



Basketball Officiating 2-Person

CHARACTERISTICS OF A GOOD OFFICIAL

- Conduct – Professionalism, politeness, self-control, courteous
- Listener – Hear questions, comments from all sources, be respectful
- Communication – Be a good communicator to players, coaches and crew
- Unbiased / Impartial – Call the game by the rules
- Preparation – mentally & physically
- Be on Time – Training, meetings, game assignments
- Rules Knowledge – Understand level of play, contact, rules enforcement
- Basketball Officiating Language – Know what the terms mean and how they are used
- Composure – Listen first, don't argue or lose your temper, stay composed
- Teamwork – Your officiating team must work together for a good game
- Prevention – Try to anticipate potential problems, talk to players and coaches

5 BASIC Principles to Officiating Basketball



DO NOT BALL WATCH – Trust Your Partner

Blow whistle loud – Raise hand high



REFEREE the DEFENDER

Call the Obvious

DO NOT GUESS!!!

BASKETBALL OFFICIATING – TERMINOLOGY

Lead and Trail Officials:

The **LEAD** official is “leading” the play downcourt. The LEAD official is always on the endline in the frontcourt on the opposite side of the court from the Trail official. The body angle should be 45° to the endline, 4 ft. + off endline, halfway between near sideline and free throw lane line.

The **TRAIL** official is “trailing” the play downcourt. The TRAIL official is always on the opposite side of the court from the Lead near the sideline just above the 3-point arc, appx. 28’ from endline. The body angle should be 45° to the nearest sideline.

Primary Coverage Area (PCA):

For both Lead and Trail these are areas of responsibility that each has court coverage for. Each official should strive to watch players in their own PCA.

Ball Side:

Side of the frontcourt where the “ball” is located.

Transition:

For both officials this is the term for movement from one frontcourt to the opposite frontcourt.

Line Responsibility:

These are the boundary and court lines that each official is responsible for covering.

Resumption of Play Spot:

These are the locations off the court where the ball will be put back in play following; timeout, out-of-bounds, violations, and non-shooting fouls.

VIOLATION OR TIMEOUT

1. BLOW YOUR WHISTLE **LOUD**
2. RAISE YOUR HAND HIGH – **OPEN HAND**
3. SIGNAL VIOLATION MECHANIC or TIMEOUT MECHANIC
4. POINT TO SPOT ON THE COURT NEAREST VIOLATION OR TIMEOUT WHERE PLAY WILL RESUME



FOUL

1. BLOW YOUR WHISTLE **LOUD**
2. RAISE YOUR HAND HIGH – **CLOSED FIST**
3. STAY WITH PLAY UNTIL PLAYERS CLEAR
4. REPORT FOUL TO SCORES TABLE
5. NON-SHOOTING FOULS, POINT TO THE SPOT ON THE COURT NEAREST FOUL WHERE PLAY WILL RESUME



Jump Ball

Start Game



U-1: Lines up at division line table side

- Makes sure scorer-clock officials are ready, jumpers are correct
- Watches non-jumpers on toss & starts clock on legal touch
- Becomes new LEAD at possession teams end of court

Referee: Make sure U-1 is ready, jumpers are correct

- Sound whistle, step in verbally designates color and direction
- Toss ball and watching jumpers
- Players clear center circle, move to TRAIL position at possession teams end of court opposite LEAD

Jump Ball

Start Game



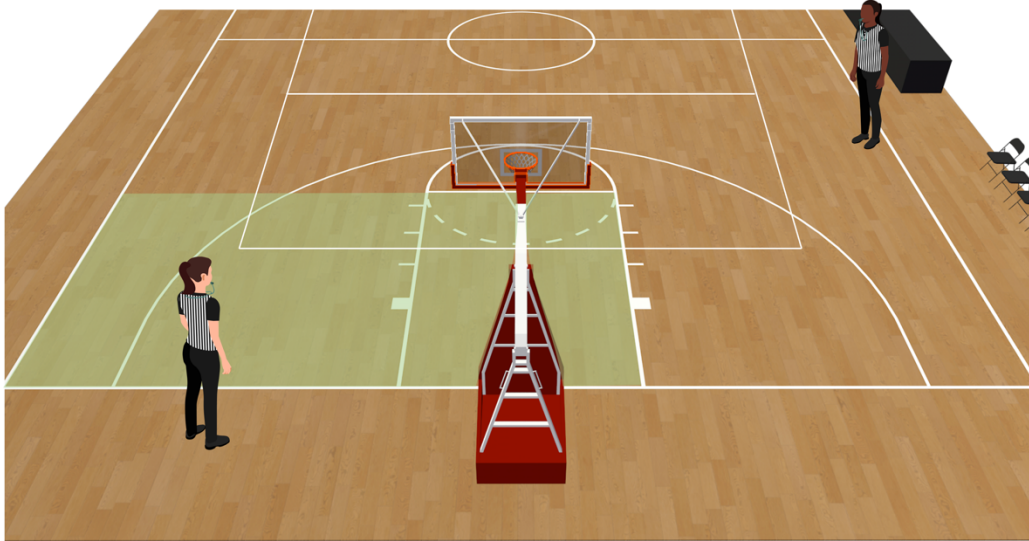
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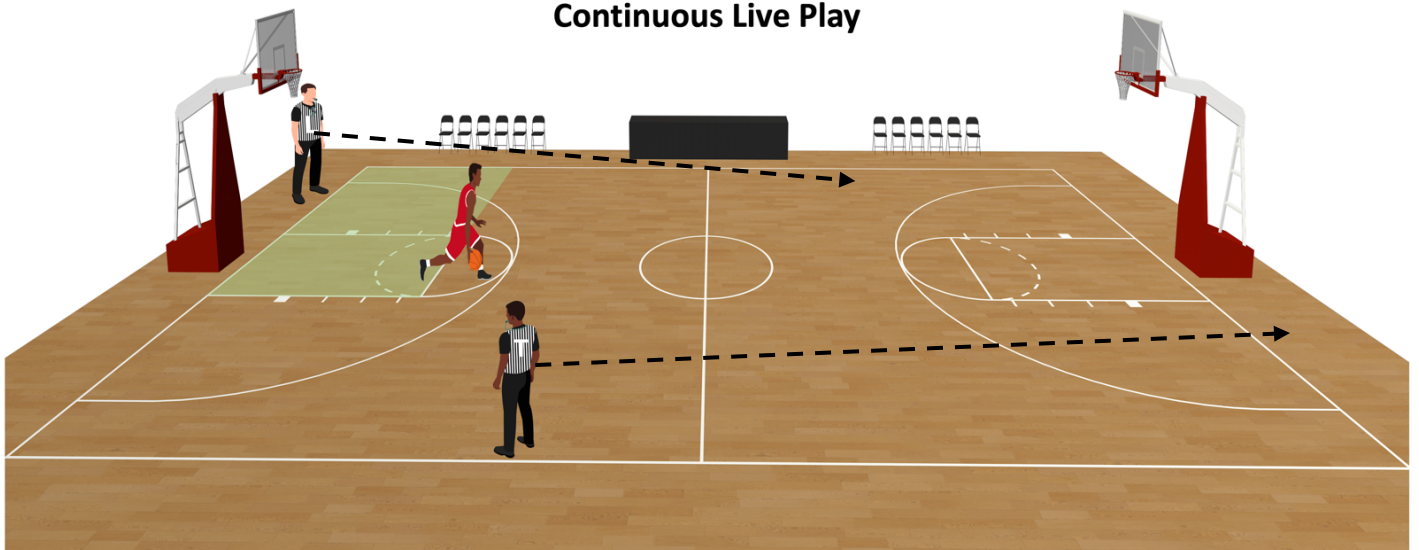
Frontcourt Positioning & PCA



Trail: 28' from endline, just above 3 point arc and just inside and at a 45° angle to the sideline
Trail PCA - rest of court

Lead: 4-6 feet off endline appx. halfway between near sideline & near free throw lane line
Lead PCA far lane line - to free throw line - extended to near sideline. Posture posture 45° to endline

Transition Continuous Live Play



Transition

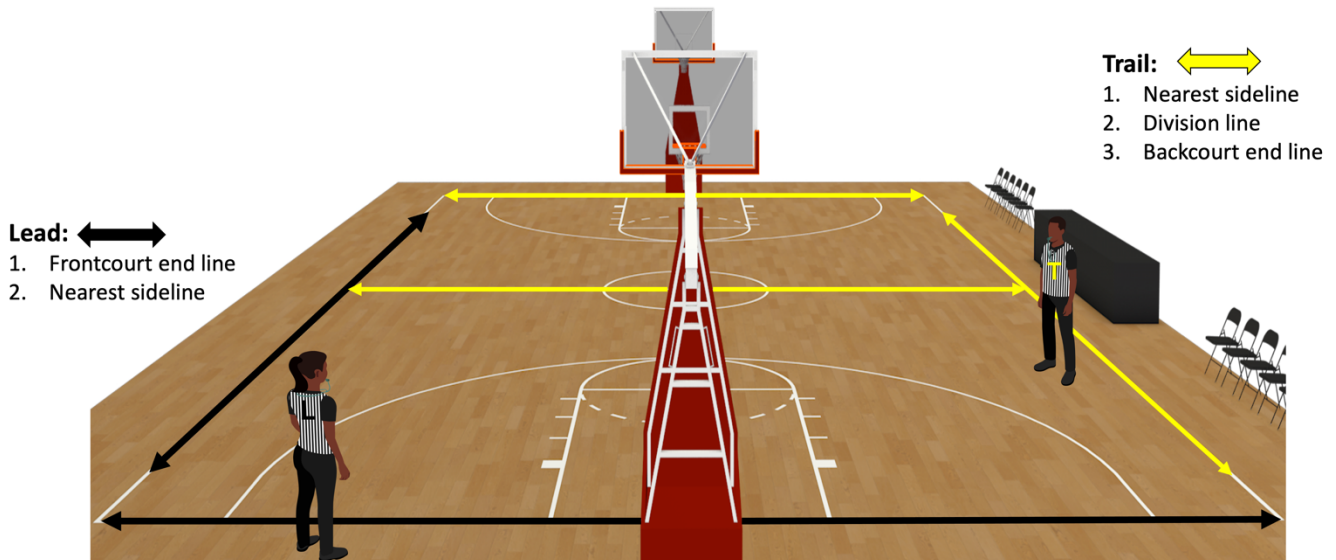
Continuous Live Play



Trail: Will become the new Lead - new PCA

Lead: Will become the new Trail – new PCA

Line Responsibility

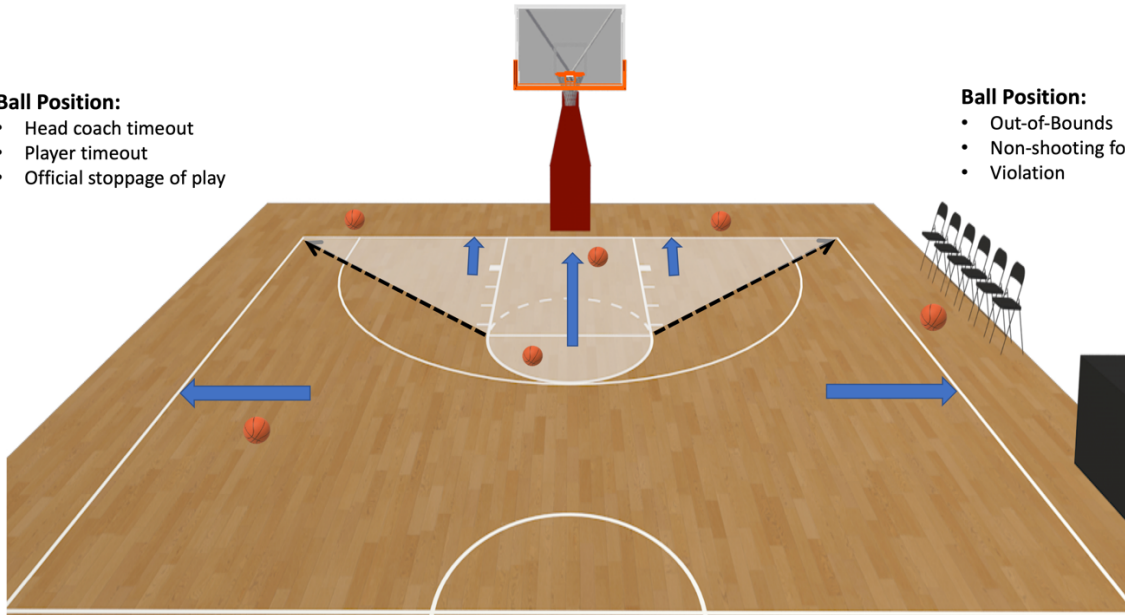


Both officials are responsible for the 3-point line in their PCA!
CALL YOUR OWN LINES!!!

Ball Position - Resumption of Play

Ball Position:

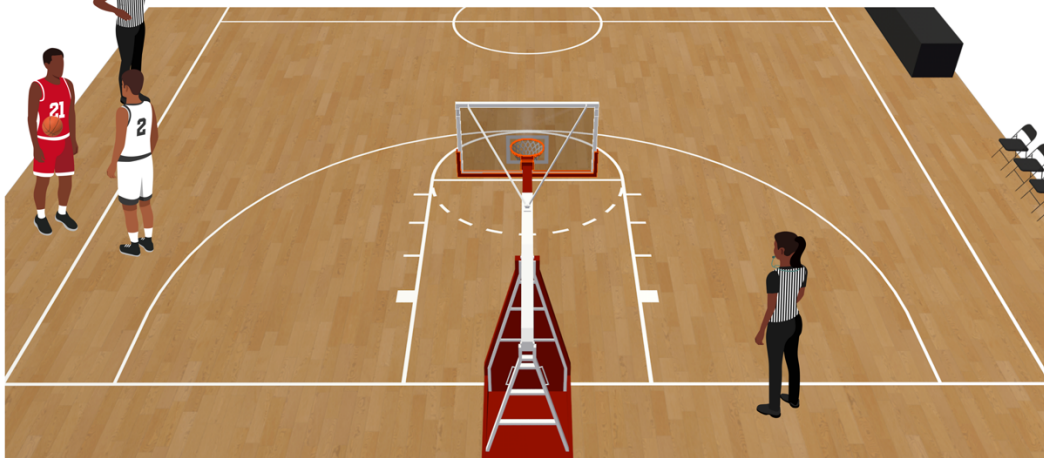
- Head coach timeout
- Player timeout
- Official stoppage of play



Ball Position:

- Out-of-Bounds
- Non-shooting foul
- Violation

Throw-In Sideline



TRAIL: Keep thrower between you and the basket...warn defender to not cross the sideline...make eye contact with your partner. Tell thrower you are bouncing them the ball...take a couple of steps away, raise your hand to start the clock on a legal touch inbounds...**BOUNCE** the ball to the thrower...start 5 sec. count!

LEAD: Watch other players for illegal action.

Throw-In Endline



LEAD: Keep the thrower between you and the basket, make eye contact with your partner. Tell the defender to not cross the endline. **HAND** the ball to the thrower. Step back so you have a wider vision of the play. Start 5 sec. count!

TRAIL: Raise arm nearest table, hand-palm open to start clock on legal touch in bounds. Watch other players for illegal action.

BASKETBALL OFFICIATING - TERMINOLOGY

On Ball - Off Ball Officiating:

The official officiating the defender that is with the ball handler is “on ball.” The other official that is officiating the other players is “off ball.”

Referee the Defender:

The players on a team who are not in possession of the ball are “defenders.” Always officiate the defender, they create 90+% of all fouls.

Competitive Matchup Officiating:

The players on opposing teams that are closest to each in your primary coverage area make a “competitive matchup”. These players may or may not be handling the ball.

Open vs Closed Look:

An “open look” is when you can see between the players in a competitive matchup in your primary coverage area and referee the defender. A “closed look” is when the offensive or defensive player is between you and the other player where you can not see between them, creating a “straight lined” look.

On Ball – Off Ball Officiating



The official with the ball in their PCA has **ON BALL** refereeing responsibility.

The other official has **OFF BALL** responsibility of refereeing the players in their PCA.

Referee the Defender!



Referee the Defender

90+% of ALL fouls are by the defender



Competitive Matchup Officiating

A competitive match up is two players on opposing sides in your PCA that by their location on the court and close proximity to each other “could” create a potential problem. They require your attention first! We are not ignoring the other players!



Location on Court:

- Closer to ball handler?
- Closer to Goal?
- Could be all players?



Competitive Matchup Officiating



Find first competitive match up in YOUR PCA! REPEAT defenders number over and over!

Lead: **10-10-10**

Trail: **33-33-33**

Closed Look to Open Look



Players move **RIGHT**
Official Moves **LEFT**

Closed Look to Open Look



Referee the Defender!

Foul Calling

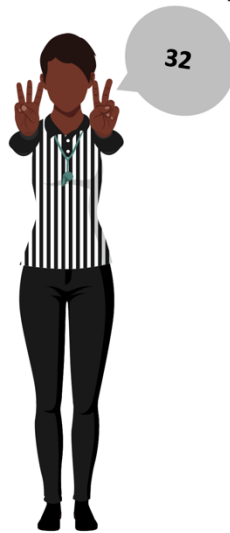
- Whistle – Raise hand High – CLINCHED FIST
- Step toward fouling player tell them the infraction verbally
- Give preliminary foul signal
- Stay with the players till they clear each other
- Go to foul reporting area
- Repeat jersey color, number of fouling player, foul signal
- If non-shooting foul:
 1. Indicate team color for throw-in
 2. Indicate spot for throw-in
- DO NOT LEAVE LOCATION TILL PLAYERS ARE SEPERATED



Foul Reporting Table



Color



Number



Foul Signal



Number of Shots

FREE THROW



Administrating Official - LEAD:

- Make sure players are lined up correctly
- Step into the lane, Indicate number of shots
- Bounce ball to thrower
- Move off court below end line – 4 ft.
- Watches
 1. Opposite players in lane line
 2. Player in nearest lower block

Trail Official:

- Make sure players are lined up correctly
- Be in position to see if thrower violates
- Watches
 1. Opposite 2 players in upper blocks
 2. Watches for other players crossing 3 point line before ball hits the rim
 3. Step down on the shot to referee rebounding

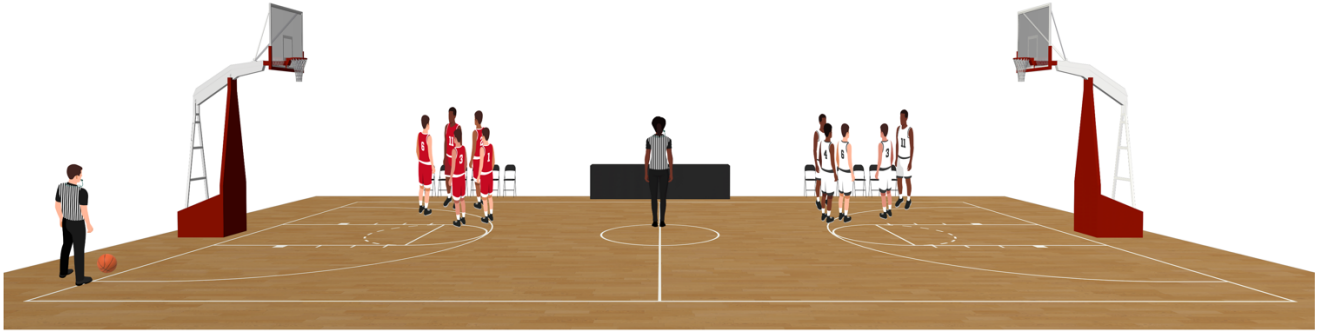
End of Quarter or Game



Trail: The Trail official is responsible for making the ruling on any last second shots to end a quarter or the game. However, in certain situations the Lead official may have information to help the Trail make the correct call. If so go to your partner and discuss the play before making a ruling!

Game Positioning

Timeout – 30 or 60



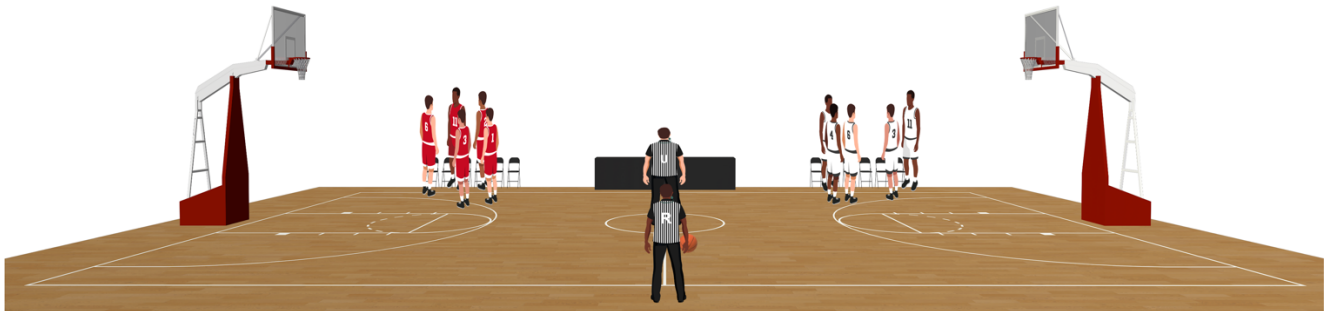
Timeout followed by resumption-of-play throw-in:

Administering official: Takes the ball nearest the point-of-interruption...places the ball on the floor.

Co-official: Stand at division line center circle nearest table - **30 sec.** Far side center circle – **Full.**

Game Positioning

Between Quarters & Halftime



If a game or player situation needs to be discussed, get together before going to specific spots!

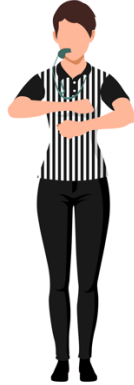
Referee: While holding the ball stand at the division line opposite the table.

U-1: Stand on division line on opposite side of center circle.

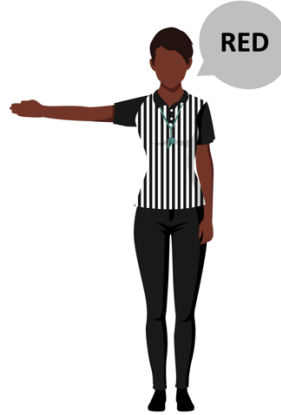
Violation Spot Mechanics



Blow Whistle stop play and clock!



Give violation signal!



Signal direction & say color!



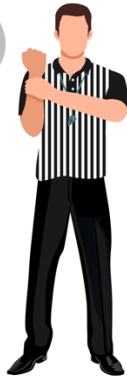
Point to spot on court for resumption-of-play!

DO NOT LEAVE THE SPOT EARLY UNTIL YOU HAVE ACCOMPLISHED ALL TASKS!

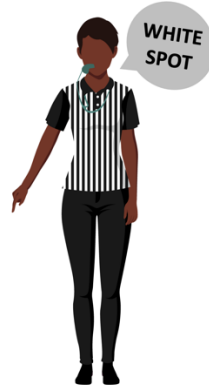
Foul Calling Non-Shooting Spot Mechanics



Blow Whistle, raise arm, step in, say jersey color & number, tell fouling player infraction and show signal!



Point to spot on court for resumption-of-play!



Report foul to scorer...same signal as you gave at the spot!

DO NOT LEAVE THE SPOT EARLY UNTIL YOU HAVE ACCOMPLISHED THE FIRST 3 MECHANICS!
