

3-Person Mechanics Outline

- **THINGS WE MUST KNOW:**
 - Primary Coverage Area (PCA)
 - Secondary Coverage Area
 - When to let your partner(s) live and die with a play
 - When to get a call that HAS TO BE MADE
 - Where the ball is
 - Where your partners are
 - What's on BOTH clocks, especially when there is a short time differential (2 clocks)
- **“Fish in your own pond”**
 - Don't go in someone else's pond for a throwback fish
 - Don't let the BIG fish get away
- **TRUST** your partners
 - Look at your partner's eyes to see where they are looking
 - Then look somewhere else
- **TRANSITION** after a basket, rebound, or turnover
 - Who goes where?
 - 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
 - Find the new TRAIL
 - If the new TRAIL is on your side, YOU are the new LEAD
 - Get to the endline!
 - Raise your hand so the C knows you are the new L
- **First wave** of players up the court - The Big Guys
 - **New LEAD** goes up with them
 - You don't have to look over your shoulder like you do when working 2-man
 - Look ¼ back and ahead of you
 - The New T and C will take care of everything behind you. TRUST THEM!
- **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
- **Third wave** of players – Player with ball and first defender
 - New **TRAIL** comes up just behind the ball- **“Trailing”** the play
 - 10-second count
 - Move towards the middle of the floor in the backcourt, if necessary
- New **LEAD** and **CENTER**, help out **TRAIL** if there's a quick 3-point shot in transition
 - “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, just as it crosses over the midcourt line
- LEAD must be aware of this too
- A rotation is imminent
- **After a Foul – Where do you go?**
 - **Shooting foul:**
 - Opposite the table - CENTER
 - **Non-shooting foul:**
 - Opposite the table – CENTER or TRAIL (depends on Throw-In location, which is dictated by the LEAD)
 - **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 table side L or T
 - Go opposite the table – CENTER or TRAIL
- 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 before ball hits rim
- **MISCELLANEOUS:**
 - LEAD does not signal 3-point successful try
 - LEAD can signal the attempt, BUT NOT THE MAKE
 - If you need to stay table side after a foul, just switch with the TRAIL
 - You may need to talk to a coach to explain a call
 - Don't force your partner to go table side- Must be **SELF-INITIATED**
 - We never want to hear:
 - “There's 3 refs and you all missed that call?”
 - “Why did you call that when there's two other guys right there?”
 - Know when you are:
 - Primary
 - Secondary
 - Mind your own business!!
 - Right **OFFICIAL** in the Right **POSITION** making the Right **CALL**
 - Anticipate rotations
 - Move to improve:
 - A – B – C movement from LEAD
 - Rotation = Live Ball
 - Switch = Dead Ball