



STANDARD QUALITY

GLOBAL CONNECTION



3PO BASIC 2015



*There is **one** game,
three referees,
but still only **one**
officiating team.*

1. Terminology
2. Lead – Trail – Center
3. Strong / Weak side coverage
4. Lead
 1. Transition
 2. Working on baseline
 3. Primary
 4. Cross step
5. Trail
 1. Transition
 2. Working on frontcourt
 3. Primary
 4. Cross step
 5. Referee 2-3 point shots

6. Center

1. Transition
2. Working on frontcourt
3. Primary
4. Cross step
5. Referee 2-3 point shots

7. Rotation

8. Jump ball – position of U1

9. Fouls (switches) backcourt / double whistle

10. Throw-in front court endline



IOT	Individual Officiating Techniques
Obvious play (OP)	Play that has to be covered correct in all cases (no excuses)
Primary coverage (PC)	Area of responsibility and actions that referee has to be able to cover always
Dual Coverage (DC)	Area of responsibility and actions that two referees have overlapping primaries on same area or play.
Secondary coverage (SC)	Area of responsibility and actions that referee is able to cover after ensuring that primary coverage is covered
Extended coverage (EC)	At the highest level of officiating, an official has to be able to extend coverage on two different play situations at the same time

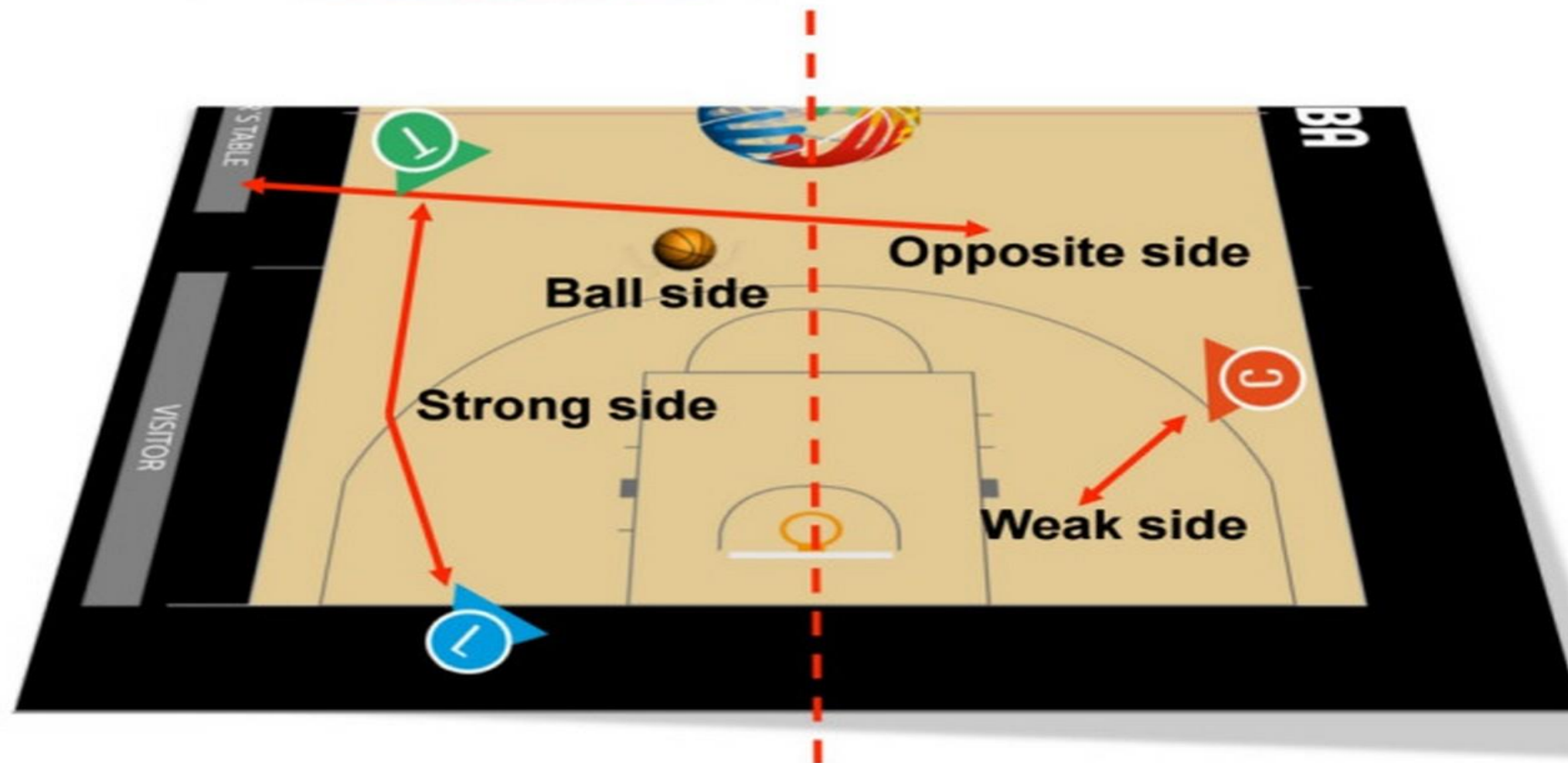


Giving help (GH)	Referee who offers assistance outside his/her primary and makes correct call after allowing partner to make the call in his/her primary
Regular call (RC)	Considered to be normal call by designated referee (no assistance)
Referee the defence (RD)	The priority when refereeing on ball is to focus the attention on the legality of the defensive player while keeping the offensive player with the ball in your field of vision
Open angle (OA)	Clear view of the action in a referee's primary / secondary coverage area. Never leave an open look.
Closed angle (CA)	A stacked or straight-lined view of the action area in a referee's primary / secondary coverage area.
Cross Step (CS)	When play starts to progress in one direction and designated referee takes steps to opposite direction.

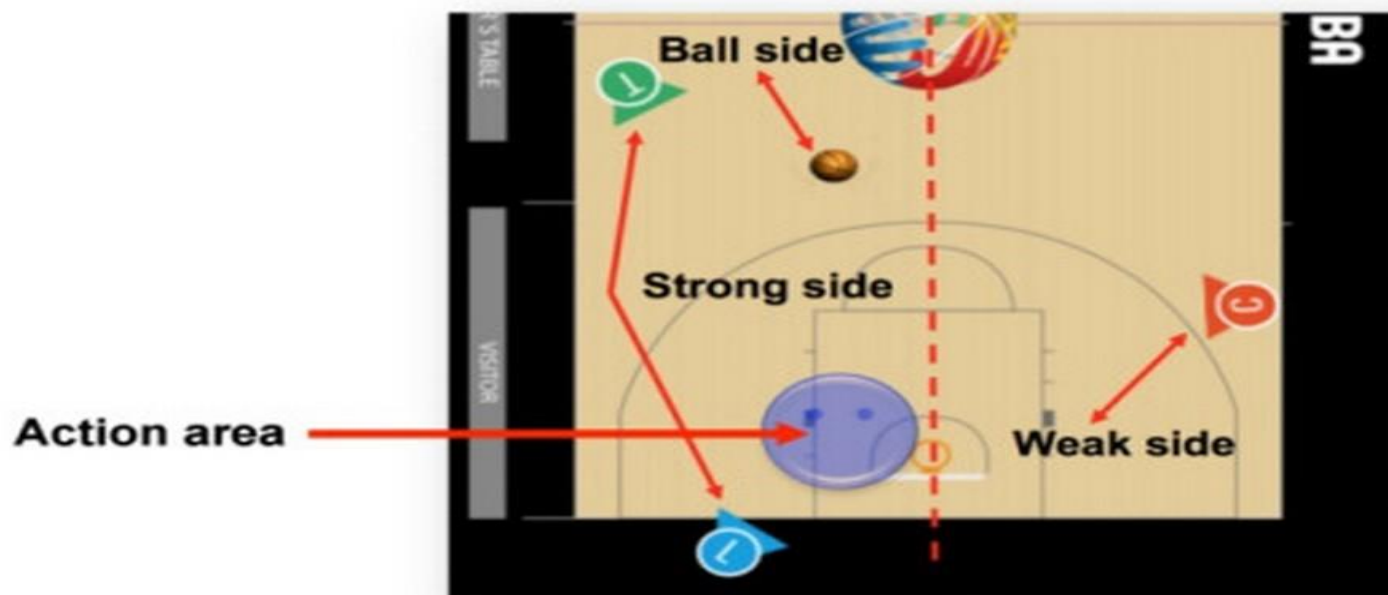
RSBQ	Definition for Rhythm, Speed, Balance & Quickness.
Working area (WA)	Area where referee normally operates most of his time in that position.
Action area (AA)	Action area may involve players with or without ball. Knowledge on various play situations (pick & roll, post-ups, rebounding) will help referees identify action areas in their primary.
EOP	End of the Period
EOG	End of the Game
Ball-side	This refers to the position of the ball. When the playing court is divided by an imaginary line extending from basket to basket, the side of the playing court on which the ball is located is called the "ball-side".

Opposite side	This refers to the side of the playing court which is furthest away from the scorer's table
Strong side (SS)	Side of the court where are Lead & Trail
Weak side (WS)	Side of the court where is Center
Close down (CD)	The position of the Lead where he should move before actual rotation starts.
Switch (SW)	<p>This refers to a dead ball situation when the calling of a foul necessitates a switch in position by the officials.</p> <p>The official who calls the foul always moves to the opposite side after reporting the foul to the scorer's table.</p> <p>Whenever there is a throw-in situation, two officials are always on the ball-side.</p>
1-2-3 Play	Play situation where L-T-C covers part of the play.

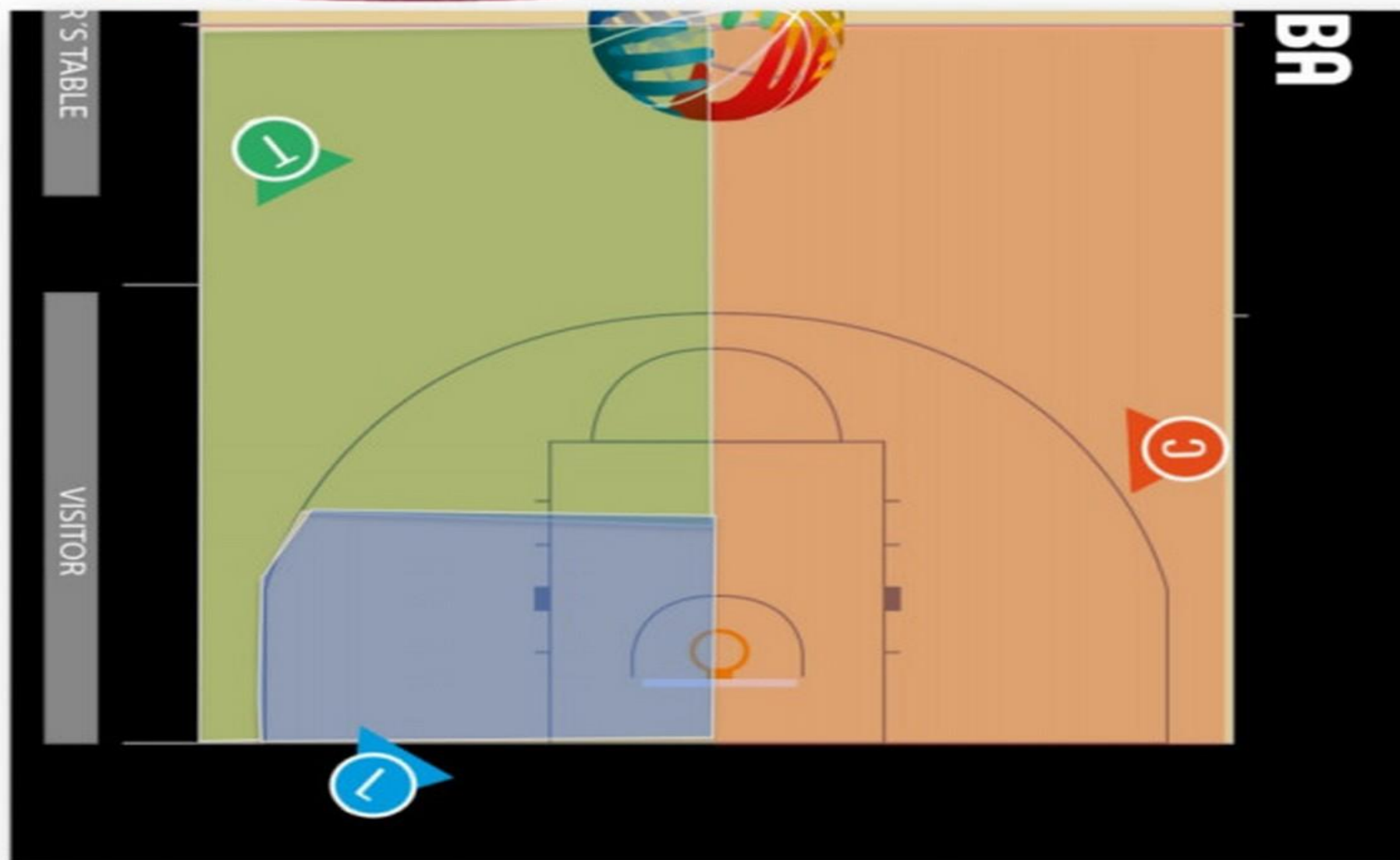
STRONG & WEAK SIDE / BALL & OPPOSITE SIDE

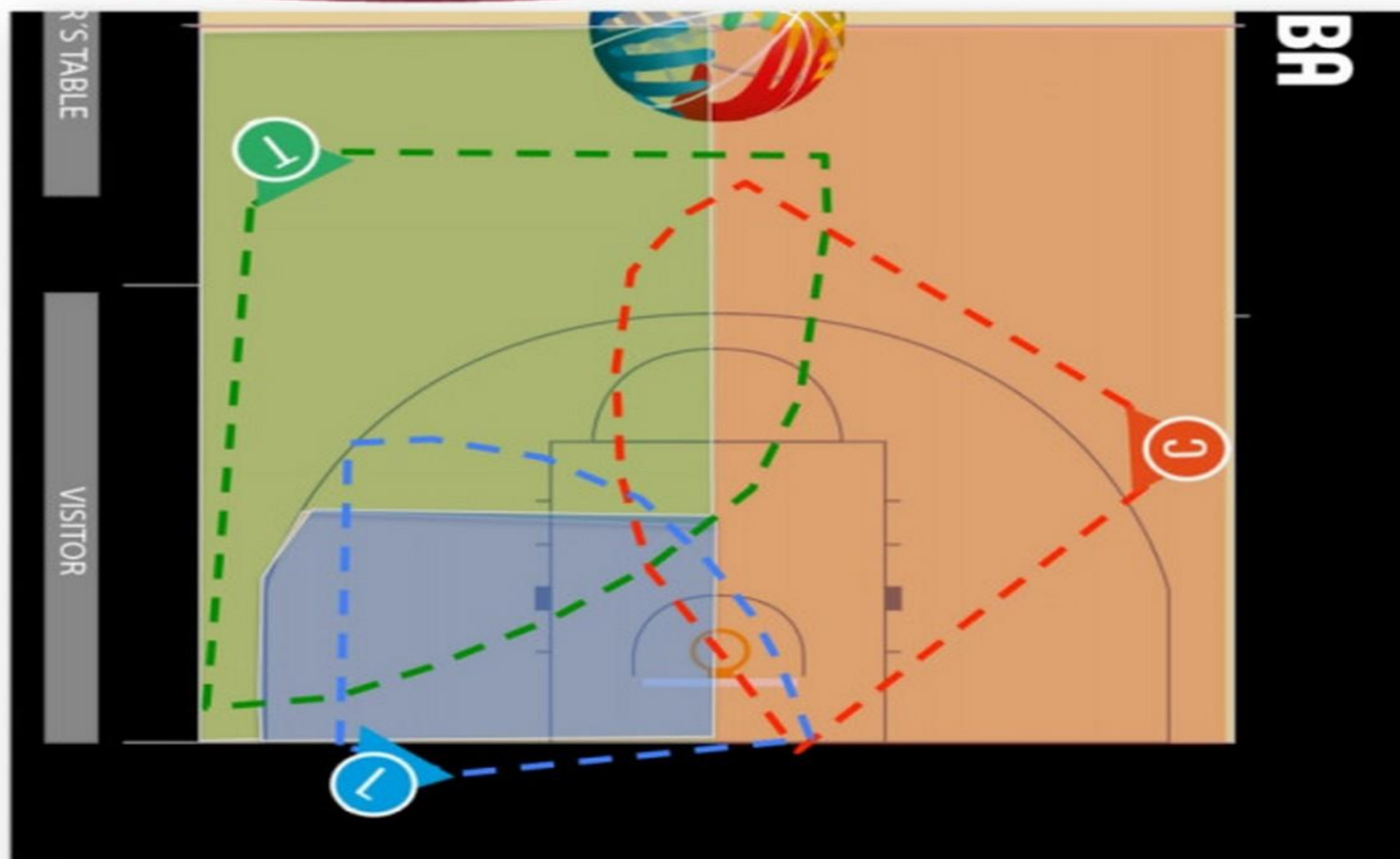


1. Two referees on the ball-side as much as possible.
2. You will have secondary coverage when necessary.
3. Best angle for L&T to referee the play
4. Primary action area (bus station) will be on ball-side



3PO / PRINCIPLE COVERAGE





In transition from T to L

- ✓ Turn quickly and start sprinting with power step.
- ✓ Run as fast as possible in straight line to set-up position (middle of restricted area & three points line)
- ✓ Facing the court all the time
- ✓ More time you have on the baseline, more time you have to identify the progress of the play (link with Rotation).
- ✓ Don't curve or run under the basket or closer to the play – **keep same distance** (outside-outside angle).



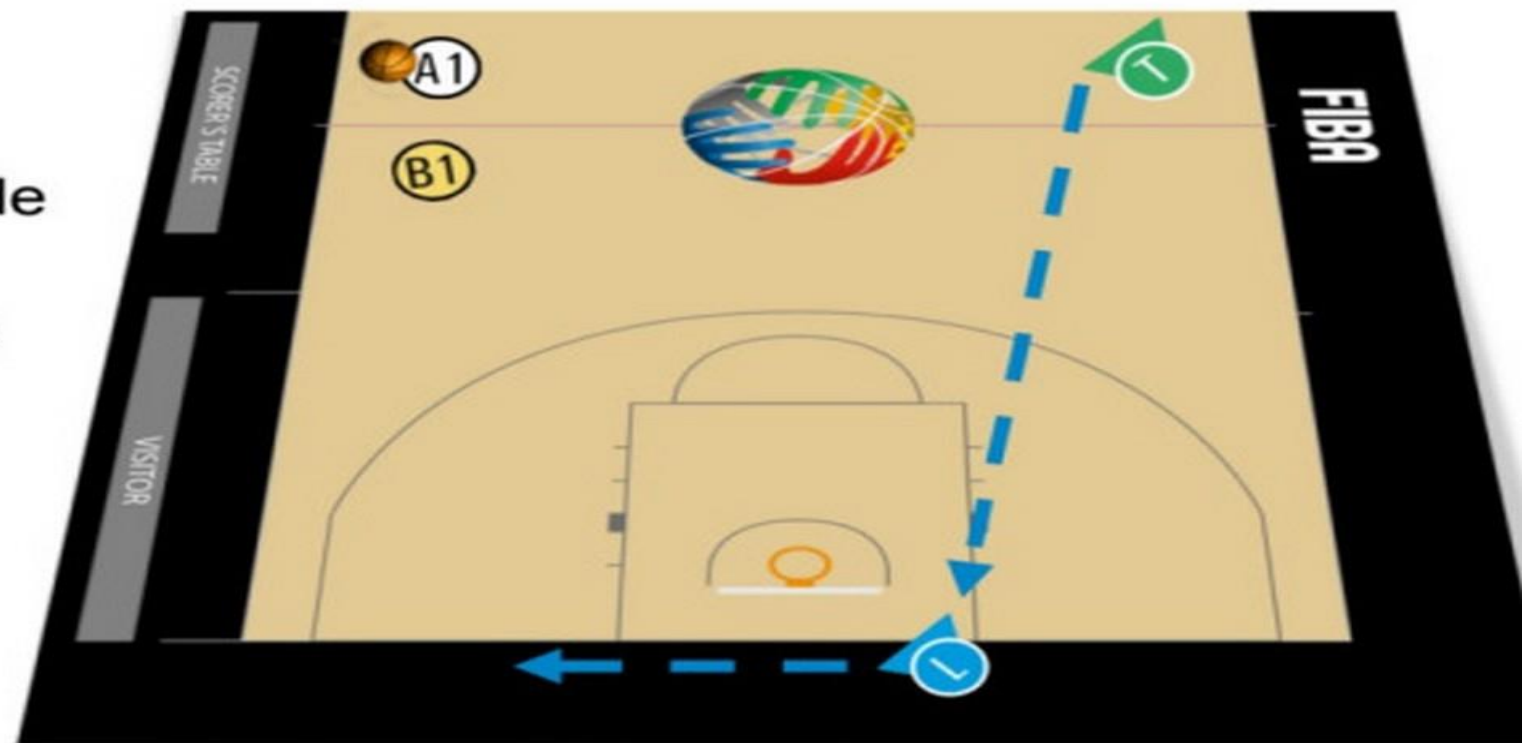
In transition from T to L

- ✓ No rotation in transition – wait until whole crew is on the frontcourt.
- ✓ If quick first rotation, T needs to be in position on the frontcourt in order to fill up new C position asap, can't leave an empty space in new C position.



In transition from T to L

- ✓ Ball is advancing on weak side to the front court
- ✓ L can sprint directly to “Close Down” position to anticipate rotation.



TRANSITION TRAIL -> LEAD ANIMATION



**Correct
4 seconds**

**Stay outside of the play,
same distance/angle from the play**



TRANSITION TRAIL -> LEAD SLIDE



**Correct
4 seconds**

**Stay outside of the play,
same distance/angle from the play**



TRANSITION TRAIL -> LEAD ANIMATION



Incorrect

**Stay outside of the play,
same distance/angle from the play**



TRANSITION TRAIL -> LEAD SLIDE



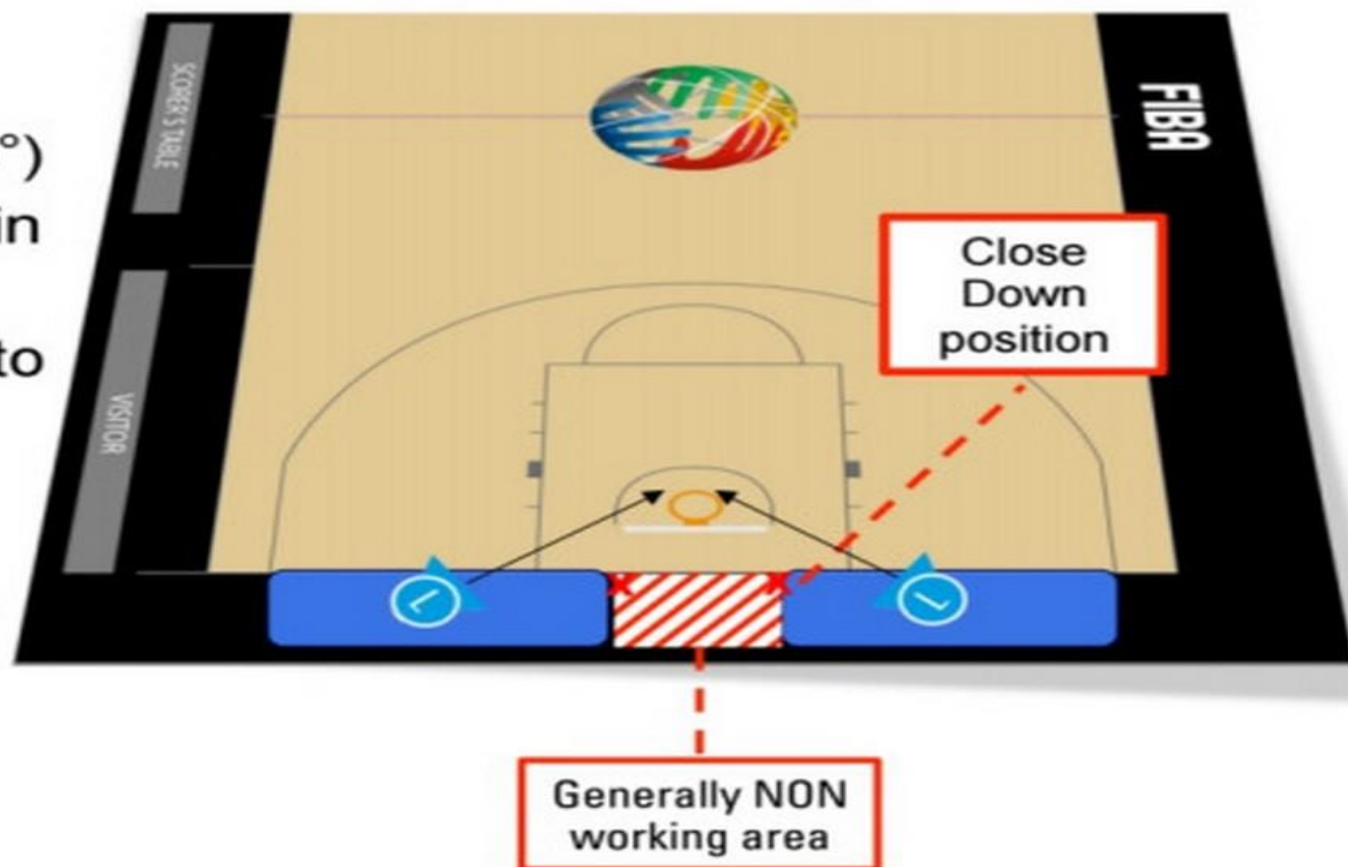
Incorrect

**Stay outside of the play,
same distance/angle from the play**



Working on the baseline

- ✓ Lead works outside the court
- ✓ Keep torso toward front of rim (45°)
- ✓ Adjust position with ball to maintain open (wide, outside-in) angle
- ✓ Field of vision should enable you to see horizontally and vertically as clearly as possible (keep distance from play)
- ✓ Find the initial position where you are able to cover the next play situation (anticipate the next play)
- ✓ Control of the Game & Shot Clock
- ✓ "Close Down" position is for rotation.



LEAD – OPEN ANGLE & 45°



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LEAD – OPEN ANGLE & 45°



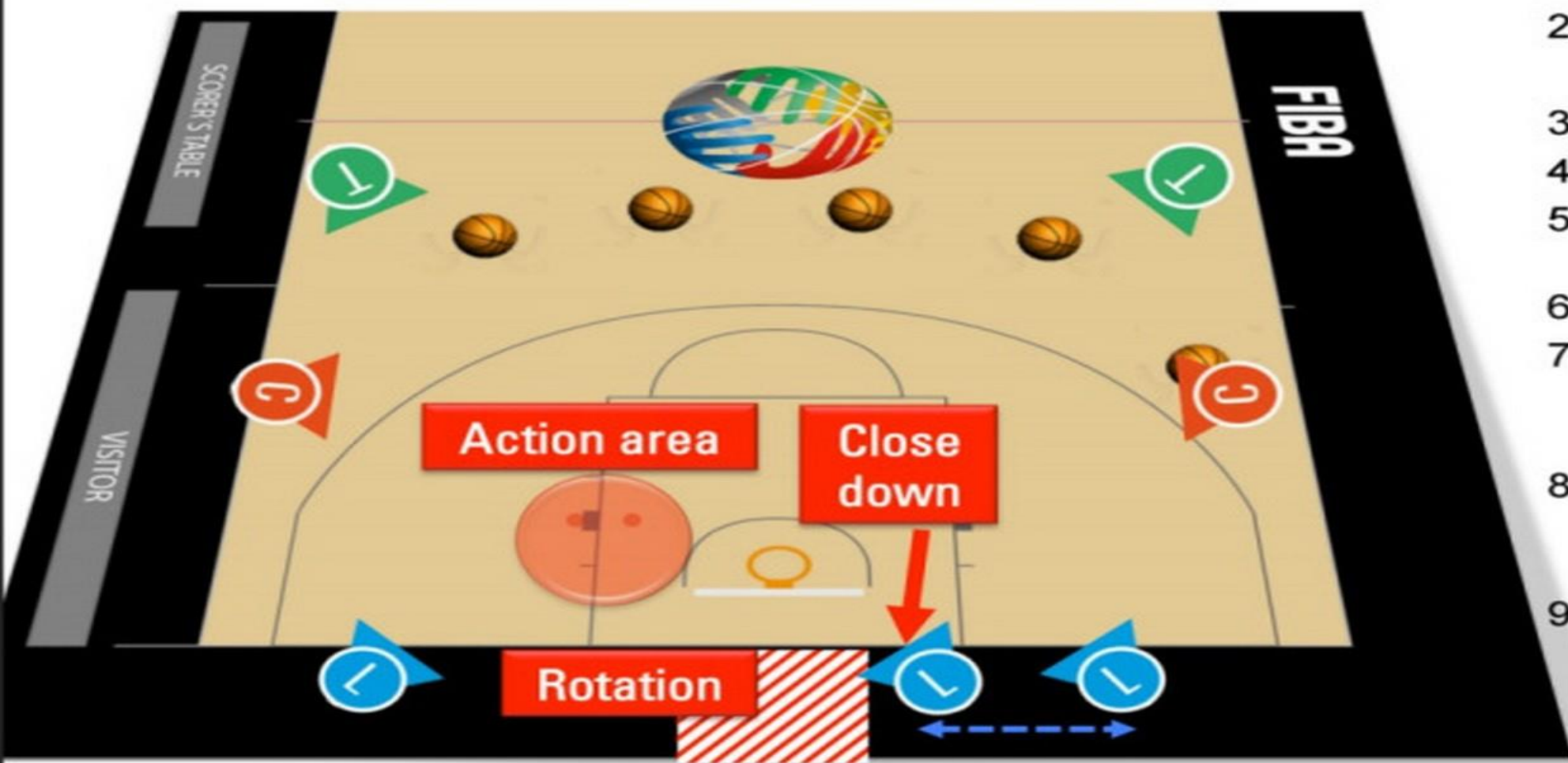
BASIC ROTATION / ANIMATION



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Phases of Rotation

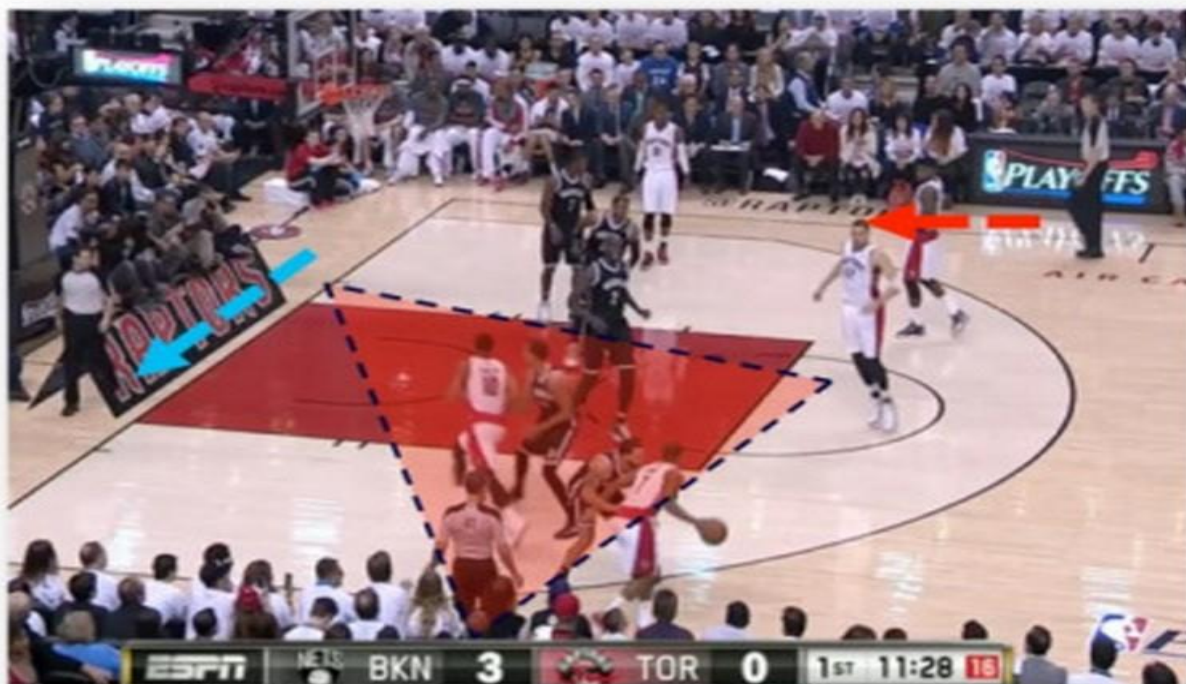
1. Be in time on baseline (T-L)
2. Close Down
(ball in the middle)
3. Rotation early
4. Walk & Referee
5. Scan the Paint & Play
6. T rotates with L
7. T picks-up the new play on his side (high post).
8. C keeps refereeing until L finished rotation.
9. No rotation with quick shot/penetration on the weak side



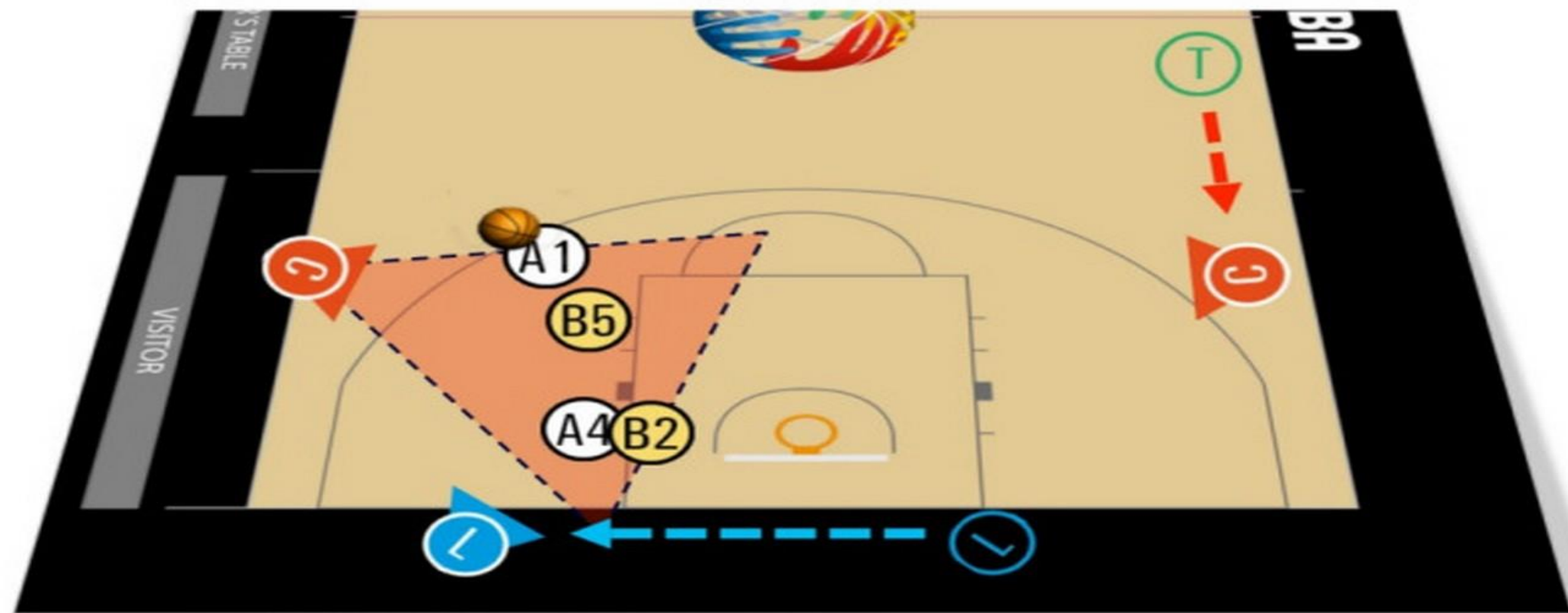
ROTATION / LEAD & CENTER



- ✓ L dictates the rotation according to position of the ball
- ✓ Rotate early / often.
- ✓ Be quick but don't hurry.
- ✓ No need to rush (sharp walking) and keep refereeing during entire rotation.
- ✓ Scan the paint or next play as rotating.
- ✓ When L starts rotation,
 - ✓ C needs to stay in his position to cover the play
 - ✓ until L has arrived to new position on ball side and is ready to referee the play (45°)



ROTATION / LEAD & CENTER



LEAD – CROSS STEP, OPEN ANGLE & 45° SLIDE

Open Angle / Cross Step

- Play in low post
- Find the initial position where you are able to cover the next play situation (anticipate the next play)
- Players move to the basket - step wide (Cross Step).



LEAD – CROSS STEP, OPEN ANGLE & 45° ANIMATION



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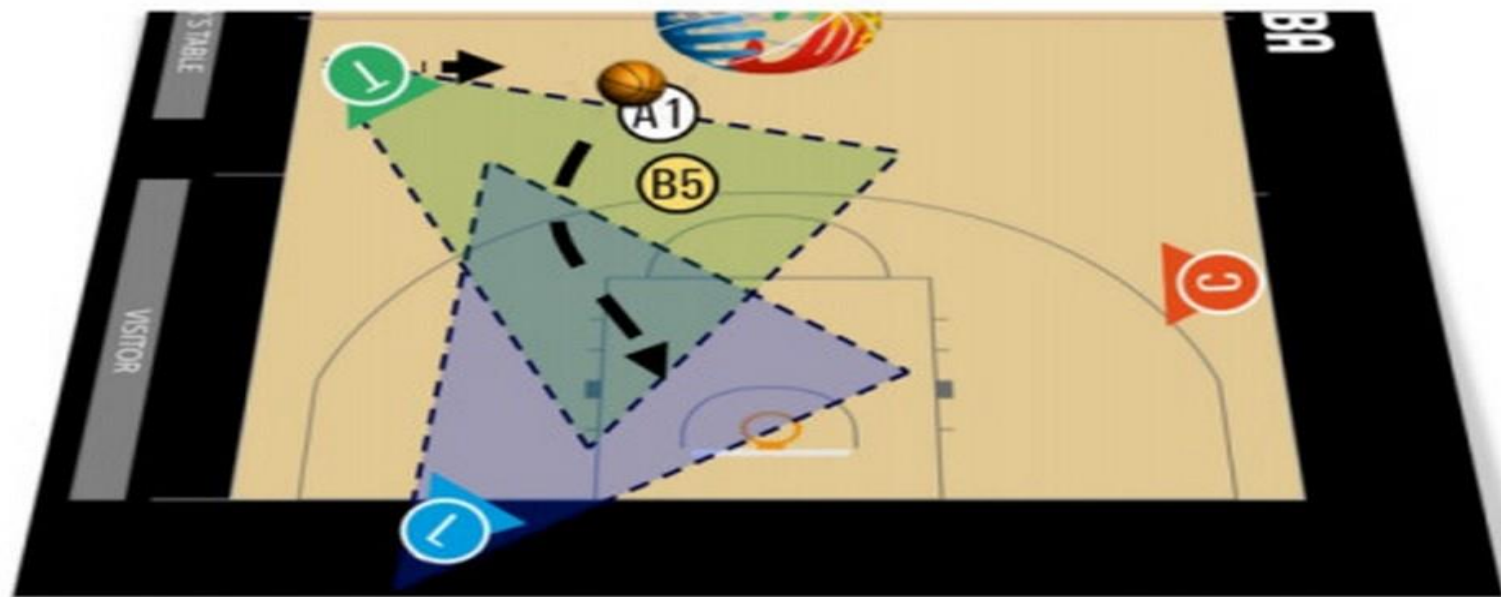
BASIC COVERAGE DRIVE TO THE BASKET / STRONG SIDE



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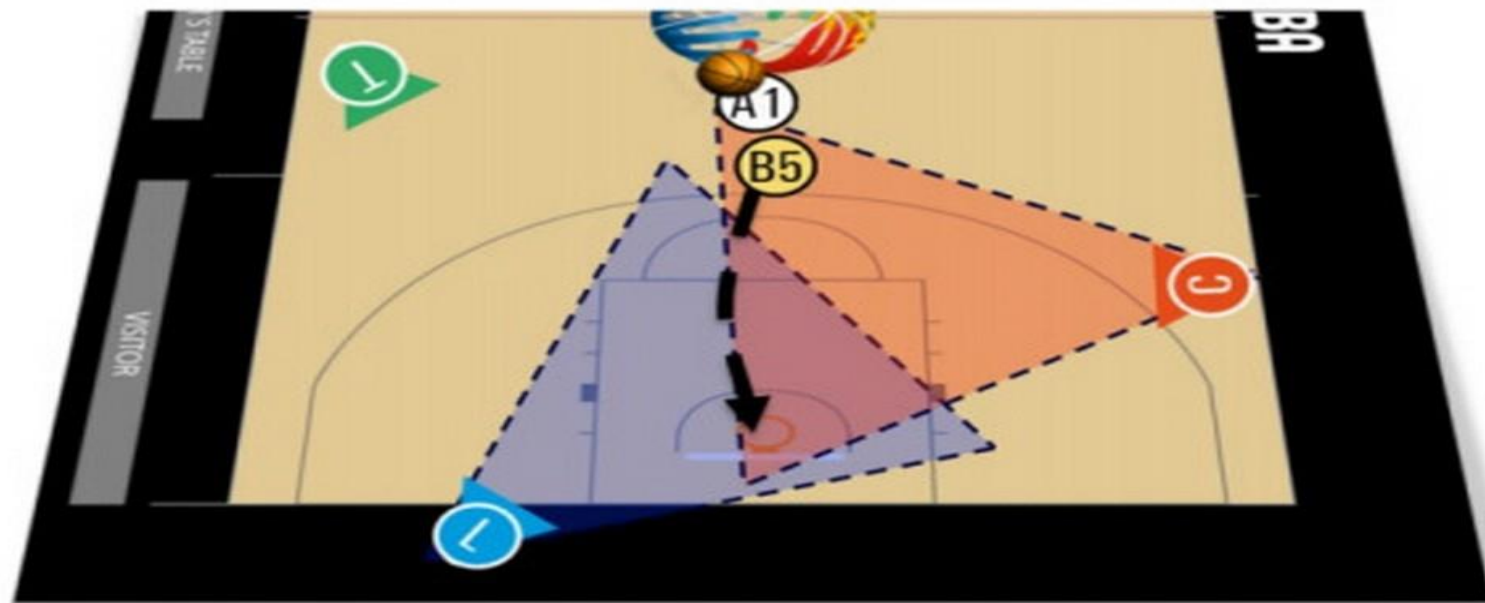
- ✓ Lead keeps outside-outside angle when drive on strong side.
- ✓ Lead has the best angle to referee defense high & low.
- ✓ Trail will follow the drive and make a cross step.



BASIC COVERAGE DRIVE TO THE KEY / STRONG SIDE



- ✓ Lead keeps outside-outside angle when drive through the key (strong side)
- ✓ Can adjust one step towards basket but normally not in the key area.
- ✓ Center has to be ready to referee if there is a contact from his side.

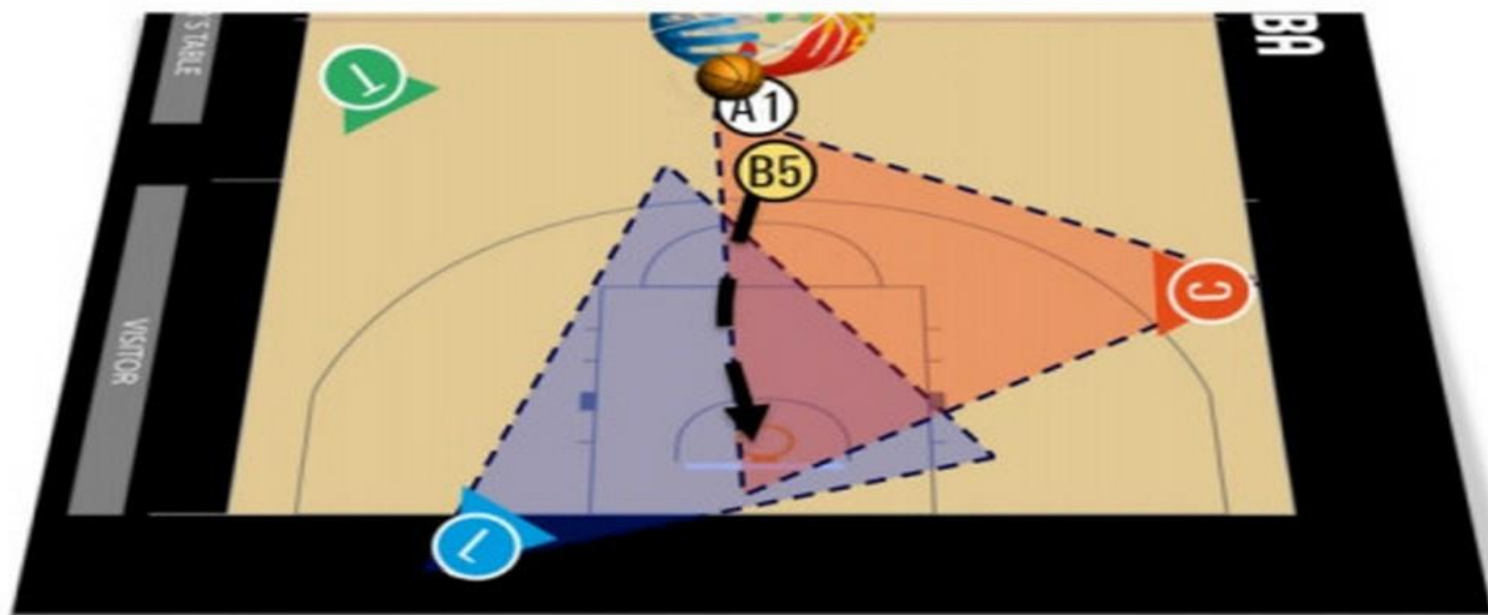


BASIC COVERAGE

DRIVE TO THE KEY / STRONG SIDE



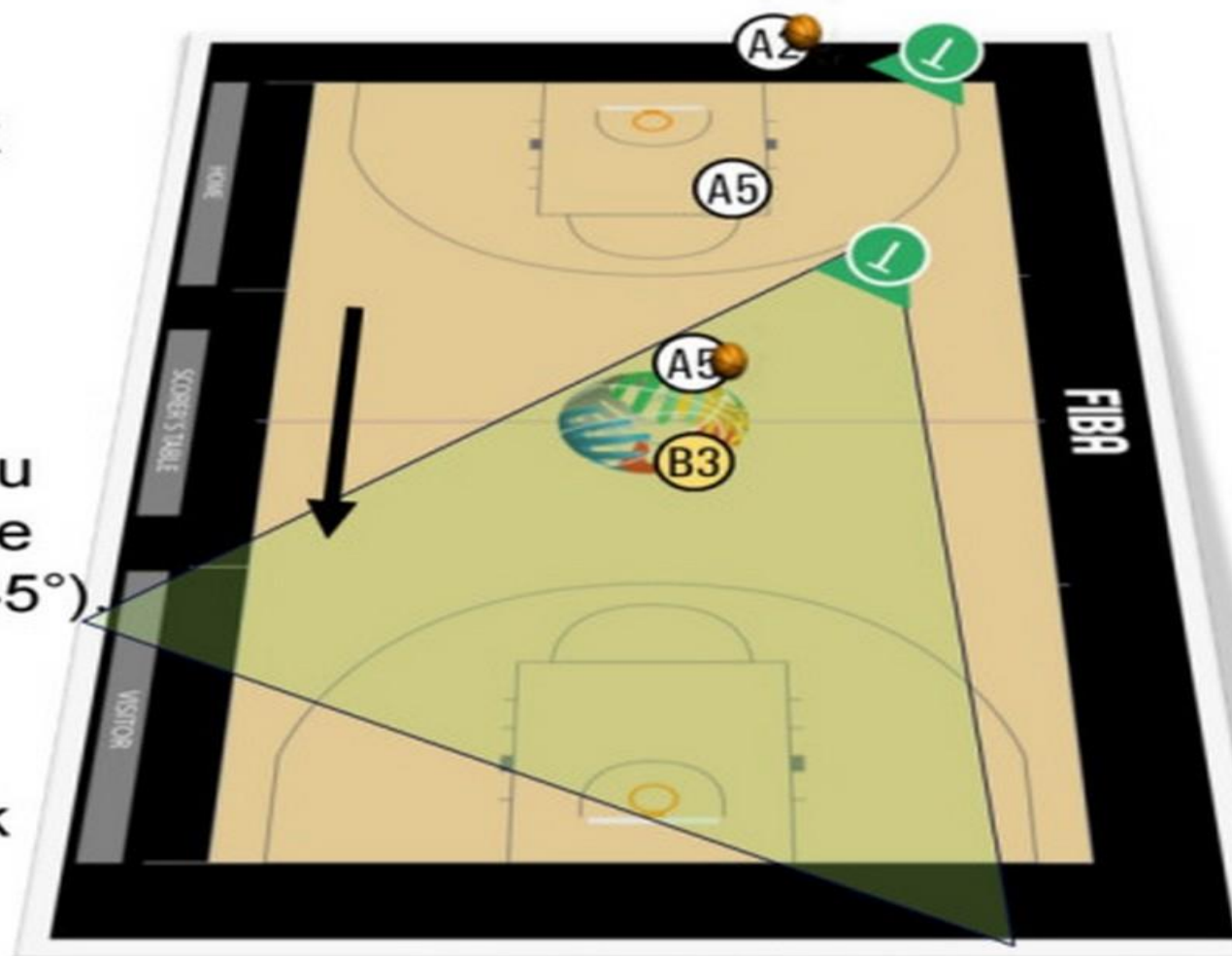
- ✓ Lead keeps outside-outside angle when drive through the key (strong side)
- ✓ Can adjust one step towards basket but normally not in the key area.
- ✓ Center has to be ready to referee if there is a contact from his side.





In transition from L to T

1. **Stay behind the baseline** (back court) until the ball has been passed from throw-in
2. Trail the play all the time, 2-3 steps (no overrunning)
3. Find the initial position where you are able to cover the ball and see possible next play in progress (45°).
4. Keep distance from the play
5. 2/3 point shots (read the play)
6. Control of the game & shot clock



Half-court coverage

1. Find the initial position where you are able to see the defensive player when refereeing on ball
2. When the ball is near the sideline, **move onto the court to maintain open look**
3. Find the initial position where you are able to see as many players as possible when refereeing off ball
4. Keep distance from the play
5. Adjust your position according the play, read the play and react in time (one step ahead of the play)



TRAIL – OPEN ANGLE & 45°



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TRAIL – OPEN ANGLE & 45°



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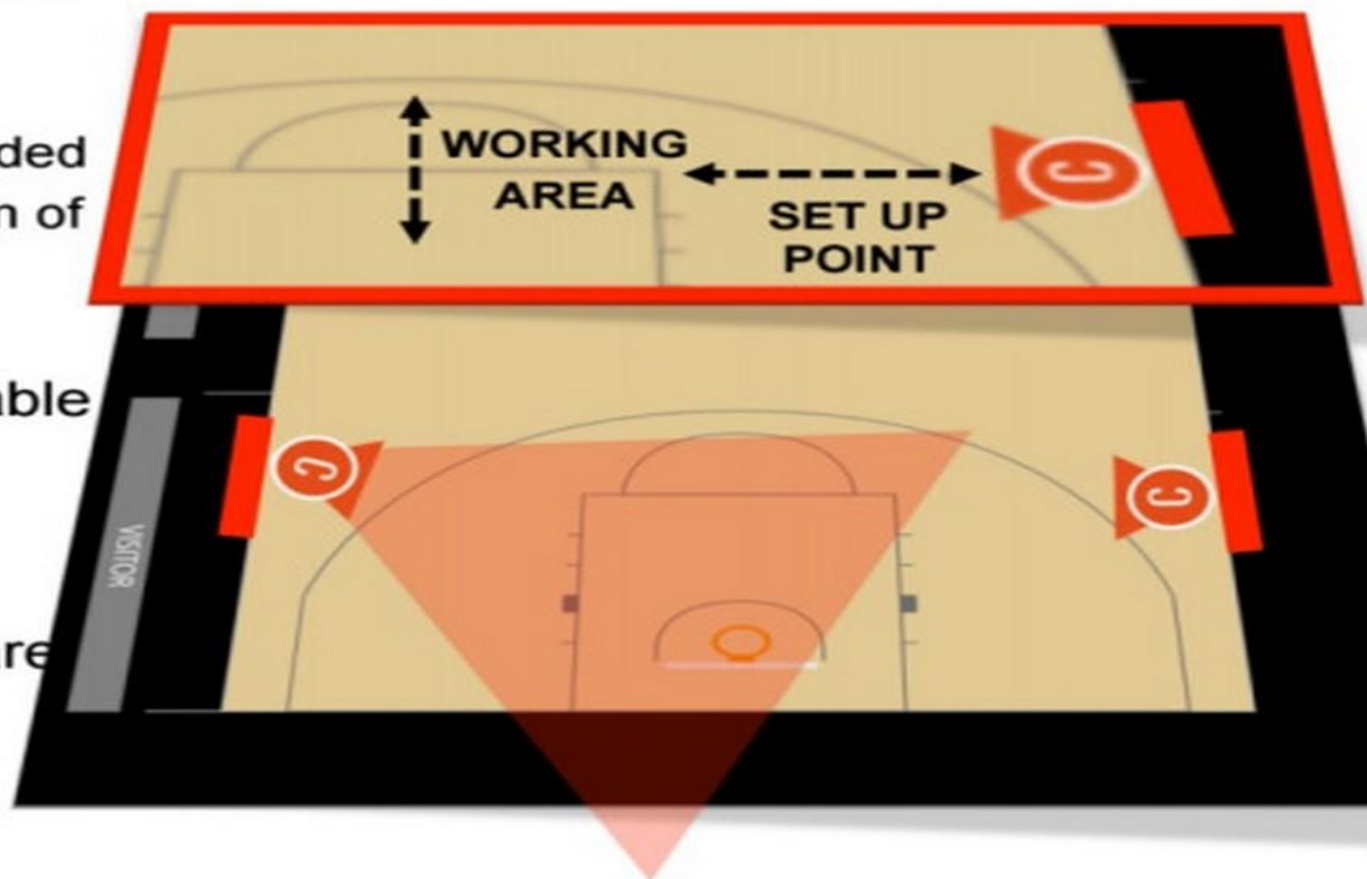
In transition from C to C

1. Facing the court all the time.
2. Be ready to referee any play on weak side (help the T to have full coverage in transition)
3. Control the game & shot clock (8" violation)
4. C must adjust position at free throw line extended to create "open looks" based on the position of the players in the half court set
5. Run, stop & referee the play



Half court coverage

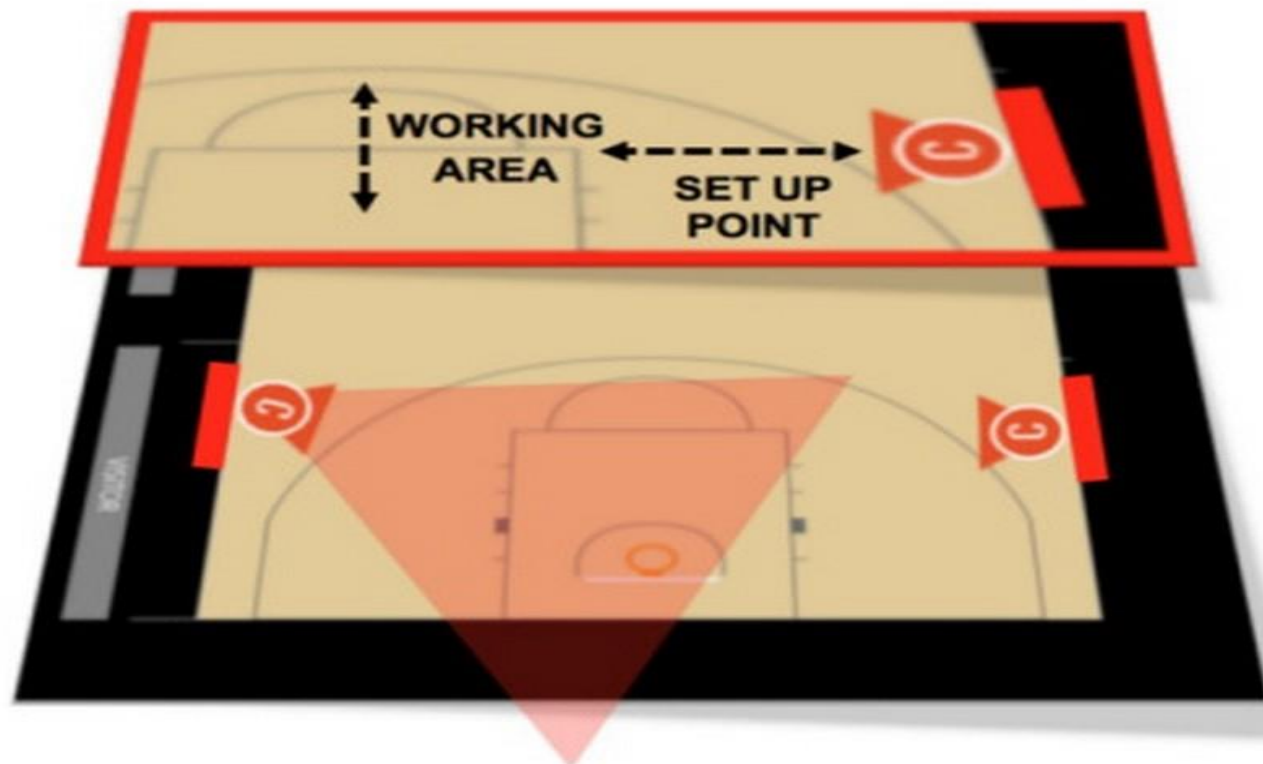
1. Working area:
 - A. set-up point Free Throw line extended
 - B. Top of the free throw circle / bottom of the imaginary free throw circle.
2. Find initial position where you are able to see the defensive player when refereeing on ball
3. Find the initial position where you are able to see as many players as possible when officiating off ball
4. Keep distance from the play
5. Stay inside the court



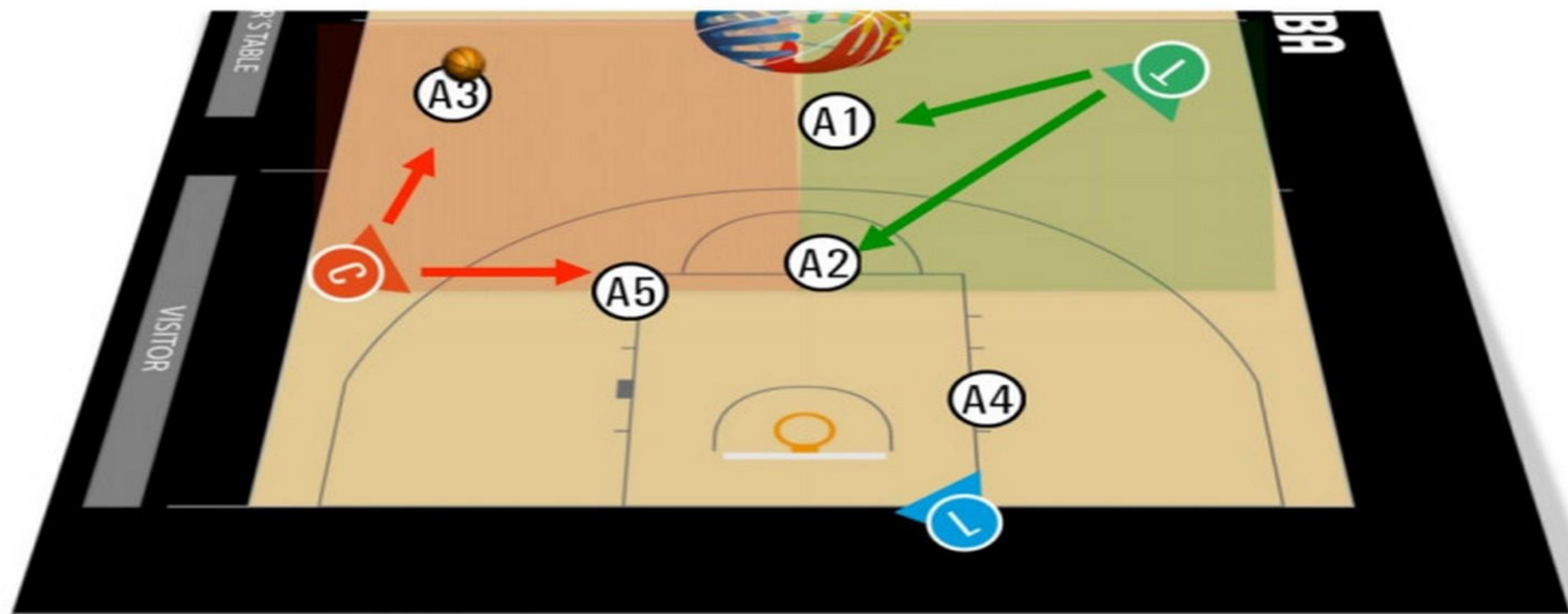


Half court coverage

1. Adjust your position according to the play - read the play and react in time (one step ahead of the play)
2. Be ready to referee on ball when ball is in C primary (weakside).
3. Play starts in the C's primary or goes to the basket from C's side
 1. Weak side drive
 2. Strong-Weak side drive
4. C stays engaged with the play until the end of action (eg. Block / Charge on weak side – not L's primary call across paint).

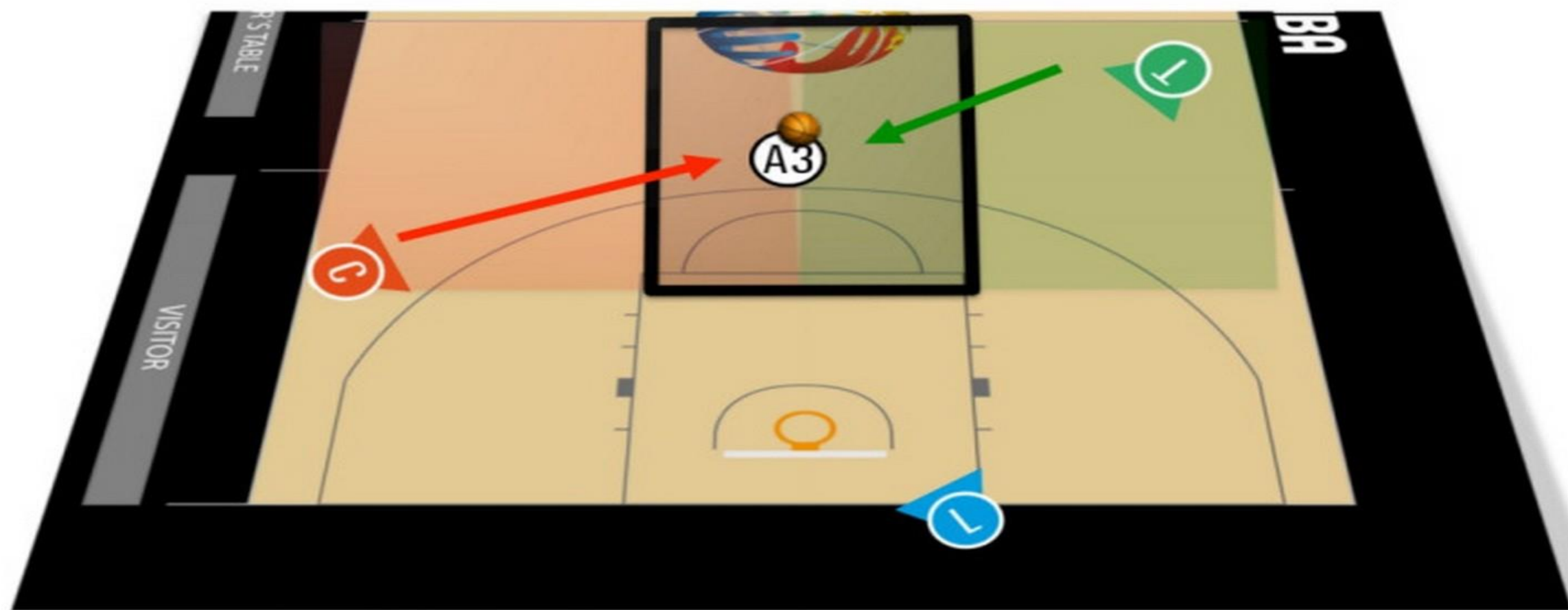


CENTER – PRIMARY



Weak side is always C's primary

CENTER & TRAIL – DUAL COVERAGE



CENTER – OPEN ANGLE & 45°



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CENTER – OPEN ANGLE & 45°



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BASIC COVERAGE

DRIVE TO THE KEY / WEAK SIDE



- ✓ If drives comes through the key from weak side, Center has the primary.
- ✓ He needs to adjust position (before drive – read the play) one-two steps to the court.
- ✓ Normally this play is not for the Lead (no cross call), only if contact is low (hacking) and from Lead side.



CENTER – CROSS STEP, OPEN ANGLE & 45° SLIDE

Cross Step

- Find initial position where you are able to see the defensive player when refereeing on ball
- Find the initial position where you are able to cover the ball and see possible next play in progress
- Players start to move towards the basket
- Center should step in opposite direction (Cross Step) of the players in order to maintain the open look (angle) on the play.

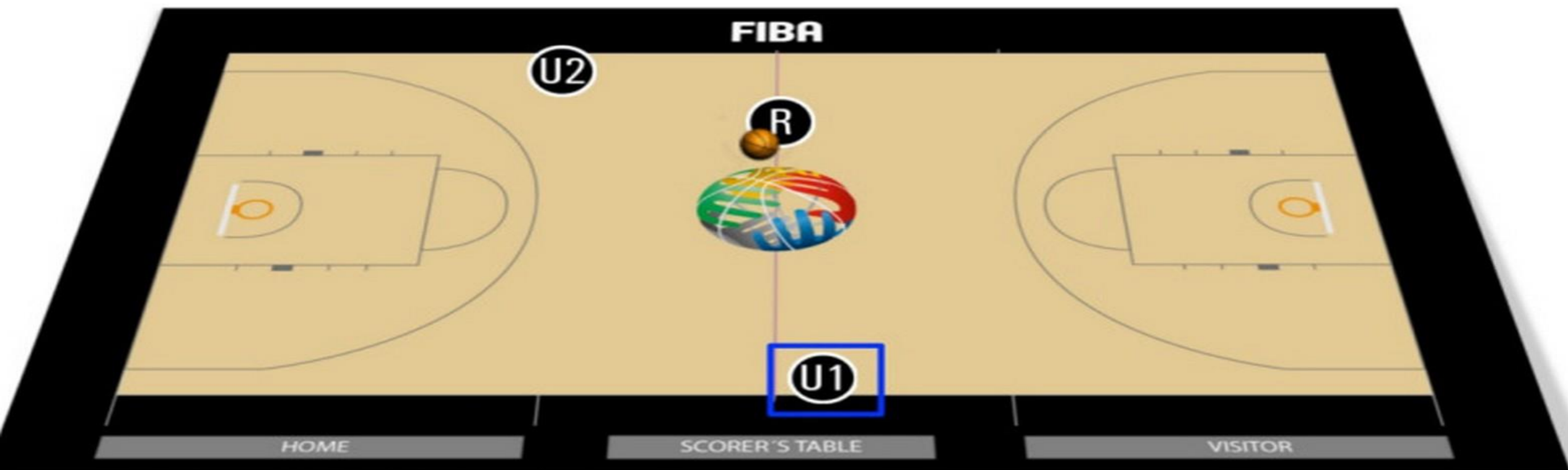


JUMPBALL / U1 POSITION



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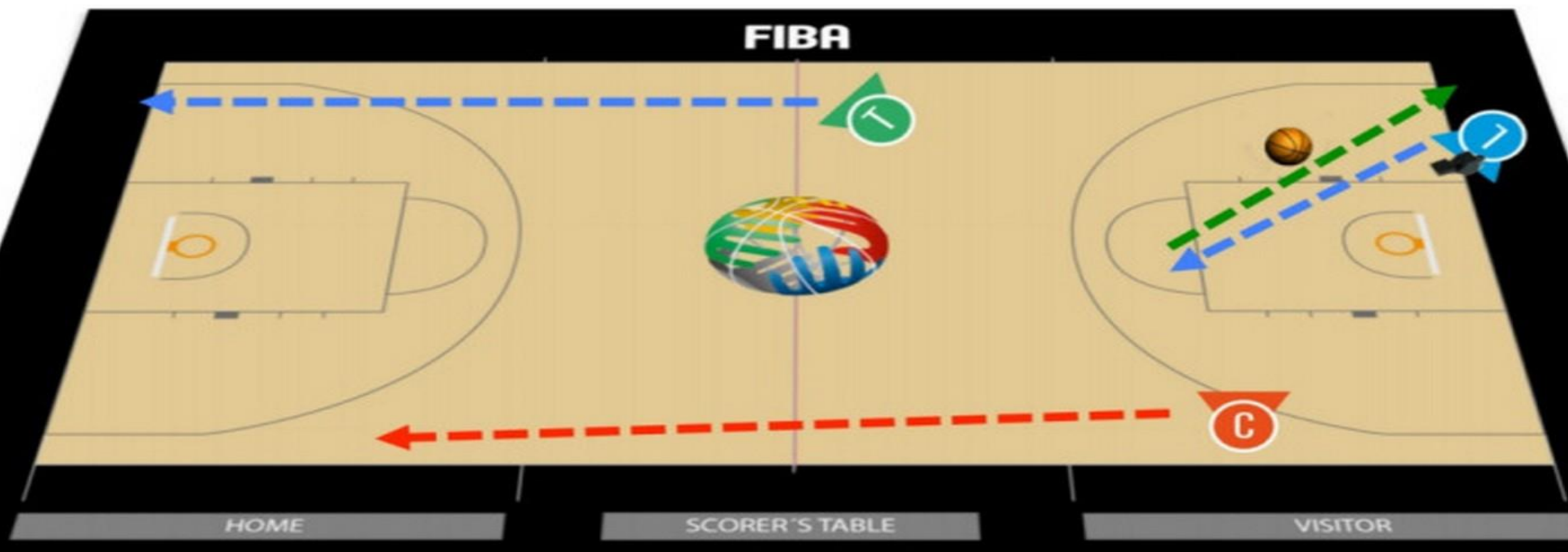
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FOULS / SWITCH - FOUL ON THE BACKCOURT



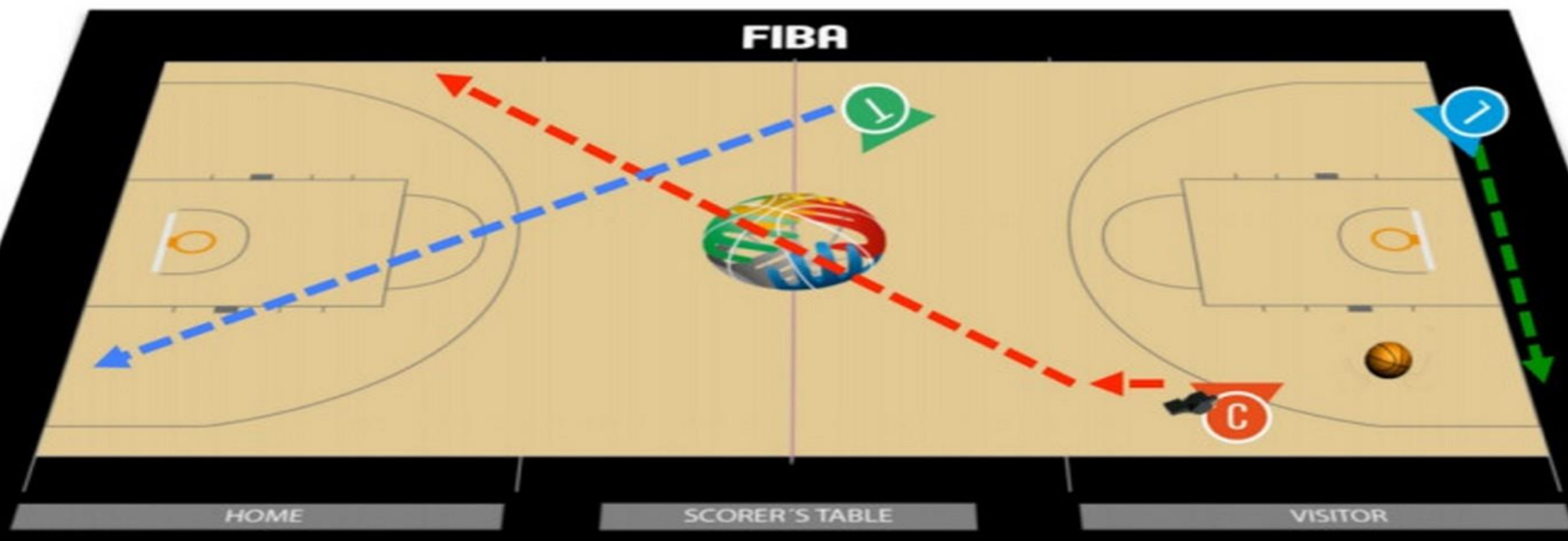
NO LONG SWITCHES!
FOUL ON THE OPPOSITE SIDE BY LEAD



FOULS / SWITCH - FOUL ON THE BACKCOURT



NO LONG SWITCHES!
FOUL ON THE TABLE SIDE BY CENTER

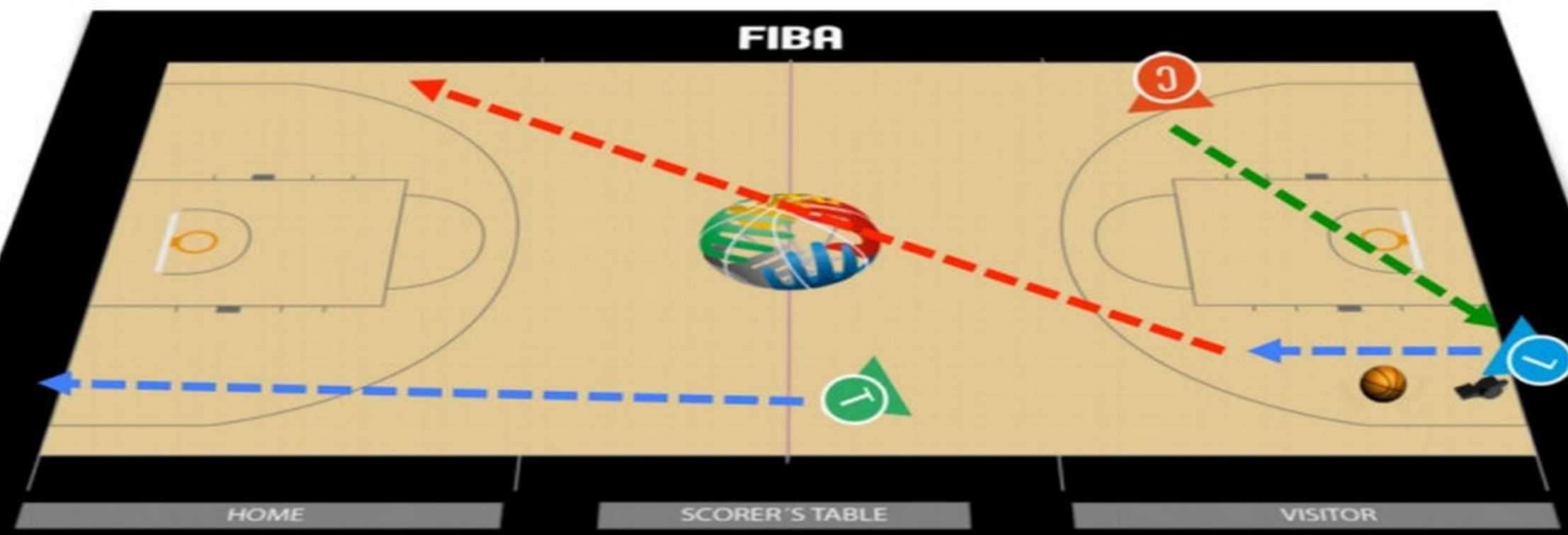


FOULS / SWITCH - FOUL ON THE BACKCOURT



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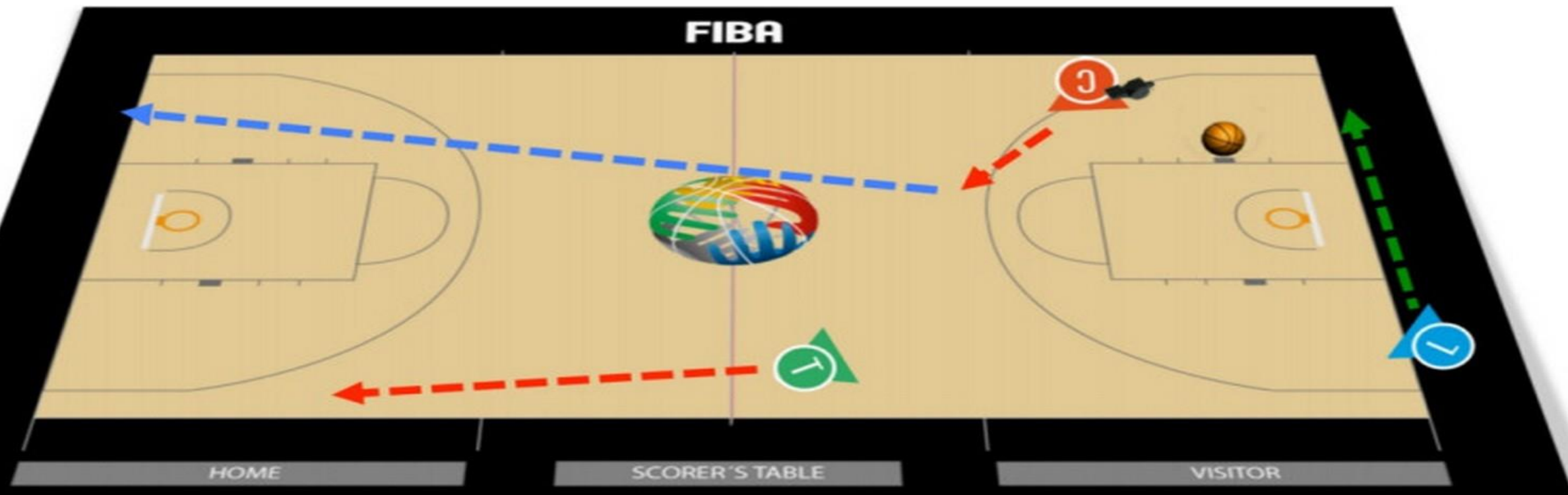
NO LONG SWITCHES!
FOUL ON THE TABLE SIDE BY LEAD



FOULS / SWITCH - FOUL ON THE BACKCOURT



**NO LONG SWITCHES!
FOUL ON THE OPPOSITE SIDE BY CENTER**



FOULS / SWITCH - FOUL ON THE FRONT COURT



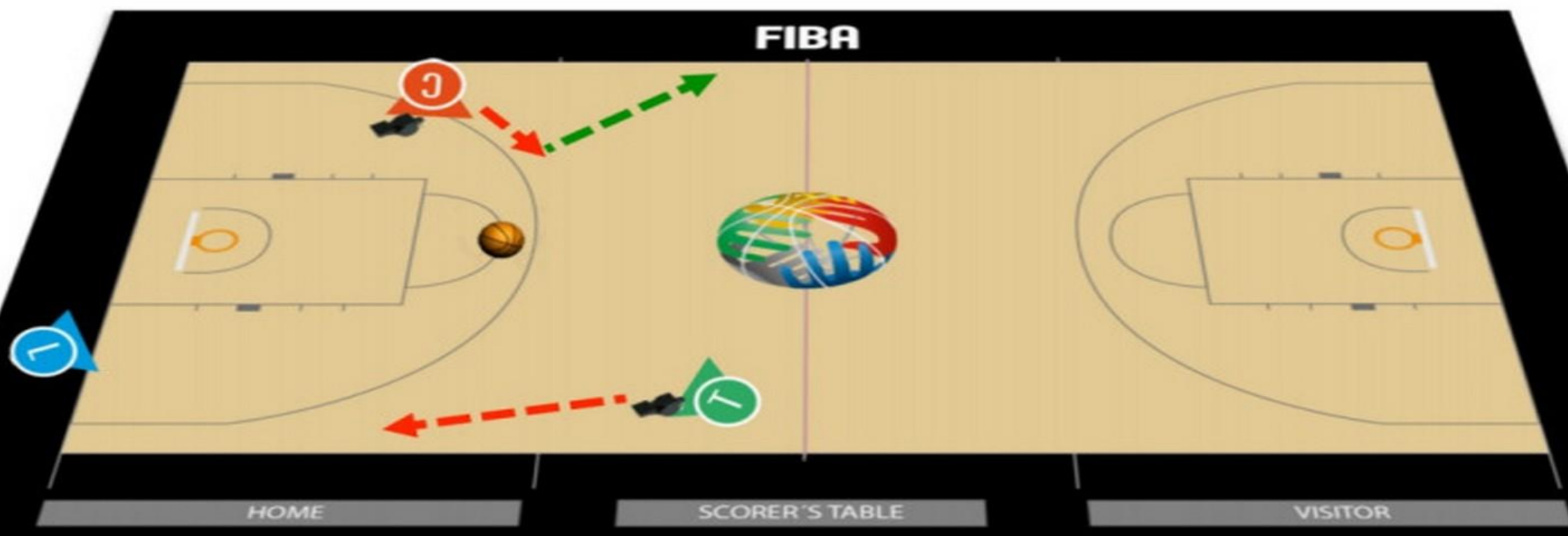
**DOUBLE WHISTLE BY CENTER & TRAIL
REFEREE ON THE OPPOSITE SIDE REPORTS THE FOUL**



FOULS / SWITCH - FOUL ON THE FRONT COURT



**DOUBLE WHISTLE BY CENTER & TRAIL
REFEREE ON THE OPPOSITE SIDE REPORTS THE FOUL**



2PO 3PO Administrrating Free Throws – Passive Official (Trail & Centre)

1 FREE THROW



Index finger

2 FREE THROWS



Fingers together
on both hands

3 FREE THROWS

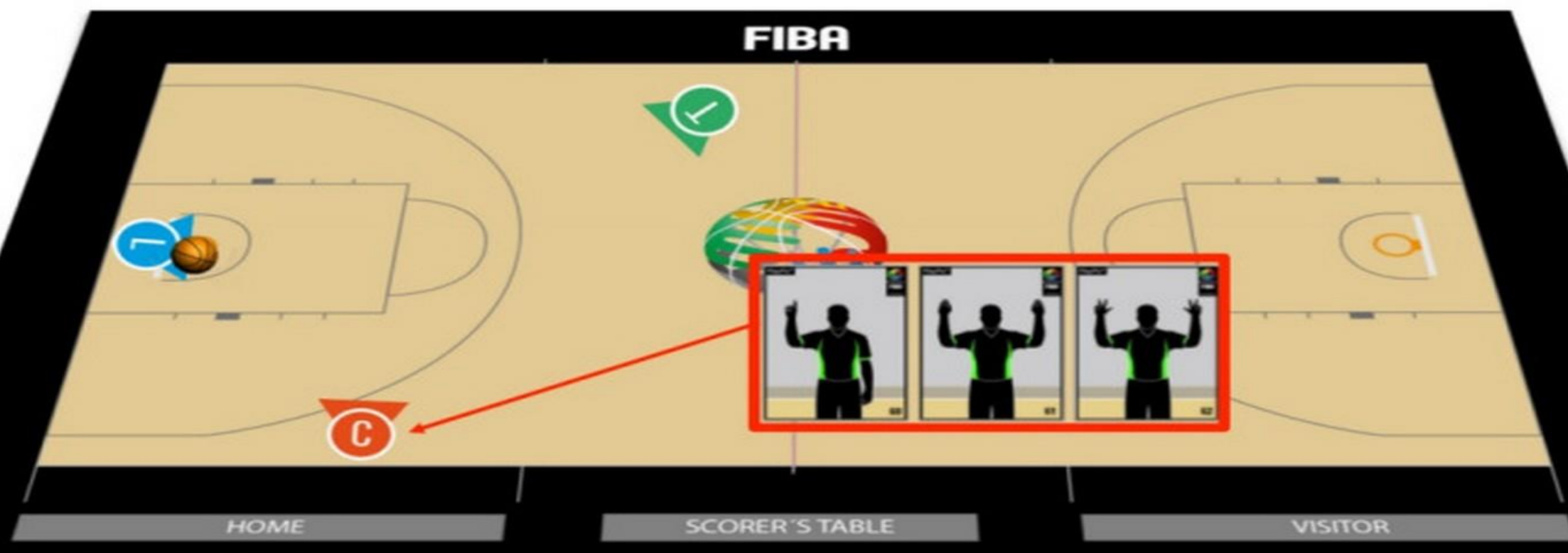


3 fingers extended
on both hands

3PO BASIC: FREE THROWS – PASSIVE OFFICIAL



SIGNALS – CENTER ONLY INDICATES NUMBER OF FREETHROWS



3PO BASIC: FREE THROWS – POSITIONS & COVERAGE



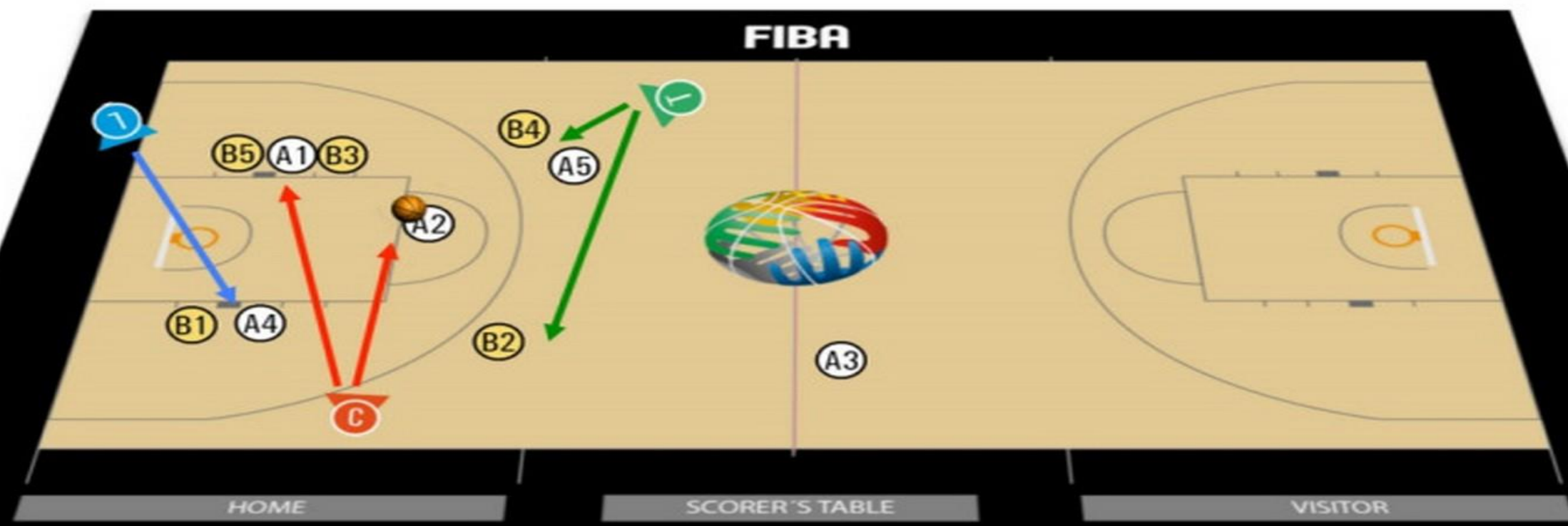
**NORMAL POSITIONS:
FREE THROW TO BE FOLLOWED MORE FREE THROW(S)**



3PO BASIC: FREE THROWS – POSITIONS & COVERAGE



NORMAL POSITIONS: LAST FREE THROW

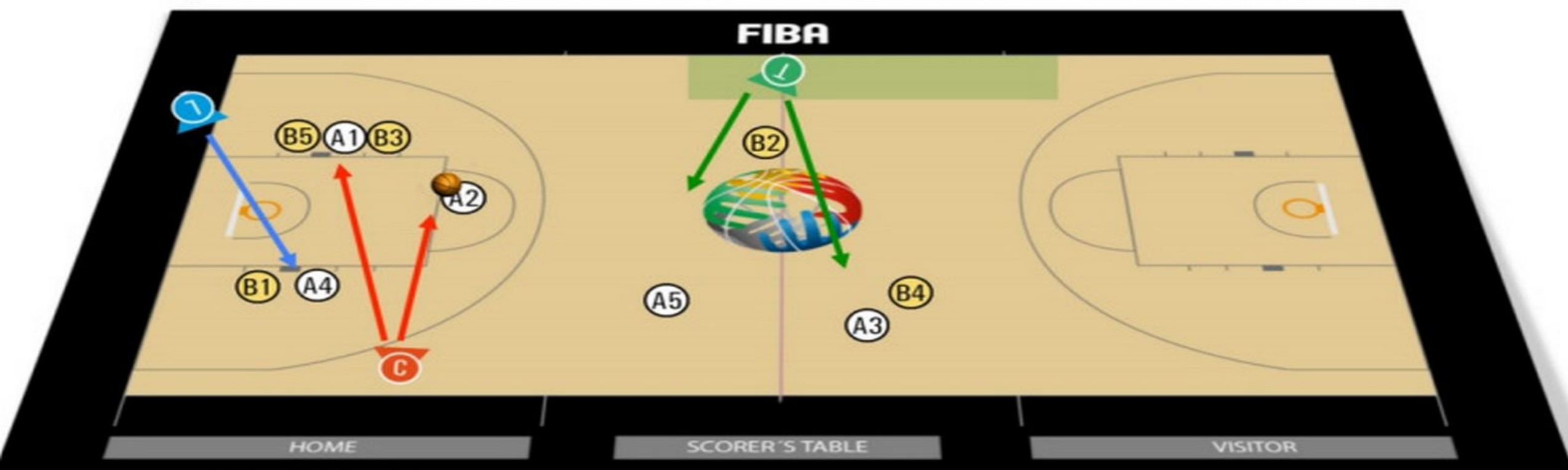


3PO ADVANCED: FREE THROWS POSITIONS & COVERAGE

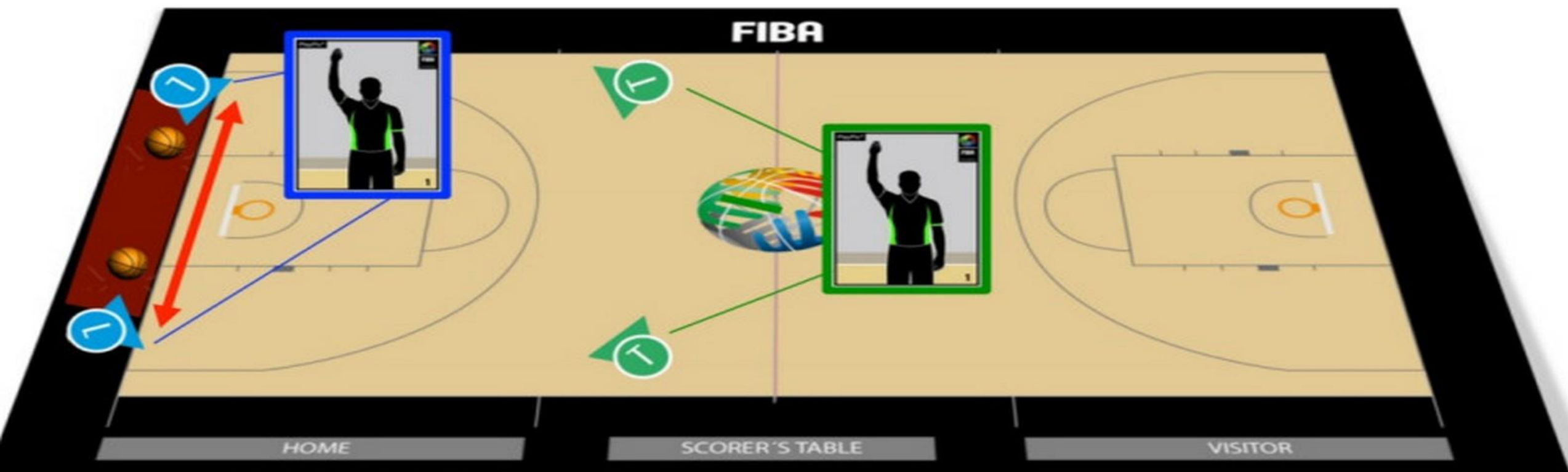


LAST FREE THROW - PLAYERS IN THE NEW FRONTCOURT TRAIL ADJUSTS

(POSITION DEPENDS ON THE NUMBER OF THE PLAYERS IN THE FRONT COURT & TIME OF THE GAME)



- A) Lead (active referee) outside (basket-ball-referee)
- B) Trail mirrors the time-in signal from Lead

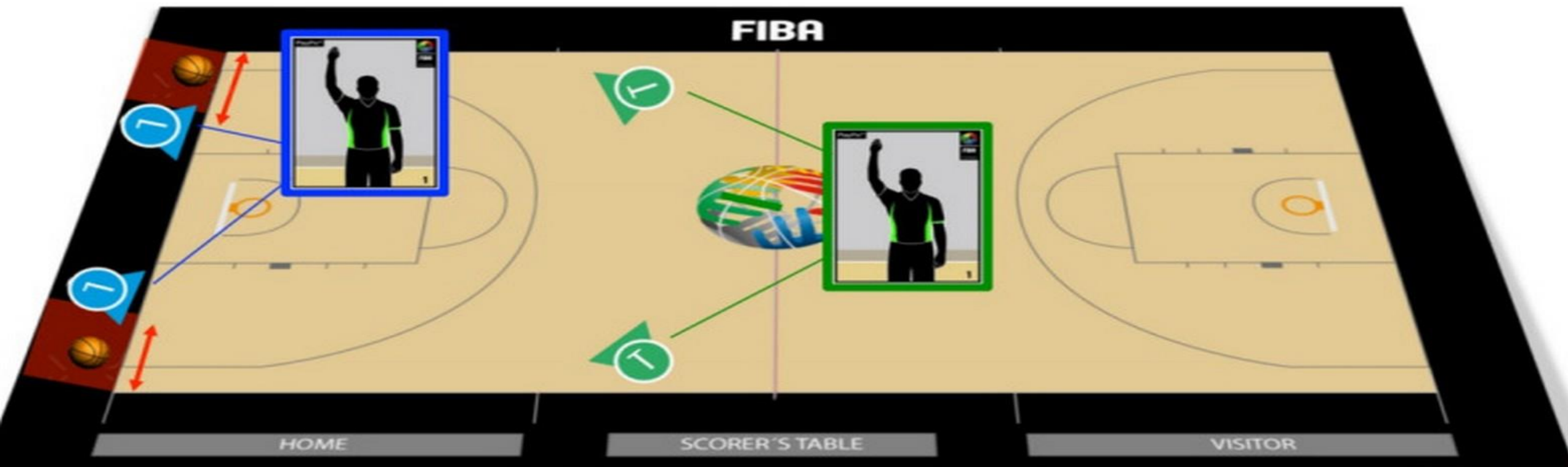


SEASON 2015-16: THROW-IN FRONT-COURT ENDLINE



**NEW FOR
SEASON
2015-16**

- A) When throw-in in the corner
- B) Lead (active referee) inside (basket-referee-ball)
- C) Trail mirrors the time-in signal from Lead





STANDARD QUALITY

GLOBAL CONNECTION

