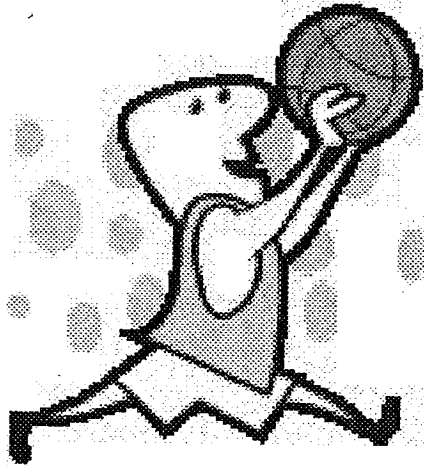


Youth Sports Official's Training Program

AN OFFICIAL'S GUIDE TO BASKETBALL



A Program by
Southern California Municipal Athletic Federation



TABLE OF CONTENTS

OFFICIATING BASKETBALL - INTRODUCTION	1
THE ART OF OFFICIATING: RULES TO LIVE BY	2
CONTROL OF THE GAME	4
SCMAF SPORTSMANSHIP RULE	5
SCMAF MINIMUM PLAY RULE	6
SCMAF MAXIMUM PLAY RULE	7
UNIFORM AND EQUIPMENT	8
COURT DIMENSIONS	9
GAME OFFICIALS AND THEIR DUTIES	10
OFFICIAL BASKETBALL SIGNALS	14
REFEREE	15
INSTRUCTIONS TO AND DUTIES OF SCORERS	16
INSTRUCTIONS TO AND DUTIES OF TIMERS	20
RULE FUNDAMENTALS	22
PRE-GAME CONFERENCE DISCUSSION (TWO-PERSON)	24
MECHANICS OF COURT COVERAGE	32
JUMP BALL AND ALTERNATING POSSESSION	35
THROW-IN MECHANICS	36
MECHANICS FOR ADMINISTERING FREE THROWS	37
CREDITS	

OFFICIATING BASKETBALL

INTRODUCTION

Basketball is a difficult, but rewarding game to officiate. It demands not only a fine performance from each official, but also intelligent and cooperative teamwork between officials. Having the ability to stay focused for an entire game, and consistently make good calls is an accomplishment you can be proud of.

The primary job of an official is to see that a game progresses smoothly. Don't interfere with play more than you need. Call the plays that are clearly illegal. If you aren't sure about a call, don't make it. You want to be seen as someone that knows what he is doing, not someone that likes to guess about calls.

The essentials of good officiating include:

- The ability to handle players in a friendly, firm and fair fashion, maintaining unchallenged control of the game and unqualified discipline of its players.
- Letter perfect knowledge, understanding and application of the rules with fair, fearless and intelligent enforcement.
- Knowledge of and adherence to approved mechanics with a thorough mastery of the assignments and duties of each officiating position.

These mechanics hints are simply steps in the right direction to place you in the right place at the right time to observe the action. To be a good official, you must keep your standards of what is legal play in accord with the level you are officiating. This must be done from the onset of the game. Use discriminatory judgment based on the effect of a situation. Don't expect young players to be able to play the same way more experienced players can. Penalize a player that has, by an illegal act, placed his opponents at a disadvantage.

There are many things you will have to remember as a basketball referee, but the most important thing is.....

TO HAVE FUN!

THE ART OF OFFICIATING: RULES TO LIVE BY

- Be responsible and punctual for your assignments. It is irresponsible and unethical to not appear for a scheduled game or to frequently appear late.
- Have a good time. If you do not truly enjoy the experience of officiating, you should explore other options.
- Prepare yourself both physically and mentally. This will enable you to make quick and positive decisions, increase your self-confidence, and help to eliminate unnecessary questioning by the contestants.
- Know the duties and responsibilities of your specific assignment, as well as those of the other officials. It may be necessary for you to assume the responsibilities of more than your own duties sometime during the contest.
- Acquire and maintain your knowledge of the rules and understand their correct interpretation and application. Discuss interpretations with your fellow officials. See that they interpret the rules properly and fulfill their duties fully and impartially.
- Make a concerted effort to develop a basic knowledge and understanding of human nature. This will help you to anticipate and control situations as they arise.
- Observe the warm-up period. Observe the skill level and the intensity of the players. Sharpen your reaction time.
- Check the physical layout of the court for minimum clearance requirements. Determine with administrative officials if special ground rules are to be used.
- Make an effort to meet coaches and captains before the game and maintain a pleasant attitude toward both teams. Avoid fraternizing that is unnecessary or which the public may misinterpret.
- Be efficient, firm, pleasant, knowledgeable, fair, courteous, clear, and concise. Enforce the rules without partiality and with consistency throughout the game. Accept constructive criticism gracefully.

THE ART OF OFFICIATING: RULES TO LIVE BY - CONTINUED

- Be alert, active, and dignified at all times. Keep your eyes on the game. Give decisions quickly, accurately, and positively. If you don't see the entire play, don't blow your whistle.
- Ensure a crisp whistle tone. The whistle should be blown with authority and assuredness at the moment of infraction, and have variations in the tone to denote various meanings (time-out, foul, etc.)
- The execution of the correct official hand signals should be clear, understandable, and sustained. Immediately identify infractions of the rules correctly.
- Use a firm voice; be direct and responsive without being intimidating. Be polite in all dealings with players, coaches and team representatives while keeping a professional distance. Avoid running dialogue, practice one-line answers to comments. Avoid arguing or talking back. You'll only look unprofessional. Ignore spectators. Dealing with them is not your responsibility.
- When making calls, it is important to be effective, consistent, positive, and to have courage. Call violations you see regardless of pressure from fans, the score, or what others may want you to do.
- Penalize no one for your mistakes. If the call for the infraction is late, let it go (if borderline.)
- Communicate with both teams through the proper team representative(s). Courteous inquiries during a time-out or when you are not engaged should be answered in a kind and diplomatic manner.
- If, at any time, debris is thrown on to the court to such an extent that it endangers the players, or interferes with the conduct of the game, the referee has the right to stop play. It is not a part of the officials' job to clear the court. Simply withdraw from your position and allow the attendants to clear the court.
- Your personal appearance is very important. The official dress is a black –and-white striped short-sleeve shirt, black pants or shorts, and black athletic shoes, with black socks. Keep your slacks or shorts pressed and your shirt clean. You are to supply your own officiating equipment (whistle.)
- Be loyal to other officials. Be a good partner. Officiating is a team effort. Treat them with respect and consideration, as you would hope they would do for you. Allow them to make their own decisions. Communication is key. Provide assistance when needed but don't interfere unless they look for help. If you have concerns about a performance, speak to them in private.

CONTROL OF THE GAME

There are three reasons that an official loses control of a game. This is true in any sport.

REASON 1: MAKING TOO MANY CALLS

When officials make too many calls they find themselves controlling the direction of the game. That's when a lot of problems arise. The most important thing to remember is to let the players play the game. The referee should be in the background not the main attraction.

REASON 2: NOT MAKING ENOUGH CALLS

This is directly opposite of reason 1. Every game is different. Some games you will make a lot of calls and some games you won't. The important thing to remember is if it's an illegal play the first time then it is the second time.

REASON 3: NOT MAKING ANY CALLS

You are not there to be a spectator. You are there to call the game. Get involved.

A referee has to find a balance between making too many calls and not making enough calls. Good referees constantly consider this. Here are a few ideas that can help.

THE MOST IMPORTANT VIOLATION YOU CAN CALL IN A GAME IS THE FIRST ONE.

This can set the flow and tempo of the game for you. You have to make sure that it is a violation that everybody could see and it is an obvious call.

THE WORST VIOLATION YOU CAN CALL IS THE ONE TO PROVE YOU KNOW THE RULES.

Never make a call just to prove that you know the technical parts of the rulebook. Call the violations that need to be called.

SCMAF SPORTSMANSHIP RULE

If a team has a lead of 20 points or more all of the following rules go into effect:

- Leading team may not press in the back court. They must allow the trailing team to move the ball across the plane at the top of the key from sideline to sideline in the front court.
PENALTY: A warning to the team on the first offense and a team technical foul for all other offenses.
- The team trailing in the score shall attempt 2 free throws on all defensive fouls, except for fouls committed on a made basket (one shot.)
- During the last 3 minutes of the fourth quarter, running time shall be used.
- The possession arrow will be set toward the trailing team's basket and will not be reversed until an alternating-possession situation occurs after the point differential is 19 points or less.

SCMAF MINIMUM PLAY RULE

In all competition, a minimum play rule shall be enforced.

- Each player must play a minimum of (5) consecutive minutes in each half. An official's time out, not charged to either team, shall be called at the nearest midway point of the quarter or on the next dead ball, for the sole purpose of substitutions to meet the minimum play rule. Player must start his/her consecutive minutes at either the beginning or the midpoint of a quarter in each half. Consecutive minutes begun in one quarter may not be carried over into the next quarter of half.
- Late arriving players: Players reporting to the scorekeeper with more than five minutes remaining in the first half must meet the requirement of five consecutive minutes remaining in the 1st half. Players reporting to the official scorekeeper with less than 5 minutes remaining in the first half may not participate until the second half. Player must meet the minimum play requirements of 5 consecutive minutes in the second half.
- Exceptions to the minimum play rule are allowed for players who are unable to participate due to injury or disqualification.
- As a courtesy, the scorekeepers are encouraged to notify all coaches at the start of each quarter, on the status of satisfying the minimum play rule. The ultimate accountability for compliance is the head coach's responsibility. The official scorekeeper shall determine compliance.
- Penalty for non-compliance will be forfeiture of the game. In the event of a question regarding minimum play rule compliance, the site director upon consultation with the official scorekeeper, shall render the final decision on the spot.
- Substitutions may be made at any time. NOTE: The player(s) leaving and entering the game will not get credit for playing time unless substitutions are made at the midpoint time out.

SCMAF MAXIMUM PLAY RULE

In all competition, a maximum play rule of thirty-five (35) minutes shall be enforced.

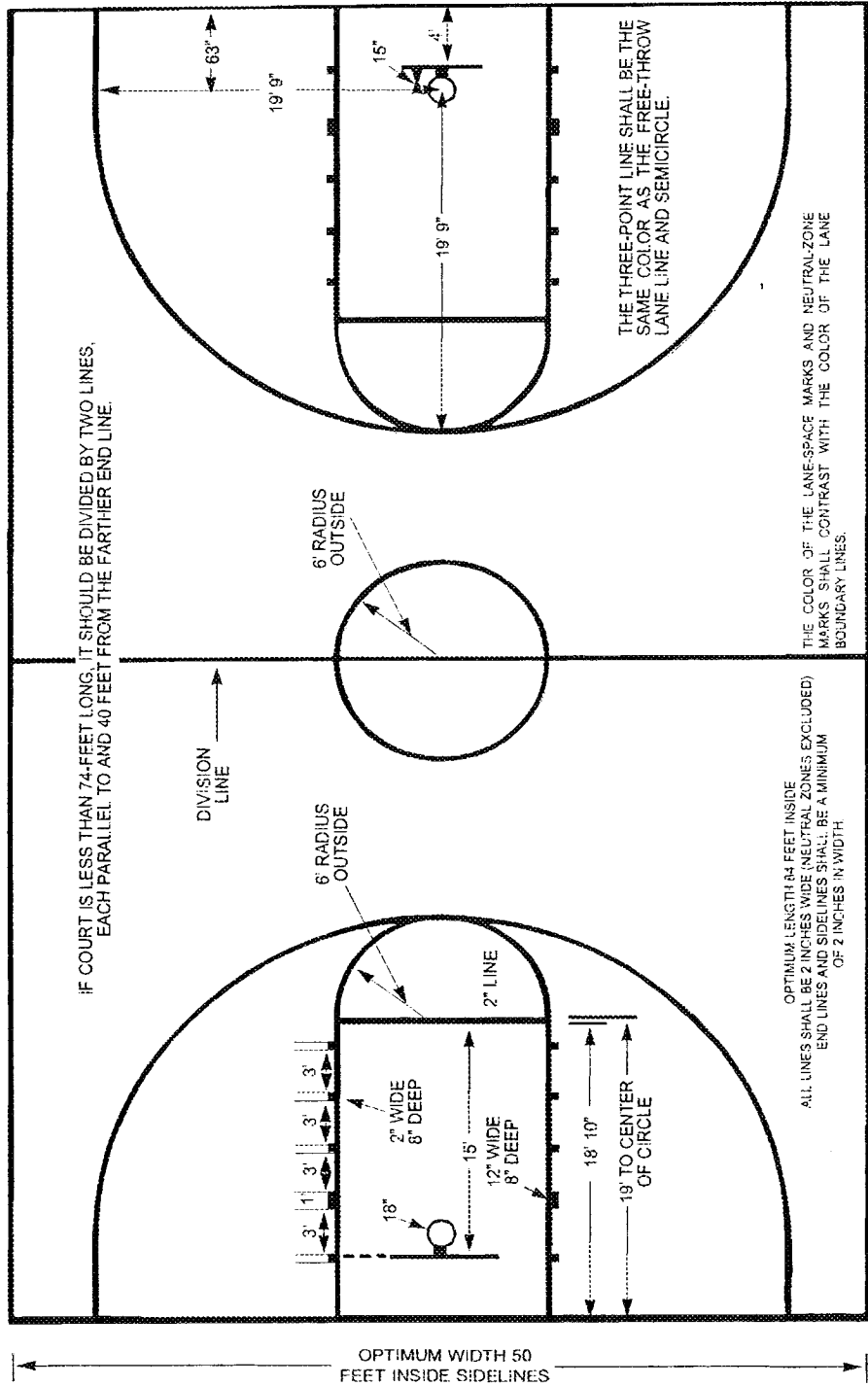
- Each player must be out of the game a minimum of five (5) consecutive minutes. Each player's time on the bench must start at either the beginning or midpoint of a quarter in each half. Consecutive minutes begun in one quarter may not be carried over into the next quarter or half.
- Exceptions will only be made for the teams that have five or less eligible players remaining due to injury or disqualification.
- Penalty for non-compliance will be forfeiture of the game.
- Late arriving players. If a sixth player reports to the scorekeeper by the end of the first quarter, the team must adhere to this rule.

UNIFORM AND EQUIPMENT

An official can avoid many headaches just by dressing and looking the part of a referee. The days of out of shape and poorly dressed officials are gone. If you take pride in how you present yourself to the administration, coaches, players, and fans you will find that many problems will never arise. The following are suggested for attire, but check your agency's policies.

- Striped black and white short-sleeve V-neck shirt
- Black pants or shorts
- Black athletic shoes
- Whistle with lanyard. (It's always okay to have an extra whistle on hand for emergency purposes and to use to help you keep track of the alternating possession. Keep it in your pockets, switch as possession changes.)

COURT DIMENSIONS



Right End Shows
Fan Backboard
54-inches Wide

MINIMUM OF 3 FEET
Preferably 10 feet of unobstructed space outside. If impossible to provide 3 feet, a narrow broken 1-inch line should be marked inside the court parallel with and 3 feet inside the boundary.

Left End Shows
Rectangular Backboard
72-inches Wide

GAME OFFICIALS AND THEIR DUTIES

The officials shall be a referee and an umpire or a referee and two umpires who shall be assisted by two timers and by two scorers. A single timer and a single scorer may be used if they are trained personnel acceptable to the referee.

The scorers and timers shall be located at the scorers' and timers' table at mid-court on the side of the court between the team benches. It is recommended that the scorer and timer be seated next to each other.

OFFICIALS' JURISDICTION

- The officials shall make decisions for infractions of the rules committed within or outside the boundary lines. The use of any replay or television monitoring equipment by the officials in making any decision relating to the game is prohibited.
- The officials' jurisdiction, prior to the game, begins when they arrive on the floor. The officials' arrival should be at least 15 minutes prior to the scheduled starting time of the game.
- The officials' jurisdiction extends through periods when the game may be momentarily stopped for any reason.
- The jurisdiction of the officials is terminated and the final score has been approved when all officials leave the visual confines of the playing area.

OFFICIALS' GENERAL DUTIES

The officials shall conduct the game in accordance with the rules. This includes:

- Notifying the captains when play is about to begin at the start of the game.
- Putting the ball in play.
- Determining when the ball becomes dead.
- Prohibiting practice during a dead ball, except between halves.
- Administering penalties.
- Granting time-out.
- Beckoning substitutes to enter the court.
- Signaling a three-point goal by raising two arms extended overhead.
- Silently and visibly counting seconds to administer the throw-in, free throw, backcourt, and closely-guarded rules.
- Report a team warning for delay to the scorer and then to the coach.

GAME OFFICIALS AND THEIR DUTIES - CONTINUED

OFFICIALS' ADDITIONAL DUTIES

The officials shall:

- Penalize unsportsmanlike conduct by any player, coach, substitute, team attendant, or follower.
Adopt a zero-tolerance policy.
NOTE: The home management or game committee is responsible for spectator behavior, insofar as it can reasonably be expected to control the spectators. The officials may call fouls on either team if its supporters act in such a way as to interfere with the proper conduct of the game. Discretion must be used in calling such fouls, however lest a team be unjustly penalized.
- Penalize and disqualify the offender if flagrant misconduct occurs.
- Remove a player from the game who commits his/her fifth foul (personal and technical.)
- Notify the coach and then notify the player on a disqualification.
- Determine when a player is apparently unconscious. The player may not return to the game without written authorization from a physician.

MECHANICS/SIGNALS

- When a foul occurs, an official shall signal the timer to stop the clock. The official shall report the offender's jersey color and number and the nature of the foul to the scorers and indicate the status of the ball (whether it will be one or two free throws or out of bounds.)
- When a team is entitled a throw-in, an official shall clearly signal:
 - a. The act which caused the ball to become dead.
 - b. The throw-in spot unless it follows a successful goal or an awarded goal.
 - c. The team entitled to the throw-in.
- If the throw-in team does not make a player available, the official shall place the ball on the floor. The official shall hand or bounce the ball to the thrower for a throw-in unless the throw-in is from outside an end line following a successful goal.

GAME OFFICIALS AND THEIR DUTIES - CONTINUED

CORRECTABLE ERRORS

In applying and administering the correctable error situation, the following questions are to be answered:

What errors are correctable?

When did the error occur?

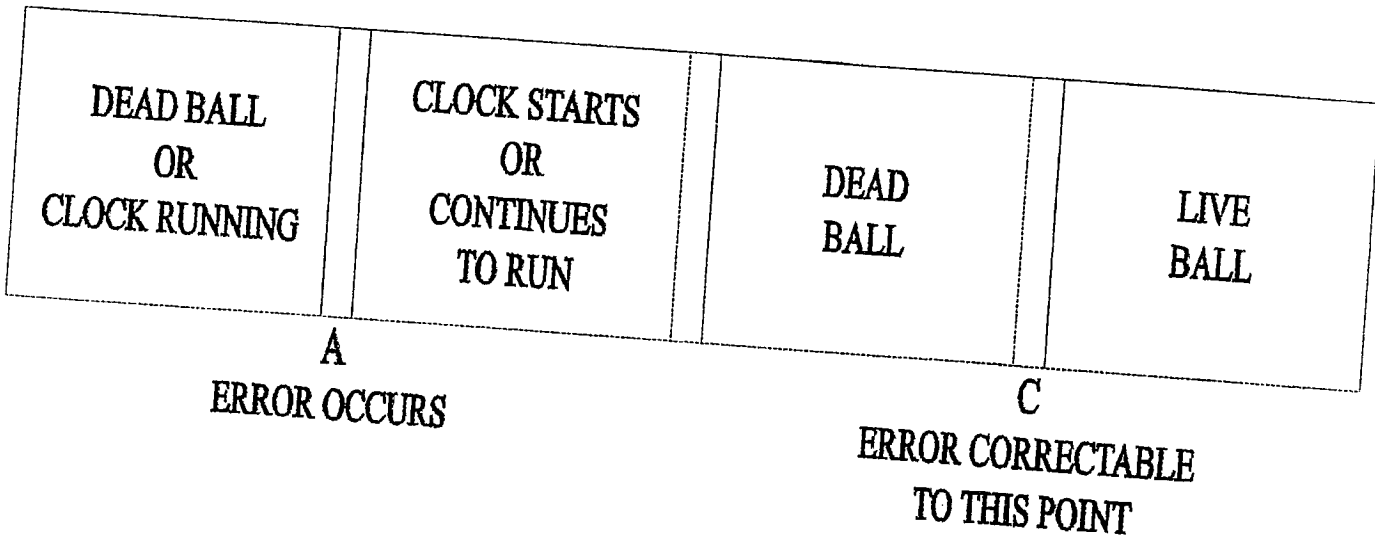
When was the error recognized?

Is it possible to correct the error?

Officials may correct an error if a rule is inadvertently set aside and results in:

- a. Failure to award a merited free throw.
- b. Awarding an unmerited free throw.
- c. Permitting a wrong player to attempt a free throw.
- d. Attempting a free throw at the wrong basket.
- e. Erroneously counting or cancelling a score.

In order to correct any of the officials' errors listed above, such error must be recognized by an official during the first dead ball after the clock has properly started. Use the formula below as an example.










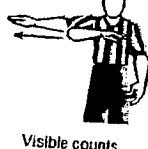





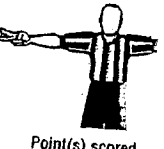



















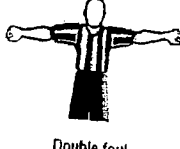

GAME OFFICIALS AND THEIR DUTIES - CONTINUED

- The next consideration is the starting of the clock. Any change of live ball and dead ball status while the clock is stopped is immaterial in determining if the error is still correctable. Once the ball has become live AND the clock has started, the error is correctable at any time during the live ball period and the subsequent dead ball period.

As soon as the ball becomes live for the second time following the starting of the clock, then the error is no longer correctable. The rule allows for the correction of multiple errors. (NOTE: The ball becomes dead following a successful field goal as soon as the ball passes through the basket. See Rule 6 – Live and Dead Ball.)

- If erroneously counting or cancelling a score occurs when the clock is running and the ball is dead, it must be recognized by an official before the second live ball.
- If the error is a free throw by the wrong player or at the wrong basket, or the awarding of an unmerited free throw, the free throw and the activity during it, other than unsporting, flagrant, intentional or technical fouls, shall be cancelled.
- When the wrong team takes the ball out of bounds for a throw-in following a goal or free throw, or following a time-out after a goal or free throw (team was not entitled to ball and officials fail to recognize until play happens) the following procedure has been adopted to handle the specific situation if it is recognized before the opponents gain control or before the next throw-in begins. If the clock is running when the error occurs, it must be corrected before the second live ball.
 - a. Charge team with a technical foul.
 - b. Cancel any field goals scored after throw-in.
 - c. Cancel any common fouls committed.
 - d. Put “consumed” time back on the clock.
- Points scored, consumed time, and additional activity, which may occur prior to the recognition of an error, shall not be nullified. Errors because of free-throw attempts by the wrong player or at the wrong basket shall be corrected by applying Rules 8-1 and 8-2
- If an error is corrected, play shall be resumed from the point at which it was interrupted to rectify the error, unless it involves awarding a merited free throw(s) and there has been no change of team possession since the error was made, in which case play shall resume as after any free throw attempt(s).

OFFICIAL BASKETBALL SIGNALS

Starting and stopping clock	1  Start clock	2  Stop clock	3  Stop clock for jump/hold ball	4  Stop clock for foul	5  Stop clock for foul (optional bird dog)				
	Information	6  Directional signal	7  Designated spot	8  Visible counts	9  Beckoning substitutes	10  60-second time-out	11  30-second time-out		
		Shooting/scoring	12  No score	13  Goal counts	14  Point(s) scored use 1 or 2 fingers after signal 13	15  3-point field goal Attempt		16  Bonus free throw for 2nd throw, drop one arm - for 2 throws, use 1 arm with 2 fingers - for three throws, use 1 arm with 3 fingers	17  Delayed lane violation
			Violations	18  Traveling	19  Illegal dribble	20  Palming/carrying the ball	21  Over and back	28  Illegal use of hand	29  Hand check
	Fouls			22  3-second violation * Open hand - run end line	23  5-second violation	24  10-second violation	31  Blocking	32  Pushing or charging	33  Player-control foul
25  Free throw, designated spot, or other violation				26  Excessively swinging arm(s)/elbow(s)	27  Kicking	35  Intentional foul	36  Double foul	37  Technical foul	

REFEREE

AUTHORITY

The referee is the lead official in the game and shall make decisions on any points not specifically covered in the rules.

PRE-GAME DUTIES

- Inspect and approve all equipment, including court, baskets, ball, backboards, and timers' and scorers' signals.
- Designate the official timepiece and official timer prior to the scheduled starting of the game.
- Designate the official scorebook and official scorer prior to the scheduled starting time of the game.
- Be responsible for having each team notified three minutes before each half is to begin.
- Prior to each contest, the head coach shall verify that his/her team member's uniforms and equipment are legal and will be worn properly, and that all participants will exhibit proper sporting behavior throughout the contest.

DUTIES DURING THE GAME

- Toss the ball in the center restraining circle for all jump-ball situations.
- Administer the alternating-possession throw-in to start the second, third, and fourth quarters.
- Decide whether a goal shall count if the officials disagree.
- May declare the game a forfeit when conditions warrant.
- Decide matters upon which the timers and scorers disagree and correct obvious timing errors.
- Confer with the scorer at halftime to determine the possession arrow is pointed in the proper direction to begin play in the third quarter.
- Check and approve the score at the end of each half.

INSTRUCTIONS TO AND DUTIES OF SCORERS

The referee designates the official scorebook and the official scorer.

In case of doubt about specific duties, signal the floor official as soon as conditions permit to verify the official's decision.

It is strongly recommended that only the official scorer wear a black and white, striped garment and his or her location at the scorers' and timers' table be clearly marked.

RESPONSIBILITY

Scorers must be accurate. The scorer's responsibility is so great that the floor officials must establish the closest cooperation and understanding with them.

EQUIPMENT

Scorebook, pencils, possession arrow and signaling device with a sound different from that of the timer. The scorebook must be available for inspection at the table from 10 minutes prior to game time until the referee has approved the final score at the end of the game.

BEFORE THE GAME

- Ten minutes before scheduled game time, scorers shall be supplied with each team's roster and numbers.
- Ten minutes before scheduled game starting time, scorers shall be supplied with the starting lineup.
- **RECOMMENDATION:** Enter the team members' numbers into the scorebook in numerical order.
- Notify the referee if either list is not submitted on time or is altered after time specified.
- If there are discrepancies, notify the referee before the ball is tossed.
- Have coach sign that lineup is correct.

DURING INTERMISSIONS

- Either the official scorer or a delegated assistant must be at the scorers' table with the official scorebook at all times.
- Verify the lineup after all intermissions and notify either floor official if a player, who has not reported, has entered the court.

INSTRUCTIONS TO AND DUTIES OF SCORERS - CONTINUED

DURING THE COURSE OF THE GAME

- The nonofficial scorers (team representatives) should check each entry with the official scorebook.
- The scorers should:
 - a. Announce to each other and record the total running score.
 - b. Announce the name and number of the player who scores.
 - c. Verify the scoreboard score.
 - d. Compare the summary of individual scores with the total running score at the end of each half.
 - e. Exchange the name and number of the player committing a foul and indicate the total fouls charged to the player.
 - f. Be responsible for the alternating possession arrow.
 - g. Record warnings reported by an official
- In case of controversy, the record of the official scorebook is accepted unless the referee has knowledge that permits him or her to rule otherwise.

SCORING

(Use the following recommended symbols)

- P for personal foul, followed by proper numeral indicating number of personal fouls charged to player as P¹, P², etc. or cross out appropriate number.
- T for technical foul (direct or indirect on coach).
- Successful field goal: figure 2 or 3.
- Free throw attempt: O
- Successful free throw: ~~X~~
- 2 or 3 free throws awarded: OO OOO
- First of one-and-one: O+
- First made, bonus awarded: ~~X~~+O
- Bonus free throw made: ~~X~~+~~X~~
- Record the number of charged time-outs for each team.
- Check the scoreboard often and have the progressive team totals available at all times. Points scored in the wrong basket are never credited to a player but are credited to the team in a footnote. Points awarded for basket interference or goaltending by the defense are credited to the shooter. When a live ball goes in the basket, the last player who touched the ball causes it to go there.

INSTRUCTIONS TO AND DUTIES OF SCORERS - CONTINUED

NOTIFY THE NEARER OFFICIAL WHEN:

- The bonus penalty is in effect for the 7th, 8th, and 9th team foul in each half. The proper bonus panel, such as (H for home and V for visitor) shall be displayed after the penalty for the 6th team fouls has been administered. Another method is to activate a light or device nearest the basket of the team that is to receive the bonus. The bonus display indicates a 2nd free throw is awarded for all common fouls (other than player control) if the 1st free throw is successful.
- The 10th team foul occurs in each half. Thereafter, double-bonus (2nd free throw) is awarded for a common foul (except player control) whether or not the 1st is successful.
- Any player is charged with his or her 5th foul (personal or technical), the 2nd technical foul is charged to any squad member, bench personnel, directly to the head coach, or the 3rd technical foul (direct and indirect) is charged to the head coach.
- Either team has all time-outs charged or is awarded an excess time-out.
- The ball is dead or in control of offending player team if:
 - a. Player has not reported:
 - b. Player's number is changed:
 - c. Player is illegally in game.
- The ball is dead, if there is a score dispute or doubt about an official's decision.
- Any player enters while wearing an illegal number. (Rule waived in recreation league play.)
- The ball is dead and the clock is stopped or running, if the coach requests that a correctable error, or a timing, scoring or alternating possession mistake be prevented or rectified.

INSTRUCTIONS TO AND DUTIES OF SCORERS - CONTINUED

SUBSTITUTIONS

- A substitution may be made when the ball is dead and time is out. A player who has been withdrawn may not reenter before the next opportunity to substitute after the clock has been properly started following the player's replacement.
- A substitute who is entitled and ready to enter must report to the official scorer. However, substitutions between halves shall be made to the official scorer by the substitute(s) or a team representative prior to the 15-second warning.
- Following a time-out or intermission, the substitute must report or be in a position to report prior to the 15-second warning for a 60-second timeout or intermission, or 10-second warning for a 30 second timeout.
- A substitute may enter the court only when beckoned and must do so at once.
- If a substitute reports to enter for a designated jumper or free thrower, the substitute may not enter until the next dead ball and time is out.
- A substitute may be beckoned before the last throw of a multiple foul penalty or after the final attempt is converted.
- A substitute may replace a designated starter in case of illness or injury or to attempt a technical foul free throw.

It is not permissible for a substitute to replace a designated jumper, or free thrower when the free throw is for a personal foul unless such jumper or shooter is disqualified or injured. The scorer should not signal after the free thrower or thrower has been handed the ball or the ball is at the disposal of such player or team, or until the official has completed reporting a foul.

INSTRUCTIONS TO AND DUTIES OF TIMERS

RULES COVERAGE

Referee designates the official timepiece and its operator. The second timer assumes responsibilities of operating the time-out stopwatch and checking the official timepiece.

The timer shall sound a warning signal 15 seconds before the end of an intermission or a 60-second charged time-out, 10 seconds before a 30 second time out, or the 30 seconds allowed to replace a disqualified or injured player or a player instructed to leave the game, and signal the referee when it is time to resume play following a charged time-out or intermission, or any of the 30 second intervals by again sounding a warning signal.

EQUIPMENT

Electric clock timer and one stopwatch, or a table clock timer and one or two stopwatches. A gong, loud siren or air horn to signal end of playing time. A red light is permitted behind each backboard to supplement the audible signal which ends a quarter or extra period.

BEFORE THE GAME

- Ascertain game starting time and suggest referee and coaches synchronize watches.
- Review official signals for starting the clock, time-out, fouls and violations.
- Notify scorers 10 minutes prior to starting time.

TIMING REGULATIONS

- Playing time shall be 4 quarters of 10 minutes each with regulation clock the last 3 minutes of the fourth quarter and intermissions of 1 minute after the 1st and 3rd quarters and 5 minutes between halves.
 - a. If at any time in the last 3 minutes of the fourth quarter, a team has a 20 or more point lead, running time will be used.
 - b. If at any time the point differential falls below 20 points, regulation clock will be used.
- Overtime Play:
 - a. The length of each extra period shall be 2 minutes regulation clock.
 - b. An extra time-out is awarded to each team for each overtime period.
 - c. As many such extra periods as are needed to break the tie shall be played. Game ends, if, at end of any extra period, the score is not tied.
 - d. Extra periods are an extension of the 4th quarter.
- A full time-out charged to a team is of 1-minute duration unless both teams are ready to resume play sooner.
- No time-out is charged to a team when:
 - a. The floor official grants a player's request because of displaced eyeglasses or lens.
 - b. A correctable error, or a timing, scoring, or alternating possession mistake has been prevented or rectified.
- The sounding of the scorer's signal or game horn does not cause the game timepiece to be stopped.

INSTRUCTIONS TO AND DUTIES OF TIMERS - CONTINUED

START THE OFFICIAL TIMEPIECE WHEN

- A tossed ball is legally tapped when play is started by a jump.
- The ball touches a player on the court during a throw-in (if clock has been stopped).
- An official signals “start the clock”, if he or she neglects to do so, the official timepiece should be started unless an official specifically signals that it should not be started.
- The ball touches or is touched by a player on the court provided the ball is to remain alive if the free throw is missed. In these cases, the official will give the start the clock signal, but if he or she neglects to do so, the official timepiece should be started when it is apparent the ball touches a player and is to remain alive.

STOP THE OFFICIAL TIMEPIECE

- For all official timeouts.
- For all technical fouls.
- For all injuries.
- At the minimum play substitution time out.

NEAR THE END OF PLAYING TIME

- If a watch is being used as the official timepiece, place it so both timers may see it and the ball. The watch must be stopped the instant the signal ending the game is sounded.
- When a timing device other than a watch is the official timepiece, the timers must coordinate their efforts in determining the position of the ball when time expires.
- Some timers, in order to avoid misunderstanding concerning the position of the ball when time expires, have one timer watch the official timepiece and count aloud 10-9-8-7, etc., while the other timer watches the ball and notes its position at the exact moment time expires.
- If a quarter or extra period ends and:
 - a. The timer has been unable to make an official hear the signal, the timer must immediately notify the official.
 - b. The timing signal fails or is not heard by an official, the timer must be prepared to advise the referee as to whether the ball was in flight when time expired, or whether a foul occurred before or after the period had ended.

If the timing signal is not heard by the officials, testimony of the timers may determine whether a score shall count or a foul shall be charged, unless the referee has information which would alter the situation.

RULE FUNDAMENTALS

- **LOOSE BALL:** While the ball remains live, a loose ball always remains in control of the team whose player last had control, unless it is a try or tap for goal.
- **NO CONTROL:** Neither a team nor any player is ever in control during a dead ball, jump ball, throw-in, or when the ball is in flight during a try or tap for a goal.
- **MADE GOAL:** A goal is made when a live ball enters the basket from above and remains in or passes through unless cancelled by a throw-in violation or a player-control foul.
- **GETTING A DEAD BALL LIVE:** The jump ball, the throw-in, and the free-throw are the only methods of getting a dead ball live.
- **DRIBBLE/TRAVEL RULE NOT IN EFFECT:** Neither the dribble nor traveling rule operates during the jump ball, throw-in, or free throw.
- **NOT POSSIBLE TO TRAVEL:** It is not possible for a player to travel during a dribble.
- **INFRACTIONS THAT AWARD POINTS:** The only infractions for which points are awarded are goaltending by the defense or basket interference at the opponent's basket.
- **TYPES OF VIOLATIONS:** There are three types of violations and each has its own penalty.
- **BALL IN FLIGHT:** A ball in flight has the same relationship to frontcourt or backcourt, or inbounds or out of bounds, as when it last touched a person or the floor.
- **PERSONAL FOULS:** Personal fouls always involve illegal contact and occur during a live ball, except a common foul by or on an airborne shooter.
- **ADMINISTERING FOULS:** Penalties for fouls are administered in the order in which they occur.
- **INTENTIONAL FOULS:** Intentional fouls always result in 2 free throws and the ball out of bounds for the offended team.

RULE FUNDAMENTALS - CONTINUED

- **FLAGRANT FOULS:** The penalty for a single flagrant personal or flagrant technical foul is two free throws and disqualification plus awarding the ball to the opponents for a throw-in.
- **OFFENSE FREE THROW VIOLATION:** Any free-throw violation by the offense causes the ball to become dead immediately.
- **BALL BECOMES DEAD:** A live-ball foul by the offense (team in control or last in control if the ball is loose,) or the expiration of time for a quarter or extra period, causes the ball to become dead immediately, unless the ball is in flight during a try or a tap for goal. The ball also becomes dead when a player-control foul occurs.
- **DOUBLE PERSONAL FOULS:** A double personal foul involves only personal fouls and only two opponents; no free throws awarded and the ball is put in play by the team entitled to the throw-in under the alternating-possession procedure. A double technical foul involves only technical fouls and only two opponents; no free throws are awarded, and the ball is put in play by the team entitled to the throw-in at the division line opposite the table under the alternating-possession procedure.
- **DEAD BALL AT WHISTLE:** The official's whistle seldom causes the ball to become dead (it is already dead.)
- **CONTINUOUS MOTION:** "Continuous motion" applies both to tries and taps for field goals and free throws, but it has no significance unless there is a foul by the defense during the interval which begins when the habitual trying or tapping movement starts and ends when the ball is clearly in flight.
- **TIME CLOCK AND GOALS:** Whether the clock is running or is stopped has no influence on the counting of a goal.
- **BALL TOUCH:** A ball which touches the front face or edges of the backboard is treated the same as touching the floor inbounds, except that when the ball touches the thrower's backboard, it does not constitute a part of a dribble.
- **GOAL AFTER FOUL:** If the ball goes through the basket before or after a player-control foul, the goal shall not be counted.
- **OVER AND BACK:** To qualify as over and back, the dribbler must first have 3 points in the front court (both feet and the ball) before crossing back into the back court.

PRE-GAME CONFERENCE DISCUSSION (TWO-PERSON)

REFEREE AWARENESS

- Work as a team. Support each other.
- Be professional.
- Hustle.
- Clear sharp whistle and use of signals.
- Get angles – Don't get straight-lined.
- Expect the unexpected - Don't be surprised by anything.
- Communicate
 - a. Eye contact if ready.
 - b. Stop sign if not ready.
 - c. Discuss asking for out-of-bounds help and 3-point line discrepancies. Be 100% sure.

PRE-GAME PROCEDURES

- The designated referee conducts the pre-game meeting.
- Arrive on the court no later than fifteen minutes before the game.
- Observe the warm up including dunking and hanging from the rim.
- Game management designates the location of team benches with team's shooting at the opposite basket.
- Determine the official scorer and timer, and review their responsibilities. Request the scorer hold substitutes at the table before beckoning them onto the court.
- The referee handles the captain/coaches introductions.

COUNTING SITUATIONS

- Backcourt 10-second count
 - a. Only count in effect when ball in backcourt.
 - b. This is a visible count.
 - c. Count ends when ball & player crosses division line, ball touches front court, or other team gains control.
- Closely guarded 5-second count.
 - a. Initiate count if closely guarded in your coverage area.
 - b. This is a visible count.
 - c. Stay with count until it ends.
 - d. Player closely guarded with ball allowed 4 seconds hold – 4 seconds dribble – 4 seconds hold
- Throw-in count ends with ball released.
- No 3-second count during shot.
 - a. This is NOT a visible count.

PRE-GAME CONFERENCE DISCUSSION - CONTINUED

INSTRUCT TIMER AND SCORER

- Instruct Scorer
 - a. Eye contact with official reporting foul
 - b. Notify reporting official when:
 1. On the 6th and 7th team foul (bonus on 7th.)
 2. On the 9th and 10th team foul (double bonus on 10th)
 3. 5th foul on player (T's count as personal & team fouls)
 - c. Alternating Possession Arrow
 1. Record in book and maintain arrow
 2. Change arrow after throw-in is complete
 3. Switch arrow at end of first half
 - d. Time-outs: Record player number and time of timeout.
- Instruct Timer
 - a. When stop clock is in effect, stop clock on whistle
 - b. Start clock when:
 1. Jump ball: Touched by jumpers.
 2. Throw in: Touched by player on court.
 3. Free throw: If missed, touched by player on court. If made, after throw-in is touched by player on court.
 - c. Full Time Out – horn at 45 & 60 seconds; 30 seconds – horn at 20 seconds & 30 seconds.
 - d. Notify teams 3 minutes before the start of each half.

Ten minutes before game time, the referee checks the following:

- Rosters, Starting Lineups, Illegal and Duplicate Numbers

Other pre-game procedures include:

- Check baskets, nets, and backboards (logos, padding and ring brace)
- Court boundaries and obstructions (12-foot free-throw line for C Division.)
- Uniform requirements (logos, compression shorts)
- Test ball pressure with drop bounce
- Designate coaches box (tape), require possession arrow at table, require visible clock/scoreboard

FLOOR COVERAGE – FRONT COURT

- Determine Zone/Coverage Area. Discuss.
- Off ball coverage and when to pick up ball.
- Dead spots.
- Three point try coverage.
- Field Goals
 - a. Trail: Vision up high and cover backside rebounding action
 - b. Lead: Vision down low and cover front side rebounding action

PRE-GAME CONFERENCE DISCUSSION - CONTINUED

FLOOR COVERAGE – PRESS ASSISTANCE

- Lead is near midcourt and open up to court.
- Assist on your sideline for:
 - a. Out-of-bounds call.
 - b. Trail's blind side block/charge.
 - c. Trail: Bring up ball – Cover action on/around dribbler

JUMP BALL

- Ensure teams are going in right direction (opposite of their bench to start the game).
- The referee tosses the ball without whistle in mouth.
- Determine alternating possession arrow direction based on who wins the tap.
- Umpire monitors the eight non-jumpers, chops time-in, and breaks with ball.
- Determine procedure for poor tosses, violations, and court coverage.

FRONT COURT COVERAGE

- Discuss the trail official's movement on the sideline and across the court.
- Discuss the lead official's movement on baseline.
- Post play dictates the lead official watch players from the waist up, the trail official from the waist down.
- Determine coverage for a drive-in shot. Discuss 3-point play responsibilities.

PRESS COVERAGE

- Recommend officials be at most half court distance away from each other.
- The lead watches for trap at mid court and the sideline while preparing for potential long passes down court.
- The trail maintains the ten-second-backcourt count.
- Play may necessitate trail to officiate the middle of court.
- Both officials must be aware of any time out requests.

OFF BALL COVERAGE

- Concentrate on your area of responsibility, not on the location of the ball.
- A quick glance at your partner's eyes will determine their area of concentration.
- Special attention must be given to the free throw lane area.

PRE-GAME CONFERENCE DISCUSSION - CONTINUED

DEEP CORNER AND DELAY COVERAGE

- Deep Corner-Trail has primary coverage when the ball and opponents are in the deep, opposite corner.
- Lead has action near the basket and baseline when opponents are in the deep, opposite corner.
- Trail must prepare for a backcourt violation.
- Delay-Trail must be behind “delay” offense favoring the sideline with possible movement toward the midcourt circle.
- The lead must move around the corner to observe lateral movement and possible contact.

THROW-INS

- Keep play “boxed-in.”
- Ensure proper spot and team following violations, fouls, and time-outs.
- Ensure 10 players on the floor.
- Following a delay, sound whistle before handing ball to player
- Advise player to “hold spot” or “you can move”
- Know your line responsibilities.
- Eye contact is crucial prior to throw-in.
- Check the timer’s table for substitutes.
- No reverse mechanics or crossing-over of duties.
- Discuss backcourt throw-ins.

WHISTLES

- Always blow a sharp whistle.
- Double whistle.
 - a. If same call – give way to lead.
 - b. If not same call – come together and discuss
- Do not mimic partner’s whistle.

SIMULTANEOUS WHISTLES

- Make eye contact before giving a signal.
EXCEPTION: If play is coming to the lead, the lead takes the call. If simultaneous signals are given, confer.

PRE-GAME CONFERENCE DISCUSSION - CONTINUED

FOUL AND INFORMATION REPORTING TO BENCH

- Proper communication is required.
- The non-calling official freezes vision and moves to his new position.
- The reporting official observes bench conduct.
- If a foul occurs on a made basket, the non-calling official must inform his partner the basket was successful (if not already counted at spot).
- Award a one and one on the seventh foul and double bonus on the tenth foul.
- Calling official:
 - a. Blow sharp whistle and give signal at spot of foul.
 - b. Communicate call and ball status at the spot to everyone.
 - c. Report foul to scorer's table.
- Free Official – On partner's call:
 - a. Move in then freeze – Calm any tempers and stroke egos as necessary.
 - b. Help in getting player shooting FT's.
 - c. Get players ready "set the table."
 - d. Assist in forcing switch at throw-in spot.
- Both: Be aware of number of team fouls for bonus & double bonus.
- Reminders:
 - a. 3 FT's for player fouled during unsuccessful 3-point try.
 - b. Intentional and flagrant personal foul inbound from nearest the spot of the foul.
 - c. Double fouls & Double T's – no free throws.
 - d. For a disqualified player, the non-calling official shall notify the head coach first, then have the timer start the 30-second replacement interval, followed by notification of the player.

TECHNICAL FOULS

- Double or simultaneous T's – No free throws – AP at division line
 - a. Calling Official: Administer from endline to be able to watch all the players.
 - b. Free Official: Assist partner.
 - 1. Obtain inbounder.
 - 2. Get ball in with minimal delay opposite of benches at the division line.
- T's count as personal & team fouls.
- Disqualifications:
 - a. Players DQ'd on 2 T's & flagrant foul.
 - b. Head coaches on 2 direct or combination or 3 indirect/direct T's.
 - c. Bench personnel on 2 T's.

PRE-GAME CONFERENCE DISCUSSION - CONTINUED

FREE THROW ADMINISTRATION

- Switch positions on all fouls.
- First lane spaces are designated to and must be filled by the non-shooting team.
- Determine the correct free thrower and the number of shots.
- Check table for any substitutes prior to handing or bouncing ball to shooter.
- Maintain opposite lane line responsibilities with the trail monitoring free throw shooter.
- The lead administers all free throws.
- Administer a technical foul at the correct end.
- Violation by opponent – Signal & wait.
- Violation by shooter or teammate – Cancel it. Shoot any remaining FT's—or— award opponents ball on baseline.
- Double violation – Cancel it. Go with AP if last FT.
- False violation – penalize faker according to above.
- Fourth lane spaces (the ones closest to the shooter) are no longer used. A maximum of four defense and two offense can line up during a free-throw shot.

INJURED PLAYER

- Officials should stop play at the first possible moment to allow team personnel to attend to an injured player.
- If a player is injured and must be removed from the court, a timeout may be called to allow the player to remain in the game if the situation can be corrected by the resumption of play. Otherwise, the player must remain out of play until the next opportunity to substitute after the clock has started.
- An unconscious player may not return without a physician's written authorization.
- A player may grasp the basket to prevent injury.
- Officials must know the blood rule.

GAME AWARENESS

- Identify game management – Who's in charge?
- Ensure floor and surrounding area is safe.
- Coaches in/near box.
- Know the score, foul count, time on the clock, and frustration levels of teams.
- Make sure game clock and shot clock are visible.
- Alternating Possession arrow at the table.
- Players must keep shirts tucked in and trunks up.
- Don't tolerate taunting, baiting, or foul language (including trash-talk.)
- Keep post play clean.
- Stop hand checking early in the game.
- At end of game – Check score book and leave floor together.

PRE-GAME CONFERENCE DISCUSSION - CONTINUED

ALTERNATING POSSESSION ARROW MANAGEMENT

- Ensure arrow is set in proper direction after jump ball.
- Arrow switched when throw-in complete.
- Arrow not switched if a foul occurs during throw-in.
- Arrow switched if offense violates during throw-in.
- Ensure arrow is switched at end of 1st half.

BASKET INTERFERENCE / GOALTENDING

- Discuss the rules for each.
 - a. Trail: Make call in normal situations.
 - b. Lead: Call only when in front of basket when beat on fast break.
- Basket interference occurs if the ball is in or touching the cylinder and the ball is touched. NOTE: If the ball is in the cylinder but above the ring, players may touch the ring and/or net, but not the ball.
- Goaltending occurs when the ball is touched in its downward flight outside the cylinder and there is a chance it may be successful.
- The trail official has primary responsibility for both calls.
- The lead official may make a call on fast break.
- NEVER call when underneath basket.

FIVE-SECOND HELD BALL RULE

- If a player is holding/dribbling the ball in front court and is closely guarded within six feet and playing defense for five seconds, a violation occurs.
- If trail initiates the count, he/she must continue the count when play penetrates into the lead official's area.

TIME-OUTS

- Take care of all business prior to granting time out. Know who the shooter will be.
- Communicate location & status of ball with partner.
- Administering Official: Return to midcourt.
- Off Official: Grab shooter and walk him/her to the free throw line or go to inbounds spot with ball and hold spot.
- There are 4 full 60-second time-outs available per team per game with one additional per team for each overtime.
- The official who recognizes a time out request, reports it.
- Do not grant a request for time out until a foul (if called) is reported to the scorer or an injured or disqualified player has been replaced.
- Review appropriate on-court time out positions.

PRE-GAME CONFERENCE DISCUSSION - CONTINUED

SUBSTITUTES

- During free throws, beckon substitutes prior to the final throw.
- Take care of all business prior to granting substitute.
- Beckon all subs in.
- No subs after 45-second horn on time-out.
- Sub can shoot T free throws.

EXPIRATION OF TIME

- The trail has primary responsibility for keeping watch on the clock (Unless there is only one clock, then it is the official that is facing the clock that has responsibility.)
- Communicate “time running out” to partner under 1-minute in quarter.
- Be alert for a tap in flight or a field goal try.
- The ball must be off the fingertips of the shooter by the buzzer if the goal is to count.
- Both officials should be aware of remaining time and the timer’s signal.
- Trail or trailing official takes last shot.
- Make call at buzzer:
 - a. If no good, signal “no good” to scorer’s table right away. Don’t wait for ball to go through.
 - b. If released in time – wait and if good score it with flair.
- No free throws are allowed upon expiration of 4th quarter or overtime, unless points affect outcome.
- Overtimes are 2 minutes regulation time in length.

CORRECTABLE ERRORS

- When the clock is stopped and it’s a dead ball, you must recognize that you have made an error before the second live ball after the clock is properly started.
- If the clock is running and there is a dead ball, you must recognize before the second live ball.

MISCELLANEOUS

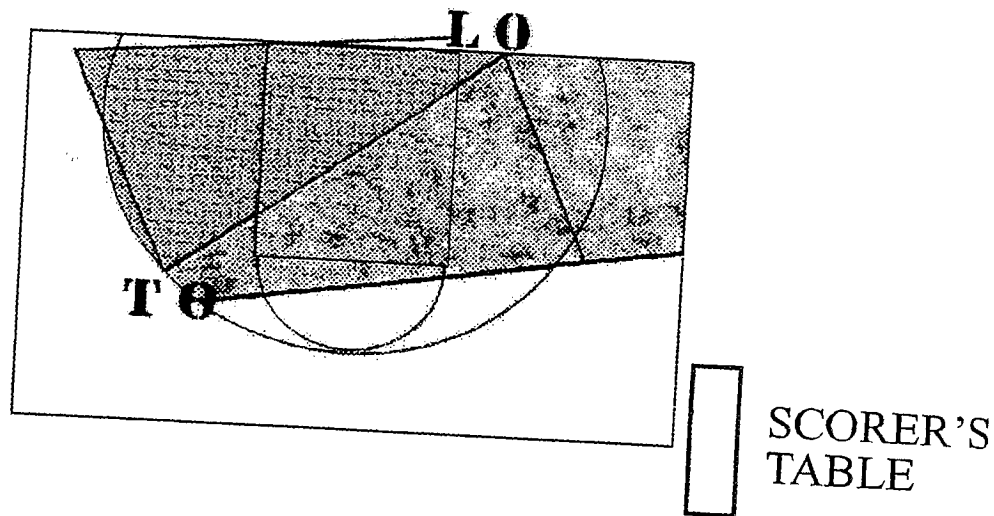
- Two Technical fouls disqualify all but the Head Coach.
- Double personal or technical are not awarded free throws and alternating possession.
- On the fifth personal foul, the non-calling official will tell the coach.
- If help on an out of bounds call is requested (who touched the ball last), the partner must respond with a whistle, direction, or jump ball signal.
- Review the bench decorum rule.
- Hold game management responsible for crowd control.

MECHANICS OF COURT COVERAGE

Court mechanics are the tools of our trade and should be thoroughly understood and practiced.

The cross-over (reverse mechanics) are no longer used, with the exception of during the administration of free throws.

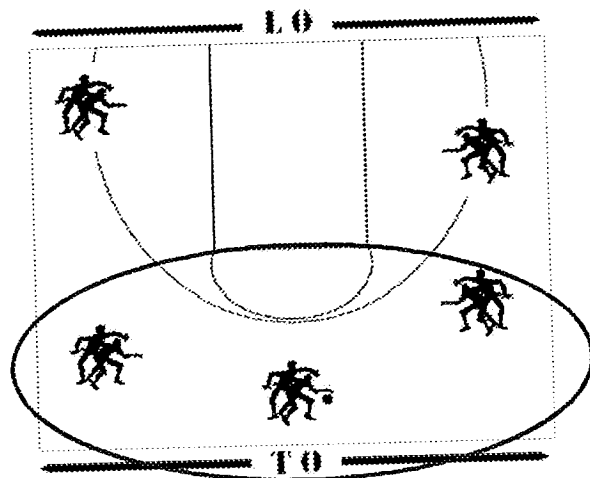
- Play situations now dictate the position of each official.
- The location of throw-ins, free throws, and jump balls will now be the determining factor as to which side of the court officials should be positioned.



LEAD OFFICIAL (LO)

- Positions self off the endline as much as the court will allow – this opens up peripheral vision.
- Responsible for endline and entire nearest sideline. Lead's whistle should blow when the ball crosses these lines.
- Responsible for the opposite free throw lane line and lane one on his/her near side for free throws per the above diagram.
- When the ball is in a deep corner of the court, lead runs to that side of the court along the baseline.

MECHANICS OF COURT COVERAGE - CONTINUED



TRAIL OFFICIAL (TO)

- Positions self close to the sideline near the midcourt area. This may vary in accordance to where the ball is located on the court.
- Covers the nearest sideline and the division line.
- Generally covers the area outside of the free throw lane on his/her side, the 3-point line to the free throw line extended on the opposite side of the court, and circle area as shown in the diagram above in the delay game.
- Follows the ball on tries and watches for a goal-tending and basket interference. Also responsible for fouls against the shooter.
- Each official has the responsibility of calling fouls and violations even though they may occur out of his/her designated area.

FULL COURT PRESS

- Lead official should come back to help on trail when necessary.
- Some situations may place officials close to a parallel position on the court.

MECHANICS OF COURT COVERAGE - CONTINUED

PRIMARY COVERAGE AREAS

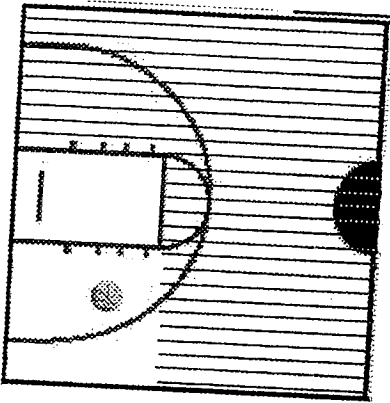


DIAGRAM 1:
The Lead has on-ball coverage. The Trail is off-ball and officiating action in the lined area.

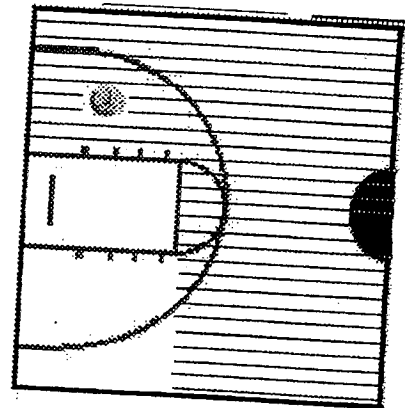


DIAGRAM 2:
The Trail has on-ball coverage. The Lead official is off-ball and officiating action in the unlined area.

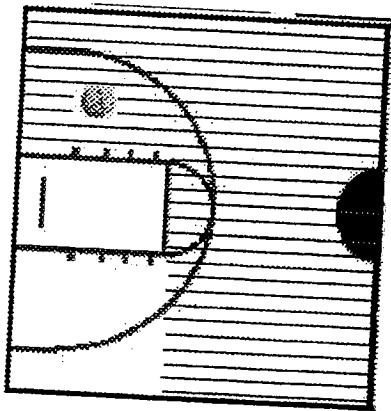


DIAGRAM 3:
The Trail has on-ball coverage and is officiating the high action in the lined area. The Lead official is off-ball and must help with off-ball coverage by extending to the other side of the key (shaded area) because the ball is high.

JUMP BALL AND ALTERNATING POSSESSION

Demonstrate and discuss the following mechanic positions and techniques on a basketball floor, if possible.

JUMP BALL

- Referee faces scorer/timer table, and tosses the ball higher than both players can jump.
- Referee is responsible for the toss and the two jumpers.
- Referee holds his/her position after the toss until ball and players clear the area.
- Umpire is responsible for the eight non-jumpers and their activity around the circle.
- Umpire signals time to start the clock when the ball is legally tapped.
- Umpire goes with the ball and usually becomes lead official.
- Either official may recall a bad toss (clock remains off during a bad toss.)
- It is illegal to tap the ball with a closed fist or to tap the ball more than twice.
- A jumper may be the first player to recover the ball after it hits the floor.
- Jumpers may not hit the ball on its way up.
- If jumpers fail to tip the ball when it reaches its legal height, but tap it after they return to the floor, it is a legal tap.
- On a jump ball at the center circle, if a non-jumping player catches the ball in mid-air in the front court and lands in the backcourt, it is not a violation.
- All overtime periods start with a jump ball at center-court.

ALTERNATING POSSESSION

In all jump ball situations other than the start of the game and each extra period, the teams will alternate taking the ball out of bounds for a throw-in. The team NOT obtaining control at the start of the game will start the alternating procedure. Control may also be obtained by the results of a violation or foul. The possession arrow changes after the ball has been inbounded to a player on the court, or a throw-in violation by the offense occurs.

THROW-IN MECHANICS

Signal is made by calling the shirt color of the throw-in team, point to designated spot and direction in which the ball will go. Demonstrate and discuss the following throw-in techniques and responsibilities of both officials.

ADMINISTERING OFFICIAL

- Prior to throw-in, looks to the table for substitution(s).
- Makes eye contact with the free official prior to handing the ball to the player for the throw-in. (Look for "stop sign.")
- Boxes in thrower between self and partner.
- Raises arm/hand to "stop clock" position prior to handing ball to player. Starts visible five-second count by chopping arm outward parallel to the floor and waist to chest high.
- Chops time-in when ball is touched in court.
- Does not allow the ball to be handed through the plane to a teammate.
- Does not allow opponent to reach through the plane to grab ball or opponent. (Technical foul for delay of game.)
- Notify the player if he/she has a designated spot or the entire baseline for the throw-in.

FREE OFFICIAL

- Is on opposite side of court at a 45-degree angle depending where the ball is located.
- Depending on location of ball, takes a position so that endline, sideline, or division line is covered.

OTHER POINTS OF EMPHASIS

- Referee administers throw-in to start the 2nd, 3rd, and 4th quarters at the division line opposite the table. For the alternating possession procedure in other situations, the official making the call shall administer the throw-in.
- Throw-in team may take a time-out anytime prior to the five-second limit.
- After the ball has been handed to the thrower-in, the defense cannot have a time-out.
- Player may run the baseline for a throw-in after a basket.
- There is no player or team control on a throw-in.
- Trail official handles all backcourt throw-ins.
- Do not delay a throw-in unless you have confused players with your call and there is doubt as to who is to throw the ball in.
- After a player-control foul, be certain your partner is in position before you hand the ball to the thrower-in.

MECHANICS FOR ADMINISTERING FREE THROWS

In the two official system, the lead official will administer all free throws, but each official has specific responsibilities.

OFFICIALS' POSITIONS

One end of the basketball court officials will be in their normal positions and on the other end officials will be forced to work in reverse mechanics.

TRAIL OFFICIAL'S RESPONSIBILITIES

During a free throw, the trail official's responsibilities are:

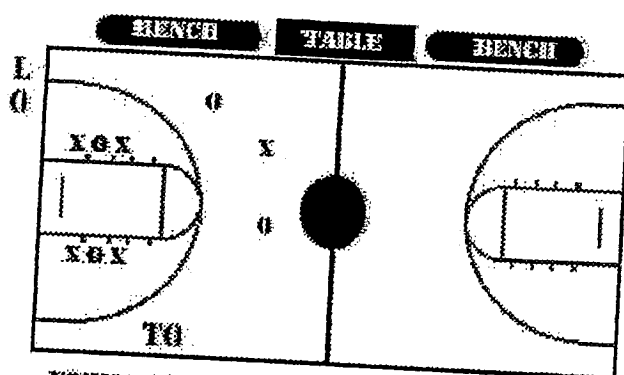
- Sees that lane spaces are filled and signals to lead official and scorer's table the number of free throws from normal trail position (slightly behind the thrower and to the sideline facing the scorers table.)
- While signalling number of shots to be taken, backs out of the lane facing the scorers table to allow for viewing of any activity at the table, the shooter, and the opposite lane line.
- For all free throws, the trail remains responsible for indicating the number of shots to be taken and the scoring of point(s).
- As the shooter gets the ball, the trail drops arm to the side and begins 10-second count. Arm is raised to dead ball position on second shots for 1-1 and 2-shot fouls.
- View opposite lane line, top three spaces for violations. (Space four must be unoccupied.)
- Watches position of shooter's feet.
- Watches whether the ball goes through basket or misses the ring.
- Watches for goaltending and basket interferences
- If the last shot is missed, the trail is responsible for chopping time in when the ball touches a player on the court.

MECHANICS FOR ADMINISTERING FREE THROWS - CONTINUED

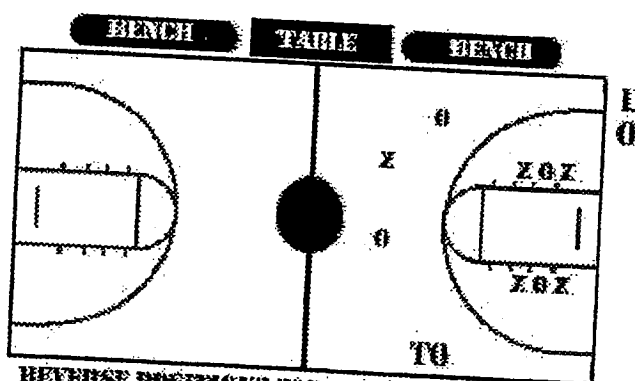
LEAD OFFICIAL'S RESPONSIBILITIES

During a free throw, the lead official's responsibilities are:

- Administers all free throws.
- Glances at table for activity, subs, etc.
- Moves into the free throw lane then verbally and with the proper signal indicates the number of free throws remaining.
- Bounce ball to the shooter and take position 4 to 6 feet off the endline and outside the lane on the side of the table.
- View opposite lane line and first space table side.
- If the last shot is made, the lead is responsible for chopping time in following the throw-in.



NORMAL POSITIONS FOR THE TRAIL AND LEAD



REVERSE POSITIONS FOR THE TRAIL AND LEAD

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