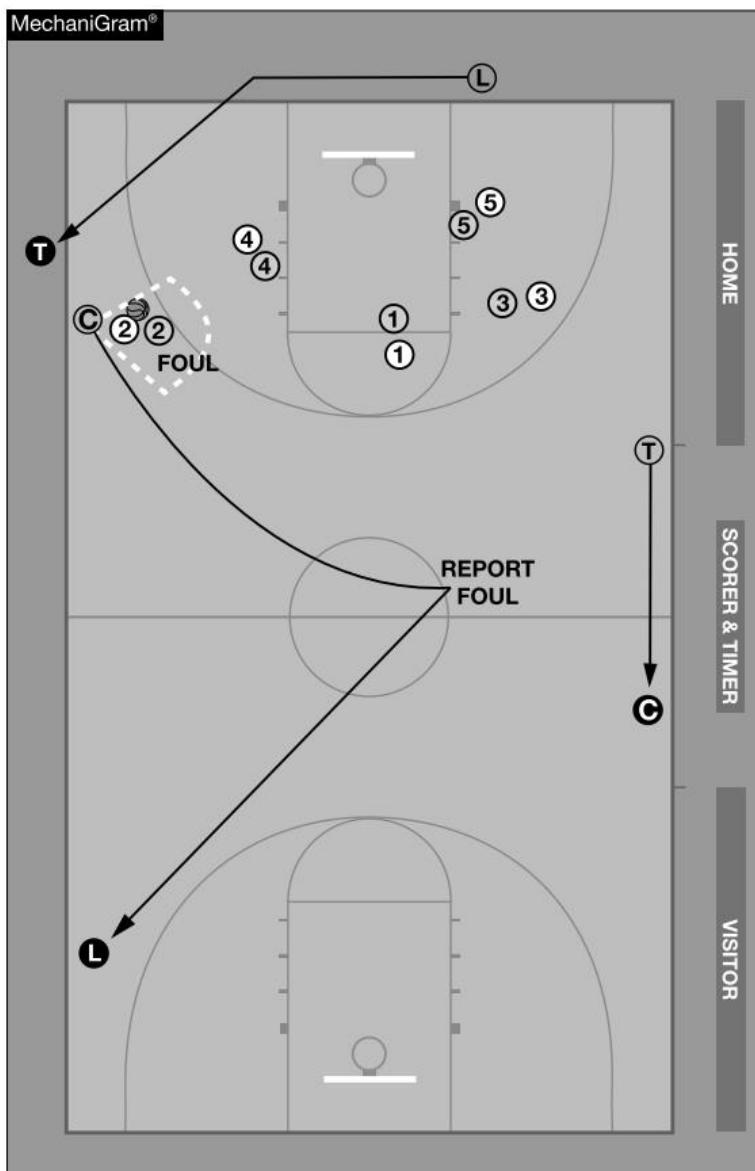
When the lead opposite the table calls a foul on the offense and there are no free throws, there is a switch. The lead reports the foul and becomes the new center. The old center moves to the end line in place of the old lead to administer the throw-in and becomes the new trail while the trail moves down court and becomes the new lead.

TABLE-SIDE CENTER CALLS FOUL ON OFFENSE, NO FREE THROWS



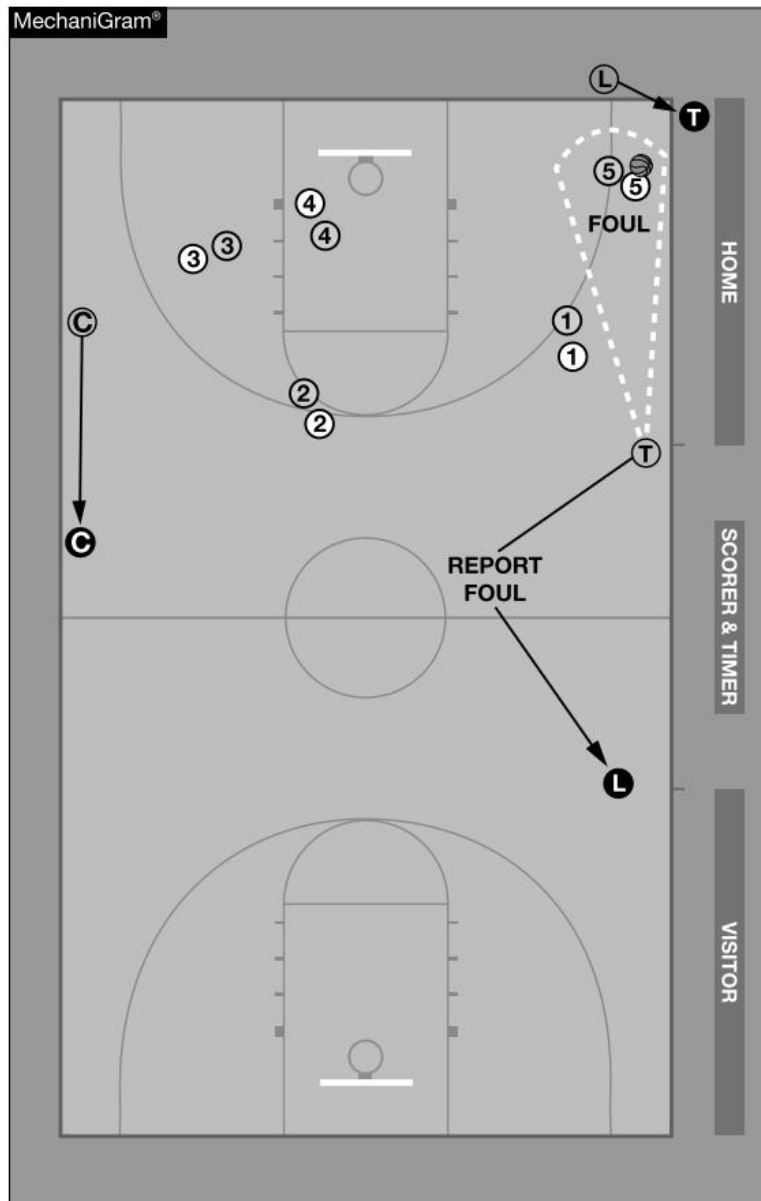
When the table-side center calls a foul on the offense and there are no free throws, the center reports the foul, stays table side and becomes the new lead. The old trail moves down the court and becomes the new center. The old lead moves across the court and becomes the new trail. The officials slide the same as they would as if a violation were called.

CENTER OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS



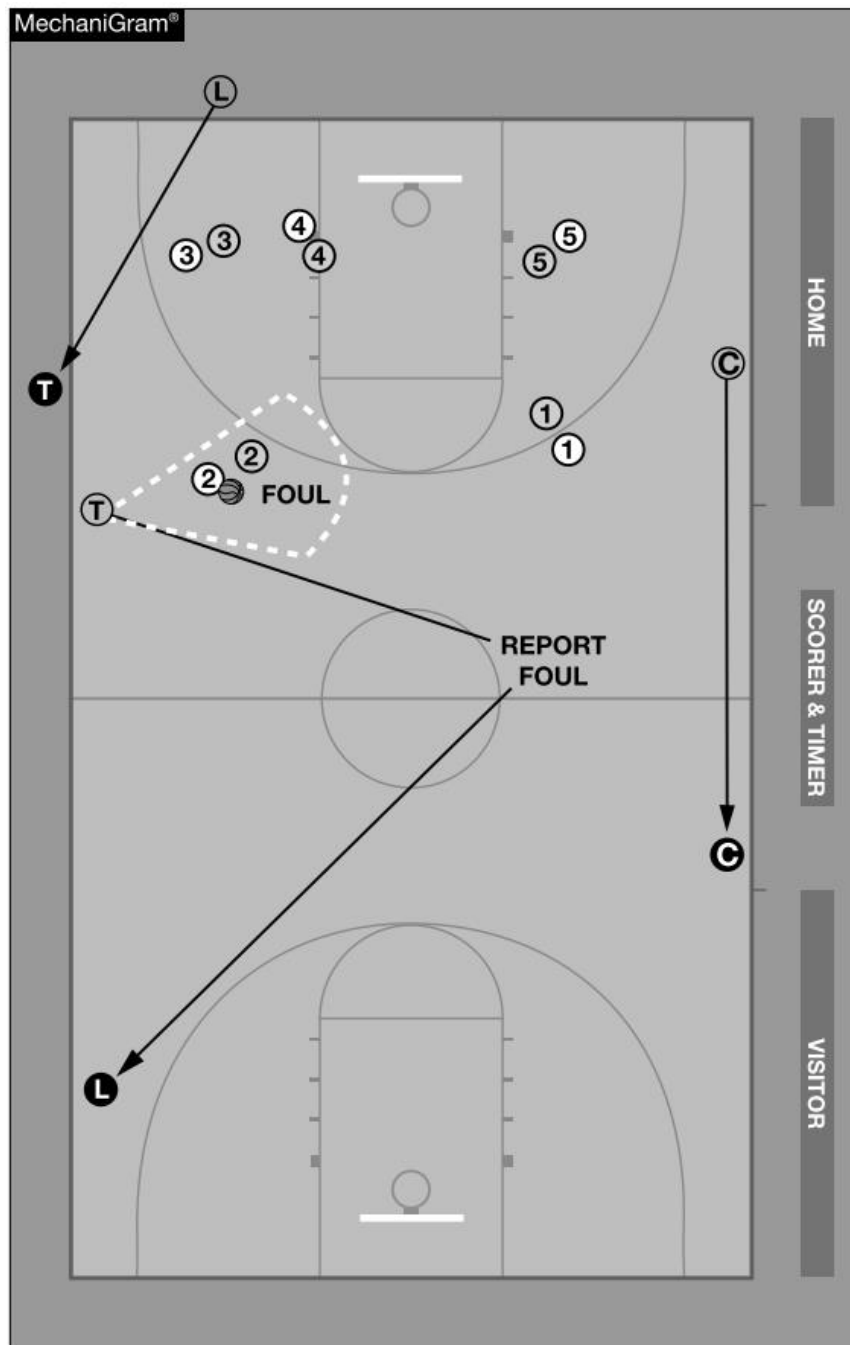
When a foul is called on the offense by the center opposite the table and there are no free throws, there is no switch. The center reports the foul but doesn't go table side. Instead, the center stays opposite the table and becomes the new lead. The old lead moves across the court to administer the ensuing throw-in and becomes the new trail. The old trail slides downcourt and becomes the new center. The officials slide as if there were a violation called.

TABLE-SIDE TRAIL CALLS FOUL ON OFFENSE, NO FREE THROWS



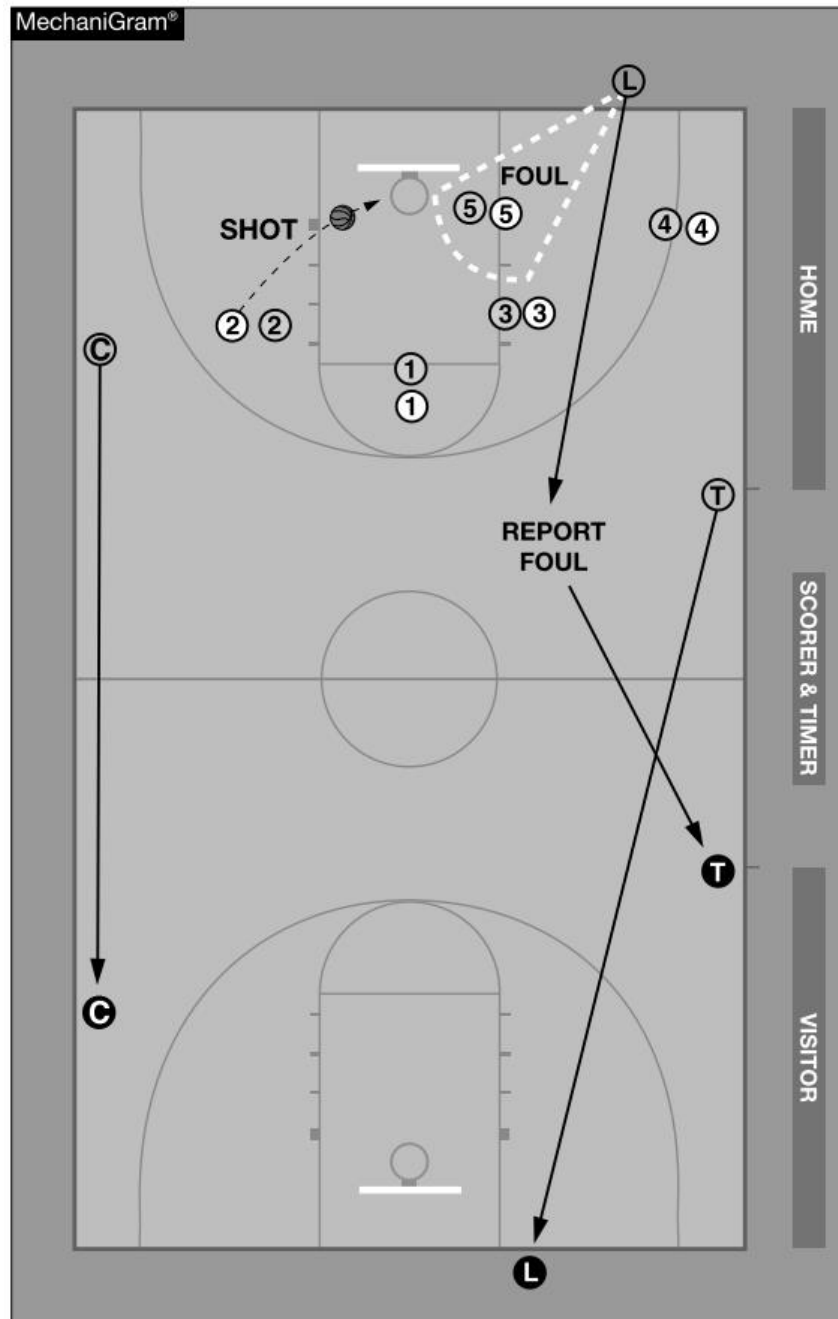
When a foul is called on the offense by the table-side trail and there are no free throws, there is no switch. The trail reports the foul, moves downcourt, stays table side and becomes the new lead. The old lead administers the throw-in and becomes the new trail. The center stays the center and moves downcourt. The officials slide as if there was a violation called.

TRAIL OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS



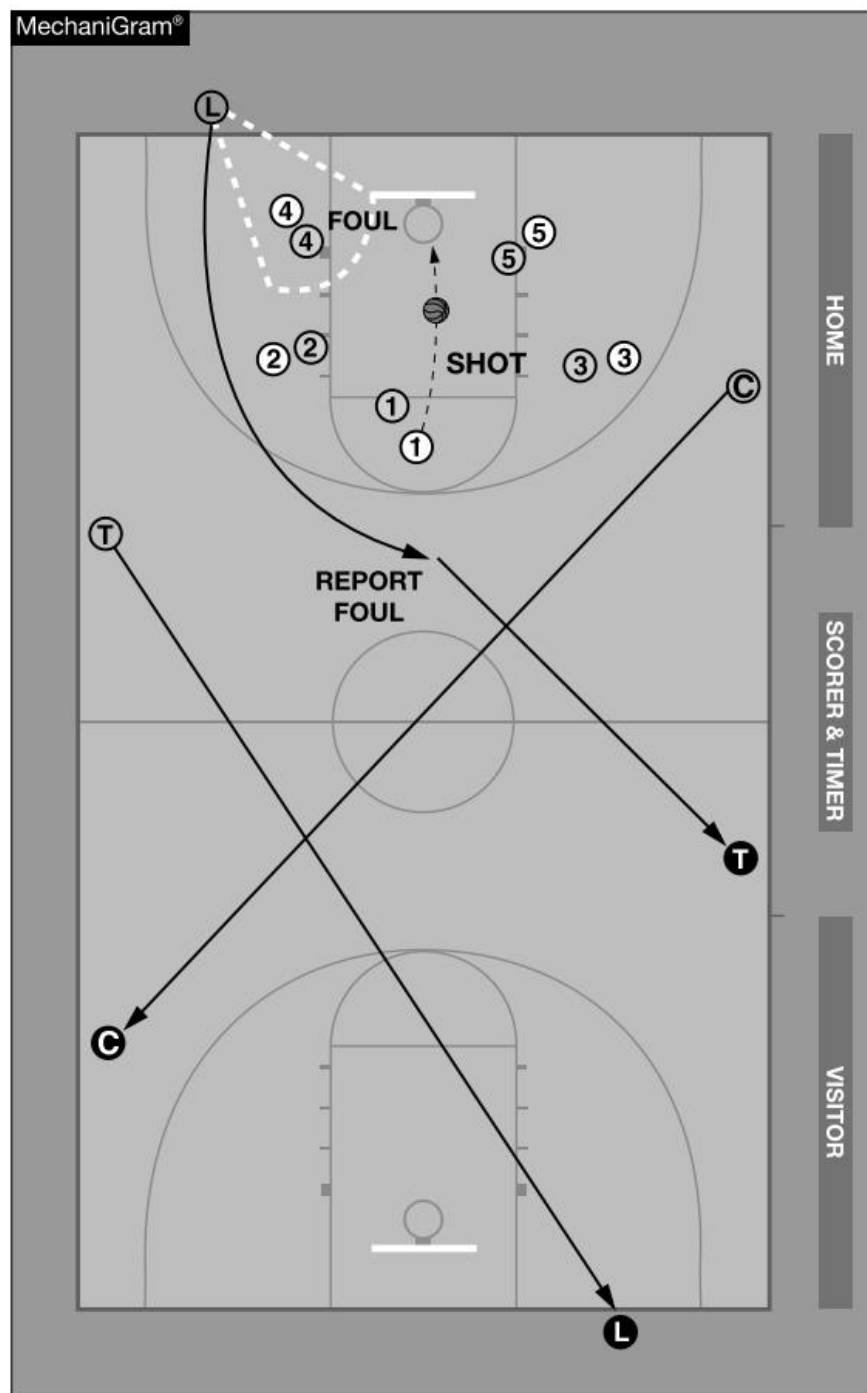
When a foul is called on the offense by the trail opposite the table and there are no free throws, there is no switch. The foul is treated like a violation. The trail reports the foul but doesn't go table side. Instead, the old trail stays opposite the table and becomes the new lead. The old lead moves to administer the ensuing throw-in and becomes the new trail. The old center slides downcourt and stays the center.

TABLE-SIDE LEAD CALLS FOUL ON OFFENSE, FREE THROWS



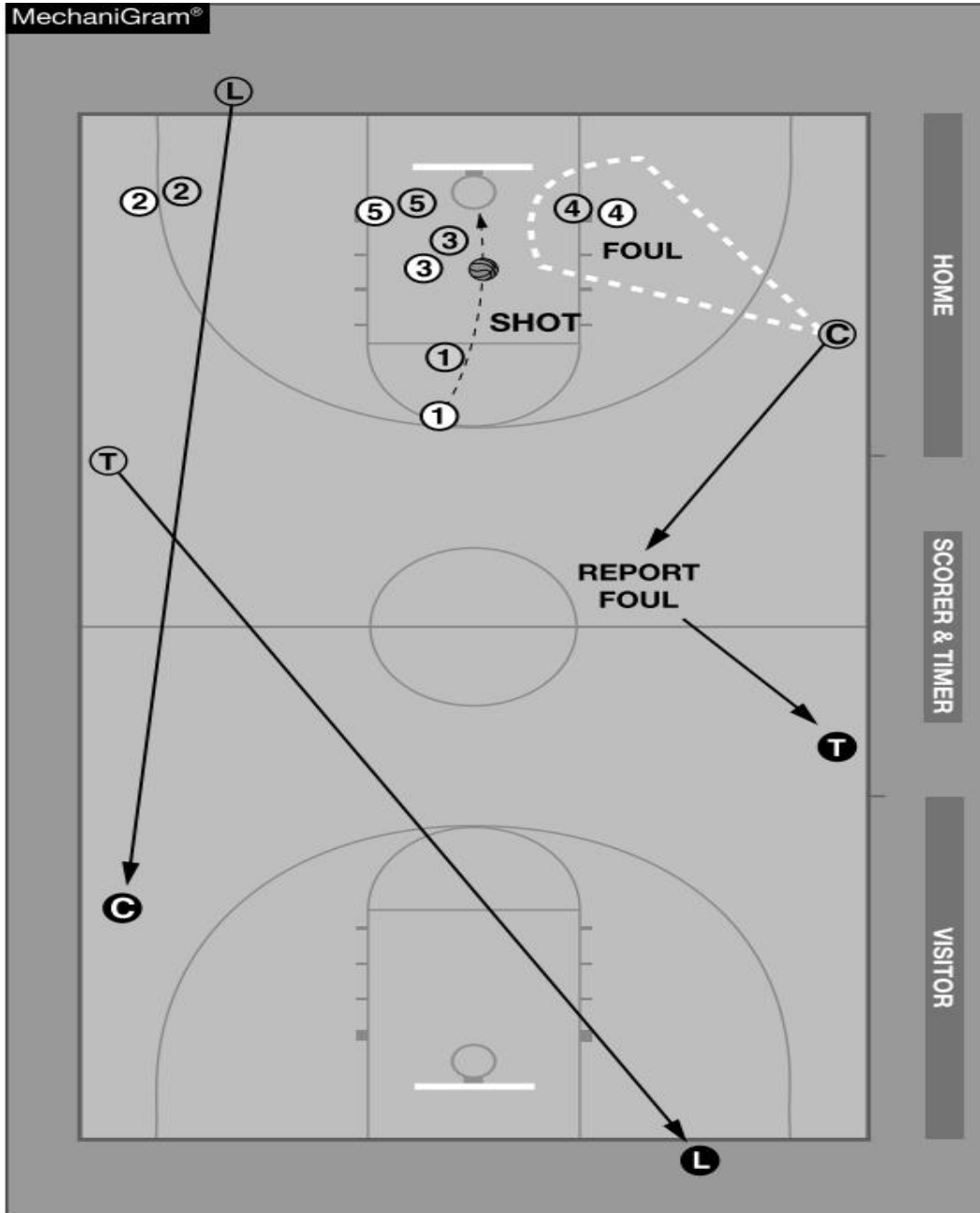
When the table-side lead calls a foul on the offense and there are free throws, there is no switch. The officials slide down the court. The lead reports the foul, stays table side and becomes the new trail. The old trail slides down and becomes the new lead. The center slides down and stays the center.

LEAD OPPOSITE CALLS FOUL ON OFFENSE, FREE THROWS



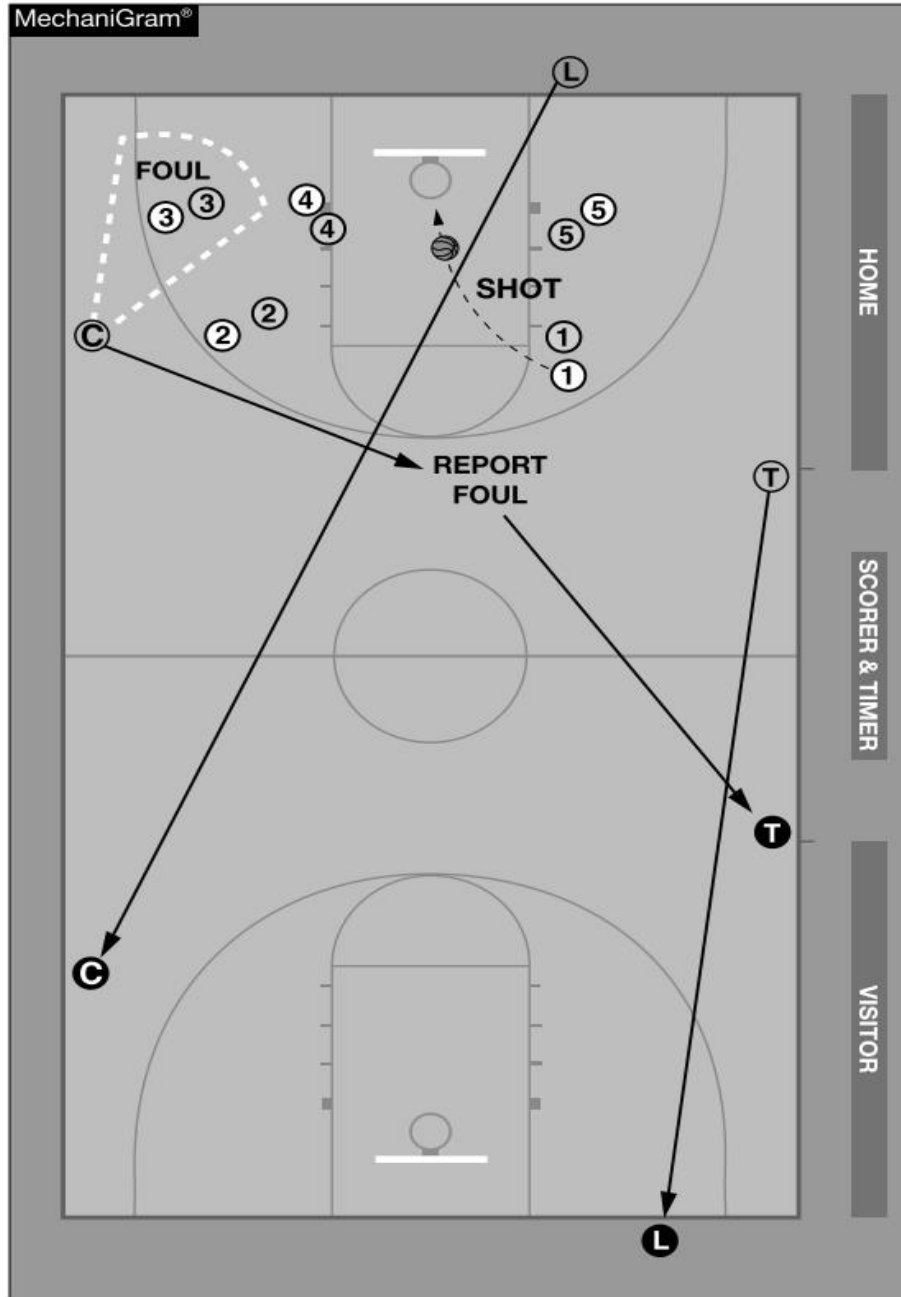
When the lead is opposite the table, calls a foul on the offensive team and there are free throws, all three officials will be moving. The lead reports the foul, moves across the court and becomes the new trail. The old trail moves across the court and becomes the new lead. The center moves across the court and stays the center.

TABLE-SIDE CENTER CALLS FOUL ON OFFENSE, FREE THROWS



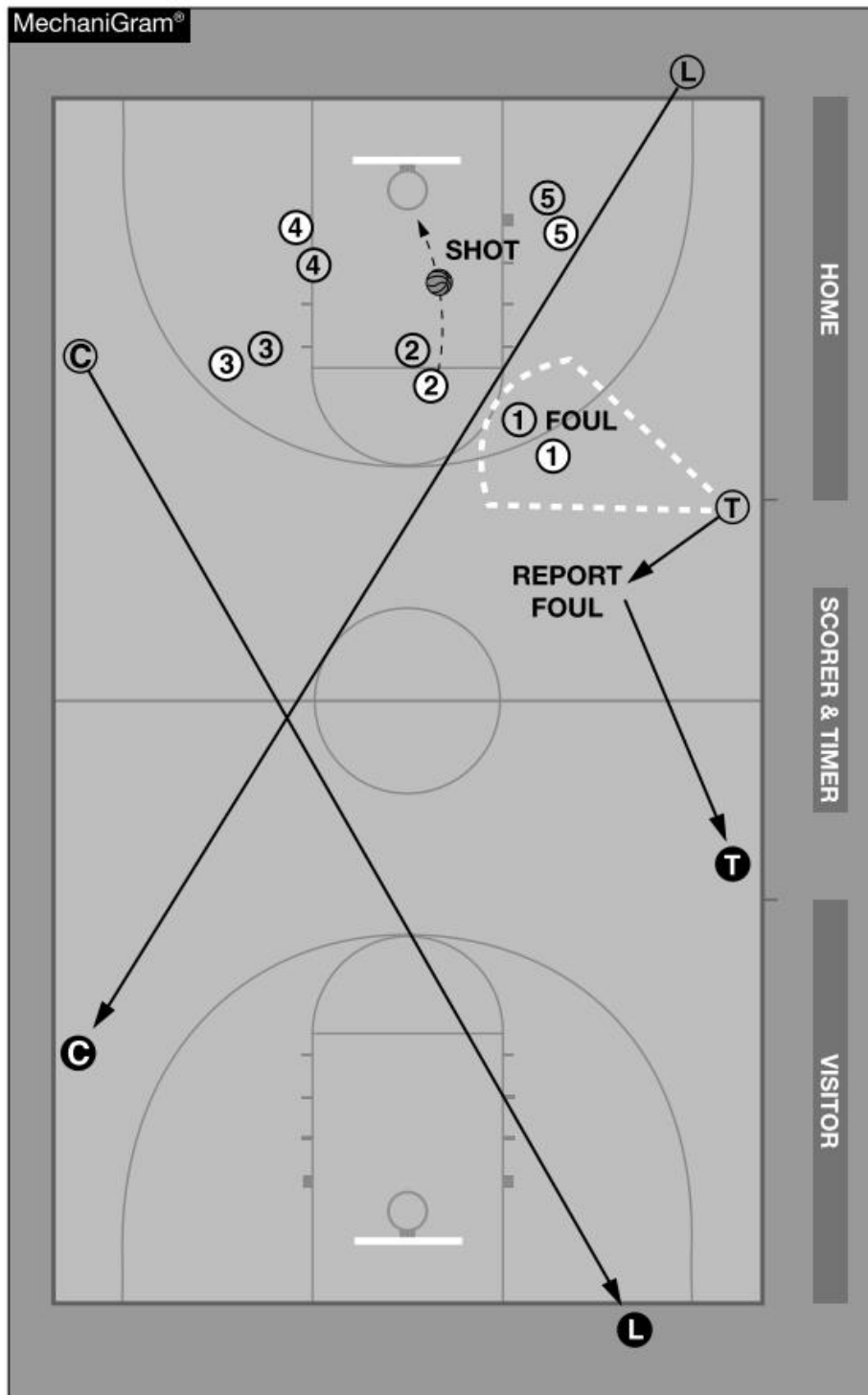
When the table-side center calls a foul on the offense and there are free throws, all three officials will be moving. The center reports the foul, stays table side and becomes the new trail. The old trail moves across the court and becomes the new lead. The old lead slides down and becomes the new center.

CENTER OPPOSITE CALLS FOUL ON OFFENSE, FREE THROWS



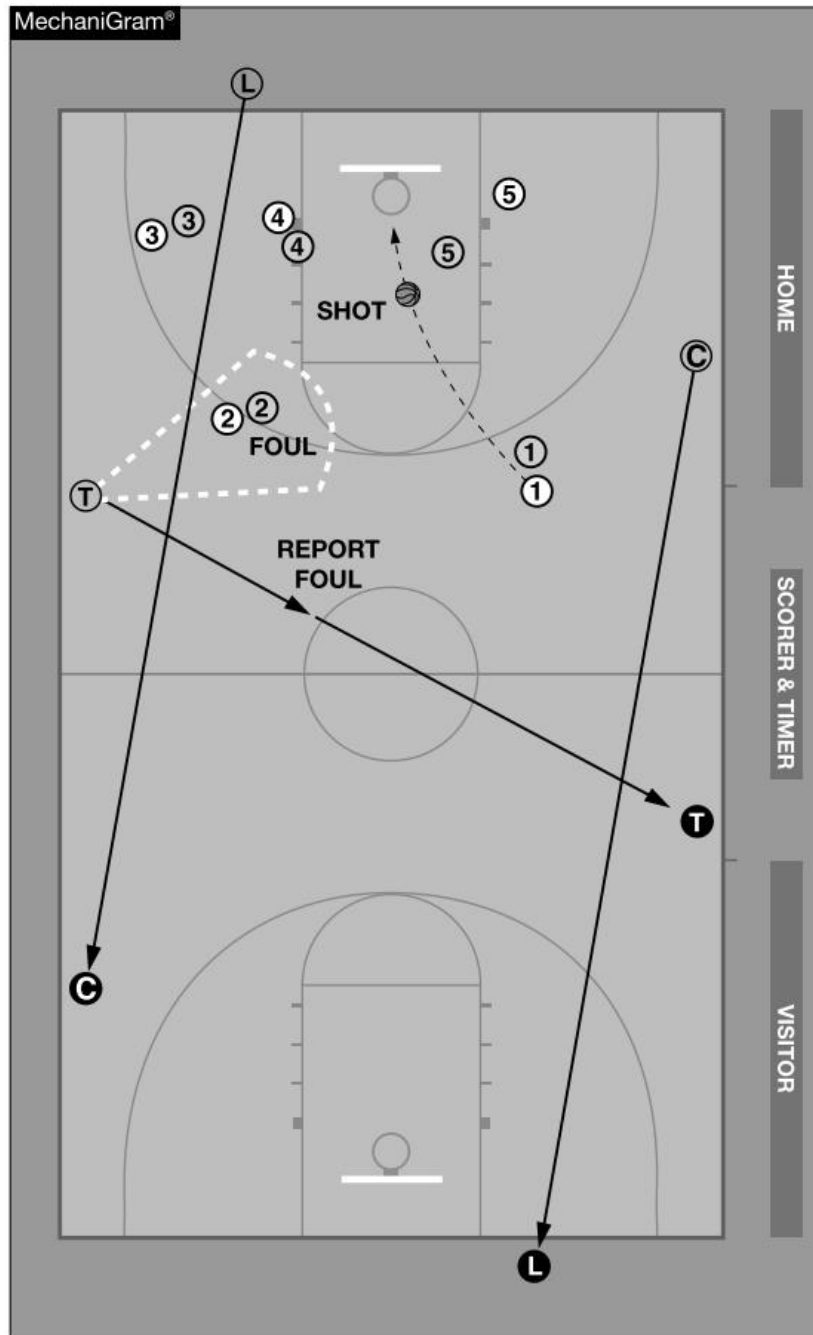
When a foul is called on the offense by the center opposite the table and there are free throws, all three officials will be moving. The center reports the foul and goes table side to become the new trail. The old trail moves downcourt and becomes the new lead. The old lead moves down and across the court to become the new center.

TABLE-SIDE TRAIL CALLS FOUL ON OFFENSE, FREE THROWS



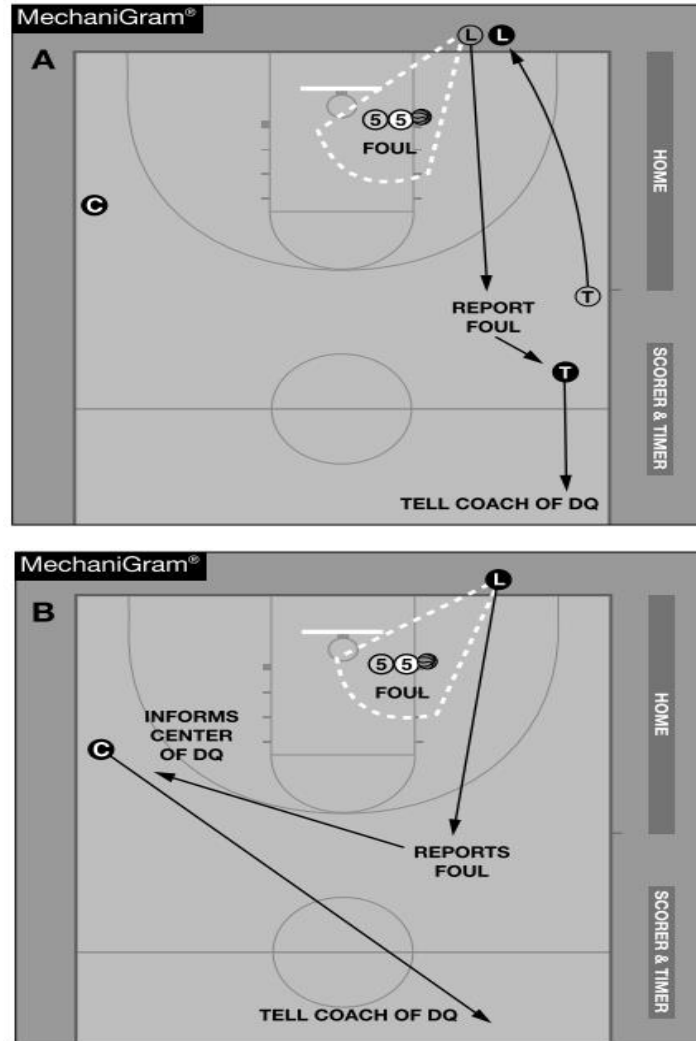
When a foul is called on the offense by the table-side trail and there are free throws, all officials will be moving. The trail reports the foul, stays table side and continues to be the trail. The old center moves down and across the court to become the new lead. The old lead moves down and across the court to become the new center.

TRAIL OPPOSITE CALLS FOUL ON OFFENSE, FREE THROWS



When a foul is called on the offense by the trail opposite the table and there are free throws, all officials will be moving. The trail reports the foul, goes table side and stays the trail. The old center moves downcourt and becomes the new lead. The old lead moves downcourt and becomes the new center.

NOTIFY COACH OF DISQUALIFIED PLAYER



When a player fouls out, the calling official is responsible for notifying the coach, having table personnel start the 20-second substitution clock and informing the player, as in MechaniGram A.

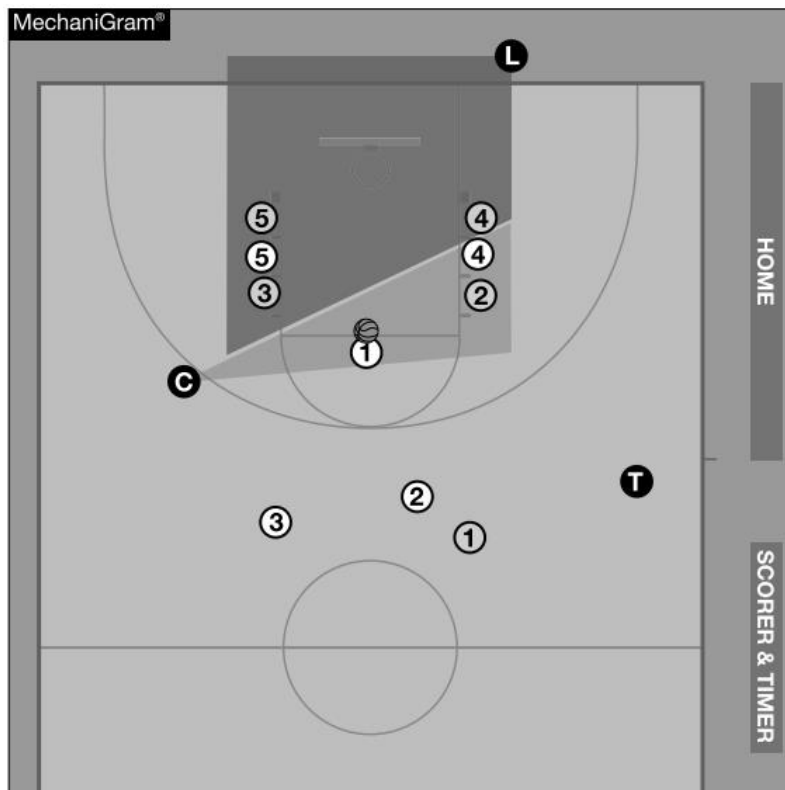
If informing the coach of the disqualified player could be heated, the calling official doesn't have to stay table side. When informed by the table of the player's disqualification, the calling official can go opposite the table. The official who is opposite, either the trail or center, should notify the coach, as in MechaniGram B.

Any official has the same option of going opposite to avoid a confrontation, such as after a technical foul or ejection.

CREW OF THREE - CHAPTER 23 - FREE THROWS

- COVERAGE
- TRAIL POSITIONING
- CENTER/TRAIL MOVEMENT
- TECHNICAL FOUL

COVERAGE



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

The center official observes players on the opposite lane line (closer to the lead) except the opposite low block area. The center also watches the free-throw shooter.

The trail official watches all lane activity to assist the lead and center, but also watches any action above the three-point arc.

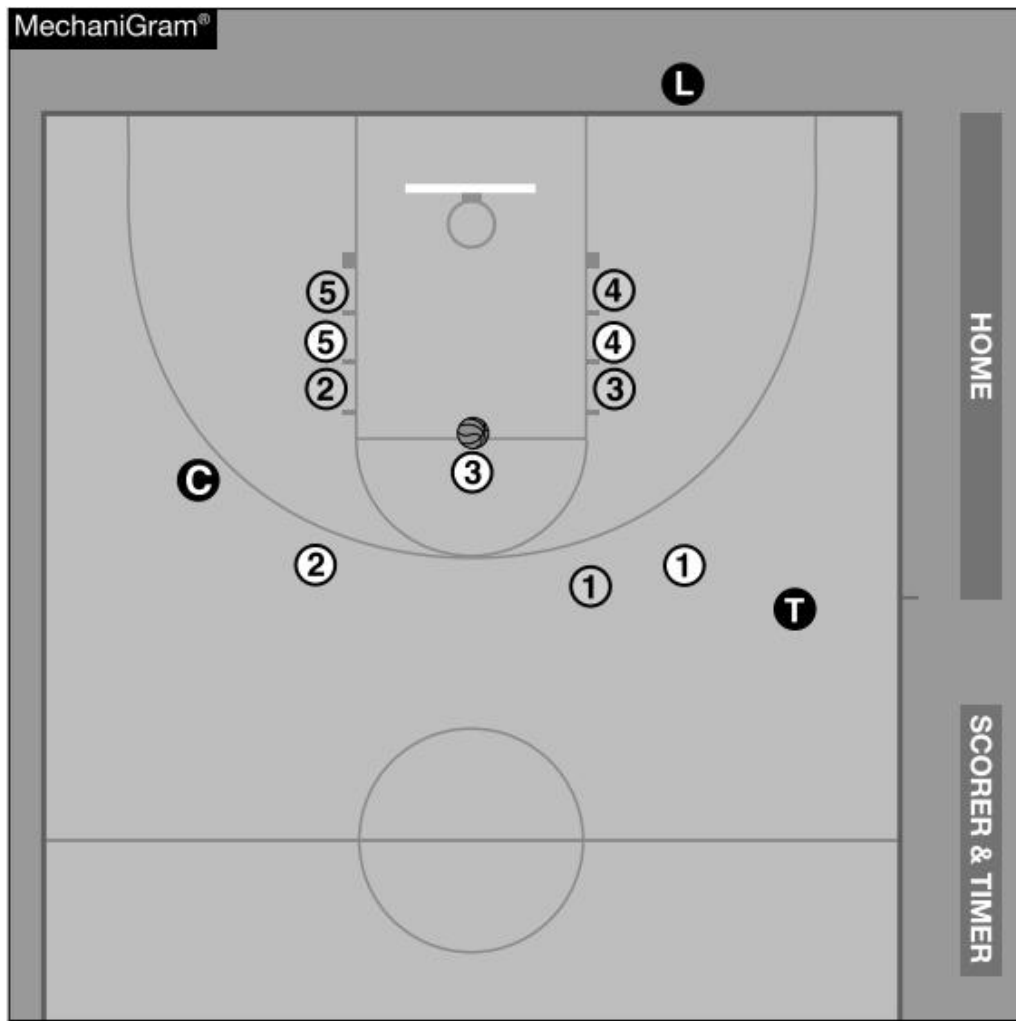
TRAIL POSITIONING



On multiple free throws, the trail shall be positioned near the 28-foot mark for the first of two (or first two of three) free throws, as shown in MechaniGram A. Take a position approximately 28 feet from the endl ine just inside the table-side boundary. If possible, do not obstruct the view of the scorer, timer and team benches. Be primarily responsible for holding and beckoning substitutes and any other table activity. Keep a perspective on all players in the backcourt.

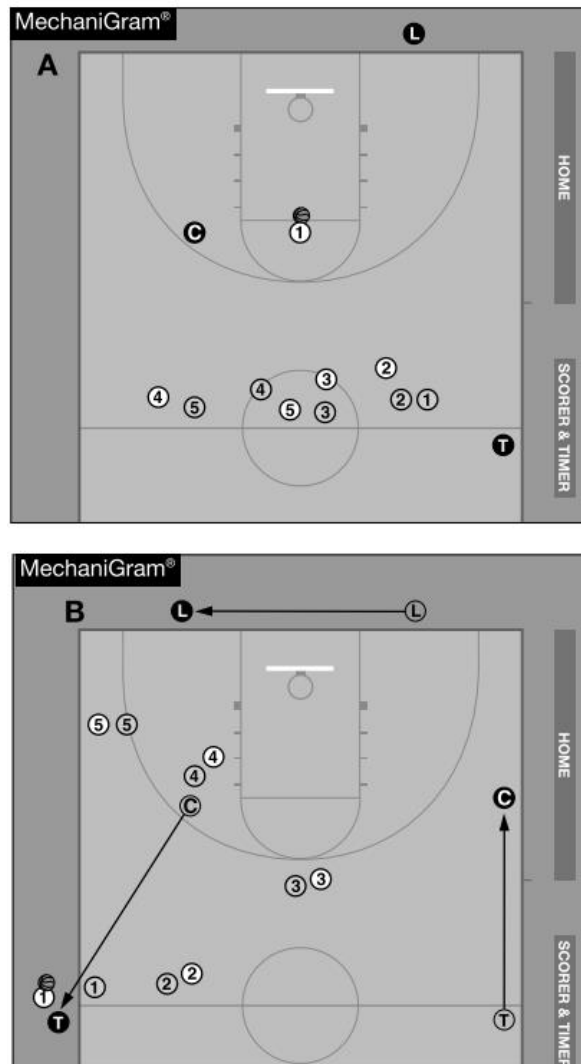
If necessary to get away from a boisterous coach or volatile situation, the trail official may move onto the court, as shown in MechaniGram B.

CENTER/TRAIL MOVEMENT



During the flight of the last free throw, the center and trail penetrate slightly toward the endline. That movement ensures good angles on rebounding action. The center is responsible for weak-side rebounding and the trail is responsible for strong-side rebounding.

TECHNICAL FOUL



When a technical foul is called, the three officials should switch, just as they would with any foul. Technical foul free throws are administered in the same manner as other free throws: the lead administering the free throws, the center observing the free-throws and the trail on or near the division line to observe the remaining nine players, as seen in MechaniGram A.

After all free throws have been attempted, the center will move up the court to the division line and administer the throw-in opposite the scorer's table, becoming the new trail. The trail will move down toward the endline to become the new center and the lead will move along the endline to balance the floor, as seen in MechaniGram B.

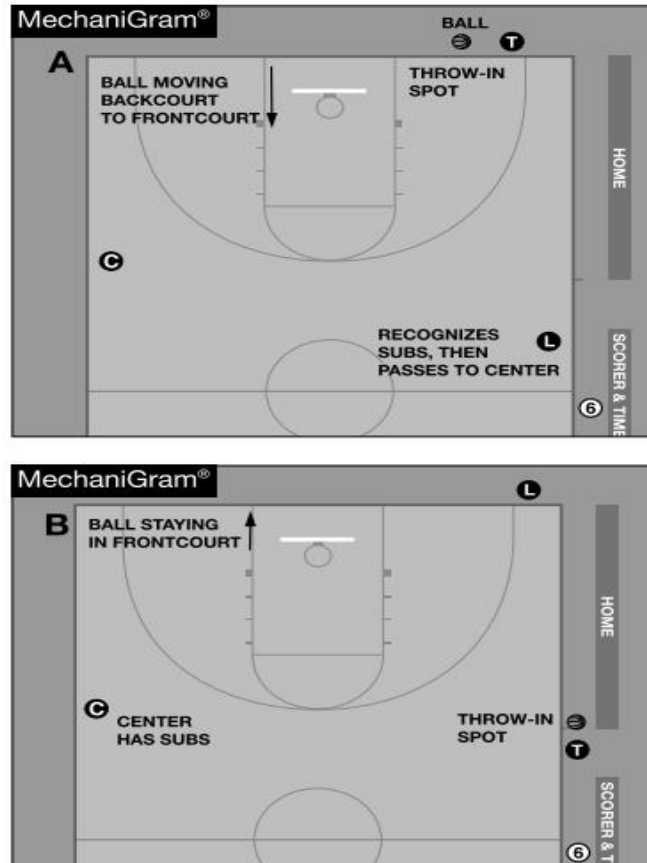
The calling official always has the option of going opposite if the situation is potentially heated.

Note: Non-shooting players do not have to be behind the division line.

CREW OF THREE - CHAPTER 24 - SUBSTITUTIONS

- HANDLING SUBSTITUTIONS

HANDLING SUBSTITUTIONS



When substitutions are coming into the game, the official responsible depends on the location of the officials and where and how the ball will become live.

During all substitutions, the responsible official should blow the whistle (if needed to get attention) and hold the “stop-the-clock” signal while beckoning substitutes.

- Throw-in with the ball staying in the frontcourt: In most situations, the official nearest the table is responsible.
- Throw-in with ball going from backcourt to frontcourt: If table side, the new lead recognizes the substitutes and then passes substitution responsibilities on to the center, as seen in MechaniGram A. If the new lead is opposite the table, the center has all substitution responsibilities.

- Prior to last free throw: The trail official has substitution responsibilities.
- Trail administering throw-in table side: The center has substitution responsibilities even though the center is across the court from the scorer's table as seen in MechaniGram B. The trail may not see the substitutes and the center has the best view of the scorer's table.
- Trail administering throw-in opposite the table: The center has substitution responsibilities.

The key to smooth substitutions is for all officials to have good communication, including eye contact.