

General Mechanics

**Your mechanics
tell a story**

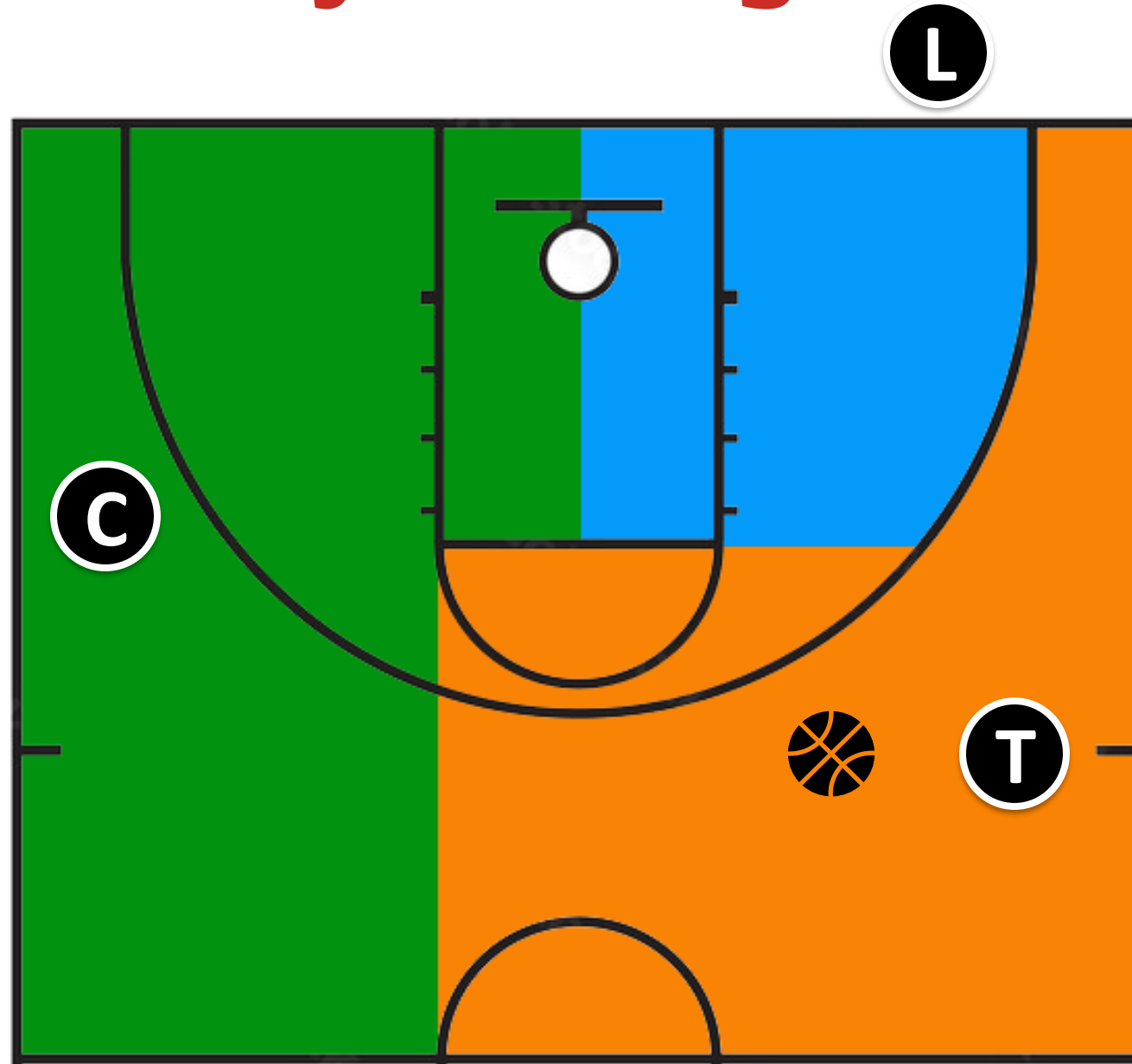


Consistency in the Basics

- Almost every whistle is for a violation or a foul
- **Violation – open hand**
- **Foul – fist**
- **Bicep to the ear**
- “no shot” is a “safe” call
- Sell only what needs to be sold
- Proper repetition builds solid mechanics

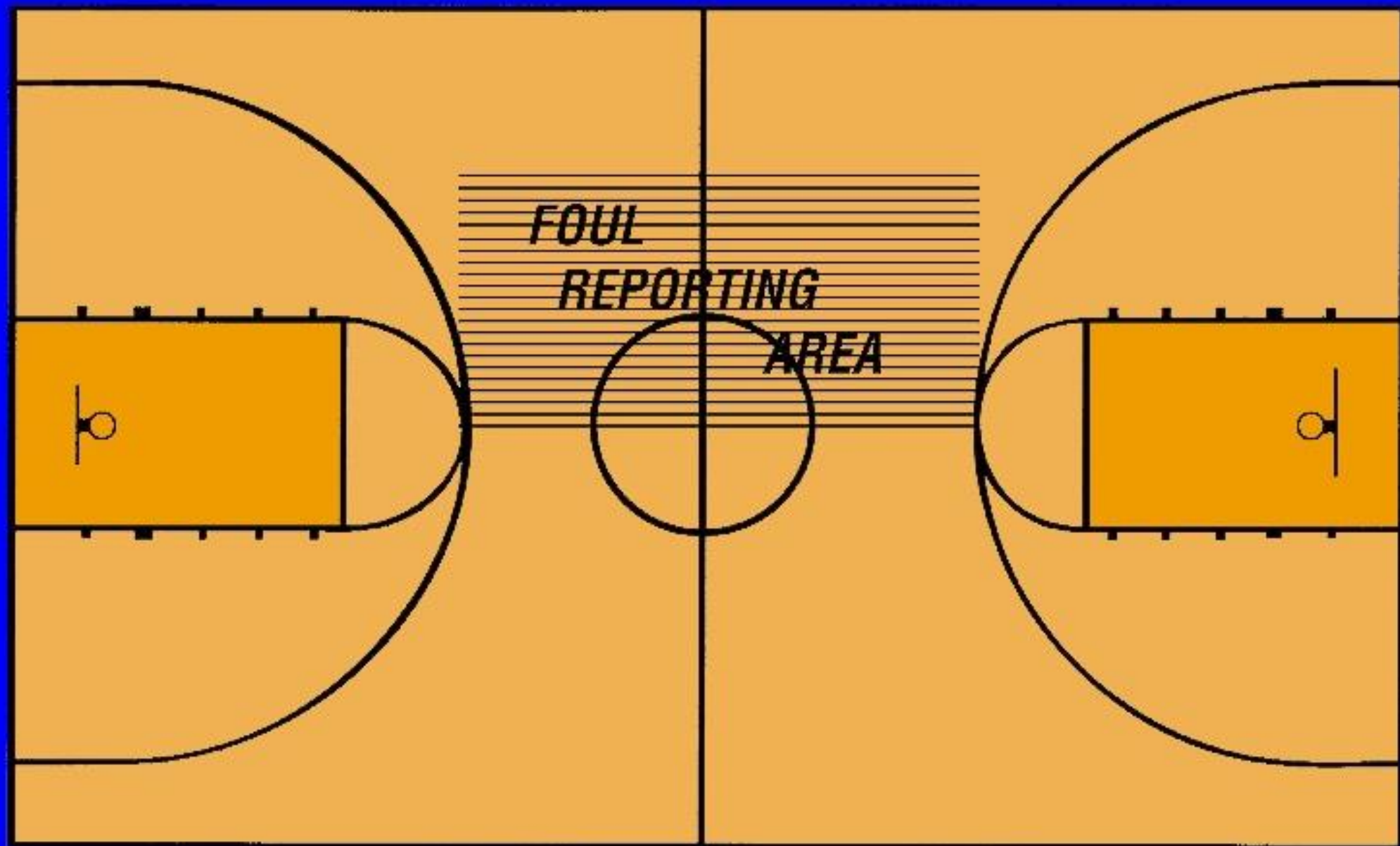


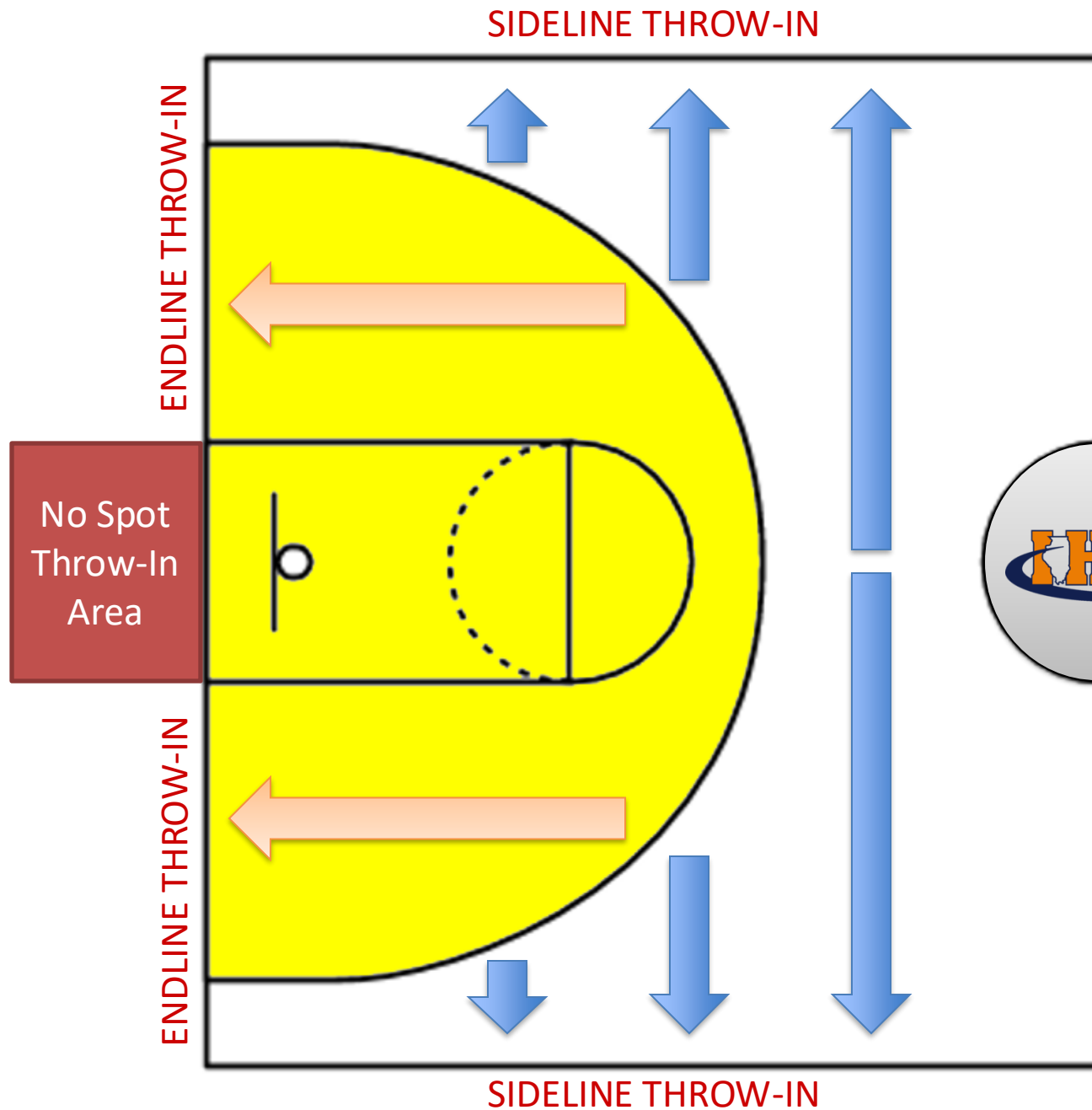
Primary Coverage Areas



TABLE

X

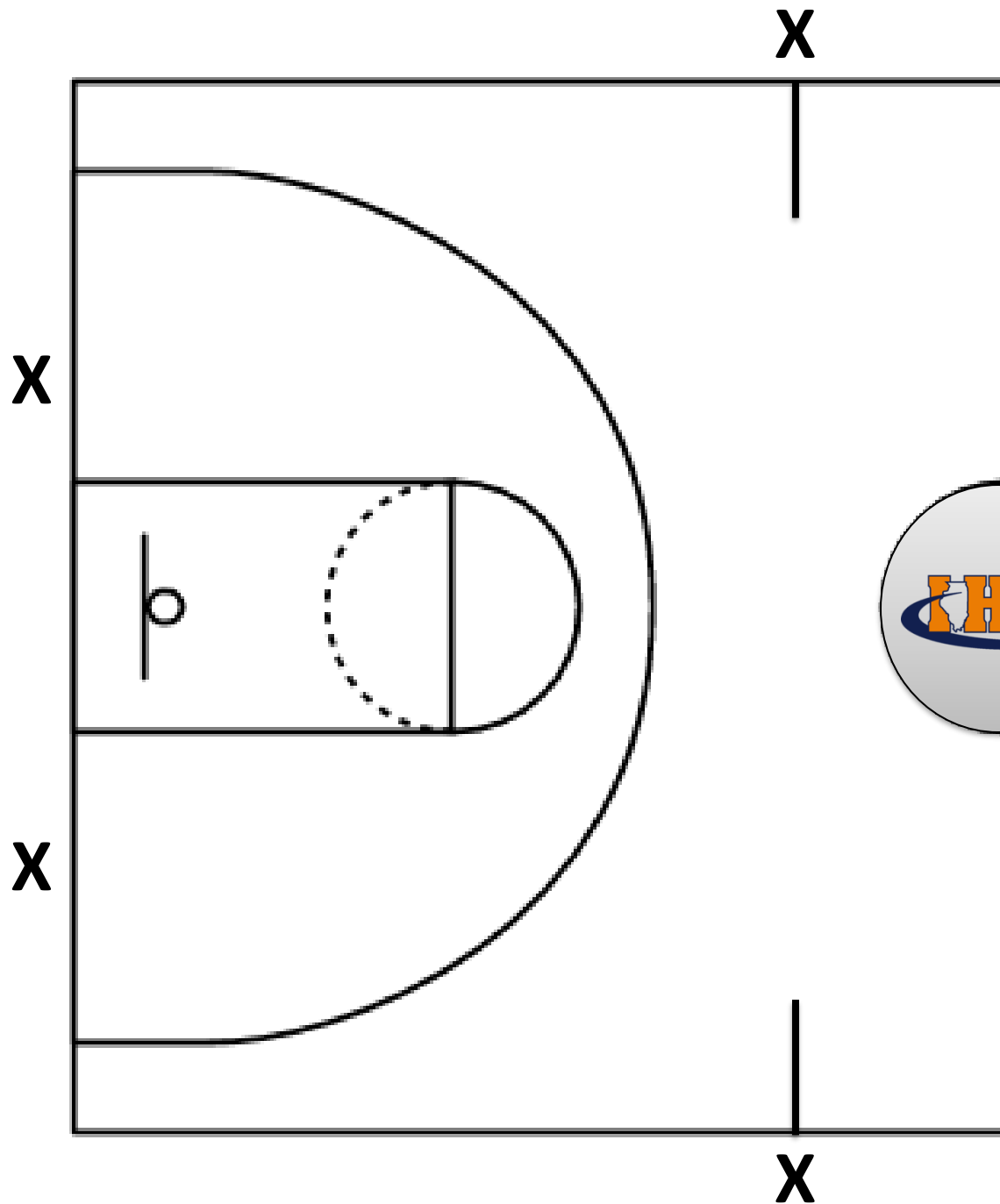




Designated Throw-In Spots

At the three-point arc or inside the three-point goes to the endline. Anything in the white goes to the sideline.





Designated Throw-In Spots

Frontcourt Fouls, Defensive Violations, Timeouts, Back Court Violation Throw-Ins and Held Balls (Offense retaining possession)



Three Person Basics

- Lead has primary endline responsibility. Center has primary sideline responsibility. Trail has primary sideline, division line and far endline responsibility
- When staying in the frontcourt after a foul is called, the calling official stays tableside after reporting the foul. You'll be Center or Trail, depending on the location of the throw-in
- When you call a foul that involves free throws, you are ALWAYS the TRAIL for the ensuing free throws

Will Be Covered on the Court

Lead Official - What Do We Officiate?

- Work the endline in three 1/3 increments and work the 3 hole as much as ball location and post play allows, keeping a much larger angle of separation. **The Lead should not automatically start from the lane line/close down position.**
- Rotate when Post Players dictate
- OWN Your Primary and let plays come to you!!
- Discuss and review Secondary Defender
- Officiate off ball plays, holds, chucks, illegal screens, etc. Off ball calls will help your game greatly
- Defensive Verticality
- Rebounding Displacement – “Love Taps” are nothing in most cases. **Know the difference between displacement and a “love tap.”**
- Blocked Shot Philosophy - Every shot attempt is a CLEAN BLOCK until we have a point of CONTACT
- Dribble Drives to the basket into your primary, TAKE OWNERSHIP. Stay Connected and Engaged on the play!!
- Review Deep Corner Throw In procedure

Center Official - What Do We Officiate?

- 3 Hole philosophy
- 28 ft. line area = Hole #3
- 3 pt shot area = Hole #2
- Free Throw Line extended = Hole #1
- When the ball location is in your primary, get sideline wide and stay out of the way of a tipped pass, steal, etc. This will call for Sideline Wide Ball Level positioning
- Center official must Own Your Primary and officiate competitive match ups in your primary
- Center official must be cognizant of off ball action including Illegal Screens, Bumps, Holds, Chucks, impeding ball handlers etc.
- Be aware of and do not penalize Defensive Verticality
- Look for Rebounding Displacement
- Dribble Drives to the basket - Stay engaged and connected to the play
- Basket Interference and Goaltending plays
- Secondary Defenders responsibilities
- Double Whistle Responsibilities - BLOW & HOLD in Lane area
- DO NOT CALL OR BLOW ACROSS THE LANE INTO LEAD OR TRAIL PRIMARY

Trail Official - What Do We Officiate?

- 3 Hole Philosophy
- 28 Ft Line Area is Hole #3
- 3 Pt line is Hole #2
- Free Throw Line is Hole #1
- TRAIL OFFICIAL NO LONGER OFFICIATES FROM HALF COURT, BACK COURT OR THE PARKING LOT!!! Take this out of your games and get down to ball level. Your partners need your help. Get into position to help them!!!
- Use the ball location to dictate your TRAIL Positioning using Sideline Wide Ball Level Philosophy to get the best angle and look of separation of the Offensive & Defensive players
- Sideline Wide Ball Level gives us much better coverage than ever before. It enhances the player separation for a much longer period of time
- 3 Point Line Concept for more consistent looks
- Improves OFF BALL Coverage
- Work the Trail Position much like the Center Position if ball location dictates it
- Our Goal is to see all 3 Officials in the front court on any video you are watching

CLEAR DEFINITION OF ILLEGAL CONTACT

- In an effort to eliminate excessive contact on ball-handlers and dribblers, the following acts will constitute a foul when committed against a ball-handler/dribbler:
 - Placing two hands on the player
 - Placing an extended arm bar on the player
 - Placing and keeping a hand on the player
 - Contacting the player more than once with the same hand or alternating hands.

Pre-Game Staples

- Five staples of a well-officiated game...
 1. Officiate the defense
 2. Know your primary coverage area
 - Own Your Primary
 3. Call the obvious
 4. Trust your partner(s)
 5. Opposite table has last shot in almost all situations. Ideally, C is in this spot



Long Switch Mechanic

- Understand it...Pregame it. Break it down to basics. **Don't add more to it than is there**
- In three-person...the lead must be on the endline and must be the calling official for the switch to occur

Will Be Covered on the Court



Three-Point Shot Coverage

- A. Only signal the attempt if it is taken from your coverage area
- B. Bring your shooter back to the floor
- C. **KNOW YOUR AREA!** If two of you signal the attempt, that means only one set of eyes is on the rest of the game
- D. Lead only signals the attempt if you're in a breakout situation or to sell a rare situation. Lead should not signal successful 3 **unless absolutely necessary**
- E. **C and T ALWAYS signal a successful 3**
- F. An attempt from Lead's side, deep corner will be discussed on the floor

Will Be Covered on the Court

Dribble / Drive Penetration

- Officiate the defense
- See the separation between players and call what needs to be called when contact occurs
- Understand what a ball handler can and cannot do with the free arm
- Protect shooters
- Be consistent as a crew!!!



Court Coverage Topics

- A. Basic home positions in three-person
- B. Long Switch
- C. Cases where you stay opposite after a foul
- D. Free throw administration and positioning
- E. Guideline for Lead Administering A Throw-In
- F. Three-Point Shot Coverage
- G. Subs in Transition
- H. Press Coverage
- I. Center Side Trap
- J. Timeouts
- K. Last Second Shot Coverage



ALL WILL BE COVERED ON THE COURT

Pre-Game Duties on the Court

- A. Stretch and warm-up off the court. If done on the floor, do it while observing players
- B. Inspect the facilities
- C. Test the game ball
- D. Check the players—TABLE AT 12:00
 - # on floor match with book. Starters. Duplicate #s.
 - Equipment (Headbands/Wristbands/Sleeves)
 - T-Shirts / Undergarments / Jewelry
- E. Coaches and captains meeting
 - Quick and concise
 - Emphasize good sportsmanship



Review at Main Table

- **SHOULD BE BASIC AT THIS LEVEL**

- A. Starters/Rosters/Duplicates
- B. Timing provisions
- C. Scoring provisions
- D. Possession arrow
- E. Substitutions
- F. Foul situations
- G. Official warnings
- H. **Secure the proper game ball**



Jump Ball

A. Mechanics--where do you go?

A. U1 and U2 almost always end up as L/C. R almost always ends at T

B. Check possession arrow

C. Held Ball

Mechanic/Signal...

Stop the clock

before signaling held ball

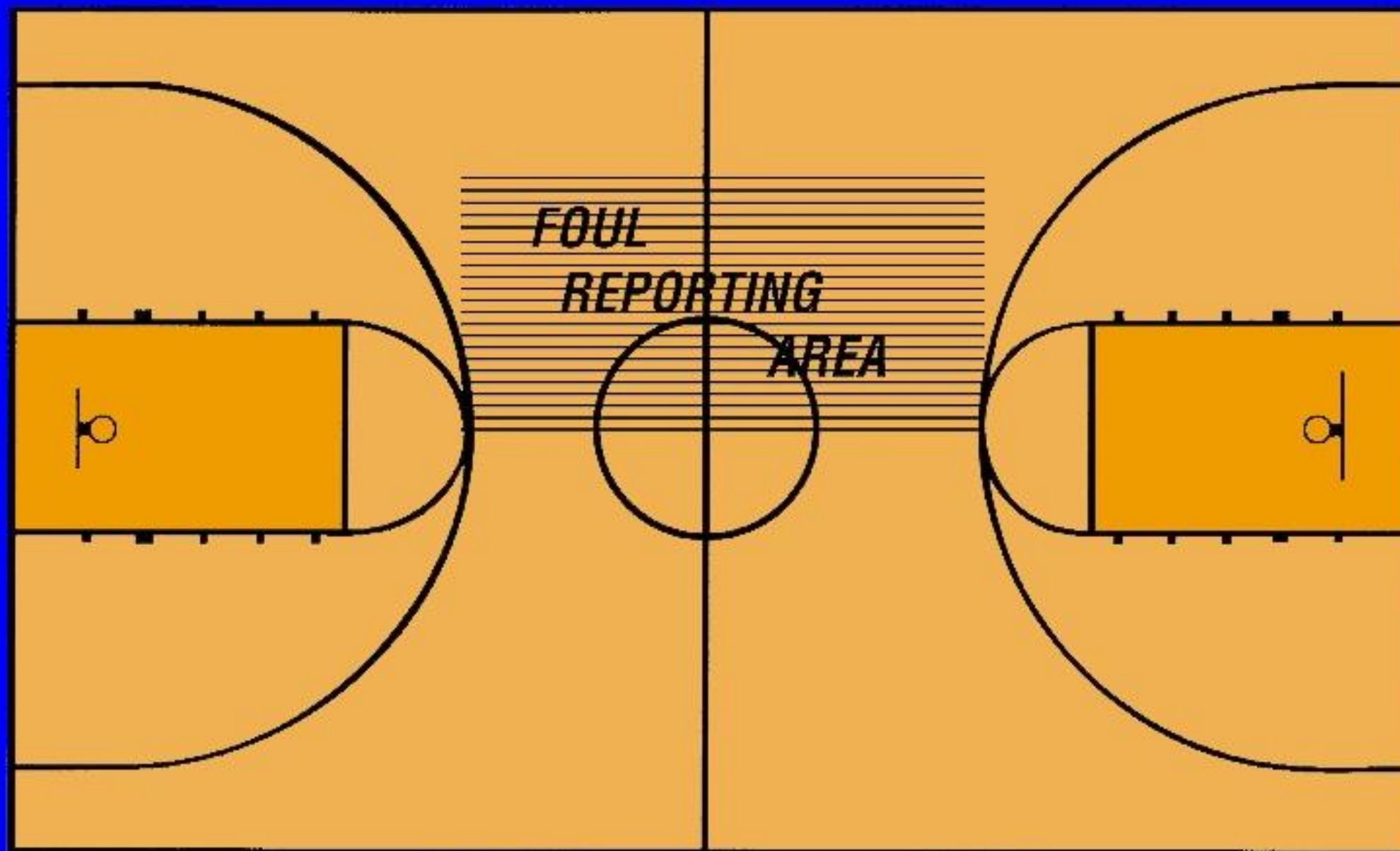


Foul Calls—**LOOK SHARP**

- A. **Bicep to ear, fist up**
- B. **Preliminary signal/sequence at spot of foul**
- C. **EYES ON PLAYERS** - Non-calling official should freeze line of vision while jogging to new position
- D. **Double whistle situations – Pregame them**
- E. Designate shooter or out-of-bounds spot as last part of sequence
- F. **Table Presentation IN THE REPORTING AREA—ONCE...4 KEYS...**
 - Color, #, Type of foul, Result
- G. Understand switches—**SHOWN ON FLOOR**
- H. Handle all foul responsibilities before addressing any time-out request

TABLE

X



Free-Throw Administration

- A. **PROPER POSITIONING**
- B. Multiple throws
- C. Lane responsibilities
- D. Signaling
- E. Communication
- F. Technical/Intentional Foul



1, 2 or 3 Shots - DO NOT TELL THEM "BONUS"

Will Be Covered on the Court

VIOLATIONS—**LOOK SHARP**

- A. Two, three or four step process
- B. ALWAYS open hand to stop the clock, bicep to ear**
- C. Type of violation (i.e. travel, double dribble, carry) must be signaled unless out-of-bounds
- D. Direction **MUST** be signaled
- E. Throw-in spot MUST be designated if another crew member will administer it**

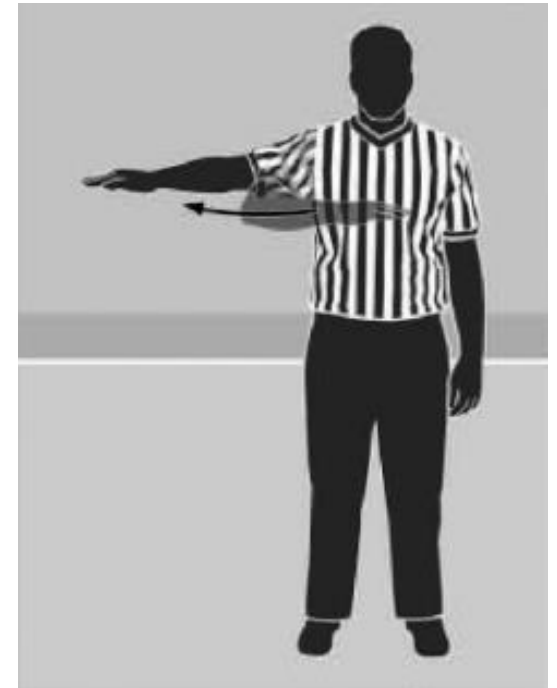
THROW-INS—**LOOK SHARP**

- A. Partner eye-contact**
- B. Check for substitutes and 5-on-5**
- C. Line responsibilities (2 or 3-person)**
- D. No unnecessary whistles**
- E. Trail mirrors chop in frontcourt**
- F. Guideline for L administering**
- G. Hand or Bounce the ball???**
 - ALWAYS hand on endline staying
 - ALWAYS bounce on endline going long
 - Bounce on backcourt sideline with pressure
 - ALWAYS bounce on frontcourt sideline



Timing Counts

- A. Three seconds
- B. Five seconds (throw-ins and closely guarded)**
 - **COACHES DESERVE THIS!**
- C. Ten seconds (backcourt and free-throw)



Timeouts

- A. Positions
- B. Location of throw-in and possession**
- C. First horn—Notify team and stay with them until they come out of the huddle. **(IHSA modification)*
- D. Resumption of play procedure

Will Be Covered on the Court

SUBSTITUTIONS...

TAKE YOUR TIME

- A. Whistle as you beckon the sub(s)
- B. Beckoning responsibility
- C. Disqualification
 - No time-out until substitute is entered
- D. Multiple free throws
- E. Injury/bleeding/Contact Lens
- F. Technical foul



Block/Charge

A. Time-distance-airborne

- With ball
- Without ball
- **How did the defender get there and when was he/she there?**

B. Referee the defense

C. Consistency within the crew on block/charge

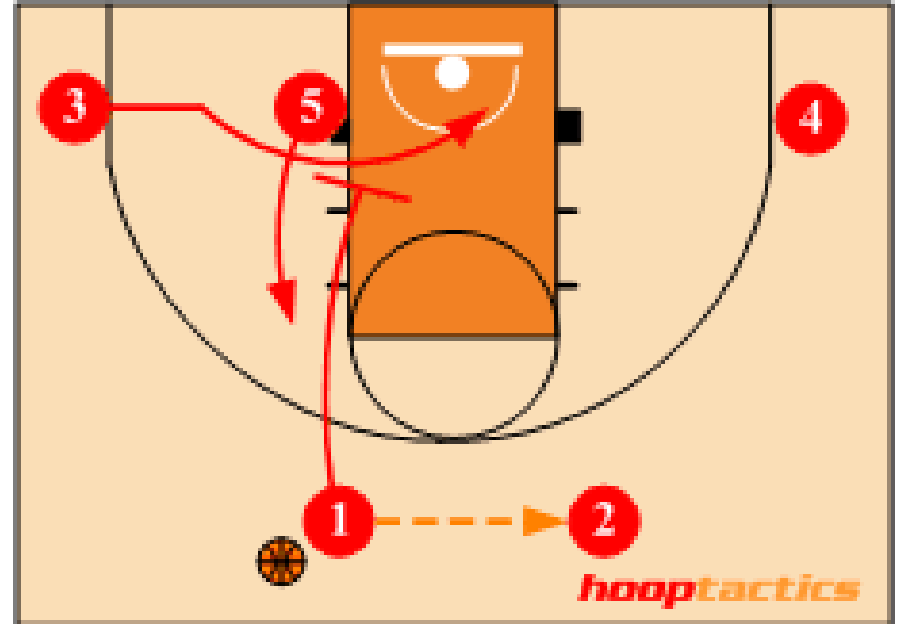
Rebounding

- A. Expect every shot to be missed
- B. Displacement of the opponent
- C. Advantage/disadvantage
- D. Get the angle and depth to call/no call it**



Screening

- A. Off-ball coverage
- B. Understand illegal screens
- C. No bumping / impeding the cutters**
- D. Advantage/disadvantage
- E. Be an active C**



Basket Interference/Goaltending

- A. Have a clear understanding of the rule when awarding or canceling points**
 - Slapping the backboard in an attempt to play the ball cannot be interference or goaltending
- B. Get proper depth to call it**
 - Responsibility from C/T

Closely-Guarded

A. Legal Guarding Position

- Within 6 feet
- **Both feet on floor and facing opponent to establish (DOES NOT NEED TO BE MAINTAINED)**

B. Separate counts (hold-dribble-hold)

C. No closely guarded count in backcourt

Fighting

- Penalize properly
— **STUDY THIS!**
- Communicate with Assignor and IHSA



YOU KNOW WHAT HAPPENED, SO YOU FILE THE REPORT...

- The official who has the most knowledge on anything that should be reported to the IHSA is the one who submits the Special Report

Do not pawn this off on the referee.



The screenshot shows the 'Special Report' form on the IHSA Officials Center website. The header includes a 'Log out' link, a 'MAIN MENU' link, and the IHSA logo. The form title is 'Special Report'. A light blue box contains instructions: 'A Special Report should be filed immediately for every unsportsmanlike conduct ejection, but not for a simple disqualification, such as five personal fouls in basketball. When you are finished, click the button at the bottom of the page to submit the report.' The form fields are: 'Date of contest' (calendar icon), 'Sport or activity' (dropdown), 'Level of contest' (radio buttons for Varsity, Junior Varsity, Sophomore, Freshman), 'Name of person being reported' (text input), 'Person's school' (dropdown), 'Opposing school in contest' (text input), and 'Reason for report' (radio buttons for player ejection, coach ejection, fan ejection, possible concussion, and other (as specified in box below)).

Correctable Errors

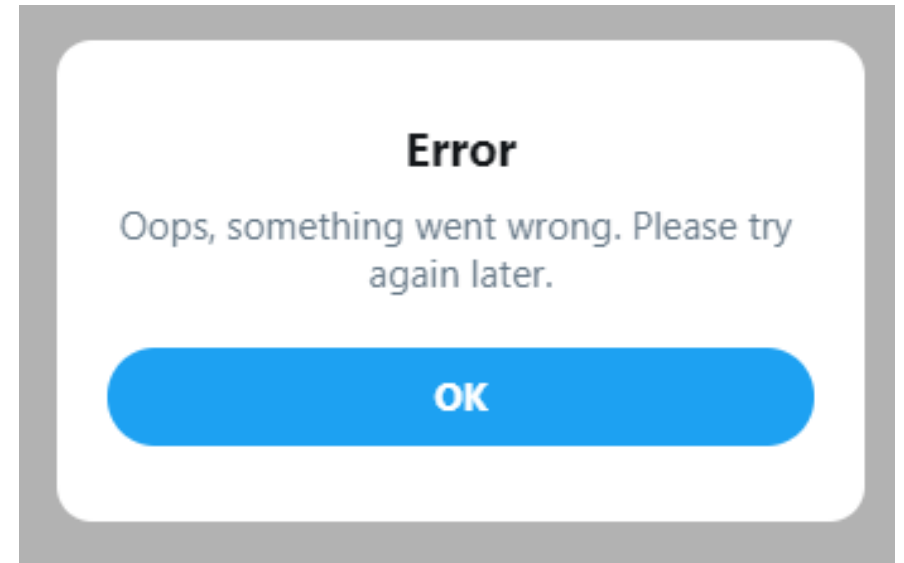
A. Complex rule

B. 4 of the 5 involve free throws.

– ***THE CREW MUST FOCUS! TRAIL HAS THE MOST INFORMATION AND MUST PAY ATTENTION TO LEAD'S INSTRUCTIONS.***

C. Is it a bookkeeping error?

- If it is, it can be corrected up until the officials leave the visual confines of the court at the end of the game.



Last-Second Shot

- A. Trail (2 person)
- B. Opposite Table (3 person)**
- C. Communicate prior to final shot
- D. Tip-in only (0.3 seconds or less)
- E. Discuss thoroughly in pre-game and at appropriate timeouts**

Will Be Covered on the Court

Overtime

- A. **Communicate with crew and table**
- B. Add a timeout and carry over unused timeouts
- C. **4th quarter fouls carry over**
- D. OT is 4:00 for all varsity games



Bench Decorum

- A. Communicate, don't converse
- B. Indirect or Direct Technical causes loss of coaching box.**
- C. Coach/Team Conduct Warning (USE IT!)**



End of Game

- A. Take care of any controversy prior to leaving the court**
- B. In the locker room, critique the game

