



# 2019-21 NFHS BASKETBALL OFFICIALS UPDATE

National Federation of State  
High School Associations



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## Mechanics Changes



2019-21 Basketball Officials Manual Update

# MECHANIC CHANGES





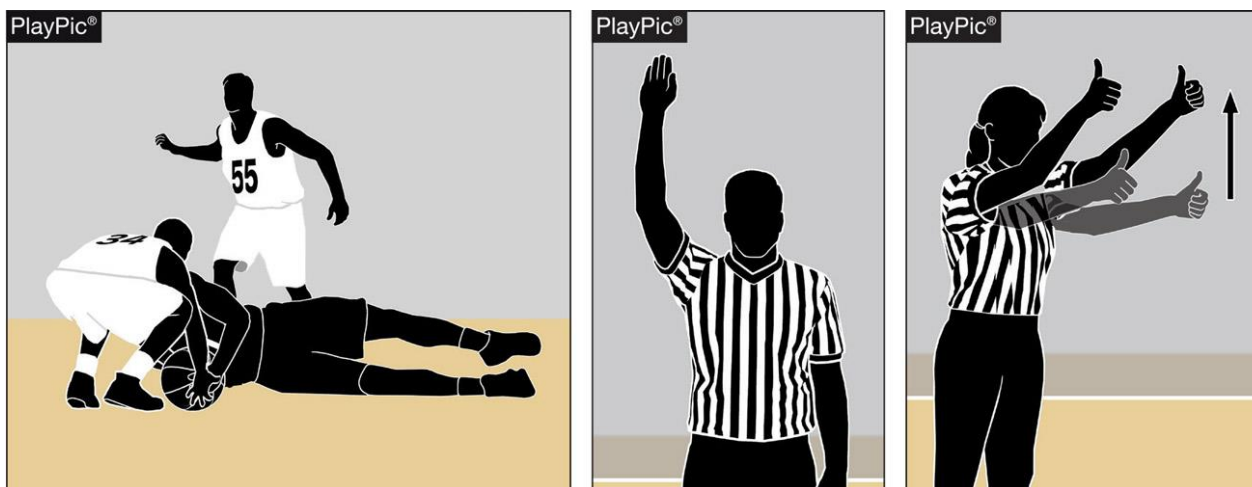
## STOP CLOCK FOR JUMP/HELD BALL- PART 3 OF THE NFHS BASKETBALL OFFICIALS MANUAL-#3

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- Signal Chart #3 When a held ball occurs, the covering official(s) must stop the clock using signal #2 (straight arm, open palm extended) while simultaneously sounding the whistle then give the held ball signal.



## RULE CHANGE 10-5-5 NOTE JUMPBALL SIGNAL SEQUENCE



Stop Clock for Held Ball: In a held-ball situation, the covering official should first blow the whistle while simultaneously using the stop clock signal (signal 2), and then progress to the held ball signal (signal 3).



2019-21 Basketball Officials Manual

# THREE-PERSON MECHANICS



# PRESENTATION TOPICS

- Part 1 – Officiating Principles
- Part 2 – Terminology
- Part 3 – Signals
- Part 4 – Game Procedures for a Crew of Two Officials
- Part 5 – Game Procedures for a Crew of Three Officials





# TERMINOLOGY

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- **Ball Side:** The location of the ball in the normal frontcourt offensive alignment of a team. In dividing the court down the middle, (using the basket as a center point), end line to end line. The side of the court where the ball is located is ball side.
- **Bump and Run:** A technique when one official “bumps” another official out of his/her current position and the vacating official “runs” down into a new position.
- **Center Official:** The outside official who is in the off-ball position, midway between a step below the free-throw line extended and the top of the circle. The Center official may be table side or opposite side.





# TERMINOLOGY

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- **Close Down:** Movement of an official (a step or two) related to movement of the ball. The Trail and Center close down toward the end line; the Lead closes down toward the nearest lane line extended.
- **Lead Official:** The official positioned along and off the end line. The Lead official may be table side or opposite the table, but will be on the same side of the court as the Trail.
- **Move to Improve:** A technique that means to “move your feet” in order to “improve your angle” on the play. Helps to eliminate being “straight-lined.”







# TERMINOLOGY

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- **Opposite Side:** The side of court opposite the table side.
- **Primary Coverage Area (PCA):** Area of responsibility for each official. PCA is determined by ball location.
- **Rotation:** A live-ball situation, whereby the location of the ball keys a change in coverage for the officials. This is implemented when the Lead official moves to ball side dictating a change of position by the Center and Trail officials. The Lead should not rotate until all three officials are in the frontcourt.





# TERMINOLOGY

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- **Straight-Line:** Refers to a situation that occurs when an official allows his/her vision to be obstructed by a player or players; having to look through a player instead of in between players. When a straight-line occurs, the official is not able to accurately see playing action. The situation is also known as getting “stacked.”
- **Strong Side:** Side of the court determined by the location of Lead official.





# TERMINOLOGY

- **Switch:** A dead-ball situation created by an official who calls a violation or foul. After a violation is called or a foul is reported to the table, there may be a change in position of the officials. The switch will normally involve the calling official moving to a new position on the court.
- **Table Side:** The side of the court where the scorer's and timer's table is located.
- **Trail Official:** The outside official positioned nearest the division line, approximately 28 feet from the end line (near the top of the three-point arc). The Trail official may be table side or opposite side, but will be on the same side of the court as the Lead.





# TERMINOLOGY

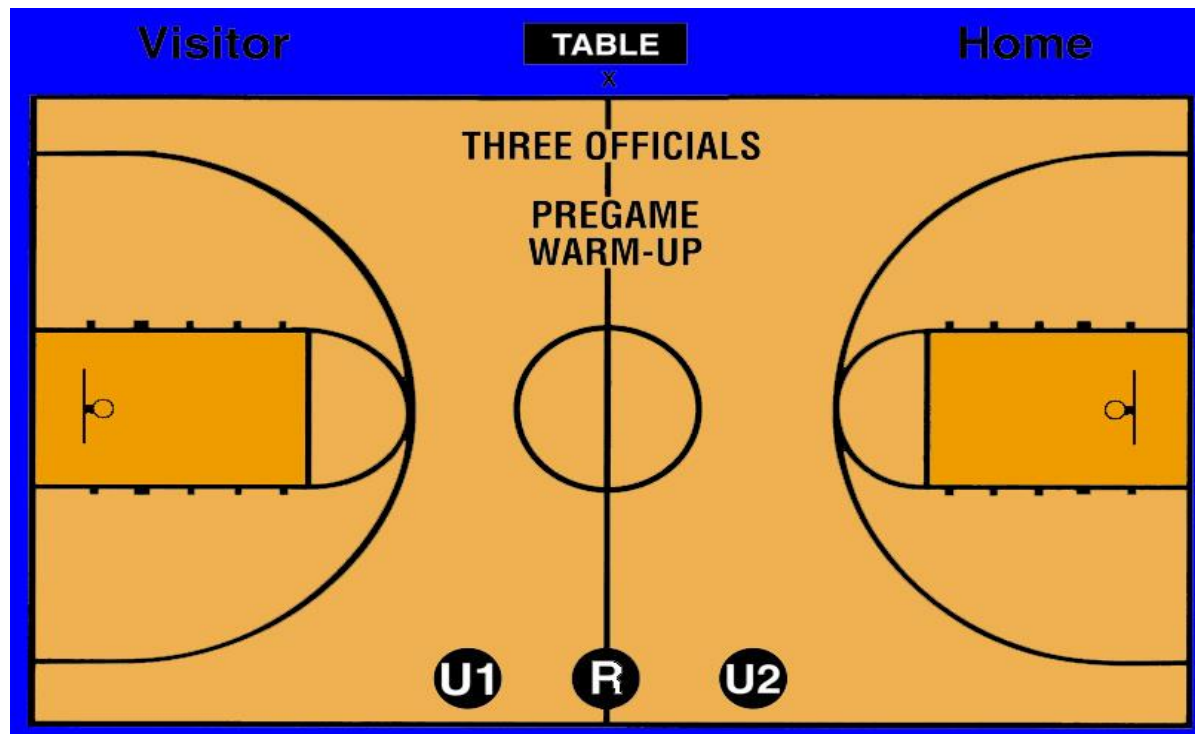
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- **Weak Side:** The side of the court opposite the Lead official; the Center's side of the court.
- **Wide Triangle:** All three officials forming the geometric shape of a wide triangle; keeping all players and activity within the triangle.



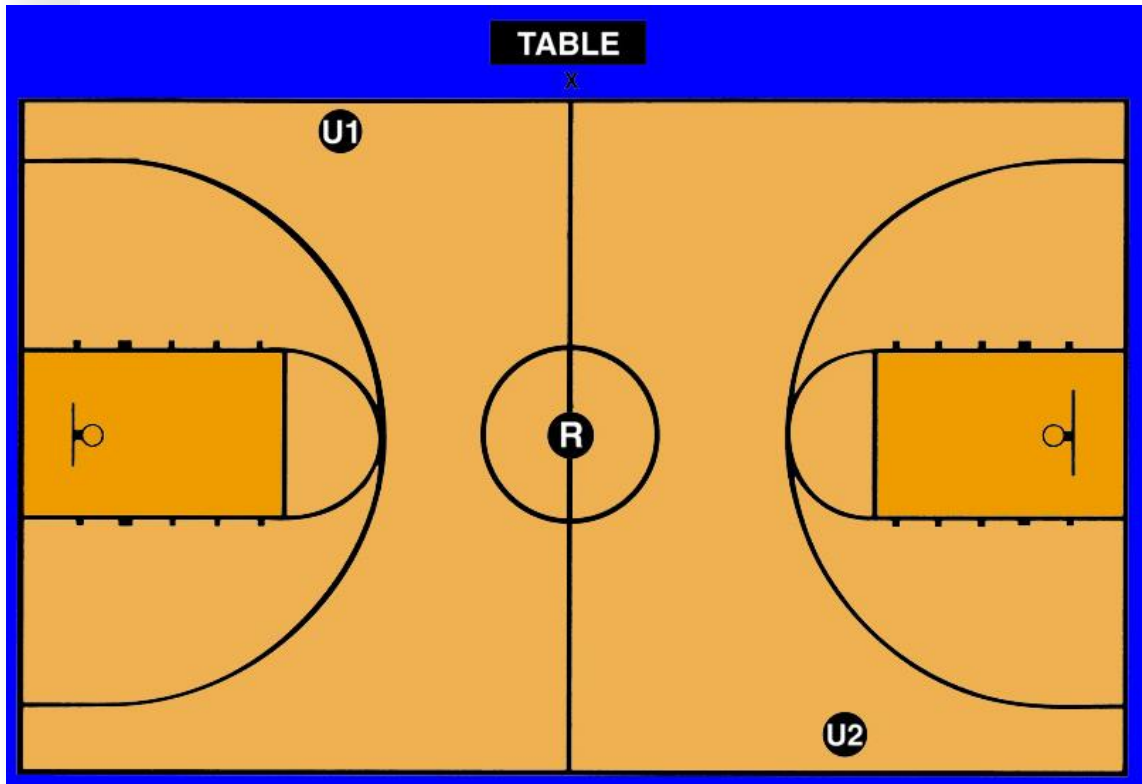
# PREGAME POSITIONS

U1 observes home team warm-up  
U2 observes visiting team warm-up





# JUMP BALL



U1 chops clock –  
watches jumpers

U2 watches eight  
non-jumpers

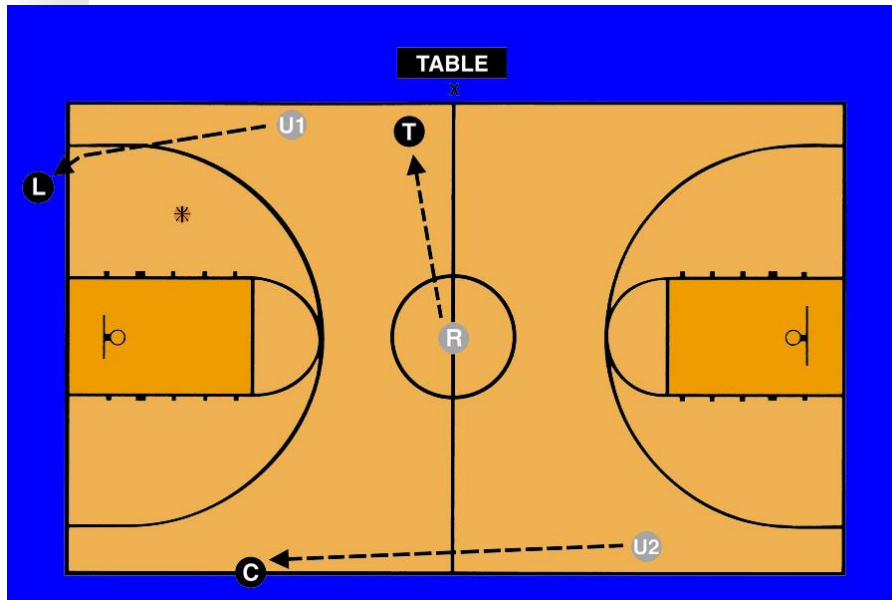
U1 & U2 mindful of  
quick 3-pt attempt  
and over/back



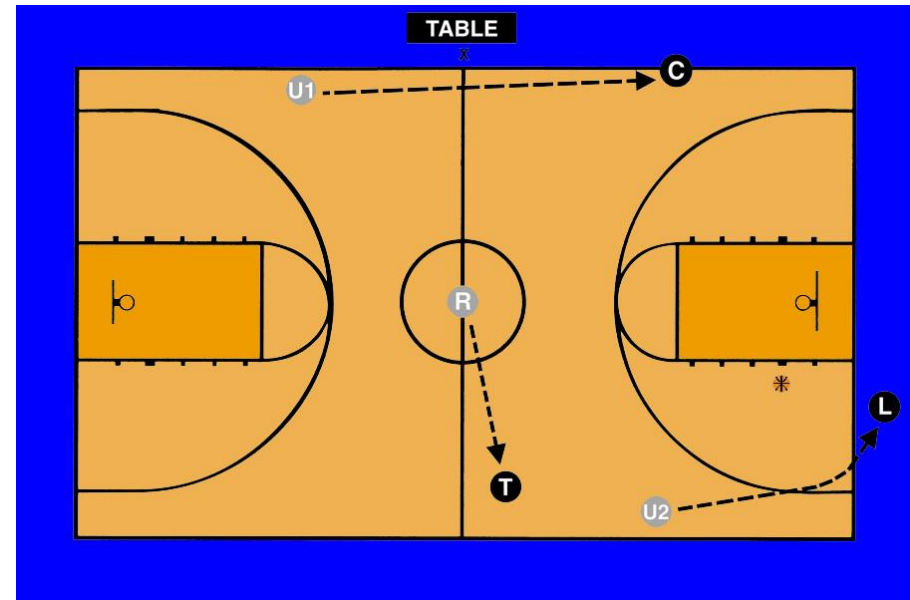


# JUMP BALL

Ball goes left



Ball goes right

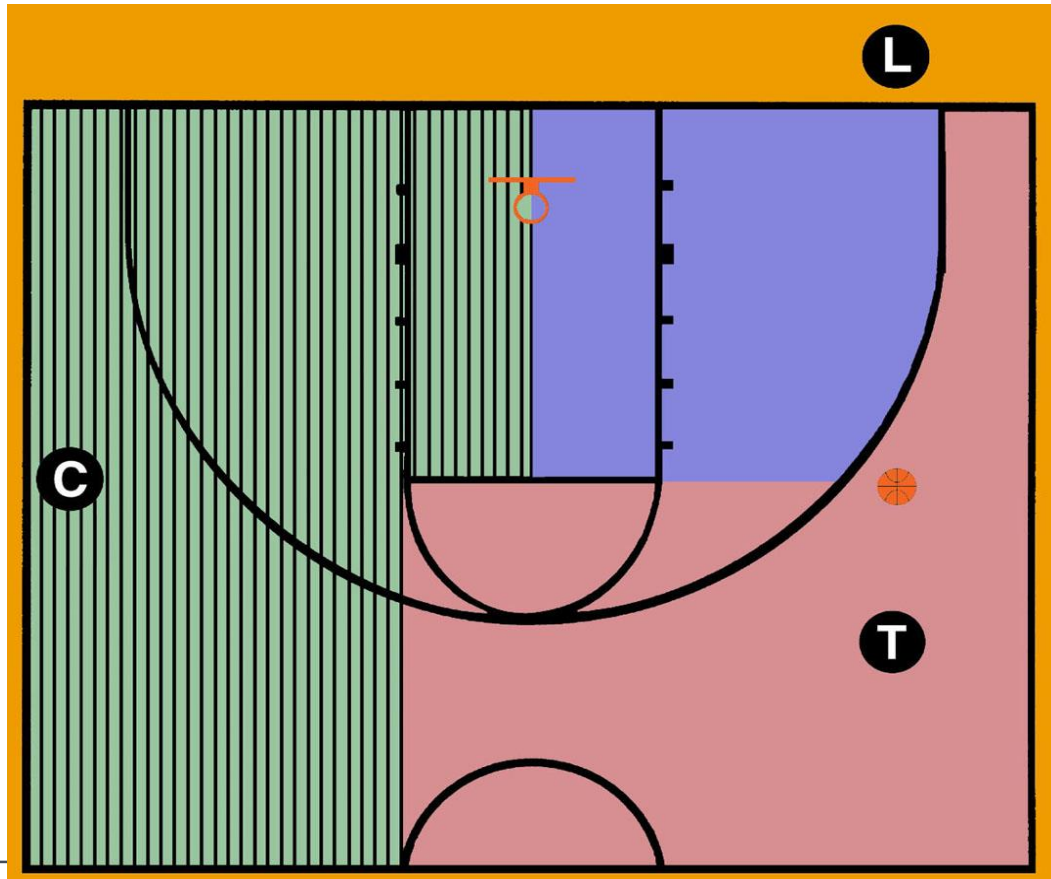


R (tossing official) always goes into T position



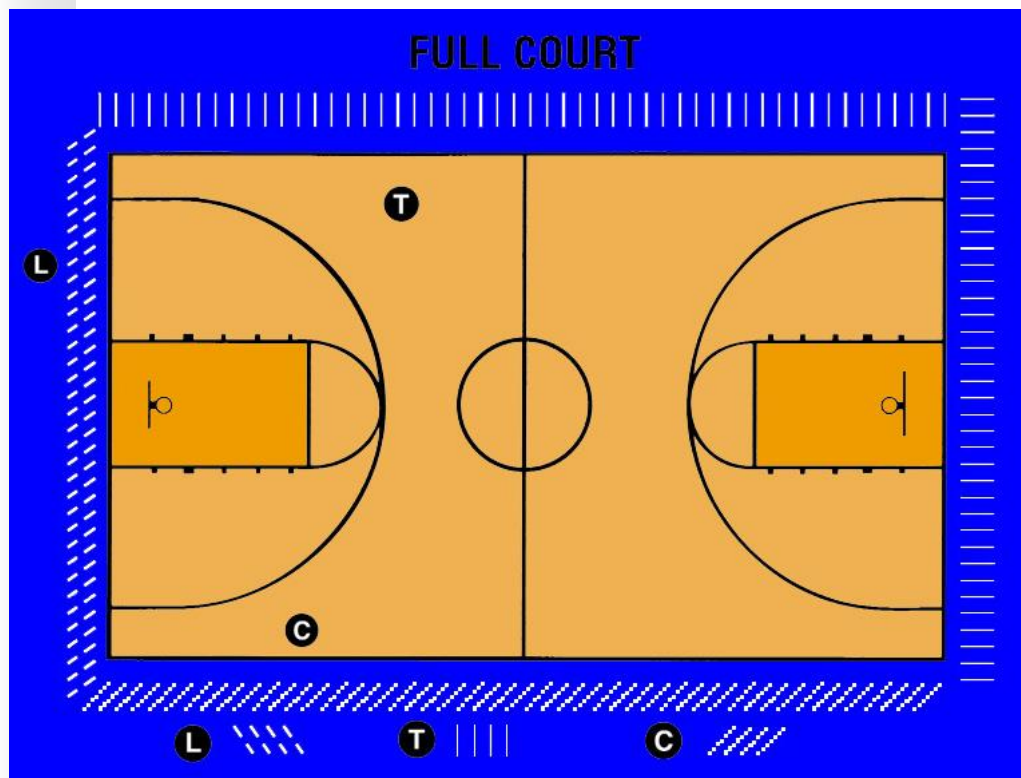
# PRIMARY COVERAGE AREAS

Both C and T should close down on shots





# LINE COVERAGE



L has entire end line

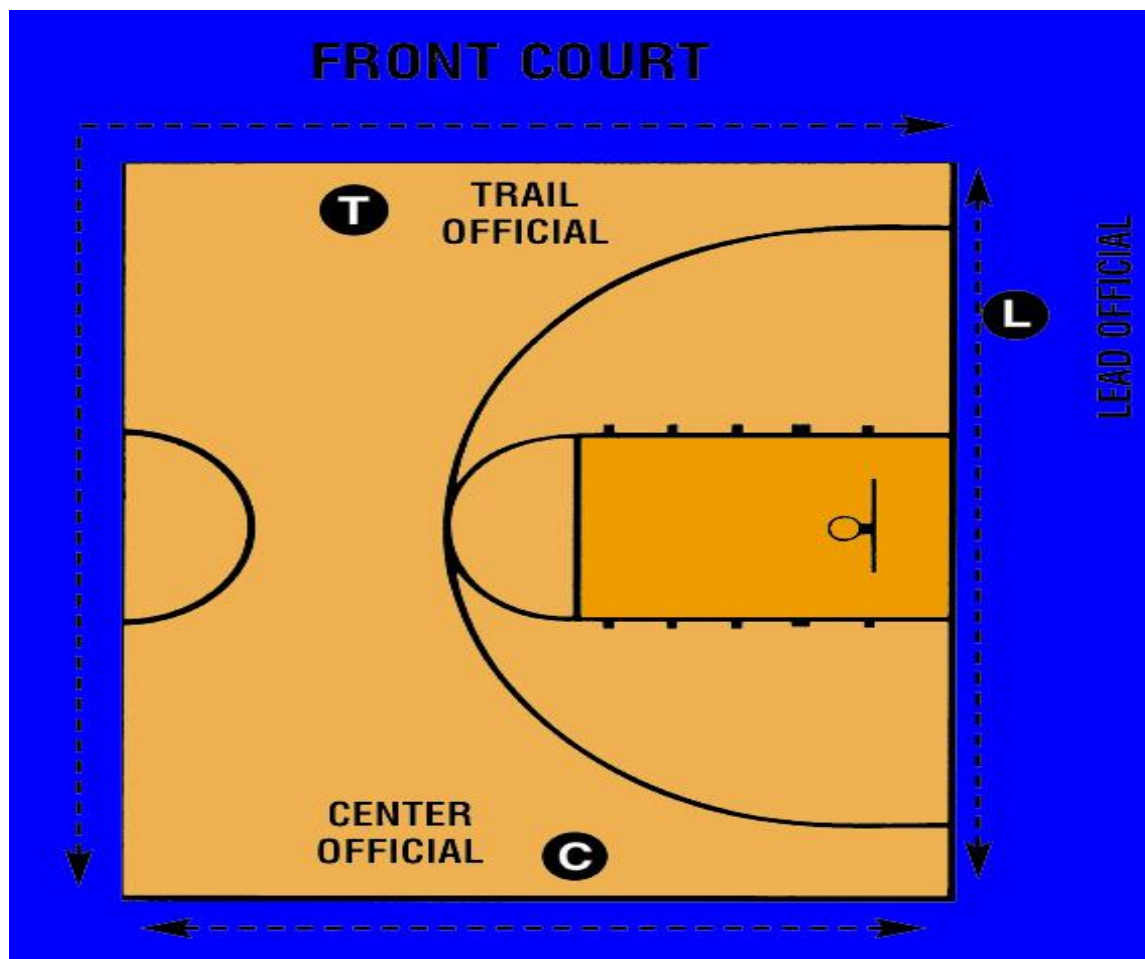
C has closest sideline

T has closest sideline,  
division line, and far end  
line

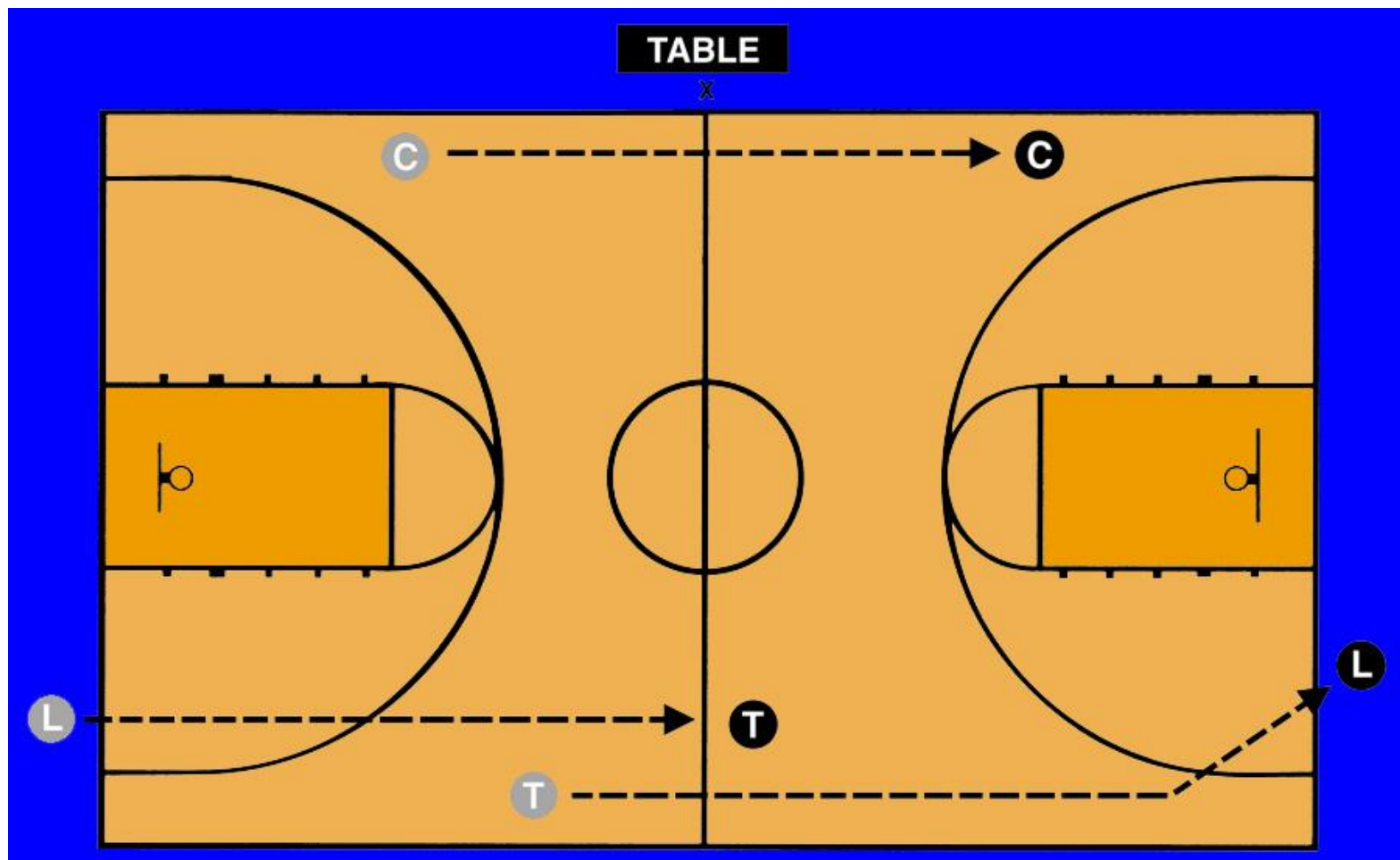
Call only your line



# INBOUNDS COVERAGE



# COVERAGES IN TRANSITION

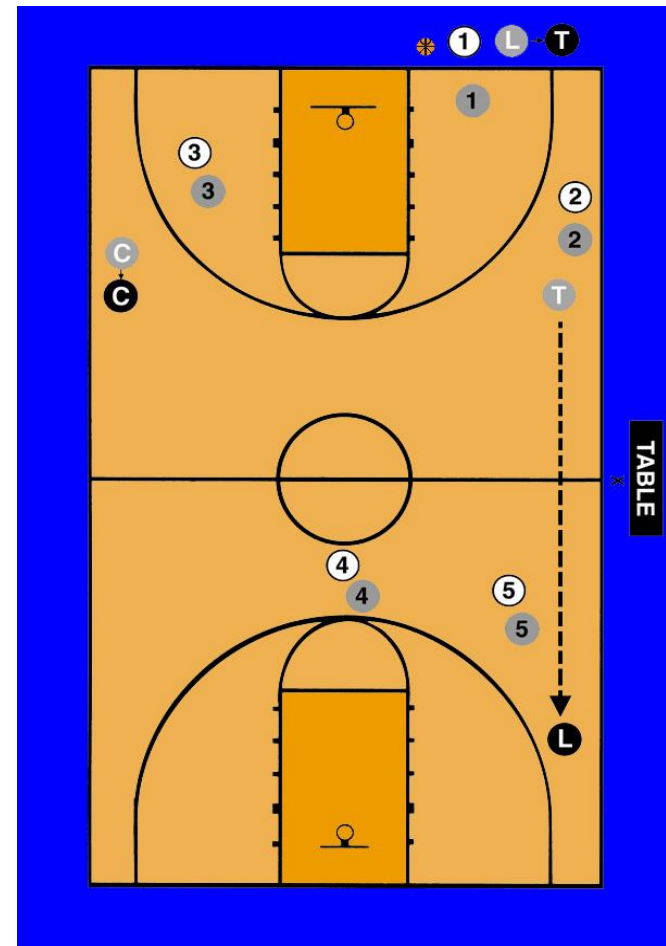
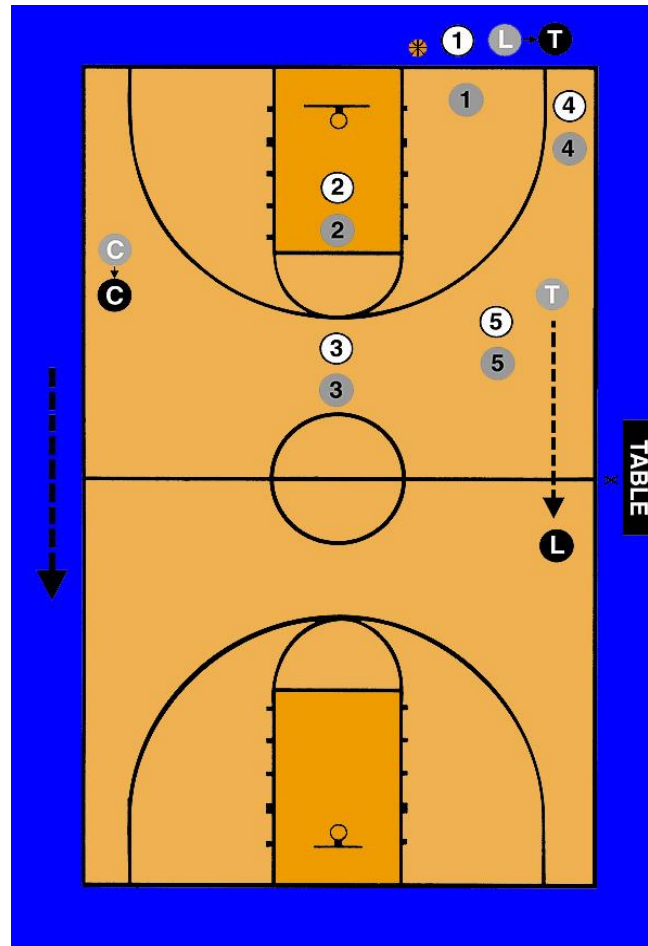




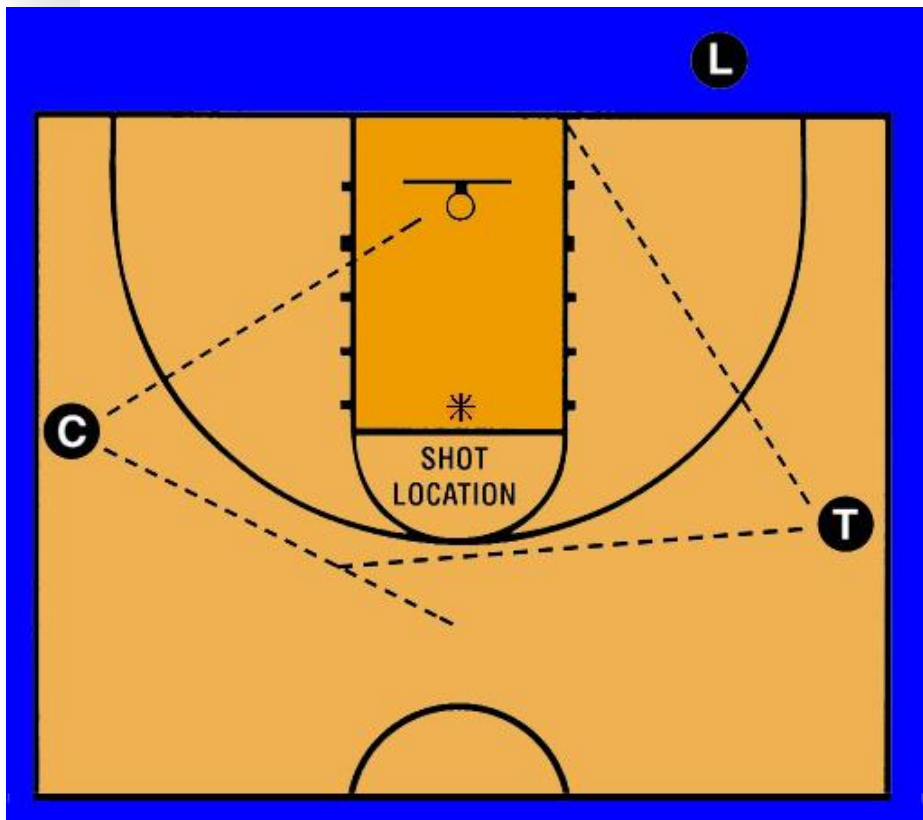
# PRESS COVERAGE

C stays in backcourt

L should have deepest player in front and boxed-in



# SHOT & REBOUND COVERAGE



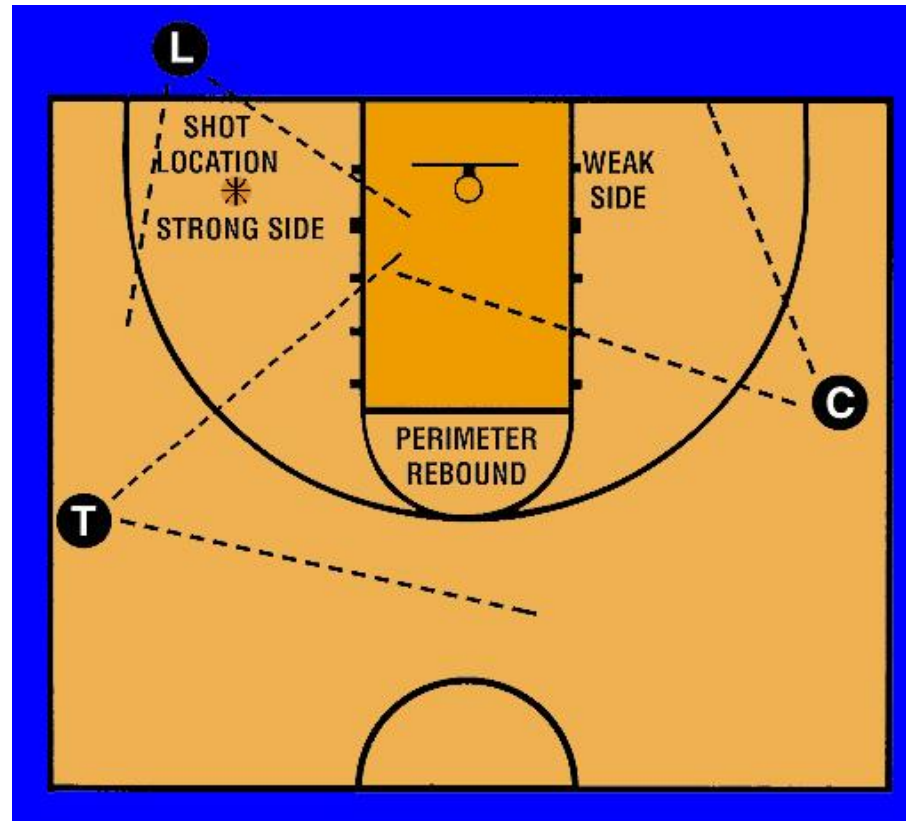
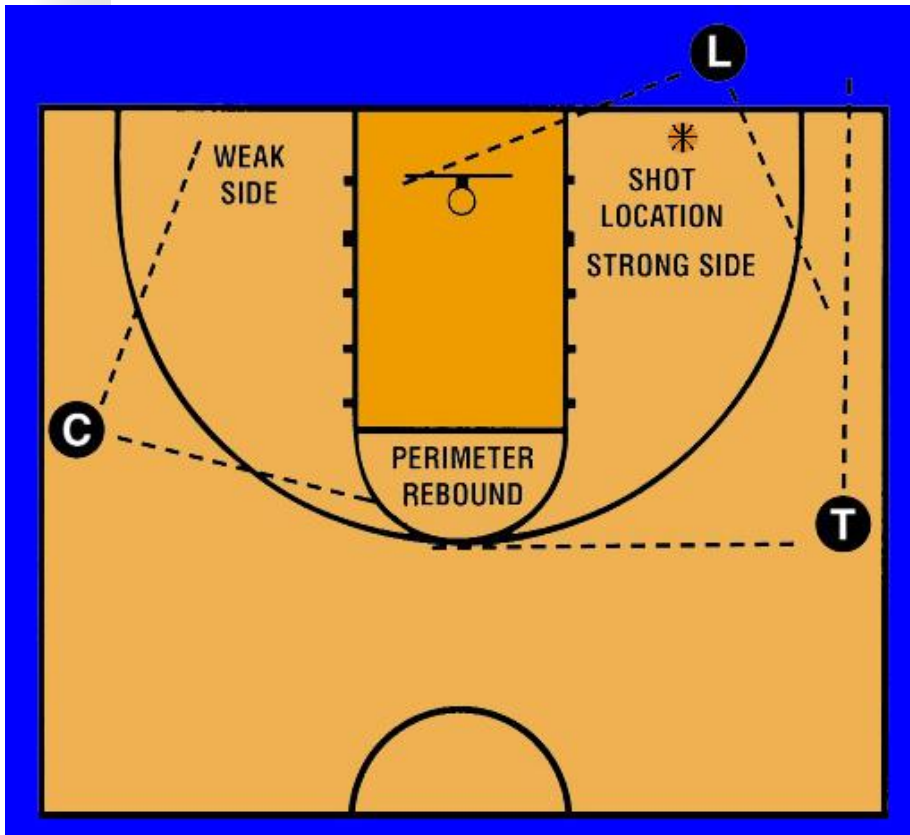
L should not be positioned within lane lines

Both C and T should close down on shots

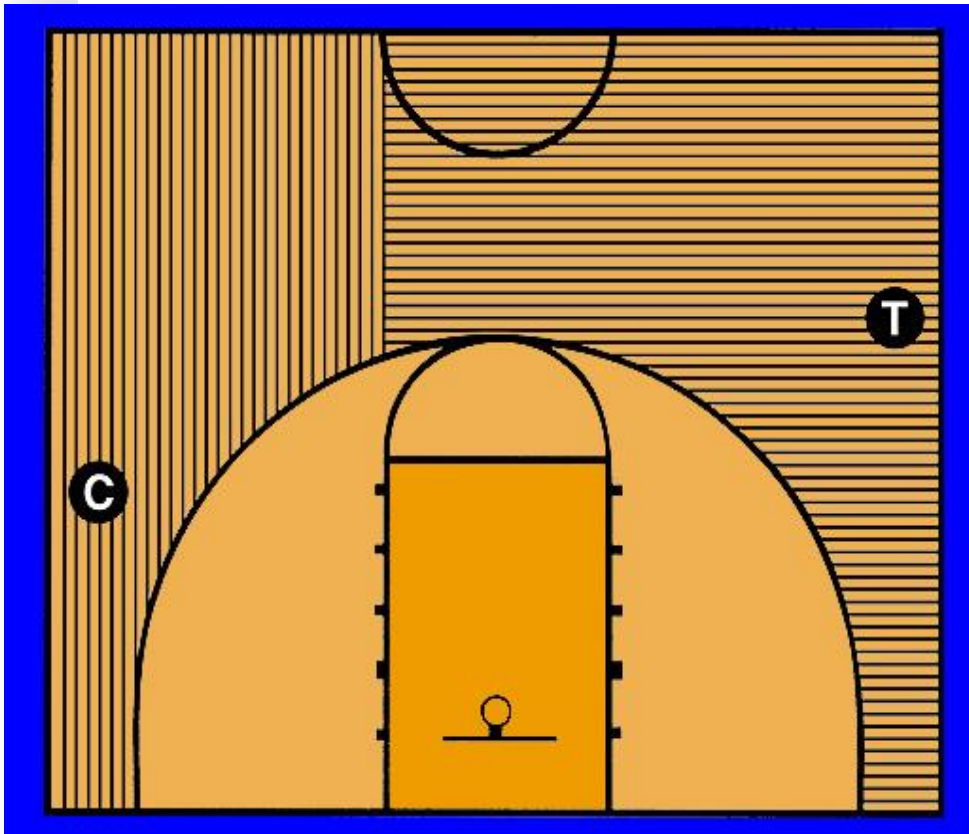
C is primarily responsible for weak side rebounding



# SHOT & REBOUND COVERAGE



# THREE-POINT SHOT COVERAGE



If both C and T indicate the 3-pt attempt, T referees defense on shooter and stays with shot; C releases and covers rebounding

C/T should mirror the other official's "good" signal



# ROTATIONS

- Rotations should be thoroughly discussed at the pregame conference
- Ball location keys the need for a rotation
- The T or C can facilitate a rotation, but **ONLY** the L initiates a rotation
- A rotation should only take place when all three officials are in the frontcourt
- A rotation begins when L moves laterally and penetrates the key area







# ROTATIONS

- Rotation is not complete until L passes beyond far lane-line extended
- L must officiate play in the post – even while moving across the lane
- If the L begins to rotate and ball is quickly reversed or a quick shot taken – L does not have to complete rotation
- There should rarely be two T's – there may be two C's for brief periods of time





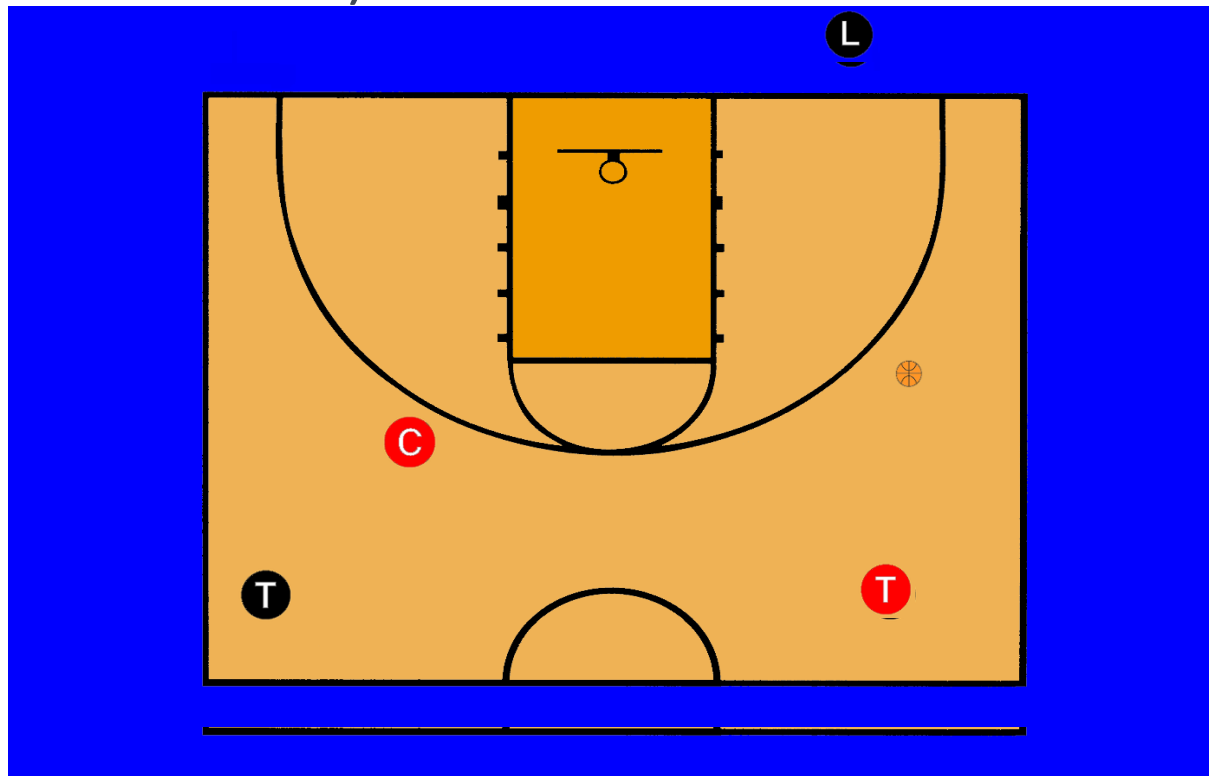
# ROTATIONS

- If a trap occurs near the division line on C's side of court, C moves higher to officiate that play and L should initiate a rotation
- If L does not rotate – C should go back to a normal C position when play permits
- Remember, only the L initiates a rotation! The C only *facilitates* the rotation in this case.



# ROTATION SEQUENCE

L goes to ball-side, T closes down, C completes rotation (last to rotate)

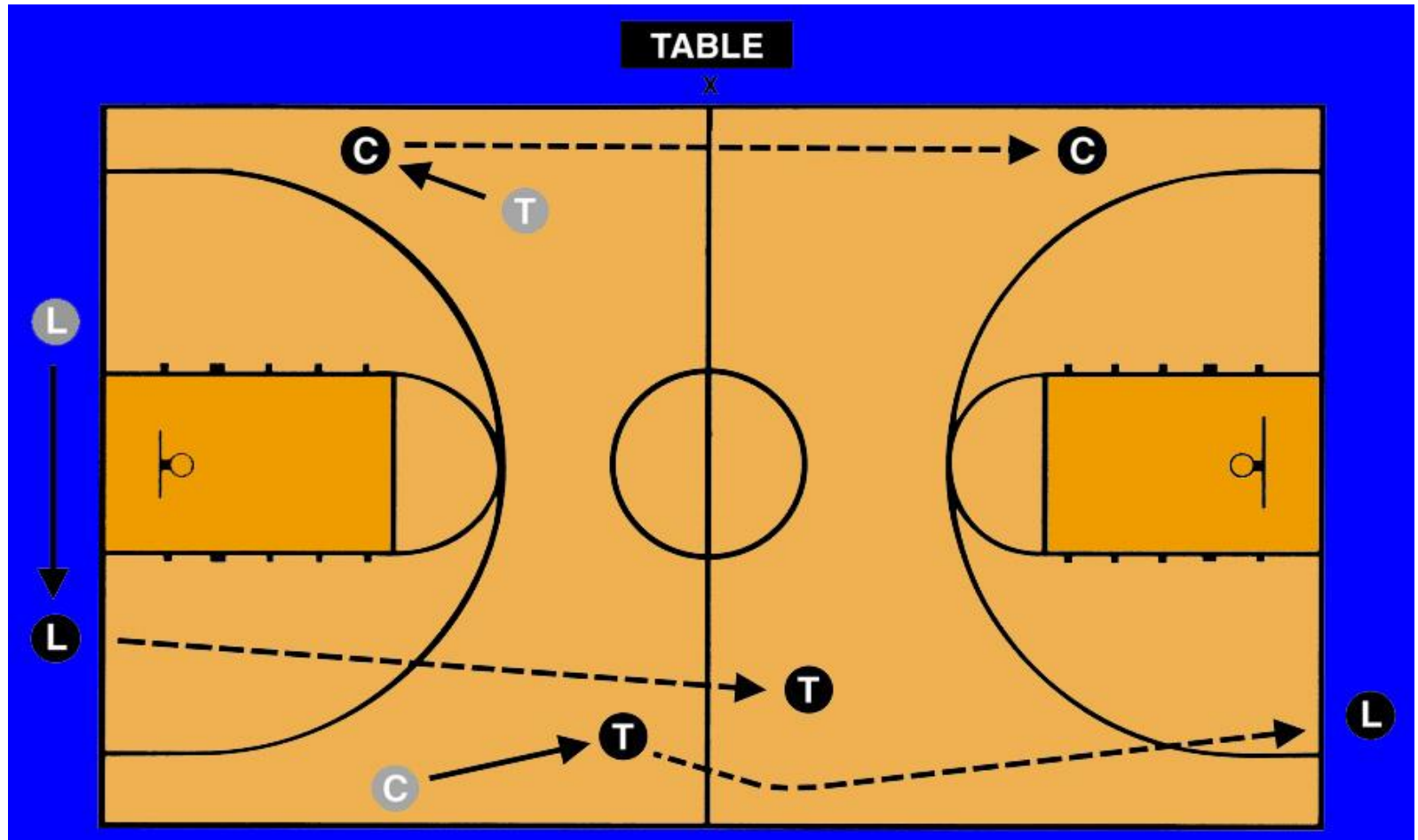


## TRANSITION AFTER ROTATION

- All officials must recognize rotation has occurred
- If L rotated late and a transition occurs – it is old L's (new T's) responsibility to look up court making sure partners picked up rotation
- If not, the new T should be prepared to adjust his/her location on the floor



# TRANSITION COVERAGE AFTER ROTATION

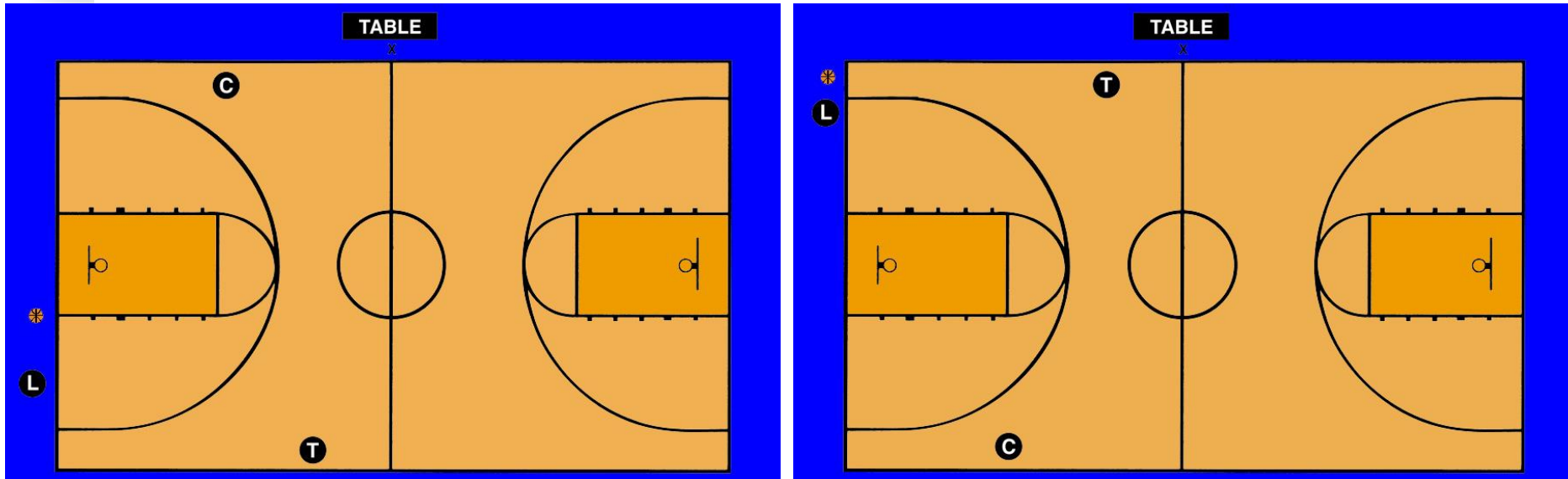


## THROW-IN CUES

- L may administer throw-ins on either side of player when staying in frontcourt; T mirrors clock-chop signal
- T handles all throw-ins in the backcourt – regardless of location – “bump and run” if necessary
- T may bounce any sideline or end line throw-in (depends on defensive pressure)

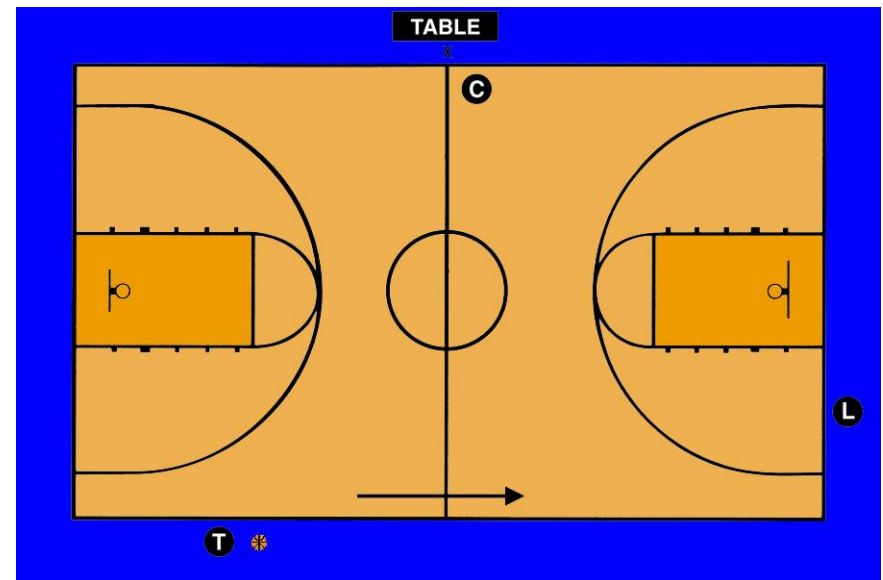
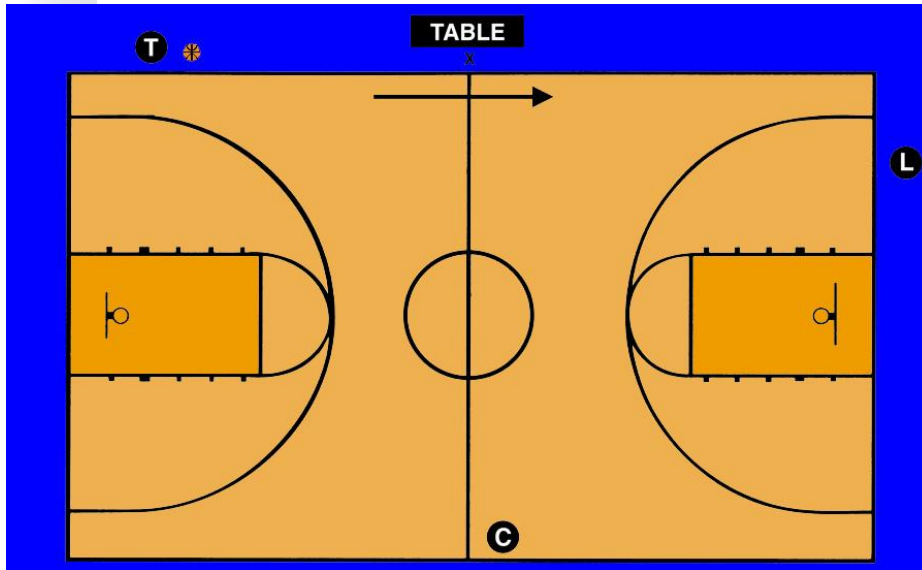


# END LINE THROW-INS IN THE FRONT COURT



L may administer throw-ins on either side of player when staying in frontcourt; T mirrors chop-clock signal

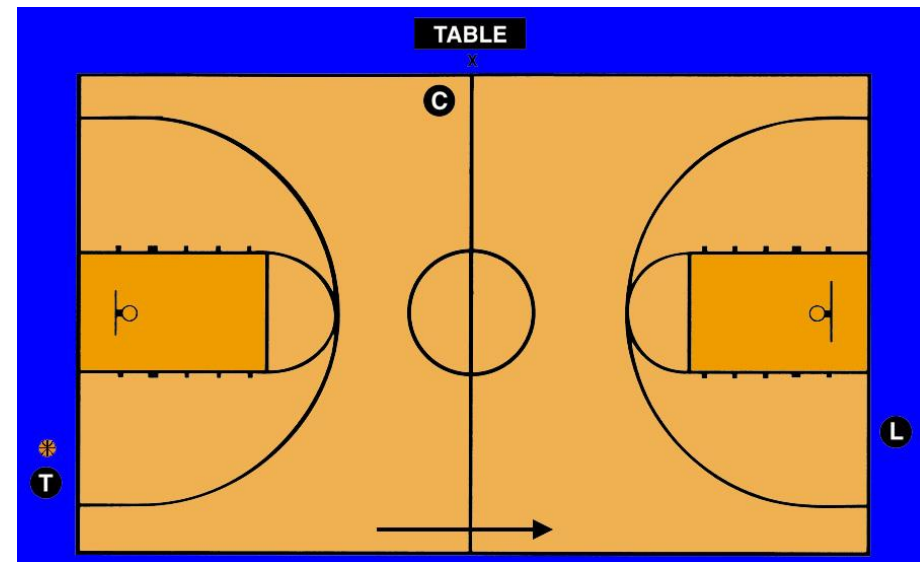
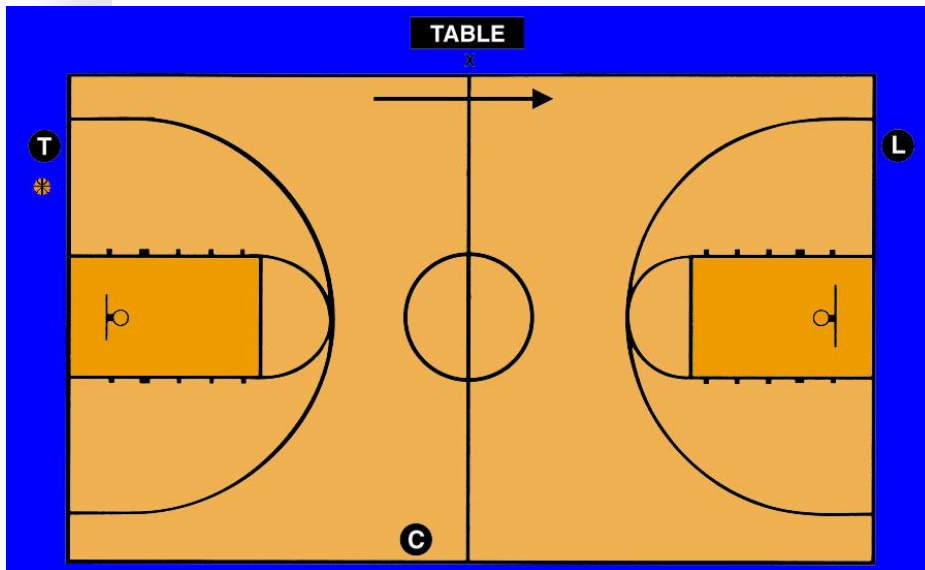
# SIDELINE THROW-INS IN THE BACKCOURT



T handles all throw-ins in the backcourt – regardless of location – “bump and run” if necessary

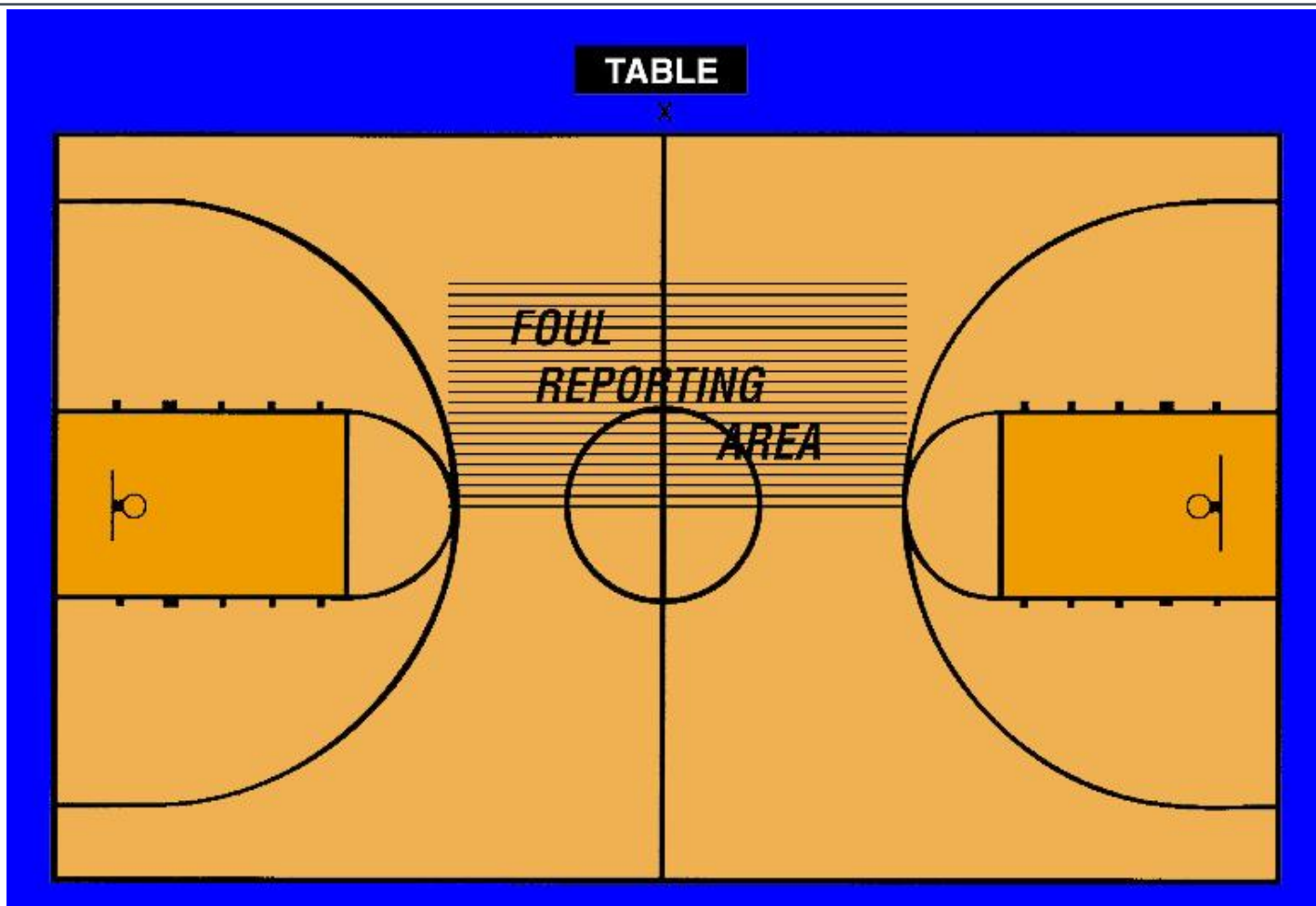


# END LINE THROW-INS IN THE BACKCOURT



If no pressure, C and L may go to home locations

# FOUL REPORTING



## FOULS & BASIC SWITCHING

- Non-calling officials should observe all players
- Calling official goes table side after reporting
- Official originally table side fills the vacancy left by the calling official





# FOULS & BASIC SWITCHING

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- Third official remains in same position occupied at time of foul
- If calling official was table side, no switch occurs



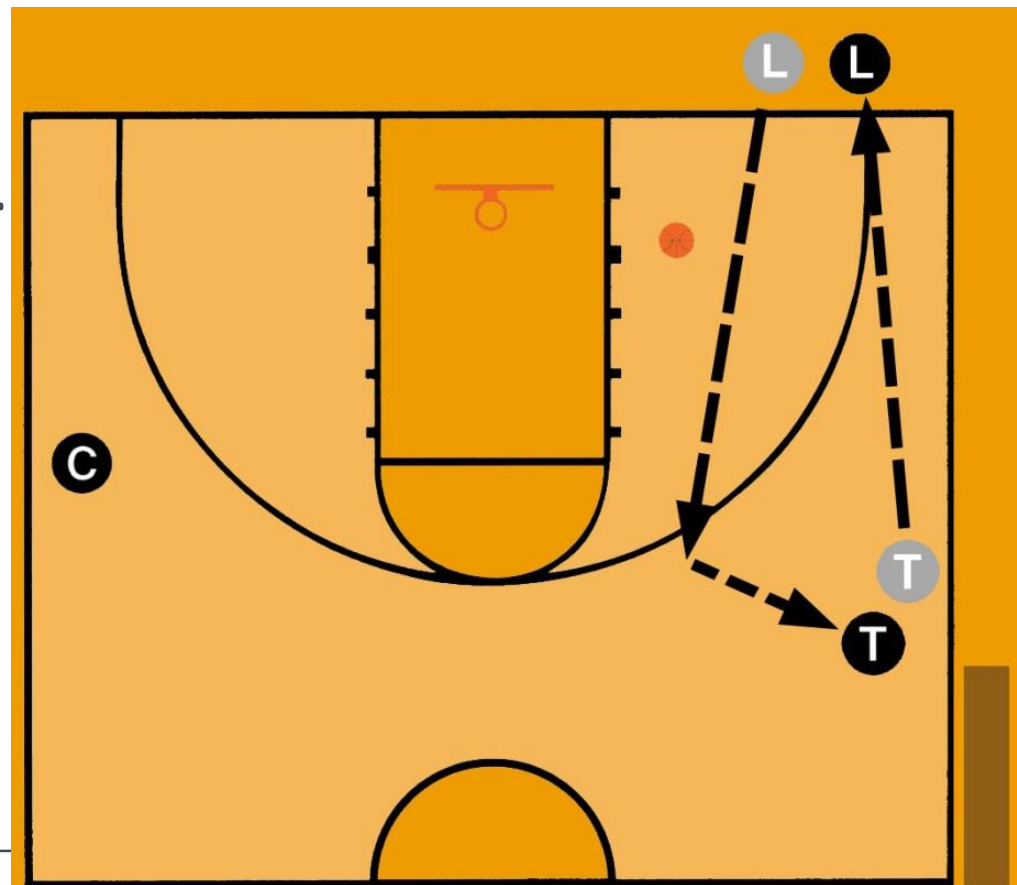
# FOUL REPORTING & SWITCHING

## Staying in the Frontcourt

Lead calls tableside foul  
goes to reporting area.  
Becomes new T

T becomes new L

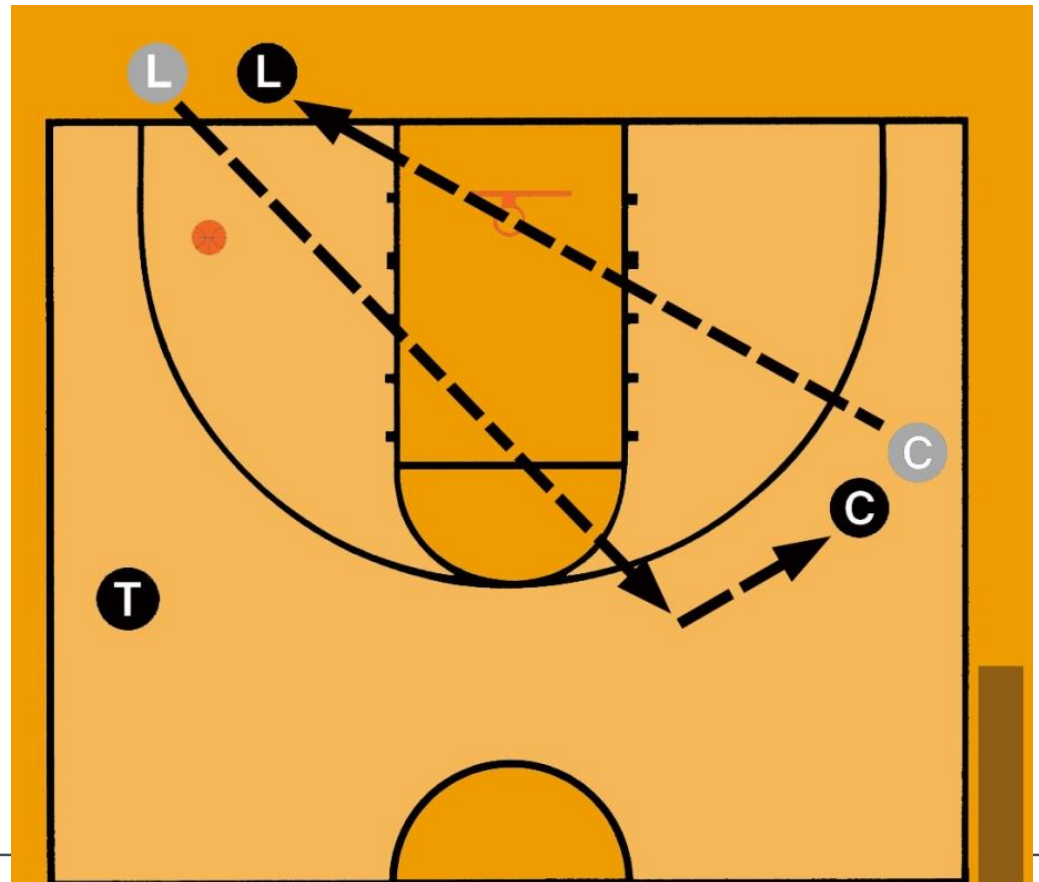
C remains C



# FOUL REPORTING & SWITCHING

## Staying in the Frontcourt

Lead calls foul  
opposite table  
goes to reporting  
area. Then  
becomes new C.  
C becomes new L  
T remains T



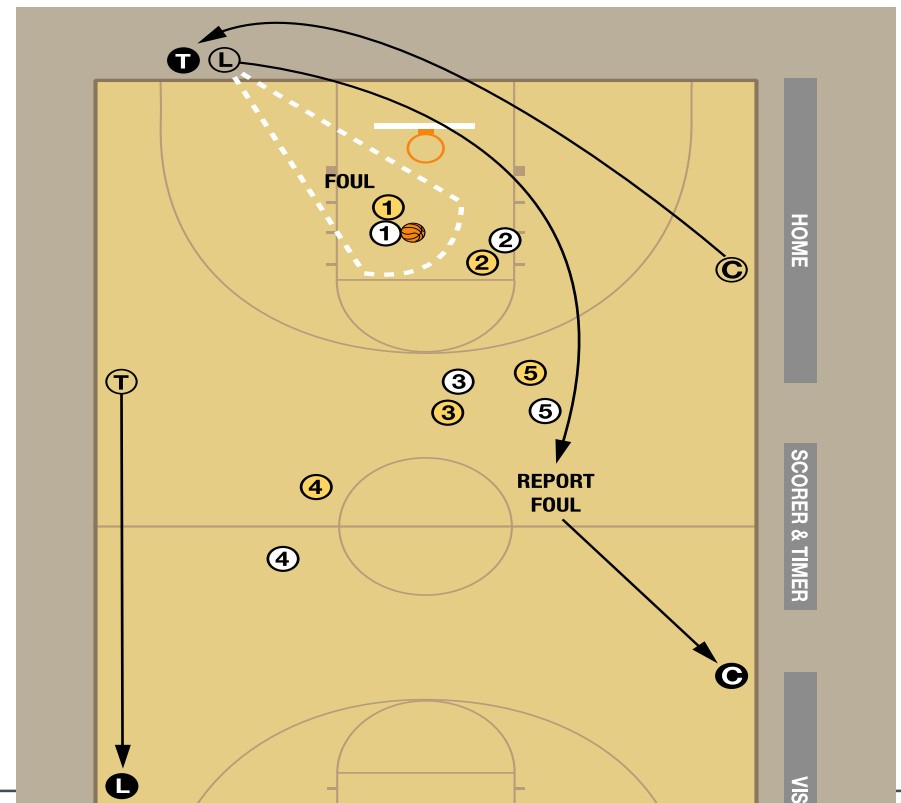
# FOUL REPORTING & SWITCHING ON OFFENSIVE CALLS

L calls foul opposite, reports and moves to front court to become the new C

Old T becomes new L

C becomes the new T and administers the throw-in

## Backcourt to Frontcourt - No Free Throws



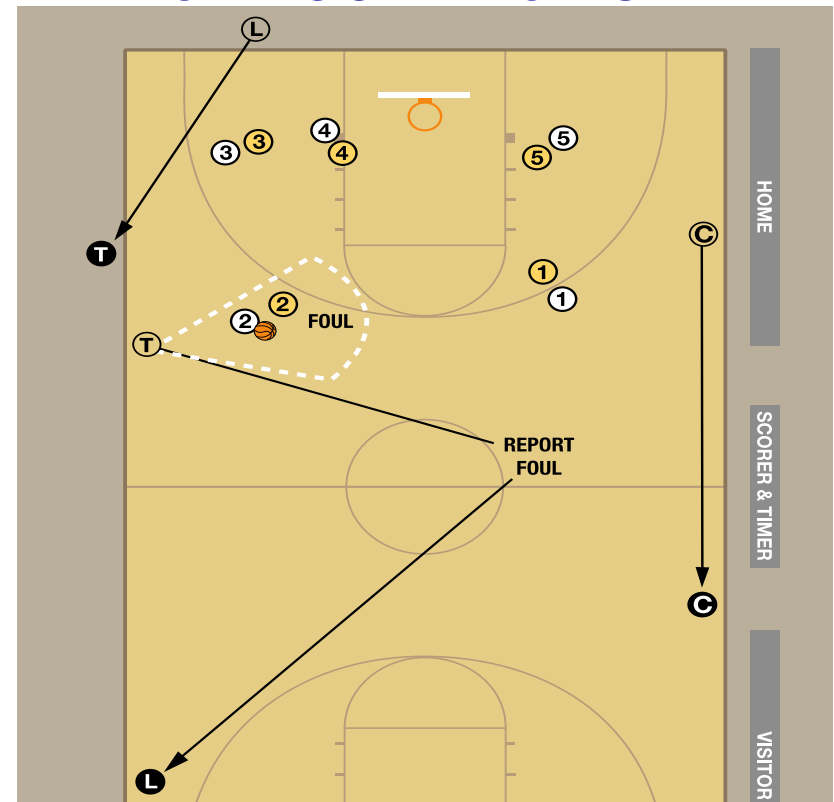
# FOUL REPORTING & SWITCHING ON OFFENSIVE CALLS

T calls foul opposite, reports and moves opposite to become new L

Old C becomes new C

L goes to sideline to administer throw-in and becomes new T

## Backcourt to Frontcourt - No Free Throws





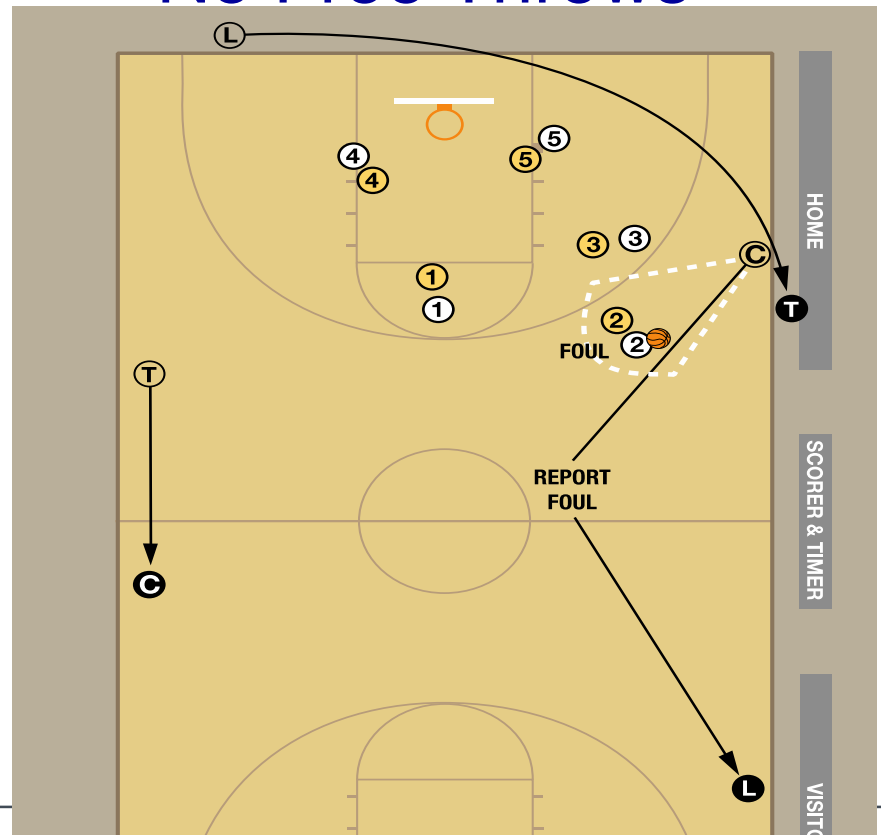
# FOUL REPORTING & SWITCHING ON OFFENSIVE CALLS

C calls tableside , reports and slides down to become new L

Old T becomes new C

L goes to sideline to administer throw-in and becomes new T

## Backcourt to Frontcourt - No Free Throws





# DISQUALIFICATION PROCEDURE

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1. New table side (C or T) official:
  - Notifies coach
  - Requests timer to begin 20-second replacement interval
  - Notifies disqualified player
2. Officials not administering disqualification position for subsequent throw-in or free throw





# DISQUALIFICATION PROCEDURE

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3. Administering official takes a position on division line half way between center circle and sideline nearest table to administer substitution



# FREE THROWS

- Calling official becomes T – observes all action and assists with violations, rebounding action and fouls
- L administers all free throws – has responsibility for bottom lane space and three spaces on the opposite line
- C has responsibility for shooter, flight of ball, and top two lane spaces on opposite line
- C and T close down on last shot attempt

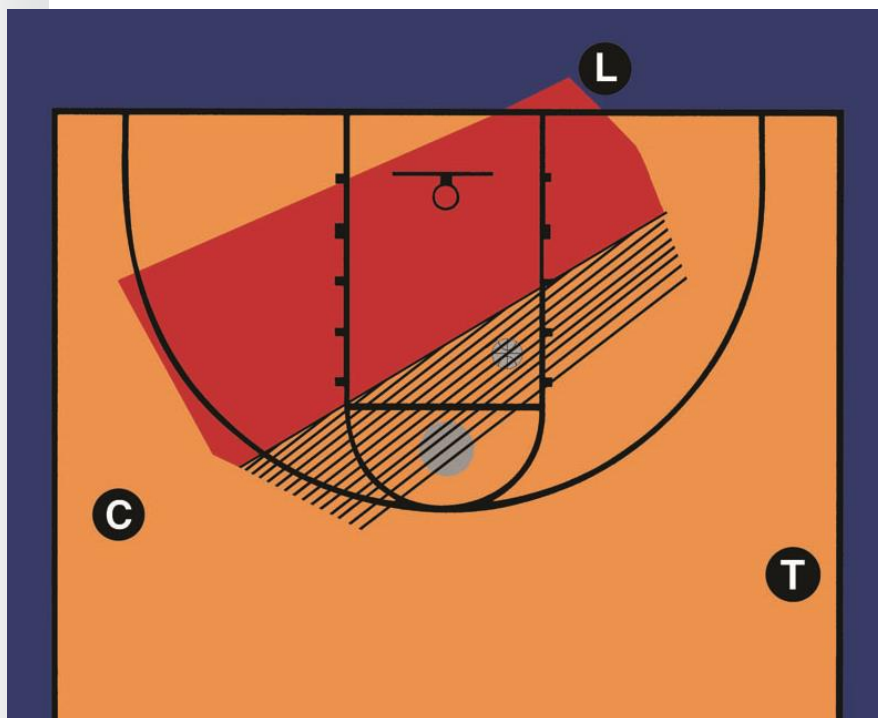


# FREE THROWS

- T is at approximately the 28-foot mark and just inside the tableside boundary line – *NOT* at the division line
- L is approximately 4 feet from near lane line for *ALL* free throws
- C is halfway between the near lane line and the sideline; just above the free-throw line extended



# FREE THROWS



Calling official becomes T

L administers all throws

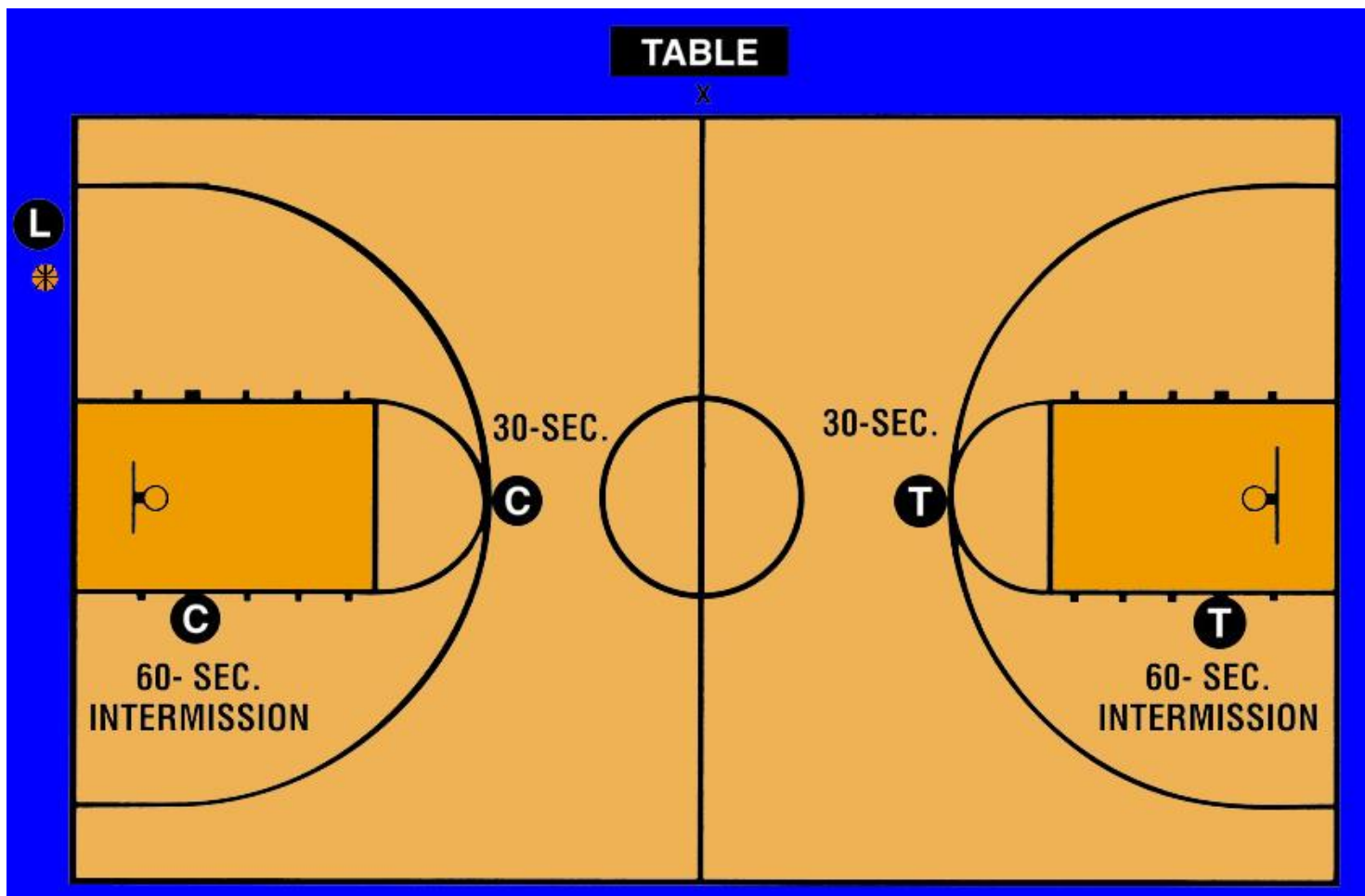
C and T close down on last  
shot attempt

# TIME-OUTS & INTERMISSIONS

- Administering official stays with ball at resumption of play location – puts ball on floor if movement is necessary
- Positioning of two free officials:
  - 60-second time-out/intermission – nearest block
  - 30-second time-out – top of three-point arc
- Officials should observe bench and table activity



# TIME-OUTS & INTERMISSIONS





## LAST-SECOND SHOT

- C or T – Opposite table official is responsible
- L may offer assistance or be responsible on fast break
- Responsible official communicates with partners that he/she has the last-second shot
- Discuss during pregame





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**THANK YOU!**

