

Basketball

Officials Manual

Crews of 2 and 3

MHSAA OFFICIALS PROGRAM



MHSAA Press

2023

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Introduction

The purpose of MHSAA-produced mechanics manuals is to emphasize and promote consistency in rules knowledge and application, theory and philosophy and mechanics and signals. This manual serves as a guide to fundamental and emerging ideas, approaches and directions from the MHSAA in these areas. The content provided in this manual establishes a base from which all officials working MHSAA contests can consistently and successfully manage a basketball game. This uniform approach will assure MHSAA member schools and their teams that they can rely on the same approach to officiating regardless from which part of the state they are located.

Not everything that an official may encounter can be accounted for and included in the text of a manual. Throughout the season, Points of Emphasis, Rulings and Interpretations and In-Season Bulletins will be posted through the Basketball page of the Officials section on the MHSAA website. Please check their regularly to find updates and other resources to assist you in your officiating duties throughout the year. You can find these at:

www.mhsaa.com/Officials/Sport-Specific-Content/Basketball.

The content of this manual generally refers to both 2 and 3-person systems. When particular mechanics or procedures are provided for within either the 2 or 3-person system, but not the other, it will identified within the section.

NOTE: Any reference in this manual to “he,” “him” or “his” shall be deemed to reference to “she,” “her” or “hers,” as the case may be, when the person is a female.

Section 1: General Basketball Officiating

I) MHSAA Basketball Rules Fundamentals

- While the ball remains live, a loose ball always remains in control of the team whose player last had control, unless it is a try or tap for goal.
- Neither a team nor any player is ever in control during a dead ball, jump ball, or when the ball is in flight during a try or tap for goal.
- A goal is made when a live ball enters the basket from above and remains in or passes through unless canceled by a throw-in violation or a player control foul.
- The jump ball, the throw-in and the free throw are the only methods of getting a dead ball live.
- Neither the dribble nor traveling rule operates during the jump ball, throw-in or free throw.
- It is not possible for a player to travel during a dribble.
- The only infractions for which points are awarded are goaltending by the defense or basket interference at the opponent's basket.
- There are three types of violations – and each has its own penalty.
- A ball in flight has the same relationship to front court or backcourt, or inbounds or out of bounds, as when it last touched a person or the floor.

- Personal fouls always involve illegal contact and occur during a live ball, except a common foul by or on an airborne shooter.
- The penalty for a single flagrant personal or flagrant technical foul is two free throws and disqualification plus awarding the ball to the opponents for a throw-in.
- Penalties for fouls are administered in the order in which the fouls occurred.
- A live-ball foul by the offense (team in control or last in control if the ball is loose) or the expiration of time for a quarter or extra period, causes the ball to become dead immediately, unless the ball is in flight during a try or tap for goal. The ball also becomes dead when a player-control foul occurs.
- The first or only free throw violation by the offense causes the ball to become dead immediately.
- A double personal foul involves only personal fouls and only two opponents; no free throws are awarded and the ball is put in play at the point of interruption. A double technical foul involves only technical fouls and only two opponents; no free throws are awarded, and the ball is put in play at the point of interruption.
- The official's whistle seldom causes the ball to become dead (it is already dead).
- Continuous motion applies both to tries and taps for field goals and free throws, but it has no significance unless there is a foul by the defense during the interval which

begins when the habitual trying or tapping movement starts and ends when the ball is clearly in flight.

- Whether the clock is running or is stopped has no influence on the counting of a goal.
- A ball that touches the front face or edges of the backboard is treated the same as touching the floor inbounds, except that, when the ball touches the thrower's backboard, it does not constitute a part of a dribble.
- If the ball goes through the basket before or after a player-control foul, the goal must not be counted.

II) Helpful Hints for Officiating Basketball

- Be mentally and physically prepared to work the game.
- Be professional, respectful and a good communicator.
- Display integrity, courage and poise. Your true character is revealed in the tough calls.
- Use preventative officiating early and often.
- Use of approved signals present a professional appearance and display confidence when timely, crisp and thorough. An official's emotions should not be conveyed through the signals he uses. Officials should use calm and deliberate signals and avoid using exaggerative mechanics that attract undue attention.
- Hustle and move with a purpose! Every movement should improve your angle to get a better look at the play.

- Understand that mistakes will occur. Don't dwell on missed calls and don't make excuses. Move on and continue to officiate.
- Officiating basketball is more than determining whether a contact foul occurred – it is about ensuring an advantage/disadvantage is created by the contact.
- Criticism should be expected. Constructive criticism by peers, observers, assigners, veteran officials or MHSAA officials should not only be accepted; it should be solicited. Most criticisms from fans, coaches and players about decisions and rulings should initially be ignored; however, personal attacks should never be accepted.
- The idea of earning respect suggests that officials aren't entitled to respect until they prove themselves. Demanding respect may get compliance through fear and intimidation, but isn't really respect at all. Rather, officials should command respect by their presence, demeanor and approach.
- Officials maintain the integrity of the sport. If an official's personal integrity is questioned, it inhibits his ability to control the game in an effective manner.

III) Officiating Character, Conduct and Ethics

An official is nothing without integrity. When others question an official's judgment, rules knowledge and timing, they should still be able to rely on his character and ethics. The *MHSAA Officials Guidebook* provides a number of specific ethical and conduct

standards for which officials must adhere in order to maintain registration with the MHSAA. These include, but are not limited to, the *Code for MHSAA Athletic Officials*, *Social Media Guidelines* and the *Conflict of Interest Policy*.

Additionally, officials should maintain the following character traits:

- Have ambition, but also patience. Newer officials often burn out by being overly-concerned about advancement early in their careers.
- Don't be jealous, but instead supportive, of another official's good fortune and opportunities.
- Be receptive and willing to accept advice from any official. Take what you can use and disregard the things that don't apply.
- Be honest with yourself. Set and keep realistic expectations with your skills and abilities in mind.
- Be a leader by example. Adopt a philosophy to help others reach their goals.
- Having passion for officiating will make you a better official because it gives you drive to improve your skills, makes you interested in studying rules and mechanics and inspires comradery with your crewmates.
- Be courageous and have conviction. Do what is right even when it's not easy or popular.
- Show poise and self-control, and treat players and coaches like you would like to be treated.

IV) Personal Responsibilities

A) Physical Conditioning

Basketball officiating requires commitment both mentally and physically, and appropriate physical conditioning is necessary to maintain adequate coverage of responsibilities during a contest. It is recommended that officials have regular physical examinations and monitor health concerns.

Officials should not use the beginning of the season to get into proper shape. An old adage says to stay in shape rather than get in shape. Both the season and off-season has its challenges in this area, and our busy lives often make it difficult to take the necessary steps to maintain a healthy lifestyle. However, taking the time throughout the year to eat healthy, remain active and address physical health concerns as they arise will help the process of transition into a new season.

Officials should not take on more than they can physically handle. A season schedule should be limited to only the level and number of games that he can reliably and respectably officiate, considering his physical conditioning, skills and abilities, knowledge and proficiency.

B) Knowledge of Rules, Mechanics and Signals

For proper management of a basketball game and season, concrete knowledge of the rules of the game and the mechanics of the system are essential. This requires a great deal of time and study. It also is a community effort – rules and mechanics should be discussed regularly amongst other

officials to allow for input as to proper understanding, interpretation and application.

Rules should be consistently and fairly enforced and without deviation from the NFHS playing rules. The intent of each rule should be kept in mind, and officials should maintain a balance between strict enforcement and chaos. There are times when a technical application of a rule is detrimental to the spirit of the rule, and officials should be able to recognize the importance of using common sense and fair play to supplement their enforcement of the rules.

Proper positioning, knowledge of keys and court coverage responsibilities are mastered through an extensive knowledge of the mechanics of the system. Each official must have a thorough understanding of his duties in the assigned position, as well as those of the officials on the crew. He should be confident in the system and his crewmates' abilities to focus on the tasks at-hand; but also be prepared to assist a crewmate when appropriate, within the rules and mechanics and after fulfilling all of his own responsibilities for a play.

The prescribed signals of the NFHS and the MHSAA are in place to communicate the action that is happen or that has already occurred. These approved signals convey needed information to timers, crew members, players, scorers, coaches, spectators, media, etc. They should be presented in a clear and professional manner, calm and unhurried and not overly-emphatic. Unapproved mechanics, or those that are intended to draw undue attention to oneself, should be avoided.

C) Hustle

Hustle is moving to get into position quickly, but with a purpose and proper understanding of distance and angle. Hustling is not simply running fast. It's understanding the system in which an official is working and recognizing the importance of efficient movements within the system to ensure the best positioning possible for developing plays.

Some officials that run just for the sake of appearance may actually put themselves out of position. Understanding when it's necessary to hustle is a matter of experience and instinct – the later often developed as a result of the former. This is not an excuse, however, to be lackadaisical on the court. Keep in mind this philosophy: Never walk when you should jog, and never jog when you should run.

D) Uniform

An official's appearance in his uniform is the first impression provided to coaches and administrators. Even before the first jump ball, they are judged on their appearance and demeanor. Much of this impression is attributed to the cleanliness and condition of the uniforms being worn. The proper uniform and accessory requirements are found on page 11 of the *Officials Guidebook*. Officials should review this annually to stay abreast of MHSAA uniform expectations and changes. Experimental uniforms or those worn by officials in other levels or organizations are not approved.

V) Officials' Communication

A) Assignment Preparations

Communication is essential for a crew to operate efficiently and effectively during a game. This includes communication amongst the crew even before the game begins. The week of, and at least two days before the contest date, the Umpire(s) should confirm the details of the assignment to the Referee (or the first person listed on the assignment, if no Referee is designated). After receiving confirmation from his partner(s), the Referee should confirm receipt through an email to the school's athletic director with the Umpire(s) cc'd. This email should include:

- Time administrator should expect the officials to arrive on site
- Request for the location the officials are expected to park
- Request for time and location the officials should meet the site administrator
- A request for any information relating to special activities or events that might be planned around or within the game
- A reminder that the NFHS and MHSAA are mandating conferences with the on-site administrator (request/suggest a time and location)
- A request for confirmation/follow-up from the administrator

Adequate information is critical to ensuring that silence or assumptions don't lead to mistakes regarding location, time or partners assigned. If there is a lack of communication, make every attempt to resolve it.

B) Pregame Crew Conference

To make certain that crewmates are on the same page, generally, and for the upcoming contest, the officials should dedicate sufficient time and attention to a crew pregame discussion of topics relating to mechanics, signals and teams involved. Details should be laid out in a comprehensive pregame outline. Take time to review new rules, points of emphasis and positioning and mechanics changes. Topics should also include game management, clock awareness, court coverage principles and rotations, double whistles and crew communication. Challenging situations are also timely and significant issues for mutual conversation prior to taking the floor.

C) Double Whistles

Double (or triple) whistles, while they can be embarrassing, do occur from time-to-time and are a result of crew miscommunication – whether due to a lack of knowledge of responsibilities, inadequate preparation before the game or poor visual communication during the play. When/where they occur, and how they're resolved, determine the severity of the issue at-hand. Double whistles fall into the following categories:

1. Tolerable: Infrequent and somewhat unavoidable situations such as when a ruling needs to be made closed to intersecting primary coverage areas (PCA) boundaries and out-of-bounds boundary lines, or with occasional “two-referee plays.”
2. Unnecessary: Due to one official ball-watching outside of PCA.
3. Marginal: Multiple instances when official(s) are blowing the whistle outside of PCA, and having to repeatedly get together to determine what the other ruled and what to report.
4. Unacceptable: Multiple officials whistling and then signaling different rulings.

Double whistles primarily occur as a result of ball-watching outside of PCA, lack of knowledge of PCAs, a habitual impulse to blow the whistle or an emotional inclination to take over the game. Repeated instances of this throughout a game gives an indication of indecision and the appearance that the crew does not work well together. While not ideal in any circumstance, it is better to have matching calls than contradicting ones. Communication, including proper eye contact, is the key in mitigating the effects of a double whistle.

Preventative Measures

To protect against, and mitigate the effect of, double whistles, officials should maintain the following practices:

First, every time a foul is whistled, the calling official should look to the nearest official to his PCA to make sure a double whistle has not occurred. This is especially important in the lane and on drives to the basket. If a double whistle has occurred, each official that whistled on the play need to converge toward the spot of the foul. Once in proximity of one another, they should verbally communicate with one another before either official signals the foul. This can be done quickly by one official immediately indicating to the other, "It's yours, you take it" or "I've got it."

In some cases, however, a conference may be required. When this occurs immediately and without much delay, the official in whose PCA the play occurred will step out and signal the decision right away. When an extended conference occurs between officials, the primary area official will first approach the table and verbally report to the scorer the decision that was made. He will then step back to the reporting area and report it in normal fashion.

No preliminary signals should be given from the outside official(s) (*i.e.*, *Trail in 2-Person or Center and Trail in 3-Person*) when a double whistle occurs. In most instances, deference is given to the official in whose PCA the play originated; however, there may be times (especially in 2-Person) where it is better for the Lead official to take calling responsibilities since the play is coming toward him. Regardless, each situation requires clear communication amongst the crew members during and immediately

following the play. In certain circumstances in a 3-Person crew, it may be necessary to involve the non-whistling official in the conference to determine which official had the best look based on positioning, angle and timing to make a single, accurate ruling.

Double Whistle Remedies

Double Fouls – When, on the same play, one official rules a blocking foul and another official rules a charging foul (the “blarge”), a double foul results and both rulings are enforced. Both players will be given personal fouls, and each goes toward the team total for the bonus situation; however, no free throws will be awarded/administered. The game will be resumed at the point of interruption – and if team control existed at that time, that team will be awarded the ball at the nearest spot to the double foul. If the fouls occur after the try is released (*i.e., no team control*), the determination of which team is awarded the ball is determined by a couple factors:

- If the try is successful, the goal will be scored and the point of interruption will be the ensuing throw-in.

NOTE: The double foul does not cause the ball to become dead on the try.

- If the try is unsuccessful, the team with the alternating position (A-P) arrow in their favor will receive the ball after the foul is reported using regular A-P procedure.

Concurrent Jurisdiction (Foul and Violation) –

When a foul is ruled by one official at the same time that another official rules a violation, officials must come together to determine which occurred first. If the foul occurred before the violation, the ball became dead at that point and the violation is moot. If it was the violation that occurred first, the contact was not a foul (unless intentional or flagrant) since the ball became dead on the violation. The same principles regarding eye contact, communication and conferencing apply as in double foul situations.

D) Inadvertent Whistles/Horns

When an inadvertent whistle occurs, the officials must identify the status of the ball (player control, team control, location of the ball) at the time of the whistle and use point of interruption to administer as follows:

- If the ball is in team control, the team with control is awarded a throw-in at the nearest out-of-bounds spot at the time of the whistle.
- If the ball is not in either team's control, the team with the alternating position arrow in their favor will receive the ball at the nearest spot of the ball when the whistle was sounded using regular A-P procedure.

EXCEPTION: If a successful try was mid-flight when the inadvertent whistle occurred, the goal will

be scored and the ball will be given to the opposing team for a throw-in anywhere along the end line.

If the scorer's horn sounds while the ball is live, or when it is about to become live, the official may ignore or honor it. While the official's whistle must cause the ball to become dead (or remain dead), the horn has no official effect.

E) Communication with Coaching Staffs

All officials must be able to effectively communicate with coaches. Officials should convey a calm, relaxed demeanor and avoid being confrontational or short-tempered. Officials should be willing to listen to coaches' questions or concerns and should use good eye contact and appropriate tone and volume in their voice.

Officials should be willing to answer reasonable questions and concerns of coaches. If asked to pay particular attention to action on the court, the official should inform the coach that he will either look for the action described, or communicate with the official that has that responsibility at the next convenient stoppage. While an official may inform a coach they were not responsible for watching the action of concern, it is important the way this is communicated. Instead of "That's not my call (or area)," an official should respond with something along the lines of "I'm sorry, coach. I had a different responsibility on that play, but I'll try to get that information for you if I can as soon as possible."

Coaches have a responsibility to communicate appropriately as well. If a coach becomes abusive, demonstratively protests a decision, enters onto the court or refuses to stop arguing after being warned, he should be penalized. Often times when behavior or conduct is reaching an unacceptable level, an official warning for coach/team conduct on the bench may be issued and reported to the scorer. Officials should become familiar with, and judiciously exercise, this game management tool as an effective means to quash escalating problems. Special emphasis, however, has been put on the reduction of personal attacks from coaches and players. While some of the conduct mentioned should result in a technical foul, personal attacks against an official result in a flagrant technical foul and an immediate ejection.

An official should display a good presence while in discussion with a coach. He should keep an upright but relaxed posture, hands behind the back or at his sides and maintain eye contact. Officials should avoid engaging in arguments with coaches. When a coach is convinced that a call was missed or incorrect, continued discussion will rarely result in changing his mind. Arguing with a coach will only inflame the situation and distracts concentration for the further responsibilities.

One reason officials will move opposite the table after reporting a foul is to avoid prolonged or unnecessary conversations with the coach from the offending team. Officials should not engage in cross-court dialogue with the coach. If the calling official believes, in extraordinary circumstances, that a more-detailed explanation of a ruling is warranted, he may do

so. However, the vast majority of decisions do not merit an extended explanation.

F) Correctable Errors

There are five instances the rule book lists as “correctable errors” that can be fixed by the officials after the fact. They are:

- Failure to award a merited free throw
- Award an unmerited free throw
- Permit the wrong player to attempt a free throw
- Attempt a free throw at the wrong basket
- Erroneously counting or cancelling a score

These errors may only be corrected if they are recognized *before the second live ball, after the error occurs and after the clock starts or is already running*. This rule is most often applied when the ball is already dead. Except for when the correctable error involves awarding a merited free throw(s) and there has been not change of team possession since the error was made, play should not be stopped for the sole purpose of applying this rule. Under this exception, however, play should be stopped immediately while the ball is live and possession is maintained.

In summary:

- An error that occurs when the clock is stopped can be corrected no later than the first dead ball after the clock has properly started
- An error that occurs when the clock is running can be corrected before the second live ball

These correctable errors can be identified by any member of the officiating crew, or the head coach may appeal that a correctable error be rectified by requesting a time-out. If an error is prevented or corrected, no time-out will be charged. If the time-out request is not immediately recognized by the officials, the head coach may approach the scorer's table so that they may alert the officials to the possibility of a correctable error by sounding the horn at the next natural stoppage of play, and such appeal must be honored by a review from the officials.

The procedure for reviewing a possible correctable error once determined by an official or requested by the head coach is:

1. Determine whether it is one of the five correctable errors allowed for in the rules.
2. Determine whether the time frame allowed for correction has not elapsed.
3. Apply the correction by:
 - a. Canceling any unmerited, wrong-basket or wrong-player free throws and activity during such free throws other than intentional, flagrant or technical fouls.
 - b. Administer any merited right-basket or right-player free throws.
 - c. Count (or cancel) any erroneously canceled (or counted) score.

- d. Points scored, time consumed and additional activity which occurs between when the correctable error occurred and prior to the recognition of the error shall not be nullified.

Following the rectification of a correctable error, play will be resumed using the point of interruption method. **EXCEPTION:** If the correctable error involves awarding a merited free throw(s) with no change of possession since the error was made, play should be resumed as it would with any normal free throw attempt.

Other than the five specified correctable errors, there are only a few other instances where a call or decision can be corrected. (1) When a misapplication of the rules is determined by the officiating crew during a dead ball, or that makes the ball dead, it may be corrected as long as it is identified prior to the clock being properly started. (2) When a bookkeeping or scoring mistake is made, such as failing to record a goal, it may be corrected any time until the Referee approves the final score. (3) When the official(s) has knowledge that a timing mistake occurred, the Referee may add or deduct time from the clock as necessary.

VI) Pregame Responsibilities

The officials should take the floor dressed in full uniform with 15:00 on the clock and move directly to their positions opposite of the table, near but not on the sideline, and within speaking distance

of each other. They may wear black pregame warm-up jackets during this time, as long as everyone on the crew matches. It is recommended that officials stand far enough out onto the court to avoid fraternization with/by fans as they walk past.

A) Meeting with Game Administrator

The Referee must ensure that a game administration representative meets with the officiating crew at some time prior to the game. The Referee may arrange for this meeting to take place sometime prior to the crew taking the floor at the 15:00 minute mark, or at a convenient time just after the captains/head coaches meeting.

This meeting is intended to ensure that a game administrator is present, that the members of the crew knows who that person is and to provide an opportunity for communicating the expectations of each group. The officials are there to manage the contest, which includes the players and coaches. It is the expectation that school administration strives to manage the student body, parents and all other spectators. It is the expectation that the officiating crew can rely upon game administration to be actively engaged in crowd supervision and control and intervene to address inappropriate spectator behavior before it escalates.

It is the role of game administration to be proactive in providing a safe environment for coaches, players and officials and not wait for a member of the officiating crew to point out the problem that needs to be monitored, corrected or solved. The arrangement of this meeting should be conveyed to the

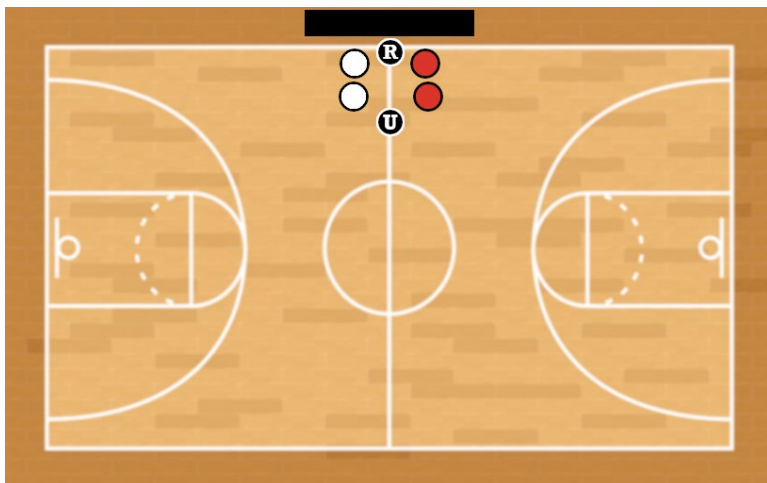
athletic administrator in a communication prior to arrival at the facility on the day of the contest.

B) Conference with Captains and Coaches

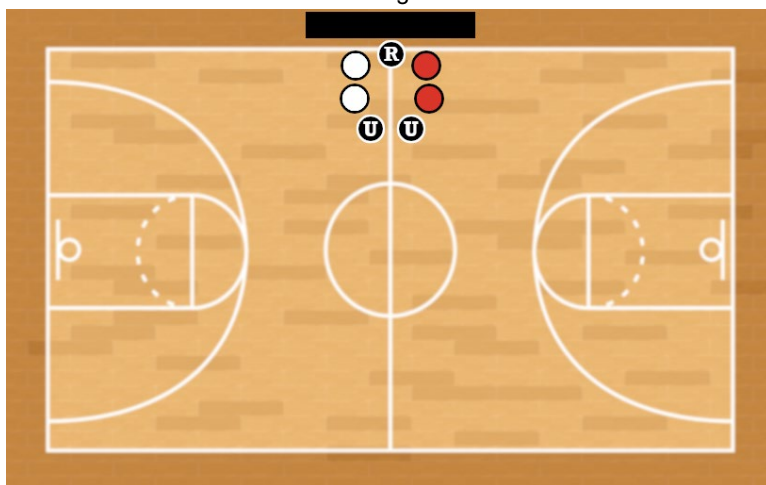
At 13:00, or soon thereafter while both teams are warming up, the Referee and the Umpire(s) gather both team's head coaches and captains for introduction and a pregame briefing in front of the scorer's table. It is mandatory that the head coaches are in attendance and the meeting shall not take place if either is unavailable. If the head coach is not immediately available, the meeting may be briefly postponed until he arrives. An assistant coach may not substitute for the head coach. If the assistant insists that he be present in substitute of the head coach, it will be the assistant coach that is entitled to the privileges of the head coach throughout the game, and the head coach shall not be entitled to the same.

NOTE: This does not apply to situations when the head coach is unable to attend the meeting because he is not present at the facility, and when he will not arrive until after the start of the game (or other emergency circumstances).

2-Person Crew Pregame Conference



3-Person Crew Pregame Conference



Though as many player representatives may attend this meeting as each team may desire, one player from each team must be the designated captain. The Referee makes note of the number of each designated captain for entry into the scorebook and future reference during the game. If preferred, captains may be dismissed to return to their teams immediately

following introductions and explanation of the officials' expectations for them during the contest. The Referee can then complete the remainder of the conference with the head coaches.

The Referee leads this brief meeting which includes introductions, team colors, proper baskets, peculiarities of the site, discussion of other appropriate items and answers to questions. The Referee should also verify with the head coach that his team members' uniforms and equipment are legal and will be worn properly, and that all participants will exhibit good and proper sporting behavior throughout the contest. Each head coach must answer in the affirmative. Officials should refrain from physical contact with coaches or players other than a standard handshake.

C) Meeting with Official Timer and Official Scorer

Ten minutes before the scheduled start time, the officials shall meet with the official timer and official scorer at the scorer's table. The Referee shall ensure that the official timepiece is in working order and verify that each team has supplied the scorer with the name and number of each team member and designated the five starting players.

Other appropriate topics to cover with the official timer and official scorer are:

- Required notification horns for time-outs
- Required notification horns for when a player is disqualified from the game
- Point Differential Rule

- 40+ point lead, the clock will run and will only stop for time-outs, injuries and for any free throws with less than two minutes remaining in the game.
- Will be returned to regular timing once the point differential falls to 30 points.
- Discuss when/where they should be looking for communication with the game officials
- Required notification when a team has committed its 7th and 10th common team foul
- Required notification when a team has reached their allotted time-outs
- Discuss what signal/communication will be used if either has a problem or concern that needs to be addressed by the officiating crew

After the officials have conducted all required meetings and conferences, they shall return to their positions opposite of the table to monitor the remaining portion of the warm-up period. With approximately 2:00 remaining on the warm-up clock, the officials will move across to the table together, remove their jackets, ensure identifications are in the scorebook and prepare for player introductions and the national anthem.

Section 2: Situation Management

Proper handling of situations is critical to successful administration of a contest. This includes knowing it's necessary for a "talking to", versus when it's appropriate to penalize through a technical foul or ejection. While the answers these questions in many situations is dependent on relationships, personalities and experience; there are some things that are universal.

It is expected that all MHSAA basketball officials will use good diplomatic judgment in tense situations, will remain calm under pressure and attempt to diffuse situations whenever possible, it is also expected that they will adhere to the policies, procedures and directives regarding situation management. Some of these mandate ejections. While, on occasion, it may be easier to let "ejectable" offenses slide for the sake of getting through the game; it often doesn't accomplish this goal, and certainly creates more problems in the long-run.

I) Players

In basketball, the MHSAA distinguishes when a player is disqualified for committing a fifth foul (personal fouls and technical fouls), from that when a player is ejected for committing two technical fouls or a single flagrant foul. The former does not result in further disciplinary action; however, the latter two result in a minimum next day of competition suspension.

In both cases, the player is removed from play but may remain on the bench as long as they do not continue to be a disturbance. If the disqualified or ejected player displays unsportsmanlike

behavior or conduct from the bench area, he should be removed from the vicinity of the court and escorted to the locker room by an adult supervisor. It is mandated that adult accompany the student when he is removed from the area.

A) Fifth Foul Disqualification

When a player commits his fifth foul during a game (which does not include two technical fouls), that player is disqualified from further participation in that game. See Section 9: Fouls, IV) Disqualification Procedure for further details as to this process.

B) Ejections

The rules provide that players are ejected when they commit a second technical foul, or when any player commits any flagrant foul. The MHSAA has instituted a Personal Attack policy that makes any personal attack on an official a flagrant technical foul, resulting in the player's ejection. Additional offenses requiring technical or flagrant fouls to be called can be found in the rule book.

II) Coaches

Communication is key in handling situations with coaches. The ability to talk with a coach and rely on them to correct poor behavior on the part of their players or staff goes a long way in establishing a positive relationship. A good official will utilize all of the tools at his disposal in managing a game. The use of official warnings,

technical fouls and coach's box restrictions are some of these that may prevent having to eject an offender.

However, if a coach's conduct or behavior warrants, an official may eject the coach or any adult personnel. Ejections are mandated for:

1. A single flagrant foul (Personal Attack policy applies)
2. A second direct technical foul
3. Any combination of a third direct or indirect technical foul (only applies to the head coach)

When a coach is ejected from a contest, he must leave the bench immediately, and shall not be present on site or within sight, sound or communication. For failure to comply with these requirements, and as a last resort, the game may be forfeited to the opposing team.

III) Spectators

Officials should concentrate their efforts on getting calls correct and managing the players and coaches involved in the contest. They should not be listening for the jeers from fans or looking into the stands to find offending spectators. Addressing the conduct of spectators is the responsibility of game administration. If, though, a fan's behavior or conduct is particularly abusive or profane, or is a disturbance to the progress of the game, the officials may have the person removed from the facility.

This actions must never be taken by the official alone, and officials should never engage in an argument or confrontation from the floor into the stands. Only upon consultation with, and with

confirmation of, game administration should this decision be made. The ultimate decision whether or not to remove a spectator in such circumstance is that of the administrator.

IV) Report Writing

Whenever a player or coach is ejected from a contest, a report must be completed by the ejecting official and submitted through the MHSAA website within 48 hours from the contest's conclusion. Additionally, the school's athletic director must be notified of the ejection by noon the following day so that proper disciplinary action can be taken.

Report writing is a skill that is difficult to perfect because of the lack of opportunities throughout the season. Nevertheless, it is an important aspect of providing MHSAA and school administrators with the proper information to know what occurred. There are a number of resources to assist officials in completing reports with the proper amount of content – The *MHSAA Officials Guidebook* and the Report Writing Guide are two that provide details to the extent of content and information which is sought.

Section 3: Terminology and Concepts

(Alphabetical by Topic)

Ball Side: The side of the court on which the ball is located in a team's normal frontcourt offensive alignment. Dividing the court down the middle with the basket as a center point, end line to end line, the side of the court with the ball is "ball side."

Ball-Side Mechanic: Refers to the Lead, in the 2-person system, moving along the end line across the area of the lane line extended to the ball side of the court to the Trail's side, resulting in both officials being on the same side of the court. The Lead moves ball side when the on-ball competitive matchup and the majority of players and the ball goes below the free throw line extended on the Trail's side of the court. Lead "rotates across" to provide surveillance of the matchups that Trail cannot observe due to the intensity of play in his area. This movement will not only grant relief to Trail, permitting him more avid focus on the on-ball matchup and those nearby, it will also allow the Lead to get a clear view of lower post play without being "straight-lined." Primary coverage areas are adjusted when this occurs.

Ball-Watching: The unfavorable condition that has more officials' eyes on the on-ball competitive matchup than are necessary, to the neglect of important off-ball action and activity. Any more than two eyes on the on-ball matchup are typically too many. Rare exceptions to this principle exist when a "two-referee play" occurs.

Boxing-In Principle: Refers to both officials in the 2-person system, on opposite sides of the court, having all players between them, and having both sidelines and end lines covered.

Bump and Run: A dead-ball switching technique prior to a throw-in when one official “bumps” the other official out of his current position and the vacating official “runs” down to assume a new position down court.

Center Official: The outside official who, in the 3-person system, is in the off-ball position and located typically near or on the sideline opposite Trail and Lead at or near the free throw line extended. The Center official may be table side or opposite side.

Close Down: Movement of an official related to movement of the ball. Also termed “Step Down”. The Trail or Center, upon the release of a scoring attempt or as a drive goes away from them, must close down a step or two toward the end line in order to remain visually and physically connected to the play, striving to get an open look at the competitive matchup they are responsible for observing during and after the attempt or drive to the basket.

Close Down on the Play: The deliberate movement of an official toward a competitive play typically consisting of only a couple of steps toward the play. The official rushes with urgency and narrows the distance between himself and the potentially contentious activity between players. Closing down on the play sends the effective,

authoritative message that “I’m here and I’m on top of it”, often curbing excessive rough play from occurring.

Close Down Position: The position along the end line that Lead attains when ball movement takes it anywhere above the free throw line. At this position the Lead’s inward foot is at or very close to the nearest free throw lane line extended. From this position Lead typically initiates a rotation across the lane when the competitive matchup and the predominant number of players become located in Center’s area in 3-person or in Trail’s area in 2-person.

Closed Look: The less than favorable angle an official has on a competitive matchup due to being straight-lined or stacked, rendering him unable to officiate the actions of the defensive player in an unobstructed fashion. An open look, which provides a view of the space between opponents, is preferred and attainable by a “position-adjust” a step or two to the left or to the right. A closed look hinders the ability to identify if/when illegal activity occurs by one of the players in the competitive matchup.

Competitive Matchup: Opponents who are working/competing against each other as opposed to two opponents who are more than six feet apart.

Dead-Ball Officiating: Dedicating avid attention to the activity of players and personnel immediately after the ball becomes dead. It is required that officials don’t stop officiating when the ball is dead.

Dependable Positions: The preferred starting locations on the floor which officials should strive to attain after transitioning from one end of the court to the other.

Lead: Off the end line 1-2 feet and at a perpendicular with the ball (“mirroring the ball”) as it is located on the perimeter but never outside the 3-point arc nor in the FT lane area extended.

Center: On the sideline at free throw line extended.

Trail: At or just below the top of the three-point arc and near the sideline.

From these approximate locations, each official position-adjusts in order to get an open look at the matchups and activity in his PCA and, in the 3-person system, reacts to the rotation of the Lead.

Double Whistle: A situation in which two or more officials blow their whistles in reaction to the same foul or violation.

Free Throw Line Extended: An imaginary line drawn from the free throw line outward to each sideline. The free throw line extended is a significant feature of several primary coverage area boundaries in both the two, and 3-person systems and integral in identifying the “dependable position” of the Center official.

Free Throw Lane Line Extended: An imaginary line drawn from the free throw lane lines through the out-of-bounds area and toward the division line. The free throw lane lines extended are significant features of the primary coverage area boundaries of the 3-person system and also for the positioning principles practiced by the Lead official.

Lead to New Trail: Refers to the movements of the former Lead during a transition to the other end of the court. For example, when play moves from one end of the court to the other, the Lead moves from that position to become the Trail position at the other end.

Lead Official: The official positioned along and off the end line. The Lead official may be table side or opposite the table and will usually be on the opposite side of the court as the Trail in the 2-person system and the same side as the Trail in the 3-person system.

Mirroring the Ball: When the ball is located on the Lead's side of the court (from the nearest free throw lane line extended to the nearest side line) the Lead should be mirroring the ball, maintaining a position out-of-bounds at a perpendicular with the ball as it moves about the perimeter on Lead's side of the court. Such mirroring the ball will not take Lead past the three-point arc nor beyond the close-down position at the nearest lane line extended until a rotation to the other side of the lane is warranted.

Move to Improve: A technique for adjusting one's position ("position-adjust") that prompts the official to move his feet in order to improve the angle that grants the best look at the on the play being observed. The intended outcome is an unhindered view of the defender in the competitive matchup. Aims to eliminate being "straight-lined" or "stacked" and consists most often of only a step or two.

Officiating the Arc: A technique in 2-person that provides the Trail official with better coverage of the competitive matchup in his PCA

when it has moved to or developed above the free throw line either in the middle of the floor or on the other side of the court. Also known as “Working the Arc” or “Working the Angle”. The Trail official moves onto the court somewhat paralleling the radius of the 3-point arc to enable a better view of the competitive matchup in his PCA, particularly when that competitive matchup develops on the other side of the court and above the free throw line extended.

Off-Ball: The focus of an official on the actions and activities occurring in his PCA when the on-ball competitive matchup is in a partner’s PCA. The aim of the 3-person system is to dedicate four of the six eyes of the officials to off-ball activity. The aim of the 2-person system is to dedicate two of the four eyes of the officials to off-ball activity. When more than one official is on-ball, off-ball surveillance suffers and illegal activity goes unchecked.

On-Ball: The status of an official and the focus he has on the on-ball competitive matchup in his PCA. Typically, only one official should be “on-ball” at any given time, with the rare exception of a “two-referee play.”

On-Ball Competitive Matchup: A defensive player guarding an opposing offensive player with the ball. When the on-ball competitive matchup is in an official’s PCA, that matchup is the priority for that official and that official only. The other official’s attention must, at this time, be on off-ball activity in his PCA and SCA.

Open Look: An unobstructed view of a competitive matchup in which the official can see the space between the defender and the offensive player. An open look is better than being straight-lined or stacked, a condition making it difficult to identify if/when illegal contact occurs. An open look is typically maintained by position-adjusting a step or two.

Opposite Side: The side of court opposite the scorer's table.

Perimeter: The area in a half-court setting away from the basket along the three-point arc.

Pinch the Paint: A term sometimes used to describe Lead's "ready-to-rotate" position one step inward from the "Closed Down" position along the end line. The Pinch the Paint position has the official posed and ready to rotate with one foot inside the free throw lane line extended when the ball has moved to Center's side of the court (3-person) or to Trail's side of the court (2-person). From this position, Lead rotates across the lane when the on-ball matchup and population of players on Center's side are more than Center can be expected to monitor alone.

Position-Adjust: The lateral step or two an official executes to grant a better angle – a more open look – at the competitive matchup in his PCA. Position-adjusting allows the official to better see the space between players, keeping him from getting "straight-lined" or "stacked", with the aim of having an unobstructed view of the defensive player in the competitive matchup.

Preventative Officiating: Actions by officials to prevent problems from occurring by talking to players and coaches, prompting legal and sporting actions and attitudes. It is often related to dead-ball officiating.

Primary Coverage Area (PCA): Area of responsibility for each official based on a pre-determined, universally understood set of boundaries that distinguish each official's separate and designated area in which to provide dedicated observance of the actions and activities of the players there. PCA principles, based on an acute, innate working knowledge of the PCA boundaries, is a key to off-ball observance.

Primary Defender: The player that has initially guarded his opponent in the official's PCA. When a dribbler on a drive to the basket "beats" his primary defender, help is often provided by a teammate who moves laterally to defend the dribbler from the basket. That teammate is called the Secondary Defender. Knowledge of these terms is important for officials' block/charge coverage principles.

Rotation: A live-ball positioning mechanic by which the location of the ball and the predominant number of players on the side opposite Lead keys a change in coverage for the officials. This is implemented when the Lead official moves to ball side dictating an immediate change of Trail to Center and an eventual change of Center to Trail in the 3-person system. When a rotation occurs by the Lead in the 2-person system, this is called the "Ball Side Mechanic."

Secondary Coverage Area (SCA): When there is no action or activity happening in an official's PCA, he can extend his vision to cover off-

ball activity occurring in a partner's PCA, particularly the backside of that PCA which, due to the attention of an on-ball competitive matchup, that partner cannot cover adequately. This is called SCA coverage.

Secondary Defender: A teammate who has helped a primary defender who has been beaten by an opponent because he failed to maintain a guarding position, or a defender who guards a player who is not his primary responsibility, as in a double team.

Selling the Call: Placing emphasis on a ruling with a louder whistle, confident use of voice, or a slightly more demonstrative signal. Selling the call only needs to occur on close rulings and must be used sparingly. Its intent is to help the ruling gain acceptance and show the official's decisiveness, not to attract undue attention to the official, nor to mask an incorrect ruling.

Slot: The space between the defender and offensive player in a competitive matchup. It is the official's aim to "get the slot", to achieve a position there this space can be observed without being stacked or straight-lined. The aim is to be able to observe the actions of the defender without one's sight obstructed. The "slot", in a difference sense, is also a term sometimes used for the Center official.

Stacked: The less-than-favorable position of an official who, due to the inability to see the space in between the players of a competitive matchup, cannot accurately detect illegal contact by the defender if/when it happens. See "Straight-Lined".

Step Down: The reaction of the official whose primary competitive matchup proceeds with urgency from a location out on the perimeter toward the basket. In order to remain connected to the play and to more accurately identify illegal contact if/when it occurs on the drive to the basket, the official takes a step or two in the direction that the drive is going away. For optimum coverage angles, when the drive goes away to the official's right, he should take a step or two toward the play and to the left. When the drive goes away to the official's left, he should take a step or two toward the play and to the right. See "Walk Down". The Trail and Center should "step down" toward the end line upon the release of an attempt at goal from the field in order to cover ensuing rebounding action in the case of an unsuccessful attempt.

Straight-Lined: Refers to a situation that occurs when an official allows his vision of the defensive player in a competitive matchup to be obstructed by a player or players; having to look through a player's body instead of in between players. When a straight-line condition occurs, the official is not able to accurately see playing action between players. The situation is also known as getting "stacked."

Strong Side: This term has a variety of definitions:

- A. The side of the court with Lead and Trail on it.
- B. The side of the court where the ball is located.
- C. The side of the floor where, typically, the action is stronger by virtue of a combination of the on-ball competitive match-up there along with the greater number of players on that side resulting in multiple activities that, require a rotation by Lead to assist Center or Trail in 2-person in his PCA.

Because of the varied uses of the term, this manual does not use the term. It must be the aim of the crew to rotate as frequently as it takes to have two officials on the side of the court with the on-ball competitive matchup and the predominant population of players there.

Switch: Dead-ball action undertaken by an official who calls a violation or foul. After a violation is called or a foul is reported to the table, a switch will result in a change in position of the officials.

Table Side: The side of the court where the scorer's table is located.

Top of the Key: Typically refers to the area near the free throw line extending away from the basket to and just above the 3-point arc.

Trail Official: The official positioned near the sideline, typically at or just below the top of the three-point arc. The Trail official may be table side or opposite and will usually be on the opposite side of the court as the Lead in the 2-person system and on the same side as the Lead in the 3-person system.

Trail to New Lead: Refers to the movements of the former Trail official during a transition to the other end of the court. For example, when play moves from one end of the court to the other, the Trail moves from that position to the Lead position at the other end.

Turning Off-Ball: The action, often accompanied with an actual slight turning of the body, squaring one's shoulders to face slightly away from the on-ball competitive matchup as it proceeds from the one official's

PCA into a partner's PCA. Turning off-ball signals the partner to turn on-ball and take primary coverage of that on-ball competitive matchup, which the new covering official does by turning his shoulders slightly to square up with the newly assumed on-ball matchup now in his PCA.

Two-Referee Plays: Occasional situations, sometimes typical with screening activity and stringent defensive pressure along mutual PCA boundaries, etc., which require two officials to be observing separate aspects of the same competitive matchup in order to adequately account for illegal contact that may be apparent to one of the two officials but not the other.

Weak Side: The side of the court that does not feature the on-ball competitive matchup and the predominant number of players.

Walk Down: The action of an official covering a competitive matchup in his PCA which proceeds on a drive to the basket. As the play goes away from the official, he must typically react by taking a step or two toward the basket, in effect, "walking the play down" as it goes to the basket. This keeps the covering official connected to and engaged with the play at hand rather than bailing early to the other end, abandoning the resulting action to the Lead.

Wide Triangle: All three officials forming the geometric shape of a wide triangle; keeping all players and activity within the triangle.

Working the Arc: A technique that provides the Trail official with better court coverage. Trail will move to provide coverage of the on-ball

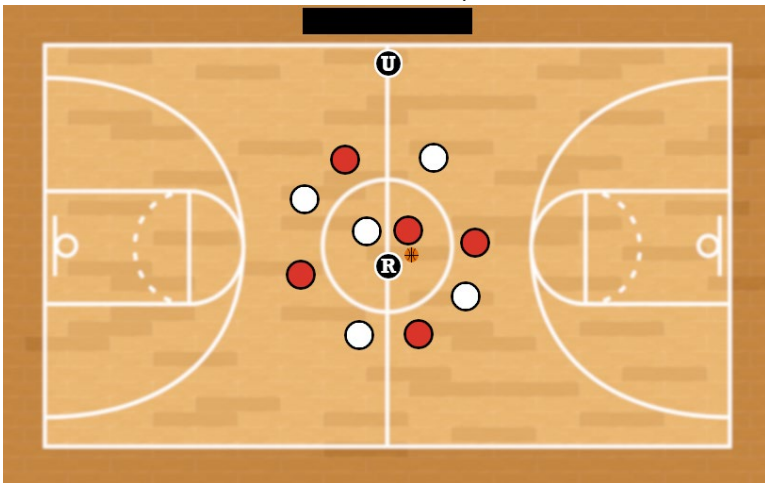
matchup by going out onto the court in a direction that parallels the three-point arc in an attempt to be in closer proximity to the ball, to be able to see “the slot” between the defender and the ball-handler, and also to allow for better coverage of the three-point shot attempt.

Section 4: Jump Ball

The jump ball is the method of putting the ball in play in the center restraining circle to start the game and all overtimes, unless the game or extra period is starting as a result of a technical foul.

I) 2-Person System Mechanics

2-Person Crew Jump Ball



A) Referee

1. The Referee typically administers the jump ball. However, the Referee may designate that the Umpire administer the jump ball.
2. Both officials must, prior to the jump ball, count the number of players on both teams and verify that the jumpers are each in their correct halves of the center circle, but the head coaches are ultimately responsible that the correct number of players are on the court at the time of the jump ball.
3. The Referee must face the table for the jump ball.

4. When the Umpire is ready for the administration of the jump ball, he will raise his hand, signifying he is ready for the ball to be made live.
5. After receiving this indication from the Umpire that play is ready to start, the Referee verbalizes and signals the correct direction of each team's basket.
6. The Referee sounds the whistle, ejects it from his mouth, and then administers the toss.
7. The ball is tossed upward, slightly higher than either jumper can jump.

NOTE: If the toss is poor or if the tossed ball falls to the floor without touching or being touched by either jumper, the Umpire must immediately sound the whistle, signal that the clock must not start and order a re-jump.

8. The Referee will adjust position after the jump ball based on the Umpire's movement.
9. The official initially covering the backcourt will initiate a backcourt 10 second count when, by rule, it is required.
10. Each official is responsible for his PCA once control and direction of play have been determined and team control has been established in the frontcourt.
11. Each official must ensure the possession arrow has been properly set.

B) Umpire

1. Takes a position on the table side sideline, at the division line, facing the Referee. He may need to move to the right or left to allow the scorer and/or timer an unobstructed line of sight to the jump ball.
2. Counts the number of players and verifies that the jumpers are facing the correct direction. The head coach is ultimately responsible that the correct number of players is on the court.
3. The Umpire signals to the Referee to proceed with the jump ball.
4. The Umpire is primarily responsible for the position and action of the eight non-jumpers, though the Umpire may rule on any violation observed during the jump ball.
5. The Umpire then signals the clock to start when the ball touches or is legally touched by a jumper.
6. The Umpire moves in the direction of the ball once control and direction of play have been determined.

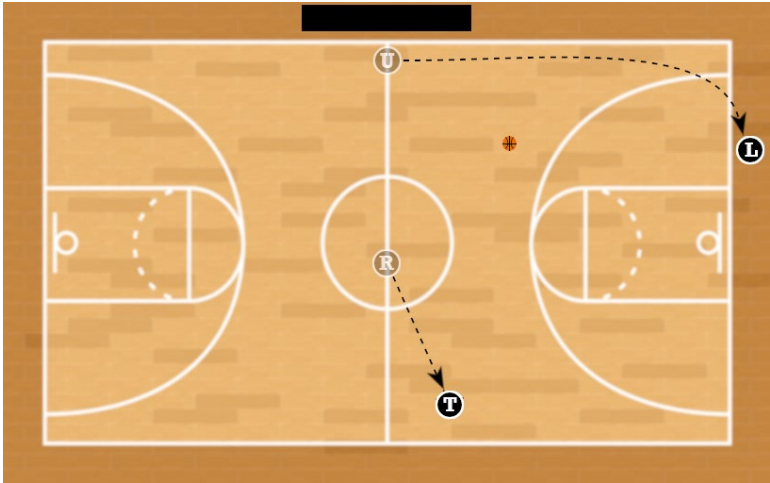
C) Player Control Gained in Frontcourt

1. The Umpire moves with the ball to become the Lead.
2. The tossing official moves to Trail position and ensures that the alternating-possession arrow has been set to the correct direction.
3. Each official must be prepared to rule on a quick three-point try.

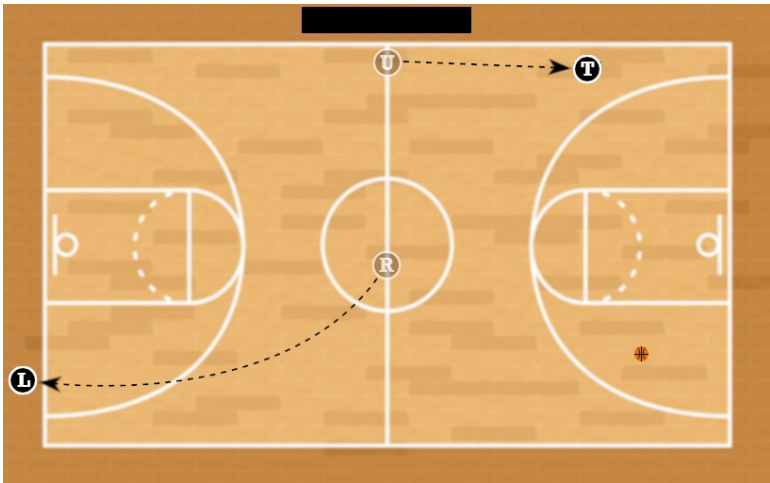
D) Player Control Gained in Backcourt

1. The Umpire moves with the ball to become the Trail.
2. The Referee moves to Lead position, and also ensures the alternating-possession arrow has been set to the correct direction.

Player Gains Possession in Team's Frontcourt

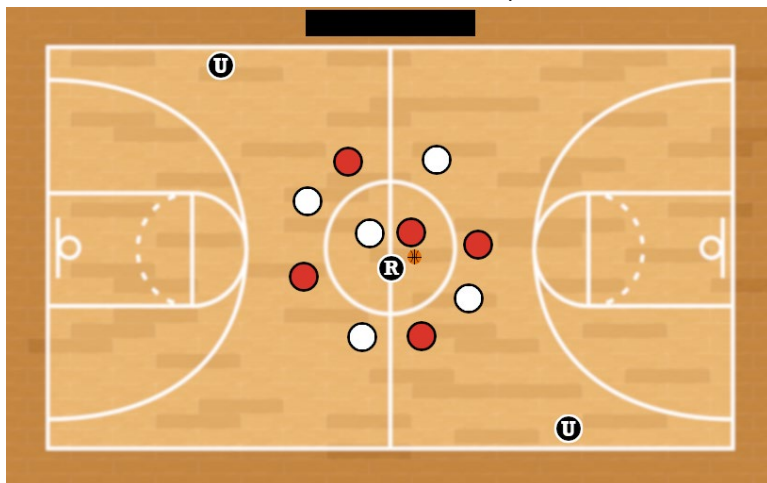


Player Gains Possession in Team's Backcourt



II) 3-Person System Mechanics

3-Person Crew Jump Ball



A) Referee

1. The Referee typically administers the jump ball. However, the Referee may designate that either Umpire administer the jump ball.
2. Each Umpire must, prior to the jump ball, count the number of players on both teams and verify that the jumpers are each in their correct halves of the center circle, but the head coaches are ultimately responsible that the correct number of players are on the court at the time of the jump ball.
3. The Referee must face the table for the jump ball.
4. When U1, the official on tableside, is ready for the administration of the jump ball, he will raise his hand nearest the division line, signifying he is ready for the ball to be made live.

5. After receiving the indication from U1 that they each are ready for play is to start, the Referee must verbalize and signal the correct direction of each jumper's basket.
6. The Referee sounds the whistle, ejects it from his mouth, and then administers the toss.
7. The ball is tossed upward, slightly higher than either jumper can jump.

NOTE: If the toss is poor or if the tossed ball falls to the floor without touching or being touched by either jumper, U1 must immediately sound the whistle, signal that the clock must not start, and order a re-jump.

8. The Referee holds his position after the tap, initiating a backcourt 10 second count as required by rule.
9. Once player control is established and all players have transitioned to the frontcourt, the outside official facing the table, either the Center or Trail, must visually verify that the alternating-possession arrow has been set correctly.

B) Umpires

1. Prior to the Referee's whistle, from their designated positions, each counts the number of players and verifies that the jumpers are facing the correct direction. The head coach is ultimately responsible that the correct number of players is on the court.
2. If the above is correct, each Umpire signals to the Referee to proceed with the jump ball.

C) Umpire (U1)

1. Stands at the 28' mark near the sideline on tableside to the left of the Referee as he faces the table to administer the jump ball.
2. Primarily responsible for the toss and ruling it legal or illegal. U1 may rule on any violation observed during the jump ball.
3. U1 signals the clock to start when the tossed ball touches or is legally touched by a jumper.

D) Umpire (U2)

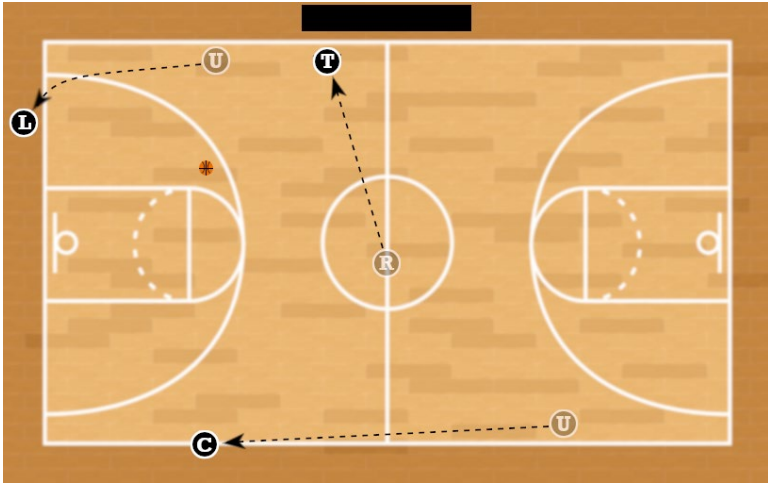
1. Stands at the 28' mark opposite the table to the right of the Referee as he faces the table to administer the jump ball.
2. Primarily responsible for the positioning and action of the eight non-jumpers. U2 may rule on any violation observed during the jump ball.

E) Player Control Gained by Team on Referee's Right

1. U2 will move to his right and become the Lead.
2. U1 will move to his left and become the Center.
3. The Referee will hold his position and initiate a 10-second backcourt count as necessary by rule. When the players have transitioned to the frontcourt, the Referee then moves to Trail, assuming sideline and division line responsibility in the frontcourt.
4. Lead and Center must be prepared to rule on quick three-point try.

5. The outside official, either Trail or Center, facing the table will ensure the possession arrow is properly set.

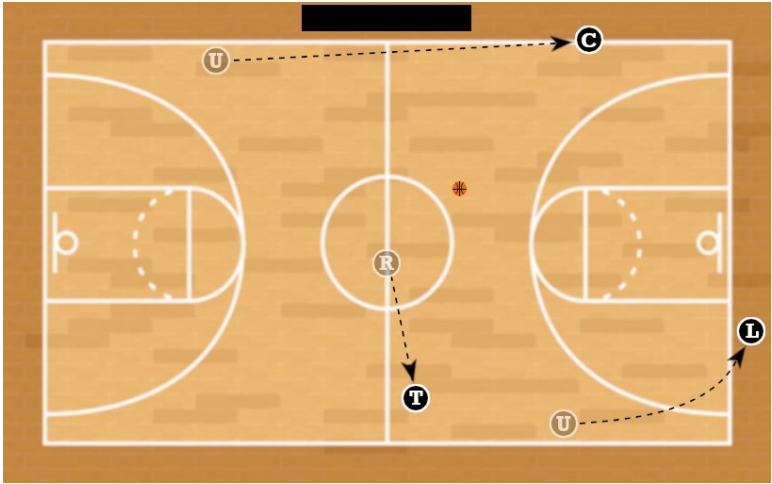
Player Gains Possession by Team on R's Right – Advancing Left



F) Player Control Gained by Team on Referee's Left

1. U1 moves to his right and become the Lead.
2. U2 moves to his left and become the Center.
3. Lead and Center must be prepared to rule on quick three-point try.
4. The outside official, either Trail or Center, facing the table must ensure the possession arrow is properly set.

Player Gains Possession by Team on R's Left – Advancing Right



G) Ball Tipped Deep into the Backcourt

When the tipped ball goes deep into the backcourt, the Umpire on that end of the court must immediately move to his right to cover that end line and the competitive matchup that results as players contend for control of the ball. The Referee, noting that the ball has gone deep and that the Umpire had to move to the end line to provide coverage, repositions either backward or forward according to which Umpire had to rush to cover the end line, to the Center position. The other Umpire, noting the situation, fills in and balances the court, positioning himself on the same side of the court as the former Umpire covering the play.

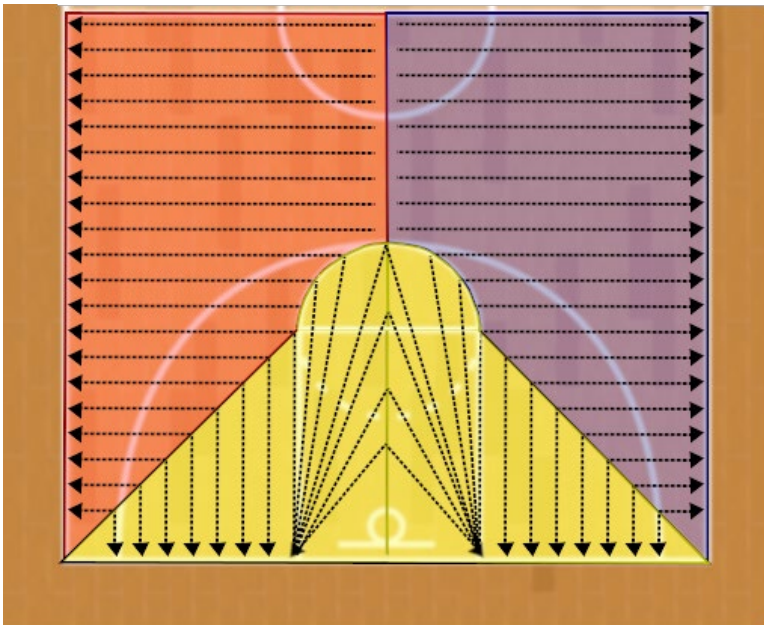
Section 5: Throw-Ins

I) General Throw-In Provisions

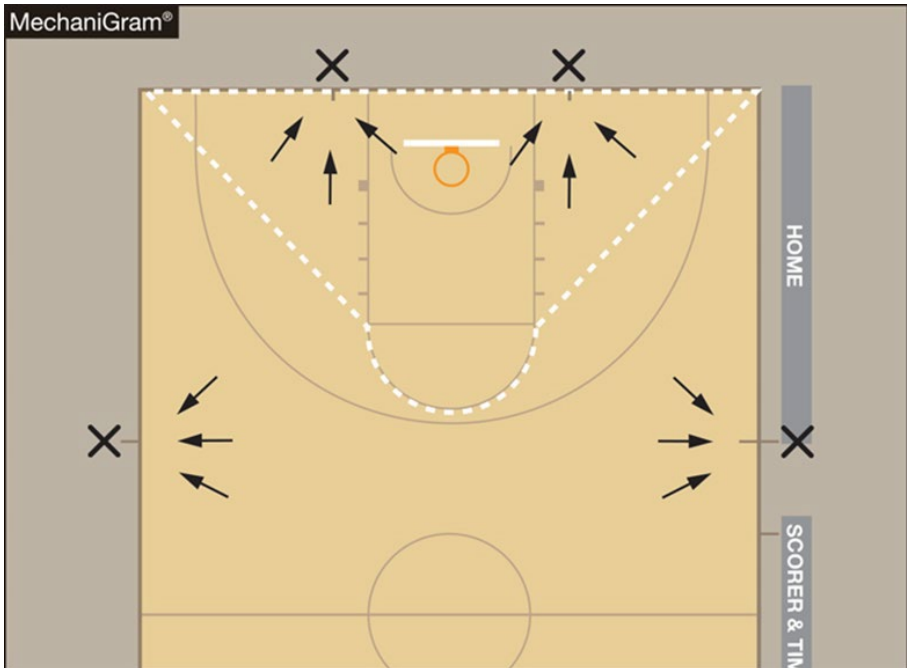
The locations of throw-ins are determined by rule and are not at the arbitrary discretion of any official. Administering a throw-in based on convenience of positioning is never acceptable. The throw-in must be administered at the correct spot based on the location of the violation, foul or point of interruption, according to the following diagrams:

Spot Throw-In Diagrams

For any throw-in that is a result of an out of bounds violation, or all throw-ins which take place in the offensive team's back court; use the diagram below to determine the spot of the throw-in.



For throw-ins following any other violation by either team, a foul by either team before the bonus is in effect or any other stoppage in play, the throw-in location will be determined by the location of the violation/foul or the location of the ball when the stoppage occurs. If the throw-in is to be in the offensive team's front court, it shall be at either the nearest 28-foot mark along each sideling or the nearest 3-foot outside the lane line along the end line (four designated spots), as shown in the diagram below.



administering official by pointing at the designated throw-in spot and verbalizing, "Designated spot," "Spot throw-in" or "Spot." If the thrower is permitted to run the end line after the administration of the throw-in, the official will make this visually evident to both teams by signaling that he may move along the end line. To ensure

that each official is ready for the ball to be made live and in the proper position, all officials must make eye contact with each other before the administration of the throw-in.

While administering a throw-in, the other official(s) must monitor off-ball activity and competitive action not able to be observed by the administering official.

NOTE: In the 3-person system, officials should make use of the “wide triangle” principle.

The throw-in team must make a player available to attempt the throw-in. No appreciable delay should be allowed before placing the ball at the disposal of the thrower and beginning the five-second count or the resumption of play procedure. If the throw-in follows a successful goal, the opposing team must be allowed a reasonable time to secure the ball and take a position in the out-of-bounds area off the end line, after which the five-second count is started by the administering official. If in the judgment of the official, the throw-in team purposefully delays retrieving the ball, the administering official must begin the five-second count.

The administering official must sound the whistle to indicate play is about to begin ONLY following a time-out, an intermission or an unusual delay. After the ball is at the disposal of the thrower, the administering official must begin the silent and visible five-second count using the arm nearest to the thrower to count the time. If the clock is not already running, the official must raise the other arm upward to a position overhead, ready to start the clock by drawing the open hand downward to a position next to the leg and below the waist.

Once the ball is handed or bounced to the thrower, the administering official must move to the best position in the out-of-bounds area to observe the throw-in and the players near the throw-in. If the thrower muffs the handoff/bounce pass, the throw-in must be re-administered. If the clock has been stopped, the administering official must signal to start the clock using the approved signal when the released ball legally touches a player who is inbounds.

Boundary Plane Issues

The administering official must be familiar with and possess a working knowledge of the rules to enforce should the thrower hold the ball over the boundary line, or the defender reach over the boundary line or make contact with the ball or the thrower or delay the game by interfering with the ball following a goal.

Sounding the Horn

If the timer's horn is sounded, any official may recognize it and stop action by sounding the whistle, even to the extent of declaring that the ball did not become live because of the whistle. The timer's horn may be ignored if it is sounded after the throw-in has started.

II) 2-Person System Mechanics

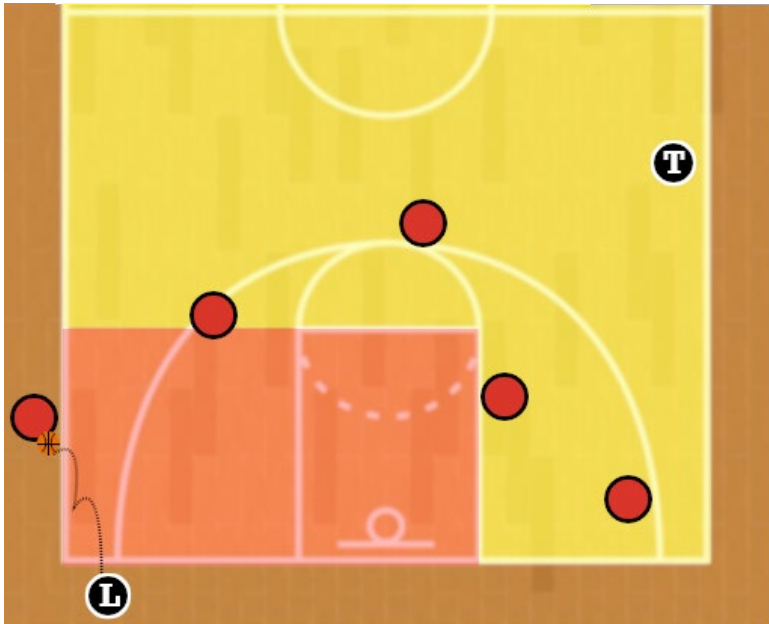
A) Backcourt End Line Throw-In

1. The Trail administers all throw-ins in the backcourt.
2. Backcourt end line throw-ins by the Trail must be administered from out of bounds, outside the thrower, toward the sideline.
3. All throw-in spots on the end line must be outside the free throw lane-line extended.
4. On an end line throw-in in the backcourt, the Trail must bounce the ball to the thrower unless there is defensive pressure. If backcourt pressure is evident, the ball must be handed to the thrower.
5. The administering official must not administer any end line throw-in by bouncing the ball across to the thrower standing on the opposite side of the lane line extended.
6. From the throw-in position off the court, the official administering a backcourt throw-in must not proceed inbounds ahead of the thrower, nor move ahead to a position beyond the ball-handler or the on-ball competitive matchup. Trail must be and remain in a position trailing the play after the throw-in. The Trail official must wait until the ball-handler gets at least half-way to the free throw line before leaving the out-of-bounds area, after which the Trail official then can move onto the court as quickly as necessary to trail the play by a step or two until it arrives in the frontcourt.
7. If the play moves to the side of the court opposite of the administering official, he must move toward the middle of

the floor to provide adequate coverage of any defensive pressure that may develop. Care must be taken not to interfere with any passing lanes or move to a position between players to whom the ball might be passed.

B) Sideline Throw-In

Frontcourt Sideline Throw-In Near the Corner

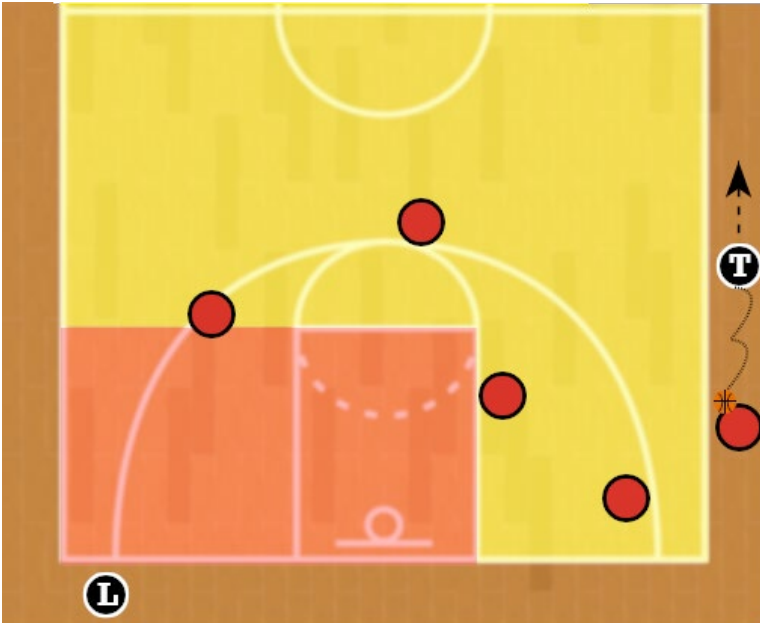


1. The Trail official must administer all side-line throw-ins in the backcourt and may need to change sides of the court ("bump and run") depending on the throw-in spot.
2. In the frontcourt, the throw-in is administered by the official responsible for that boundary line.
3. The Lead official may administer a sideline throw-in from the end line when the throw-in location is near the corner, but it is recommended that a dead-ball switch be enacted

and that the Trail administer the throw-in when the throw-in location is nearest the free throw-line extended.

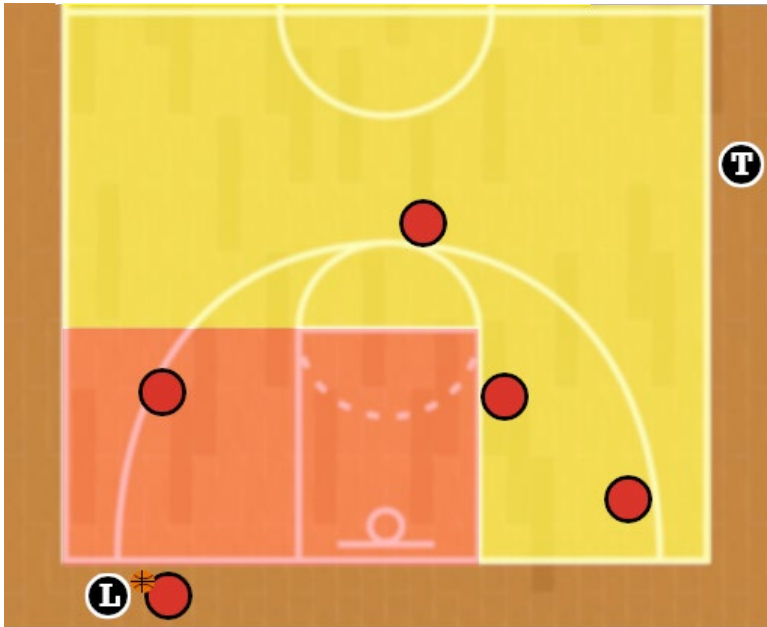
4. When administering a sideline throw-in, a bounce pass to the thrower is recommended.
5. After bouncing the ball to the thrower, the Trail official must back up along the sideline far enough to be able to adequately “box in” a matchup that would develop if the throw-in is passed to a player moving to a position between the throw-in and the opposite end line. If a quick steal occurs, the Trail/new Lead official needs to move quickly to cover a drive to the basket on the other end of the court.

Frontcourt Sideline Throw-In – Trail Administers



C) Frontcourt End Line Throw-In

Frontcourt End Line Throw-In



1. The Lead administers all end line throw-ins in the frontcourt.
2. When administering a throw-in on the frontcourt end line the ball must be handed to the thrower.
3. All throw-in spots on the end line must be outside the free throw lane-line extended.
4. For throw-ins in the frontcourt inside the three-point arc extended, the Lead must be positioned on the outside between the thrower and the sideline.
5. For throw-ins in the frontcourt outside the three-point arc extended, the Lead must be on the inside between the thrower and the basket.

throw-in team, then sound the whistle to alert the players and table personnel that play is about to begin. Place the ball at the thrower's disposal and initiate the five-second throw-in count with the arm nearest the thrower and the other arm raised upward, ready to start the clock.

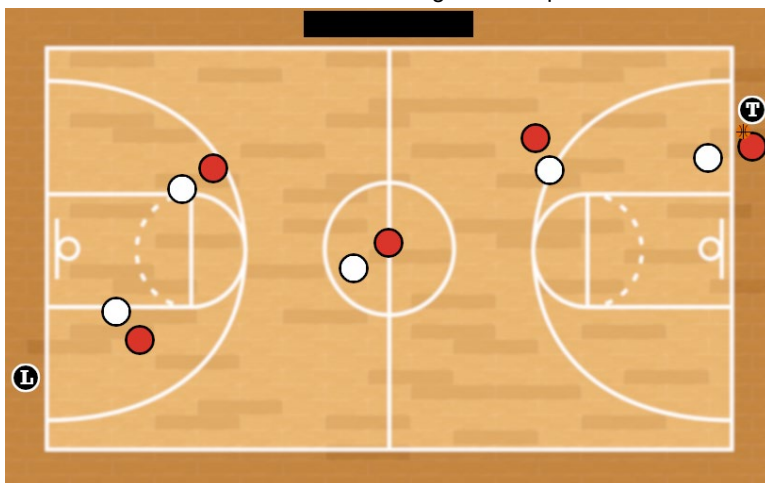
E) Player Coverage

1. Activity of the thrower and nearby players is the primary responsibility of the administering official.
2. The non-administering official is primarily responsible for players at a distance.
3. Officials must be alert for a time-out request and/or a substitution.
4. If the time-out request or the attempt to substitute is made when it may not be honored, the request must not be granted, and the substitute must not be beckoned.

F) Press Coverage

1. Should the defense press the officials will position according to the location of the players and continue the "boxing-in" principle.
2. The new Lead may start in the backcourt, even with the last player, and adjust his position as necessary, striving to maintain good angles on the competitive matchups that develop in the transition to the frontcourt.

2-Person Crew "Boxing In" Principle



III) 3-Person System Mechanics

A) Backcourt End Line Throw-In

1. The Trail administers all throw-ins in the backcourt.
2. Backcourt end line throw-ins by the Trail must be administered from out of bounds, outside the thrower.
3. All throw-in spots on the end line must be outside the free throw lane-line extended.
4. On an end line throw-in in the backcourt, the Trail must bounce the ball to the thrower unless there is defensive pressure. If backcourt pressure is evident, the ball must be handed to the thrower.
5. The administering official must not administer any end line throw-in by bouncing the ball across to the thrower standing on the opposite side of the lane line extended.
6. From the throw-in position off the court, the official administering a backcourt throw-in must not proceed

inbounds ahead of the thrower, nor move ahead to a position beyond the ball-handler or the on-ball competitive matchup. Trail must be and remain in a position trailing the play after the throw-in. The Trail official must wait until the ball-handler gets at least half-way to the free throw line before leaving the out-of-bounds area, after which the Trail official then can move onto the court as quickly as necessary to trail the play by a step or two until it arrives in the frontcourt.

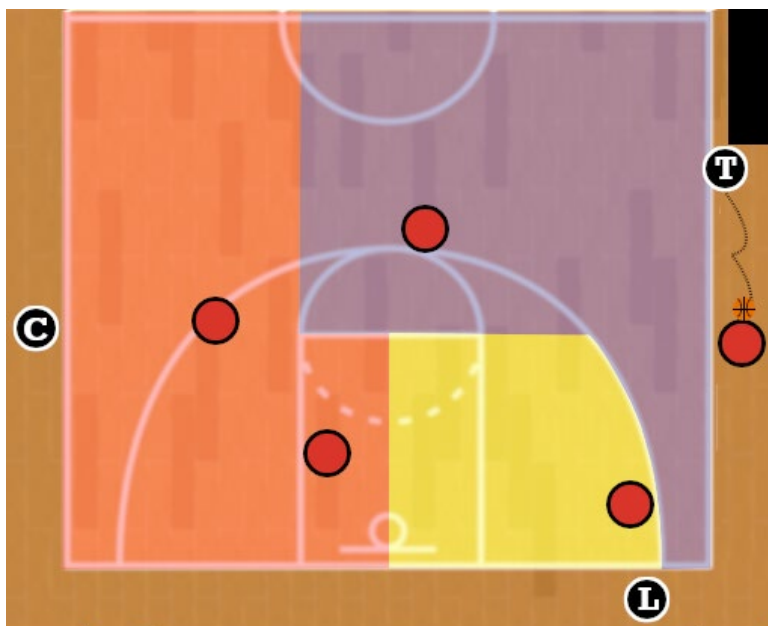
7. If the play moves to the side of the court opposite of the administering official, he must move toward the middle of the floor to provide adequate coverage of any defensive pressure that may develop. Care must be taken not to interfere with any passing lanes or move to a position between players to whom the ball might be passed.

B) Sideline Throw-In

1. Sideline throw-ins must always be administered by the Trail official.
2. The Lead must never administer a sideline throw-in by “bouncing the ball across the corner”.
3. The Trail official must administer all throw-ins in the backcourt and may need to change sides of the court (“bump and run”) depending on the throw-in spot.
4. When administering a sideline throw-in, a bounce pass to the thrower is recommended.
5. After bouncing the ball to the thrower, the Trail official must back up along the sideline far enough to be able to

adequately “box in” a matchup that would develop if the throw-in was passed to a player moving to a position between the throw-in and the opposite end line. If a quick steal occurs, the Trail/new Lead official needs to move quickly to cover a drive to the basket on the other end of the court.

Frontcourt Sideline Throw-In

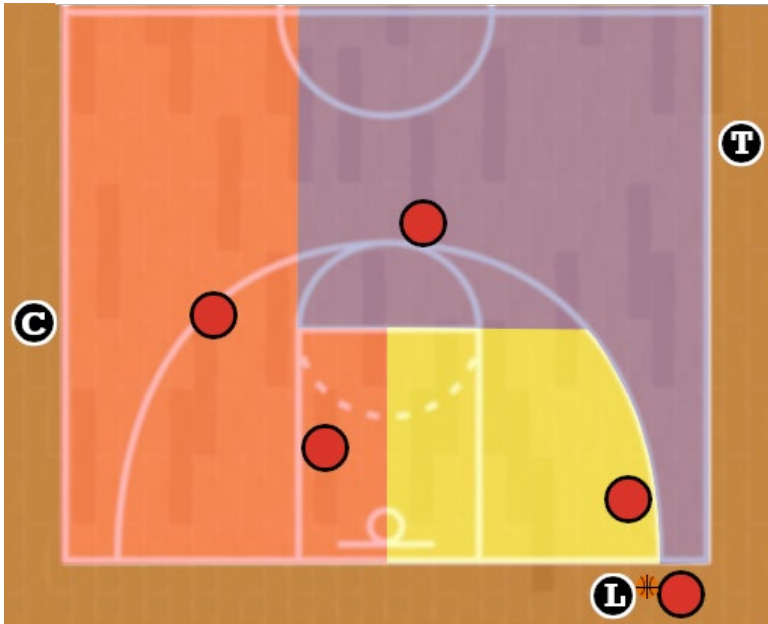


C) Frontcourt End Line Throw-In

1. The Lead administers all end line throw-ins in the frontcourt.
2. When administering a throw-in on the frontcourt end line the ball must be handed to the thrower.
3. All throw-in spots on the end line must be outside the free throw lane-line extended.

4. For throw-ins in the frontcourt inside the three-point arc extended, the Lead must be positioned on the outside between the thrower and the sideline.
5. For throw-ins in the frontcourt outside the three-point arc extended, the Lead must be on the inside between the thrower and the basket.
6. The Trail mirrors the Lead's start-the-clock signal #1. To ensure proper court coverage, the Trail must take a position with a field of vision to be able the observance of his PCA and to identify when to give the start-the-clock signal simultaneously with Lead.

Frontcourt End Line Throw-In



D) Starting a Period or After Technical Foul Free Throws

1. The throw-in to start the second, third and fourth quarters must be administered by the Referee at the division line

opposite the table, the same location as a throw-in after technical foul free throws.

2. Visually designate the throw-in spot. Verbalize the color of the throw-in team, indicate with signal the direction of the throw-in team, then sound the whistle to alert the players and table personnel that play is about to begin. Place the ball at the thrower's disposal and initiate the five-second throw-in count with the arm nearest the thrower and the other arm raised upward, ready to start the clock.

E) Player Coverage

1. Activity of the thrower and nearby players is the primary responsibility of the administering official.
2. The non-administering officials are primarily responsible for players at a distance.
3. Officials must be alert for a time-out request and/or a substitution.
4. If the time-out request or the attempt to substitute is made when it may not be honored, the request must not be granted, and the substitute must not be beckoned.

F) Press Coverage

1. Should the defense press in the backcourt, the Center and new Lead officials must position themselves according to the location of the players and may start in the backcourt and move as play dictates.

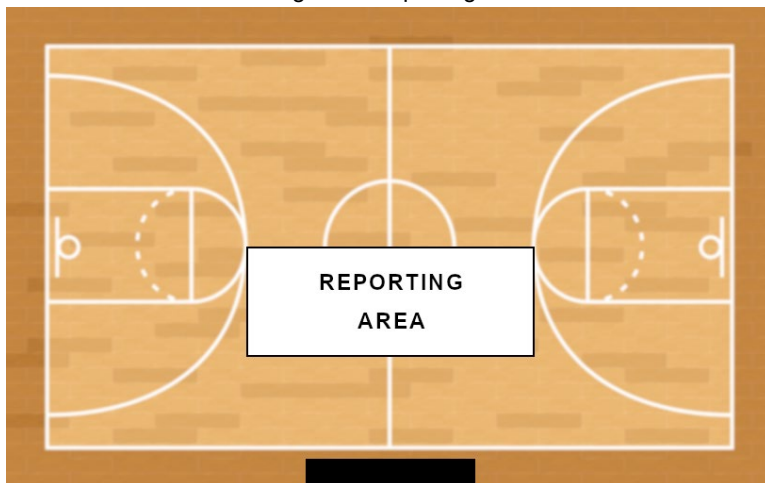
2. The Center must typically position so as to observe the players past Trail's first competitive matchup inbounds and those toward the midcourt area.
3. The new Lead official must position according to the location of players, typically no farther down court than a step beyond the last player, observing the players furthestmost from the throw-in.

Section 6: Free Throws

I) 2-Person System Mechanics

A) General Provisions

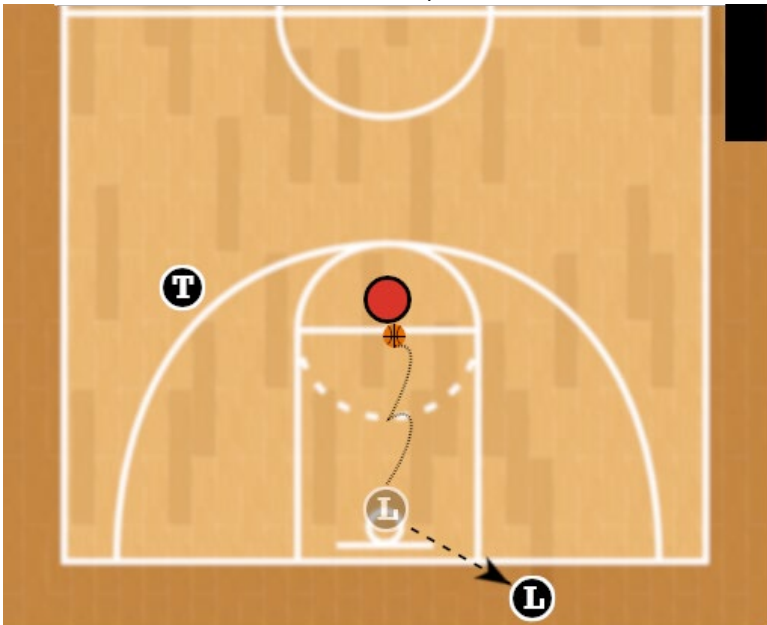
Designated Reporting Area



1. When a foul results in one or more free throws, after reporting the foul from within the reporting area, the ruling official will go opposite the table to be the Trail official.
2. The four corners designating the reporting area are the top point of each free throw circle and points toward the scorer's table half-way to the sideline.
3. If the non-ruling official is the Trail, he replaces the ruling official, moving to the Lead position tableside to administer the free throw(s).
4. If the ruling official is the Trail on tableside, that official must move to the Trail position opposite the table for the free throws and the Lead administers the free throw(s) from a tableside position.

5. The non-calling official should assist with identifying the free throw shooter as the ruling official is moving to the reporting area.
6. For detail of the mechanic following fouls not resulting in one or more free throws, see “Fouls: Dead Ball Switching” on p. 141.

Free Throw Preparation



B) Lead Official

1. While a partner is reporting the foul from within the reporting area, the Lead official must go around the players to a position directly under the basket in the center of the free throw lane. If the ball is not readily available, do not turn away or divert your attention away from the players to go retrieve the ball yourself. From this position, request

assistance from a player, fan or support staff to retrieve the ball.

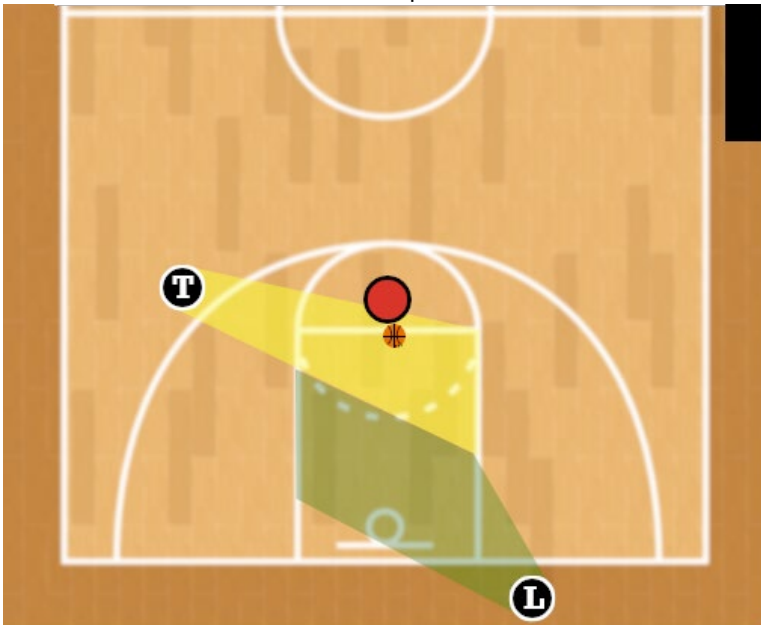
2. Remain at that position, alert and observant of the activity of the players as they move toward their respective lane spaces. Prompt players to fill their respective lane spaces as they are required or permitted. Communicate with the players on the lane lines as necessary.
3. Verify that the Trail official, after reporting the foul, is standing in his approved position, undistracted and ready for the free throw process to begin. Lead must not begin the administration of the free throw if the Trail is distracted or not in the approved position.
4. Take a final look at the scorer's table to ensure there is no issue needing clarification with the table personnel.
5. When both partners and all players are ready for the administration of the free throw, visually confirm with your partner the number of free throws to be attempted. Each partner must momentarily display the same number of free throws indicated with finger(s) in the air at the same time. If any official varies from the correct number of free throws to be administered, pause and communicate with each other to arrive at full agreement.
6. Step into the free throw lane a step. Verbalize clearly and indicate digitally at the same time with the finger(s) the number of throws to be administered, speaking loud enough for all players along the lane lines and the free thrower to hear. To indicate one, two, or three free throws,

hold the ball in one hand while indicating with the finger(s) the number of throws to be administered.

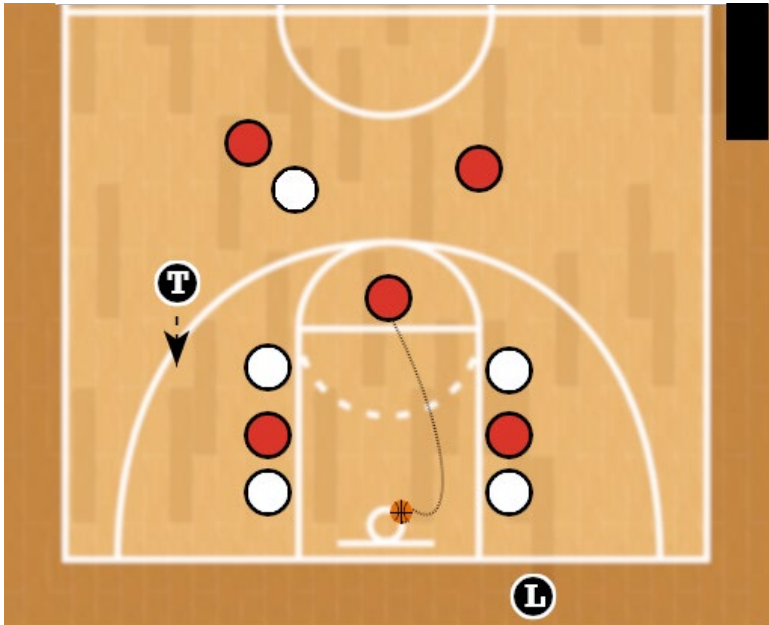
7. Bounce the ball to the thrower and back out of the lane to a location approximately a step off the boundary line and a step outside the tableside lane line extended. From this position, the Lead should have an unobstructed view of the four players for which he is primarily responsible. This is the only approved position for the Lead for all free throws. Lead must not stand in the lowest, vacated lane space for any free throw.
8. The four players for which Lead is primarily responsible are the two required to be in the first spaces immediately above the blocks and the two players who may stand in the other two lane spaces on the side opposite. An unobstructed view of these four spaces is required and permits the Lead official to identify violations and fouls when these players commit them.
9. Upon release of the free throw, resist the habit of glancing up at the flight of the ball. Throughout the free throw, maintain an avid observance of the players in the four lane spaces for which Lead is responsible.
10. If another free throw follows, let the successful free throw bounce before securing it for the next administration. The effort to catch the ball immediately after it passes through the basket is not recommended because it prompts the Lead official to look upward at the flight of the ball thereby neglecting the players in the lane spaces for which he is primarily responsible.

11. If the ball bounces away from the free throw lane area, do not leave your position under the backboard in the center of the lane or abandon your attention on the players in the lane spaces to go get the ball. Request assistance from players or fans to return the ball.
12. If the final throw is to be followed by a throw-in, start the five-second count when the non-scoring team has had ample time to secure the ball; signal to start the clock at the proper time.
13. If, after an unsuccessful free throw the ball becomes live, begin observance of rebounding action in Lead's PCA.

Free Throw Responsibilities



Free Throw Mechanics



C) Trail Official

1. After reporting the foul from within the reporting area, Trail pauses in the reporting area to beckon any substitutes who may legally enter at this time. Once all legal substitutes have entered and exited the court, Trail then moves to a position opposite the table, a step above the free throw line extended and halfway between the free throw lane and the sideline farthest from the bench. This position, the same for all free throws, places the Trail official just above and very near the three-point arc. The Trail official must not stand near the sideline nor near half-court for any free throw.
2. If the coach seeks to communicate following the report of the foul, such communication must be brief and should not delay the free throw process. Should a head coach desire

an extended conversation with the reporting official, a time-out is his recommended alternative.

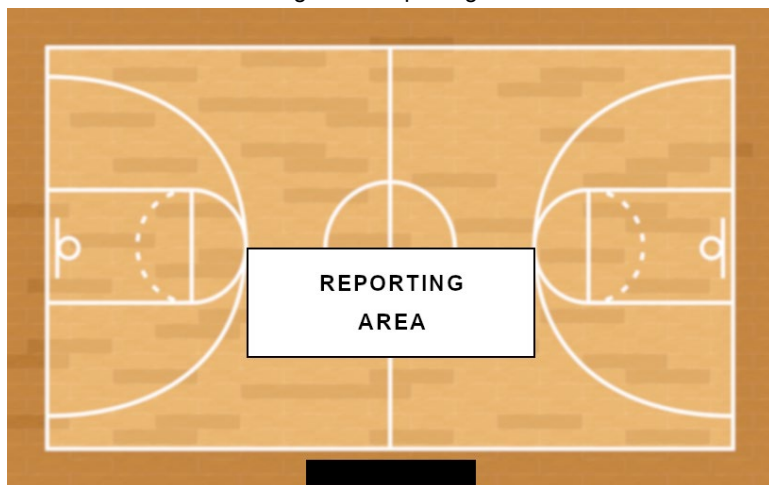
3. Confirm to the Lead the correct number of free throws when the Lead indicates it.
4. When the thrower receives the ball from the Lead, begin a visible ten-second count with slight but visible flicks with five fingers alternating from open-to-closed with a straight, downward extended arm, using the hand closest to the division line held close to the leg so as not to distract the free thrower. This signal should be easily seen by the benches and scorer's table, but unseen by the free thrower.
5. The Trail official is primarily responsible for the free thrower, the free throw line and players in relation to it and the lane space players in the two upper spaces on the opposite side of the free throw lane.
6. Trail is also primarily responsible identifying if the free throw misses the ring, basket interference or a goaltending ruling.
7. If players are in the back court, open the stance to enable observance.
8. When the free throw is released, the Trail official must not bail by getting an early start to the other end. Upon release of the final free throw of a series, Trail must step down toward the end line a step or two in order to be able to observe the thrower's feet in relation to the free throw line and the players in the top two spaces on the opposite lane line for infractions; give the appropriate signal immediately if either team violates or fouls.

9. As Trail is stepping down upon the release, raise the arm nearest the division line to be ready to signal to start the clock if the final throw or the first throw of a one-and-one is unsuccessful and the ball is to remain live.
10. If, after an unsuccessful free throw the ball becomes live, begin observance of rebounding action in Trail's PCA.
11. If the final free throw is successful, pause for a moment to be able to cover a press before turning to transition to the other end.

II) 3-Person System Mechanics

A) General Provisions

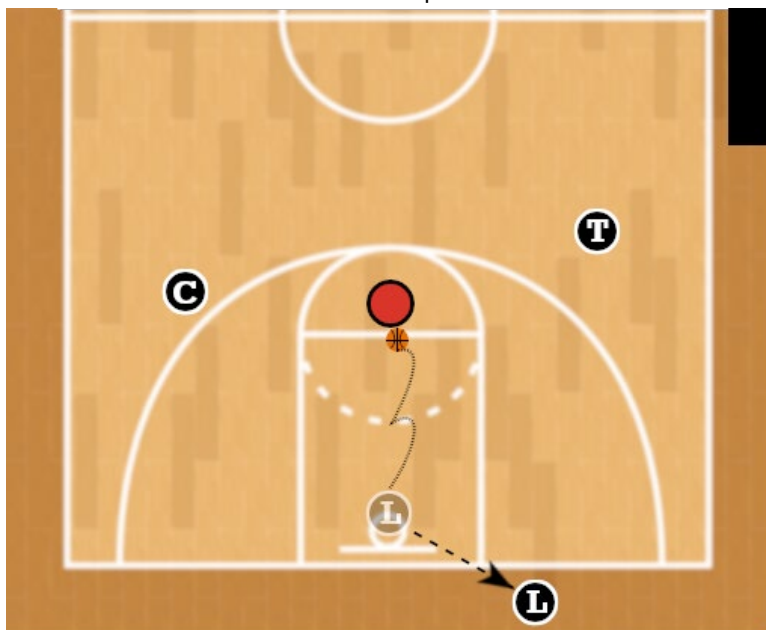
Designated Reporting Area



1. When a foul results in one or more free throws, after reporting the foul from within the reporting area, the ruling official will go opposite the table.
2. The official opposite the table replaces the ruling official.
3. The third official remains in the same position.

4. The four corners designating the reporting area are the top point of each free throw circle and points toward the scorer's table half-way to the sideline.
5. If the ruling official was in the Center position opposite the table at the time of the foul, that official moves to the reporting area to report the foul, then moves back to the Center position opposite the table for the free throw(s).
6. The non-calling officials must assist with identifying the free throw shooter as the ruling official is moving to the reporting area.
7. For detail of the mechanic following fouls not resulting in one or more free throws, see "Fouls: Dead Ball Switching" on p. 145.

Free Throw Preparation



B) Lead Official

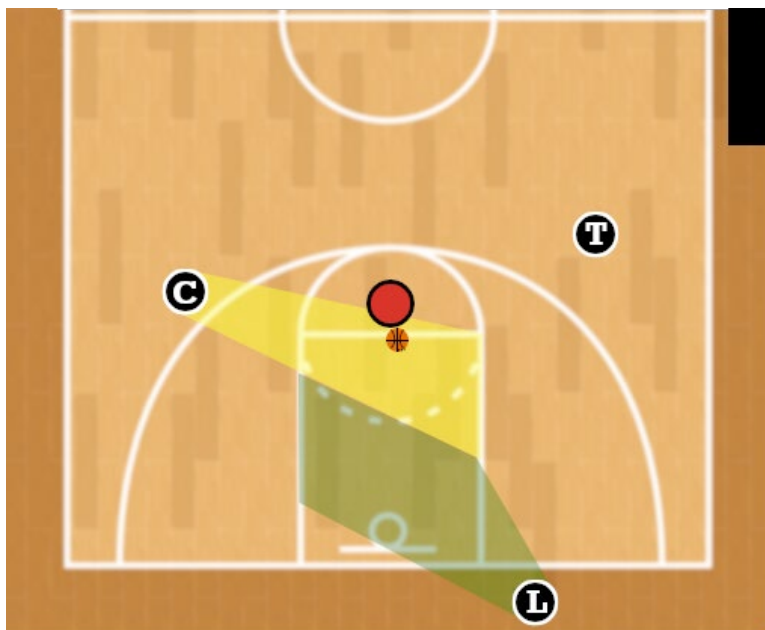
1. While a partner is reporting the foul from within the reporting area, go around the players to a position directly under the basket in the center of the free throw lane. If the ball is not readily available, do not turn away or divert your attention away from the players to go retrieve the ball yourself. From this position, request assistance from a player, fan, or support staff to retrieve the ball.
2. Remain at that position, alert and observant of the activity of the players as they move toward their respective lane spaces. Prompt players to fill their respective lane spaces as they are required or permitted. Communicate with the players on the lane lines as necessary.
3. Verify that the Center and Trail officials are standing in their approved positions, undistracted and ready for the free throw process to begin. Lead must not begin the administration of the free throw if either other official is distracted or not in the approved position.
4. Take a final look at the scorer's table to ensure there is no issue needing clarification with the table personnel.
5. When all partners and players are ready for the administration of the free throw, visually confirm with both your partners the number of free throws to be tried. Each partner must momentarily display the same number of free throws indicated with finger(s) in the air at the same time. If any official varies from the correct number of free throws to be administered, pause and communicate with each other to arrive at full agreement.

6. Step into the free throw lane a step. Verbalize clearly and indicate digitally at the same time with the finger(s) the number of throws to be administered, speaking loud enough for all players along the lane lines and the free thrower to hear. To indicate one, two, or three free throws, hold the ball in one hand while indicating with the finger(s) the number of throws to be administered.
7. Bounce the ball to the thrower and back out of the lane to a location approximately a step off the boundary line and a step outside the tableside lane line extended. From this position, the Lead should have an unobstructed view of the four players for which he is primarily responsible. This is the only approved position for the Lead for all free throws. Lead must not stand in the lowest, vacated lane space for any free throw.
8. The four players for which Lead is primarily responsible are the two required to be in the first spaces immediately above the blocks and the two players who may stand in the other two lane spaces on the side opposite. An unobstructed view of these four spaces is required and permits the Lead official to identify violations and fouls when these players commit them.
9. Upon release of the free throw, resist the habit of glancing up at the flight of the ball. Throughout the free throw, maintain an avid observance of the players in the four lane spaces for which Lead is responsible.
10. If another free throw follows, let the successful free throw bounce before securing it for the next administration. The

effort to catch the ball immediately after it passes through the basket is not recommended because it prompts the Lead official to look upward at the flight of the ball thereby neglecting the players in the lane spaces he is primarily responsible for.

11. If the ball bounces away from the free throw lane area, do not leave your position under the backboard in the center of the lane or abandon your attention on the players in the lane spaces to go get the ball. Request assistance from players or fans to return the ball.
12. If the final throw is to be followed by a throw-in, start the five-second count when the non-scoring team has had ample time to secure the ball; signal to start the clock at the proper time.
13. If, after an unsuccessful free throw the ball becomes live, begin observance of rebounding action in Lead's PCA.

Free Throw Responsibilities



C) Center Official

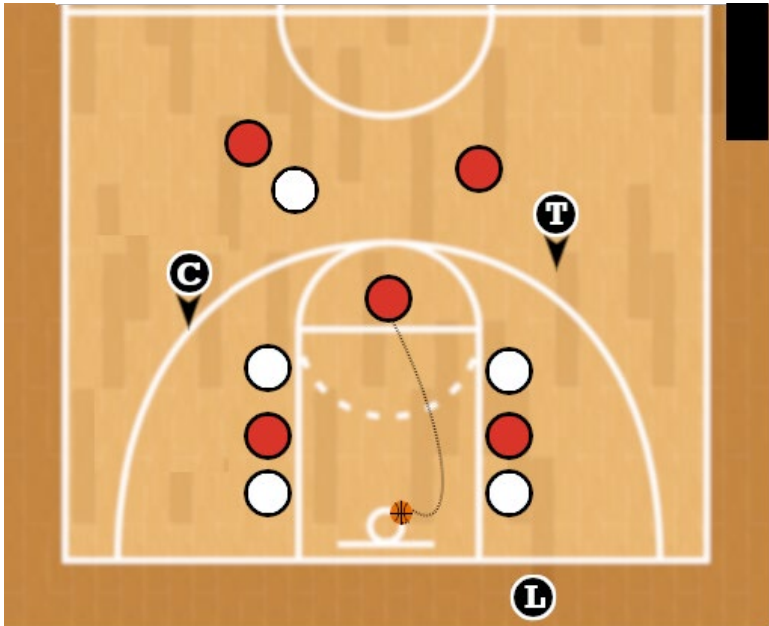
1. After the ruling official moves to report the foul within the reporting area, that official then goes to the Center's position opposite the table for the free throw(s). Move to a position a step above the free throw line extended and halfway between the free throw lane and the sideline farther from the bench. This position places the Center official just above and very near the three-point arc. The Center official must not stand near the sideline.
2. If the coach seeks to communicate following the report of the foul, such communication must be brief and should not delay the free throw process. Should a head coach desire an extended conversation with the reporting official, a time-out is his recommended alternative.

3. Confirm to partners the correct number of free throws when the Lead indicates it.
4. When the thrower receives the ball from the Lead, begin a visible ten-second count with slight but visible flicks with five fingers alternating from open-to-closed with a straight, downward extended arm, using the hand closest to the division line held close to the leg so as not to distract the free thrower. This signal should be easily seen by the benches and scorer's table, but unseen by the free thrower.
5. The Center official is primarily responsible for the free thrower, the free throw line and players in relation to it and the lane space players in the two upper spaces on the opposite side of the free throw lane.
6. When the free throw is released, do not "bail" by getting an early start to the other end. Upon release of the final free throw of a series, Center must step down toward the end line a step or two in order to be able to observe the thrower's feet in relation to the free throw line and the players in the top two spaces on the opposite lane line for infractions; give the appropriate signal immediately if either team violates or fouls.
7. As Center is stepping down upon the release, raise the arm nearest the division line to be ready to signal to start the clock if the final throw or the first throw of a one-and-one is unsuccessful and the ball is to remain live.
8. If, after an unsuccessful free throw the ball becomes live, begin observance of rebounding action in Center's PCA.

D) Trail Official

1. Trail's position for all free throws must be 28 feet from the end line, half way between the nearest lane line extended and the sideline nearest the bench. The Trail official must not be near the sideline nor near the division line for any free throw.
2. If players are in the back court, open the stance to enable observance from the approved position.
3. Confirm to partners the correct number of free throws when the Lead indicates it.
4. Prior to the free throw process, the Trail official is responsible for holding or beckoning substitutes and any other table activity. When beckoning subs, step to the middle of the court to a position where the Lead with the ball has an unobstructed view of the stop sign which is directed at him.
5. Assist the Center and Lead with free throw violations, allowing them the first opportunity to make the ruling if they have primary coverage responsibilities.
6. Trail is primarily responsible for identifying if the free throw misses the ring, basket interference or a goaltending ruling.
7. When the free throw is released, do not bail by getting an early start to the other end. Step down toward the end line a step or two and officiate rebounding action in PCA.
8. If the final free throw is successful, pause for a moment to be able to cover a press before turning to transition to the other end.

Free Throw Mechanics



III) All Officials Responsibilities

A) Each Official

1. Ensure that the correct player attempts the free throw.
2. Ensure that players are in the correct lane spaces.
3. Make eye contact with each other and give visual signals to indicate the number of throws to be administered.
4. Take a glance at the scorer's table prior to the administration of a free throw.
5. After the free thrower releases the ball, officiate action in PCA.

Section 7: Court Coverage

I) 2-Person System Mechanics

A) General Provisions

Officials maintain proper court coverage by enacting these fundamental principles:

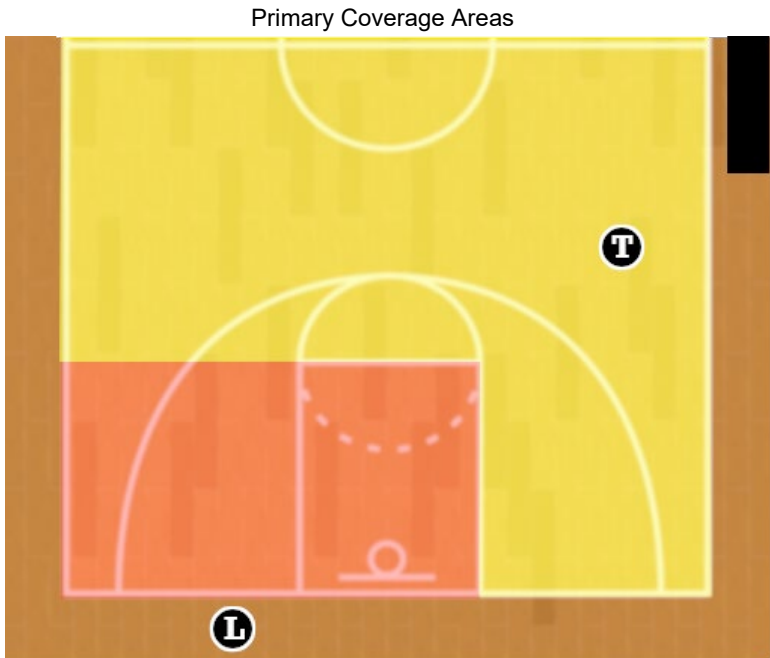
1. Keep the players “boxed-in” whenever possible.
2. Move to obtain the best angle on the competitive matchup(s) in your PCA. Position-adjust and move to improve your angle, often requiring only a step or two in one direction or the other, are preferable to getting “stacked” and “straight-lined.”

NOTE: Because basketball is a fluid game, officials must be willing to move from their initial positions to improve their vantage point and be able to look through the slot – the space between the defender and offensive player. These position adjustments are best accomplished through a purposeful step in one direction or the other. Adjusting when the play requires minimizes the times that an official is stacked or straight-lined for a competitive matchup.

This is a movement with purpose. Just wandering, regularly moving during plays or moving for movement’s sake are a waste of energy and are more likely to put an official out of position at critical moments.

3. Transition to the proper new position each time there is a change of possession of the ball.
4. Properly identify and focus on primary coverage areas.

5. Lead has primary coverage in the free throw lane area and the area outside of the lane out to the sideline below the free throw line extended.
6. Trail has primary coverage in the area above the free throw line extended from sideline to sideline and from the nearest lane line to the sideline.



7. Properly identify secondary coverage areas to assist the other official when there is no action within your primary area. Prime secondary coverage areas are the backside of the partner's primary coverage area, the typical locations of players the partner cannot officiate because of an overload of competitive matchups in his PCA.

8. The Lead must use the ball-side mechanic and move to the ball-side to officiate post play when the on-ball competitive matchup and predominant number of players is on Trail's side of the court. See "Ball Side Mechanic" on p. 95 for a full explanation of this mechanic.
9. Though typically the most quality rulings are those made in each respective official's PCA, rulings may be sometimes be necessary outside an official's primary area. However, the primary coverage official must always be given the first opportunity to make the call. **EXCEPTION:** Non-basketball plays (flagrant, unsporting fouls, etc.). These must be called immediately if observed, regardless of where they occur.
10. Officials must thoroughly pregame on-ball and off-ball coverage principles.

B) Lead Positioning

1. Initially, Lead must be located 1-2 feet off of the end line, depending on the positions of the players in his PCA.
2. Proper depth will provide a better field of view to observe players and competitive matchups necessary. Lead must move along the end line based on the ball movement and the players' location.
3. Lead must not be wider than the three-point line.
4. As the ball crosses to the Trail's side of the court, Lead must close down to a location just outside of the nearest free throw lane line extended.

5. As the ball moves around the perimeter on Lead's side of the court, Lead must strive to mirror the location of the ball, position-adjusting in order to maintain the best angle on the competitive matchups in his PCA.

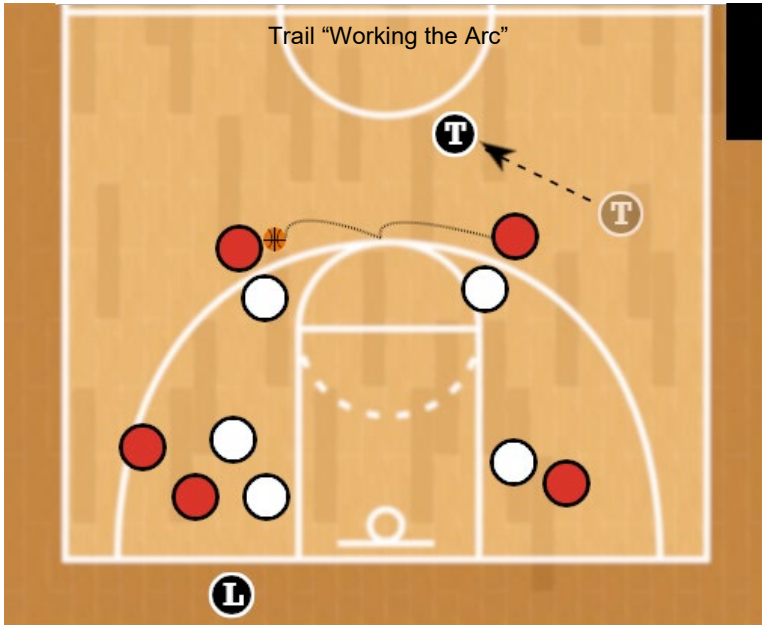
C) Trail Positioning

1. Trail's home position is at or below the 28-foot line and along, or just inside, the sideline.
2. Trail must position-adjust in order to maintain a view of the space between defender and ball handler in the competitive matchup in his PCA.
3. As the ball moves away, across the floor in Trail's PCA, Trail will move off the sideline and onto the court to get a good look at the competitive matchup across the court and above the free throw line extended (see Terminology and Concepts: "Working the Arc", "Officiating the Angle").

D) On-Ball/Off-Ball

1. At any given time, based on in whose primary the on-ball competitive matchup is, there must be two eyes providing surveillance on off-ball activity and two eyes observing "on-ball" action. Only one partner needs to be watching the on-ball matchup at any given time.
2. Watching the ball when it is outside one's PCA is called "Ball-watching", a serious error that must be avoided by each member of the officiating crew. PCA's, the Primary Coverage Areas, must be intricately known and sensed at all times so that correct off-ball coverage is provided by one

official and only one partner is watching the on-ball action at any given time. There is too much going on with too many players for two officials to keep four eyes on the ball.



E) SCA: Secondary Coverage Area Principles

1. When there are no competitive matchups in a particular official's PCA, his must realize that means a partner is probably overloaded in his PCA. That's when one's area of coverage needs to be expanded to include his SCA where he needs to provide avid surveillance. That can mean calling something necessary outside one's PCA because the play was observed while "looking through" one's PCA into his SCA.
2. The area of an official's secondary coverage responsibilities usually exist on the outer perimeter of the

partner's PCA, but may extend deeper depending on the status of the partner who is tending to other necessary activity. That partner might be overloaded, understandably occupied by one particular contestable competitive matchup he can't ignore, or his view blocked by closer players.

3. When there's nothing going on in your PCA, surveilling your SCA helps your partner when you observe a play that he cannot see that needs to be called outside your PCA. That's not looking where you shouldn't. That's necessary SCA coverage. In extreme situations, this might save the crew – but it need not be as drastic as that. It's just the acknowledgment that there's a lot going on sometimes and the crew is there to work together to call what needs to be called, and those things sometimes occur in what's known as the off-ball official's secondary coverage area.

F) Five-Second Closely Guarded Count

1. Officials are responsible for a silent and visible five-second closely guarded (within six feet, measured by the distance between the feet of the players involved).
2. During a five-second closely guarded count, if the ball moves out of an official's primary area, he must maintain the count until the count is ended.
3. Switch hands when going directly from a holding to a dribbling count.
4. The five-second closely guarded count and the not closely guarded signal are both useful to signal to a partner that

the covering official is remaining on-ball when the on-ball matchup is near or has just crossed the intersection of a partner's PCA.

G) Drive to Basket

1. When a player with the ball starts a drive to the basket from an official's primary area, that official has primary coverage of the player and the ball all the way to the basket – even if the ball moves into the other official's primary area.
2. Officials must pregame the coverage of pass-offs on drives to identify which official will follow the ball and which will stay with the driver to cover any crash after the pass. Typically the Trail will take the pass and the Lead will take the crash, assessing the legal guarding position of the defender.

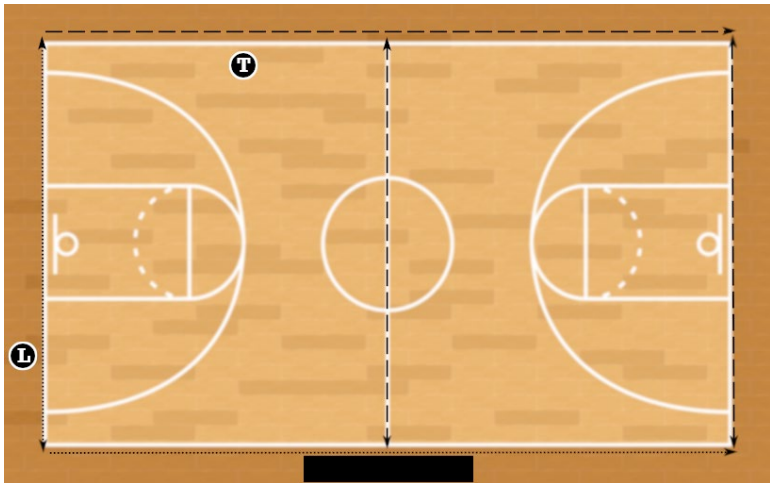
H) Line Coverages

1. Lead is responsible for the nearest end line and sideline
2. Trail is responsible for the backcourt end line, the nearest sideline, and the division line.
3. When the ball goes out of bounds and the responsible official needs help, he must look in the direction of the other official. That official must be prepared to give assistance. If the responsible official asks for assistance, the other official must verbally and visually signal the appropriate call – the officials do not need to confer in this situation. If the non-responsible official has information regarding the out-of-bounds call, he may quickly approach the calling official to

privately share the information and then leave the call to the responsible official. The officials must pregame the situations in which a non-responsible official should approach the calling official.

4. If the ruling official clearly sees that opponents simultaneously touch the ball before it goes out-of-bounds he must give the stop-clock signal with a simultaneous whistle and then give the held ball signal and express that both players caused the ball to go out-of-bounds simultaneously.

Boundary Line Responsibilities



Lead has the dotted line responsibilities along the near end line and sideline opposite Trail, and Trail has the long-dashed line responsibilities on his near sideline, the division line and the far end line.

I) Delay or Spread Offense

1. When a team goes into a “four-corner” or “delay” offense, the officials must change their basic positions and move to the positions that enable them to provide on-ball and off-ball coverage over larger areas of the court.

2. It is very important that the Trail official be behind the “delay” offense.

J) Press Coverage

1. Keep congested areas covered by boxing-in players.
2. Trail has 10-second count in backcourt, remains with playing action and possibility of a quick turnover. Trail must trail the play.
3. Trail moves with speed of the ball.
4. Lead can assist Trail with backcourt violations, if near the division line.
5. Lead takes a position a step or two nearest the end line than the deepest player. The Lead covers quick breaks and long passes, keeping players boxed in.
6. Each official must move to obtain proper angles and avoid being straight-lined.

K) Ball-Side Mechanic

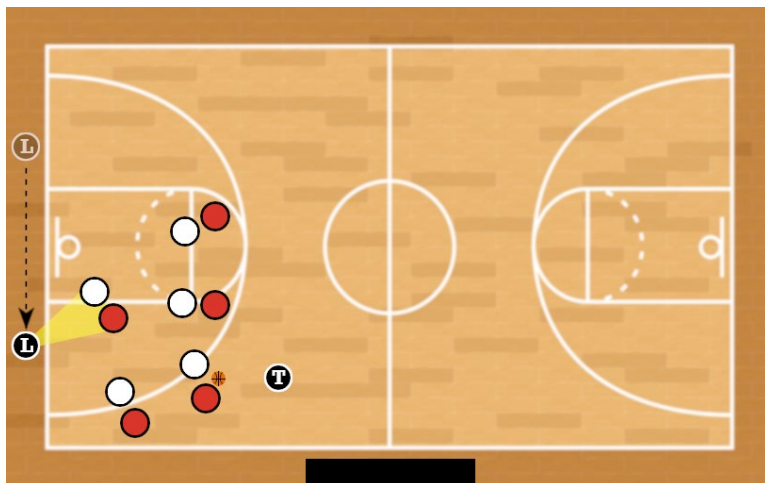
1. The use of a ball-side mechanic must be learned well in advance and thoroughly discussed at each pregame conference. The ball-side mechanic is the standard for all levels and is critical to provide ideal coverage on Trail’s side of the court when Trail is overloaded and to obtain an open look at the lower post play on the other side of the lane.
2. The location of the on-ball competitive matchup on Trail’s side of the court, together with number of other competitive matchups across the free throw lane in Trail’s PCA are the keys that dictate the need for rotation by the Lead.

3. The Lead may only move ball-side when the Trail is in the frontcourt.
4. When the majority of players and the on-ball competitive matchup are on the Trail's side of the court and in Trail's PCA below the free throw line extended, the Lead must close-down toward the near lane line, then move laterally to ball-side.
5. Playing action may dictate that the Lead NOT initiate movement – even when the ball is on the Trail's side – such as on a quick shot or a quick drive to the basket.
6. Movement by the Lead across the lane must be brisk and with purpose.
7. Even while moving across the lane, the Lead must officiate players in the free throw lane area.
8. Upon rotating, Lead must resist looking at the competitive matchup Trail is already covering. This mechanic offers no benefit if Lead puts two additional eyes on the on-ball matchup. The reason for rotating is to cover what Trail cannot cover due to his need to focus on his competitive matchups in his PCA.
9. When the Lead moves across the lane, the Lead's PCA is extended to include the area inside the arc.
10. When the ball moves inside the three-point arc, the Lead is now on-ball and the Trail must extend coverage to assist with the open area on the opposite side.
11. If the majority of players switch sides of the court and the ball swings back to the opposite side, the Lead must begin

to quickly move back across the lane to cover the play and especially his sideline.

12. If a transition to the other end of the court occurs when the Lead is ball-side, the Lead must remember to go back to the other side of the court and into diagonal coverage.

Acceptable Ball-Side Mechanics



L) Field Goal Attempts and Rebounding

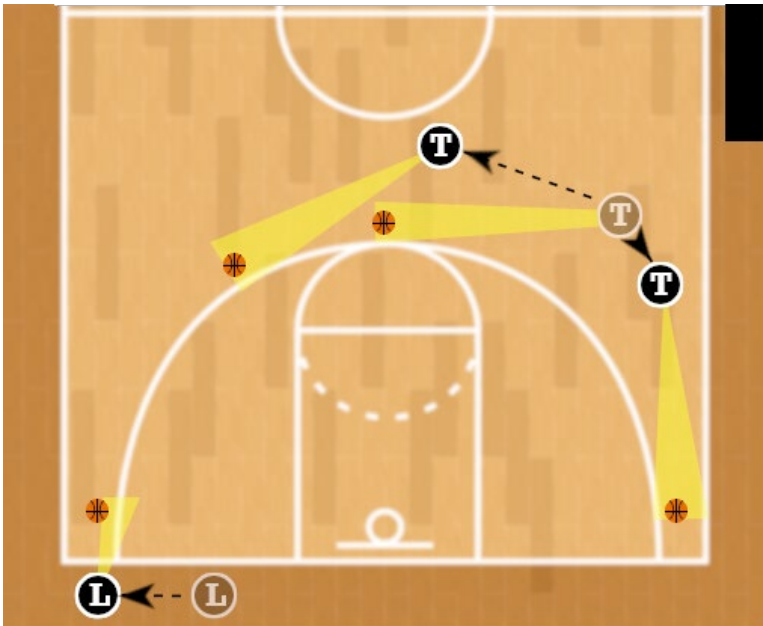
1. Each official is responsible for all field goal attempts in his PCA.
2. If a try is taken near an area where coverage intersects, the secondary official must be prepared to assist.
3. The Trail official is primarily responsible for interference/goaltending and perimeter rebounding coverage.
4. The Lead is primarily responsible for field goal attempts taken from within the free throw lane.

M) Three-Point Try

1. Each official is responsible for three-point attempts in his PCA.
2. When a three-point attempt is anticipated, the official must adjust position to enable him to clearly judge the attempt.
3. For a successful three-point field goal, the shooter must have been air-borne from behind the line or have his foot or feet on the floor behind or outside the three-point line when the shot is attempted. Touching the line, or inside it, places the shooter in the two-point area.
4. When a player attempts a three-point field goal, the primary coverage official will signal by extending one arm at head level with three fingers extended.
5. If the three-point attempt is successful, the covering official will signal by fully extending both arms over head with palms facing one another.
6. When the Trail official signals a successful three-point attempt, the Lead official must not mirror the signal.
7. When the Lead official signals a successful three-point attempt, the Trail official must mirror the signal.
8. When the successful three-point signal is given by the Trail official, it must be given squarely toward the basket into which the ball has passed prior to turning to transition to the other end of the court. This momentary gesture will keep the Trail official from bailing early to the other end and allow him to react to provide immediate coverage should the scoring team apply a press.

9. Lead has responsibility to assist the Trail with three-point attempts from his PCA in transition by signaling the attempt if Trail cannot accurately assess whether it qualifies as a three-point attempt or not. The successful signal is given by the official from whose PCA the attempt was taken.

Adjusting Position to Develop Proper Angle for 3-Point Attempt



N) Signaling

1. On a foul occurring near or during an attempted try for goal, use the appropriate mechanics signal to identify whether a successful goal is to be cancelled or counted.
2. The non-calling official must not signal unless such communication is necessary. His attention must be

centered on his primary duties and he must be prepared to assist the calling official if that official is unsure whether the ball went through the basket. In this case, a non-calling official must intercept the calling official before he reports the foul and inform him by stating, “The ball went in”. At that point the calling official will indicate whether the goal is scored.

3. An appropriate signal must be given when there is a successful three-point try or an awarded basket because of goaltending or basket interference.
4. Do not turn back on players and the court when signaling.

O) Transition Coverages

1. Transition: Fast Break
 - a. Officials must pregame transition coverages.
 - b. Never turn your back to the court or players while in transition. The proper posture is to run with the shoulders square to the other end and the head turned inward toward the players, mindful also of what is in the path in the direction you’re running. An official must never run backwards in transition.
2. Transition: Lead to New Trail
 - a. Lead becomes new Trail.
 - b. Lead to new Trail moves to cover the players trailing the fast break or maintains a pace that allows him to trail the play coming up the court.
 - c. On passes, take the passer.

3. Transition: Trail to New Lead
 - a. Trail becomes new Lead.
 - b. Sprint to end line and officiate the play coming toward you, if possible. If not, officiate the drive to the basket from the side with a good view of the “slot” in the competitive matchup, focusing on the defender.

P) Last-Second Shot

1. Preparation

While officials are well-aware that games decided in the final seconds are really a culmination of many coaching decisions, plays and officials’ calls leading up to those closing moments, they are still the most important plays of the game at that time. A crew’s preparation before and during the game is critical to ensure how these situations will be handled.

Officials should use time-outs near the end of any period to communicate the coverage for any last-second shot, and each official must be aware of the remaining time in a period and be alert for the timer’s signal.

The expiration of time always causes the ball to become dead immediately unless it is after the ball is in flight for a tap or try. In that case, the ball remains live and the period does not end until the tap or try ends.

Three-Tenths of a Second Rule

When play is resumed with a throw-in or free throw and three-tenths of a second or less remains on the clock, no field goal may be scored by a try for goal. A tap, however, could score. This only applies if the clock displays tenths of a second.

2. **Decision-Making Process**

- a. The Trail official is responsible for making the call on any last-second shot and must communicate this to his partner. Such communication must be in the form of a single finger straight in the air when there is one minute remaining on the clock.
- b. On each change of possession thereafter, the official assuming last second shot responsibilities will pat his chest with an open hand. This signal must be repeated on any change of possession with under a minute remaining in the game.
- c. When there is a throw-in in the backcourt and a long pass is expected, the Lead must be prepared to assist. The Lead must also be prepared to lend assistance on a fast break.
- d. If the non-responsible official has information regarding the allowing or disallowing of a basket to share with the ruling official, he must go directly to the responsible official for a brief discussion.
- e. When no scoring attempt is attempted in the closing seconds of the period, the ruling official must sound the

whistle at the same time the horn sounds and use the end-of-period signal.

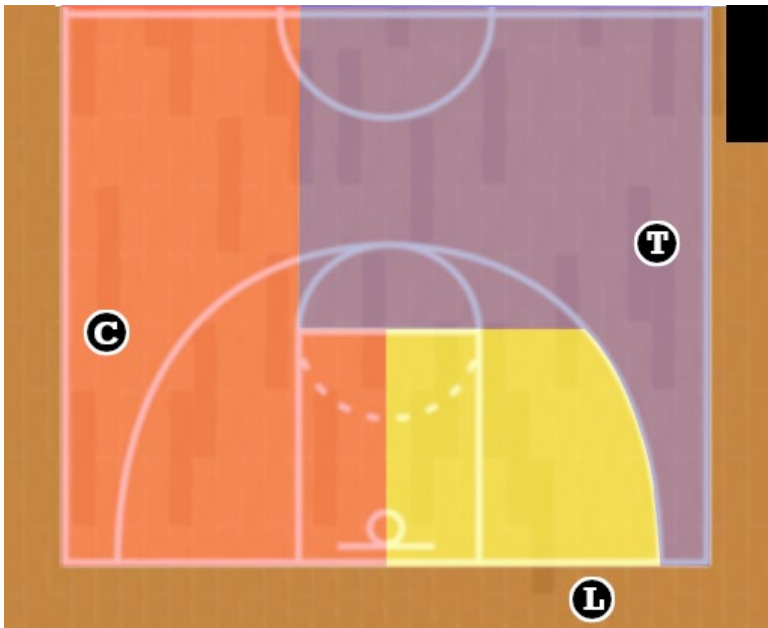
- f. When the horn is activated to end the period and a scoring attempt has been released but not in time, the official's whistle must sound to confirm the end of the period and that the goal will not count if successful. The end-of-period signal must be used at the same time that horn sounds and the whistle is blown.
- g. When the scoring attempt is released prior to the sounding of the horn, the whistle must not be sounded until either the goal is successful or unsuccessful.
- h. If a scoring attempt is released prior to the horn and is unsuccessful, the whistle must be sounded and the end of the period signal is given when it is certain the attempt is not successful.
- i. If a scoring attempt is released prior to the horn and is successful, the whistle must be sounded and the signal for counting the score given, followed by the proper signal counting the basket, either a two or a three-point score.
- j. On a successful basket, the end-of-period signal must not be used after the goal counts signal.
- k. The Referee will make the final decision in case of disagreement or if it is necessary to consult the timer or scorer.
- l. Table personnel must only be consulted on a last-second tap or try when the red/LED light fails to illuminate and/or the timer's signal is not heard.

II) 3-Person System Mechanics

A) Prime Objective of the 3-Person System

1. Two officials on the side of the court with the on-ball competitive matchup and the predominant number of players.
2. One official covering the on-ball competitive matchup.
3. Two officials observing off-ball players and related activity.

Primary Coverage Areas



B) Lead Positioning

1. Initially, Lead must be located 1-2 feet off of the end line. Lead's stance is typically inward at a 45 degree angle.
2. When the ball is located on the Lead's side of the court (from the nearest free throw lane line extended to the nearest sideline) the Lead must be mirroring the ball,

maintaining a position outside the end line at a perpendicular with the ball as it moves about the perimeter. Typically, the Lead will be inside the three-point arc extended with his body and shoulders facing either the on-ball competitive matchup in his PCA or inward toward the FT lane if off-ball.

3. When the ball is above any portion of the free throw line, the Lead must assume a close-down position with the inside foot placed very near the free throw lane line extended off the court.
4. When the ball initially transitions to Center's side of the court, past the farther free throw lane line extended, Lead must get to the "pinch-the-paint", position with the inward foot just inside the free throw lane line extended. From this position, Lead is "ready-to-rotate" and will cross over to the ball side of the court when the ball goes below the free throw line extended and the predominant number of players is on Center's side of the court. Lead rotates in order to cover the matchups that Center cannot observe on his own.
NOTE: Lead should strive for a position on the strong side, just off the end line, with shoulders squared to the competitive matchup he's observing. His position on the end line should mirror the ball when it is on the perimeter, near the lane line (close down position) when the ball is above the key or passes to the other side of the lane. This position allows the Lead to rotate across the lane by simply walking with a purpose.

C) Center Positioning

1. Center's initial set-up position in the frontcourt, at which he will arrive at an accelerated pace in transition, is along the sideline, straddling the free throw line extended.
2. Center must adjust his position moving one to two steps above or below that location to find a field of vision and maintain an open angle to monitor activity within PCA. When the matchup is directly in front of the Center, he must move downward, toward the end line a step or two in order to acquire a good look at the "slot" (the space between the offensive and defensive player). Stepping in this direction also allows the Center to maintain a connection with the matchup if that player with the ball drives to the basket.
3. Center may move a step or two onto the court to obtain a better position if all the players are located on or toward the opposite side of the court.
4. Center may adjust upward, moving closer to the division line, if there is strong matchup or a trap near the division line. If/when this occurs the Lead must rotate when Center's side includes the on-ball matchup and the predominant number of players. When this happens, the Center will become Trail.

NOTE: Center's starting position is on the weak side sideline at the free throw line extended. From this position he make easy adjustments by simply stepping higher or lower 1-2 steps to observe the competitive matchup. His shoulders are typically parallel with the sideline.

D) Trail Positioning

1. Trail's ideal initial set-up position in the frontcourt is at or below the top of the three-point arc extended and along, or just inside, the sideline.
2. Trail may move a step or two onto the court to obtain a better angle on plays toward the middle of the floor, but must be mindful of passing lanes.
3. Trail must move toward the end line, to obtain a better angle on plays below the top of the arc, but must be mindful of a quick turnover.
4. Trail may move higher and even into the back court if play dictates (*i.e., delay or spread offense*).

NOTE: Trail should be located on the strong side, at or below the top of the 3-point arc extended, and along or just inside the sideline (depending on the angle necessary to see the competitive matchup in his PCA).

E) Primary Coverage Areas (PCAs)

1. Officials can maintain proper court coverage by maintaining a wide triangle whenever possible.
2. "Position-adjusting" typically consists of moving laterally only a step or two to obtain the best angle from which to observe the competitive matchup in the official's PCA.
3. The best angle is when the official has an unobstructed view of the defender in the competitive matchup and can see the "slot" (the space between offensive player and defender) while focusing on the defender.

4. Rather than be found in a stagnant, stable, still position, each official must be adjusting his position with the movements of the play, tactfully moving to improve the angles of observance, striving not to be “straight-lined” – that is, in a position where the defensive player cannot be seen and the official is looking square into the back of the offensive player.

NOTE: Because basketball is a fluid game, officials must be willing to move from their initial positions to improve their vantage point and be able to look through the slot – the space between the defender and offensive player. These position adjustments are best accomplished through a purposeful step in one direction or the other. Adjusting when the play requires minimizes the times that an official is stacked or straight-lined for a competitive matchup.

This is a movement with purpose. Just wandering, regularly moving during plays or moving for movement’s sake are a waste of energy and are more likely to put an official out of position at critical moments.

5. Lead officials must rotate avidly based on ball movement, striving always to have two officials on the side of the court with the on-ball matchup and the predominant number of players.
6. Transitioning into the proper new positions each time there is a change of possession of the ball, with new Lead and Center running at an accelerated pace, with Trail behind the play as it advances to the other end of the floor.

F) On-Ball/Off-Ball

1. The most accurate rulings are those made in the respective official's own PCA.
2. Each partner must prioritize off-ball surveillance in his own PCA when the on-ball competitive matchup is in a partner's primary coverage area.
3. Rulings made outside one's PCA while an official is "ball-watching" too often result in an inaccurate or unnecessary ruling.
4. Rulings may infrequently be made outside an official's primary area, but the primary coverage official must be given the first opportunity to make the ruling.

Exception: If any official observes a non-basketball play (flagrant, unsporting, etc.) he must rule on it immediately, regardless where it occurs.

5. Officials must thoroughly discuss in pregame primary and secondary coverage and areas where coverages intersect and when partners need to turn off-ball and on-ball.
6. Officials must communicate to partners when going on-ball by squaring the shoulders toward that matchup. This indicates to the corresponding partner that he can turn off-ball.

NOTE: Ball-watching should be avoided. Especially in the 3-Person System, it is imperative that two sets of eyes are paying close attention to the off-ball activity. Have confidence that the on-ball official can manage his PCA effectively.

G) SCA: Secondary Coverage Area Principles

1. When there are no competitive matchups in a particular official's PCA, his must realize that means a partner is probably overloaded in his PCA. That's when one's area of coverage needs to be expanded to include his SCA where he needs to provide avid surveillance. That can mean calling something necessary outside one's PCA because the play was observed while "looking through" one's PCA into his SCA.
2. The area of an official's secondary coverage responsibilities usually exist on the outer perimeter of the partner's PCA, but may extend deeper depending on the status of the partner who is tending to other necessary activity. That partner might be overloaded, understandably occupied by one particular contestable competitive matchup he can't ignore, or his view blocked by closer players.
3. When there's nothing going on in your PCA, surveilling your SCA helps your partner when you observe a play that he cannot see that needs to be called outside your PCA. That's not looking where you shouldn't. That's necessary SCA coverage. In extreme situations, this might save the crew – but it need not be as drastic as that. It's just the acknowledgment that there's a lot going on sometimes and the crew is there to work together to call what needs to be called, and those things sometimes occur in what's known as the off-ball official's secondary coverage area.

H) Five-Second Closely Guarded Count

1. Officials are responsible for a silent and visible five-second closely guarded (within six feet, measured by the distance between the feet of the players involved).
2. During a five-second closely guarded count, if the ball moves out of an official's primary area, he must maintain the count until the count is ended.
3. Switch hands when going directly from a holding to a dribbling count.
4. The five-second closely guarded count and the not closely guarded signal are both useful to signal to a partner that the covering official is remaining on-ball when the on-ball matchup is near or has just crossed the intersection of a partner's PCA.

I) Three-Second Count

1. The Lead has primary three-second responsibility on offensive players in the lane when the ball is above the free throw line extended.
2. Center has primary three-second responsibility when officiating off-ball.

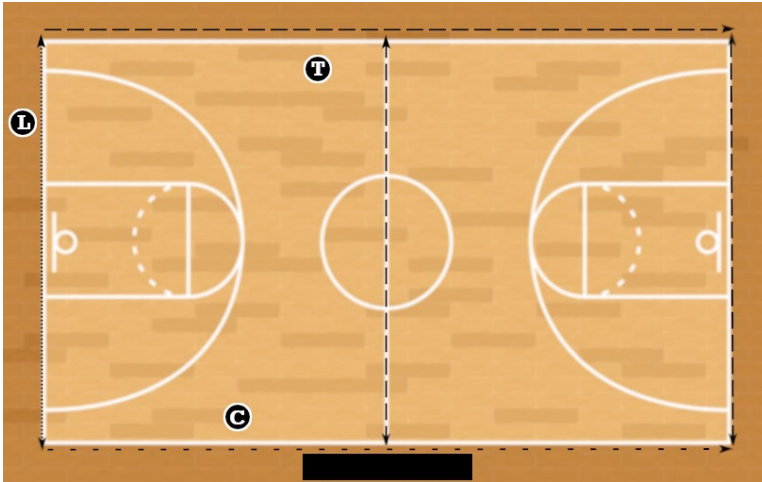
J) Drive to Basket

1. When a player with the ball starts a drive to the basket from an official's primary area, that official has primary coverage of the player and the ball all the way to the basket – even if the ball moves into another official's primary area.

2. When the competitive matchup goes away from Trail or Center, that official must adjust his position a step or two in the direction of the play to the right or left in order to get the best view of the defender as the play proceeds to the basket. Standing still or bailing early to the opposite end must be avoided.
3. **3. Pass and Crash:** Drives to the basket when the ball handler passes the ball to a teammate then crashes into a defender below the free throw lane line are known as “pass and crash” situations. When this happens, the Trail or Center must follow the pass and the Lead must maintain focus on the defender into whom the passer may crash, assessing the defender’s legal guarding position and whether or not any subsequent contact is illegal on the part of the passer or the defender.

K) Line Coverages

Boundary Line Responsibilities



Lead has the dotted line responsibilities along the near end, Center has the short dashed line responsibilities on his near sideline and Trail is responsible for the long-dashed lines along his near sideline, the division line and the far end line.

1. Lead is responsible for the entire frontcourt end line.
2. Center is responsible for his sideline.
3. Trail is responsible for the backcourt end line, his sideline and the division line.
4. When the ball goes out of bounds and the primary official is unaware of what player last touched the ball, he must make eye contact with the nearest non-ruling official and verbalize, "Help!" Only when the nearest non-ruling official has definite knowledge, does he verbally and visually signal the appropriate ruling. The primary official will then mirror this information. When the nearest non-ruling official does not have definite knowledge, the third official must be consulted. If the third official does not have definite

knowledge, he must give the held ball signal. The signal is then mirrored by the ruling official and an alternating possession throw-in results. An official must never guess on a ruling.

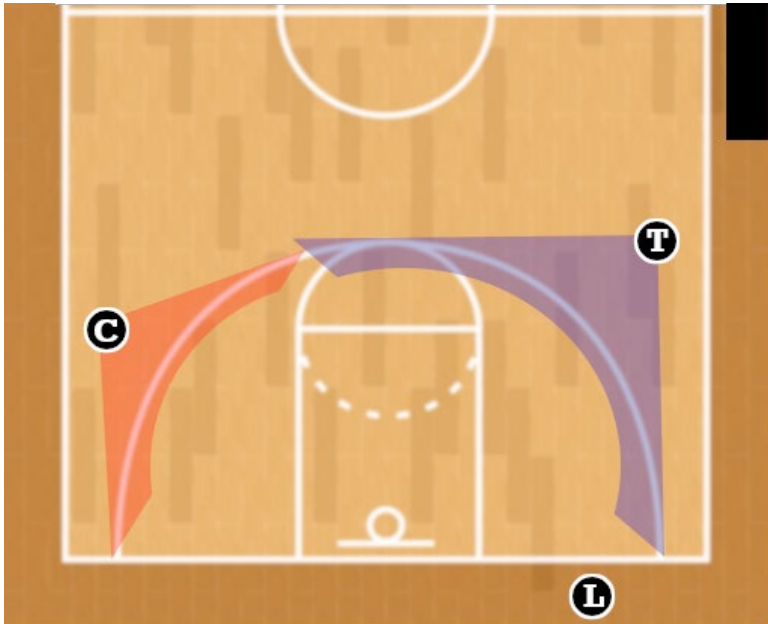
5. If a non-ruling official has definite information regarding an out-of-bounds or backcourt ruling that has been made by a partner, the non-ruling official must go to the ruling official and provide the additional information. If the ruling official then makes the decision to change the ruling, he whistles and emphatically signals the change.
6. If the ruling official clearly sees that opponents simultaneously touch the ball before it goes out-of-bounds he must give the stop-clock signal with a simultaneous whistle and then give the held ball signal and express that both players caused the ball to go out-of-bounds simultaneously.
7. When a quick transition occurs, and during a full court press, the new Lead must assume responsibility for the sideline until the new Trail is able to obtain a position to pick up the sideline coverage. The new Lead must assume such sideline coverage until he assumes a position along the frontcourt end line.

L) Field Goal Attempts and Rebounding

1. Each official is responsible for all field goal attempts in his PCA.
2. If a try is taken near an area where coverage intersects, the secondary official must be prepared to assist.
3. The Trail official is primarily responsible for interference/goaltending and perimeter rebounding coverage.
4. Upon the release of each scoring attempt, the Trail and Center officials must step toward the end line a step or two to cover rebounding action that results from an unsuccessful scoring attempt. Officials must not bail early to the other end, leaving Lead with all rebounding responsibility.
5. Once the rebounding action ensues, officials are responsible for the action and activity occurring in their respective PCA's, with the outside officials assisting to cover Lead's backside players whom the Lead may not be able to see.

M) Three-Point Try

3-Point Responsibilities



1. Each official is responsible for three-point attempts in his PCA.
2. When a three-point attempt is anticipated, the covering official must adjust position to enable him to clearly judge the attempt and have an unobstructed view of the actions of the defender. Often this movement takes place with a step or two downward prior to the pass arriving to the shooter.
3. When a player attempts a three-point field goal, the official whose area the player is in will signal by extending one arm at head level with three fingers extended.

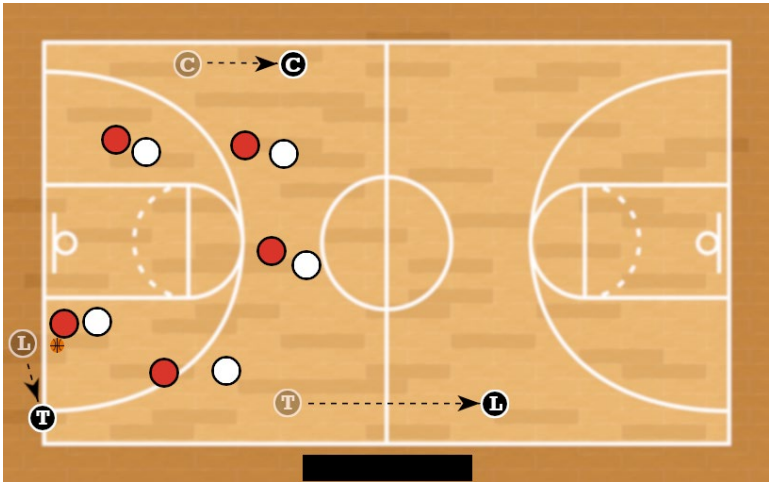
4. If the three-point attempt is successful, the covering official will signal by fully extending both arms over head with palms facing one another.
5. When the Trail official signals a successful three-point attempt, the Center official must mirror the signal. When the Center official signals a successful three-point attempt, the Trail official must mirror the signal.
6. Lead has responsibility to assist Center and Trail with an initial attempt signal when in transition the Center or Trail may not be able to detect the position of the shooter's feet inside or outside the three-point arc.
7. When the successful three-point signal is given, it must be given squarely toward the basket into which the ball has passed prior to turning to transition to the other end of the court. This momentary gesture will keep the outside officials from bailing early to the other end and allow him to react to provide immediate coverage should the scoring team apply a press.

N) Press Coverage

1. Keep the activity in a congested area covered with wide triangle.
2. Trail has 10-second count in backcourt and remains with playing action while being alert for the possibility of a quick turnover. Trail must continue behind the play from the side by two or three steps.
3. Center and Trail move with speed of the ball.

4. Center assists Trail with division-line violations. Center maintains a position so that the middle group of players are in view.
5. Center must maintain a clear view of and ready to rule on all plays from free throw line to free throw line all the way across the court to the opposite sideline.
6. Lead takes a position two or three steps beyond the deepest player and covers quick breaks and long passes while keeping players boxed in.
7. All officials continue to move to obtain proper angles and avoid being straight-lined.

Press Coverage



O) Rotation Principles

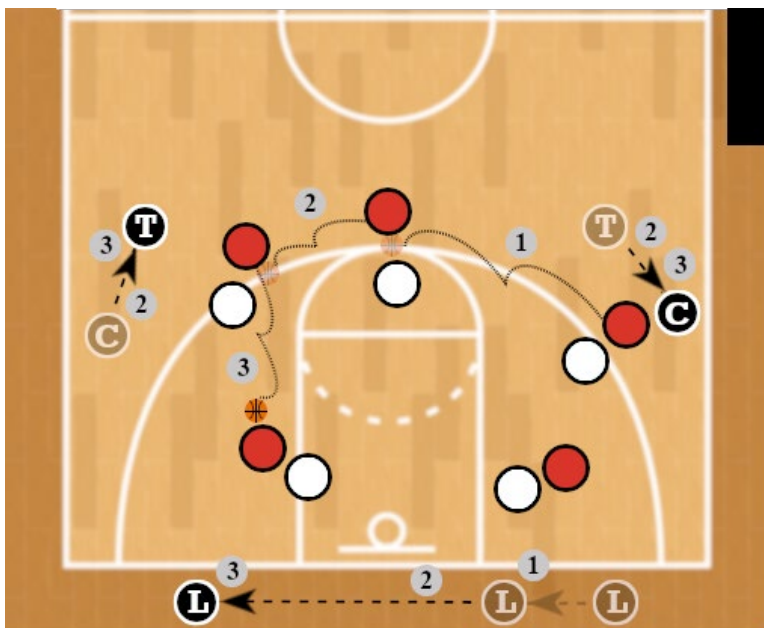
1. Rotations must be thoroughly discussed during the pregame conference.
2. The realization by Lead that the on-ball competitive matchup and the predominant population of players has moved to Center's side of the court – that Center has more matchups, action, and activity in his PCA than he can rightly observe -- is the indication that a rotation is necessary.
3. A rotation must only take place when all three officials are in the frontcourt.
4. A rotation begins when the Lead moves laterally and, from a closed down position penetrates the free throw lane area extended. The rotation is not complete until the Lead passes beyond the far lane-line extended.
5. If during a rotation the play reverses suddenly and the ball returns to the side on which Lead was positioned prior to initiating a rotation, the Lead official, prior to crossing over to the other side of the free throw lane, may reverse direction and halt the rotation by going back to ball side.
6. There must never be two Trails. There may be two Centers for a brief period of time when, after Lead has rotated across, the official in the Center position has remained at the free throw line extended or stepped down from there to acquire and maintain an ideal angle on the competitive matchup in front of him. When this happens, Lead must resist putting eyes on the competitive matchup the Center is watching and focus on the matchups in his new PCA that the Center cannot also be watching. If that matchup results

in a drive to the basket, it is that Center's responsibility all the way to the basket. When that matchup in front of Center no longer requires the attention of the Center official, the Center steps upward toward the division line and becomes the new Trail at or just below the top of the three-point arc extended.

7. If a trap occurs near the division line on the Center's side of the court, the Center must move higher to officiate that play. At this time, the Lead may initiate a rotation. If the Lead does not rotate, the Center must return to a normal Center position when play permits.

P) Lead Rotates

Rotation of Officials



1 – When the on-ball matchup moves above the free throw line, Lead moves to the closed down position and moves with either foot splitting the nearest lane line extended when the ball or on-ball matchup moves into Center's PCA.

2 –When it becomes apparent that the on-ball matchup and the predominant number of players is on Center's side of the court, Lead rotates across the lane to cover what Center cannot cover because of his primary matchup responsibilities, and Center and Trail prepare to rotate.

3 – As Lead rotates across the lane, the Trail, watching off-ball, sees it and simultaneously moves down to the Center position at the free throw line extended and Center moves to Trail position near the top of the three-point arc, extended.

1. When the on-ball matchup and related competitive matchups transition over to Center's PCA, the Lead official, from a closed down position near the lane line must initiate a rotation.
2. Playing action may dictate that the Lead NOT initiate a rotation – even when the ball is on the Center's side – such

as on a quick shot or a quick drive to the basket, or when Center can handle the single competitive matchup that develops on his side of the court.

3. Lead's movement across the lane must be brisk and with purpose.
4. While moving across the lane, the Lead must avoid focusing on the competitive matchup which Center is observing and officiate the matchups Center cannot watch. Players in the lower post area must be the priority of the Lead while rotating across.
5. Lead must not be caught within the lane area extended except when rotating across or just briefly to view a play or drive to the basket from the Center side of the court.
6. When to Stop the Rotation:
 - a. A rotation while the ball is in the air or while a drive is going to the basket puts rotating officials in questionable positions regarding who is going to be providing coverage for whom, and a turnover the other way will often result in officials not sensing the rotation by the Lead and the crew getting caught with either two Lead's or no Lead's – a bad situation.
 - b. If Lead begins a rotation and a shot is released or a dribbler suddenly drives to the basket before Lead has proceeded more than half-way across the free throw lane extended, Lead has the option to stop the rotation by reversing direction, step back to close down position outside the lane line again and resume PCA coverage as if the rotation had never begun.

- c. Because the two outside officials were busy providing proper coverage prior to the attempted rotation, they likely would not have realized the rotation had started.
7. After rotating to the other side of the court, Lead must rotate as wide as necessary (not beyond the three-point arc) to get a good angle on the matchups in his new PCA, especially in the lower post area. Generally a rotation to a position mirroring the ball if it is out on the perimeter is a good rule of thumb.

Q) Center, After Lead Rotates

1. Continue to referee the competitive matchup in PCA even as Lead is rotating across.
2. Never abandon an on-ball matchup by moving up to the Trail position just because the Lead comes across in a rotation. That matchup, if it goes to the basket from there, is your primary responsibility.
3. Stepping higher toward the new Trail position just because Lead came across on a rotation quite often results in a straight-lined or stacked position. Often a step or two down toward the end line grants a better view of the slot, and an opportunity to remain connected to that matchup if it goes to the basket from there.
4. Step up to the new Trail position at or just below the top of the arc extended when play permits; avoid getting straight-lined and maintain open angles.

R) Trail, As Lead Rotates

1. When the ball moves to the Center's side of the court and you turn off-ball, that's the time to anticipate a rotation.
2. Continue to referee in PCA. Since your focus is not on the ball over in Center's area, but rather toward the lane area on your side of the court, you'll easily see when Lead is initiating a rotation. When Lead does go across the lane from the closed down or "pinch the paint" position, the Trail official moves at the same pace at the same time to the Center position.
3. Though the Center may delay becoming Trail when Lead rotates across, the Trail becomes new Center as if on a string with Lead when Lead rotates across.
4. Continue to monitor the new PCA off the ball as the new Center, prioritizing the identification of illegal off-ball activity. Cover the backside SCA activity if action is lacking on Center's side of the court.

S) Field Goal Attempts and Rebounding

1. Each official is responsible for all tries for goal in his PCA.
2. The outside officials (Center and Trail) must step down toward the end line when a try for goal is released. This enables both officials to remain connected with and adequately account for subsequent rebounding action and keeps both officials from disconnecting with the play and/or bailing early to the other end.
3. The Center official typically has weak-side rebounding coverage.

4. The Lead and Trail officials typically cover rebounding action on their side of the court.
5. Trail is primarily responsible for basket interference and goaltending violations, but Center may assist as necessary.

T) Signaling

1. On a foul occurring near or during an attempted try for goal, use the appropriate mechanics signal to identify whether a successful goal is to be cancelled or counted.
2. The non-calling official must not signal unless such communication is necessary. His attention must be centered on his primary duties and he must be prepared to assist the calling official if that official is unsure whether the ball went through the basket. In this case, a non-calling official must intercept the calling official before he reports the foul and inform him by stating, "The ball went in". At that point the calling official will indicate whether the goal is scored.
3. An appropriate signal must be given when there is a successful three-point try or an awarded basket because of goaltending or basket interference.
4. Do not turn back on players and the court when signaling.

U) Transition Coverages

1. Transition: Fast Break
 - a. In transition, the new Lead and Center must maintain avid observance of the players on the court, running

with the body squared forward but with the head turned inward.

- b. Looking toward the far wall or downward at the floor are common habits in transition that must be avoided.
- c. An official must never run backwards in transition.

2. Transition: Lead to New Trail

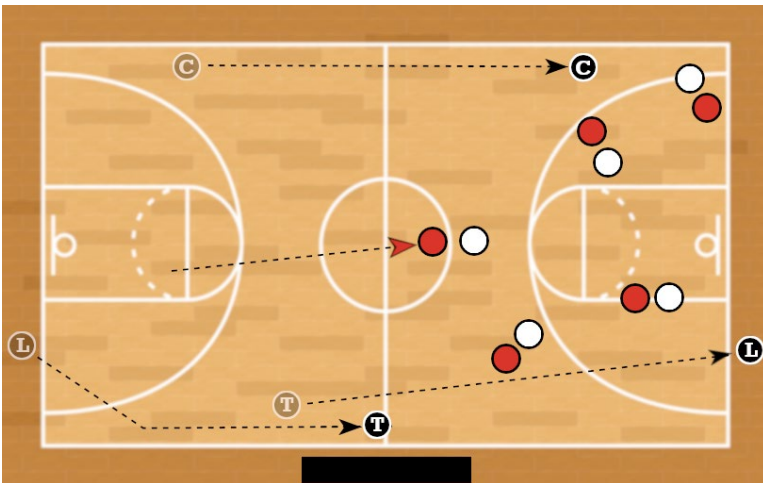
- a. Lead becomes new Trail and moves to cover backside of fast break and/or maintains a pace that allows him to trail the play coming up the court.
- b. “Two steps back and two steps over” is a good rule of thumb regarding the distance to maintain from the advancing on-ball matchup.
- c. New Trail is to monitor the dribbler while maintaining a view of the defender in the matchup advancing down court.
- d. If the on-ball matchup goes to the opposite side of the court, the Lead must draw toward the center of the floor to maintain a connection to the play, being careful not to interfere with passing lanes or to get in the middle of a quick turnover.

3. Transition: Center to New Center

- a. Center remains Center.
- b. Move with speed of ball and players, responsible for activity between the top of the free throw semicircle in backcourt to the top of the free throw semicircle in frontcourt as Trail and Lead may be unable to obtain an angle on plays as they come to frontcourt.

- c. The Center official is responsible for the on-ball coverage if ball goes to the basket from his side of the court. Staying even or slightly ahead of the advancing play on his side grants the best angle to make a ruling on an attempt for goal.
4. Transition: Trail to New Lead
- a. Trail becomes new Lead.
 - b. Move at an accelerated pace, to the end line with body squared forward and head looking inward. When approaching the end line in advance of the play is not possible, a position to the side of the play with an unobstructed view of the defender often grants the best angle to officiate the play.
 - c. Lead may initiate a rotation when all three officials have arrived at their initial setup locations in the frontcourt.

Normal Transition



V) Last-Second Shot

1. Preparation

While officials are well-aware that games decided in the final seconds are really a culmination of many coaching decisions, plays and officials' calls leading up to those closing moments, they are still the most important plays of the game at that time. A crew's preparation before and during the game is critical to ensure how these situations will be handled.

Officials should use time-outs near the end of any period to communicate the coverage for any last-second shot, and each official must be aware of the remaining time in a period and be alert for the timer's signal.

The expiration of time always causes the ball to become dead immediately unless it is after the ball is in flight for a tap or try. In that case, the ball remains live and the period does not end until the tap or try ends.

Three-Tenths of a Second Rule

When play is resumed with a throw-in or free throw and three-tenths of a second or less remains on the clock, no field goal may be scored by a try for goal. A tap, however, could score. This only applies if the clock displays tenths of a second.

2. Decision-Making Process

- a. Officials must communicate when there is one-minute left in each quarter by raising one arm straight up above the head and extending one finger in the air. All officials must mirror this signal.
- b. The official opposite the table (Trail or Center) is responsible for making the ruling on any last-second shot and must communicate this to his partners by signaling with the hand-on-chest signal whenever a change of possession occurs with less than one minute remaining, confirming responsibility for the last second shot.
- c. When the Trail is opposite the table and the throw-in is in the backcourt area, the Lead and Center must be prepared to assist. The Lead must be prepared to lend assistance on a fast break.
- d. If a non-ruling official has information regarding the allowing or disallowing of a goal, he must go directly to the responsible official to communicate the information prior to leaving the floor.
- e. When no scoring attempt is attempted in the closing seconds of the period, the ruling official must sound the whistle at the same time the horn sounds and use the end-of-period signal.
- f. When the horn is activated to end the period and a scoring attempt has been released but not in time, the official's whistle must sound to confirm the end of the period and that the goal will not count if successful. The

end-of-period signal must be used at the same time that horn sounds and the whistle is blown.

- g. When the scoring attempt is released prior to the sounding of the horn, the whistle must not be sounded until either the goal is successful or unsuccessful.
- h. If a scoring attempt is released prior to the horn and is unsuccessful, the whistle must be sounded and the end of the period signal is given when it is certain the attempt is not successful.
- i. If a scoring attempt is released prior to the horn and is successful, the whistle must be sounded and the signal for counting the score given, followed by the proper signal counting the basket, either a two or a three-point score.
- j. On a successful basket, the end-of-period signal must not be used after the goal counts signal.
- k. The Referee will make the final decision in case of disagreement or if it is necessary to consult the timer or scorer.
- l. Table personnel must only be consulted on a last-second tap or try when the red/LED light fails to illuminate and/or the timer's signal is not heard.

NOTE: State Championship End-of-Game Monitor Review

The MHSAA permits game or replay officials to use a replay monitor during state championship series contests to determine if a try for goal at the expiration of time in the fourth quarter or any overtime period (0:00 on the game clock) must

be counted, and if so, determine if it is a two or a three-point goal. Obtain instructions from the MHSAA and the tournament director regarding specific guidelines and procedures for use with this rule.

The covering official must always signal and communicate the call on the court prior to any monitor review. If a review will occur, keep the teams at their respective benches; the referee must bring the head coaches together to inform them that a review will occur.

Section 8: Violations

All officials are responsible for ruling violations. While each official is primarily responsible for ruling violations observed in his PCA, any violation observed may be ruled by any official if merited.

I) Procedures

A) When a violation is observed by an official, the following signaling and mechanic procedure must be followed:

1. The official gives a single sharp blast of his whistle and fully extends one arm above the head with fingers extended to stop the clock, allowing the whistle to drop from his mouth without using a hand to remove it.
2. With the arm still extended upward, the official moves toward the area of the violation, stops and signals the violation. The official must not give the violation signal while on the move.
3. The official must not turn his back when indicating the direction of the resulting throw-in. He must maintain visual contact with the player who violated and the nearby players throughout the signaling process.
4. After communicating the violation with the approved signal, the official signals the direction of the throw-in team's basket and calls out its jersey color.
5. If there is no approved signal for the violation that has been committed, the official simply points with a single index finger to the location where the violation occurred and verbalizes the violation.

6. Using the opposite arm/hand the official must indicate the throw-in spot by pointing his index finger.
7. The official must be sure his partner and both teams understand to which team the throw-in has been awarded.
8. The official transitions to the next play-calling position or to the location of the throw-in if he is responsible for its administration.
9. The official must maintain, as much as possible, visual contact with the players on the floor while transitioning to the next location.

II) Out-of-Bounds Violations

A) When the ball goes out-of-bounds, the official covering that line must:

1. Stop in place and whistle with an upraised open hand to stop the clock.
2. Eject the whistle from his mouth.
3. Verbalize the color of the team awarded the subsequent throw-in, pointing in the direction of the throw-in team's end of the court, if/as necessary. Sometimes verbalization alone makes it evident to all officials and players whose throw-in follows.
4. Be aware that a quick, immediate, impulsive directional point alone is too often incorrect. The above process is the preferred mechanic.
5. Communicate to his partner and players the location of the throw-in with a pointing index finger before either moving to

that spot or leaving area to transition to the next position to await the throw-in.

B) When a player touches out-of-bounds or the ball touches a boundary line:

1. Stop in place and whistle with an upraised open hand to stop the clock.
2. Eject the whistle from his mouth.
3. Point to the spot of the violation.
4. Verbalize the color of the team awarded the subsequent throw-in, pointing in the direction of the throw-in team's end of the court, if/as necessary.
5. Communicate to his partner and players the location of the throw-in before either moving to that spot or leaving to transition to the next position to await the throw-in.

C) The official must not:

1. Look at his hand doing the directional point.
2. Turn his head to watch the ball bouncing away from the court.
3. Take his eyes off the players that he needs to keep observing.
4. Chase after the ball. If assistance is needed, politely ask a nearby player to retrieve the ball.
5. Beckon for the ball.

III) Free Throw Violations

- A)** For a free throw violation by the free thrower or a teammate, the ruling official must follow the same procedure as for a floor violation if no other free throw is to follow. The spot of the throw-in will normally be on the end line as that is the out of bounds spot nearest the violation, except for violations above the 3-point arc.

- B)** For a free-throw violation by the defensive team, the official gives the delayed violation signal, but must not sound the whistle before the free throw has ended. If the free throw is successful, the violation is ignored. If the throw is not successful, the thrower is awarded a substitute free throw. Following a violation, the clock should not start after an unsuccessful free throw and, in case of doubt, the official must give the stop clock signal and sound his whistle when the official detects the violation.

IV) Basket Interference/Goaltending Violations

A) 2-Person System Mechanics

1. For identifying a basket interference or goaltending violation, the Trail official has the primary responsibility for the flight of the ball on a try.
2. The Lead is not expected to identify this violation because his primary responsibility on a scoring attempt is to observe the actions and activities of the players positioning for rebounding.

B) 3-Person System Mechanics

1. For identifying a basket interference or goaltending violation, the responsibility rests with either the Trail or the Center official.
2. The Lead is not expected to identify this violation because his primary responsibility on a scoring attempt is to observe the actions and activities of the players positioning for rebounding.
3. When the try is from Center's PCA, and Center is observing the action and activity involving the shooter and defender, the Trail has the primary responsibility for basket interference and goaltending. The Center has secondary responsibility if nothing involving the shooter and defender requires his attention.
4. When the try is from the Trail's PCA, and the Trail is observing the action and activity involving the shooter and defender, the Center has the primary responsibility for basket interference and goaltending. The Trail has secondary responsibility if nothing involving the shooter and defender requires his attention.

Section 9: Fouls

All officials are responsible for ruling fouls. While each official is primarily responsible for ruling fouls observed in his PCA, any foul observed may be ruled by any official if merited. Any unsporting or flagrant foul, if observed, should be made immediately without regard for where it occurs and which official observes it.

I) Site of the Foul

A) When a foul is observed by an official, the following signaling and mechanic procedure must be followed:

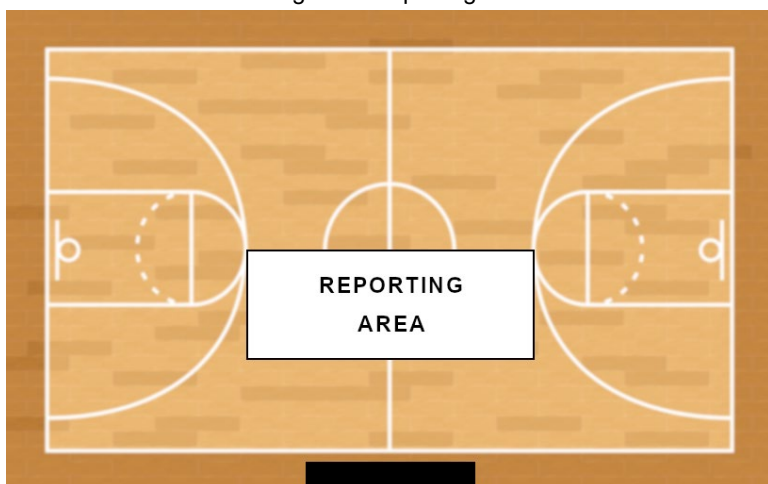
1. Sound the whistle with a single sharp blast while raising one hand, fist clenched, straight and high above the head, the stop-the-clock signal for a foul.
2. Pointing at or to the person who fouls (the “bird dog” signal) must be avoided. If clarification is needed to distinguish between players in close proximity, verbalization must identify the player who committed the foul.
3. While holding the stop-the-clock, move toward the play and near the fouling player, stop and verbally inform the player that he fouled by stating the jersey color and number.
4. Lower the foul signal and indicate the nature of the foul by giving an approved preliminary signal (optional), followed by an indication of whether or not a score must be counted and/or the number of free throws resulting or the location of the subsequent throw-in.
5. If a player control foul is committed, the approved signal sequence is:

- a. Stop the clock with a raised arm and closed fist accompanied by the whistle.
 - b. Player control foul signal.
 - c. A directional signal with a closed fist (a “punch”) pointing in the direction of the non-fouling team’s end line.
6. If a team control (non-player control) foul is committed, the approved signal sequence is:
- a. Stop the clock with a raised arm and closed fist accompanied by the whistle.
 - b. A directional signal with a closed fist (a “punch”) pointing in the direction of the non-fouling team’s end line.
7. If the foul is a shooting foul and the try was unsuccessful, give the approved signal for the number of free throws to follow while at the site and verbalize of the type of foul committed.
- NOTE:** Officials should not use any signal or verbiage referencing the shooter being “on the floor” in order to indicate the foul will not result in free throws.
8. Before leaving the site, verbalize the number of the player shooting free throws, if applicable, expressing the number of free throws to the non-calling officials, or point to the location of the throw-in.
9. If a goal has been legally scored, use the “goal counts” signal, followed by either the two or three-point signal, depending on the number of points awarded.

10. If a score is not to be awarded, immediately cancel the attempt with the "no score" signal. Verbalization of whichever signals are used is recommended.
11. The ruling official must not be in a rush to leave the area if players are in close proximity or on the floor. Attend to the dead-ball situation at the point of the play before leaving to report to the scorer.

II) Reporting

Designated Reporting Area



- A)** If the situation necessitates a discussion with another official, gather for the discussion before reporting to the table so that the correct ruling and information is conveyed to the table. Be sure to maintain visual contact with the players while meeting.
- B)** Report to the scorer before addressing questions from either coach.
- C)** The ruling official, following all the above on-site procedures, moves around players and moves at a moderately quick pace

to the reporting area. Running through the players must be avoided. Going to any portion of the reporting area is permissible.

- D)** The four corners designating the reporting area are the top point of each free throw circle and points toward the scorer's table half-way to the sideline.
- E)** Once arriving at a chosen, convenient location in the reporting area, the official must come to a stop before communicating with the scorer. Then, use the following sequence:
1. Without pointing in the direction of the bench of the team which committed the foul, clearly state the color of the jersey and the number of the player who fouled, visually indicating the number of the player who fouled with a two-handed signal with arm(s) extended straight out in front of the body, parallel to the ground at shoulder level.
NOTE: The right hand signals the ten's digit (2) and the left hand shows the one's digit (4). State the fouling player's number, expressing the whole number together (for instance, do not say, "two...four"; say "twenty-four").
 2. The volume of voice reporting the foul must be sufficient enough to be heard by the scorer.
 3. Give a verbal and visual signal indicating the nature of the foul using the appropriate approved signal.
 4. If a player-control or team-control foul, use the appropriate player or team-control foul signal(s), and only if needed to clarify, the additional foul signal to communicate the type of foul.

5. If free throws are to be attempted, verbally and visually indicate the number of throws awarded by using only one hand, or two hands in the case of a one-and-one situation.
6. Complete all communication with table before beckoning a substitute or granting a request for time-out.
7. Resume observing the players on the court as you move across court to your next position in anticipation of the ball being made live.

III) Non-Reporting Official(s)

- A)** If there is any information that must be communicated to the ruling official, approach the ruling official before he reports the foul. While the ruling official reports to the scorer the non-ruling officials must maintain visual contact with all the players on the court and not turn away to retrieve the ball or allow any distraction to cause him to turn away from the players.

- B)** If the ball entered the basket and the ruling official has not signaled to count the goal, it is the responsibility of a non-ruling official to immediately communicate verbally to the calling official before the official proceeds to report the foul to the scorer. Verbally state, "The ball went in." It is now the responsibility of the calling official to count the goal; or, if he has knowledge the foul occurred before the try for goal, disallow the goal. A non-ruling official must not visually signal to count the goal or state that the basket counts – only communicate that the ball went through the basket.

- C) As the ruling official is reporting to the table, move around the players to the next position on the court to prepare for the throw-in or the free throw.

IV) Disqualification Procedure

- A) When a player commits his fifth foul or a second player technical foul or a single flagrant foul, the player is disqualified to the bench. By rule, a specific process for communicating this disqualification must be followed:

1. The ruling official must first report the foul to the scorer. In the case of a fifth foul or a second technical foul, the scorer will inform the reporting official of the disqualification.
2. The ruling official must next notify the head coach of the player disqualification. If the coach does not have a substitute available upon this verbal notification, the ruling official must request the timer to begin the 15 second replacement interval.
3. Finally, the disqualified player is notified by the ruling official and directed to the bench.

- B) The official(s) not administering the disqualification must, while maintaining observance of all players on the court, move around the players to assume proper positioning for the subsequent throw-in or free throw.

- C) The official administering the disqualification must take a position on the division line half way between the center circle and the sideline nearest the table to administer the substitution.

- D) Immediately after the substitution, the administering official must return to his proper position opposite the table for the subsequent throw-in or free throw.

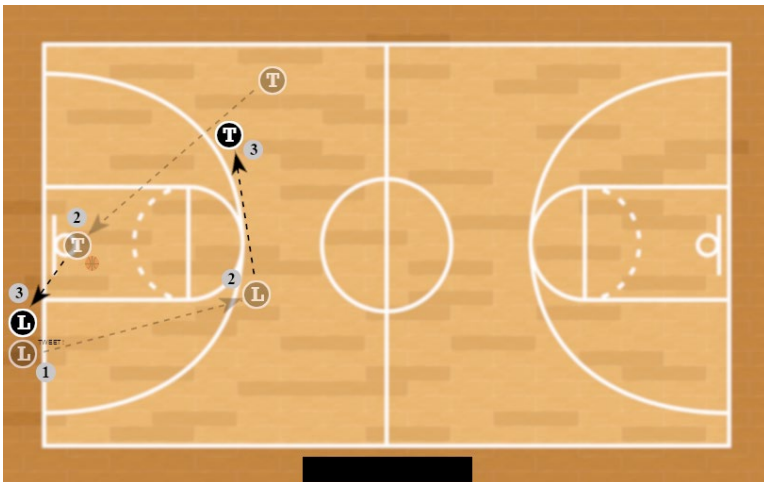
- E) If the disqualified player becomes a problem while on the bench, the Referee may direct that he is removed from the bench area and sent to the locker room accompanied by adult supervision.

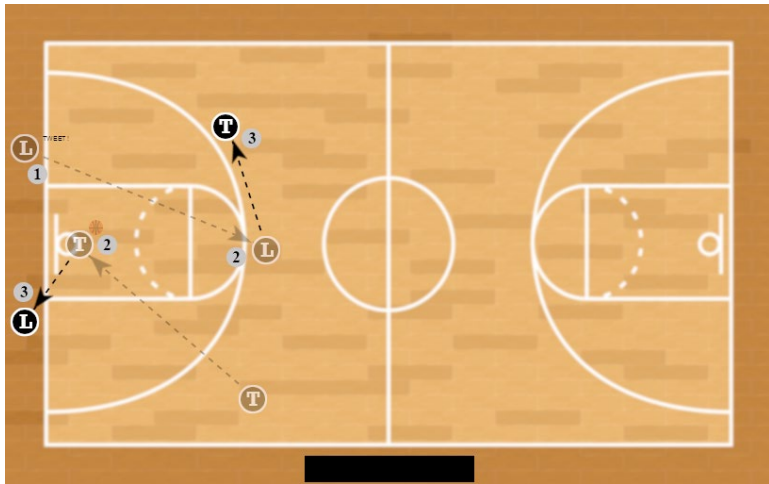
V) Dead Ball Switching

A) 2-Person System Mechanics

1. After fouls resulting in free throws, the ruling official reports the foul from the reporting area and becomes or remains the Trail official opposite the table. The non-ruling official becomes or remains the Lead official and administers the free throw(s).

Defensive Foul Called by Lead w/ Free Throws



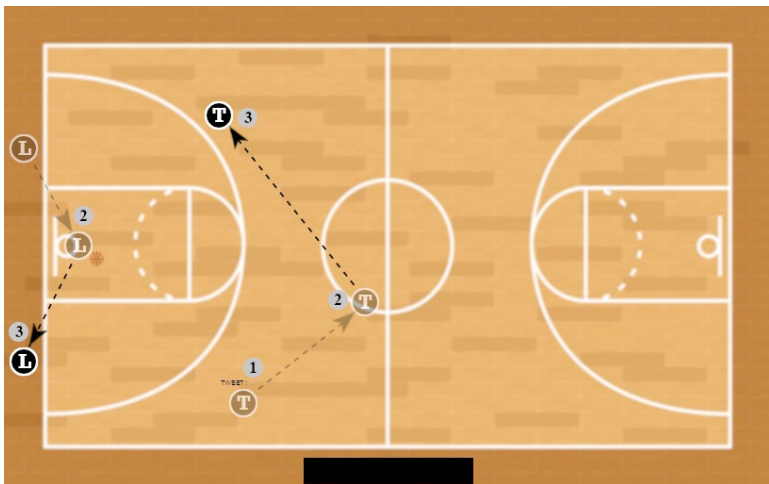


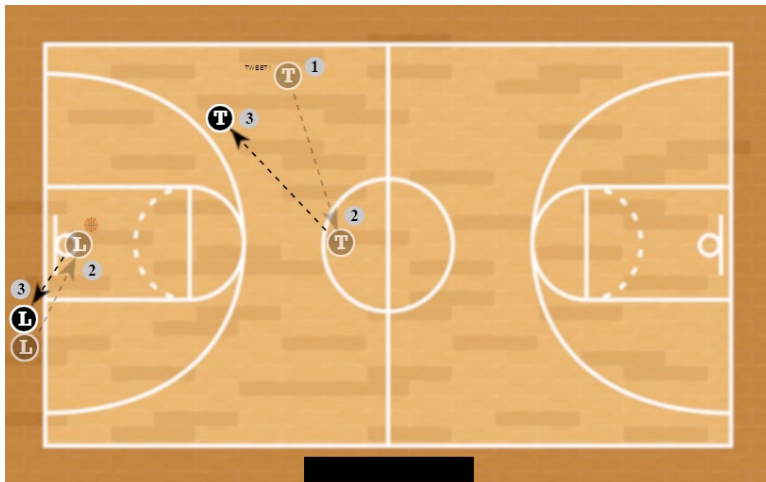
1 – Foul called by Lead.

2 – Lead reports while Trail positions under the basket for free throw administration.

3 – Officials take positions for free throw administration.

Defensive Foul Called by Trail w/ Free Throws

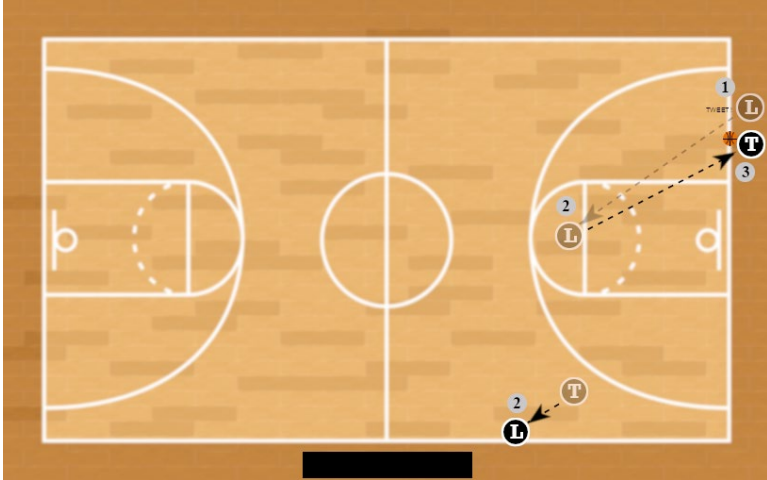




- 1 – Foul called by Trail.
- 2 – Trail reports while Lead positions under the basket for free throw administration.
- 3 – Officials take positions for free throw administration.

2. "No Long Switches". After fouls not resulting in free throws, the officials switch positions, with the exception of situations such as these:
 - a. When the Lead official rules a player control or team control foul, he proceeds to the free throw line area, reports the foul to the scorer from there ("Long Report"), and then returns to administer the throw-in (no "Long Switch").

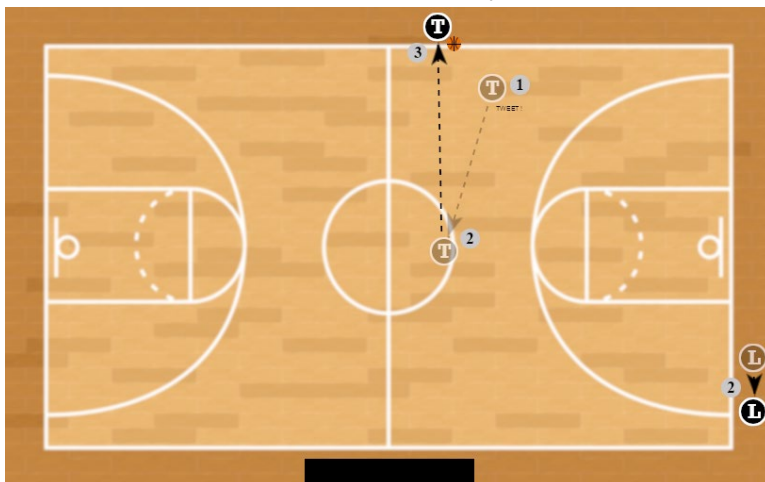
Player or Team Control Foul Called in Frontcourt by Lead w/ Throw-In



- 1 – Foul called by Lead.
- 2 – Lead reports while Trail takes position for next live ball.
- 3 – Lead returns to end line to administer throw-in.

- b. When the Trail official rules a defensive foul not resulting in free throws, he reports the foul from the reporting area and then returns to the Trail position (no "Long Switch").

Defensive Foul Called in Frontcourt by Trail w/ Throw-In

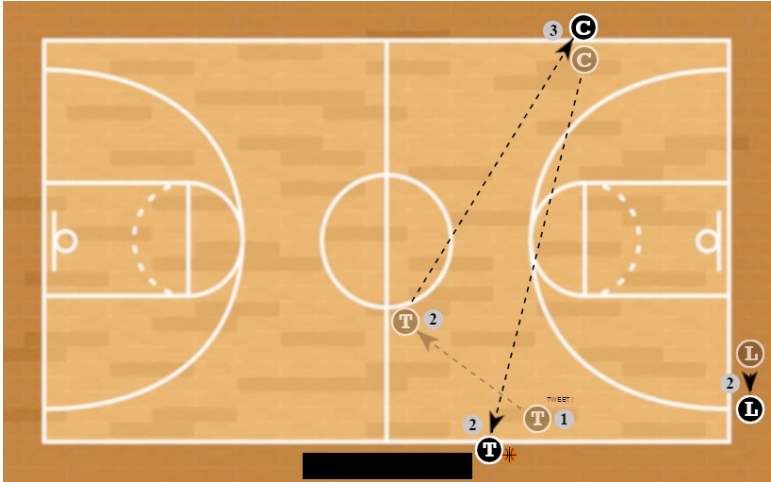


- 1 – Foul called by Trail.
- 2 – Trail reports while Lead takes position for next live ball.
- 3 – Trail returns to sideline to administer throw-in.

B) 3-Person System Mechanics

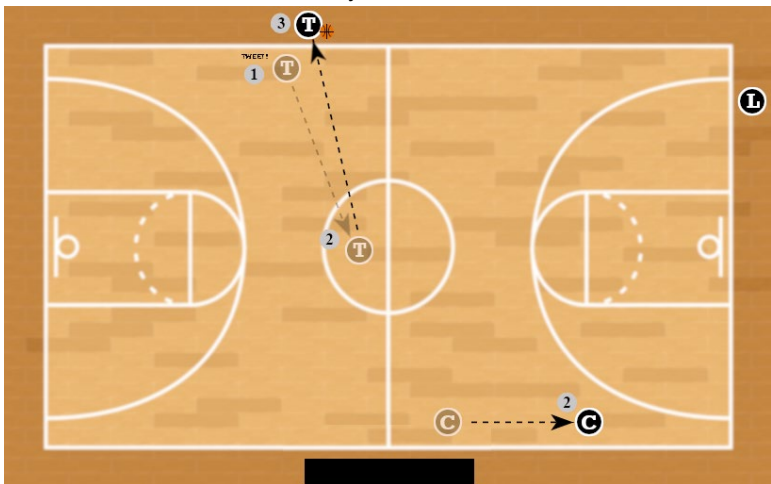
1. The non-ruling officials are responsible for initiating a dead-ball switch while the calling official is proceeding to report the foul.
2. After proceeding to the reporting box to report the foul, the ruling official moves opposite the table to either Trail or Center, and the official formerly opposite the table replaces the ruling official.

Defensive Foul Called in Frontcourt by Trail w/ Throw-In



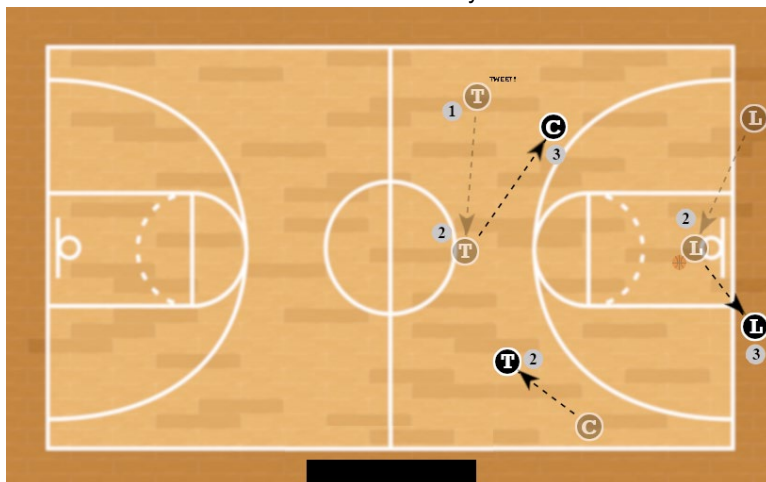
- 1 – Foul called by Trail.
- 2 – Trail reports while Lead takes position on end line and Center moves across as new Trail.
- 3 – Trail moves opposite the table to become new Center.

Defensive Foul Called by Trail in Backcourt w/ Throw-In



- 1 – Foul called by Trail.
- 2 – Trail reports while Center takes position for throw-in and Lead remains at position on end line.
- 3 – Trail returns back to sideline to administer throw-in.

Defensive Foul Called in Frontcourt by Trail w/ Free Throws

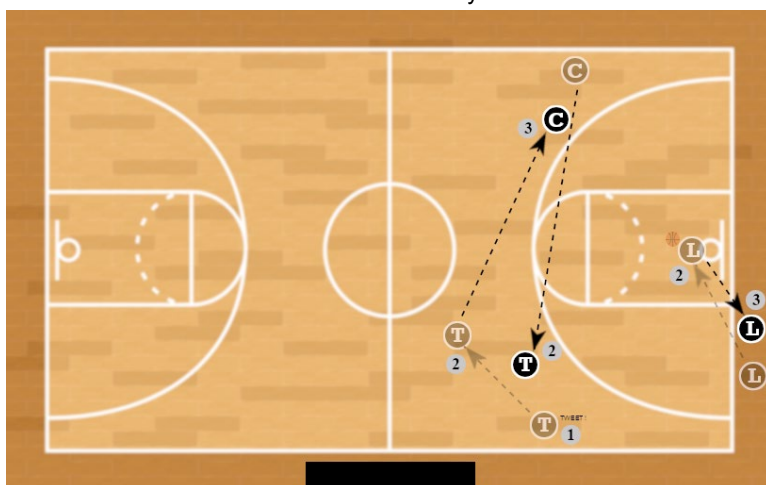


1 – Foul called by Trail.

2 – Trail reports while Lead positions under the basket for free throw administration, and Center moves to the Trail position.

3 – Trail returns opposite the table to the Center position as Lead moves tableside of the basket for free throw attempt(s).

Defensive Foul Called in Frontcourt by Trail w/ Free Throws

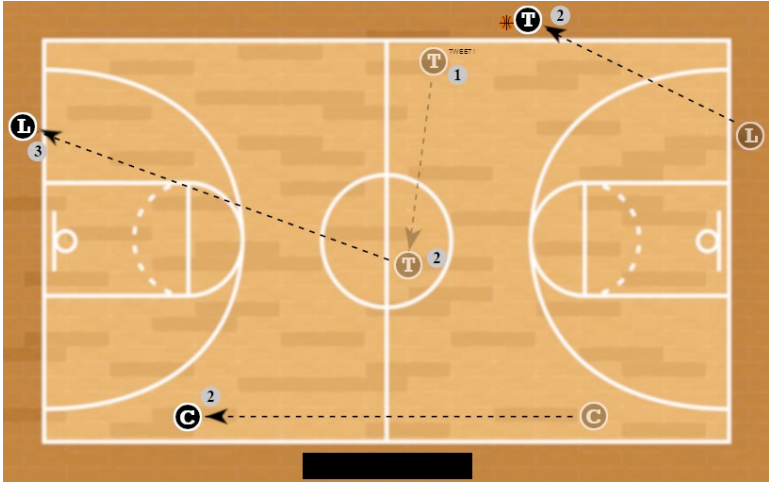


1 – Foul called by Trail.

2 – Trail reports while Lead positions under the basket for free throw administration and Center moves across to become new Trail.

3 – Trail then moves opposite the table to become new Center.

Player or Team Control Foul Called in Frontcourt by Trail w/ Throw-In

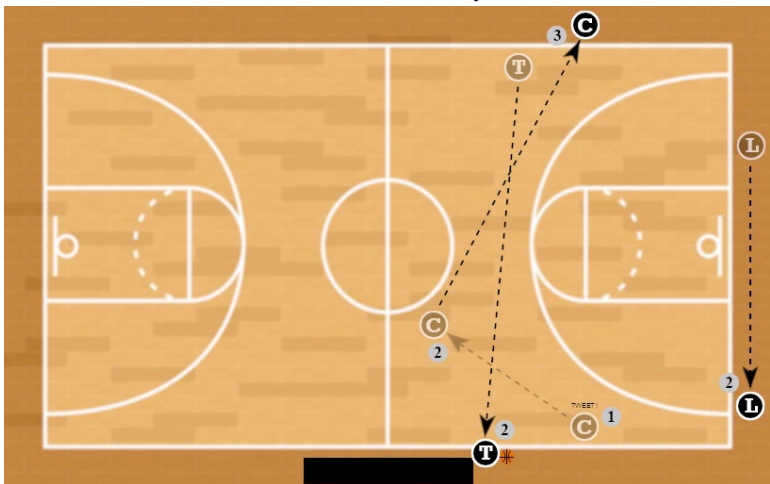


1 – Foul called by Trail.

2 – Trail reports while Lead moves to sideline to become new Trail and administer throw-in, and Center moves into position for next live ball.

3 – Trail moves to end line as new Lead.

Defensive Foul Called in Frontcourt by Center w/ Throw-In

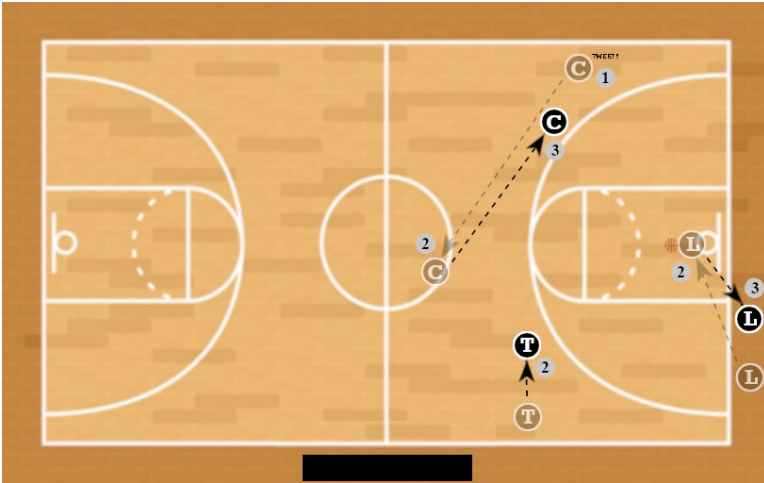


1 – Foul called by Center.

2 – Center reports while Lead moves near sideline for throw-in, and Trail move across the court to remain Trail.

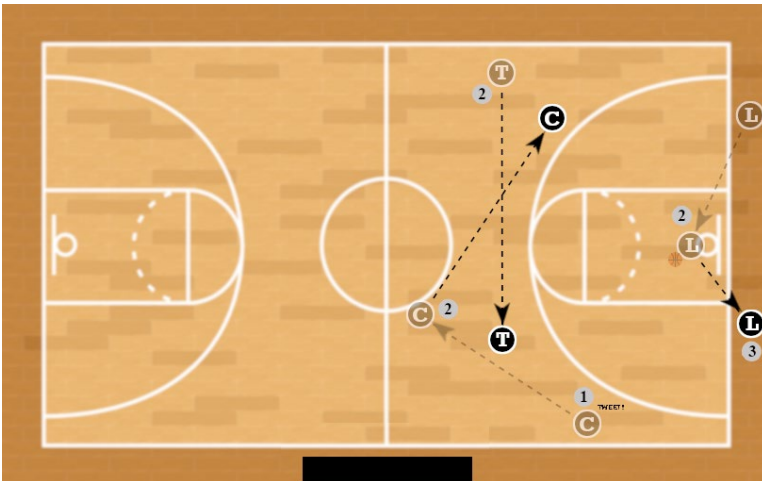
3 – Center moves opposite the table to remain Center.

Defensive Foul Called by Center in Frontcourt w/ Free Throws



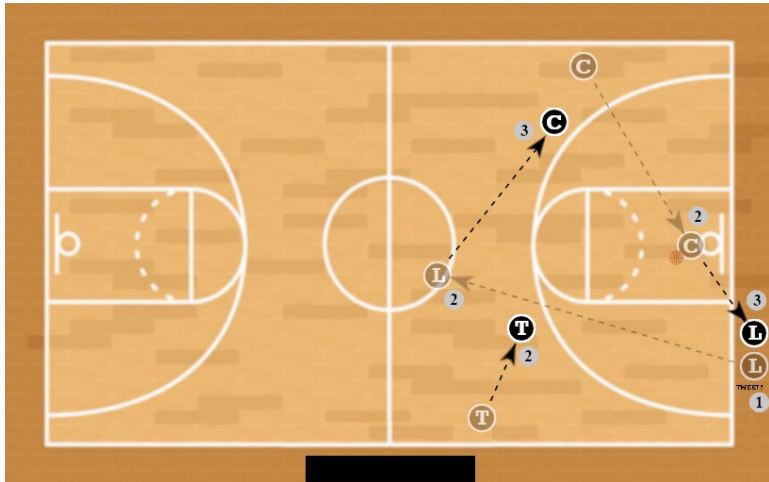
- 1 – Foul called by Center.
- 2 – Center reports while Lead positions under the basket for free throw administration and Trail moves into position for free throws.
- 3 – Center moves opposite the table for free throws..

Defensive Foul Called by Center in Frontcourt w/ Free Throws



- 1 – Foul called by Center.
- 2 – Center reports while Lead positions under the basket for free throw administration and Trail moves across court to take position for free throw(s).
- 3 – Center moves opposite the table for free throw positioning.

Defensive Foul Called by Lead in Frontcourt w/ Free Throws



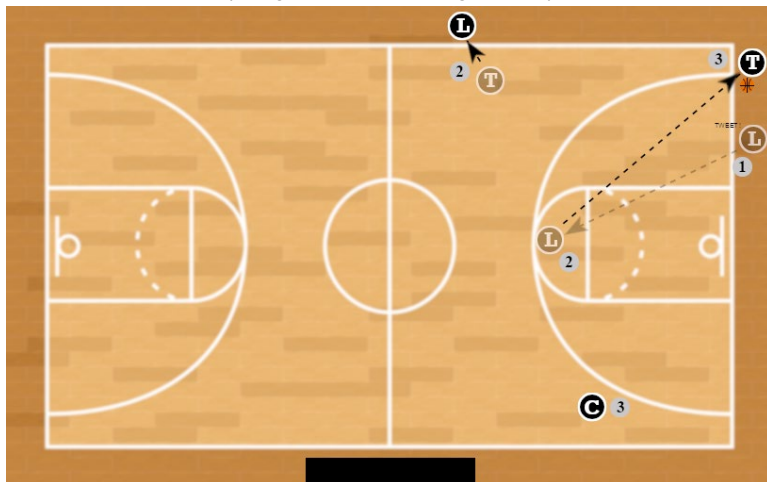
1 – Foul called by Lead.

2 – Lead reports while Center positions under the basket for free throw administration and Trail moves into position for free throw(s).

3 – Lead moves opposite the table for free throws as new Center.

- 3. Long Report, No Long Switch:** If a team control foul is ruled by the Lead in the front court and the subsequent throw-in will be administered on the end line opposite the table, he may do a long report by pausing briefly after the foul, stepping to a convenient location near the free throw line (allow the players to clear) and administer the resulting end line throw-in opposite the table as the new Trail.

Player or Team Control Foul Called by Lead in Frontcourt w/ Throw-In
(Long Report, No Long Switch)



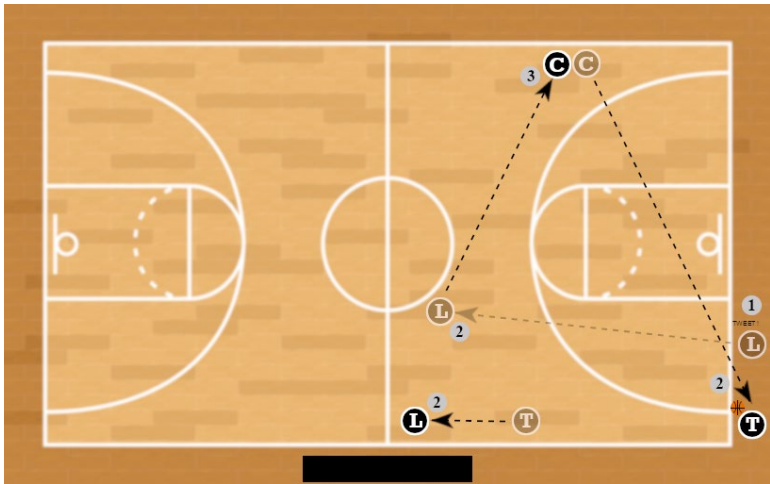
1 – Foul called by Lead.

2 – Lead reports while Trail moves to sideline as new lead for throw-in.

3 – Lead moves to end line as new Trail to administer throw-in while Center holds his position.

4. If a team control foul is ruled by the Lead in the front court and the subsequent throw-in will be administered on the end line nearest the table, partners will execute a standard dead-ball switch with the reporting official going opposite the table. The ruling official reports the foul from within the reporting area, then moves to the Center position opposite the table. The official opposite the table replaces the calling official as new Trail and administers the throw-in.

Player or Team Control Foul Called by Lead in Frontcourt w/ Throw-In



1 – Foul called by Lead.

2 – Lead reports while Center moves to end line as new Trail to administer throw-in, and Trail moves toward division line as new Lead.

3 – Lead moves opposite the table as new Center in position for throw-in.

5. When the Trail official in either the frontcourt or backcourt rules a defensive foul not resulting in free throws, he reports the foul from the reporting area and then returns to the Trail position (no long switch).

Section 10: Held Ball

When a held ball is determined to have occurred, it is imperative that the calling official immediately rush to the site of the held ball, displaying the stop the clock signal with an open hand. Closing down to the immediate proximity of the players contending for the ball often curbs continued struggling for control or illegal activity after the sound of the whistle.

The added presence of a second official closing down can offer additional assistance, but care must be taken to continue to observe players not involved with the held ball. When necessary, the tactical use of a bold, authoritative voice may be required to further assist in this effort. While the PCA official is more likely to make the held ball ruling, any official may recognize and sound his whistle for a held ball. Once it is apparent that no partner of the ruling official has a different ruling, the ruling official gives the held ball signal.

It is important that no official turns around and away from the players to try to see the direction of the alternating possession arrow. Avid attention must be maintained chiefly on the players in and around the held ball. Once the play has settled, whichever official is opposite the table, glances briefly at the table for the direction of the arrow for the subsequent alternating possession throw-in, then gives that directional signal to the other official(s).

The calling official, noting the direction indicated by the arrow, either at the table or given by his partner, then signals in the proper direction and verbalizes the color of the throw-in team. After completion of throw-in, the outside official facing the table ensures that the possession arrow was correctly switched.

Section 11: Time-outs

Any on-court player or the head coach may request a time-out for his team. Such request must be granted if a player from the requesting team has player control of the ball, or if it is requested during a dead ball. **EXCEPTION:** A time-out may not be granted during an interrupted dribble.

I) Restrictions on Granting Time-outs

- A) A time-out must not be granted to the opposing team once the ball is at the disposal of a free thrower for a free throw or the thrower for a throw-in.

- B) After a successful free throw or field goal, any player or head coach may request a time-out, until the non-scoring team secures the ball for the throw-in. Once the official begins the 5-second count, the scoring team cannot be granted a time-out.

- C) A time-out must not be granted to either team after a foul until the necessary information has been reported to the scorer.

- D) A time-out must not be granted to either team until an injured, disqualified or player directed to leave the game has been replaced.

II) Erroneous Time-outs

- A)** If an official erroneously grants a time-out during a live ball when an opposing team player has team control, it is not a team infraction. Charge a time-out to the team that made the request and allow them the full time. The ball will be put in play by the opponent when play resumes.

- B)** If an official grants a time-out when (1) no time-out request was made or (2) when no player is in control of the ball, it should be treated as an inadvertent whistle and resumed at the point of interruption. No time-out should be charged to either team.

- C)** If a request is made for a time-out by a team that has used all of its allotted number, the time-out should be granted, but is penalized with a team technical foul.

III) Simultaneous Time-out Requests

If opponents nearly simultaneously request a time-out during a dead ball, the officials must make a determination of which team made the first request and grant the request to that team.

IV) Injury Time-outs

An official may suspend play if a player is injured, or to permit a player to correct or replace displaced eyeglasses or lens without charging a time-out. When a player is injured during play, the officials shall not suspend play until after the ball is dead, in control of the injured player's team, when the opponents lose control or cease to attempt to score or advance the ball to a scoring position.

EXCEPTION: When an official believes that the injury is so severe that it warrants immediate stoppage and attention, he may stop play at any time.

When appropriate or necessary, bench personnel must be beckoned onto the court. If bench personnel do not enter the court and an apparently-injured player is ready to resume play within a few seconds, he may remain in the game and play will be resumed as quickly as possible. If, however, play is stopped as a result of an apparent extended injury, or if the bench personnel enter the court (whether beckoned or not), the injured player must leave the game until the next opportunity to re-enter after the clock has started unless a time-out is granted to his team.

A) Bleeding or Bloody Players

If a player is bleeding, has an open wound or has any amount of blood on the uniform or on his person, that player must be directed to leave the game. The player must be replaced and may not re-enter until the bleeding and blood has been taken care of and after the clock has started and a substitution opportunity occurs. A team may call a time-out to keep the bleeding or bloody player in the game as long as the situation has been rectified before the time-out ends.

B) Concussions

Players that are apparently injured, especially including those that might include internal head injuries, should be removed from the contest immediately. However, MHSAA officials will have no role in determining whether a player has

suffered a concussion. Simply stop the contest, direct team personnel to attend to the injured player as required by rules and stay clear of the situation. It is the responsibility of the school to determine whether or not a possible concussion has occurred. While the officials should not make a determination or give an opinion as to whether a concussion occurred, they may direct a team that a player not return if they believe the player remains injured upon attempting to return.

If the officials believe a significant injury has occurred, or are informed by team personnel that the student was removed for displaying concussion-like symptoms, they should complete an injury report through the MHSAA website.

V) Reporting Procedures

- A)** Sound the whistle while giving the stop the clock signal.

- B)** While moving to the reporting area, look for verification from the head coach as to what length of time-out is requested.

- C)** Share the information with your partner, signaling to him with the 30-second time-out signal or 60-second time-out signal.

- D)** After giving the players from each team ample time to gather in their respective huddles, from the reporting area, communicate to the score the time-out information according to the following protocol:
 - 1. Verbalize while pointing to the appropriate bench the color of the team to be charged with the time-out.

2. Give the approved time-out signal for the length of the time-out granted.
 3. Direct the timer to begin the time-out period by pointing to the scorer's table and verbalizing, "Start the clock."
- E)** Confirm with your partner the location where the ball will be put in play, the direction of the team putting the ball in play and whether that team will be allowed a spot throw-in or be allowed to run the end line on the ensuing throw-in.

VI) Positioning

During any time-out interval the officials will exhibit good posture and remain alert. They should avoid discussion with assistant coaches or socializing with spectators. If a meeting of the officials is necessary, it must be brief, professional and not give the appearance of jesting or joking.

NOTE: It is not advised that official meet during a time-out that occurs immediately following a contentious play or call to avoid giving the impression of doubt or uncertainty.

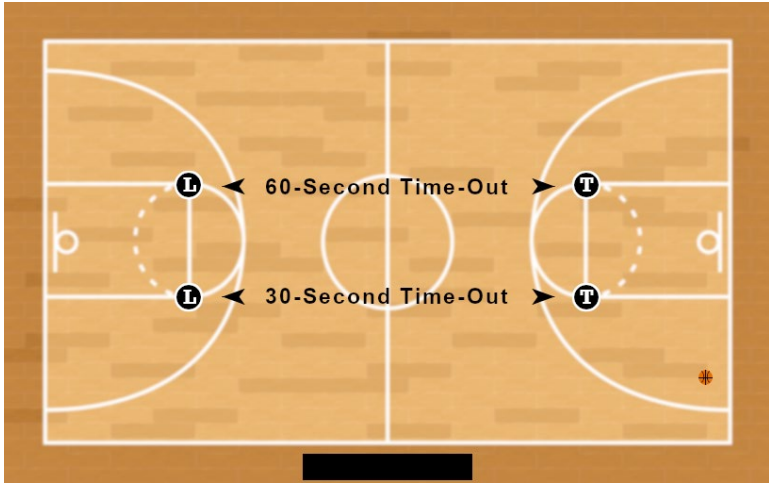
A) 2-Person System Mechanics

1. As the time-out begins, the official administering the ensuing throw-in must take the ball to where the ball will next be made live and place it on the floor there, three feet in bounds. The location of the ball will cue the teams where the ball will be made live next.

2. During a 30-second time-out, each official must stand at the end of each free throw line at a point nearest each bench and facing the scorer's table.
3. During a 60-second time-out, each official must stand at the end of each free throw line at a point farthest from each bench and facing the scorer's table.
4. If play is to be resumed with a free throw, the administering official will place the ball on the free throw line before assuming the appropriate time-out position.
5. If play is to be resumed with a throw-in on table side near the scorer or team benches, the administering official will move straight out onto the floor to the nearest lane line extended so as not to be standing in or near the huddle.
6. If the time-out is during the closing minutes of the game, the referee must confirm personally with the scorer that the score is correct and that the scorebook agrees with the scoreboard in all aspects.
7. Officials must be alert to beckon properly-reported substitutes into the game and ready to give the scorer and timer any needed information.

NOTE: If permissible on-court cheering activities on or off the court make it necessary, officials may move to a safe and convenient alternative location on or off the court.

Positioning for Time-Outs



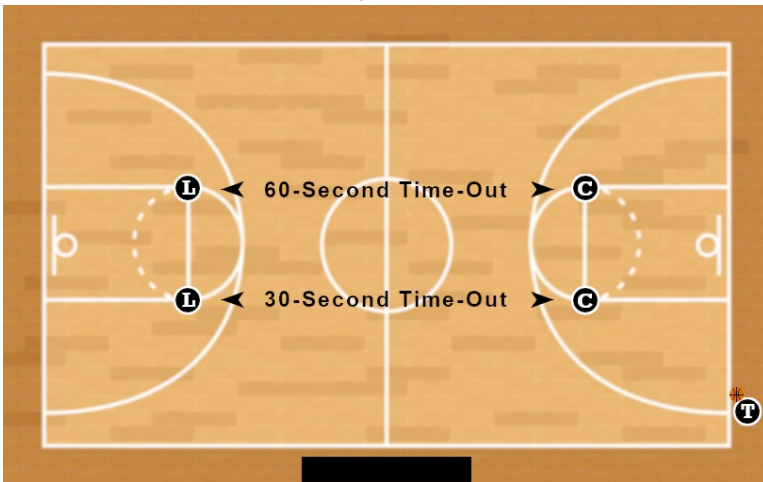
B) 3-Person System Mechanics

1. As the time-out begins, the official administering the ensuing throw-in or free throw must take a position where play will continue and stand attentively with the ball, either at the location of the throw-in or under the basket where the free throw will be administered.
2. If the administering official needs to leave that location, he may place the ball on the floor there, three feet inbounds if a throw-in or at the center of the free throw lane if a free throw. This signals to the head coaches the location of the throw-in.
3. During a 30-second time-out, each non-administering official must stand at the end of each free throw line at a point nearest each bench and facing the scorer's table.

4. During a 60-second time-out, each non-administering official must stand at the end of each free throw line farthest from each bench, facing the scorer's table.
5. If play is to be resumed with a throw-in on table side near the scorer or team benches, the administering official will move straight out onto the floor to the nearest lane line extended so as not to be standing in or near the huddle.
6. If the time-out is during the closing minutes of the game, the referee must confirm personally with the scorer that the score is correct and that the scorebook agrees with the scoreboard in all aspects.
7. Officials must be alert to beckon properly-reported substitutes into the game and ready to give the scorer and timer any needed information.

NOTE: If permissible on-court cheering activities on or off the court make it necessary, officials may move to a safe and convenient alternative location on or off the court.

Positioning for Time-Outs



VII) Resuming Play

- A)** At the warning signal (first horn) for all time-outs, and intermissions between the first and second quarters and third and fourth quarters, the official will step toward the nearest team huddle and notify each coach/bench by raising an index finger and saying, “First horn.”

- B)** The officials must then move immediately to their proper positions to resume play.

- C)** Though the ultimate responsibility for the correct number of players to take the floor to resume play belongs to the head coach, officials must check that each team has the legal number of players on the court.

- D)** After the second horn to end the time-out or intermission, the administering official must sound his whistle to indicate play is ready to resume.

- E)** The responsibility to have each team ready to begin play at the second horn is that of each head coach.

- F)** If a team has used its allotted time-outs, the calling official must notify the head coach when the final time-out has ended.

Section 12: Intermissions

With three minutes remaining in the halftime intermission period the horn must be sounded three times and an assigned person must personally alert the officials to return to the court to monitor team members.

I) 2-Person System Mechanics

- A) During the intermission between quarters and any extra periods, the Referee must take a position with the ball at the division line on the sideline opposite the table.
- B) The Umpire must stand at a position on the division line on the edge of the center retraining circle farthest from the scorer's table.
- C) There should be no visiting between partners unless it is to confer about some game situation.
- D) The officials must count the players on each team prior to the throw-in, but having the correct number of players on the court is the responsibility of the head coach.
- E) On a throw-in following an intermission, the administering official must sound the whistle prior to putting the ball at the disposal of the thrower to indicate that play is about to begin.

II) 3-Person System Mechanics

- A)** During the intermission between quarters and any extra periods, the Referee must take a position with the ball at the division line on the sideline opposite the table.

- B)** The Umpires must stand at a position at the end of the free throw line farthest from the benches and facing each bench area.

- C)** There should be no visiting between partners unless it is to confer about some game situation.

- D)** The officials must count the players on each team prior to the throw-in, but having the correct number of players on the court is the responsibility of the head coach.

- E)** On a throw-in following an intermission, the administering official must sound the whistle prior to putting the ball at the disposal of the thrower to indicate that play is about to begin.

Section 13: Substitutions

I) 2-Person System Mechanics

- A) To be acknowledged for entry, the substitute must report to the scorer and be positioned on or near the “X” in front of the scorer’s table. The timer’s horn is sounded to alert the officiating crew that a substitute is ready to enter the game.

- B) Typically, the Trail will acknowledge and beckon substitutes onto the court.

- C) If the table side Trail beckons the substitutes as he transitions to new Lead, he must pass the administration of the substitution to the new Trail by pointing at the Trail after he has beckoned the substitutes. The Trail then steps to the middle of the court, raises his hand while verifying that the substitutes correctly enter and exit the floor.

- D) After a foul has been ruled, the foul must be reported before beckoning substitutes. The horn must not be sounded and the substitutes must be held at the table until the ruling official reaches the reporting area and reports the foul. After reporting the foul, the Trail official must either beckon the substitutes or hold them at the table if there will be multiple free-throws.

- E) Between quarters, at halftime and during time-outs, the substitute(s) must report and be ready to enter prior to the warning signal.

F) The official beckoning the substitutes must:

1. Ensure that it is legal to beckon substitutes (i.e., the ball is not live, the reporting of a foul is complete; the first or first and second try of a multiple free throw award is first attempted).
2. Sound his whistle, raise an open hand faced squarely at the partner (signal #4) next making the ball live. Step out onto the court to make visually obvious the indication to the partner administering a free throw or throw-in NOT to make the ball live while the substitution process is still taking place.
3. Motion for the substitute(s) to enter the court with a single lateral wave of the arm inward towards the court (signal #39).
4. Keep the other hand raised toward the partner administering a free throw or throw-in until the substitution process is completed and play may resume.
5. Give an affirmative signal (nod of the head, point, thumbs-up sign or verbalization) toward the administering official once the ball may be made live.

II) 3-Person System Mechanics

- A)** To be acknowledged for entry, the substitute must report to the scorer and be positioned on or near the “X” in front of the scorer’s table. The timer’s horn is sounded to alert the officiating crew that a substitute is ready to enter the game.

- B)** Typically, the Trail will acknowledge and beckon substitutes onto the court, except when the Trail is administering a throw-in. In that case, the Center steps to the center of the floor to beckon the substitutes, then steps back when the substitution process has ended.

- C)** If the table side Trail beckons the substitutes as he transitions to new Lead, he must pass the administration of the substitution to the Center by pointing at the Center after he has beckoned the substitutes. The Center then steps to the middle of the court, raises his hand with a stop sign toward the partner administering a free throw or throw-in while verifying that the substitutes correctly enter and exit the floor.

- D)** After a foul has been ruled, the foul must be reported before beckoning substitutes. The horn must not be sounded and the substitutes must be held at the table until the ruling official reaches the reporting area and reports the foul. After reporting the foul, the tableside official must either beckon the substitutes or hold them at the table if there will be multiple free-throws.

- E)** Between quarters, at halftime and during time-outs, the substitute(s) must report and be ready to enter prior to the warning signal.

- F)** The official beckoning the substitutes must:

 1. Ensure that it is legal to beckon substitutes (i.e., the ball is not live, the reporting of a foul is complete; the first or first

and second try of a multiple free throw award is first attempted).

2. Sound his whistle, raise an open hand faced squarely at the partner next making the ball live. Step out onto the court to make visually obvious the indication to the partner administering a free throw or throw-in NOT to make the ball live while the substitution process is still taking place.
3. Motion for the substitute(s) to enter the court with a single lateral wave of the arm inward towards the court.
4. Keep the other hand raised toward the partner administering a free throw or throw-in until the substitution process is completed and play may resume.
5. Give an affirmative signal (nod of the head, point, thumbs-up sign, or verbalization) toward the administering official once the ball may be made live.

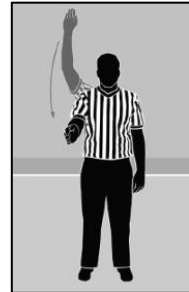
Section 14: MHSAA Approved Signals

The signals outlined in this manual are designed to provide a clear and consistent explanation of action that occurs throughout the course of the game. They are an essential part of officiating and provide information to players, coaches and spectators. For this reason, only approved signals should be utilized when working MHSAA contests.

If you have suggestions for signals that should/should not be utilized (or acceptable alternatives), please do not hesitate to share those suggestions with the MHSAA office for consideration and addition to this manual.

Start the Clock

The official will stand with one arm raised to a straight, vertical position with an open palm. Extended arm is moved straight down and out in a chopping motion using a closed fist. To be used anytime the clock is to be started.



Start the Clock for Time-out



After reporting the length of a time-out, the official will point toward the timer with a single index finger and verbalize, “Start the clock.”

NOTE: It is permissible for the official to use a circular motion with the extended index finger instead of a simple point.

Stop the Clock

The official will stand with one arm raised to a straight, vertical position with an open palm simultaneous with a whistle. This will signal the timer to stop the clock. When directed to the timer, this signal is an indication to hold from starting the clock. When directed to a partner, it is an indication to hold off on making the ball live.



NOTE: There is not signal for an official's time out such as patting the chest or the top of the head.

Jump/Held Ball – Alternating Possession Throw-In

Preceded by stop-the-clock signal, followed by both arms extended straight out at chest level with fists clenched and thumbs pointed upward and moving in an upward motion. This signal is given while standing squarely toward the players involved with the held ball. This is also used anytime the alternating-possession arrow determines the throw-in team, such as when two opponents mutually cause the ball to go out of bounds.



Stop the Clock for a Foul

The official will stand with one arm extended straight up and high above the head with a clenched fist. This is used in coordination with a whistle on any foul and will be followed by the signal for the type of foul ruled.

Direction Signal

The official will stand with one arm (same arm which is used to stop the clock) extended straight out at shoulder height and the palm open and pointed in the direction play is to proceed.

NOTE: It is permissible for the official to point in the direction which play will proceed using only a single index finger.



Designated Spot Throw-In



Arm and hand extended toward the location on the floor where a designated throw-in will be administered using a single index finger. This signal will be made in coordination with the verbal communication “Spot throw-in” for an end line throw-in following a time-out or unnatural delay in the game not following a made or awarded basket.

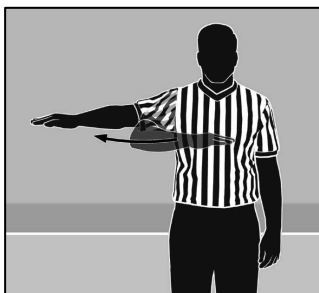
Also indicates the location of a violation for which there is no approved signal, in which case the pointing signal is combined with a verbalization of the violation committed (e.g., “Free throw missed the rim,” “Basket interference” or “Goaltending.”)

May Move Along the End Line on the Throw-In

The official's arm is extended from the chest, with the elbow bent at a 90-degree angle, while moving the hand (open palm) and forearm in a waving motion horizontally along the end line. This should be coordination with the verbalization, "You may run the end line." This is used after a time-out or unnatural delay in the game following a made or awarded basket.



Visible Count



The official's arm is bent at the elbow parallel with the floor and open palm facing down near the chest. This is followed by an extended arm motion out to the side and returned to indicate a one-second count.

NOTE: This signal often includes the hand starting and returning to a loosely clenched fist when it is near the chest, and extending to an open palm as the arm is extended outward. This signal is used for backcourt counts, closely guarded counts and throw-in counts. Switch arms any time a new closely guarded count is established.

Beckoning Substitutes

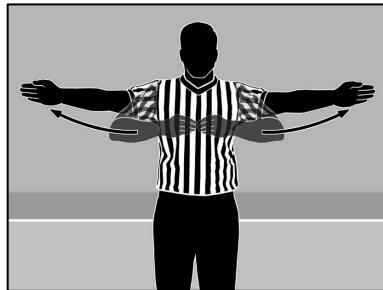
While facing the player(s) in front of the scorer's table, the official will extend a single arm with open palm facing up and then bend at the elbow and pull in one, single motion to the shoulder/chest area.



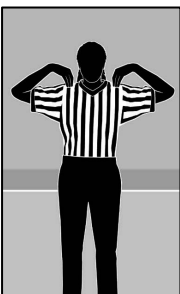
NOTE: Should not be used in an overhead sweeping motion.

60-Second Time-out

The official will stand facing toward the table and bring his hands together at the fingertips with palms facing the chest. Then both arms are fully extended open to both sides of the body at shoulder height with the palms remaining open.



30-Second Time-out

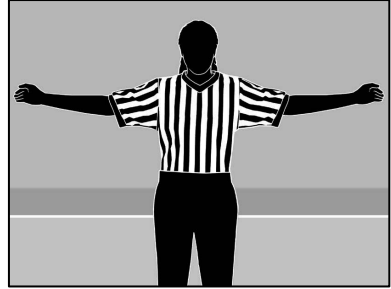


The official will stand facing toward the table and bring arms to shoulder height, elbows and wrists bent so that the fingertips of each hand touch the corresponding shoulders.

NOTE: This signal does not include using thumbs to touch shoulders.

Not Closely Guarded

The official will extend both arms outward at shoulder height, hand open, but with fingers held at approximately 90-degrees.



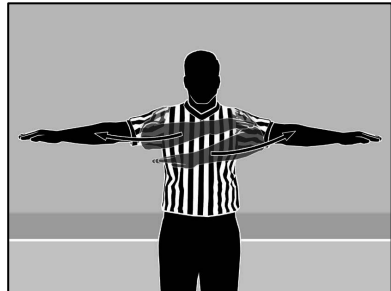
Tipped Ball



The official will hold one arm bent at the elbow palm near eye level and facing in, with the other hand passing the fingertips in an upward motion across and slightly above the palm. This signal is used in a backcourt situation to indicate a defensive player was the last to touch the ball in the frontcourt and that any offensive player may legally regain control of the ball.

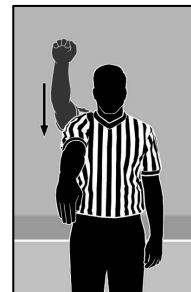
No Score

The official will fully extend both arms from the chest outward at shoulder level. This signal is used to signify that a successful try for a goal does not count.



Goal Awarded

The official will extend one arm vertically above the shoulder. Using a “cupped” hand, the arm is brought down in a short motion with the arm, hand and fingers.

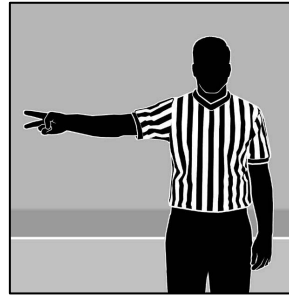


NOTE: It is acceptable for the official to use a single pointed index finger instead of all the fingers.

This signal is used at the spot of the foul and must also be the first signal given when reporting the successful basket and foul to the scorer.

Number of Points Scored

Using the same arm used to indicate the goal is counted on a foul or on a successful last-second goal attempt, the official will extend his arm horizontally at shoulder level with the number of extended fingers to indicate how many points were scored.



3-Point Signal

When a 3-point attempt is made, one arm is extended upward at an approximate 45-degree angle with the last three fingers extended. If the goal is successful, the official will raise both arms above his head with extended fingers and open palms facing inward toward one another.

This signal will be mirrored by the non-ruling Trail official (2-person crew) or Center or Trail official (3-person crew). The Lead official may communicate to the Trail official the attempt in a fast break situation, but must not signal or mirror the successful try. In a 2-person crew, when the Trail signals a successful three-point



attempt, the Lead must not mirror the signal; when the Lead signals a

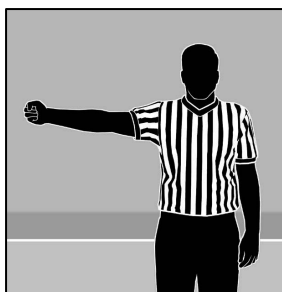
successful three-point attempt, the Trail must mirror the signal. This successful three-point signal is given squarely toward the basket into which the ball has just passed, in order to keep the covering official(s) from turning away from the ensuing activity and head to the other end too early.

Number of Free Throws

The arms and hands are presented at head level using the number of extended fingers (*i.e.*, *index finger (1)*, *index and middle finger (2)* or *last three fingers (3)*) to indicate the number of free throws awarded or that remain.



Delayed Dead Ball Violation



The official will fully extend one arm at shoulder level with a closed fist. The official will not sound a whistle if/unless the try is unsuccessful. If the try is successful, the arm is dropped to a relaxed position and play continues.



Traveling Violation

Preceded by the stop-the-clock signal, the official will hold his arms at chest level, bent at the elbows and one under the other with both fists closed. The arms are then rotated in a circular motion approximately three revolutions.

Illegal Dribble Violation

Preceded by the stop-the-clock signal, the official will hold his arms out at chest level with both palms open and face down. An alternating up-and-down motion is then made with both arms.

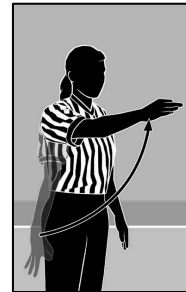


Palming/Carrying Violation

Preceded by the stop-the-clock signal, the official will use one arm with an open hand (palm up) and flip the wrist in a rotating motion to palm down.

3-Second Violation

Preceded by the stop-the-clock signal, the official will raise one arm from the side to chest level while keeping the palm open toward the body with the last three fingers extended. The arm is then swung back-and-forth two to three times.



5-Second Violation

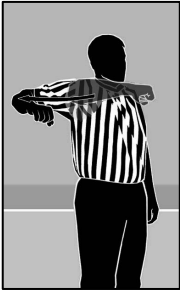
Preceded by the stop-the-clock signal, the official will extend one arm straight out in front of the body at chest level with the palm open and all five fingers open and extended.

10-Second Violation

Preceded by the stop-the-clock signal, the official will extend both arms of the body at chest level with all five fingers of each hand



clock signal, the straight out in front both palms open open and extended.

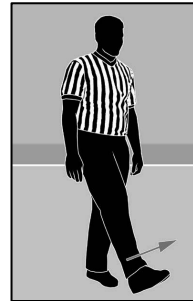


Excessive Swinging of Arm or Elbows

Preceded by the stop-the-clock signal, the official will hold one arm at shoulder level and bent at the elbow. Using a clenched fist, the official will move the arm in a backward motion parallel with the floor.

Kicking Violation

Preceded by the stop-the-clock signal, the official will use one leg and foot to make a kicking motion.



Illegal Use of Hands

Preceded by the stop-the-clock signal, the official will extend one arm in front of the torso with the fist clenched. The other arm is “chopped” across the other (also with a clenched fist).





Hand Check

Preceded by the stop-the-clock signal, the official will extend one arm straight out in front of the body at chest level with the palm open. The other hand is used to grasp the top of the wrist.

Holding

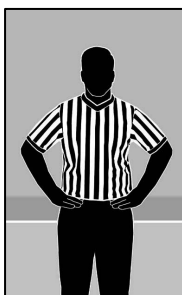
Preceded by the stop-the-clock signal, the official will hold one arm bent at the elbow with a closed fist at shoulder level. The other hand is used to grasp the wrist with the back of the fingers facing forward.



Blocking

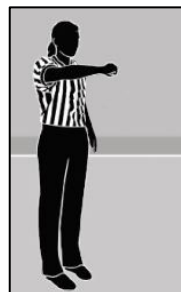
Preceded by the stop-the-clock signal, the official will hold both arms bent inwards and open hands placed onto the hips.

NOTE: It is permissible for the official to use fists to the hips instead of open hands.



Arm Bar

Preceded by the stop-the-clock signal, the official will hold one arm outward, bent at the elbow and protruding to indicate the forearm made illegal contact with the opponent.





Pushing

Preceded by the stop-the-clock signal, the official will start with both arms bent at the elbows with palms open at chest level and near the chest. The arms are then extended in a one-time motion forward.

Player Control Foul (Charging)

Preceded by the stop-the-clock signal, the official will hold one arm up and the open hand placed on the back of the head. This signal is made simultaneously or immediately preceding the directional signal.



Team Control Foul

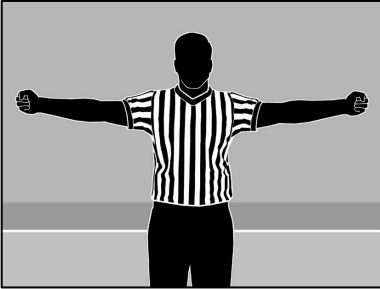


Preceded by the stop-the-clock signal and then the approved sign to indicate the type of foul committed, the official will then bring one arm bent at the elbow with a closed fist near the chest. The arm is then extended in a one-time motion forward in the direction of the team awarded the resulting throw-in.

Intentional Foul

Preceded by the stop-the-clock signal, the official will bring both arms above his head with fists closed and crossed at the wrists.



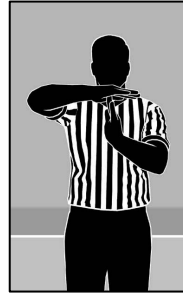


Double Foul

Preceded by the stop-the-clock signal, the official will fully extend both arms open to both sides of the body at shoulder height with both hands in a clenched fist.

Technical Foul

Preceded by the stop-the-clock signal, the hands are then brought together near the center of the chest. With both palms flat and laid open, the official will touch the fingertips of one hand to the middle of the palm of the other to make a simulated “T”.



One Minute Remaining

Each of the officials will indicate when 1:00 remains left in the period by holding up one arm with a single index finger.

End of Period

When the ball is in flight on a last second shot attempt and the horn is activated to end the period, the official's whistle will sound when the goal is successful or unsuccessful immediately followed by the proper signal counting the basket and/or ending the period. On an unsuccessful goal, the official must use the end-of-period signal. On a successful basket, only the goal-counts signal for a two-point goal or the successful three-point signal is used; the end-of-period signal is not used after the goal counts signal. When no shot is taken, the end-of-period signal is given at the same time as the horn sounds.

