

# Basketball Officials Clinic

2 person mechanics



# Basics of Officiating



- Preparation

- Being on time
  - Proper Dress/Equipment
    - Whistle, Black/Dark Shorts, Tucked in shirt, Athletic Shoes, Knowledge of Rules
- Pre-Game Conference
  - Confer with partner about game situations
- Determine the play style of teams

- Safety/Risk Management

- Check Facility
- Check Equipment
- Check Players
- Stop game if needed
- Eject Players if needed

- Positioning

- **Hustle** and Be in Position
- Proper coverage/Keep all players in sight
  - Judgment
- Communication
  - Verbal and Non-Verbal (Hand signals and eye contact)
- Preventative Officiating
  - Determine if players are playing the ball or other players
- Pace determined by teams
- Keep flow of game uninterrupted
  - Incidental contact



# Basics of Officiating



- Improvement/Evaluation
  - Post-Game
  - Work on 1-2 things to improve each game
  - Mentor others or ask questions to experienced officials
    - Praise in public, criticize privately
  - Get more game experience
  - Promotions
    - Being the head official
    - Working more competitive games
- ♦ **Mechanics/Calls**
  - ♦ Make the basic calls
    - ♦ Don't look for insignificant or rare calls
  - ♦ Confidence/Use of Voice
    - ♦ Whistle and Crisp mechanics
  - ♦ Work on signals
- ♦ **Rapport with Players**
  - ♦ Command Respect but be respectful
  - ♦ Communicate with captain
  - ♦ Warn players before ejecting
  - ♦ Don't socialize with one group over another

# Pre-game Conference

- Do not overlook this important aspect of the game
- Know your partner's name & tendencies
- Discuss switching, helping with press, displacement, & communication
  - Make sure to have the shooter & not to grant TO until all communication is done
- Discuss situations (types of players & style of play)
  - Double whistles (foul vs. violation?)
  - Block/Charge
  - Rebounding fouls
  - Illegal screens
  - New rules (team control fouls)
- Talk about dealing with technical fouls
- Discuss last minute & clock responsibilities

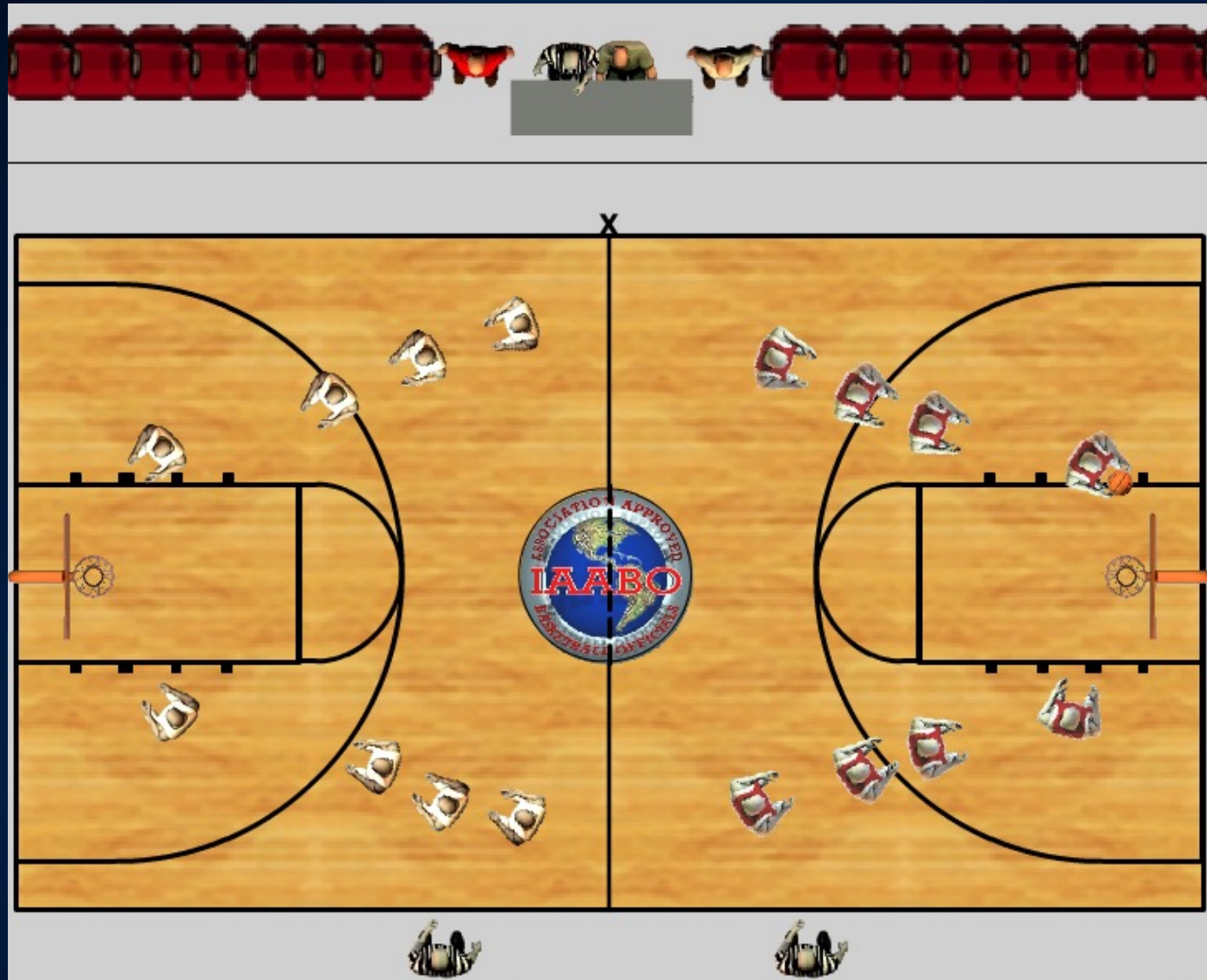


# CAPTAIN'S MEETING & JUMP BALL PROCEDURES



# PRE-GAME POSITIONS

- BOTH OFFICIALS OPPOSITE TABLE
- 28 FT. LINE
- REFEREE OBSERVES VISITORS
- UMPIRE OBSERVES HOME TEAM
- OBSERVE TEAM WARM-UPS
- NO DUNKING
- LEGAL UNIFORMS
- NO JEWELRY/  
RUBBER BANDS
- COUNT PLAYERS
- OBSERVE COURT
  - CLOCKS
  - SCOREBOARD
  - Look for player tendencies



# JUMP BALL

•The referee faces the table.

•Make sure players are set & do not adjust positions

•Count players

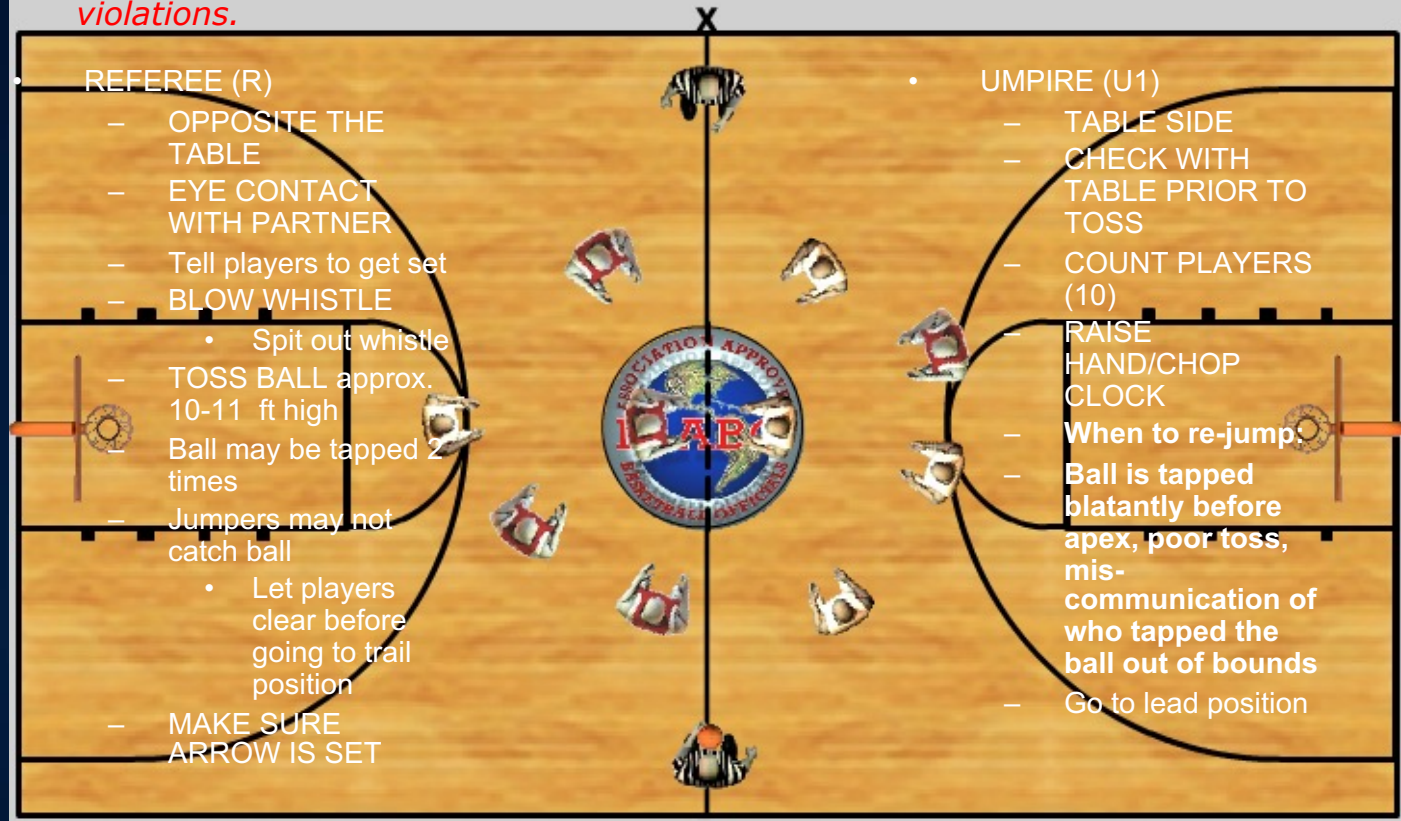
•The umpire takes a position near the division line and boundary line.

•Checks timer/SK to ensure they are ready

•Count players

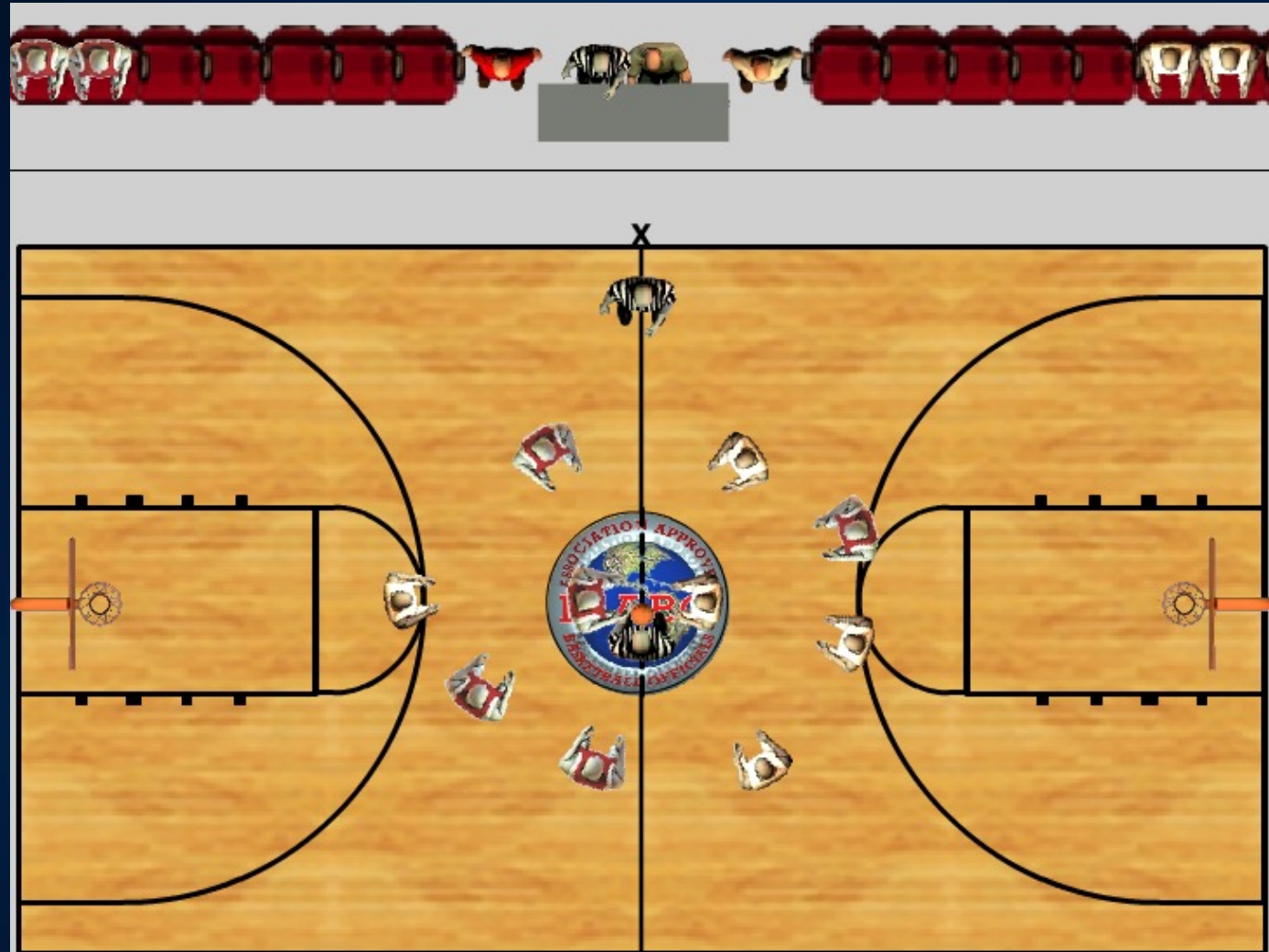


*Be aware of ball going out of bounds directly from tip and back court violations.*



# JUMP BALL

- Referee
  - Checks partner & table
  - Blows whistle
  - Indicates directions
    - Don't cross arms
- Umpire
  - Chops clock



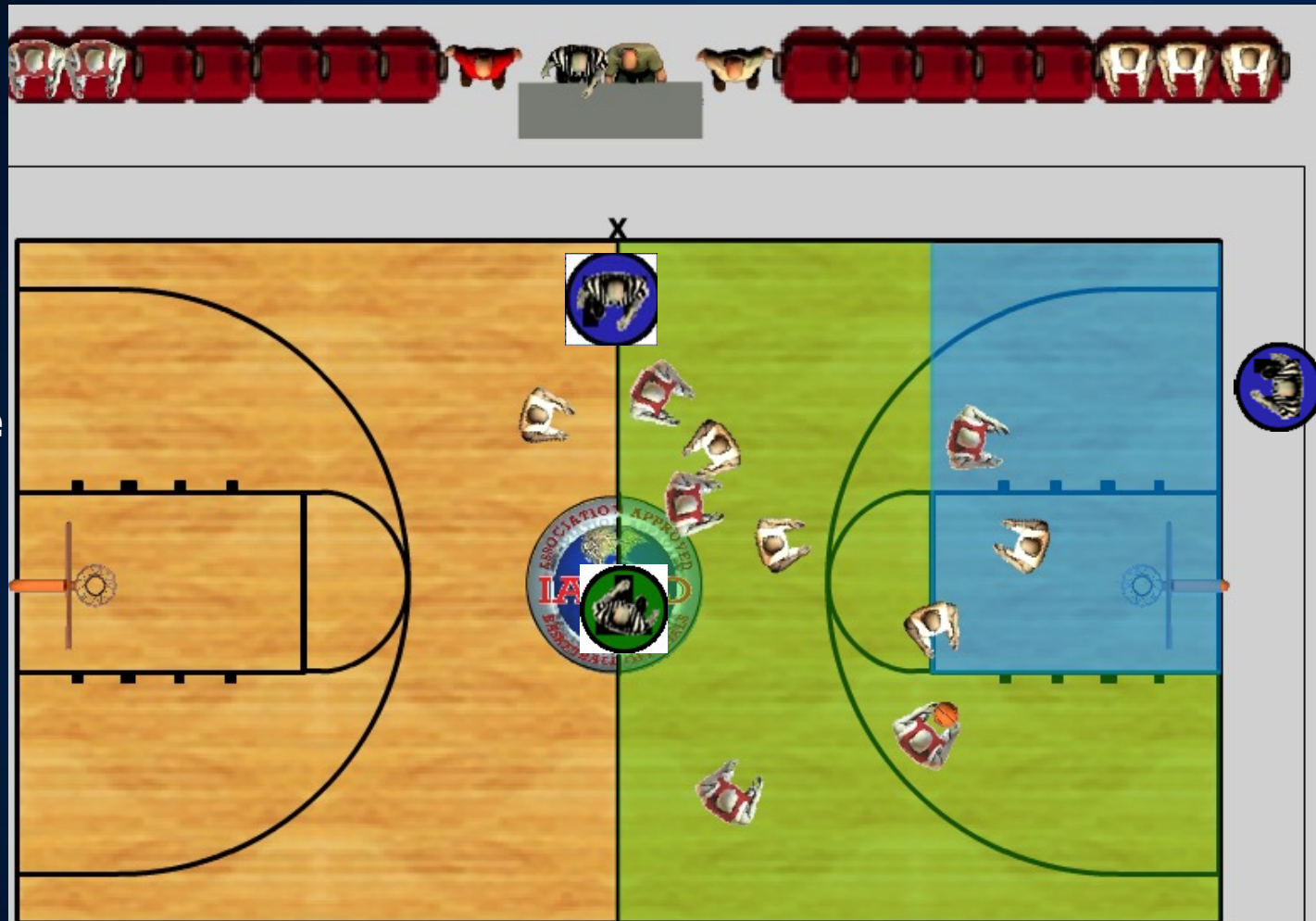


# JUMP BALL

- When the possession of the ball progresses into a teams frontcourt, the umpire shall go with the ball and become the Lead Official.

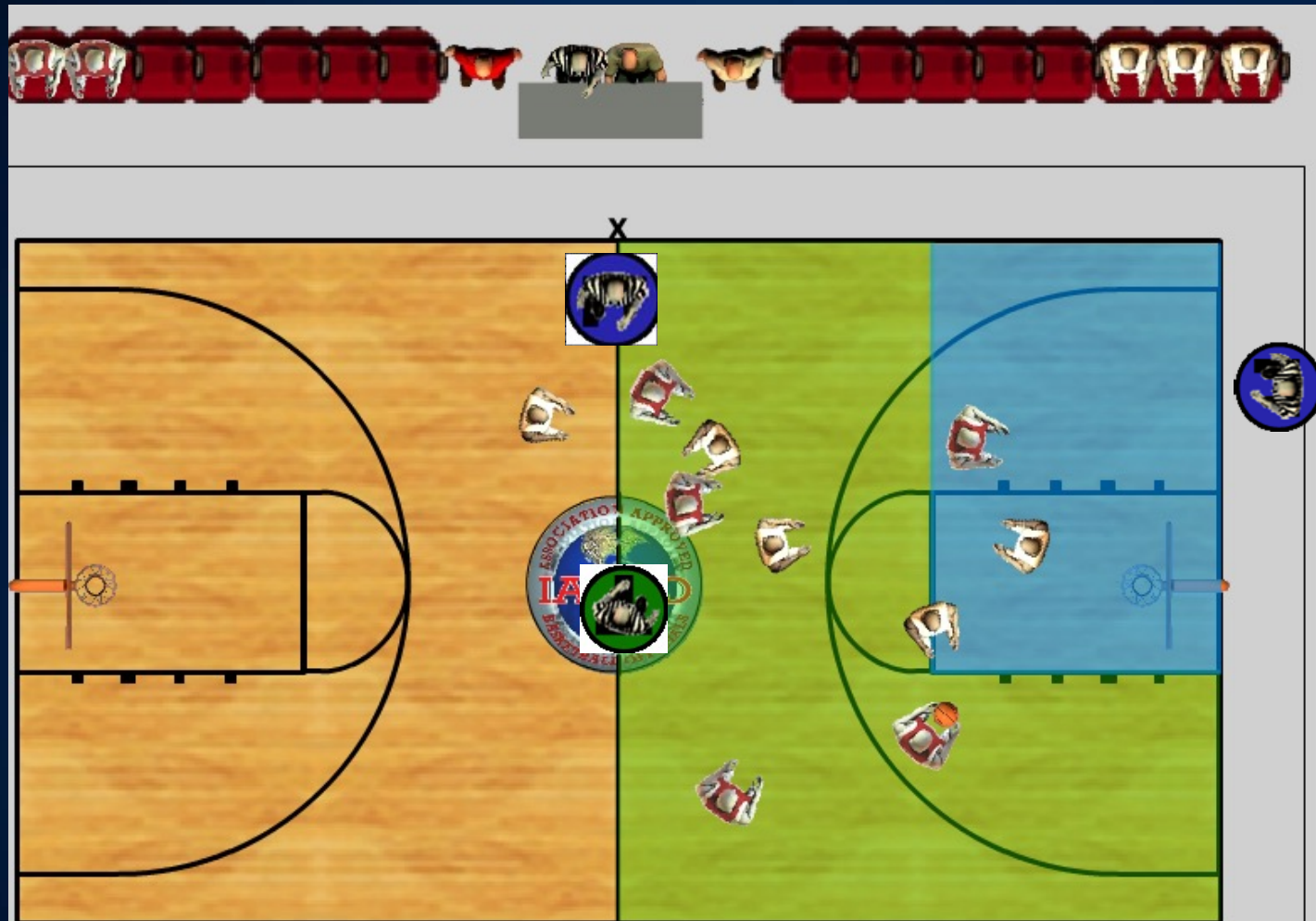
- Umpire chop clock

- The referee will become the Trail Official.



# Where to go on the Jump

- Balls goes right at jump
- U1 goes to lead
- Referee lets action clear out and then go to trail position.
  - Do not be in a rush to get in position
  - Check possession arrow
  - Help on backcourt violations on tip





































# VIOLATIONS & FOULS



# Tips for Basketball Officiating

- Referee the defense
- Stay in your primary
- SEE ENTIRE PLAY
- Call the OBVIOUS
- Foul: Displacement and someone put at a disadvantage
- Communicate verbally & visually for partner and players
- Signals: Be crisp w/ counts, signals, reporting, etc.

OFFICIAL NFHS 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
		Shooting/scoring	11  30-second time-out	12  No score	13  Goal counts	14  Point(s) scored use 1 or 2 fingers after signal 13
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
	22  3-second violation * Open hand - run end line	23  5-second violation	24  10-second violation	29  Hand check	30  Holding
	25  Free throw, designated spot, or other violation	26  Excessively swinging arm(s)/elbow(s)	27  Kicking	31  Blocking	32  Pushing or charging
34  Intentional foul	35  Double foul	36  Technical foul	Fouls		

# Tips for Basketball Officiating

- Double Whistles
  - Do not come up with preliminary signal
  - Give to official that action is coming towards or is the PRIMARY
- Referee competitive matchups
  - Stay with them on or off-ball
- Be aware of the clock & score
- Game management
- Talk to players to prevent
  - 3 seconds
  - Pushing/Handchecks



# Basic Signals

- Visible Count
- Direction
- Designated spot
- Baseline running priveleges
- Jump Ball
- Stop Clock (also for violations & dead ball)
- 3 pt. attempt, 2 pt attempt on close shots by 3 pt. line
  - Good 3 pointer
- Stop Clock (also for violations & dead ball)
- Count the basket
- No basket/score/shot
- Beckon in subs



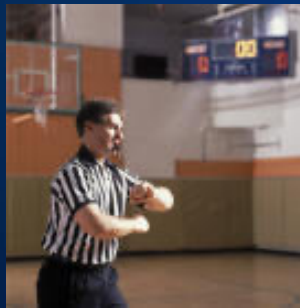
# Violations

- Blow Whistle w/ Simultaneous arm up in open palm
- Do proper signal and say violation
- Point to the direction after to indicate which way play will go next
- Point to spot on floor where ball will be inbounded
  - Don't forget to do this, so fellow official can see where to put ball in



# Types of Violations

- Travel
- Illegal Dribble
- 5 seconds
  - Out of bounds
  - Closely guarded
- 10 seconds
- Carry/Backcourt
- 3 second lane
- Excessive Swinging of Elbows
- Kick
  - Must be done intentionally
- Goaltending/Basket Interference
- Delayed Lane Violation







# Intentional Kick Rule Expanded

## Rule 4-29



# Types of Fouls



- Block
- Hit (illegal use of hands)
  - Let players block shots though
    - Anticipate, don't assume
- Hold
- Handcheck
- Push
- Intentional
- Flagrant
- Technical
- Double Foul



# Calling Fouls

- SEE THE WHOLE PLAY: START, DEVELOP, FINISH
- Calling official see advantage gained by offensive or defensive player and calls foul
  - Simultaneous “loud whistle” with arm raised as a fist
- Both officials freeze and observe what happened
  - While calling official determines if shooting/non-shooting, gets shooter if in situation, reports foul to table
  - Non-calling official observes all players to prevent further play after the whistle
- Non-shooting fouls
  - Ball inbound on sideline (calling official should point to spot and indicate possession to partner at spot)



# FOUL CALLS- CALLING OFFICIAL AT SPOT

- Blow whistle, put arm straight up with fist
- Count or wave off basket if appropriate
- Move toward players if appropriate
  - Only Bird Dog if multiple players are involved to indicate who fouled
  - Move toward players if appropriate
- STOP TO OBSERVE SITUATION (WHO'S THE SHOOTER, WHO -- FOULED, POSSESSION OR SHOOTING FOUL)
- VISUALLY- Preliminary signals may be used, but definitely needed on block/charge
- VISUALLY- Indicate the spot of the throw in if a throw in is to follow
- VERBALLY- Indicate number of shots if shots are to follow
- VERBALLY- State the number of the shooter to partner
- Move around players to the foul reporting area
  - {Do not go through a pack of players}
- BOTH OFFICIALS-
  1. Never turn backs to players at the same time
  2. Move around the perimeter of the players, not through them

# Types of Fouls & Shooting Fouls

- Players in the act of shooting that are fouled (basket missed) will be given 2 free throws
  - If a basket is made in the act of shooting w/ a foul: only 1 shot
  - On 7 fouls or after and player will shoot a 1 on 1
  - On 10 fouls or more, a player will shoot 2 free throws
- Technical Foul
  - 2 free throws and retain possession at out of bounds at midcourt
- Intentional Foul
  - 2 free throws and team retains possession at spot of foul
- Flagrant Foul
  - 2 free throws and player disqualification on fouling player
- Player Control Foul
  - No free throws and possession given to opposing team at spot of foul

# FOUL REPORTING PROCEDURES



# FOUL REPORTING PROCEDURES

- Proper sequence of signals
- Designate throw in spot or communicate shooting
- Get the CORRECT shooter
- Non-calling official freeze & observe all players
- Switch on ALL fouls except backcourt to frontcourt fouls (trail administers)
  - Even on shooting fouls, if a trail calls the foul, he/she should report and administer the free throws
- GO AROUND (NOT THROUGH) PLAYERS TOWARD TABLE
- COME TO A COMPLETE STOP IN FOUL REPORTING AREA
- USE STRONG VOICE AND CORRECT MECHANICS
- COLOR, NUMBER, INFRACTION (AND NUMBER OF FREE THROWS)
- COUNT (OR WIPE) THE GOAL *FIRST*, IF NECESSARY



# FOUL REPORTING



Trail pauses & observes all players

Trail never turns back & prepares throw-in

CALLING OFFICIAL AT REPORTING AREA-

1. Come to a complete stop
2. Make eye contact with the scorer
3. If appropriate, indicate basket good or no basket
4. VERBALLY state color and number of offender
5. VISUALLY with one hand {stationary} the number of the offender
6. VISUALLY state the type of foul
7. VERBALLY Indicate number of shots as appropriate
8. Hustle to new position

FINISH REPORTING BEFORE ADMITTING SUBSTITUTES OR GRANTING A TIME OUT

-OFFICIAL NOT CALLING THE FOUL-

1. Freeze & observe all other players (Dead Ball Officiating)
2. Get the correct shooter
3. Let partner know if the ball went if needed?
4. After calling official is done reporting, hustle to position

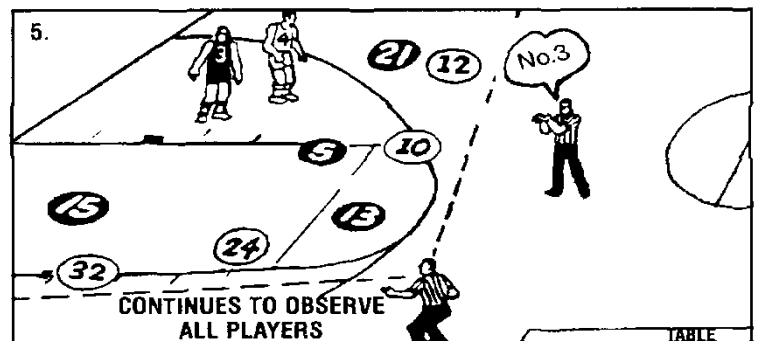
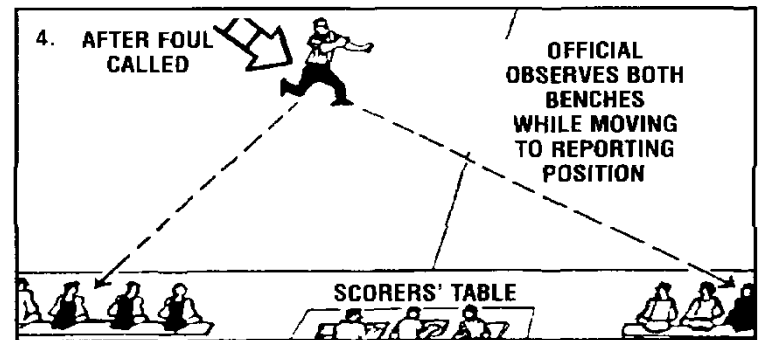
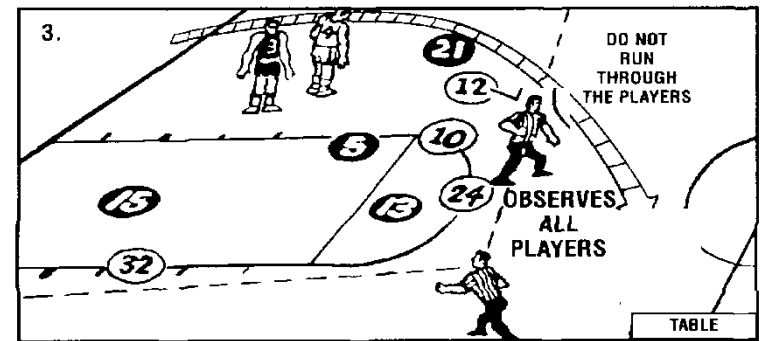
Lead w/ non-shooting foul, sideline throw-in





# Reporting Fouls

- Jog to reporting area and stop
  - Tell scorekeeper
  - Color, number, what foul it is and signal, and whether possession or shooting, if shooting, then how many
- Example:
  - Blue, 24, hold, 2 shots
  - Red, 10, handcheck, possession
  - Avoid adding extra words
    - I gotta foul on blue 24, with a hold, we're gonna shoot 2
- Non-calling official freeze & observe all players while foul is reported



# Reporting a Foul

- Color: Give the **color** of the fouling player (Red)
- Number: Give the **#** of the fouling player (10)
- Foul: Give the correct **foul** (Blocking)
- Next: Report what happens **next** (2 shots)

\* If a basket is made pre-ceeding the foul, count the basket then continue with CNFN.



# LEAD AND TRAIL RESPONSIBILITIES



# Basic Positioning

- All officials should maintain the semblance of a wide triangle to cover the court. The officials should be moving to reflect the changing position of the ball.
- Don't ever run backwards
- 2 Positions
  - **Lead** – Endline primarily focusing on paint
  - **Trail** – Opposite side as the Lead and closest to half-court



# Lead Responsibility: Basic Lead

- Establish a position 2-3 steps in from 3 point arc on baseline
- Get a depth of 6 feet (if able to)
- Adjust for best angles to see space between players
  - PURPOSEFUL MOVEMENT (don't move if not needed)
    - Try to be parallel with ball position
- Go out as far as the 3 point arc for play/line coverage
- Open up your stance as appropriate for best coverage
- POST PLAY
  - CALL FIRST FOUL (ROUGH PLAY)
    - DISLodge OR DISPLACE



# PRIMARY AREA - LEAD

**LEAD PRIMARY AREA IS BOUNDED BY:**

- THE END LINE
- FAR LANE LINE
- FREE THROW LINE EXTENDED
- NEAR SIDELINE
- Watch off ball as appropriate
  - When ball is at arc or opposite lane line



# Move with Ball

- Avoid getting caught behind the basket between the lane lines
- Signal try and make of 3 point shot in your coverage area
- When shot goes up, keep eyes at eye/shoulder level and below
  - PROTECT THE SHOOTER: Keep eyes on shooter 'til whole play is over
- Don't look at basket
- Looking for knees/hips/elbows in chest/ midsection/ below waist



# PRIMARY AREA - TRAIL

## TRAIL PRIMARY AREA

### CONSISTS OF:

- AREA ABOVE FT LINE EXTENDED
- ALSO, AREA OUTSIDE OF NEAR LANE LINE
- USE ARC/BANANA TO GET A BETTER VIEW/ANGLE ON PLAYS
  - NONVERBAL COMMUNICATION WITH YOUR PARTNER
- Close Down or Step down towards basket on shots





# Trail covers primary area

- Trail Official should be proactive
- Use arc to get angles
  - Close down
- Don't have lead "blow" across the lane
- Responsible for rim area
  - Made basket on shooting foul
  - Basket Interference
  - Goaltending
- If play is close to paint:  
**FOUL**
  - Move toward player to sell a call and can bird dog signal



# Trail Responsibilities



- Move laterally depending on where the ball is
  - Use peripheral vision to see all other players in your primary
    - I.E. Illegal Screens/ Off ball fouls
  - Banana in and out depending if ball is close to you or opposite court of you
- Responsible for most 3 pt shots...
  - Get good angle to see if foot is on line
  - If foot is on line, put 2 fingers down to indicate and then show 2 to scorekeeper if made
  - mirror the make of a 3 point shot in Lead's area
- **MUST CALL PUSH FOULS ON REBOUNDS!!!!**
  - Have better angle than lead
  - Can help traveling calls in the paint, but don't focus in on paint!

# Gray Areas

- Trail has better angle
- If lead has many players in lane, leave to trail
- REMEMBER SEE SPACE!

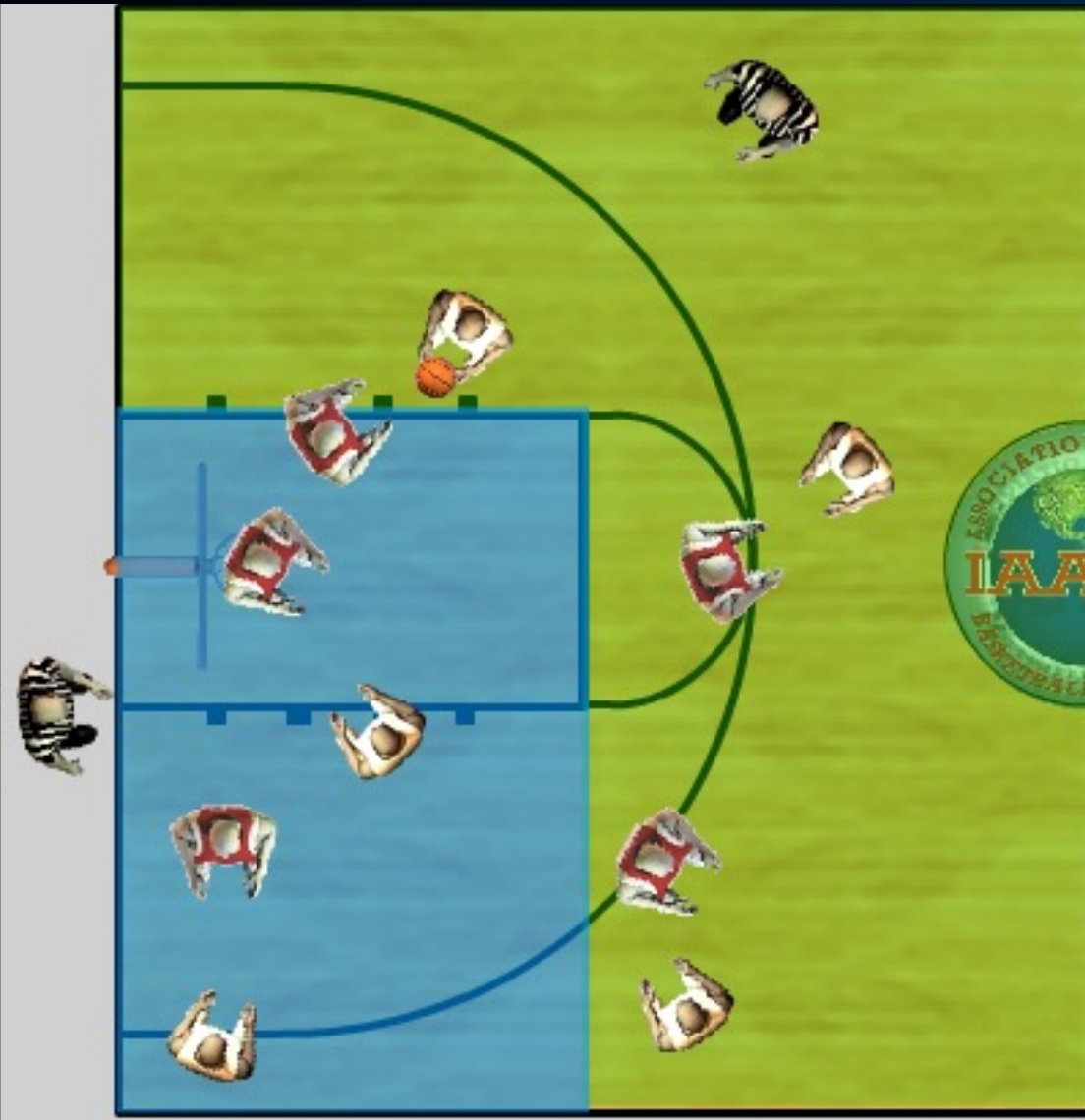


# Gray Areas

- Lead has better angle
- Be aware of off ball screens
- Lead can protect Trail's backside when they are focused on ball
- Trail can protect Lead's backside (lane area) when he/she is wide



# DRIVE IN LANE



- BLOCK/CHARGE ON WEAK SIDE OF LANE
- LEAD CAN BE BLOCKED OUT
- TRAIL MUST HELP WITH CRASH
  - Trail has crash
  - Lead has pass

# The Trail Position

- Primarily responsible for 5 second closely guarded
  - The official should switch arms when going directly from one counting situation to another.
  - In team's own frontcourt
    - If defensive player is 6ft or closer to person with ball
      - Player with ball has 4 seconds to hold ball, then must pass, dribble, or shoot
      - Player that is dribbling ball has 4 seconds to dribble ball, then must hold ball, pass, or shoot
    - Stop count if player beats the defender by getting head and shoulders past
    - Stop count if 6 ft is broken



# INBOUNDING BALL AND SWITCHING PROCEDURES



# Out of Bounds Mechanics

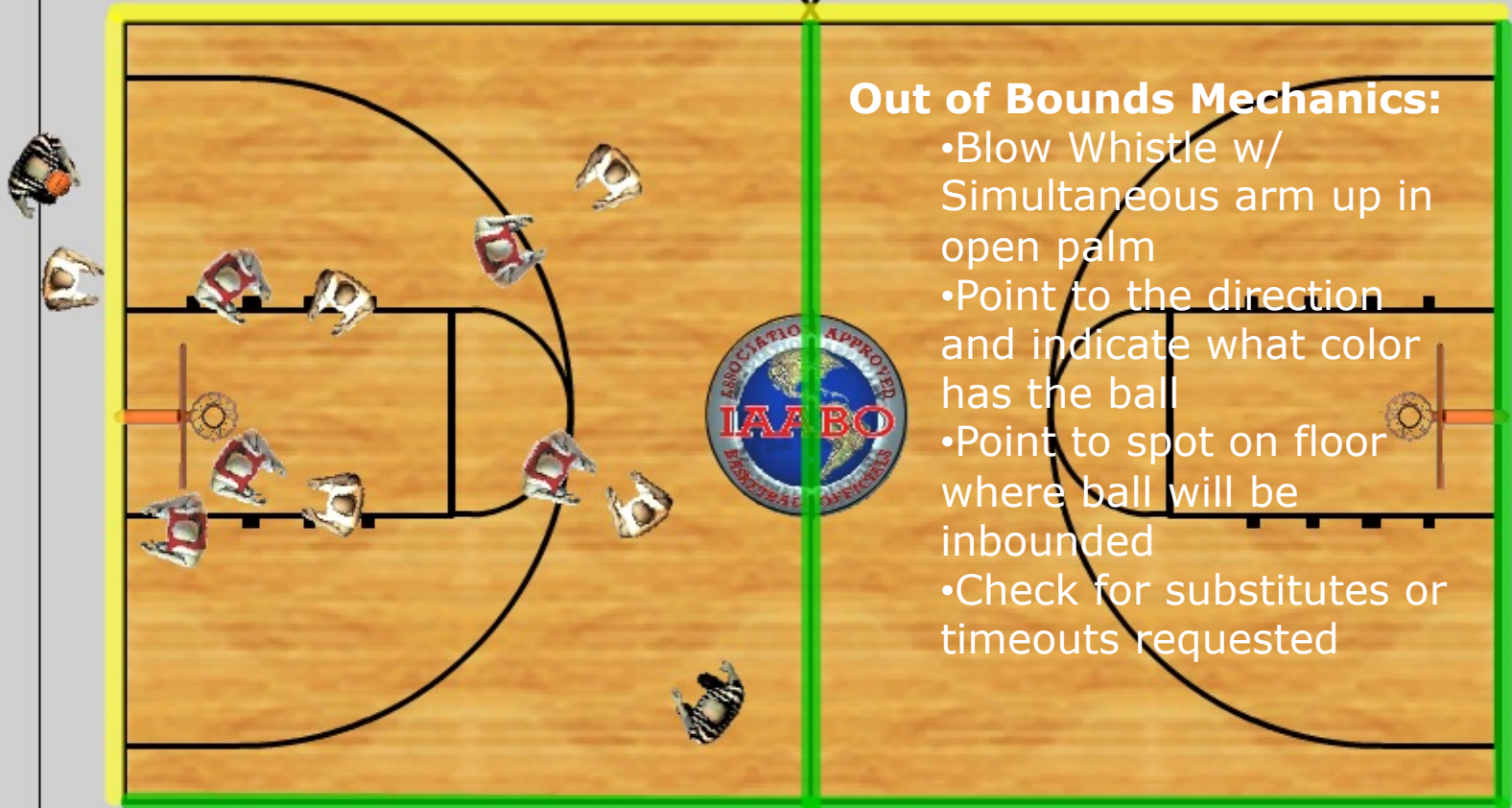
- Blow Whistle w/ Simultaneous arm up in open palm
- Point to the direction and indicate what color has the ball
- Point to spot on floor where ball will be inbounded
- Check for substitutes or timeouts requested



# Line Boundary Responsibilities



**Lead Official is responsible for yellow lines**



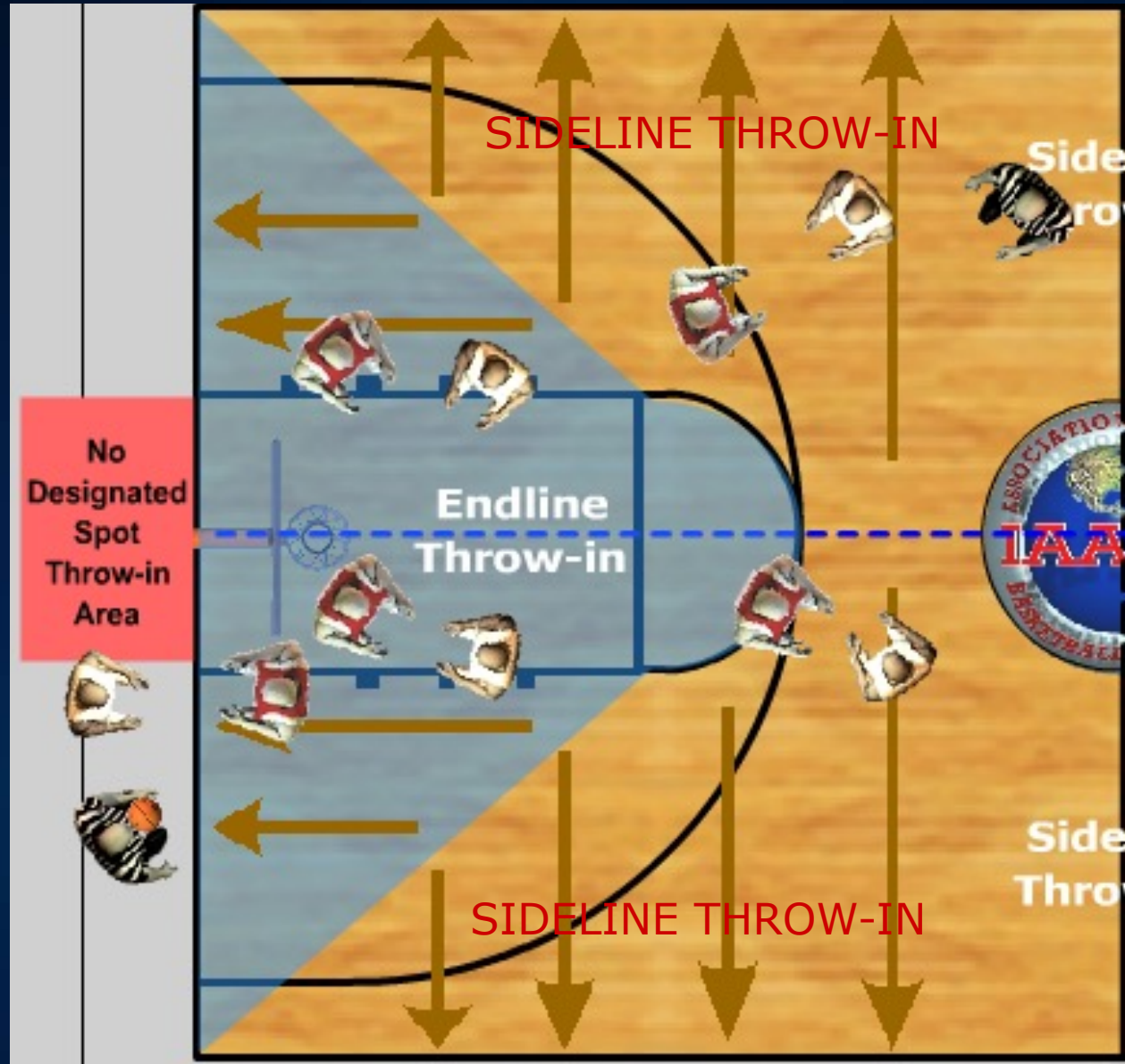
## **Out of Bounds Mechanics:**

- Blow Whistle w/ Simultaneous arm up in open palm
- Point to the direction and indicate what color has the ball
- Point to spot on floor where ball will be inbounded
- Check for substitutes or timeouts requested

**Trail Official is responsible for green lines & backcourt violations**

# THROW-IN SPOTS

- TAKE BALL OUT ON END LINE WHEN FOUL/ VIOLATION OCCURS IN FT LANE, FT CIRCLE, OR BENEATH THE INVISIBLE LINE CONNECTING THE ELBOW TO THE CORNER
- INBOUND SPOT OUTSIDE THE LANE LINES EXTENDED



# Throw-in Procedures

- Partner eye-contact
- Check for substitutes
- Line responsibilities
- No unnecessary whistles
  - The administering official shall sound the whistle to indicate play is about to begin only following a charged time-out, an intermission or an unusual delay.
    - May indicate verbally to the players that the ball is coming in play
- Hand or Bounce the ball
  - Hand on frontcourt baseline
  - Bounce on sideline and backcourt baseline
    - Get space (try to get 4-5 yards away and tell player to hold their spot)



# Throw-in Procedures

- Box players in
- Switch on Sideline throw-ins
- Designate spot or indicate ability to run line (after made basket)
- Bump & Run (No long runs for Trail to new Lead)
- IF THE DESIGNATED SPOT FOR THE THROW-IN IS HALF WAY BETWEEN THE FREE THROW LINE EXTENDED AND AT THE END LINE
- THE LEAD REMAINS ON THE ENDLINE AND WILL BOUNCE THE BALL TO THE THROWER



# Throw-in Mechanics

- **The spot for the throw-in** should be designated by the administering official.
- After a technical foul, the throw-in shall be administered at the division line on the side of the court opposite the table.
- **After a made basket, give the new offense time to recover the ball to start the 5 second count**
  - **“At the disposal of thrower**
    - **Be aware of opposing team calling timeout to set up a press**
- Anytime the whistle is blown, the administering official should signal to start the clock when the released ball touches a player who is inbounds.



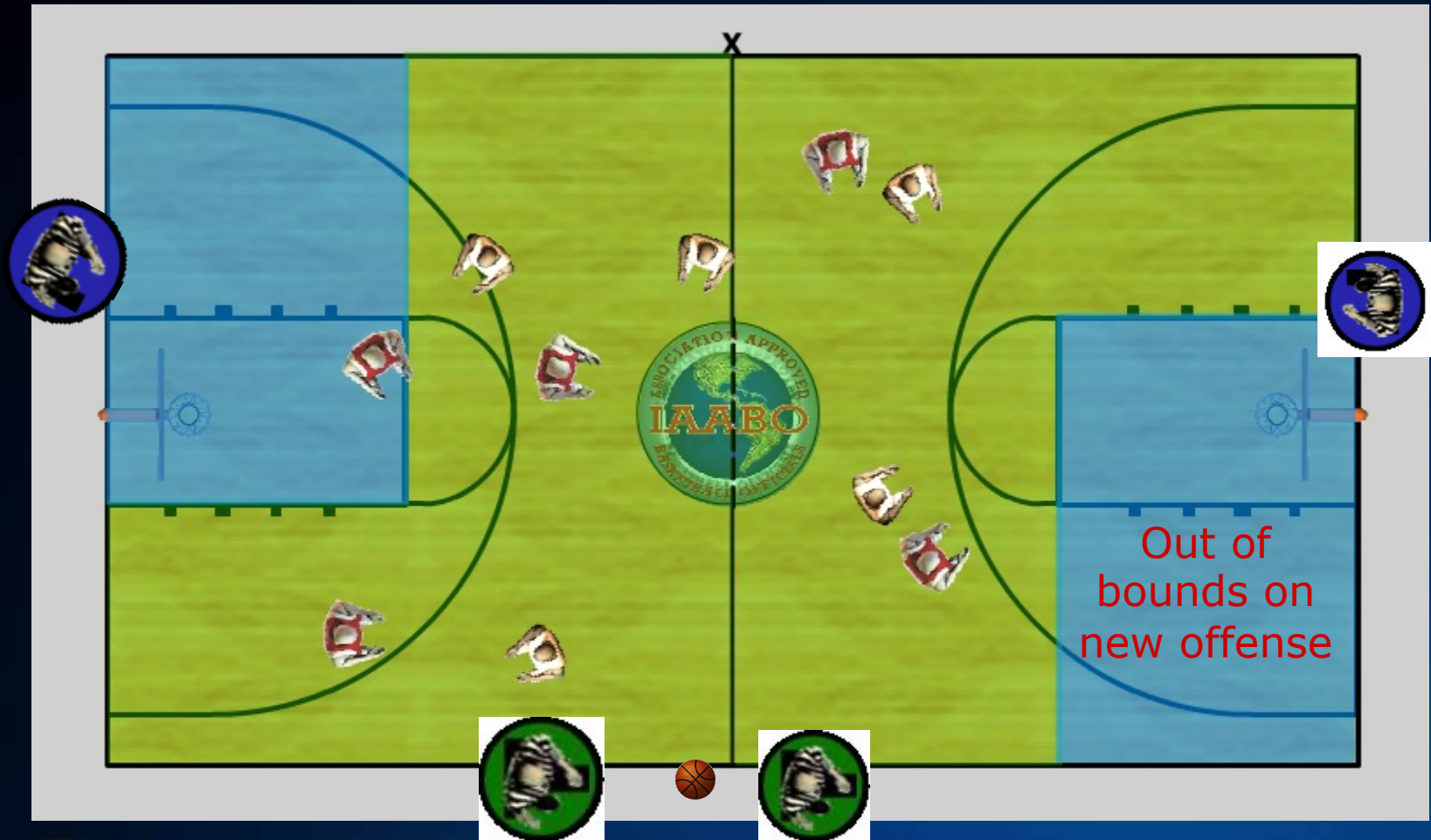
# Boxing in the play

- All throw-ins on either end line shall be made with the administering official outside the thrower - between the sideline and the thrower. The Trail official shall handle the administration of the out-of-bounds throw-in in the backcourt.



◆ In the frontcourt, the throw-in is administered by the official responsible for the boundary where the throw-in occurs. The official not administering the throw-in will take a position so that both sidelines and the end line are covered. The official not administering the throw-in shall use the "boxing-in" principle, which places one official on each side of the thrower on opposite sides of the court or on a side and an end of the court, depending upon where the ball is to be put in play. The administering official should make eye contact with his/her partner before handing the ball to the thrower. (All throw-ins from the end line shall be outside the free throw lane extended.)

# Box in Players - Bump and Run



TRAIL OFFICIAL ADMINISTERS ALL THROW-INS IN THE BACKCOURT. TRAIL OFFICIAL HOLDS THE BALL UNTIL THE LEAD OFFICIAL IS DOWN COURT AND ACROSS SO THAT BOTH SIDELINES, THE END LINE AND THE DIVISION LINE CAN BE ADEQUATELY COVERED. THIS IS AN OPPORTUNITY FOR THE TRAIL OFFICIAL TO USE THE BOUNCE PASS FOR THE THROW-IN.

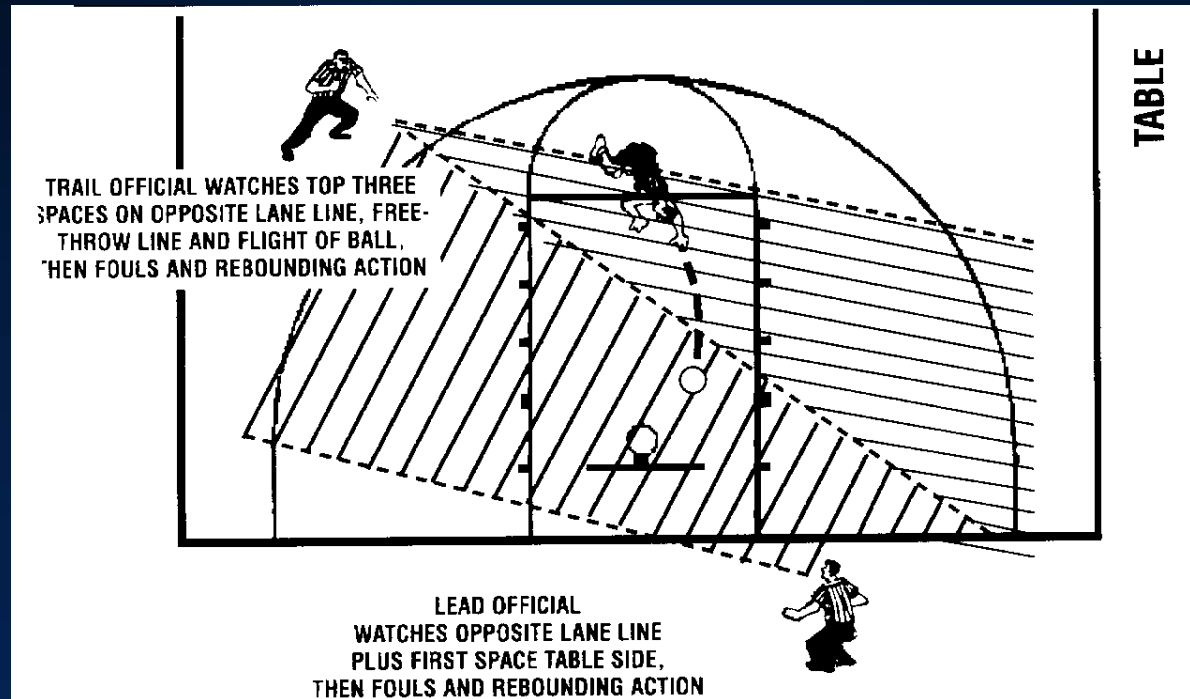
# FREE THROW ADMINISTRATION





# Trail & Lead on Free Throws

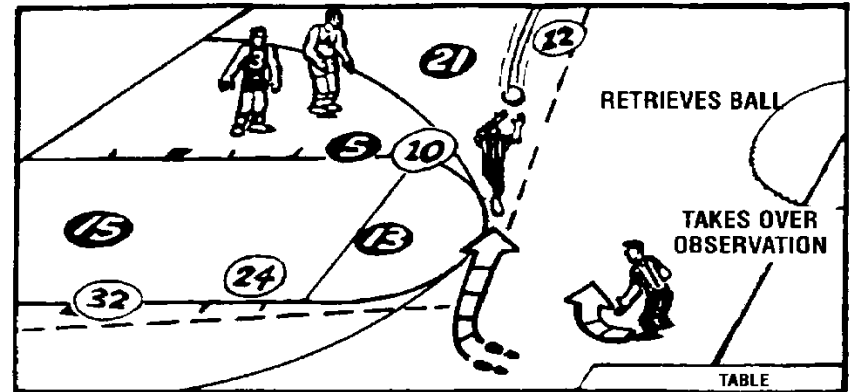
- Indicate the # of Free Throws each shot to table
- Trail on free throw counts 10 sec. By clenching/opening outside hand
- Puts arm up for last shot of a 2 or 3 shot foul, during each shot on 1 on 1, and on the 1 shot foul if needed after a made basket with a foul
  - Chops clock if ball comes off rim when touched
    - Step down towards basket



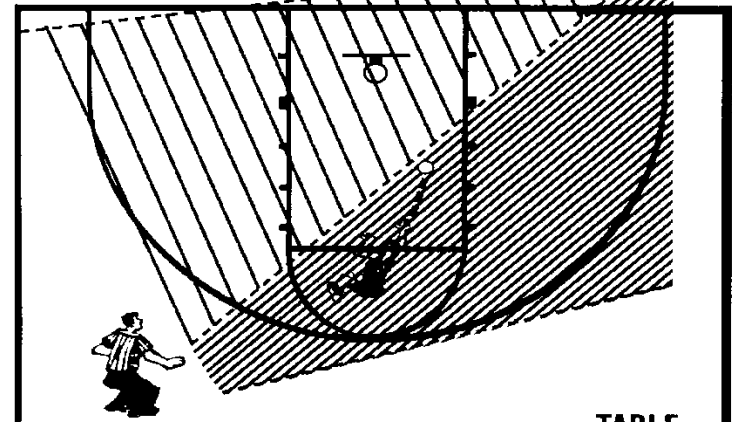
- Lead on first free throw is close to basket and indicates number of free throws verbally and visually
- On second free throw, get wide and lift arm up to chop clock if the 2nd free throw is made for throw in after made basket

# Free Throw Administration

- **Offense Lane Violation** – ten seconds to shoot; must hit the rim
  - Ball becomes dead immediately
  - If Defensive violation: hold out fist...if made..let go...if missed, another attempt (blow whistle)
- **Shooter Violations** – stepping on the line; must wait until the ball hits the rim
- **Other free throw violations** – players not in the lane spaces must stay beyond the free-throw line extended and the three-point line
- **DO PREVENTATIVE OFFICIATING AND MAKE SURE EVERYONE IS IN A PROPER SPOT!!!**



LEAD OFFICIAL WATCHES OPPOSITE LANE LINE PLUS FIRST SPACE TABLE SIDE. THEN FOULS AND REBOUNDING ACTION



TRAIL OFFICIAL WATCHES TOP THREE SPACES ON OPPOSITE LANE LINE, FREE-THROW LINE AND FLIGHT OF BALL

# Free Throw Responsibilities

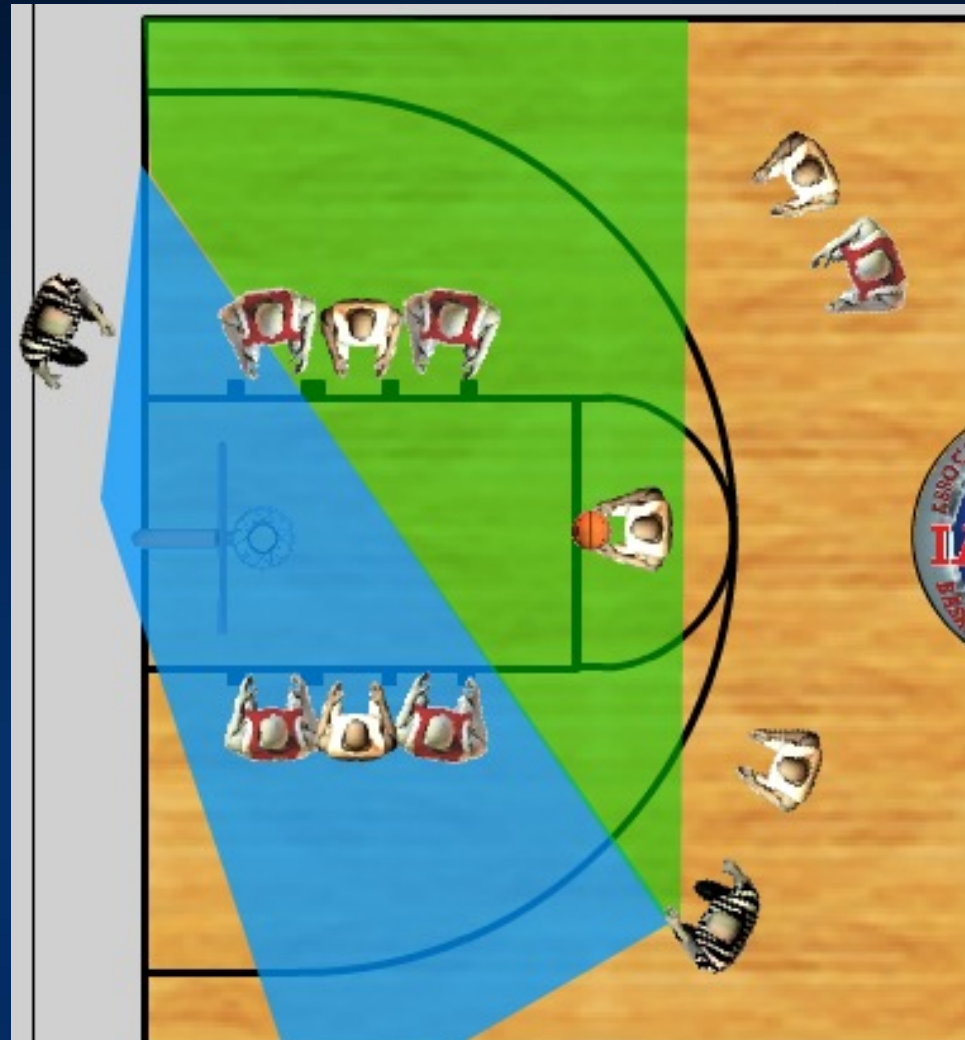
**TRAIL** IS ONE OR TWO STEPS BEYOND THE FREE THROW LINE AND TWO-THIRDS BACK BETWEEN THE FREE THROW LANE AND THE SIDELINE FOR ALL FREE THROWS.

**TRAIL OFFICIAL** WATCHES TOP TWO SPACES ON OPPOSITE LANE LINE, FREE THROW LINE AND FLIGHT OF BALL, THEN CONCENTRATES ON FOULS AND REBOUNDBING ACTION.



# Free Throw Responsibilities

- **LEAD OFFICIAL** WATCHES OPPOSITE LANE LINE PLUS FIRST SPACE TABLE SIDE, THEN CONCENTRATES ON FOULS AND REBOUNDING ACTION.
- Trail Officials beckons subs on last free throw
  - If sub is for shooter, let Lead know, and if basket is made, sub in prior to throw-in



Non-rebounding Free Throw Positions

# Free Throw Restrictions

- **Maximum of 4 defensive players**
  - Bottom 2 must be occupied by defensive players or = technical
- **Maximum of 2 offensive players**
- **NO PLAYERS IN BOTTOM 2 SPACES BY ENDLINE**
- **NO DISCONCERTION (Distracting the shooter)**
- **People outside of 6 lane spaces may not be below free throw line extended or on or inside 3 pt. arc**
- **Timeouts may be granted prior to ball being given to shooter**
- **Timeout may be granted with made free throw or make a substitution**
  - Cannot be done on a shot that can be rebounded



Rebounding Free Throw Positions

# TRANSITIONS/FAST BREAKS/KEYS TO OFFICIATING



# Transitioning, Press, & Fast Break

- Always have officials on opposite sides of court (box in)
  - Have endlines/sidelines covered
- Help out new trail after made basket/ violation/foul in backcourt if new lead
  - Be at approximately opposite free throw to halfcourt
    - Keep all players between two officials in visual confines
    - Move with flow/group of players down court & leave ball & players to new trail
- Use preventative officiating & talk players out of hand-checking & post play fouls early
  - Call the hand-checking, rough post play and pushes in the back (over the back) on rebounds early in the game

# Transitioning, Press, & Fast Break

- Stay a few steps behind player with ball when moving up court
- If trapping on press: defensive player must have both feet in bounds and in legal guarding position for an offensive player control foul
  - Otherwise is a “block”
- If players beat you down floor for steal/fast break, when possible contact is made/foul, freeze to get best possible angle



# LEAD TO TRAIL

Rebound or turnover by defense

1. Be ready for the turnover
2. Stay 2 steps behind dribbler
3. Stay out of the way of pressure defense and press break
4. Stay within the adjacent 1/3 of the court from the ball



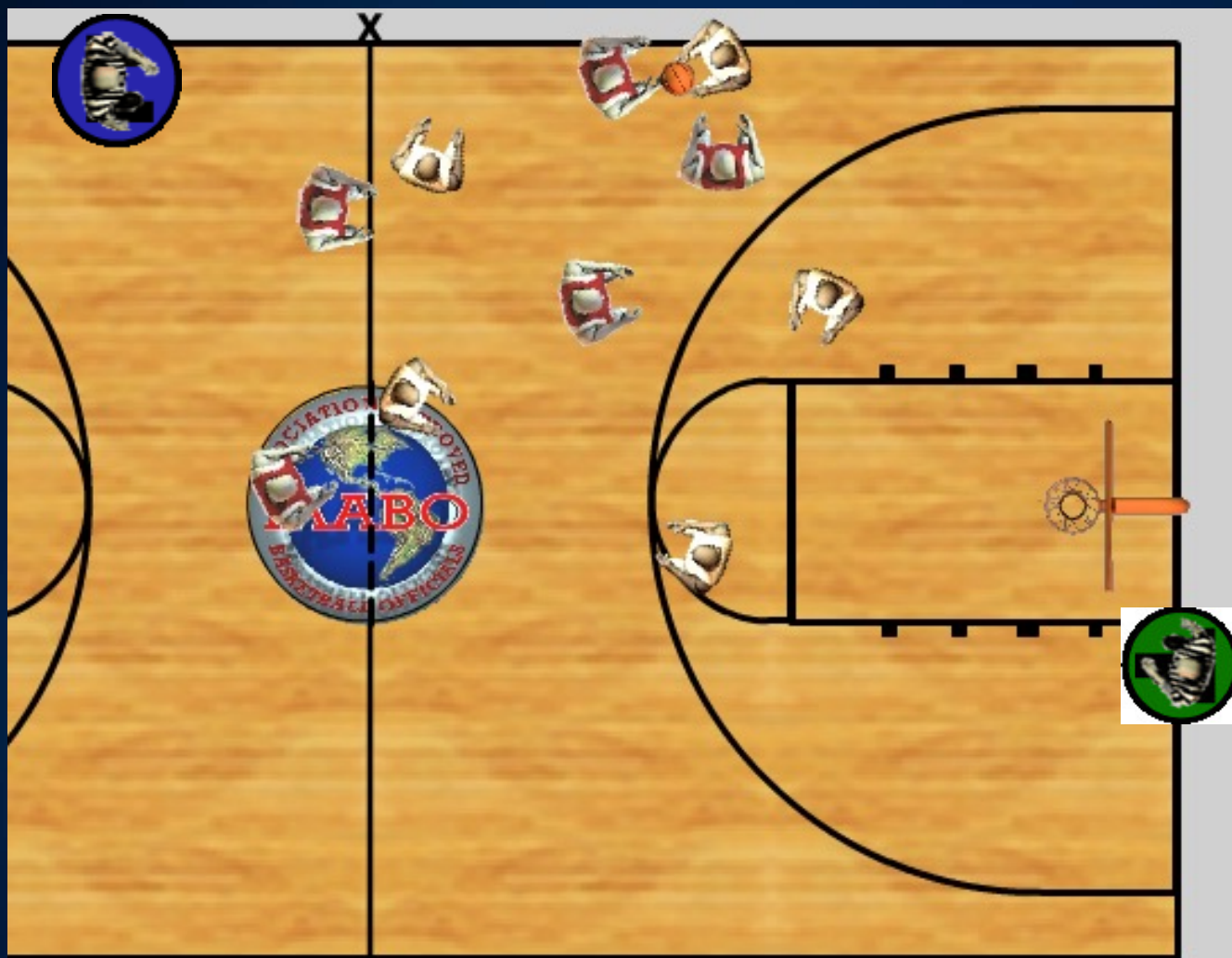
# BACKCOURT PRESS COVERAGE-

1. Start & maintain 10 second count (regardless of defensive tips)
2. Stay behind double/triple teams & don't get ahead of play
3. Get an angle looking through the play

4. Move to center of court for play coverage on other side as appropriate

5. Lead analyze the pressure and help as appropriate  
-still have sideline for OB

6. Don't be afraid to go to middle of court if dribbler is on opposite sideline area



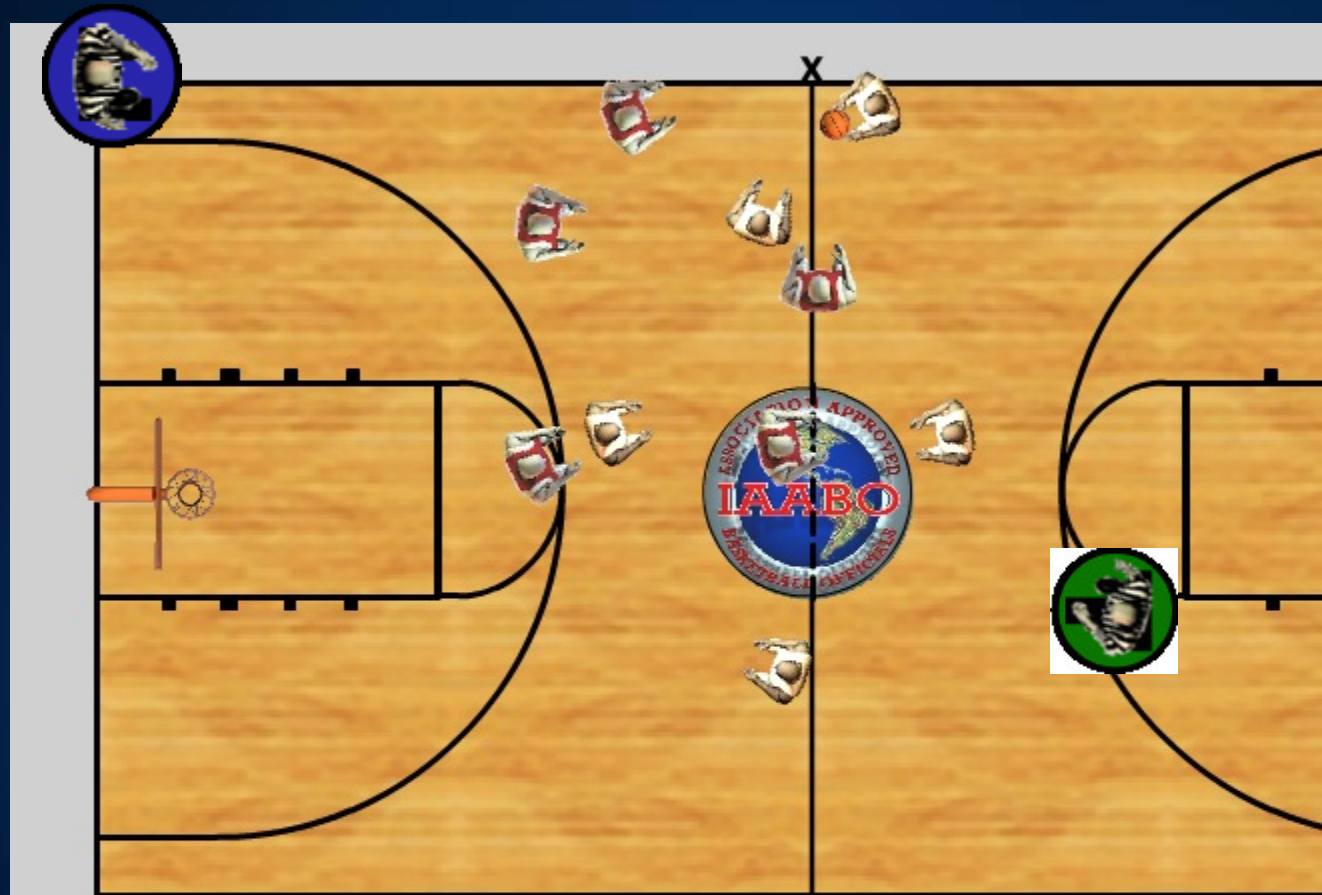
# Lead moves to get primary position

## Lead

- Still has sideline responsibility
- Maintain play coverage by looking over inside shoulder
- Beat the play to the baseline
- If you can't beat players down, slow up, take a position looking between players and stop.

## Trail

- Referee defense
- Look for legal guarding position
- Keep 10 sec. count

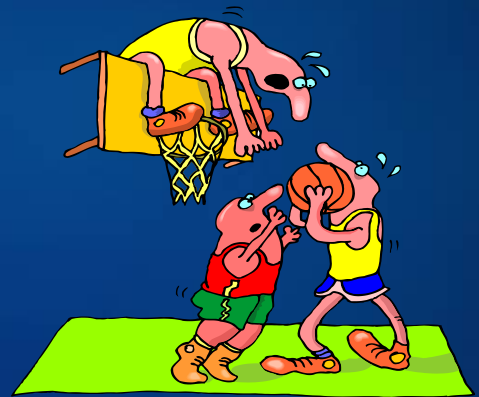


# Substitutions

- Substitutions may only occur after the whistle, or at halftime
  - All substitutes must report to the scorer table prior to entering
    - Work with scorekeeper to recognize when subs are at the table
    - On a 2 shot foul: only substitute after the 1<sup>st</sup> shot
      - Sub on 1<sup>st</sup> shot of 1 on 1 or 1 shot foul
    - Running on court without acknowledgement of the official is a technical foul: Must beckon players on
- A player cannot enter during play
- Use preventative officiating and count players to ensure proper number before starting play after dead ball

# Basket Interference

- Occurs when a player touches the ball or any part of the basket while the ball is on or within the basket; touches the ball while any part of the ball is within the imaginary cylinder which has the basket from ring as its lower base; reaches through the basket from below and touches the ball before it enters the cylinder; pulls down a movable ring so that it contacts the ball before the ring returns to its original position
- **Result?**



# Goaltending

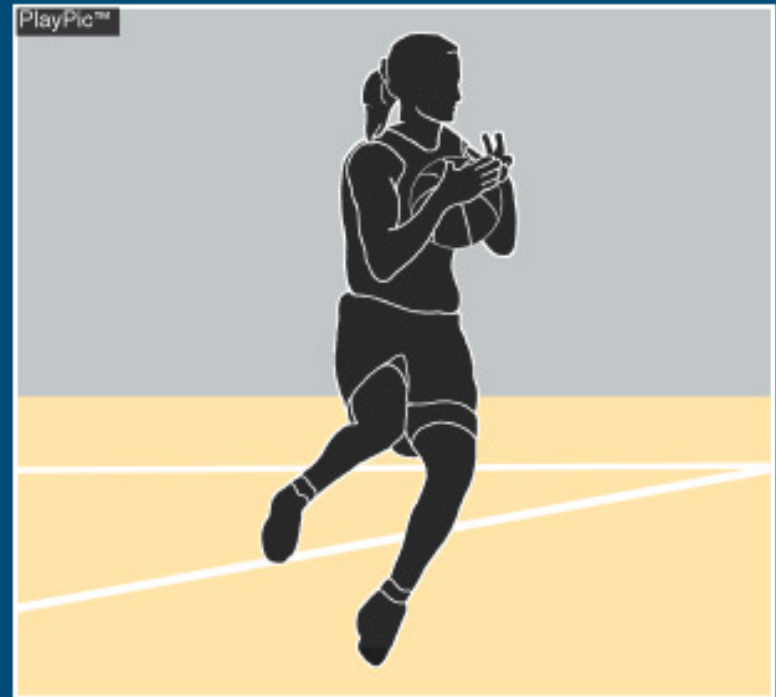
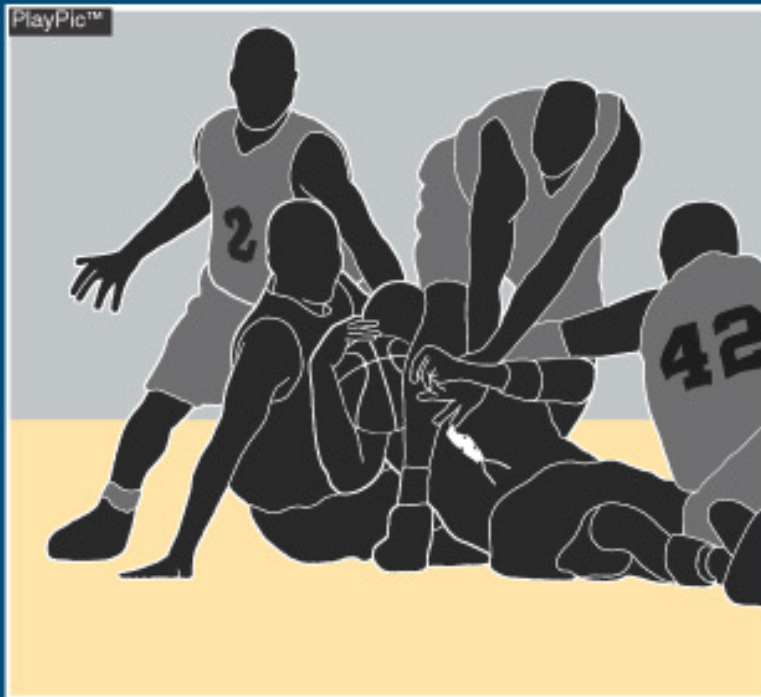
- **Goaltending** – occurs when a player touches the ball during a field goal try or tap while:
  - The ball is in downward flight
  - The entire ball is above the level of the basket ring



Result?



# Time-outs: Player Control



# Tips for Officiating Basketball

- Don't come up with preliminary on block/charge if you both have a whistle!
- If Double Whistle (someone has violation, another has foul)
  - Meet to discuss if needed...or give to official that play is going to
- See the play: anticipate, don't assume!
- Double check clock for score/time

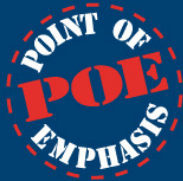




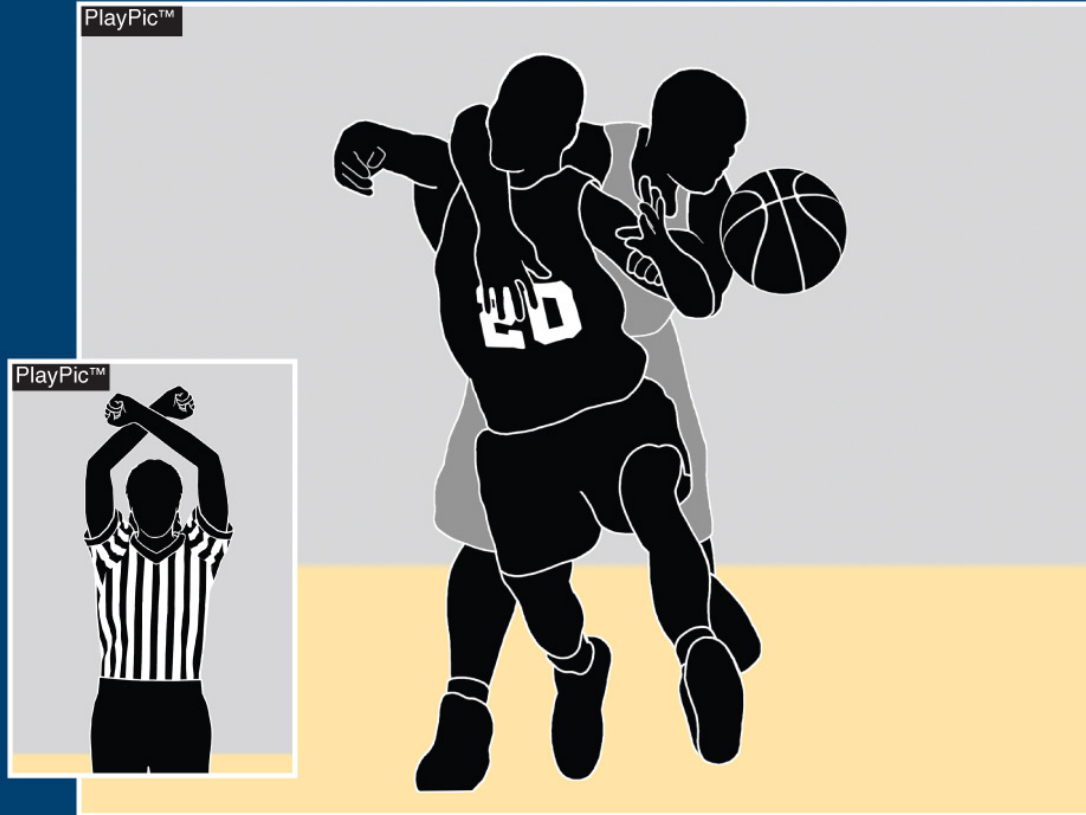


## Legal Guarding “On the Court”





# Intentional Fouls — Anytime in Game



**Excessive contact**



# Free Throws — Disconcertion



# Last second shot

- Trail's responsibility
- Responsibility in transition
- Communicate who has the shot
- Official has whistle at the buzzer
  - If shot is released before buzzer, whistle when ball finishes
- Pre-game it

