

## **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