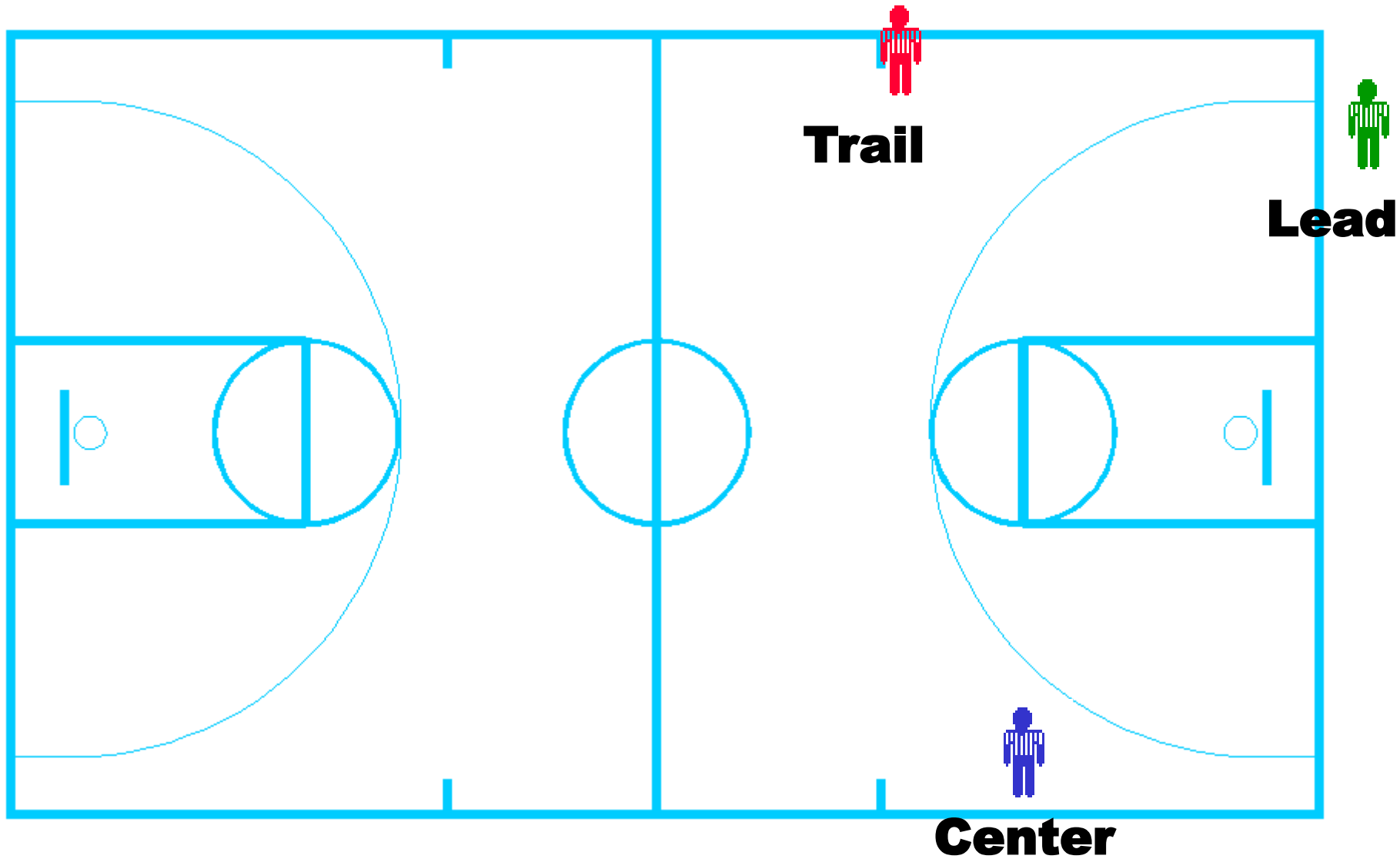


OFFICIATING BASKETBALL

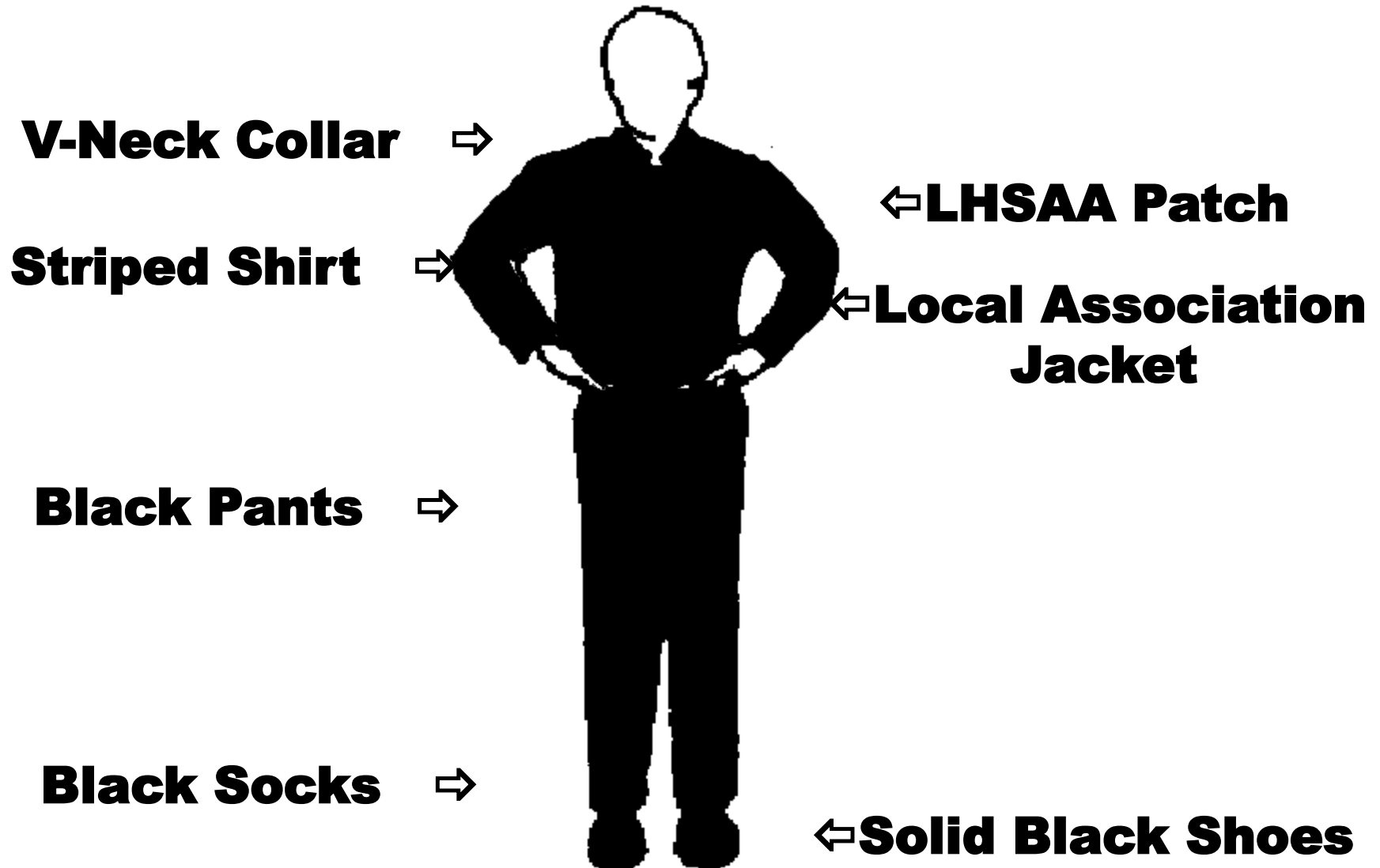
3-Man Mechanics

LHSAA

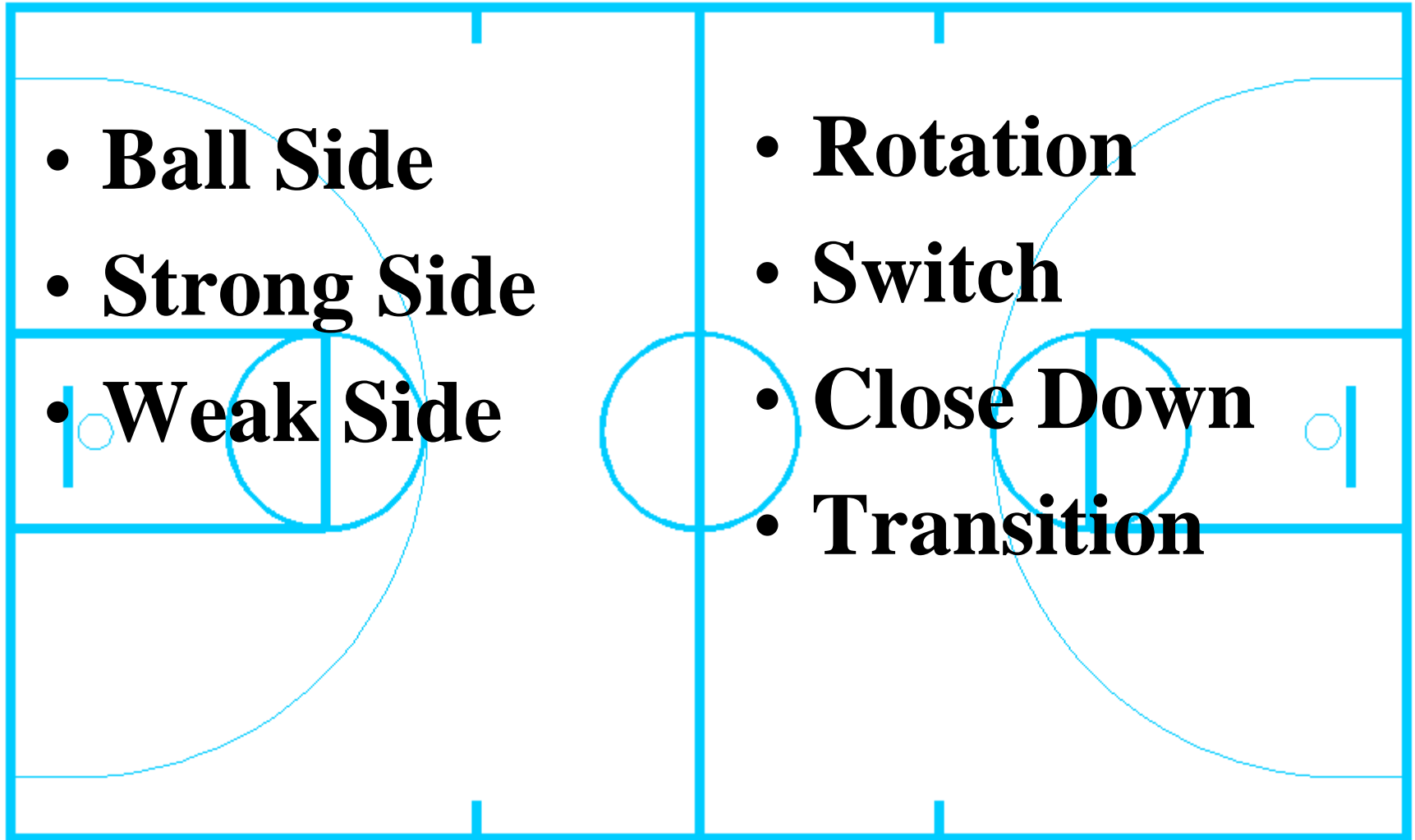
The Officials



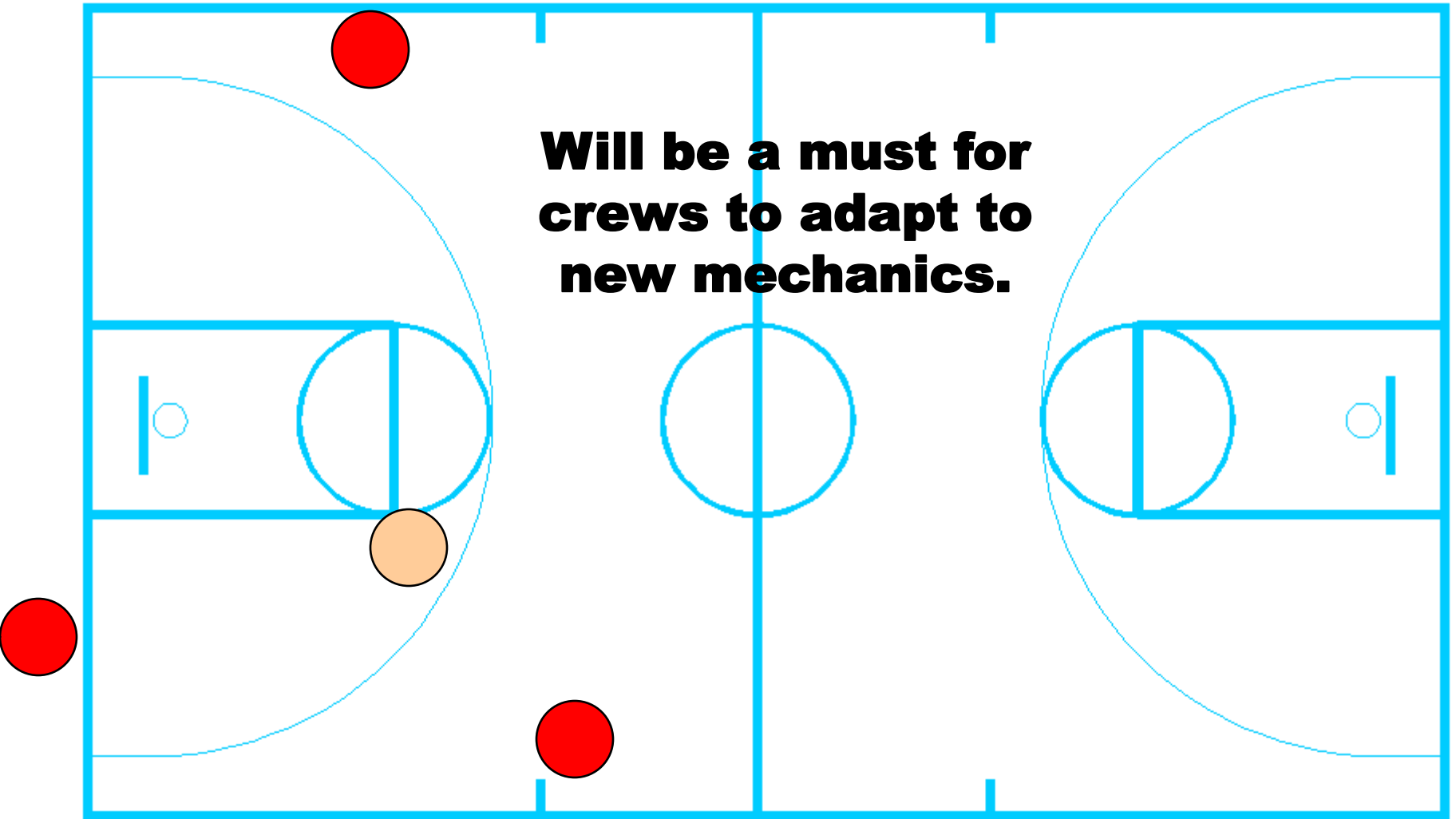
Official Uniform



Terminology



Pre-game Conference



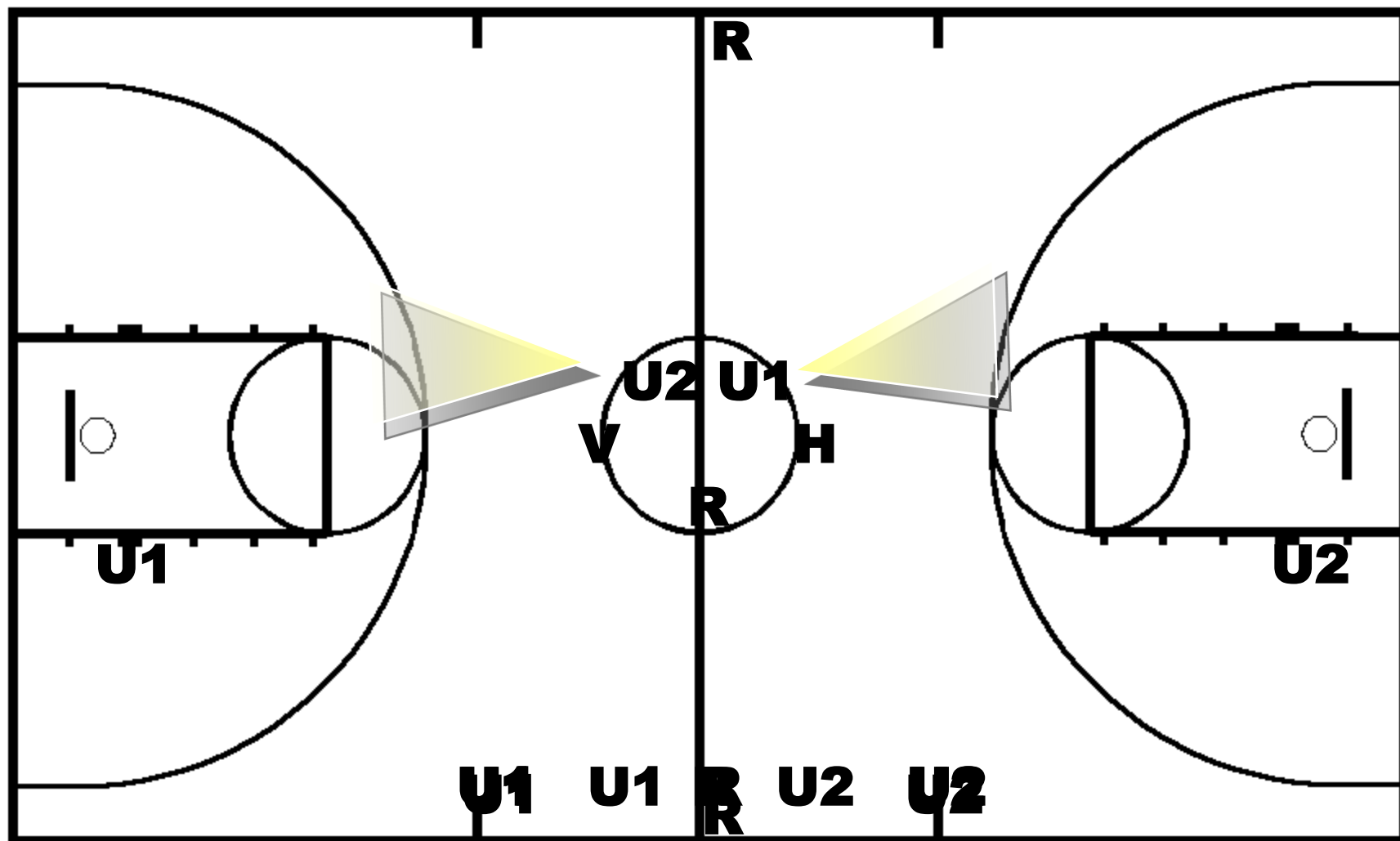
Pre-Game Positions

0:00

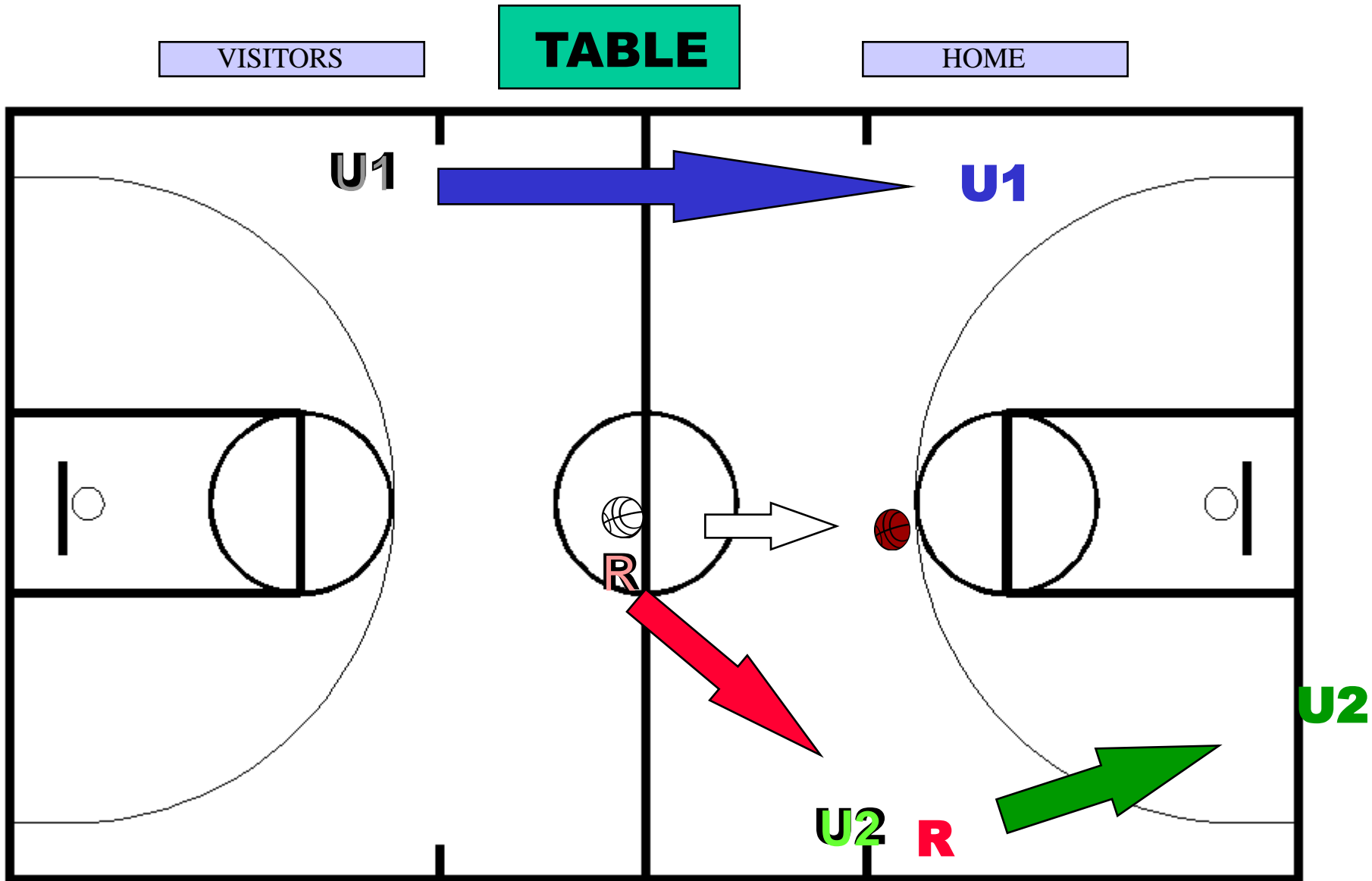
VISITORS

TABLE

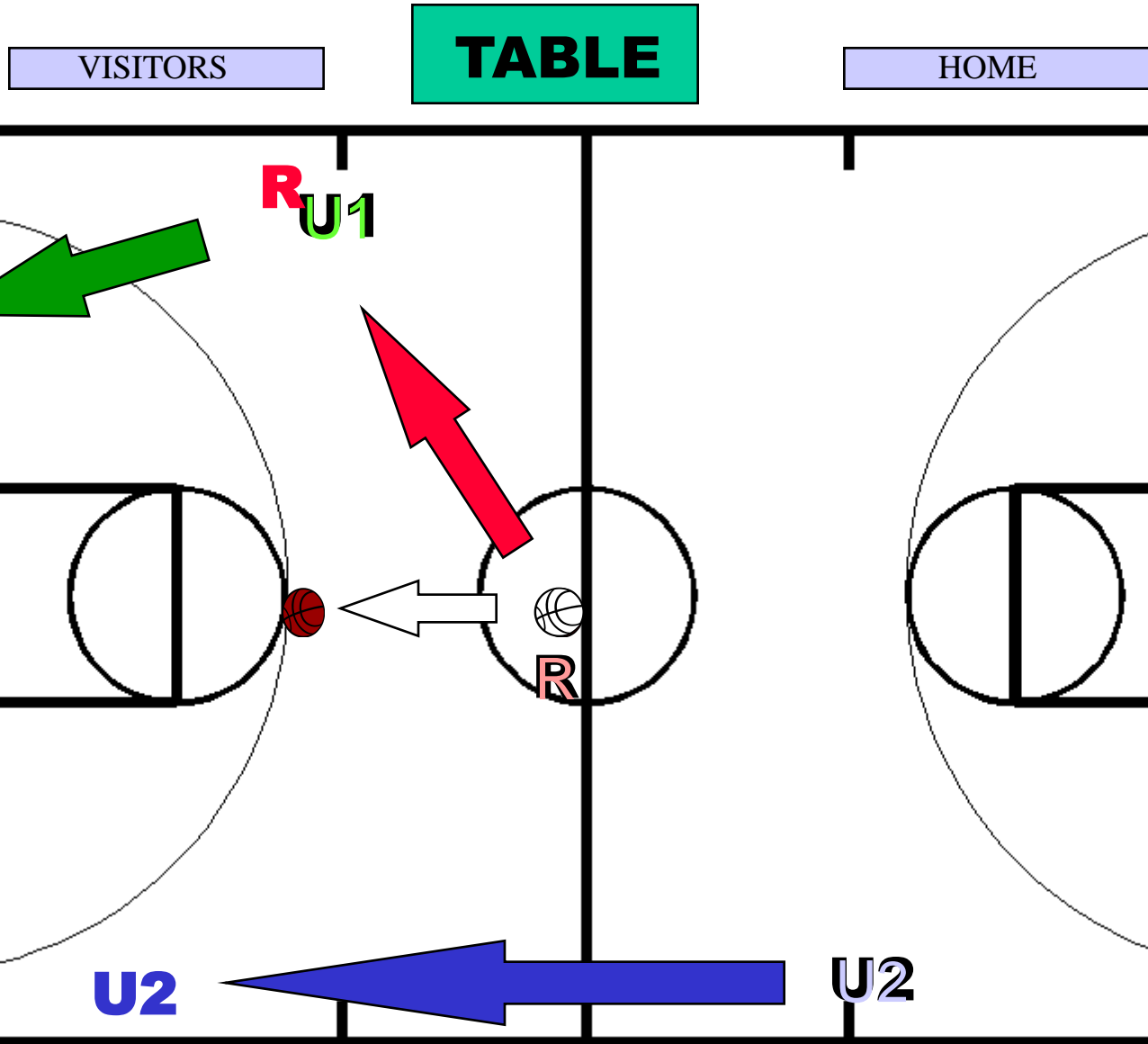
HOME



Jump Ball (goes right)



Jump Ball (goes left)



Full Time-out Positions

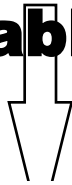
VISITORS



TABLE

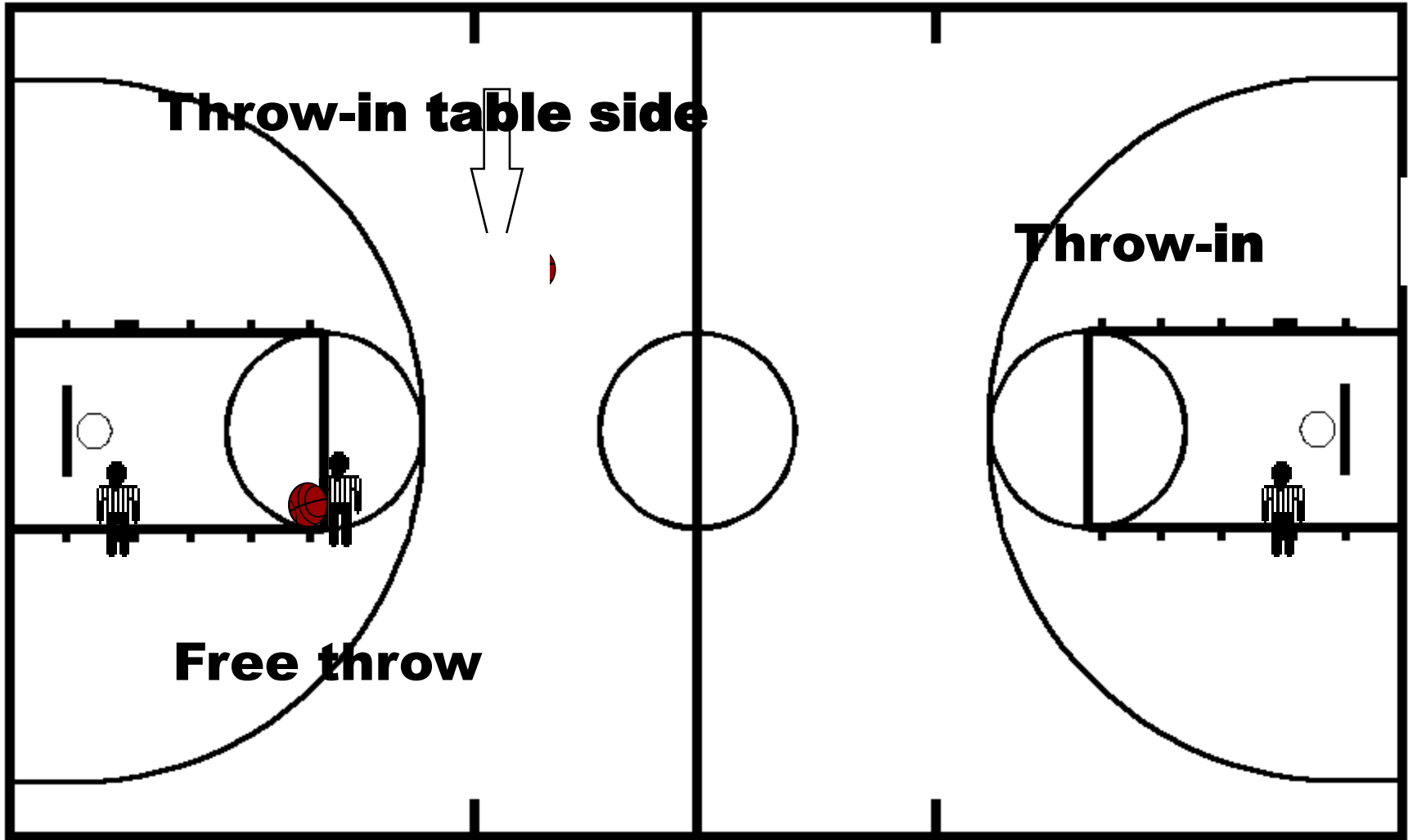
HOME

Throw-in table side

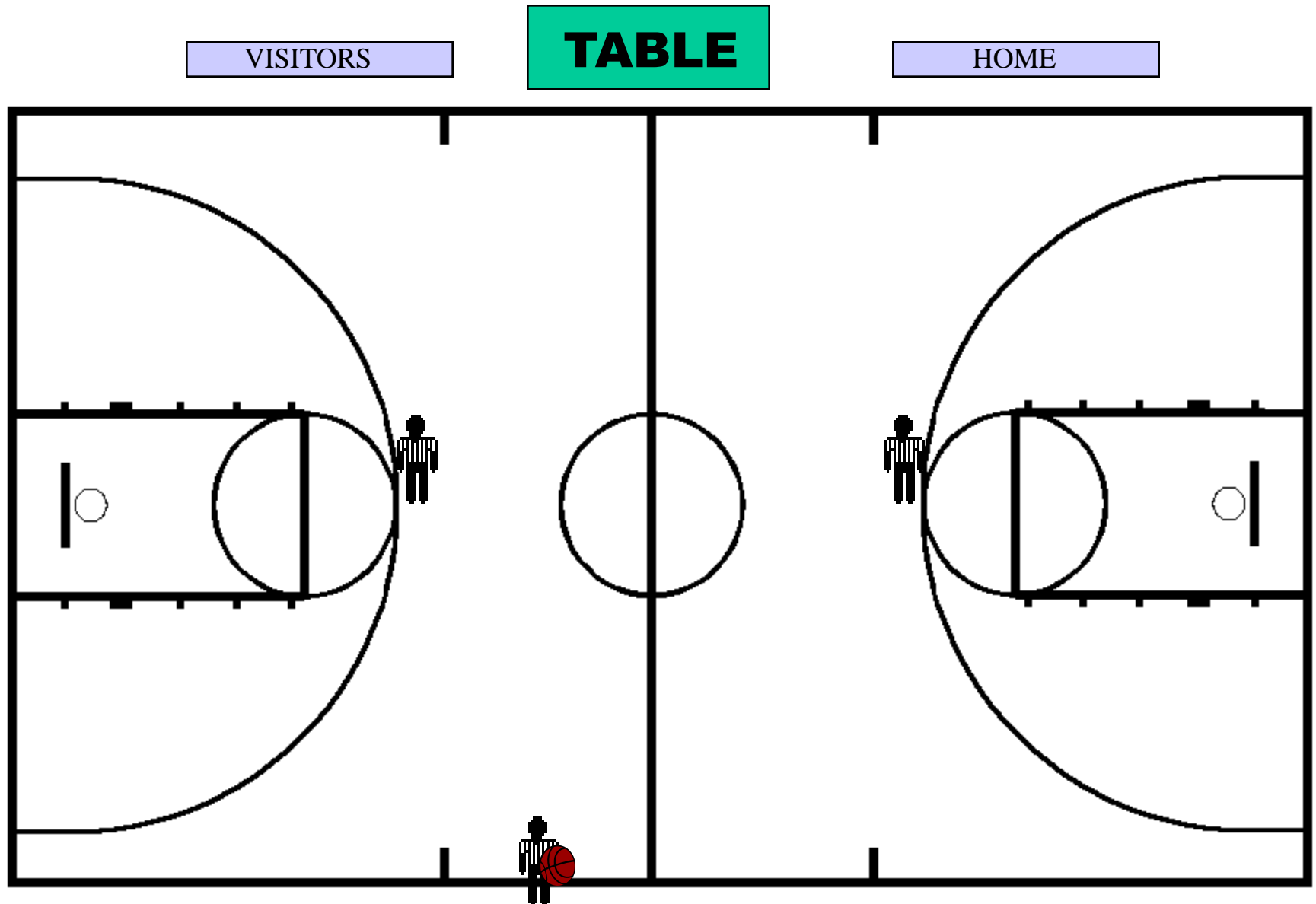


Throw-in

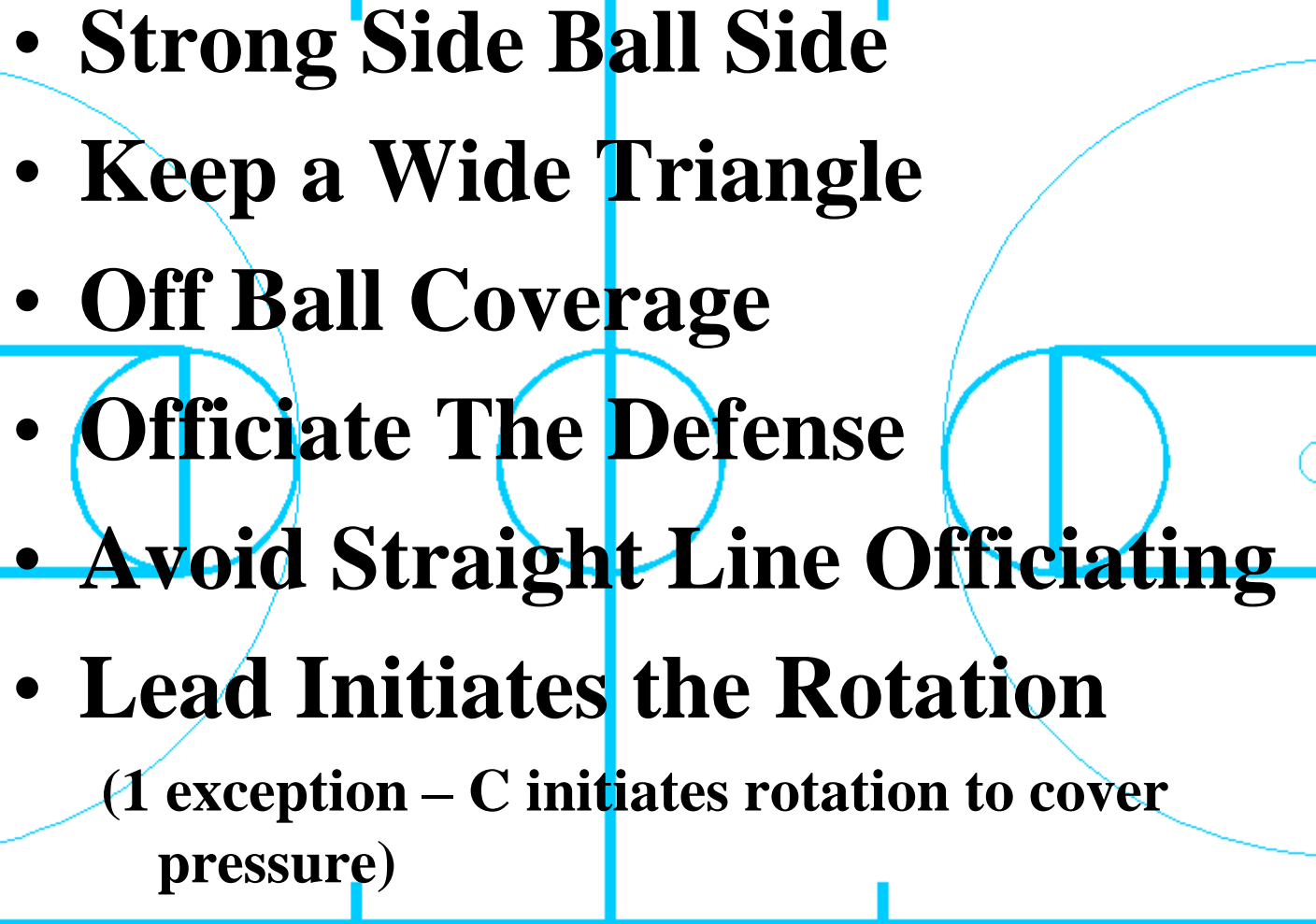
Free throw



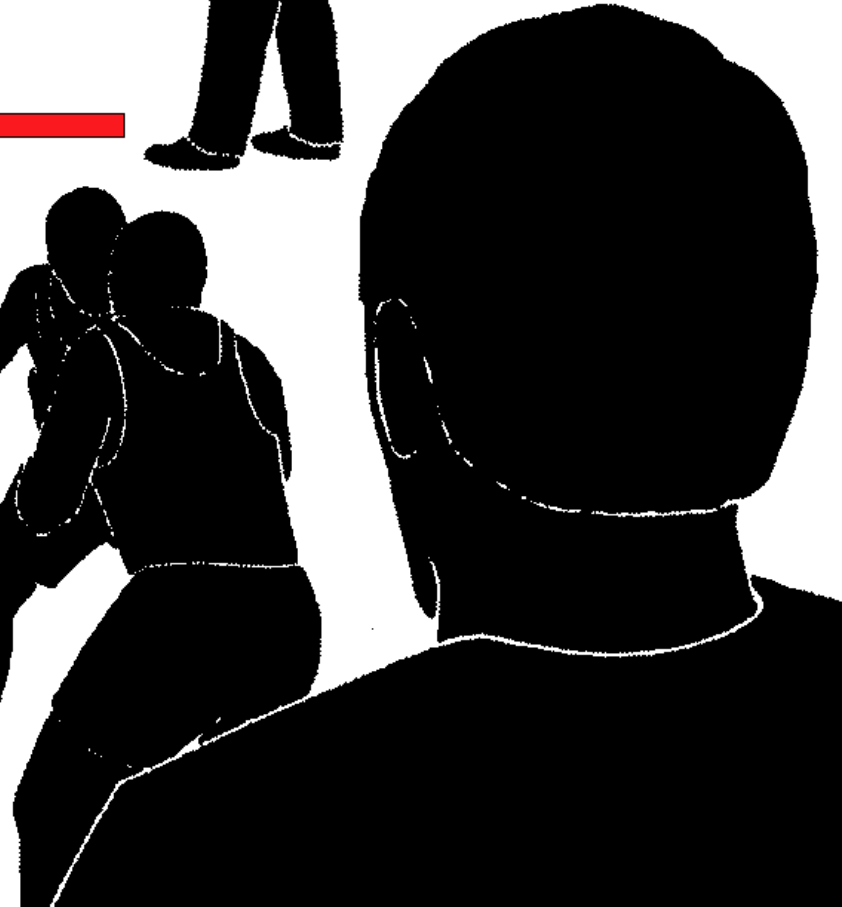
30 Second Time-out Positions



Basic Principles

- 
- **Strong Side Ball Side**
 - **Keep a Wide Triangle**
 - **Off Ball Coverage**
 - **Officiate The Defense**
 - **Avoid Straight Line Officiating**
 - **Lead Initiates the Rotation**
(1 exception – C initiates rotation to cover pressure)
 - **Calling Official will go Opposite**

Straight Lined

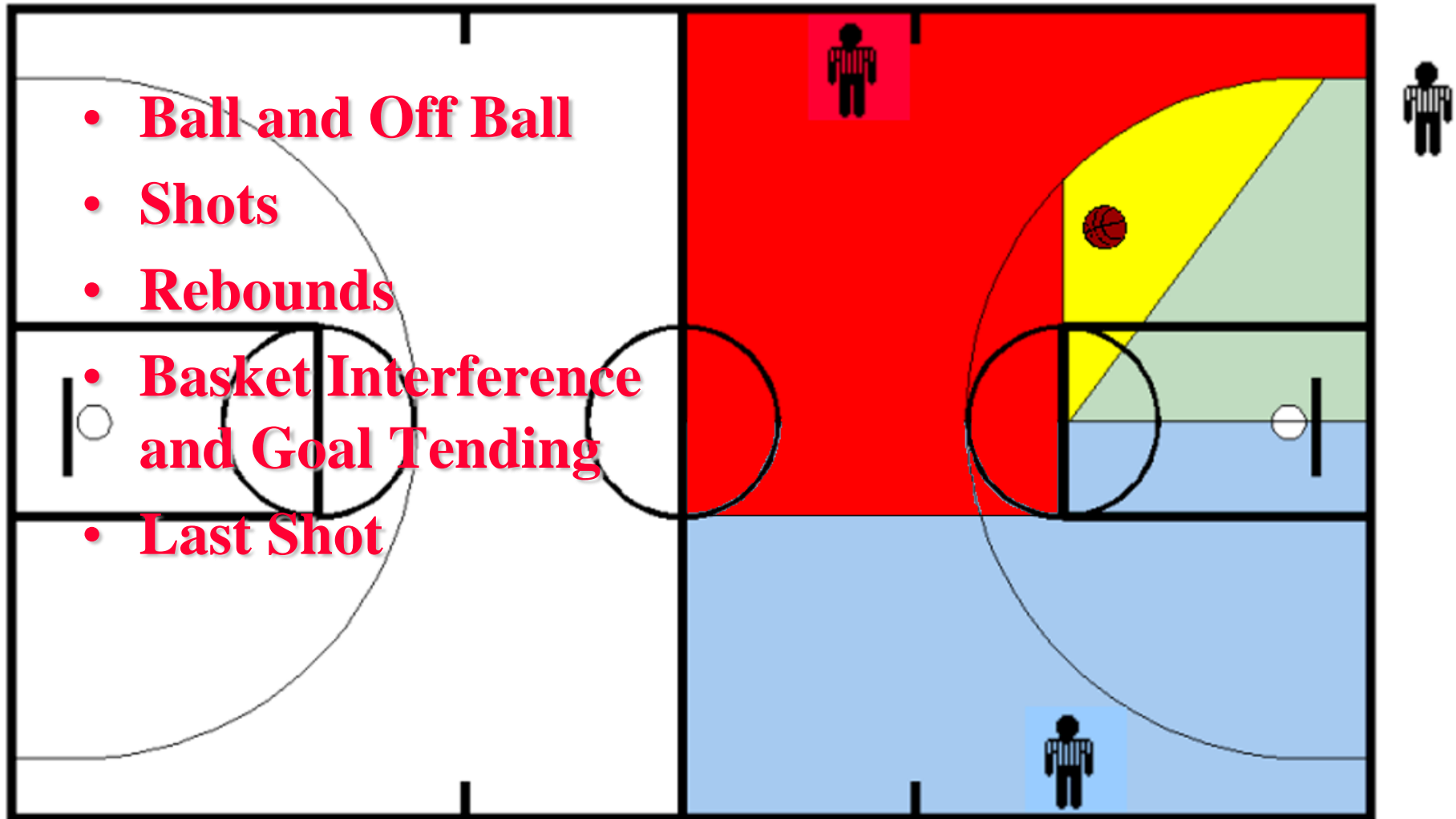


Good Position

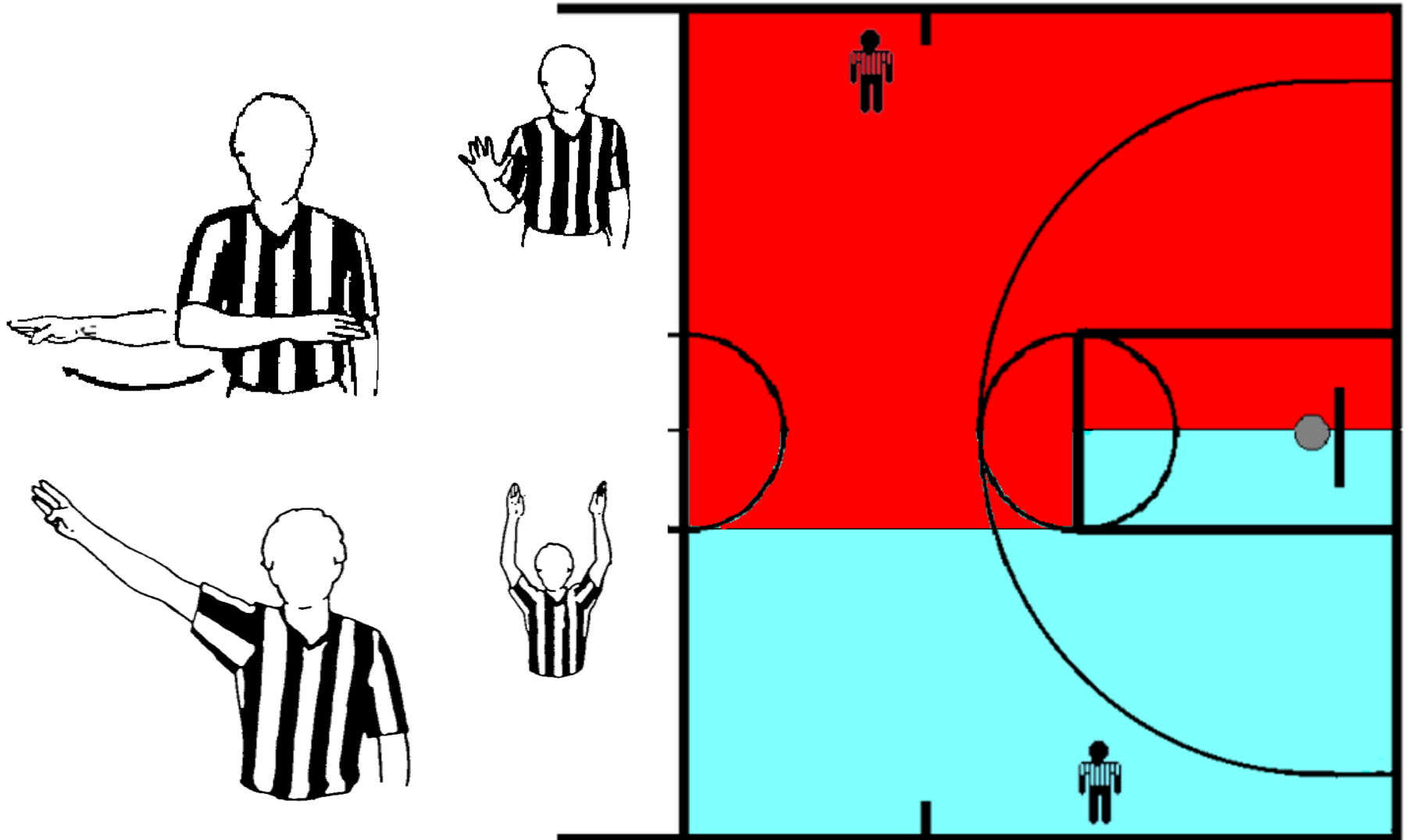


Primary Coverage

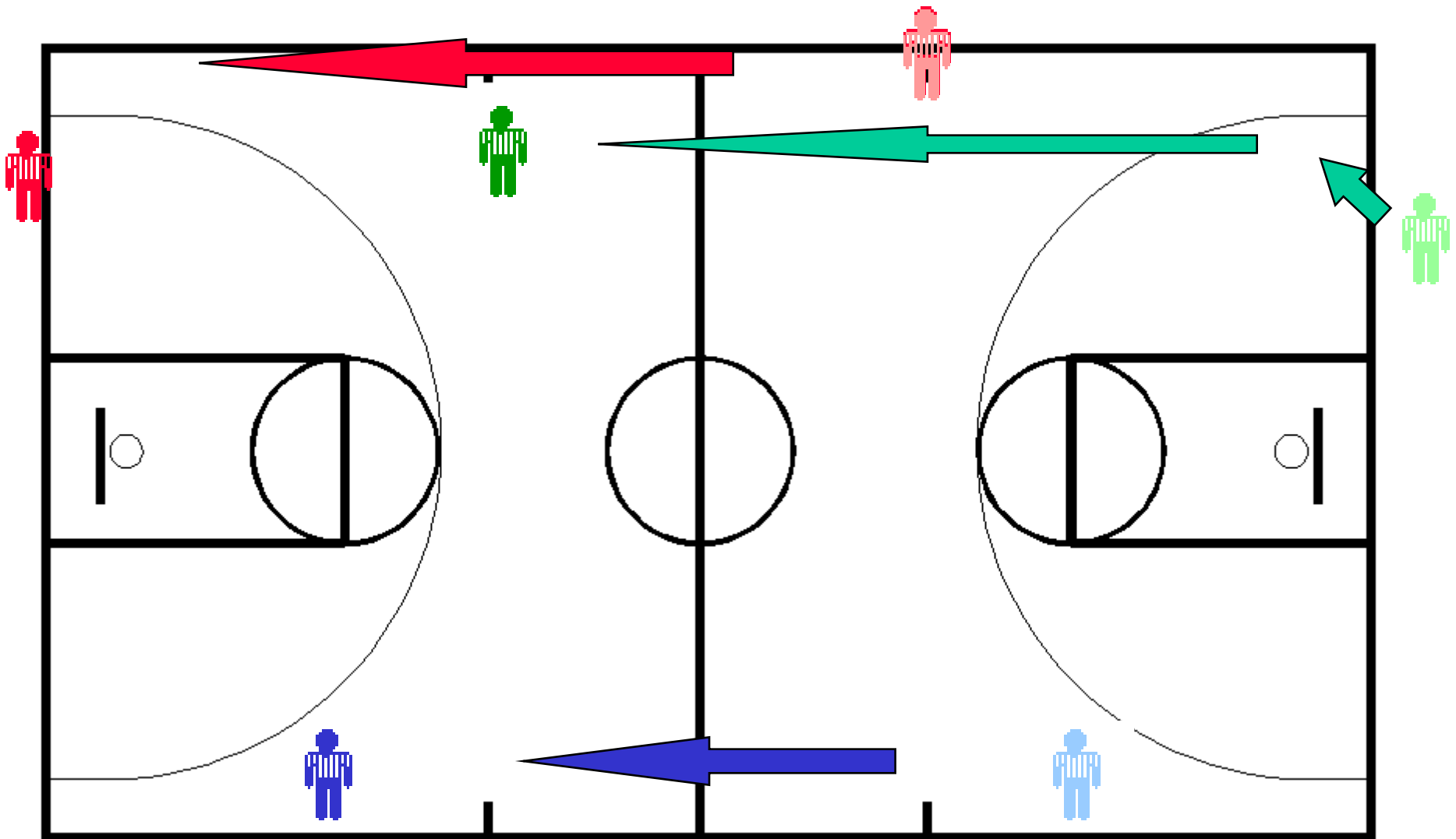
TABLE



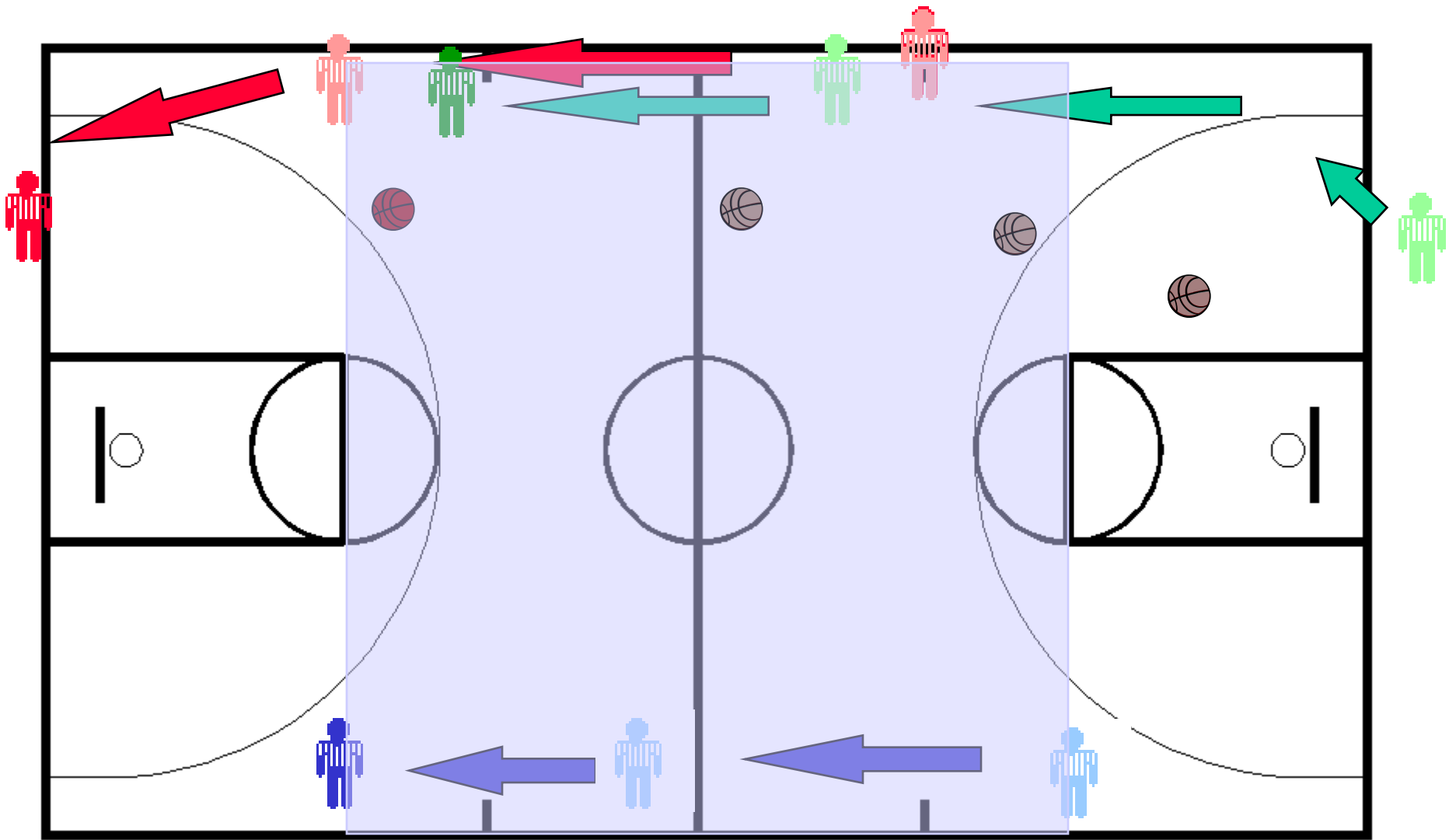
Closely Guarded & 3 Point Coverage



Transition

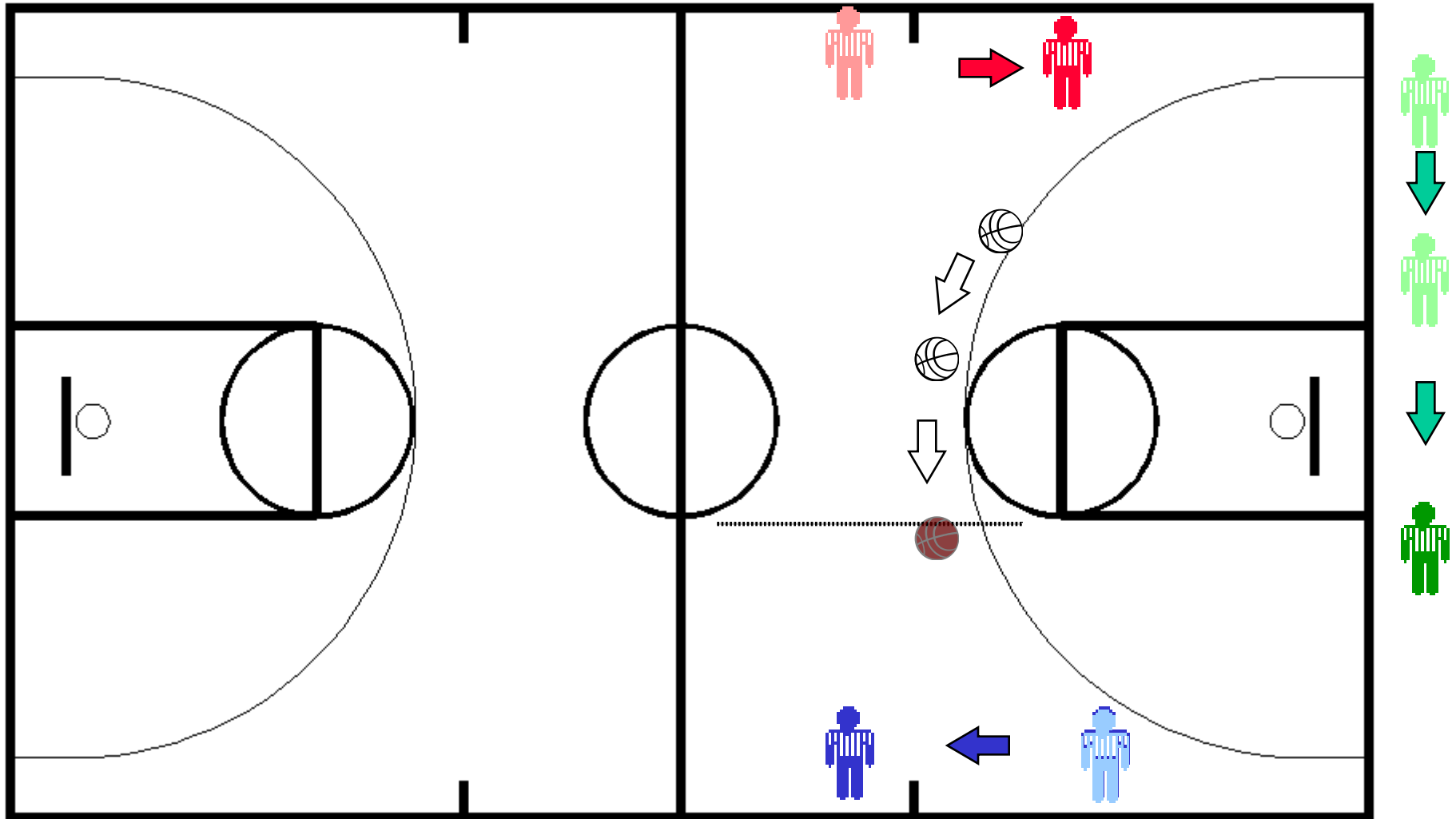


A diagram of a soccer field with a light blue playing area and white end zones. The field is divided by a central vertical line and has two goal areas at the ends. Six players are positioned around the perimeter of the field, each with a colored arrow indicating their movement direction. The players are colored red, green, and blue. The red players are at the top and bottom left, the green players are at the top and bottom right, and the blue players are at the bottom center. The arrows show a clockwise flow of movement around the field. There are also several soccer balls scattered on the field.



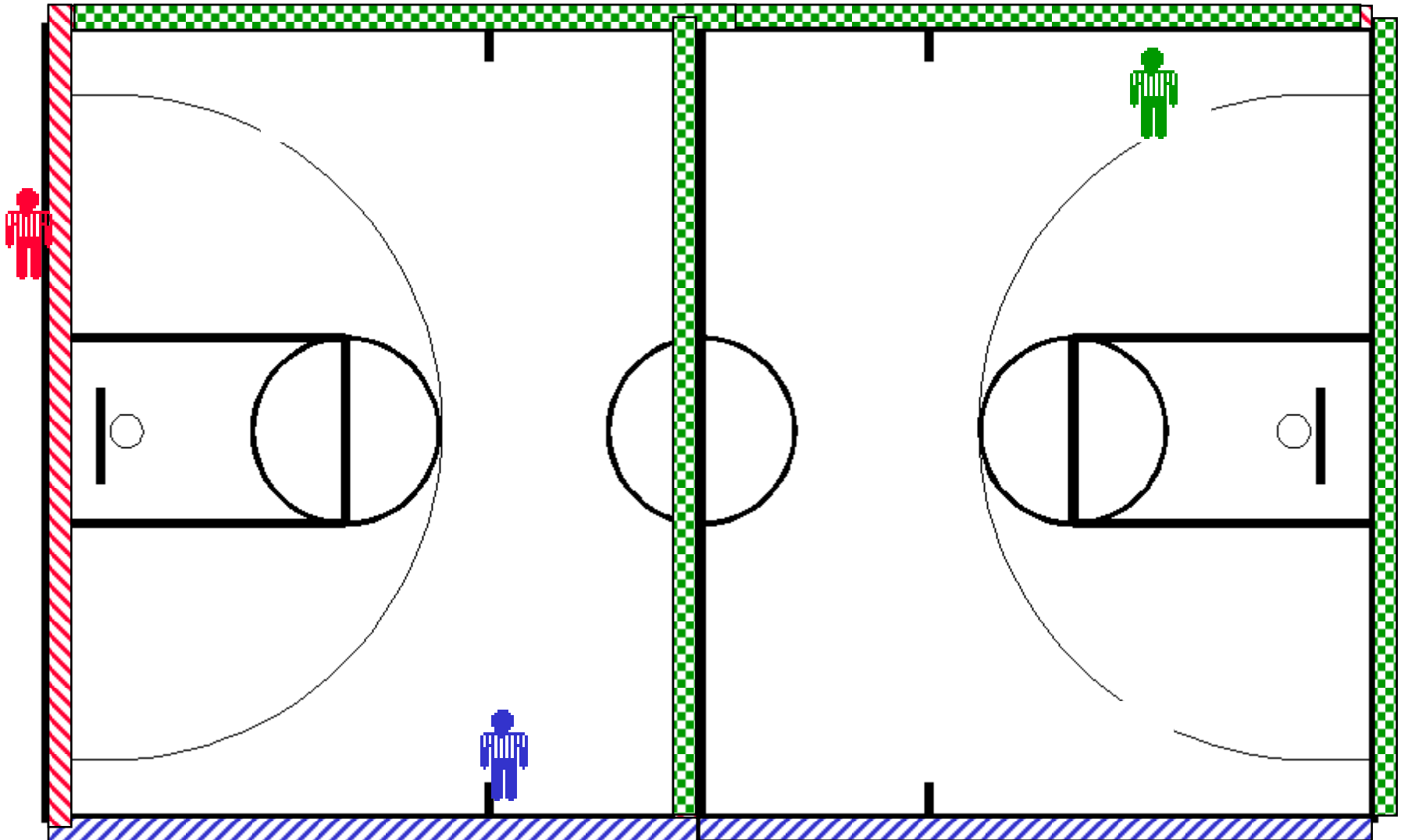
Rotation

TABLE



Line Coverage

TABLE



Substitution

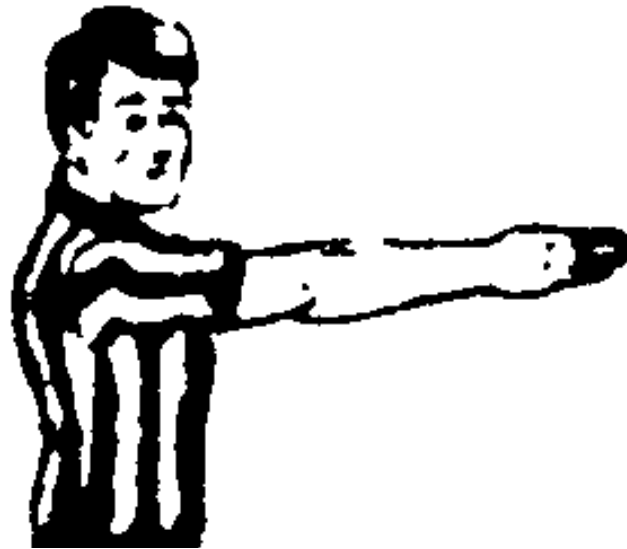


The official closest to the table should be aware of and beckon substitutes when applicable. Blow whistle to alert players/officials.



Use the dead ball signal (towards partners!) to prevent play from resuming until the substitution process is complete

Violation Calls



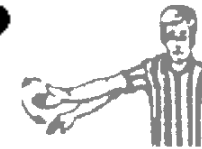
3 Seconds



Traveling



Illegal Dribble



Palming & Backcourt



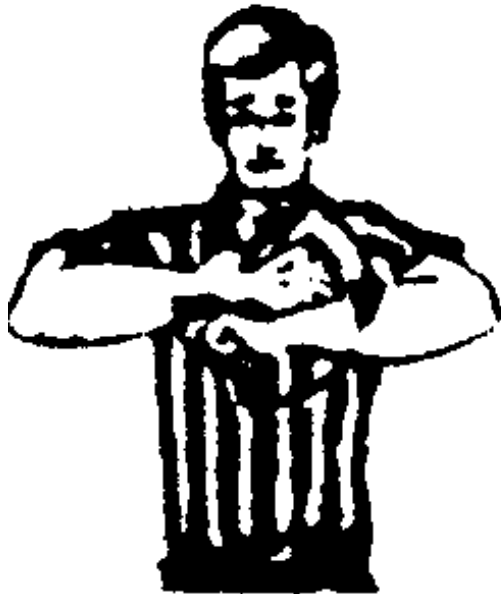
Closely Guarded



Disallow Basket

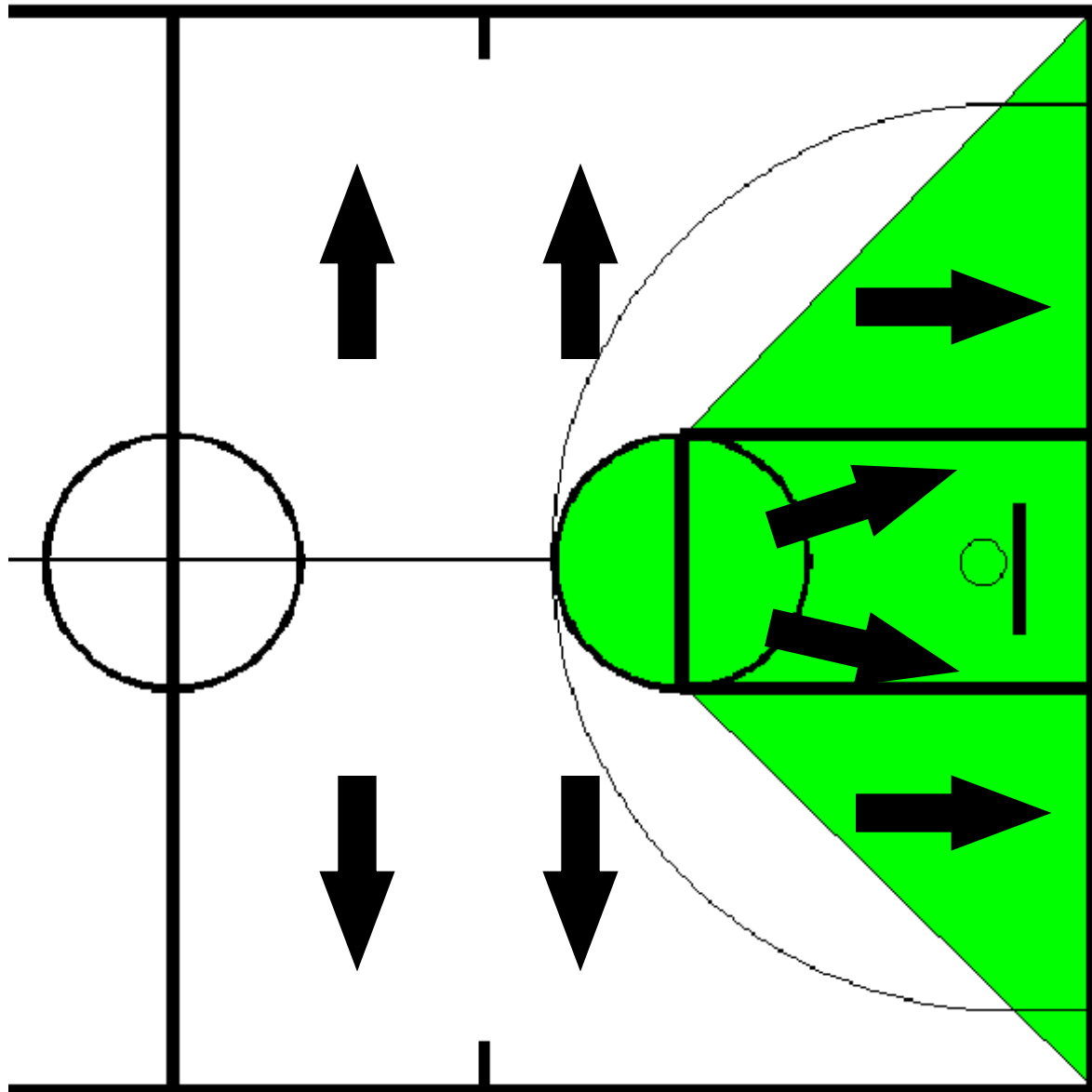


Count Basket

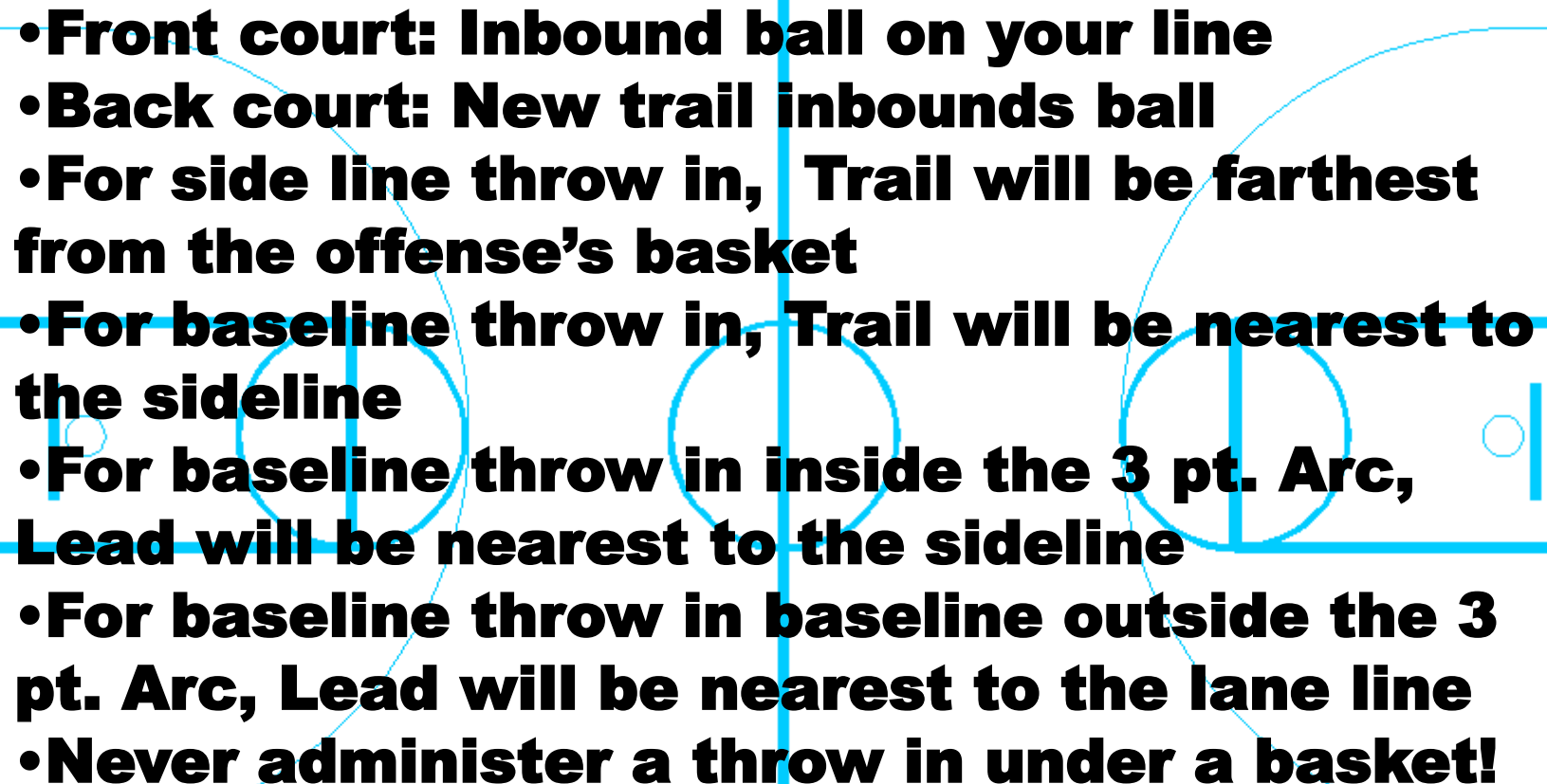


TABLE

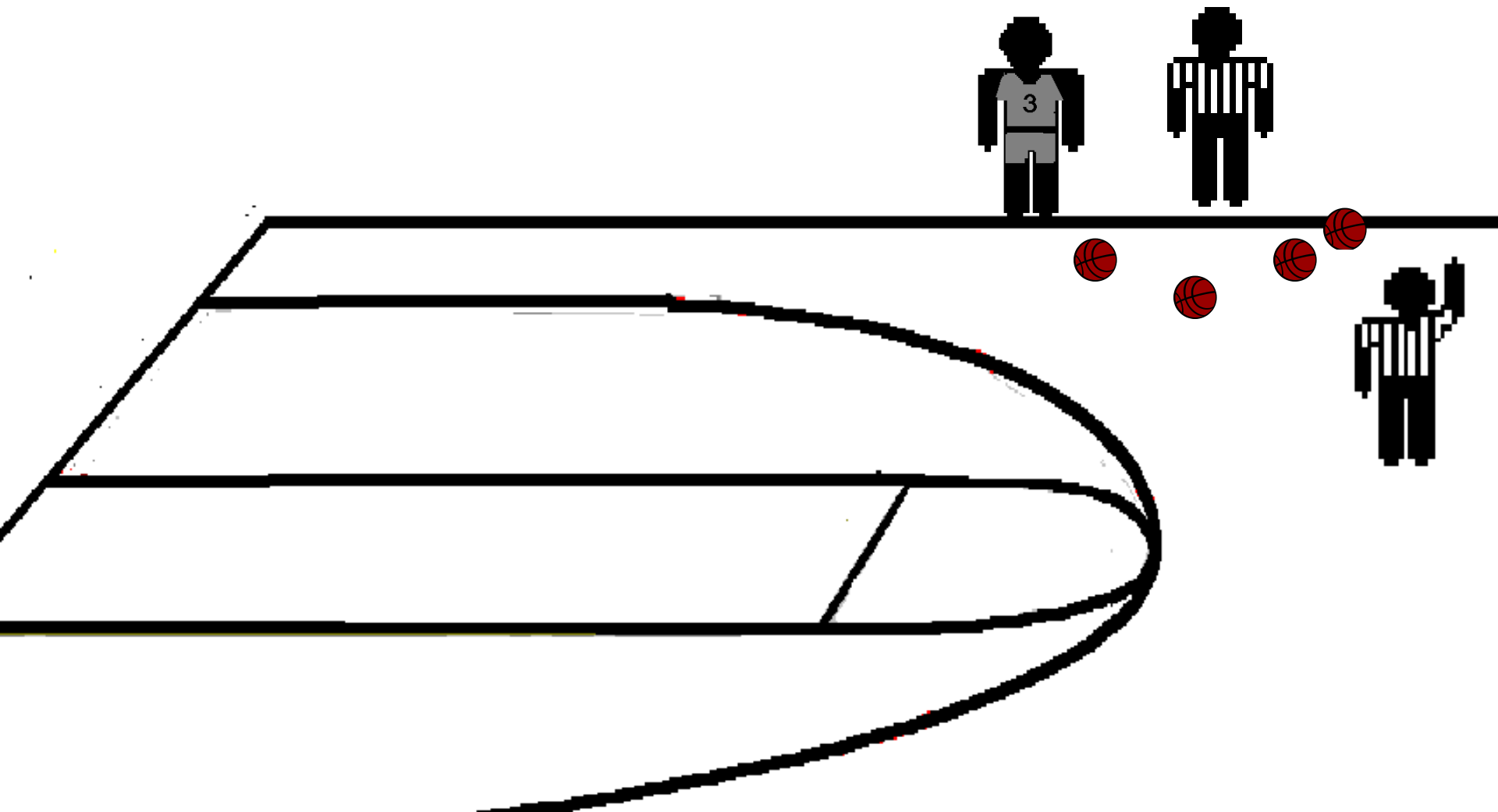
Inbound Spot



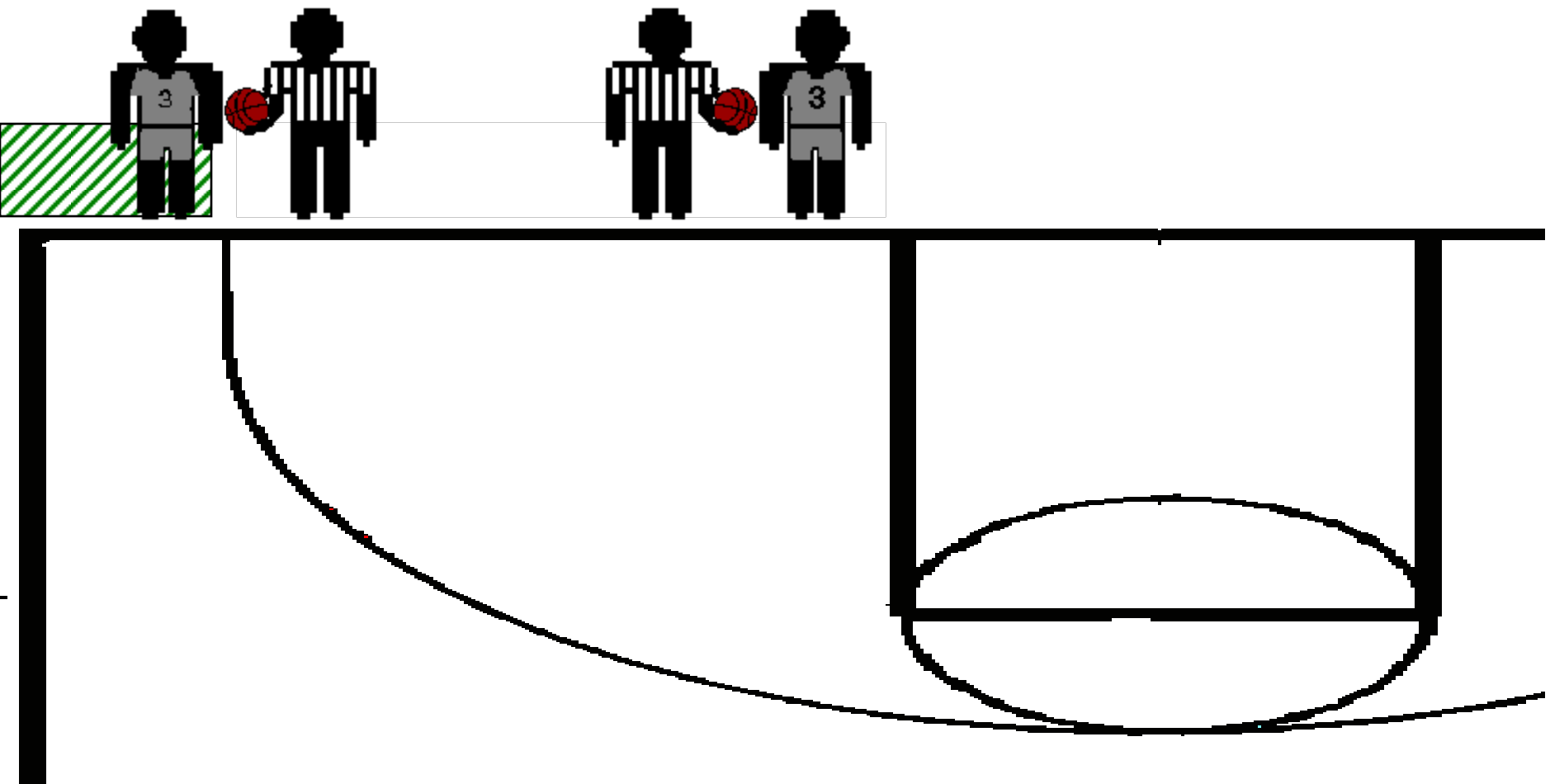
Inbound Administration

- 
- **Front court: Inbound ball on your line**
 - **Back court: New trail inbounds ball**
 - **For side line throw in, Trail will be farthest from the offense's basket**
 - **For baseline throw in, Trail will be nearest to the sideline**
 - **For baseline throw in inside the 3 pt. Arc, Lead will be nearest to the sideline**
 - **For baseline throw in baseline outside the 3 pt. Arc, Lead will be nearest to the lane line**
 - **Never administer a throw in under a basket!**

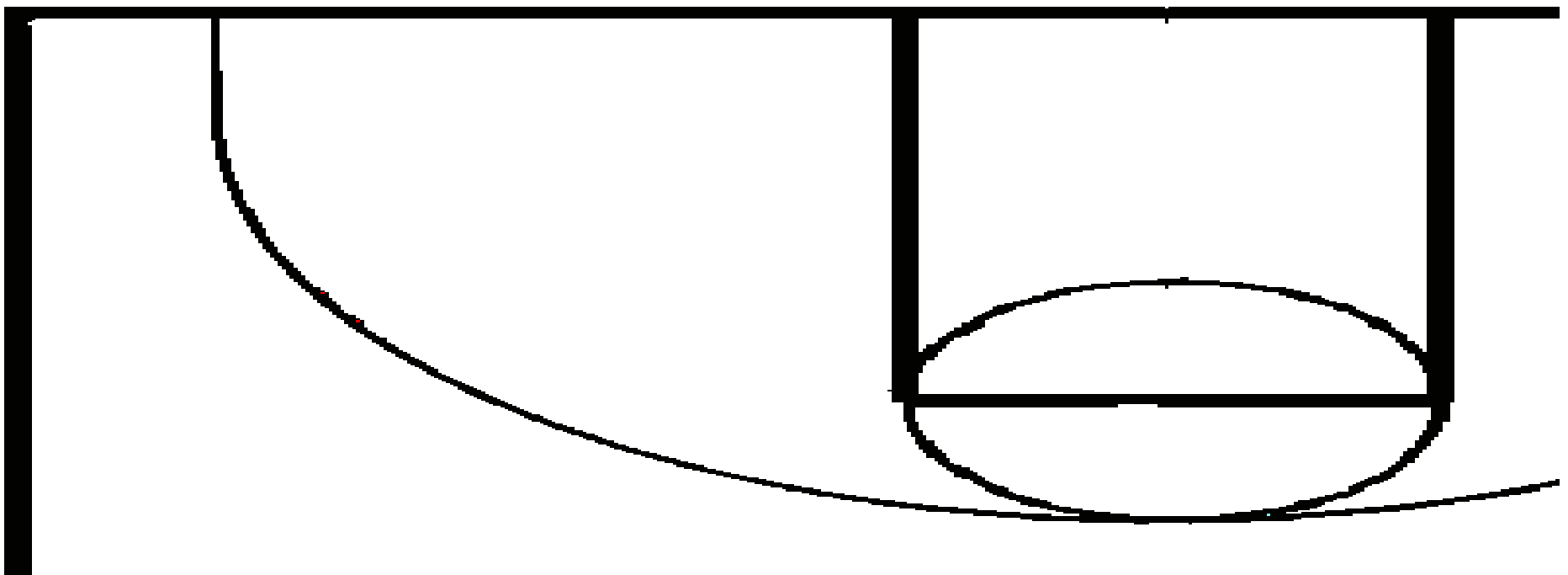
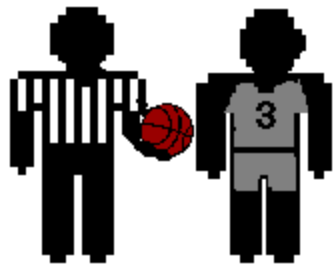
Side Line Throw-in



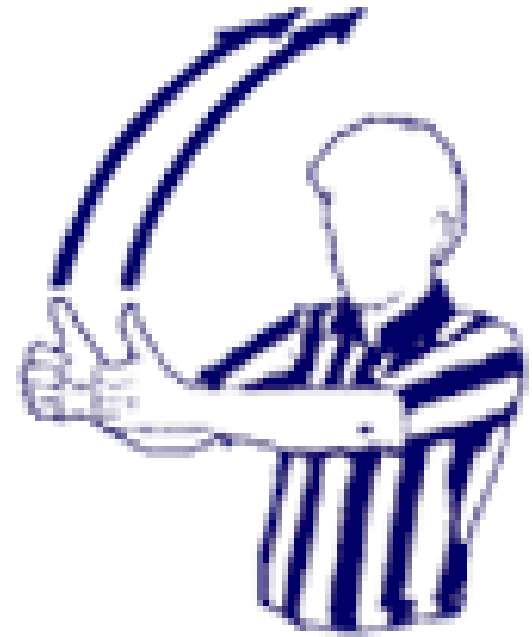
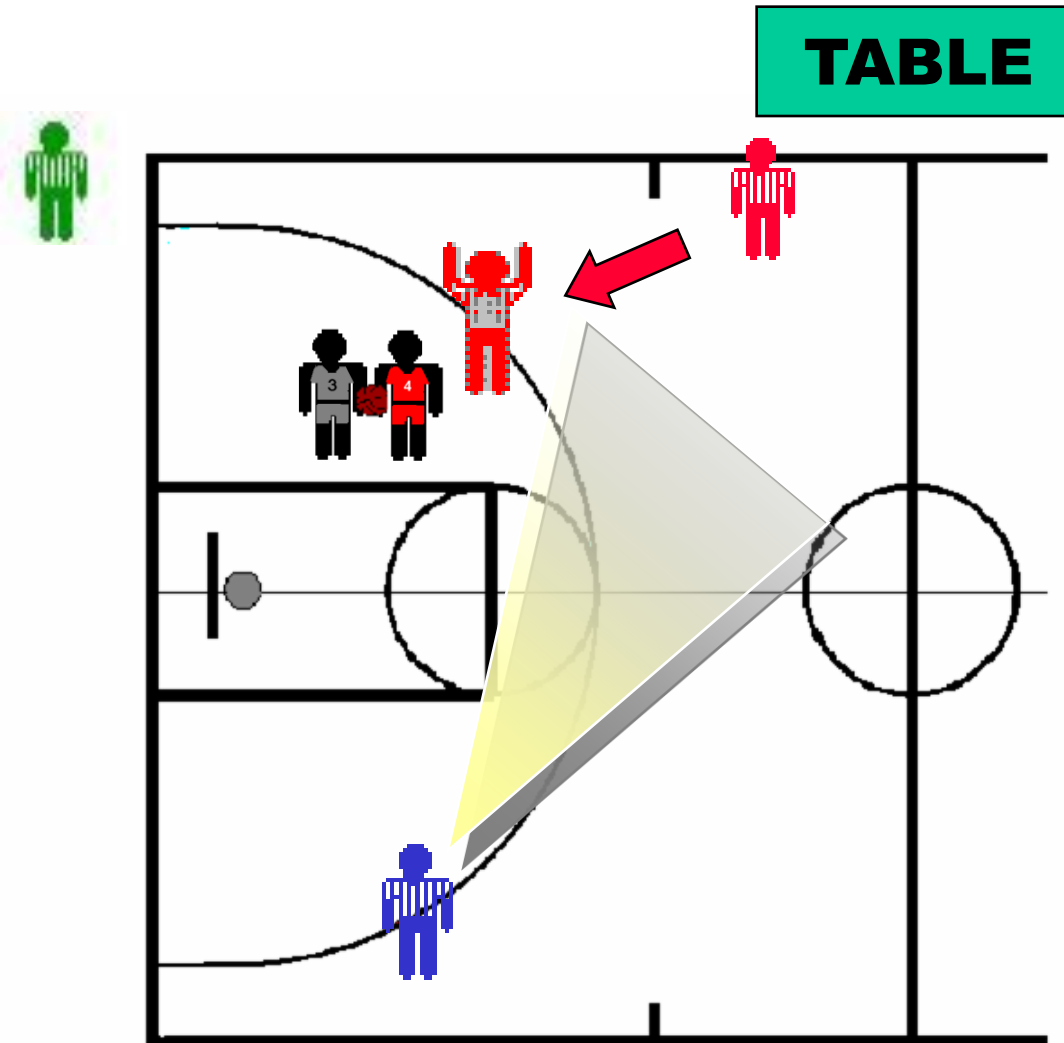
End Line Throw-in from Lead



End Line Throw-in from Trail

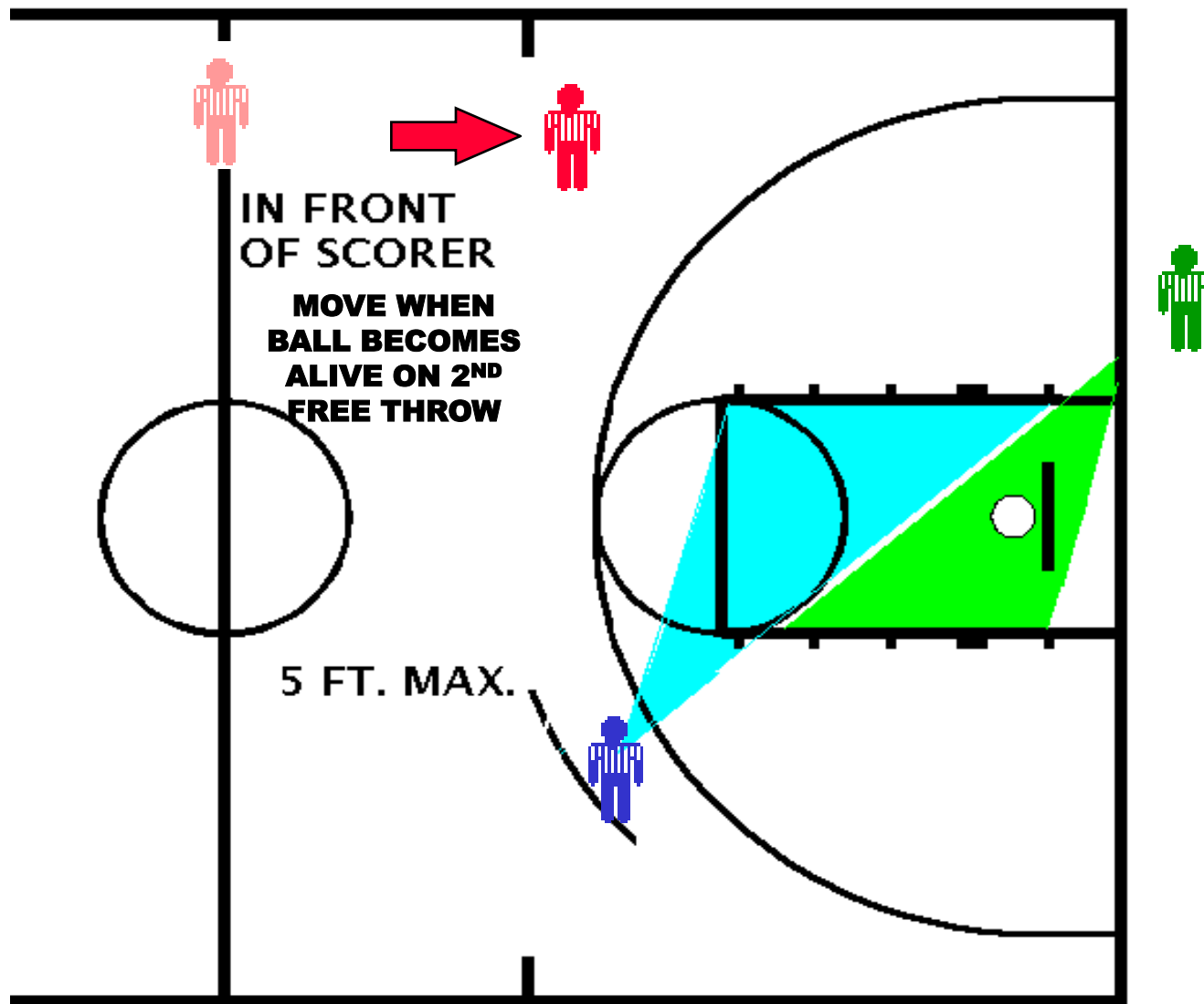


Held Ball Calling Procedure

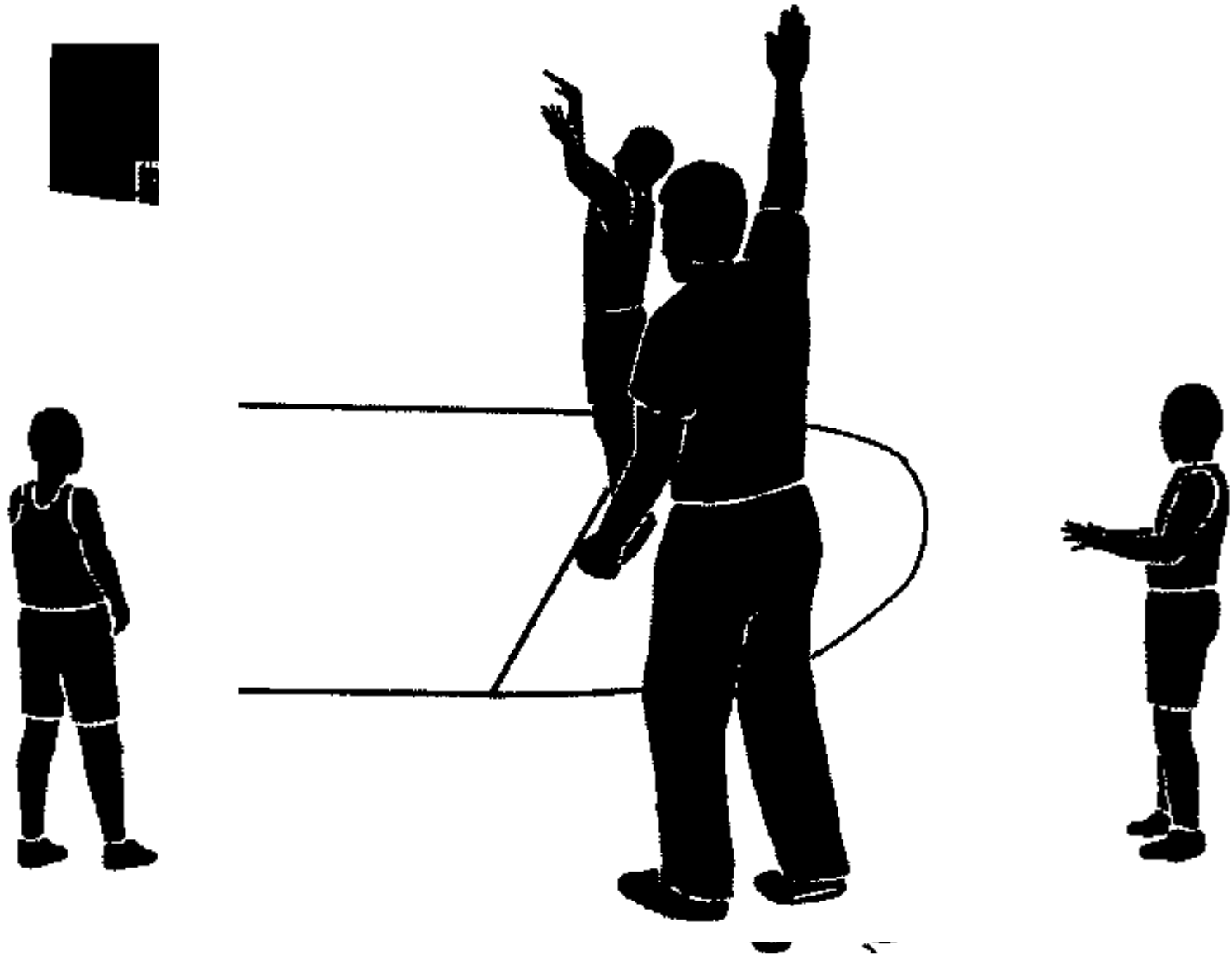


TABLE

Free Throw Coverage



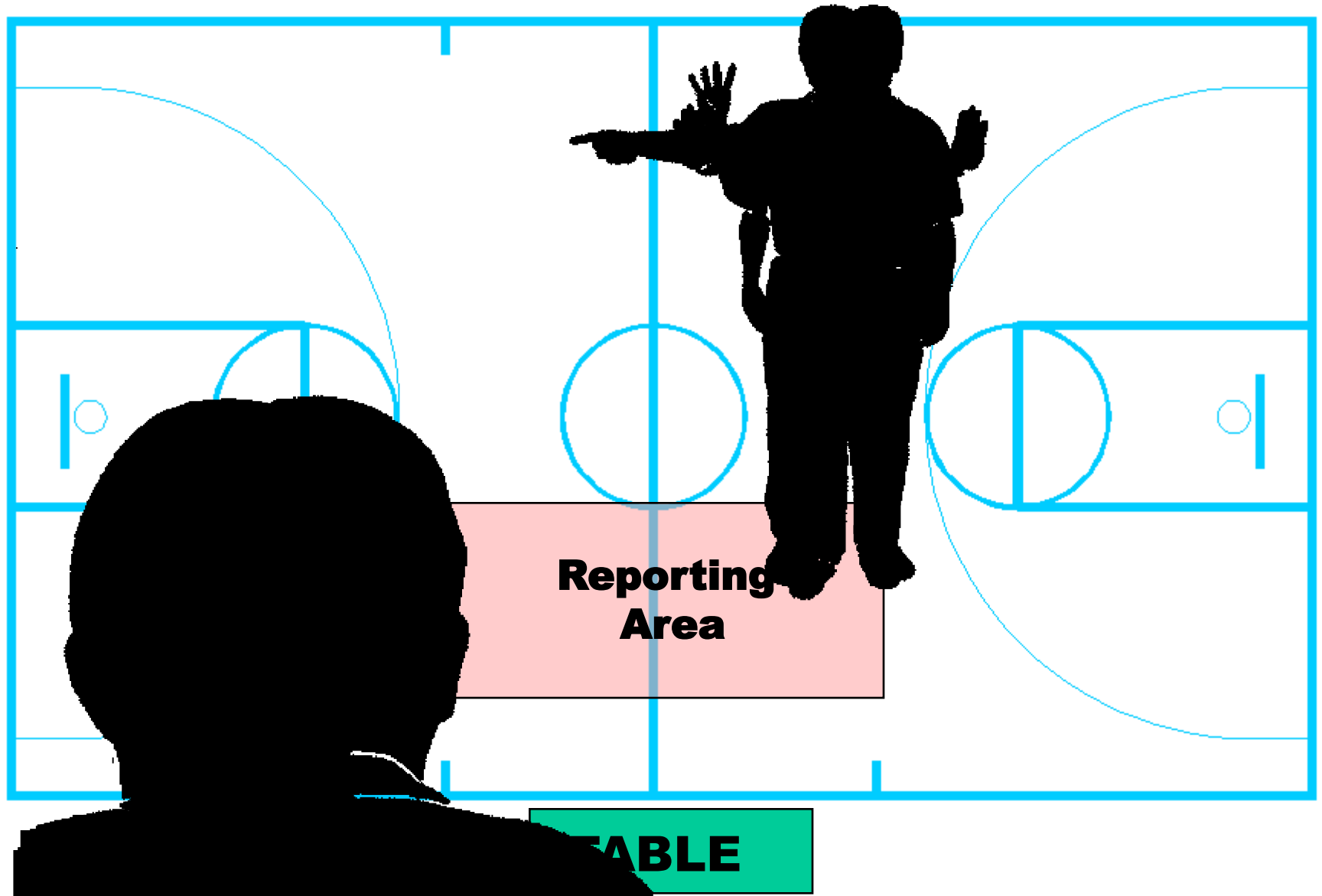
Free Throw Administration



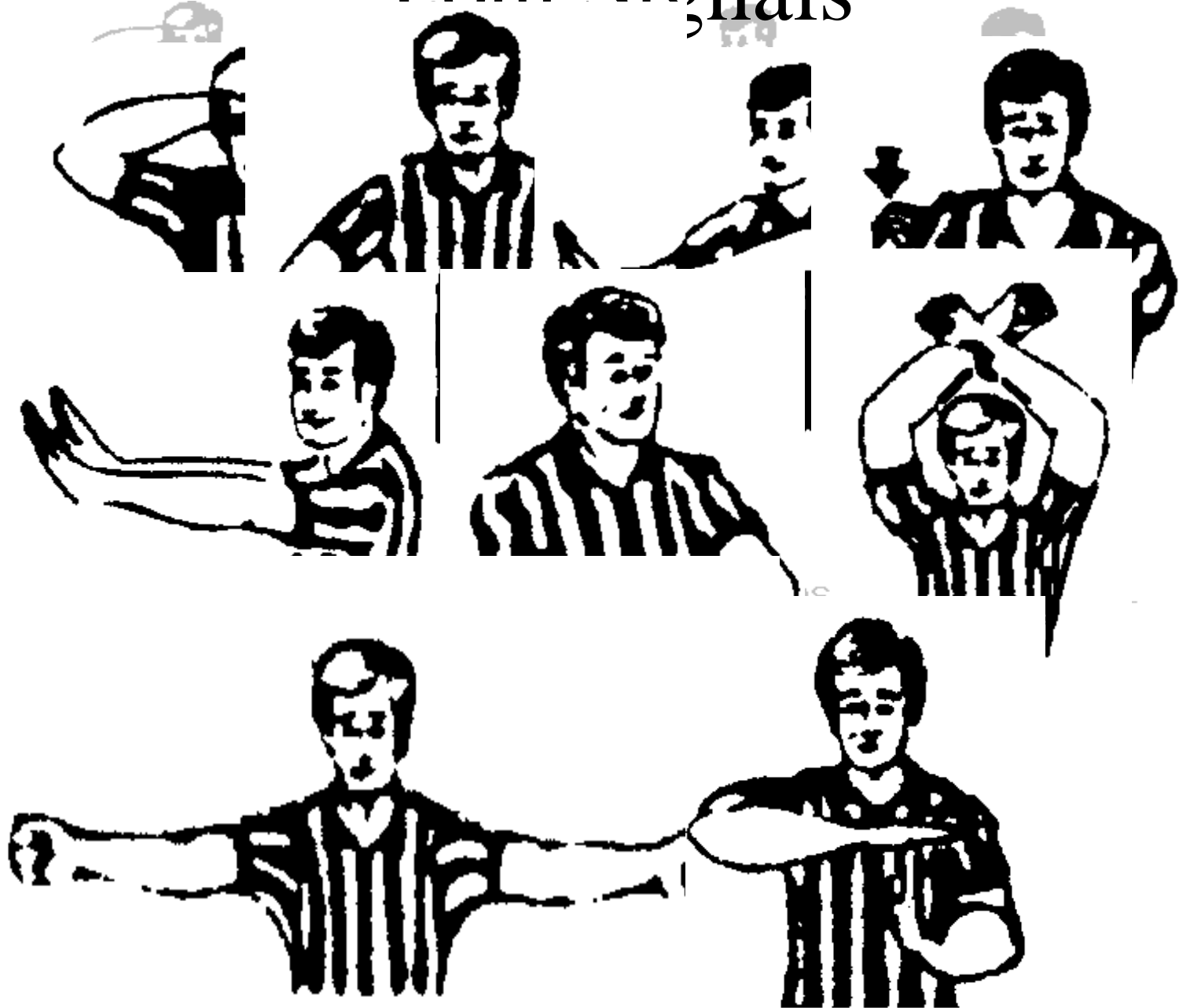
Foul Calls



Foul Reporting



Foul Signals

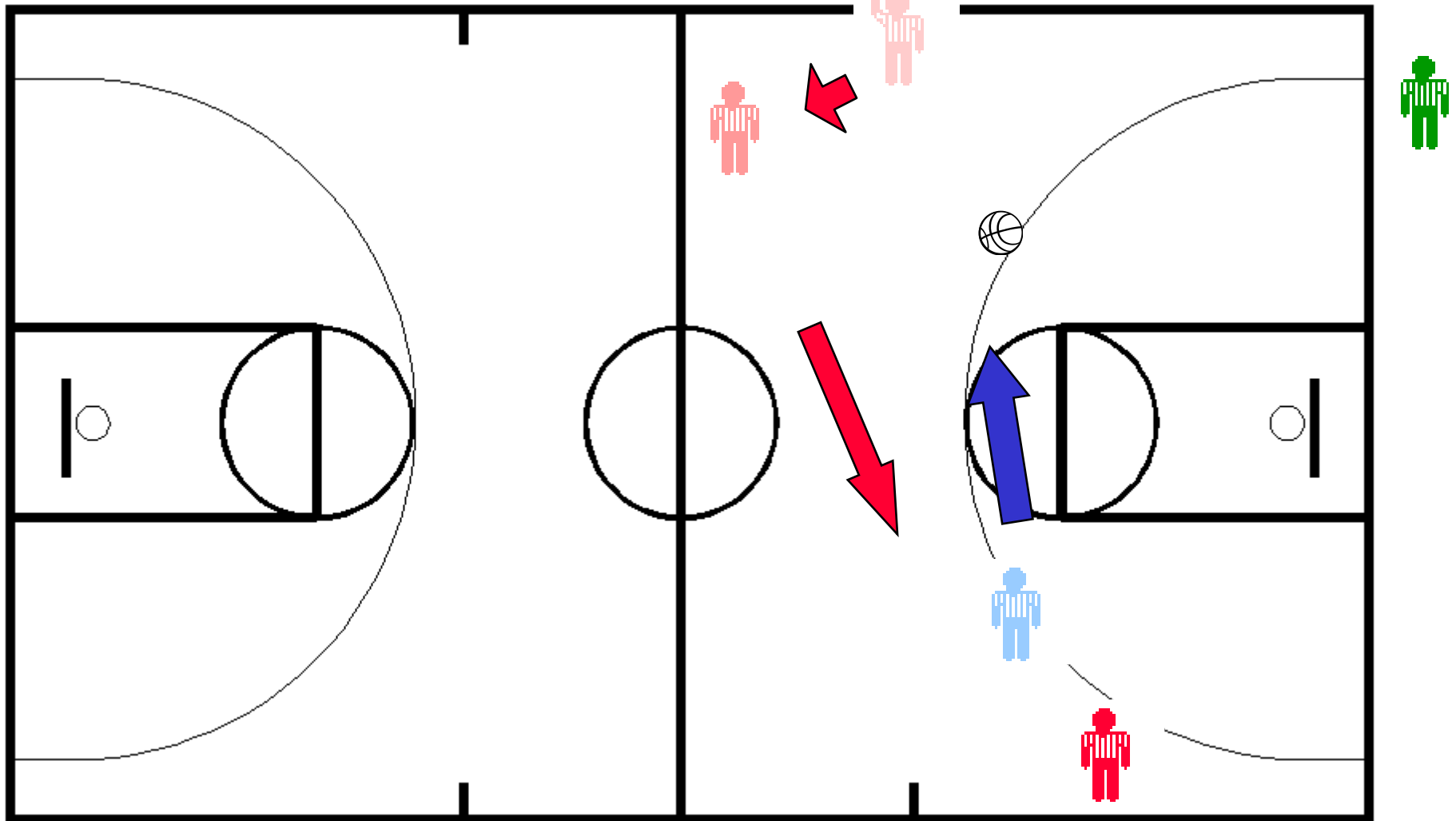


A grayscale silhouette of a basketball player in mid-air, performing a dunk. The player is wearing a jersey with the number 15 and shorts with the number 11. The basketball hoop and net are visible at the top of the frame.

Front Court Switches

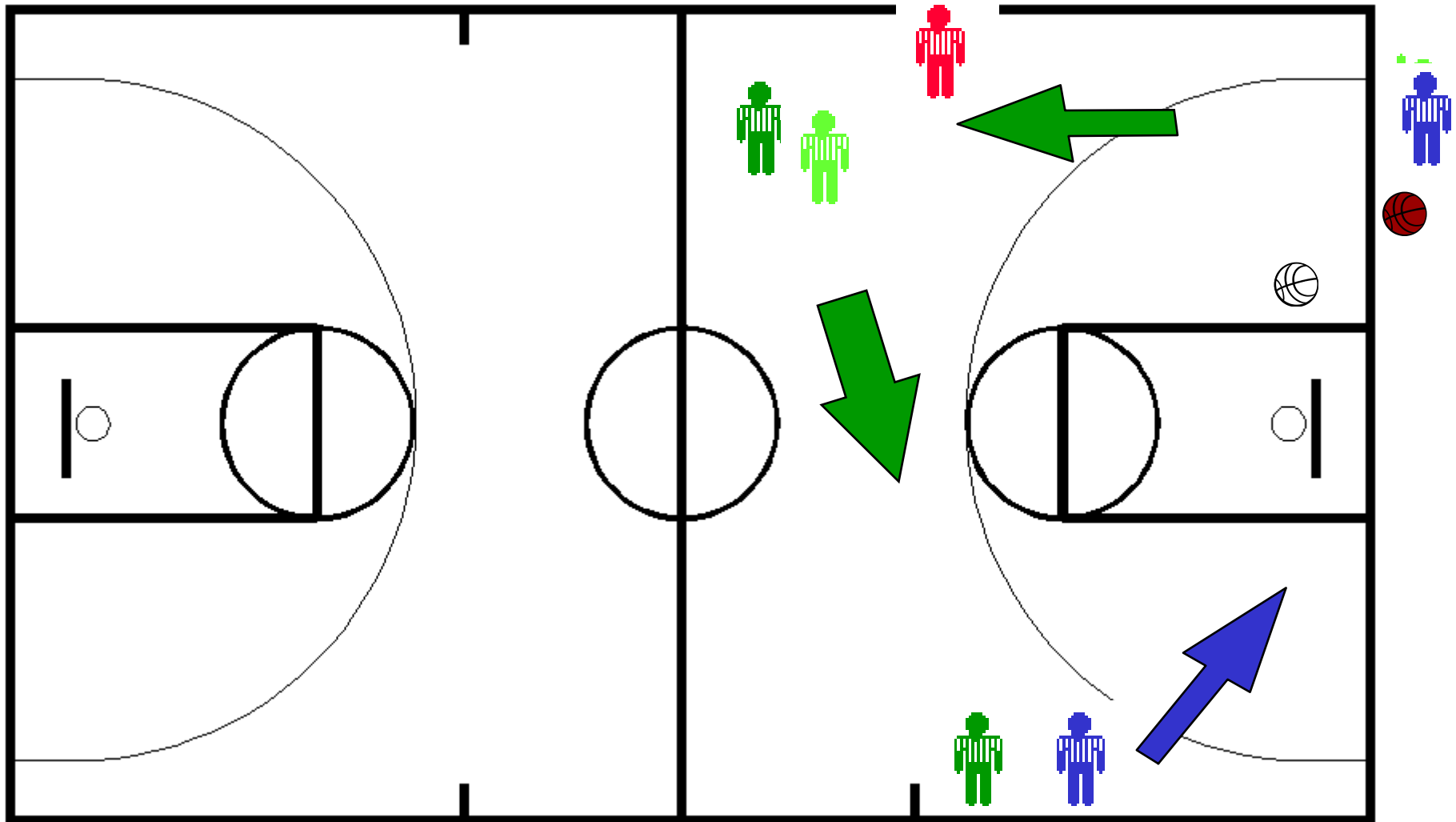
Strong side table, Trail makes the call

TABLE



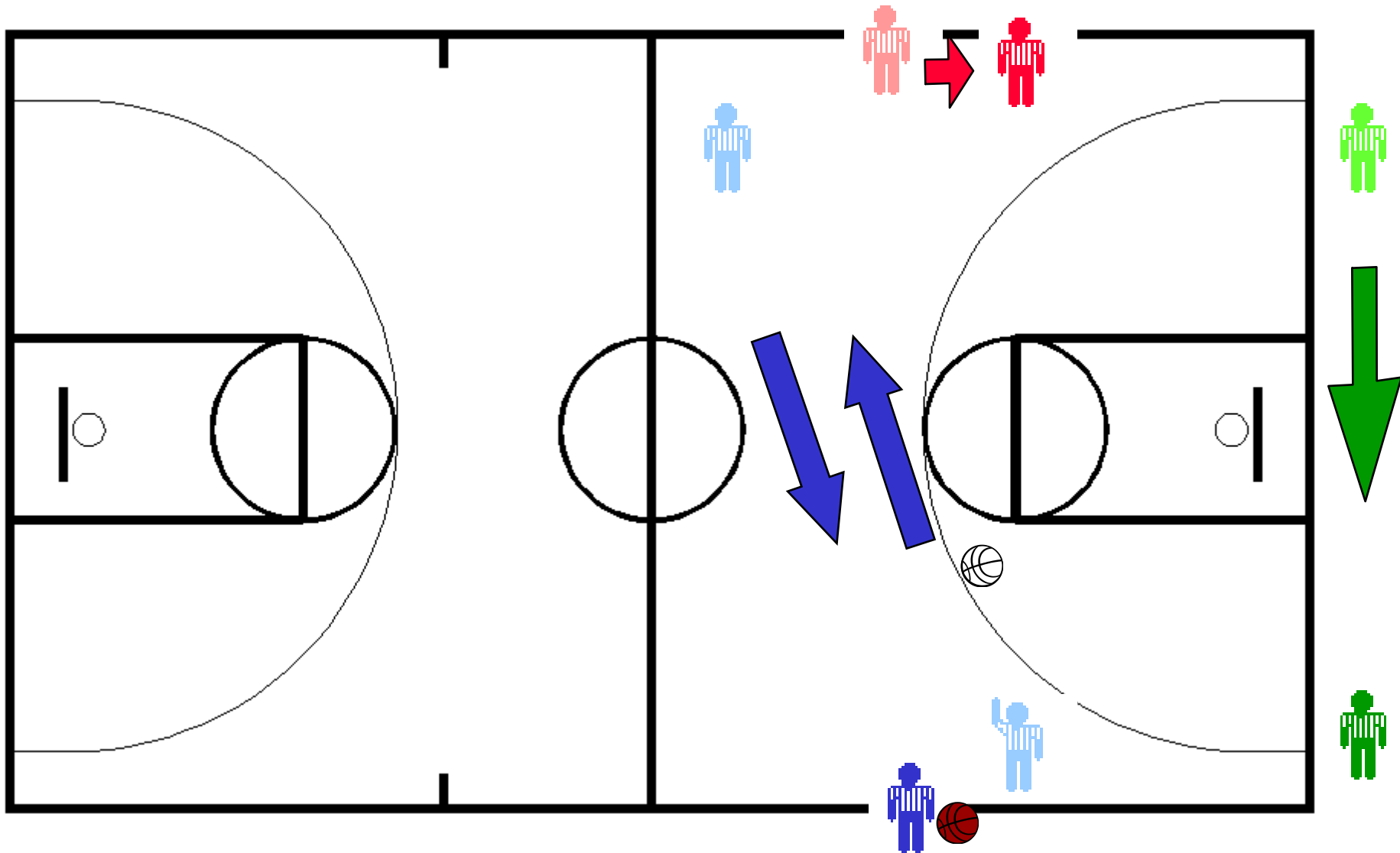
Strong side table, Lead makes the call

TABLE

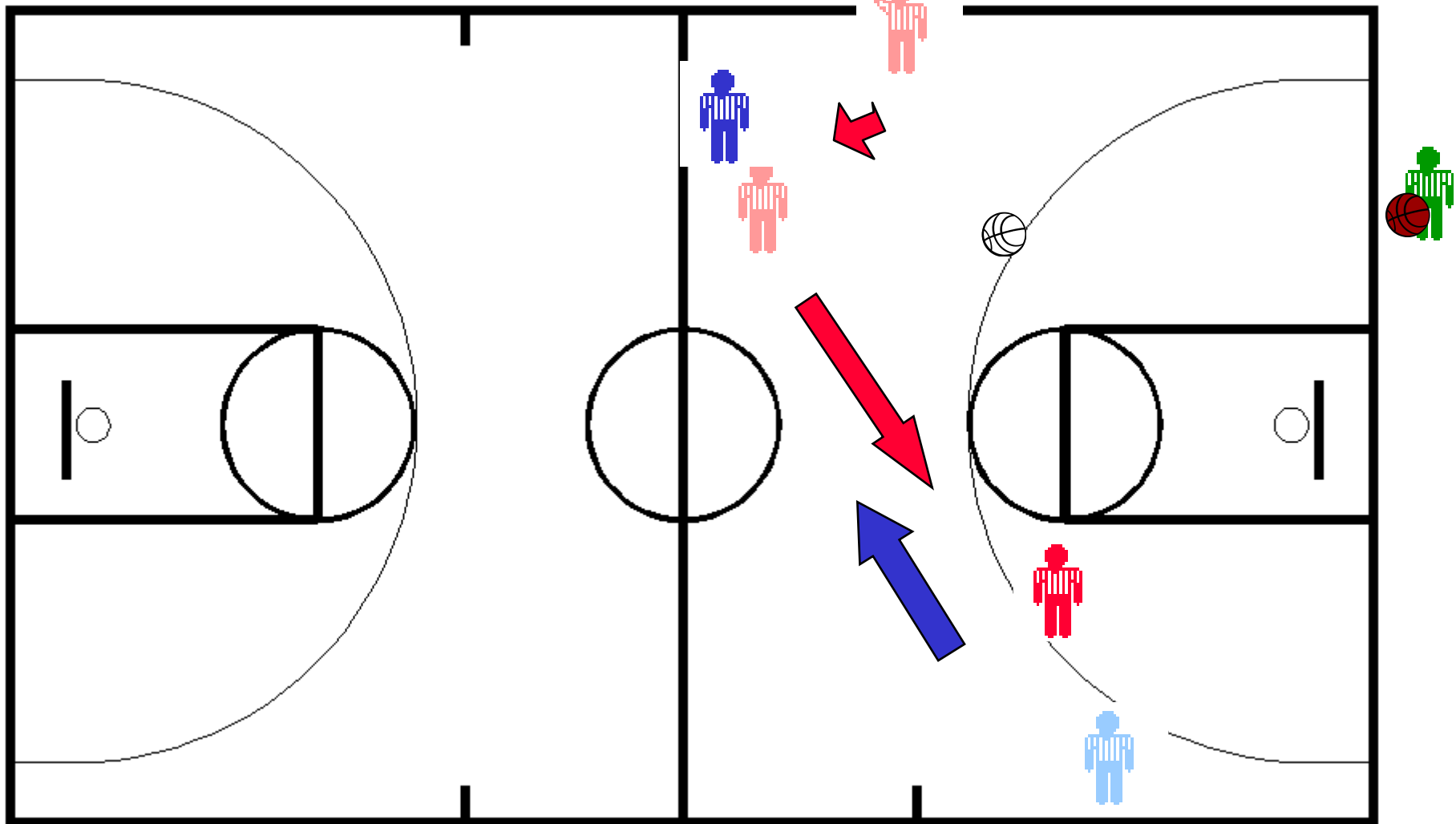


Strong side table, Center makes the call

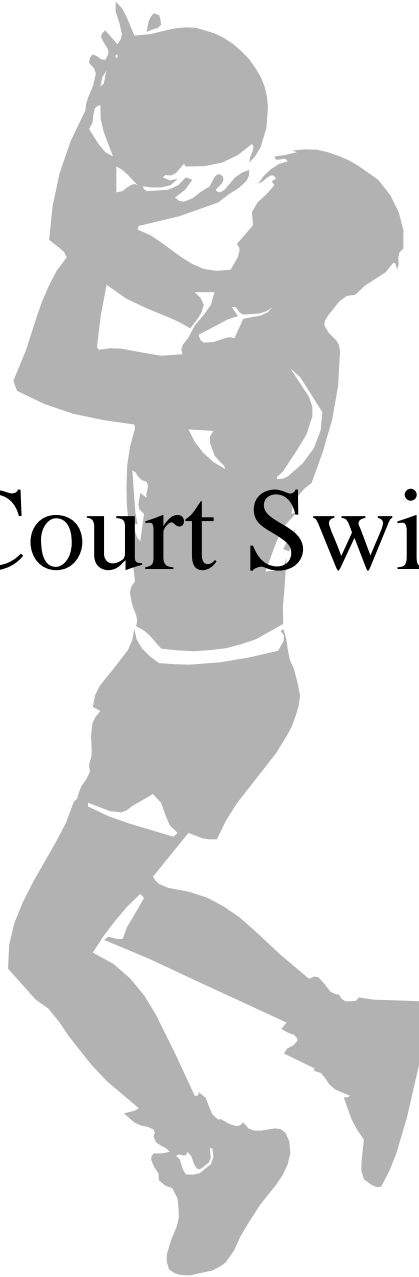
TABLE



TABLE

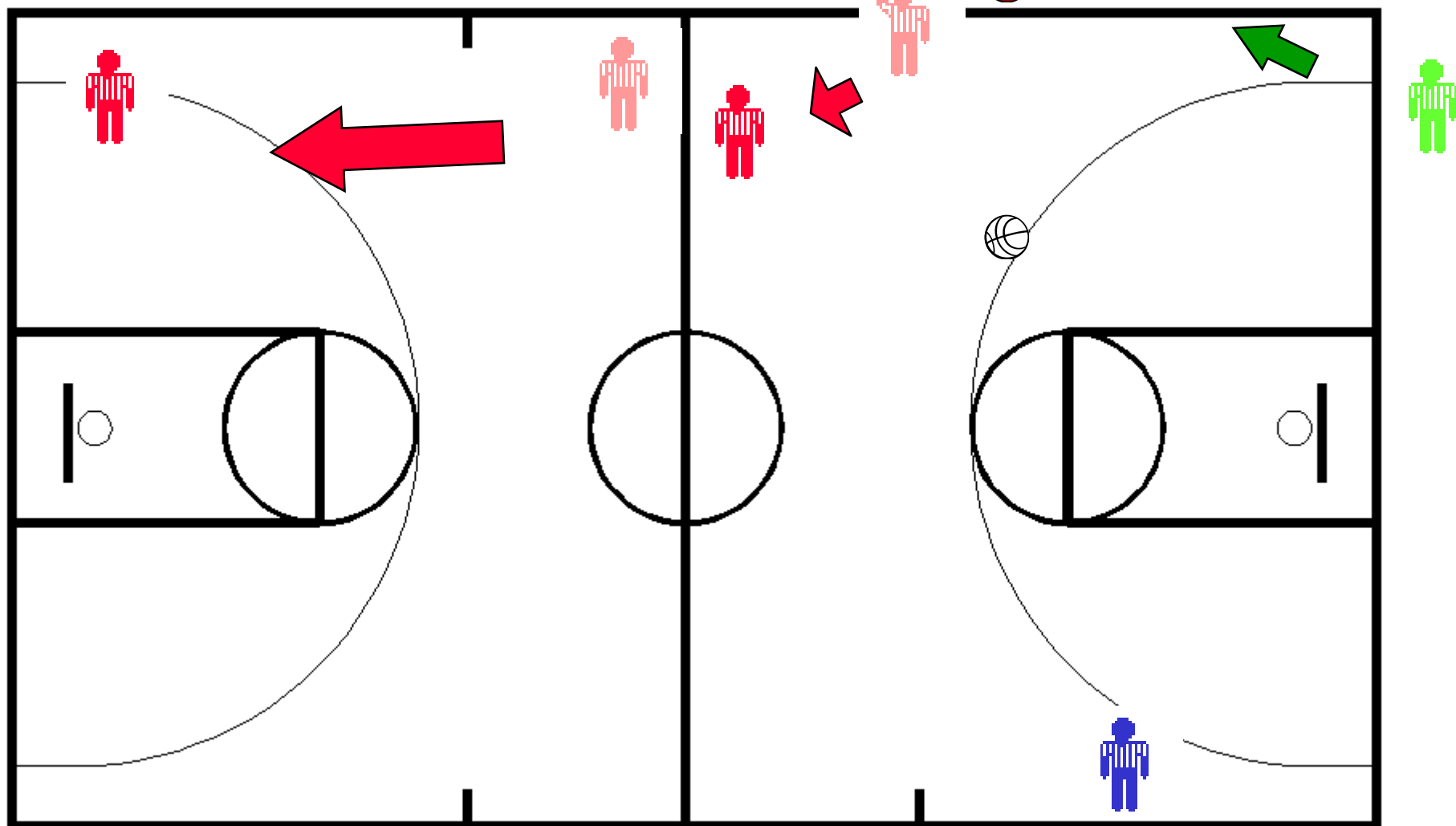


Full Court Switches



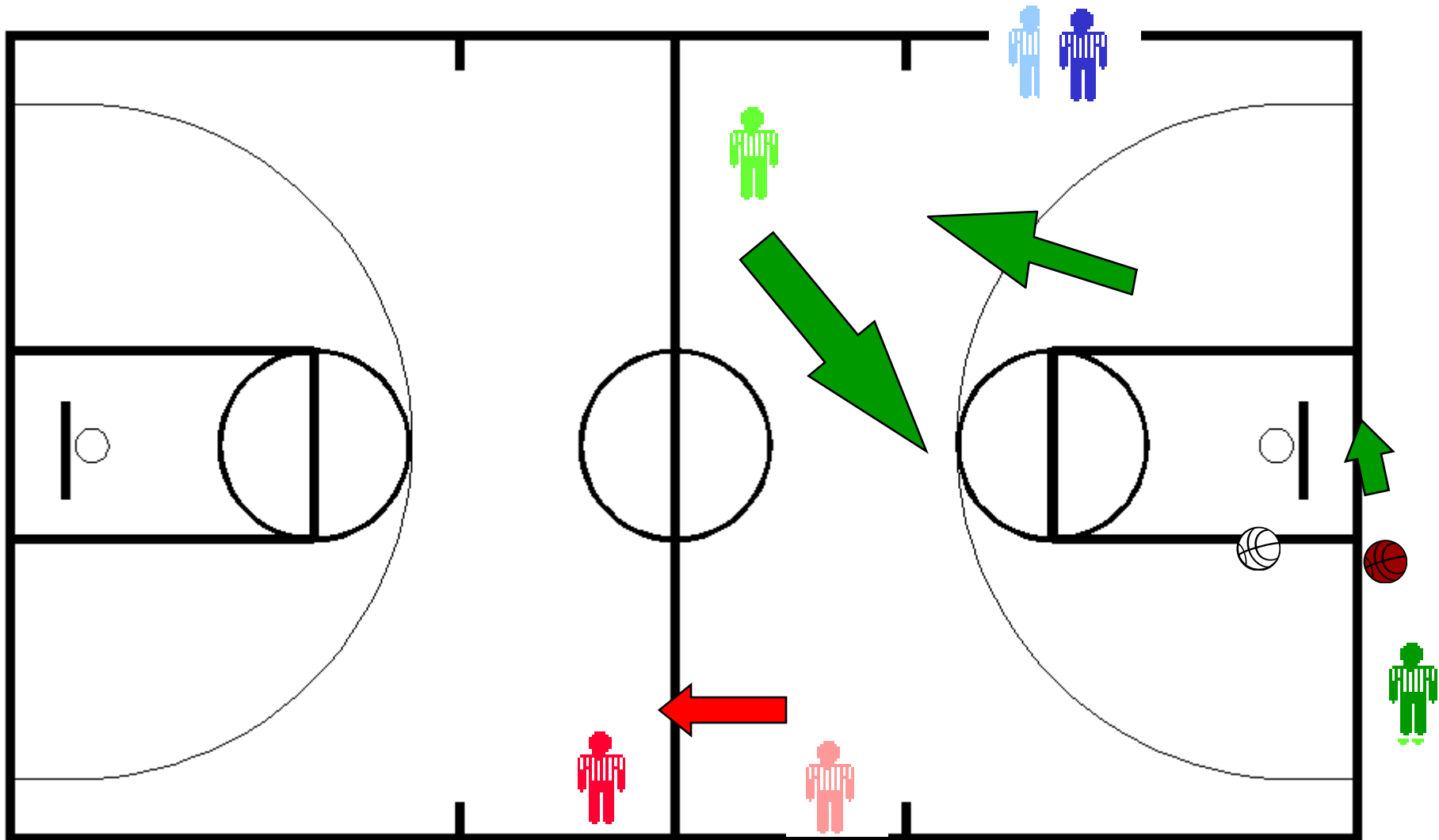
Strong side table, Trail makes the call

TABLE



Strong side opposite, Lead makes the call

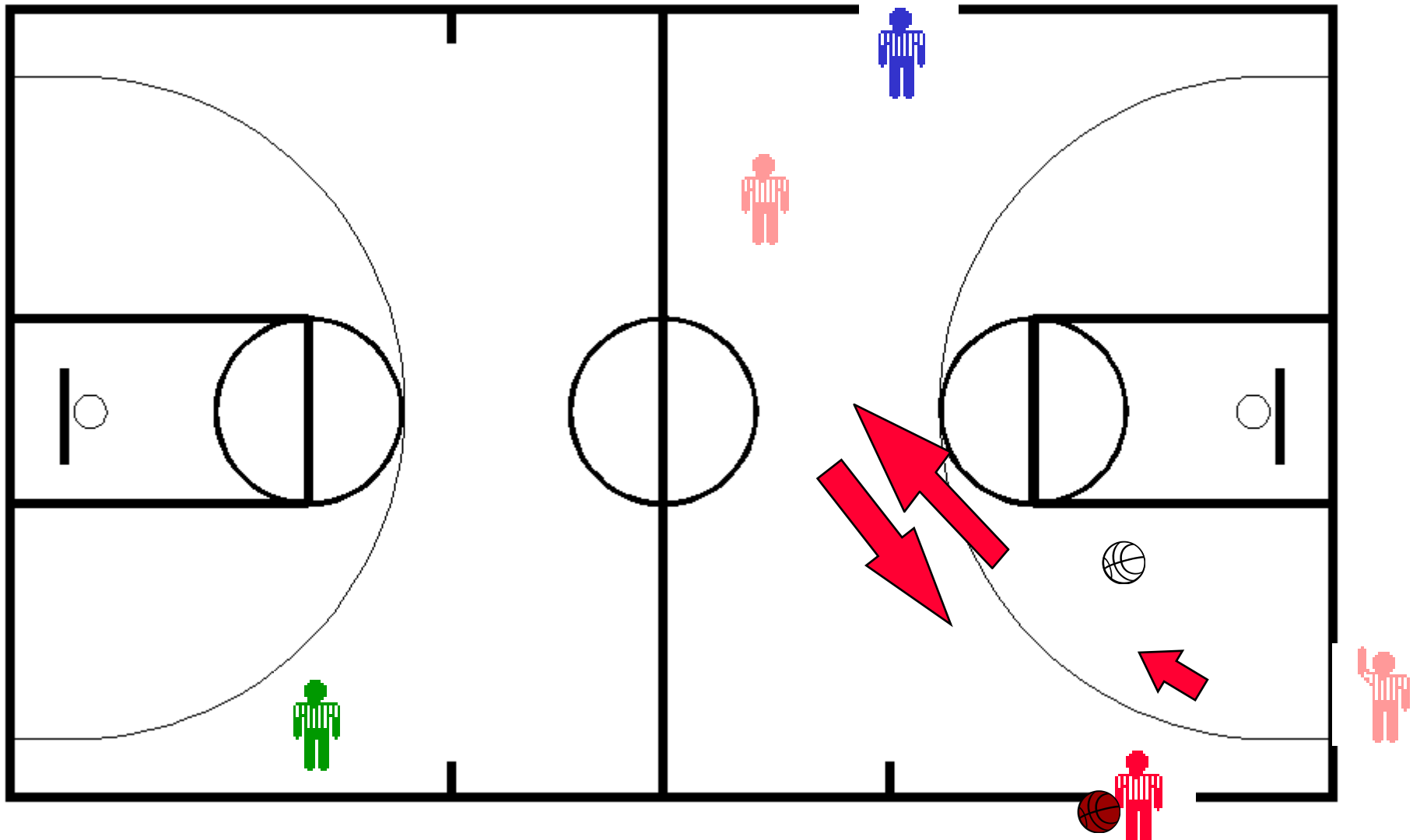
TABLE



Strong side opposite, Trail makes the call

(in transition)

TABLE



Strong side opposite, Lead makes the call
(Shots to follow)

TABLE

