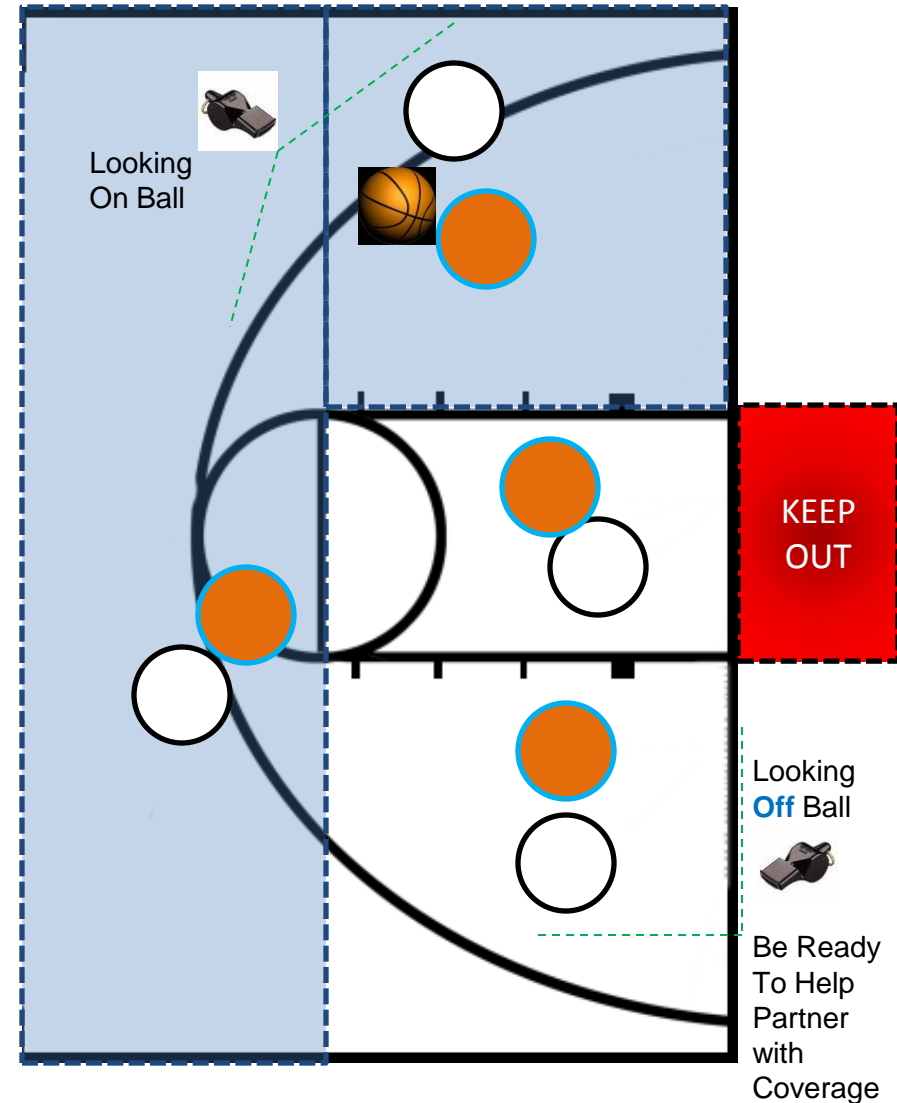
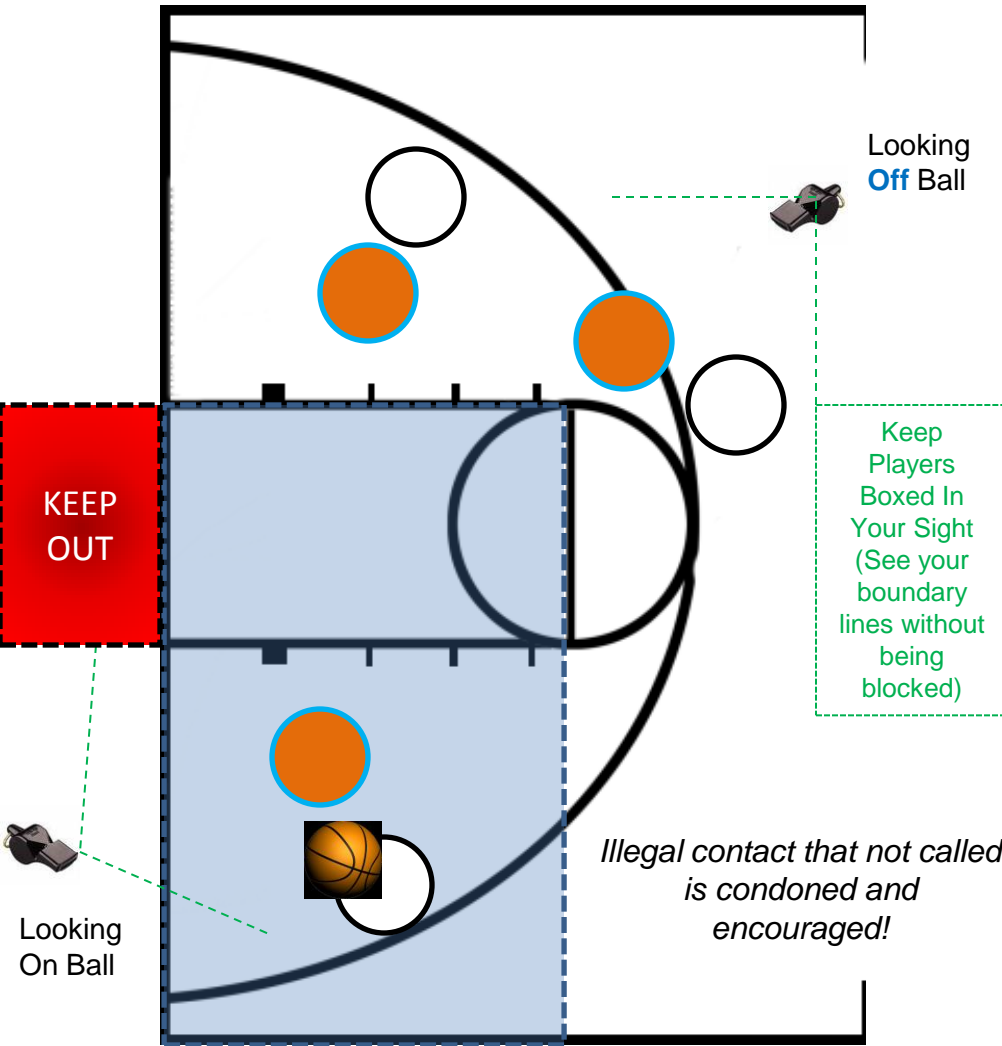


Talk about PCA “overlap”, drives to the basket, and help-coverage before game with your partner.

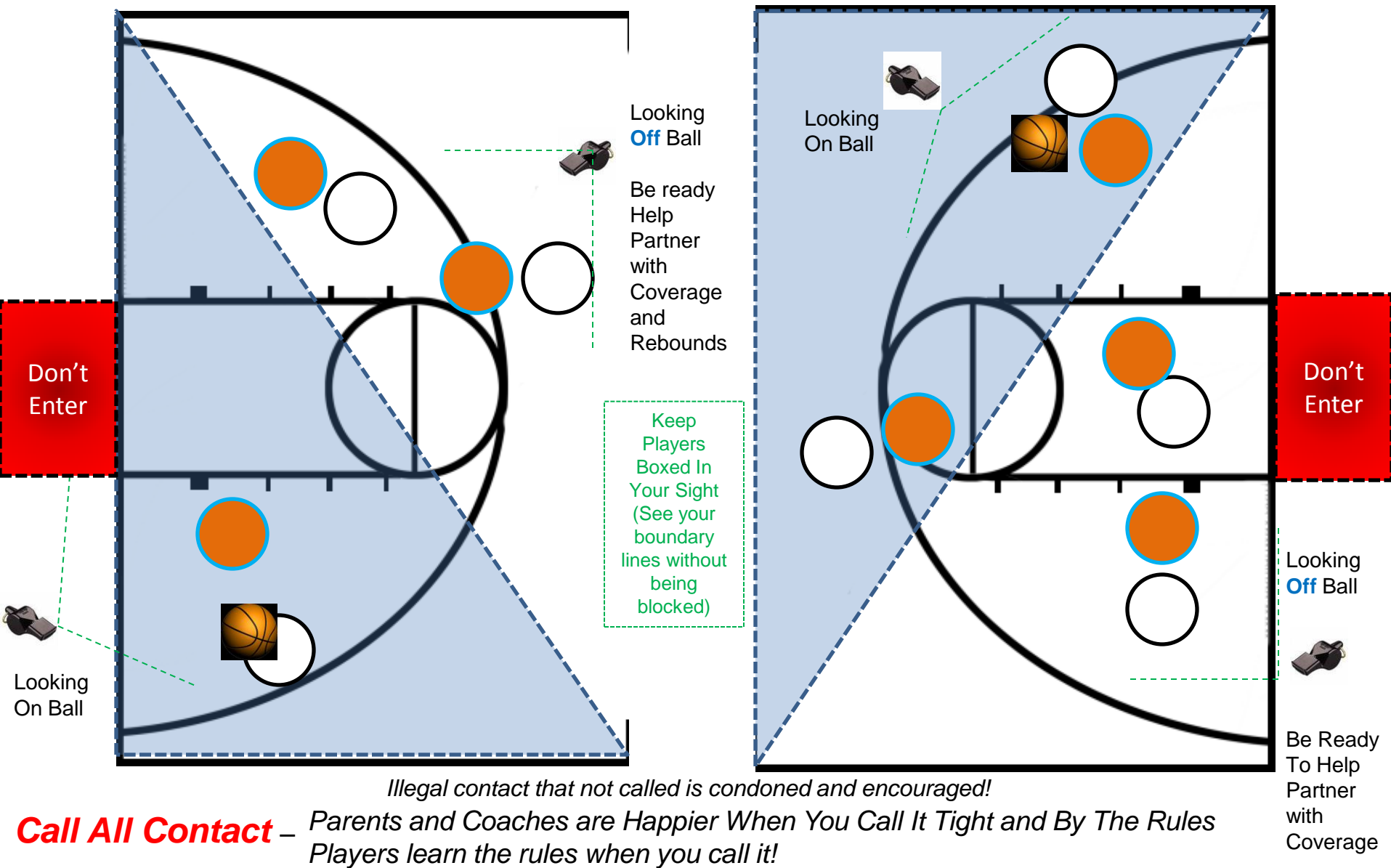


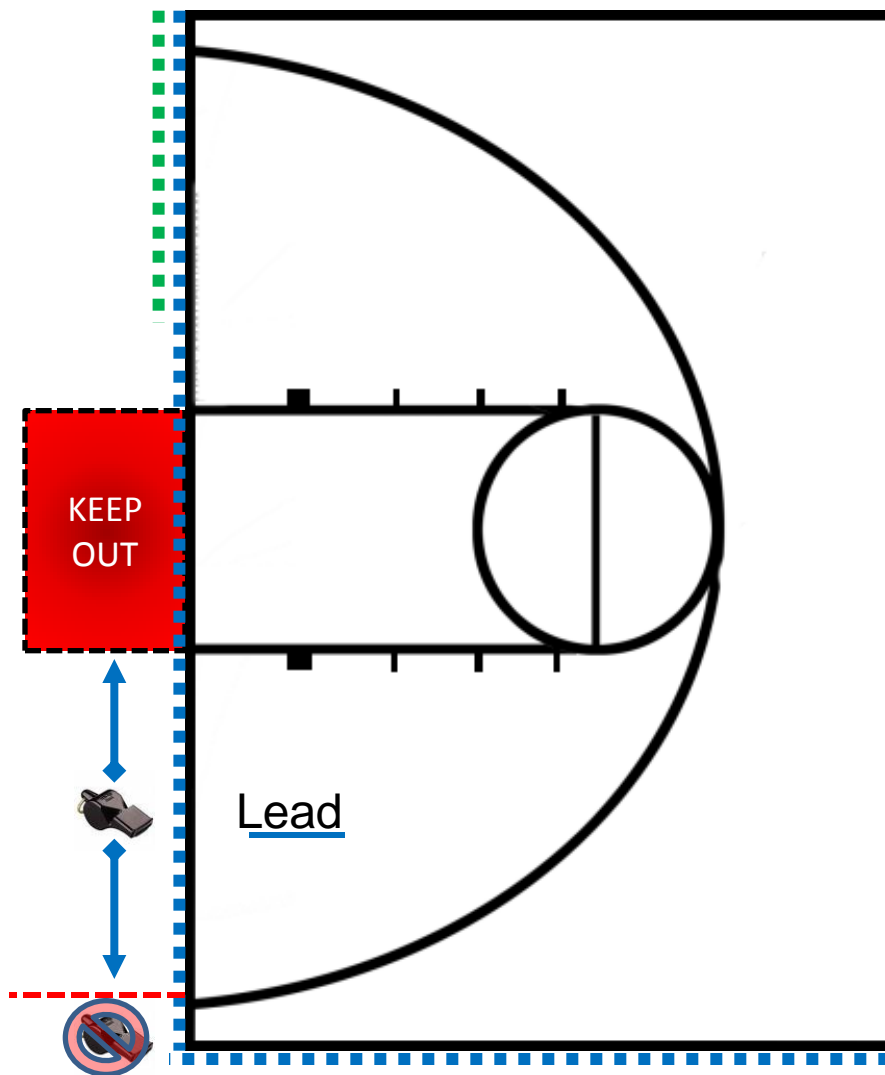
Call All Contact – *Parents and Coaches are Happier When You Call It Tight and By The Rules
Players learn the rules when you call it!*



Diagonal Primary Coverage Area (PCA)

Talk about PCA “overlap”, drives to the basket, and help-coverage before game with your partner.





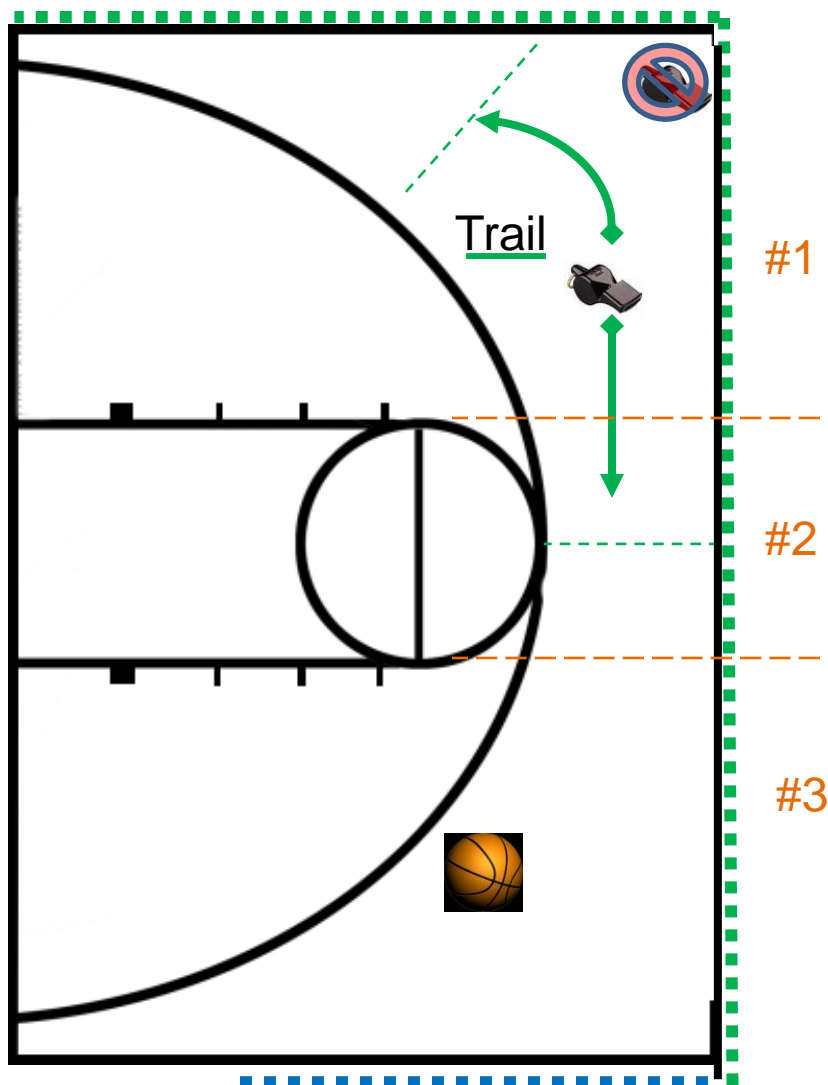
Primary Mechanics

Lead Position:

- Off the Edge of the Baseline
- Stay Off the Court! Don't effect play!
- Runs from Edge of Key to 3-Point Line
- Move Along Base Line to See Action
- Main Responsibility is the Key Area
- Out-of-Bounds Responsibility is:
 - Baseline (blue dots)
 - Near Sideline (blue dots)
 - Trail helps on Far Endline (green dots)
- Don't Stand in the Corner!

Talk about "key-overlap," drives to the basket, and help coverage with your partner before the game begins.

Call All Contact – Parents and Coaches are Happier When You Call It Tight and By The Rules
 Players learn the rules when you call it! What is not called is condoned and encouraged!



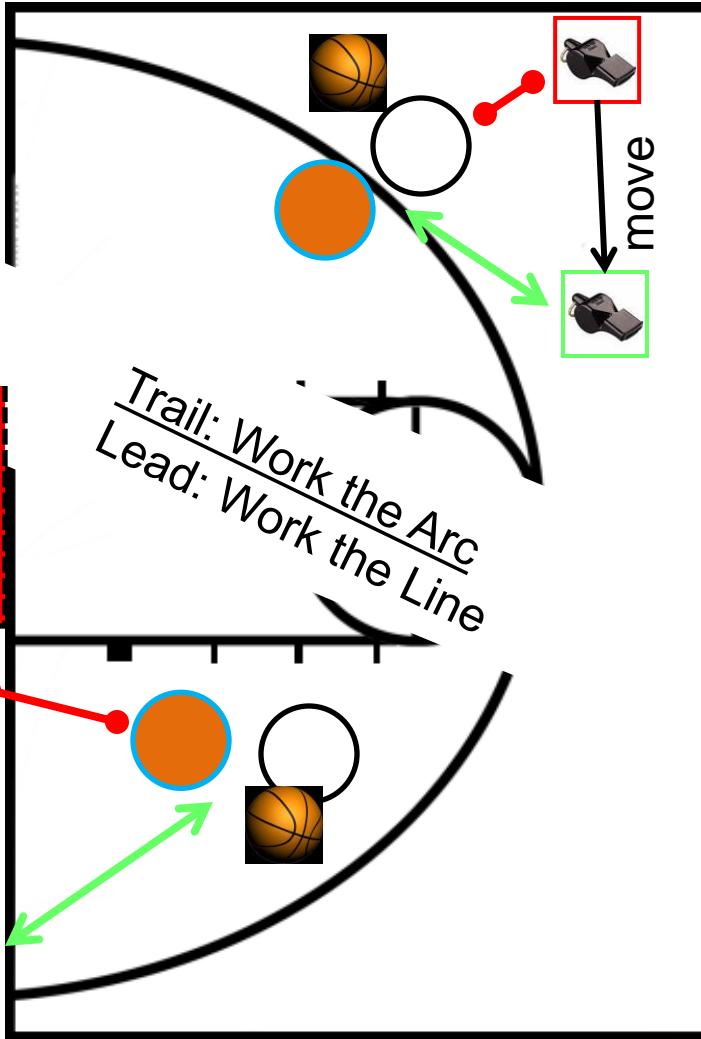
Trail Position:

- Work the Arc (Parallel the 3 Point Arc)
- On the Court, but stay out of the play!
- Move Along the Arc, 3 Steps back from to 3pt Line to See the Action
- Main Responsibility is Outside the Key
- Out-of-Bounds Responsibility Is:
 - Division Line (over-and-back) ■■■■
 - Near Sideline
 - Trail helps on Far Division Endline ■■■■ ■■■■
- *Don't Stand in the Corner!*
- Always be only one number (#1,#2,#3) from the ball action. In this diagram you should be in #2 "window"

Talk about “key-overlap,” drives to the basket, and help coverage with your partner before the game begins.

Call All Contact – *Parents and Coaches are Happier When You Call It Tight and By The Rules
Players learn the rules when you call it! What is not called is condoned and encouraged!*

Don't get "Straight Lined" or "Stacked"
"Move to Improve"



You can't call what you can't see!

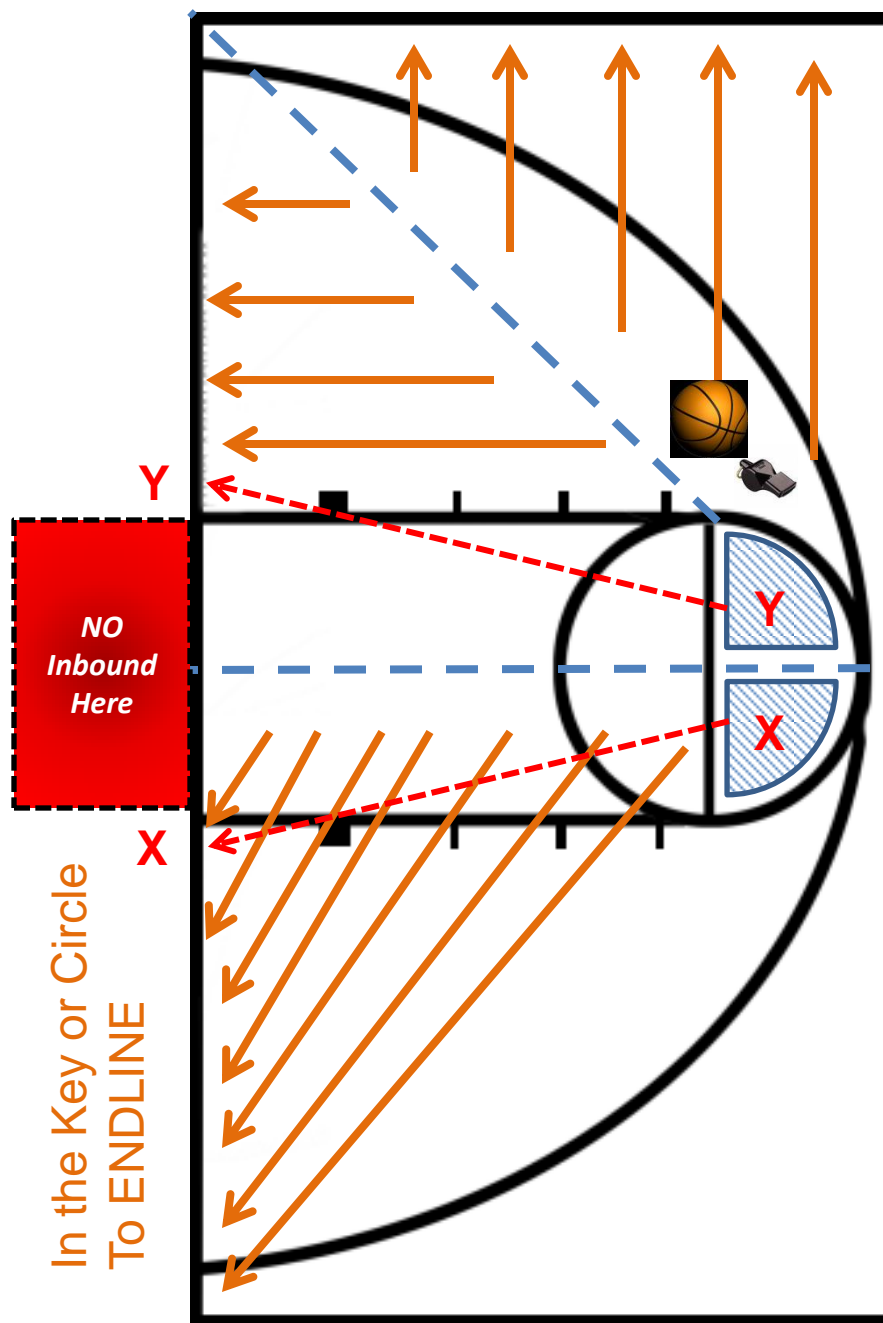
If you are "Straight Lined" or "Stacked" you can not see the action (violations or fouls) between players and can not make the right call.

"Move to Improve" your location so that you can see the day-light or space between players and call the action.

A must for off ball action and rebounds too!

Always be ready to move with controlled and deliberate motion to see the action. Don't get frozen or be a statue. Active referees look professional, experienced and confident.

Call All Contact – Parents and Coaches are Happier When You Call It Tight and By The Rules
Players learn the rules when you call it! What is not called is condoned and encouraged!



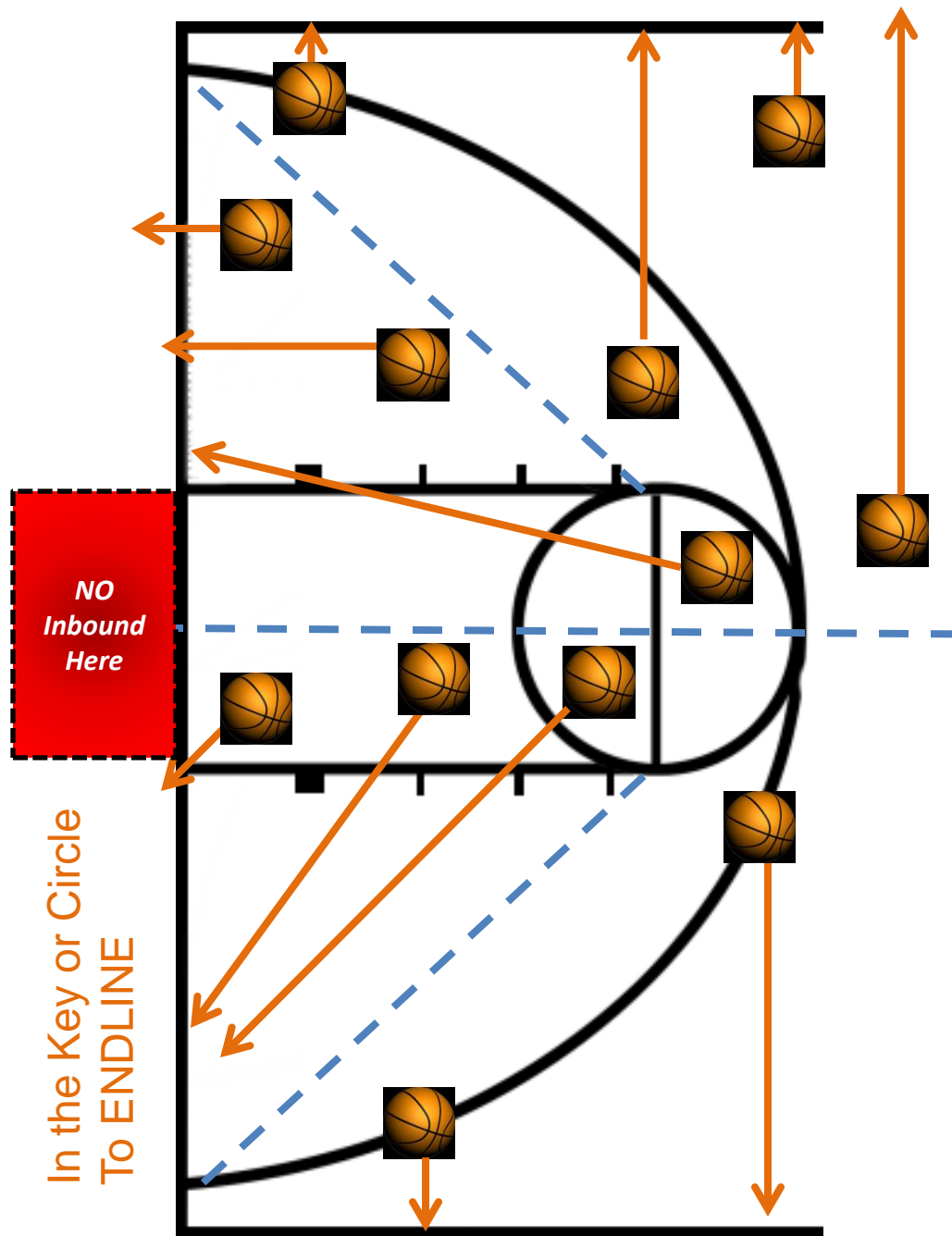
Turnover fouls and violations by offense, non-shooting fouls by defense:

Where to inbound the ball and keep it fair?

The "Officials Manual" has this rule.

- Ball location tells you where you inbound.
- Inbound where play dictates
- Never inbound inside the key!

The Next Three Pages has Examples.



Examples.....

Turnover fouls and violations by offense, non-shooting fouls by defense:

Where to inbound the ball?

Official top/bottom rotation (which side of the key/court) is shown on the next two pages.

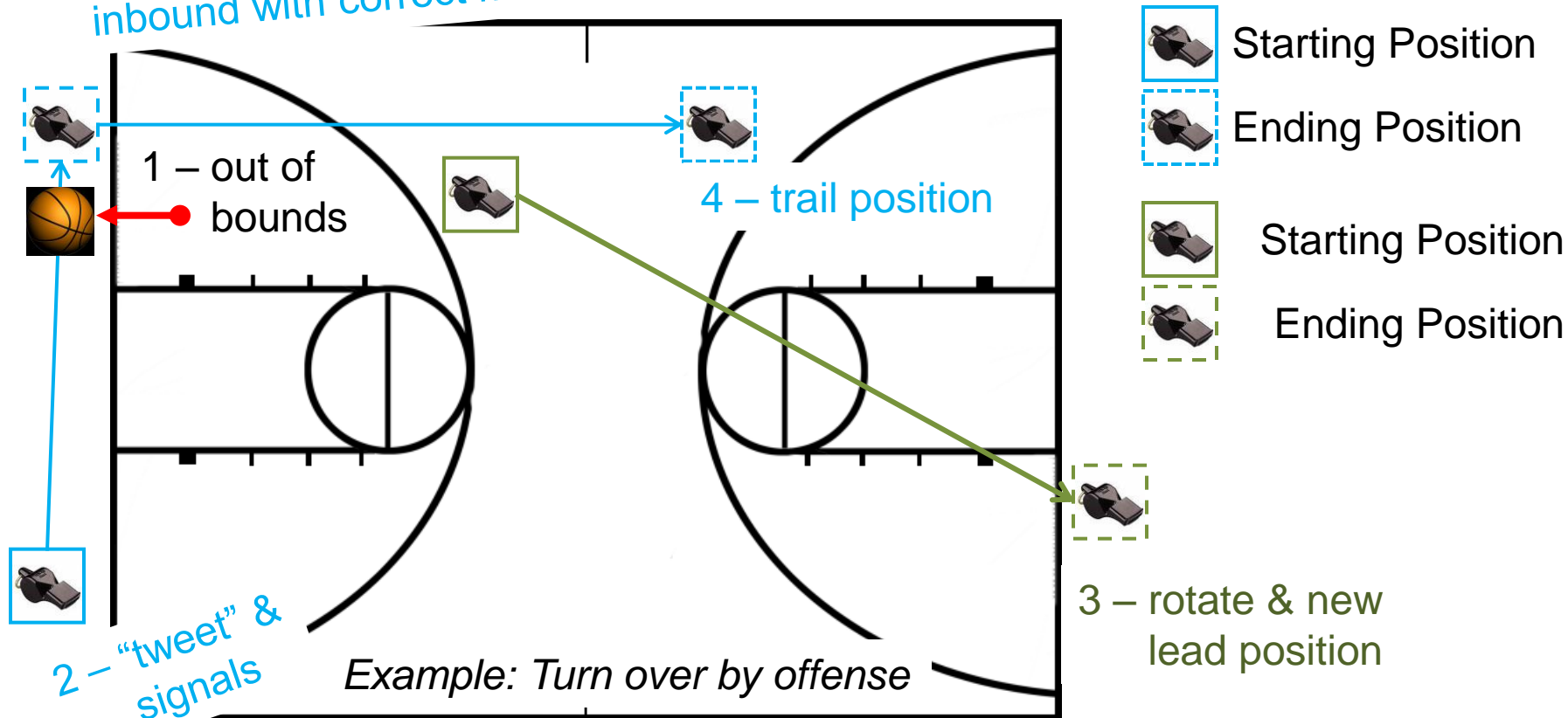
Ball Position Dictates Top / Bottom Rotation Of Referees

← ● Example: Offense out of bounds/turnover – Defense gets the ball

- Lead rotates to the correct throw in location
- Trail rotates diagonally to new lead position
- Inbound the ball at the right location where the play dictates.
- Don't get caught on same side (Top/Bottom) on court!
- Never inbound the ball inside the key. Huge advantage if offense get the ball!
- Maintain diagonal with your partner and box in all players between referees.



3 - rotate & inbound with correct mechanics



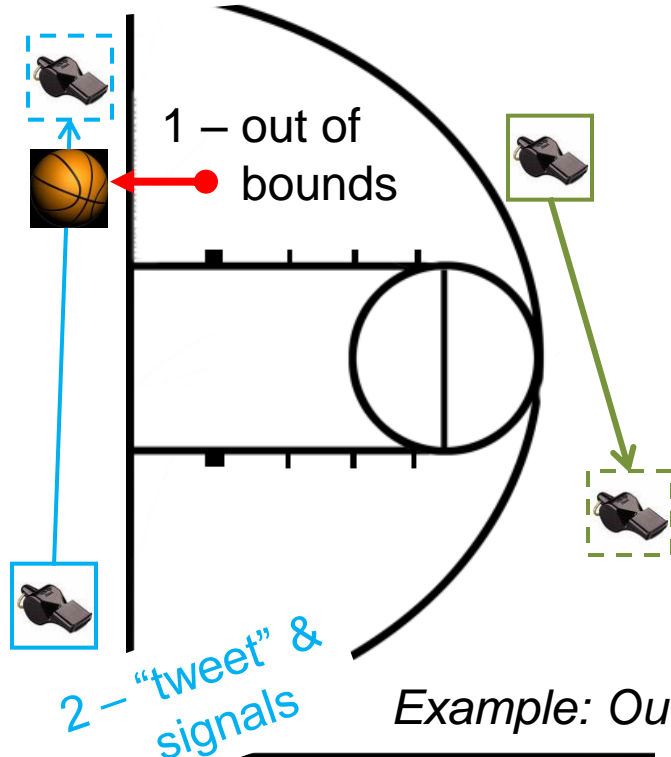
Ball Position Dictates Top / Bottom Rotation Of Referees



- ←● Example: Out of bounds on the defense.
- Lead rotates to the correct throw in location
 - Trail rotates down to new trail position

- Inbound the ball at the right location where the play dictates
- Don't get caught on same side (Top/Bottom) on court!
- Maintain diagonal and box in all players between referees

3 - rotate & inbound with correct mechanics at new lead position [on foul - swap to new trail position]



Starting Position



Ending Position



Starting Position



Ending Position

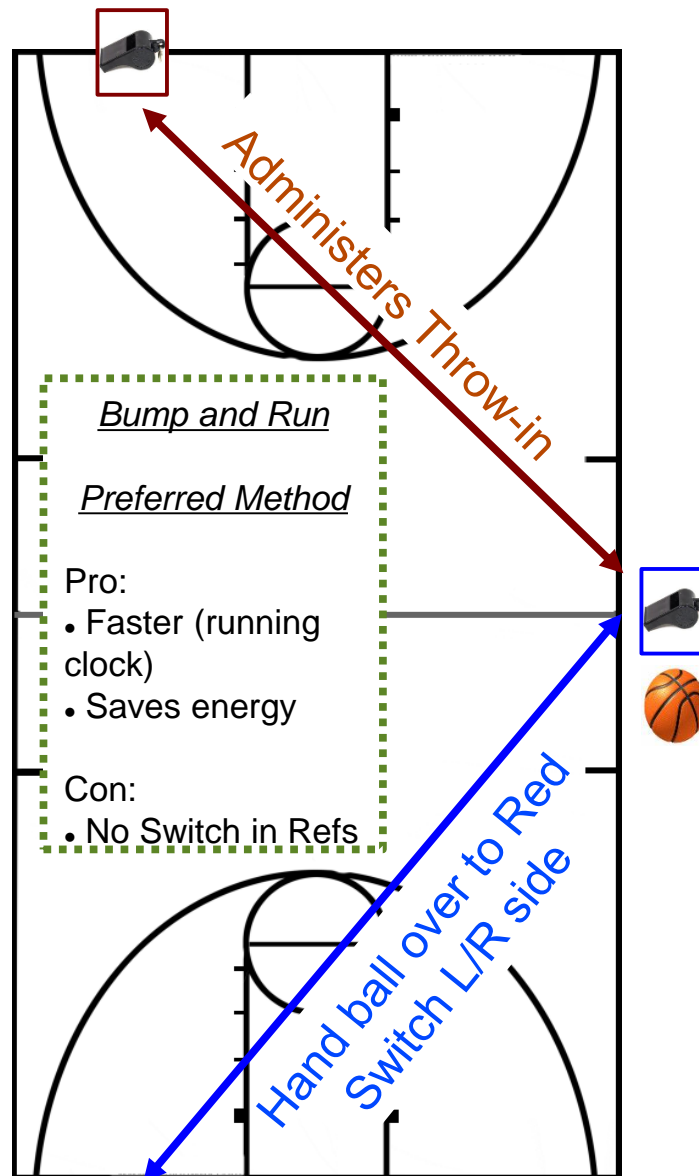
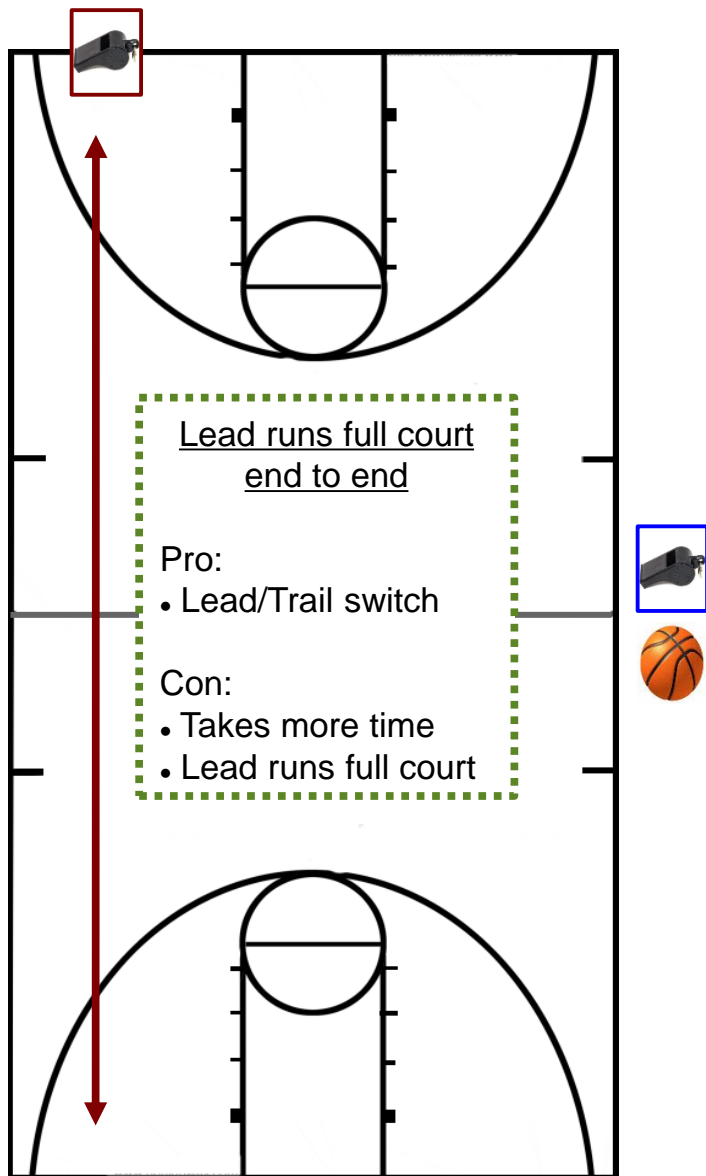
3 - rotate to new trail position

[Note: On a foul - rotate and become lead]

Example: Out of bounds by defense



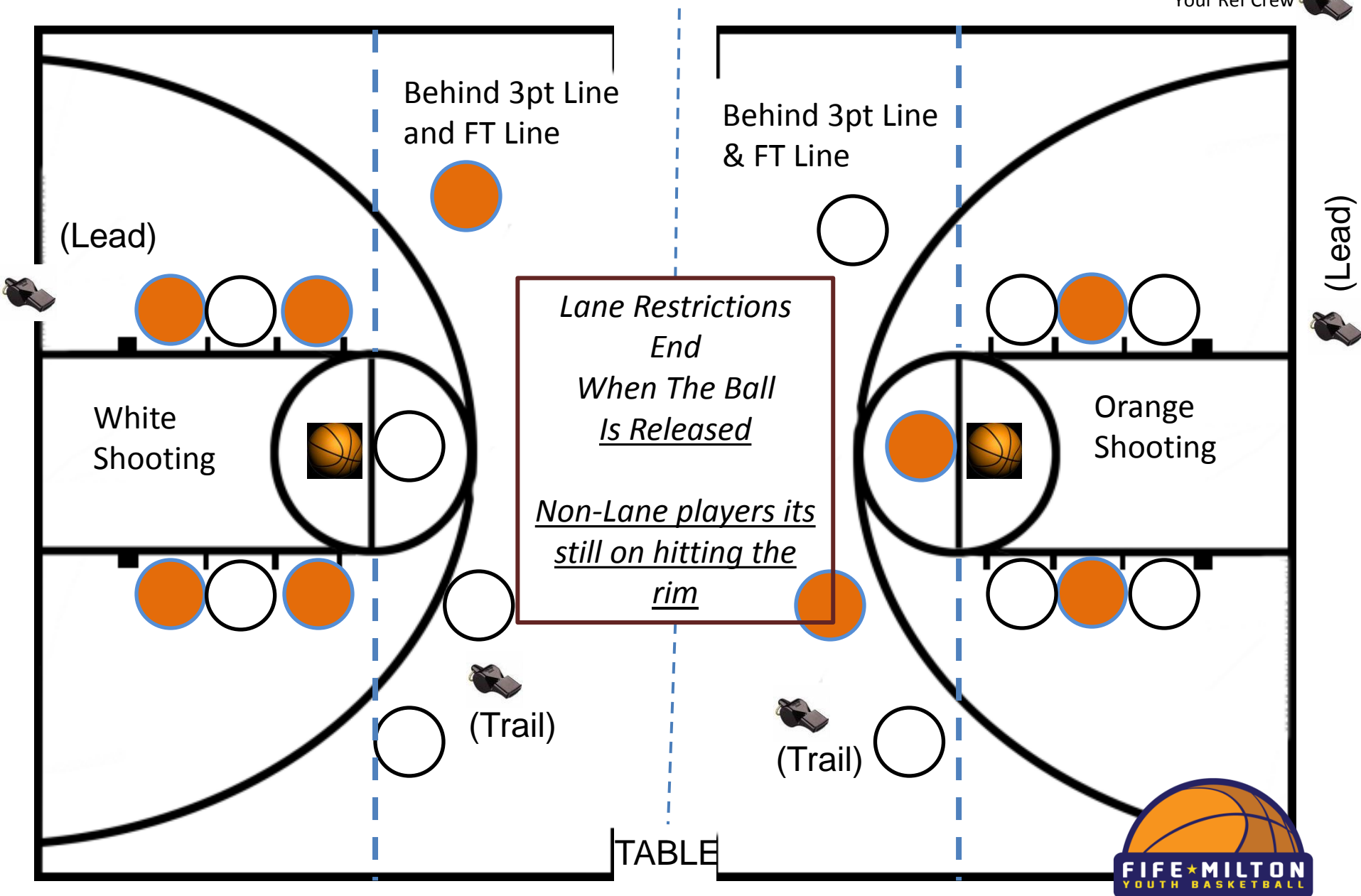
Mid-Court In-Bound due to turn over: Run full court or “Bump-n-Run?”



Lead (red) makes call on transition
All depends on need to switch

Coach: if you have not practiced lining up for free throws please have the "bench" players review
(This will help keep the flow of the game going by lining up quickly)

Your Ref Crew 



Positioning and Coverage for Free Throw Coverage

*Lane Restrictions End
When The Ball
Is Released*

*Players not in the Lane:
When The Ball
Hits The Rim*

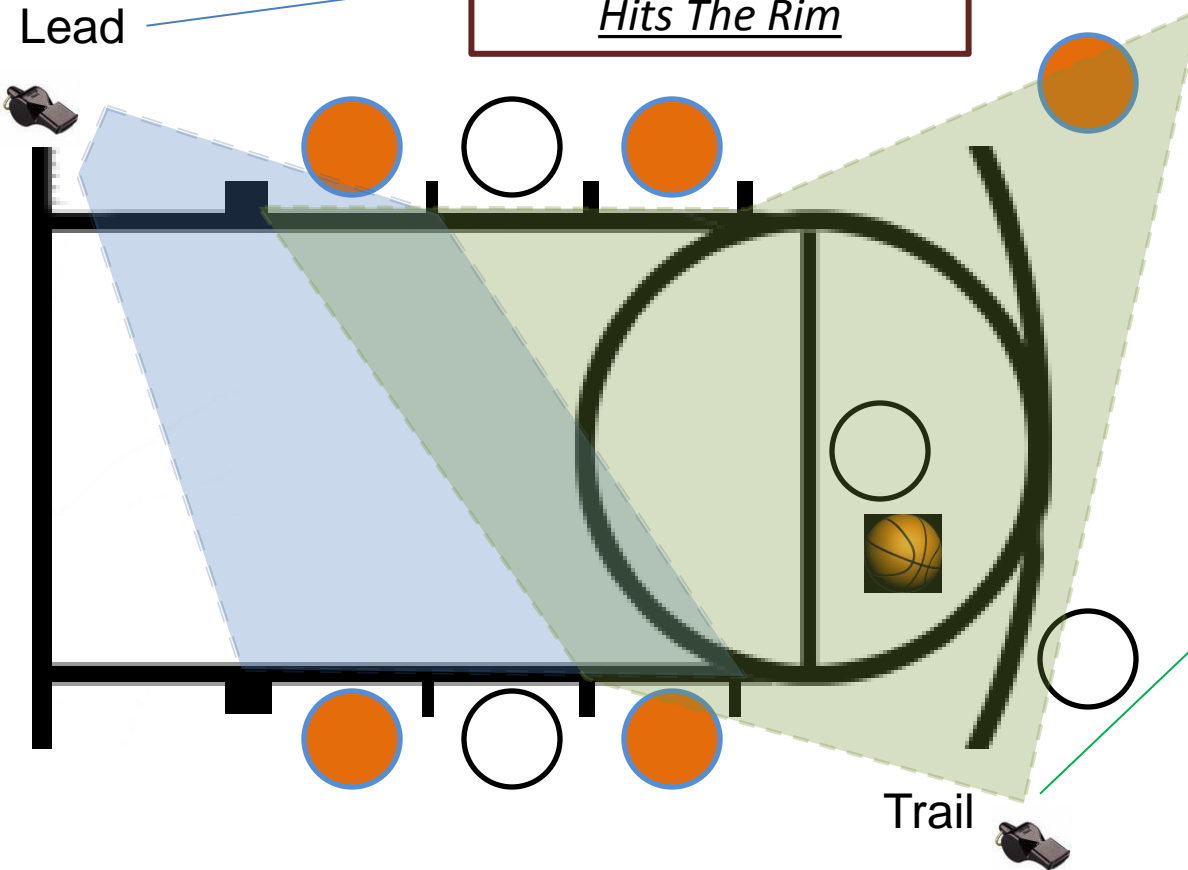
Lead:

- Handles ball & administers throws
- Watches for side lane violations
- Watches for time out requests
- Rebounding action (Eyes down!)
- Throw in at end line if last made
- Start of clock at end line toss in



Trail:

- Watches for side lane violations
- Watches for thrower and free throw line
- Watches for crossing of 3-pt line
- Listens for time out requests
- Watches to see if ball hits rim (Must!)
- Rebounding action
(Eyes down after ball hits the rim)
- 10 second silent count on thrower
- Start of clock on rebound touch



Trail

Violation by defense (see hand signal charts):

Held call till complete: If shot goes in ignore

If shot misses: Tweet! → Re-try

Violation by offense:

Try is whistled dead immediately (if on 1st they still get 2nd try, expect for 1-and-1)

TABLE LOCATION



Doc's Guide to Better Basketball (a.k.a. Da Rules)



The No-Call or Held Whistle

Team A has the ball when their point-forward dribbles it off his foot. The ball goes rolling across the court and one player from Team A and another from Team B goes after the ball on the floor. As they collide near the ball their heads make the sound of two halves of a coconut being slammed together. The result is that they're both out cold. Has a foul occurred? The answer is that it depends.....

How can that be!?! They're out cold?! Read on.....

To understand this situation we need to know more. Also one has to both know the rules on contact fouls but also a keen understanding of the "spirit and intent" of the rules before trying to understand what is truly a foul and what is "incidental contact" and not a foul.

So what is "incidental contact?"

Rule 4, Section 27 makes is very clear that there is a lot of contact in the game of basketball that must be considered "incidental contact" and is not to be considered a foul. This rule states in part: "The mere fact that contact occurs does not constitute a foul. When 10 players are moving rapidly in a limited area, some contact is certain to occur." It further says, "contact which does not hinder the movement of the opponent from participating in normal defensive or offensive movements should be considered incidental".

This rule is the basis of the "non-call" when you see contact and the official holds the whistle and does not call a foul. Also experienced officials understands the concept of "advantage/disadvantage" when making any ruling regarding contact.

The advantage/disadvantage concept as has been taught to basketball officials for many years. Anyone can blow a whistle and call a foul if an opponent makes **any** contact with another.

Experienced officials see the contact and then make an immediate judgment as to whether or not the contact caused the receiving party to be put at a disadvantage. If so, a foul should be called, if not, then the official should let it go. Remember a "Non-Call" can be at times the "Right-Call." Officials are there on the court to make these split second judgments!

Advantage/disadvantage concept is also known as the "Tower Philosophy" and it sets the basis for using good judgment when officiating. In part the Tower Philosophy is as follows: "It is the purpose of the rules to penalize a player who by reason of an illegal act has placed his/her opponent and a disadvantage. It is not the intent that the rules shall be interpreted literally, rather they should be applied in relation to the effect which the action of the players has upon their opponents. If they are unfairly affected as a result of a violation of the rules then the transgressor shall be penalized. If there has been no appreciable effect on the progress of the game, then the game shall not be interrupted. The act should be ignored, as it is incidental and not vital. Realistically and practically, no violation has occurred." This provides all officials with a great foundation from which to work from.

Back to the loose ball coconuts from Team A and B. If both players are going for the ball and by their actions (no pushing, holding, tripping, etc.) do not put the other at a disadvantage, and thus gain an advantage, it's correctly officiated as a no-call. It can look at times like a rugby match out there, but Advantage/Disadvantage is the key to if and whom a foul is on.

Note that beginning officials should call any and all contact fouls they see. They often miss quite a bit till they learn more. As they learn and become better with experience "incidental contact" can come into their games.