

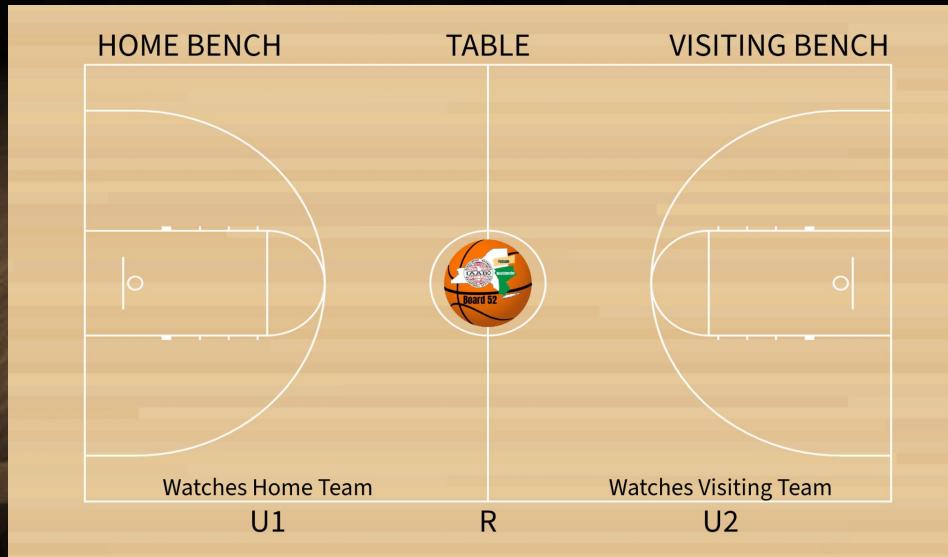
3-Person Mechanics Tableside After a Foul



Pregame

Where to stand for Pregame warmups:

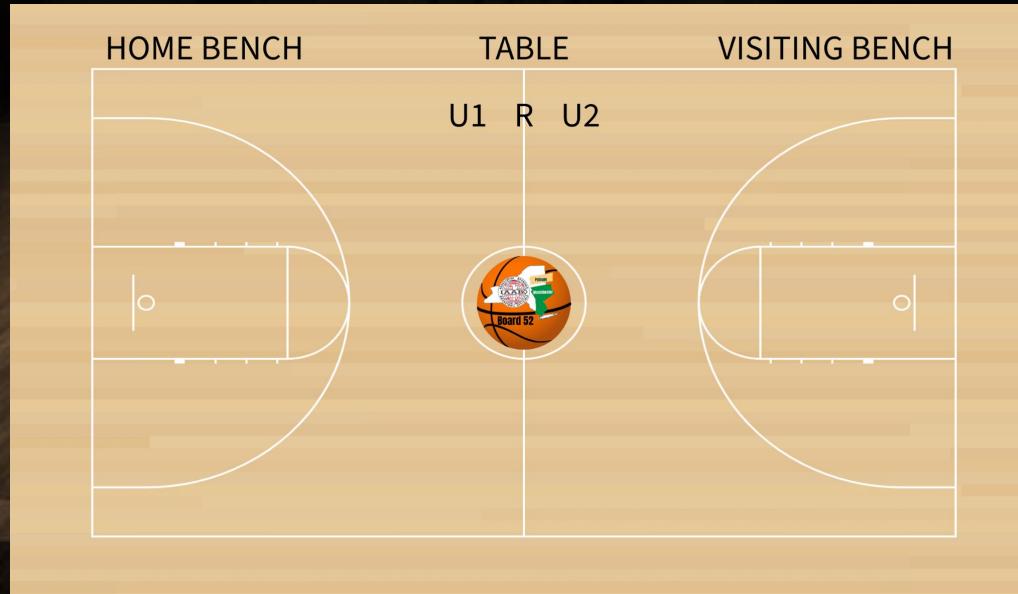
- R stands at mid-court
- U1 stands at FT line extended of Home Team
- U2 stands at FT line extended of Visiting Team



Pregame

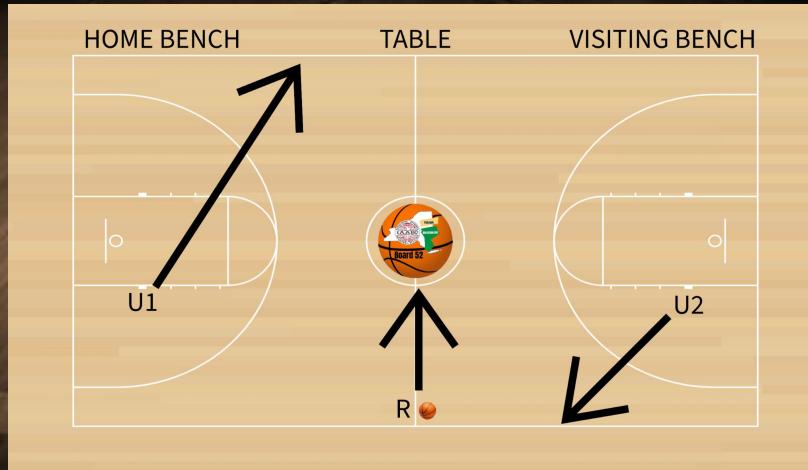
Where to stand prior to announcements &/or National Anthem:

- R stands at mid-court
- U1 stands to the right of the R, with their back to the table
- U2 stands to the left of the R, with their back to the table



Starting the Game - Where to Go

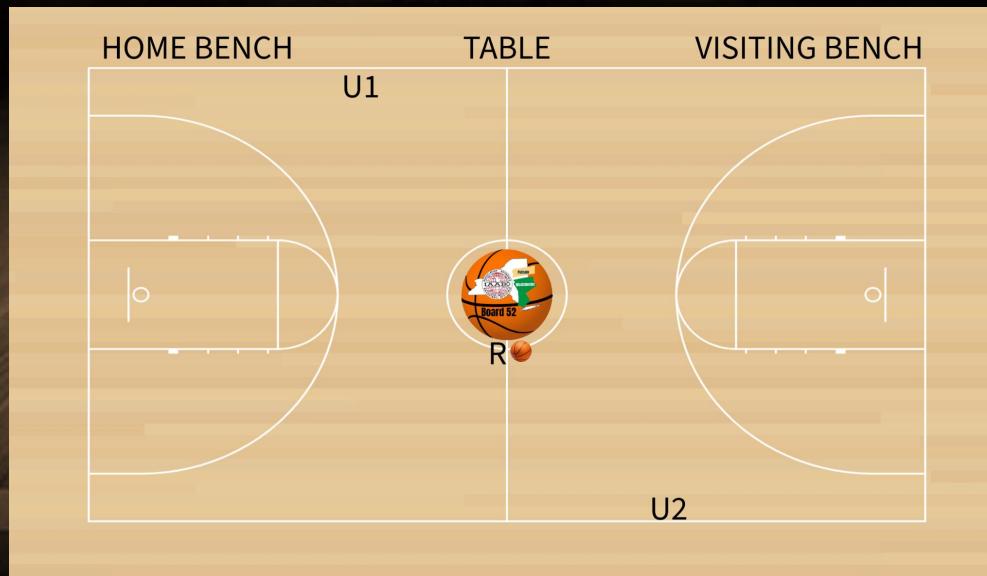
- R takes ball and runs to mid-court, opposite the table
- U1 runs to the block to his right, as if it were a T.O.
- U2 runs to the block to his left, as if it were a T.O.
 - Stand on the “block” facing the benches
 - When the horn blows:
 - Blow the whistle and signal to the teams to come out of their huddle
 - Jog to your position for the jump ball



Starting the Game - Where to Go

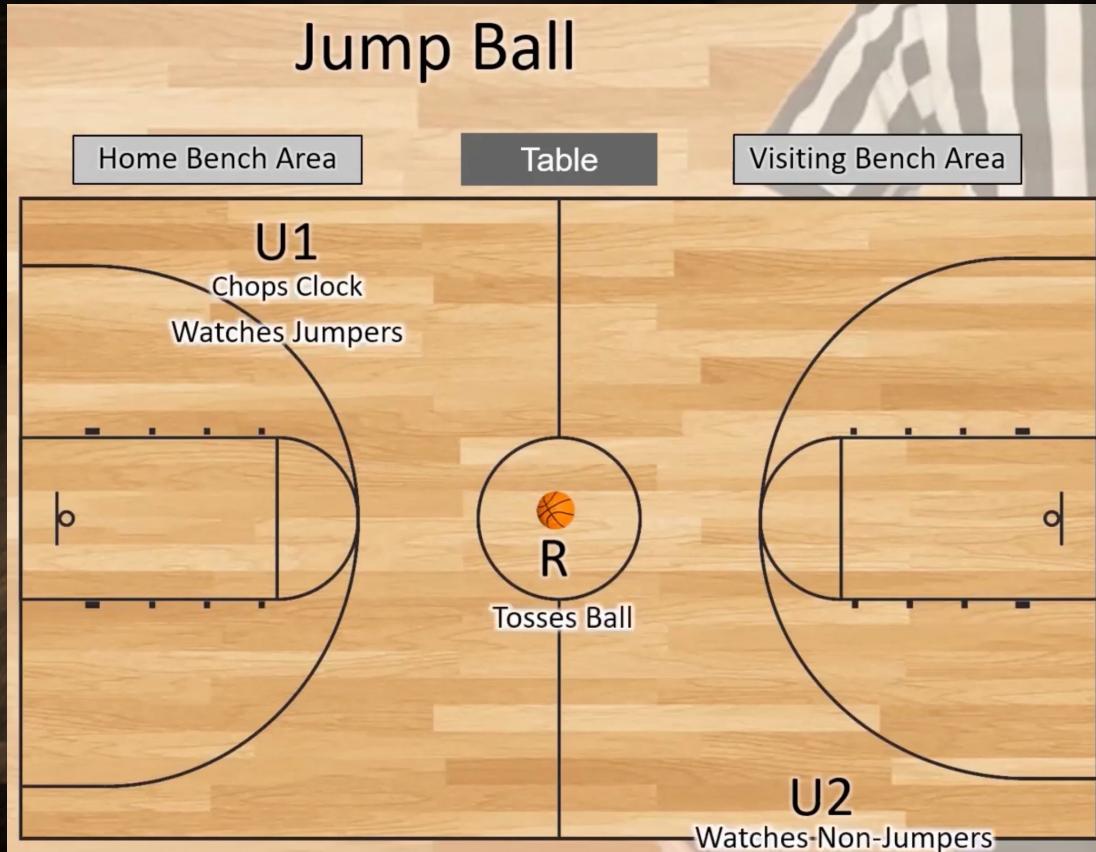
When the teams come out to the center circle for the jump ball:

- U1 moves to the 28' mark table side to chop in time
- U2 moves to the 28' mark opposite the table
- R blows the whistle, goes to the center circle & tosses ball



Jump Ball

Who does what?



Jump Ball



Jump Ball

Where do we go after the tip?

1. Ball goes towards U1:

- U1 moves to the LEAD position
- U2 moves to the CENTER position
- R moves to TRAIL (tableside)

2. Ball goes towards U2:

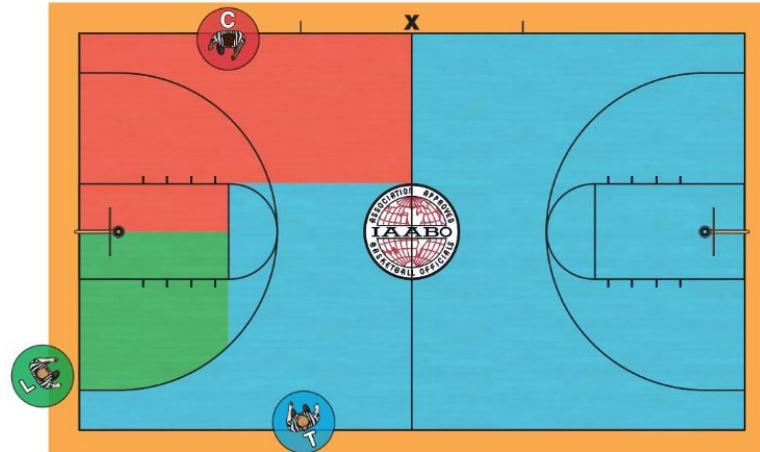
- U2 moves to the LEAD position
- U1 moves to the CENTER position
- R moves to TRAIL (opposite table)

Primary Coverage Area (PCA)

- Know your Primary Coverage Area (PCA)
- Know your Secondary Coverage Area
- Know when to let your partner(s) live and die with a play

A. When the ball is in a team's frontcourt, PCAs are as follows (Figure 4-2-1):

1. The **Lead's** PCA consists of the area shaded in green.
2. The **Center's** PCA consists of the area shaded in red.
3. The **Trail's** PCA consists of the area shaded in blue.



SEGMENT 3 – SECONDARY COVERAGE AREAS (SCAs)

A. The area outside an official's PCA is called their Secondary Coverage Area, or SCA.

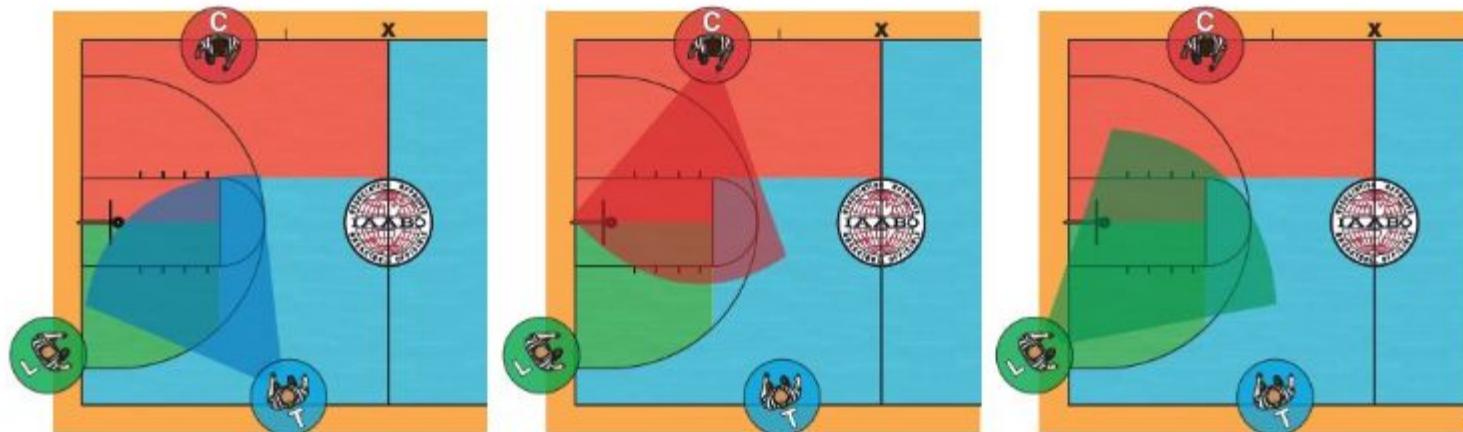


Figure 4-3-1. Secondary Coverage Areas (SCAs)

B. When there are no competitive match-ups in an official's PCA, the official should expand their coverage to the closest off-ball competitive match-ups.

SEGMENT 4 - LINE COVERAGE

A. Just as each official is responsible for rulings in their respective PCAs, each official also has specific line coverage responsibilities, as shown in Figure 4-4-1.

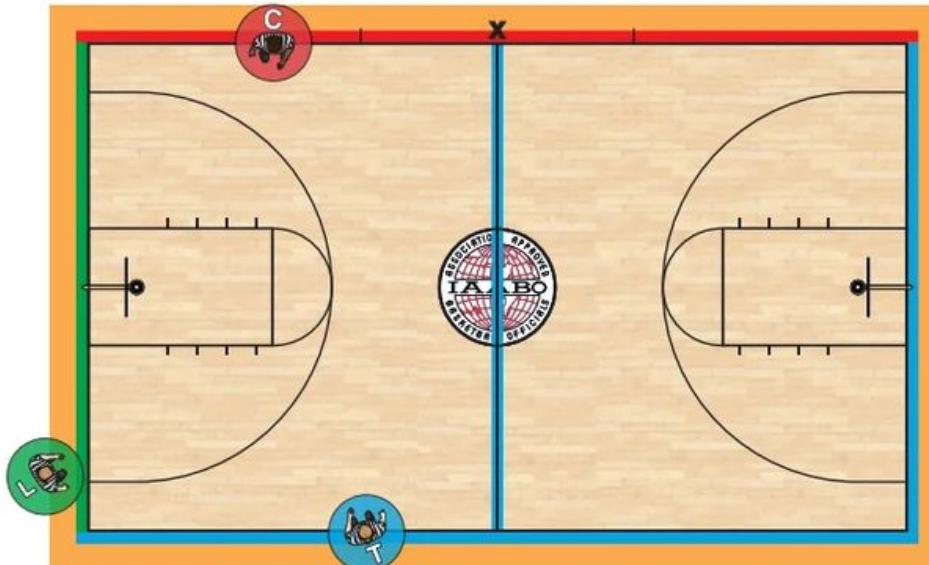


Figure 4-4-1. Line Coverage Responsibilities

1. The **Lead** official is responsible for ruling the out-of-bounds violations on the end line, marked in green.
2. The **Center** official is responsible for ruling the out-of-bounds violations on the sideline, marked in red.
3. The **Trail** official is responsible for ruling the out-of-bounds violations on the sideline and end line marked in blue. They are also primarily responsible for all backcourt violation rulings.

Primary Coverage Area (PCA)

Know when to get a call that HAS TO BE MADE

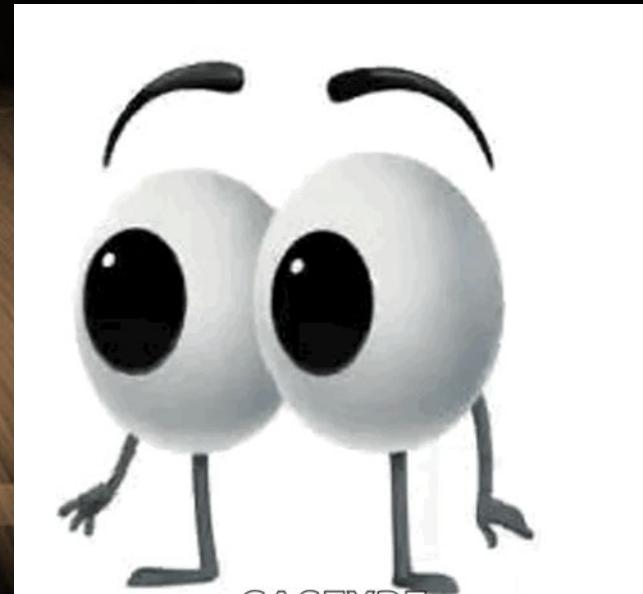
- “Fish in your own pond”
- Don’t let the BIG fish get away
- Don’t go in someone else’s pond for a throwback fish



Trust

TRUST your partners!

- Look at your partner's eyes to see where they are looking
 - Then look somewhere else
- Always know:
 1. Where the ball is
 2. Where your partners are
 3. The clocks & what's on them



Transition

After a made basket, rebound or turnover:

- **Look across when you are the C or T**
 - **If you are even with the guy across from you, one of you is out of position**
 - **Then find the new TRAIL**
 - **If the new TRAIL is on your side, YOU are the new LEAD**
 - **Get to the endline**

Transition

First wave of players up the court:

1. The Big guys
 - a. New LEAD goes up with them
 - b. You don't have to look over your shoulder like you do when working 2-man
 - c. Look $\frac{1}{4}$ back and ahead of you

2. The New T and C will:
 - a. Take care of everything behind you
 - b. TRUST THEM!
 - c. There's no need to peak

Transition

Second wave of players:

- Pressing defense & help offense
 - **CENTER goes up with them**
 - **Slightly ahead of the new T, with the speed of the ball as it advances**

Transition

Third wave of players:

- Player with ball & first defender
- New TRAIL comes up just behind the ball- “Trailing” the play
 - 10-second count
 - Make sure shot clock starts on time
 - Sync with your 10-second count
 - Move towards the middle of the floor in the backcourt, if necessary

Transition

New **LEAD** and **CENTER**, help out **TRAIL** if there's a quick 3-point shot in transition if he's still coming up towards the front court

- “Have an opinion”
- If ball advances up the court on the **TRAIL**’s weak side
- **CENTER** must be ready to pick up player with ball on his side
- **LEAD** must be aware of this too
- A rotation is imminent

After a Foul

Where do you go after foul on DEFENSE:

1. Shooting foul
 - a. Tableside - TRAIL

2. Non-shooting foul
 - a. Tableside – CENTER or TRAIL (depends on Throw-In location)

After a Foul

Where do you go after foul on OFFENSE:

- ie: Illegal Screen, player control foul, etc.
- Depends on where you were when you called the foul
 - If you call a foul and you are tableside L or T

Stay tableside after reporting foul

After a Foul

Foul on offense:

- Opposite the table – CENTER or TRAIL
 - Report foul and return to New LEAD

ALWAYS go tableside after reporting foul

After a Foul

Foul on offense

- LEAD - Opposite the table
 - Report foul – Go tableside
 - However.....
 - You can report the foul and stay opposite.
 - Communicate with your partners

Free Throws

- **TRAIL & CENTER**
 - Step down towards basket on last shot
- **LEAD & CENTER**
 - Look at opposite lane line
 - CENTER also has shooter
- **TRAIL**
 - Watches players running in from behind the 3-point arc, before ball hits rim

Last Second Shot

Who is responsible:

- CENTER or TRAIL opposite the table
- Do we need to indicate 1:00?
- Communicate LAST SECOND SHOT

Miscellaneous

- LEAD does not signal 3-point make
 - You can signal the attempt, BUT NOT THE MAKE

Miscellaneous

We never want to hear:

“Three refs and you **ALL** missed that call?”

Know when you are:

1. Primary
2. Secondary
3. Mind your own business!!

Right **OFFICIAL** in the Right **POSITION** making the Right **CALL**

Miscellaneous

- Anticipate rotations
- CENTER can initiate a rotation.
- Move to improve
- A – B – C movement from LEAD
- Rotation = Live Ball
- Switch = Dead Ball

3-Person Fundamentals

- The following slides are the basics of the 3-person system.
- They are what you should be talking about in your pregame conference, at the minimum.

LEAD Position

When to Blow the Whistle:

Be “secondary” on plays across the lane/paint:

- Our call accuracy is decreased when we call plays/fouls across the paint.
- Give the CENTER primary responsibility on calls across the paint.
- It's your responsibility to call plays that the CENTER could not see.
- Stay wide, when you can. (Position “A”)
 - The closer you are to the paint, the more likely you will blow the whistle on plays that are on the other side of the lane

CENTER Position

Be a “Strong C”:

- The CENTER has a large area (PCA) to cover.
- If a play is in your PCA, you need to officiate it.
- An aggressive “C” makes for a strong crew.
- Plays that the “C” needs to officiate:
 - Block/Charge on your side of the paint.
 - Dribble drive coming through the paint.
 - Jump shots on your side.

Rotations

Move to Improve:

- **We should rotate when it gives all 3 positions a better look at plays.**
- **Don't rotate when there is a drive to the basket.**
- **We don't want to rotate ourselves out of position.**
- **Learn the patterns of the offense that the teams are playing.**
 - **That will help you predict what they will do.**
- **Lead initiates the rotation, BUT the C & T can drop subtle hints by starting to move and get good eye contact with the LEAD.**

TRAIL Position

Have discipline when calling fouls from the TRAIL

- Most plays are moving away from the TRAIL.
- As a play goes toward the LEAD, release that play to them.
- The TRAIL needs to look for and help with:
 - Pushes in the back by the defense, that the LEAD can't see.
 - Rebounding fouls when the shot is taken outside of your PCA.
 - Travelling.
 - Basket Interference and/or Goaltending.
 - Shot Clock violations.
 - Clock awareness in general.