



3-Person Basketball Pregame Conference

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PREGAME RESPONSIBILITIES AND TEAMS INVOLVED

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

ARRIVAL TO THE FLOOR

- 15 minutes prior to start of the game.
- Single pregame captains/coaches meeting at the 13-minute mark.
- Pregame with Scorer and Timer at 10:00: Verify numbers in the book, check A-P arrow, discuss bonus, no subs after first horn, officials wait for second horn to resume play, procedure for replacing injured/disqualified player, eye contact when reporting fouls.
- **Uniform Enforcement:** Home teams MUST wear white; visiting teams MUST wear dark. Penalty for incorrect uniform at start = technical foul and head coach loses coaching box privileges. Address in warmups.
- **Apparel Violations:** Get violations (sleeves, headbands, etc.) early. Light penalty if caught during the game — offender removed until corrected.
- **U1:** Home team, count players, observes toss and jumpers, chops clock and coaches in the box to start.
- **U2:** Visiting team, count players and responsible for eight non-jumpers and the toss.

COURT COVERAGE

- Know your primary position, line responsibilities (full court, half court, end line, transition) and primary coverage area (PCA).
- Resist ball-watching; observe action in your PCA and prioritize off-ball surveillance: two sets of eyes on off-ball activity, off-ball fouls, indicate going on/off-ball, SCA assistance, trust your partners, avoid unnecessary double whistles.
- **Press Situations:** In the backcourt, divide court half and half. Once inbounded, T is primary. C must help across the entire court.
- **Rotations:** L will most often initiate. C may initiate near the division line. If rotation is not recognized, T should fill a spot.
- **Angles:** Position adjust to get a good look at the space between defensive and offensive players in competitive matchups.
- **Block/Charge:** If play is in the paint coming to L, L should take it. C must still officiate and can have a whistle — delay any preliminary signal. Lead is primary on all secondary defender block/charge plays in the lane.
- Changing a call: you must be 100% positive. 3-to-2 or 2-to-3, reversing an out-of-bounds call.
- **Free Throw Coverage:** L off end line, responsible for all spaces opposite lane and first lane space near side. C halfway between free-throw lane and sideline, one step above free-throw line. T at 28' line on any free throw with rebounding action; step down to stay connected.
- **Whistle Control:** Slow, patient whistles are paramount. Let plays start, develop, and finish before making a decision. Have a secondary cadence whistle on plays out of your primary.
- **Counts:** Have a count even when it's not needed.



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TRAIL

- Work at or around the 28' line with all players in your view.
- Step on the court when your matchup is within 6' of your sideline.
- Officiate the waist and below (traveling calls) when ball is in post in L's primary.
- Divide court coverage 2/3 and 1/3 in frontcourt. Communicate counts with C.
- Handle all throw-ins on sidelines. Close down on shots; stay on 3-point shots and shooters.
- Come up the floor slightly behind the dribbler and officiate ahead of the play.

CENTER

- Strong C is crucial to the crew's success.
- Divide court coverage 2/3 and 1/3 in frontcourt. Communicate counts with T.
- Great look at curl plays, verticality and high screens. Stay ahead in transition.
- If drive originates from C, take it all the way to the basket.
- Be ready to help T at the division line. Get "crew-saver" calls.
- After a make, help with the press; get to the free-throw line extended quickly with no press.
- No rush to step up to be new T just because L came across – stay in the slot.

LEAD

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

CONSISTENCY IN PLAY-CALLING

- Consistency doesn't mean equal fouls for both teams – it means end-to-end and partner-to-partner. Like plays deserve like calls.
- Focus on the defender in all competitive matchups. Anticipate the play, not the call.
- Understand the difference between marginal and illegal contact.
- **Block/Charge:** Officiate the defender in your primary, head of the play, and know how players got to the floor.
- **Post Play:** Clean it up early. Talk with players before blowing the whistle. Officiate hands, hooking, elbows, displacement and verticality.
- **Hand-Checking:** Officiate the post the same as guards (locked elbow, two hands, etc.).
- **Screening:** Ensure screens are legal within/outside field of vision. Use advantage/disadvantage principle.

COMMUNICATION

- Calling official identifies the shooter – let another official know before you leave the scene.
- Know and communicate when team fouls reach 4. Be aware of possession arrow and time-out situations.
- Give preliminary signal. Indicate shooting foul or designated spot out of bounds.
- Notify crew when any warnings have been given to players or coaches.
- Signal under a minute (or if possession changes). Last-second shot from opposite table.
- In backcourt, C beckons subs; in frontcourt, T beckons subs. After shooting foul, new T handles substitutes.
- Discuss the five correctable errors.



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HANDLING SITUATIONS

- **Bench Conduct:** Talk first, official warning, then technical if possible. Out of the box yelling or questioning integrity = automatic technical. Personal attacks are ejectable.
- Be professional! Stay calm and business-like. Maintain composure while those around you lose theirs.
- **Injured Player:** Don't start until injured player is cleared. 20 seconds to replace with a warning horn 15 seconds before expiration.
- **Dead Ball:** Keep officiating! Bad things often happen during dead ball situations.
- **Judgment:** When in doubt, pass on it. If you are not sure, don't make it.

GAME MANAGEMENT

- Be ready from the opening tip. Work especially hard the first two and last five minutes.
- Rotate away from angry coaches during time-outs. Address only questions. "Silence is never misquoted!"
- Communicate with players and coaches. If you need to speak with a coach, don't go often and don't stay long.
- Be aware of game time, clock starting/stopping and end of quarter. Clock corrections go through the R.
- **Preventative Officiating:** Talk to players about palming, screens, post-play, 3-seconds, disconcertion, etc.
- **End of Game:** Give the defense a chance to steal before a quick whistle. Know if the team needs 2 or 3 points to win or tie.
- **Sportsmanship:** Prepare for the worst. Immediately address taunting and baiting situations.

DISQUALIFICATION & TECHNICAL FOUL PROCEDURES

- **Disqualification:** Report the foul notify head coach and begin 15-second replacement interval direct disqualified player to bench. Non-administering officials assume proper positioning.
- **Technical Foul:** Communicate with crew. Shots in correct order. Calling official becomes C during shots and administers throw-in at half-court opposite-table. Notify coach if coaching box privilege is lost.

TIME-OUTS

- Three 60-second and two 30-second time-outs (requested at any time by any player on the court or head coach).
- **Positions:** One official with ball at spot; other two at end of each free-throw line nearest bench (30-sec) or farthest from bench (60-sec), facing scorer's table.
- Do not grant time-out until injured, disqualified or substituted players have been replaced.
- Get 60- or 30-second signal from coach. Communicate to partners, opposing team, then the table.
- Visually indicate to timer when to start time-outs, but not until teams reach their benches.
- After warning horn, step in and beckon team out, then proceed to position for resuming play. Wait for second horn.

MISCELLANEOUS

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