

# 3-Person Mechanics



Board 52



# Pre-Game

## Where to stand



### Pre-game warmups:

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



# Pre-Game

## Where to stand



**Prior to announcements and/or National Anthem:**

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



# 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 and tosses ball



# Jump Ball

## Who does what?

- R tosses ball
- U1 chops time
- U2 watches the non-jumpers



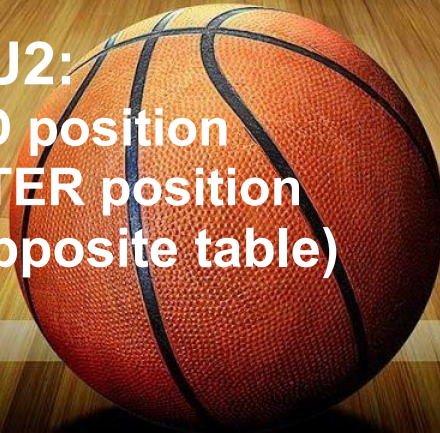
# Jump Ball



# 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



# 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 and what's on them



# Transition

**After a 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



# Transition

## Second wave of players:

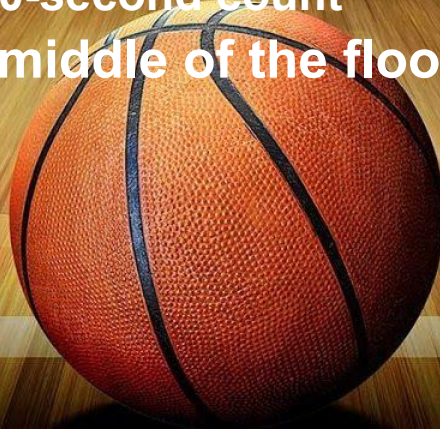
- **Pressing defense & help offense**
  - **CENTER goes up with them**
  - **Slightly ahead of the new T, with the speed of the ball as it advances**



# Transition

## Third wave of players:

- **Player with ball and 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:

### 1. Shooting foul

a. Opposite the table - **CENTER**

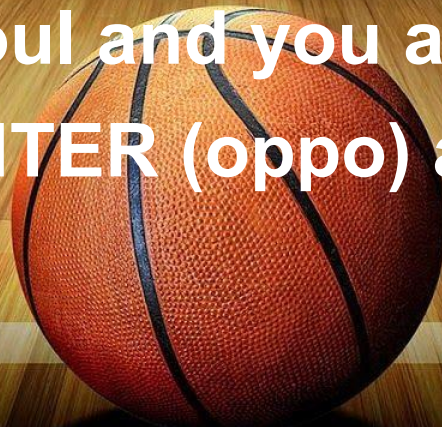
### 2. Non-shooting foul

a. Opposite the table – **CENTER** or **TRAIL** (depends on Throw-In location)



# After a Foul

- 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 **ALWAYS** go to CENTER (oppo) after reporting foul



# After a Foul

## Foul on offense



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

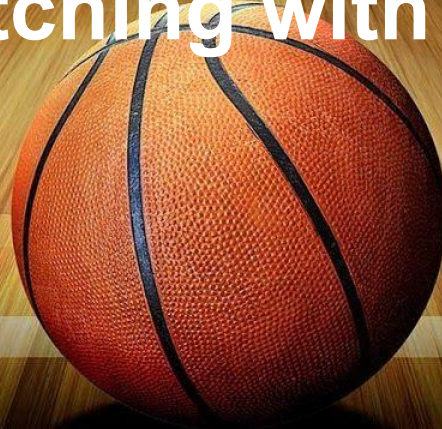
**ALWAYS** go opposite table after reporting foul



# After a Foul

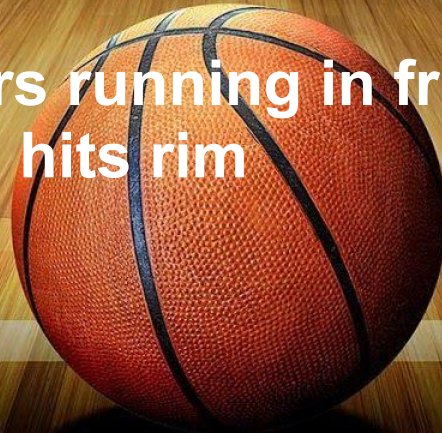
## Foul on offense

- **Opposite the table – LEAD**
  - **Stay opposite table – Go to New LEAD**
  - **You are switching with the old 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 from behind the 3-point arc, before ball hits rim



# Last Second Shot

## Who is responsible:

- **CENTER or TRAIL opposite the table**
- **No 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
  - 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**
- 

# 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
- Move to improve
- A – B – C movement from LEAD
- Rotation = Live Ball
- Switch = Dead Ball

