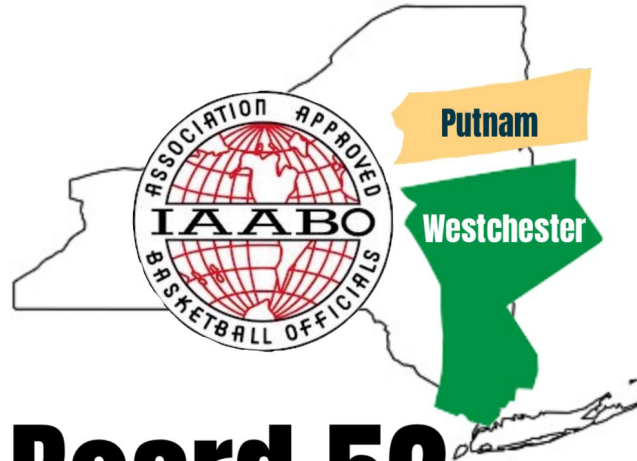


# 3-Person Mechanics



**Board 52**

# Pre-Game

## Where to stand for 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  
&/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?

- 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**

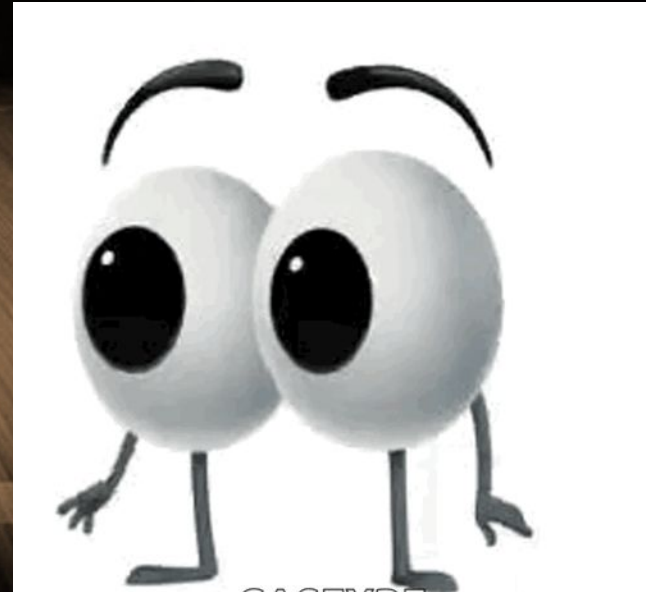
- “Fish in your own pond”
- Don’t let the BIG fish get away
- Don’t go in someone else’s pond for a throwback fish



# 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 & 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:

### 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
- 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
- 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**
  - **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 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.**