


Official Basketball Rules 2017

Referees Manual Two-Person Officiating

**Modified By
Basketball Victoria Technical Officials Commission
December 2017**



**Applicable throughout Victoria, Australia
Submitted to FIBA December 2017**

	TWO-PERSON OFFICIATING	December 2017
		Page 2 of 85

Preface

This 2017 Two-Person Officiating (2PO) manual has been developed by Basketball Victoria's Technical Officials Commission.

It is based on the FIBA 2010 Referees Manual for Two-Person Officiating and incorporates appropriate elements of FIBA's 2017 Three-Person Officiating (3PO) instructions.

Officials and referee-instructors should regard the instructions in this manual as the primary reference for two-person officiating. They are explicitly **directed not to apply their own philosophies** in contravention of the instructions in this manual.

However, officials should understand that they must always use common sense to ensure that they are in the best position to make correct observations and judgements.

Officials are also reminded that they must abide by the by-laws and officiating directions of the organising body responsible for the competition in which they are officiating, and they must also consider the standard, skills and competition level of the players to ensure that all participants are given every opportunity to enjoy their basketball experience.

This manual has been adopted by Basketball Victoria for all competitions from January 2018 and will remain in effect until superseded.

Table of Contents

1	Introduction	5
2	Preparation before the game	6
	2.1 Arrival at venue	6
	2.2 Meeting of officials.....	7
	2.3 Physical preparation.....	8
	2.4 Pre-game duties.....	9
3	Beginning of the game and beginning of a period	13
	3.1 Administration before the beginning of the game.....	13
	3.2 Opening toss	14
	3.3 Movement of officials.....	16
	3.4 Commencing all other periods.....	17
	3.5 Movement on transition	18
4	Positioning and responsibilities of officials.....	19
	4.1 Officiating techniques	19
	4.2 Division of responsibilities on the playing court.....	20
	4.3 Trail official – positioning and responsibilities	21
	4.4 Trail official – practical advice	25
	4.5 Lead official – positioning and responsibilities	27
	4.6 Lead official – practical advice	31
	4.7 Trail and Lead official – further practical advice	35
	4.8 Pressing defences.....	36
	4.9 Throw-in with pressing defence.....	37
	4.10 Trapping defences.....	38
5	Out-of-bounds and throw-in situations	41
	5.1 Responsibility for the lines.....	41
	5.2 Throw-ins.....	42
	5.3 Shot clock.....	50
	5.4 Ball returned to the backcourt	51
6	Shooting situations	52
	6.1 Flight of the ball.....	52
	6.2 Goaltending and Interference.....	53
	6.3 Three-point field goal attempts.....	54
	6.4 End of playing time for a period or extra period	57
7	Signals and procedures	58
	7.1 Signals.....	58
	7.2 Violations.....	59
	7.3 Fouls.....	60

7.4	Block / Charge foul situations.....	61
7.5	Foul and successful field goal	63
7.6	Double foul	65
7.7	Positioning of officials after a foul.....	67
7.8	Both officials calling.....	70
8	Free-throw situations	72
8.1	Trail official	73
8.2	Lead official	74
8.3	Free throws without line up of players.....	75
9	Time-outs and Substitutions	77
9.1	Administration of time-out.....	78
9.2	Time-out after successful field goal or last or only free throw	79
9.3	Administration of substitution	80
10	End of playing time	82
10.1	Checking the scoresheet.....	82
11	Review comments	84
12	Conclusion	85

Referees Manual

Two-person officiating (2PO)

Throughout the Referees Manual-Two-person officiating, every reference made to a player, coach, official or other person in the male gender applies equally to the female gender.

1 Introduction

The mechanics of officiating is a system designed as a practical working method to facilitate the task of the officials on the playing court. It is intended to help them obtain the **best possible position**, enabling decisions concerning infractions of the rules to be made correctly.

Common sense is a vital pre-requisite in a good official. A clear and thorough understanding, not only of the Official Basketball Rules and the FIBA Interpretations, but also the spirit of the game, is essential. By penalising every technical infraction that occurs, the official will only succeed in producing dissatisfied spectators, players and coaches.

This manual is designed to standardize the mechanics and to prepare an official for the two-person-officiating game.

Our aim is to add uniformity and consistency to the calling, positioning and signalling of the officials.

In observing the play and making decisions, it is necessary to follow some basic principles:

1. Maintain a proper distance from the play – maintain an open angle (approximately 45 degrees) to the play and attempt to be stationery when making decisions.
2. Officiate the defence – that is, focus on the actions of the defensive player, but always be aware of the position and movement of the offensive player and other players near the contest.
3. Look for the space between opponents.
4. Keep the key players (1 on 1) or as many players as possible in your field of vision to see any illegal action.
5. Understand when the play has ended so you can move to the next play – mentally and physically (see the whole play from the beginning to the end).

The instructions in this manual are intended as a direction for higher-level competition. Other levels of competition may need to adapt them to meet local conditions, but it is expected that the general principles of officiating mechanics specified in this manual will be observed by officials at every level of basketball.

All officials are required to follow these fundamental principles.

2 Preparation before the game

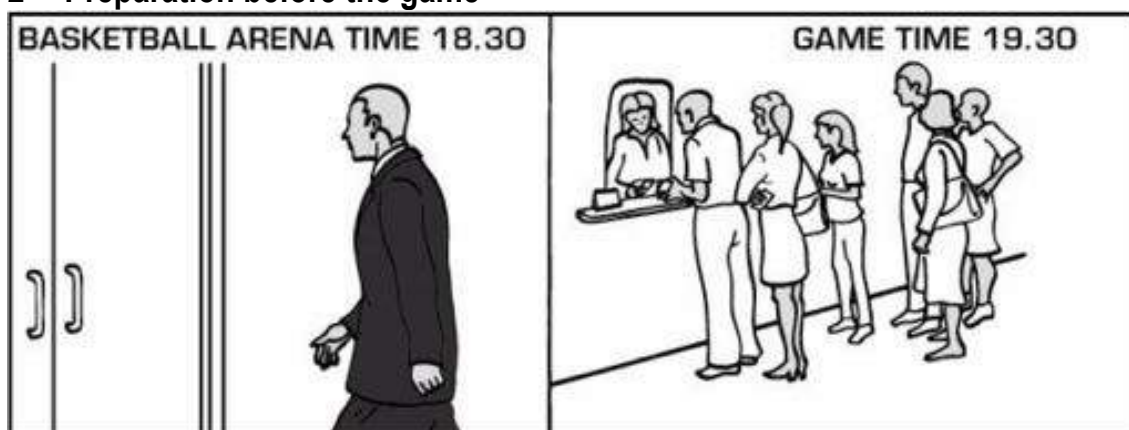


Diagram 1

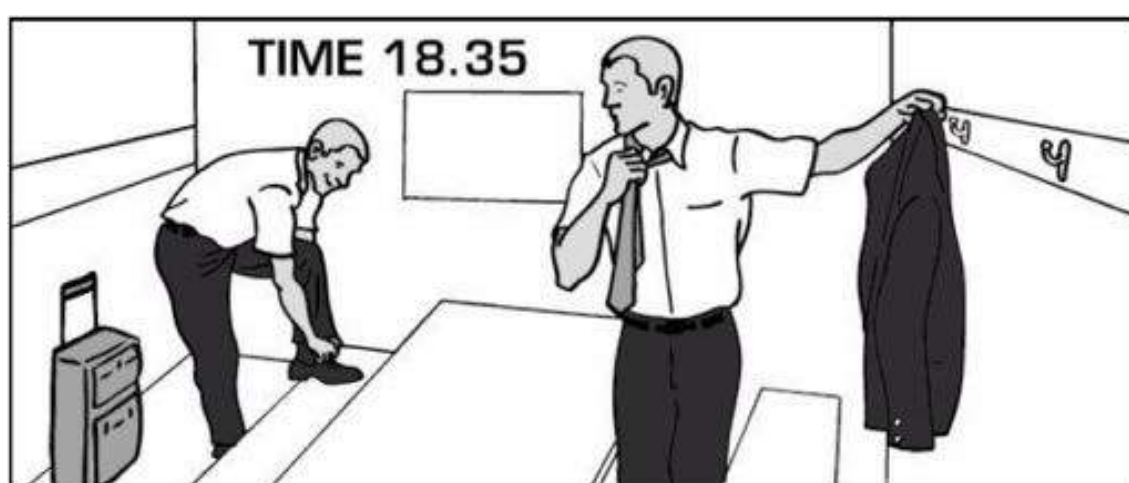


Diagram 2

2.1 Arrival at venue

It is essential that all officials make their travel arrangements to arrive at their destination in good time. When bad weather prevails, they should allow more time for their journey to avoid being late for the game. It is strongly advised that officials arrive at the venue of the game at least one hour before the scheduled start time of the game and, upon arrival, report to the organising body of the competition or to the commissioner, if present.

Officials should ensure that they have contact information for the organising venue if they are inadvertently delayed.

They should be in the best possible physical and mental condition for each game. Main meals should be completed well in advance of the scheduled start time of the game and no alcohol consumed on the day of the game. Officials should also ensure that they are properly hydrated before and during the game.

Personal appearance is very important. Officials should take pride in their presentation and dress properly before a game. Some competitions may establish specific dress standards for officials arriving at the venue of the game. The officials' uniforms should be in good condition, clean and properly presented.

The officials should not wear a wristwatch, wristband or any kind of jewellery during the game.

In summary, we want our officials to be professional in their appearance, on and off the playing court.

2.2 Meeting of officials



Diagram 3

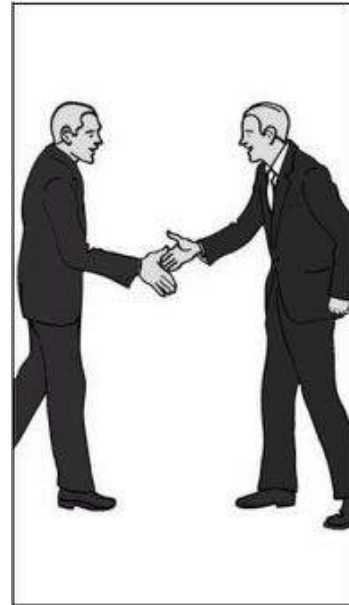


Diagram 4

After arriving at the venue, the officials should meet each other and prepare for the game. They are a team and should do everything they can to strengthen that unity.

A pre-game conference is most important.

Items to be discussed include:

1. Control of the game.
2. Contact on a shooter.
3. The effect of contact on a dribbler.
4. The effect of contact on the freedom of movement of a player in or near the restricted area.
5. Areas of Responsibility:
 - a. Co-operation and teamwork, especially on double whistles.
 - b. Positioning and responsibilities on specific plays, such as Charge/Block/Fake near the No-Charge Semi-Circle.
 - c. Off-the-ball coverage.
6. Violations.
7. New rules, interpretations and competition instructions.
8. Special situations: unsportsmanlike fouls, technical fouls, free throws.
9. Double-teaming, pressing and trapping defences.
10. End of playing time for a period or extra period.
11. Dealing with behaviour by coaches, players, team personnel and spectators.
12. Venue-specific conditions, such as lines, out-of-bounds area, lighting, noise and technical equipment.
13. General methods of communication between the officials and with the table officials and the commissioner (if present).

2.3 Physical preparation

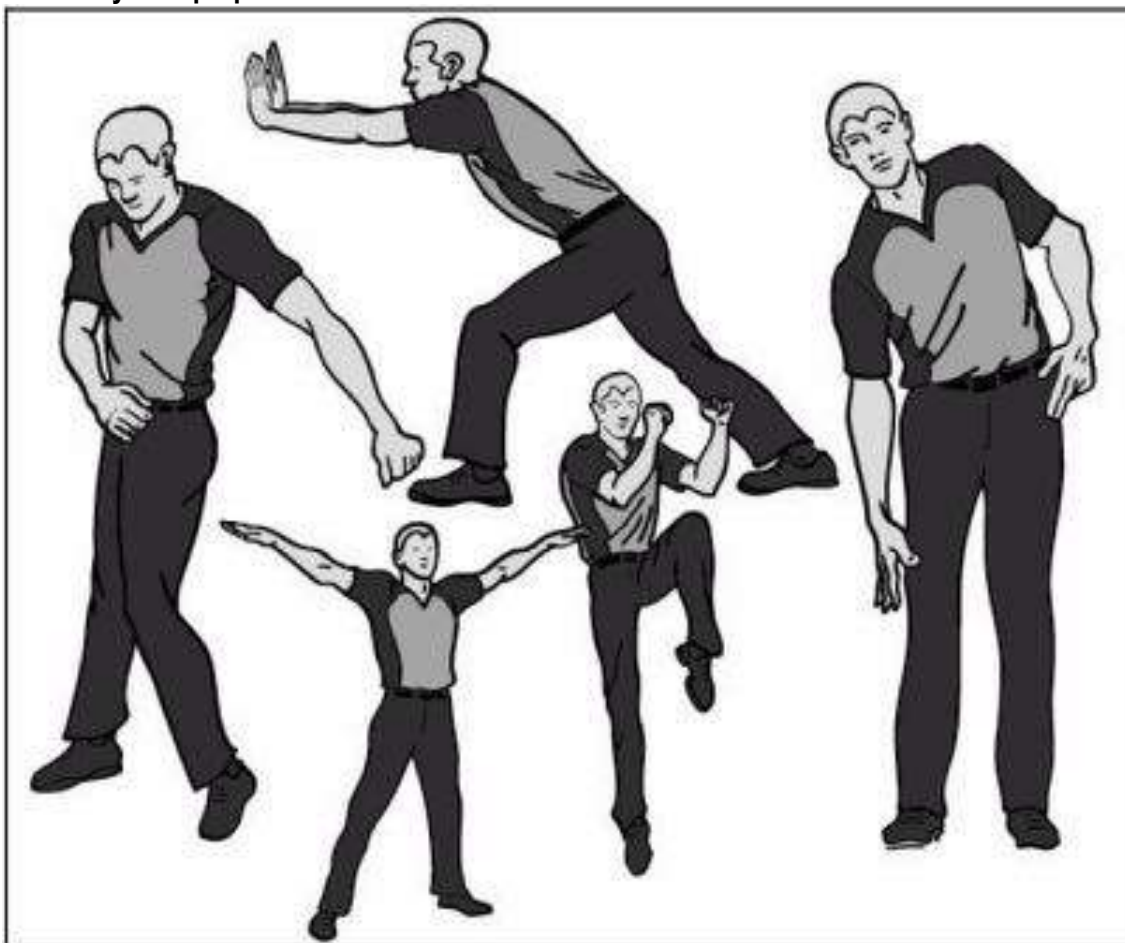


Diagram 5

Each official prepares differently for a game. Nevertheless, they should remember that basketball requires a first-class athletic performance, not just from the players, but also from the officials.

Irrespective of the age and experience of the official, physical pre-game preparation is necessary. Stretching, with various forms of exercises, is strongly recommended to prevent, or at least reduce, the risk of injury. There are also psychological benefits, enabling the official to feel mentally alert and prepared for the action ahead.

A high degree of self-motivation and enthusiasm is needed. This can only come from the official himself.

In leagues and official competitions, officials are expected to follow the FIBA warm-up procedures, both before and after entering the court area.

2.4 Pre-game duties



Diagram 6



Diagram 7



Diagram 8



Diagram 9

The officials must arrive together on the playing court at least twenty minutes before the start of the game and no later than three minutes before the start of the second half.

This is the minimum amount of time necessary to inspect the playing facility properly and to observe the warm-up of the teams.

The crew chief is responsible for the approval of the playing court, the game clock and all technical equipment including the scoresheet or scoring equipment and the Instant Replay System (IRS) if applicable.

He shall also select the game ball, a used one. Once the game ball has been determined, it shall not be made available to either team for practice prior to the start of the game.

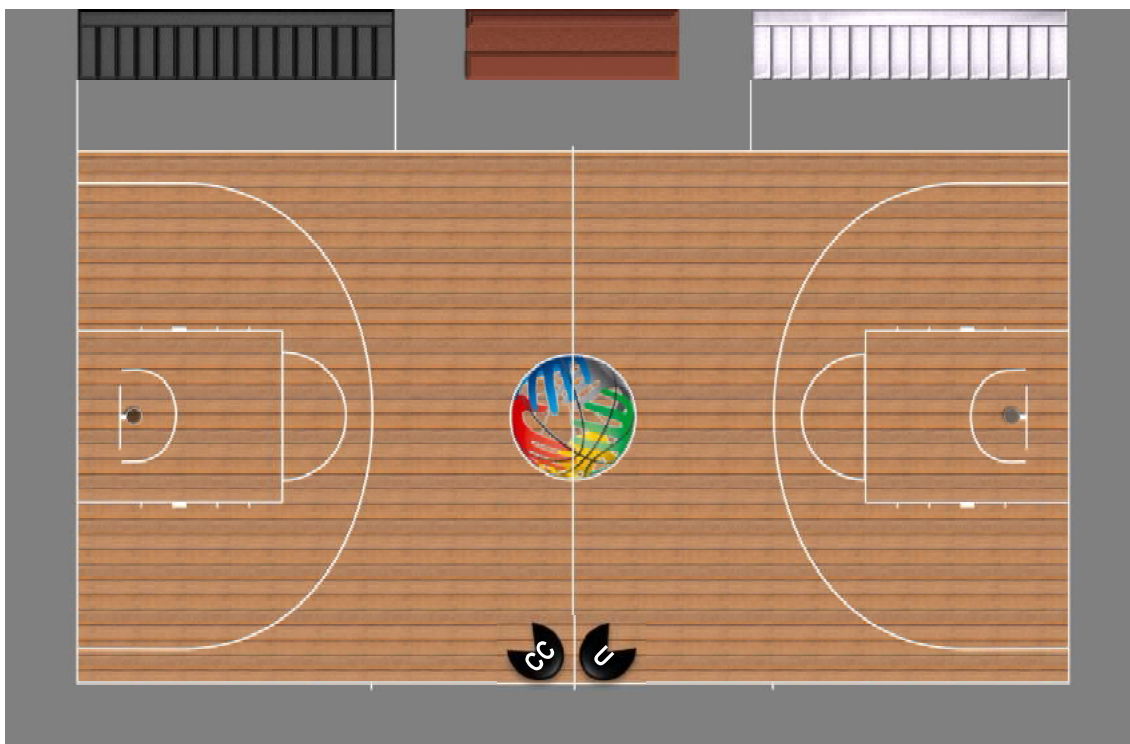


Diagram 10

The officials should take a position opposite the scorer's table and observe the teams carefully during their pre-game and half-time warm-ups for any possible action which could lead to damage of game equipment. Grasping of the ring by a player in such a way as might result in damage to the ring or to the backboard should be penalised.



Diagram 11

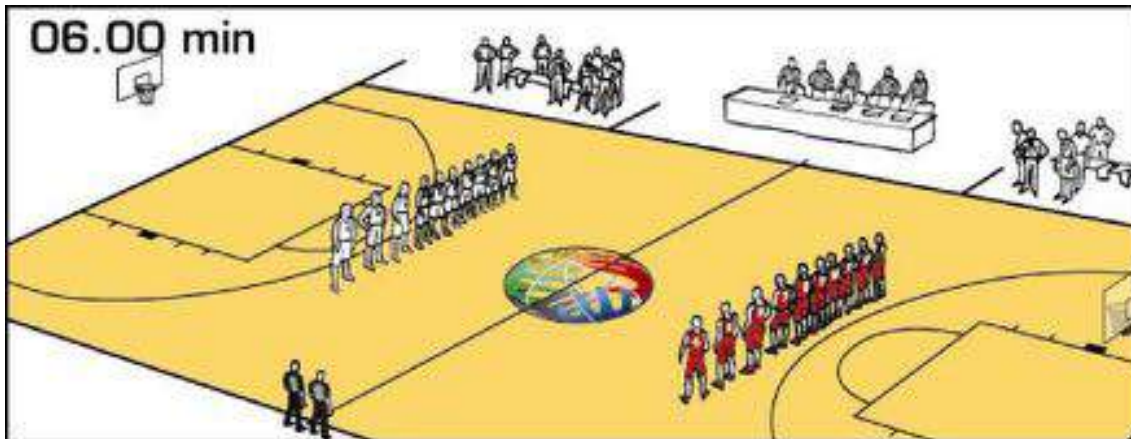


Diagram 12

The players, coaches and officials may be introduced to the spectators. When such a pre-game presentation is to take place, it is suggested that it begins five minutes before the start of the game. The crew chief shall blow his whistle and ensure that all players stop their warm-up and return immediately to their respective team bench areas.



Diagram 13



Diagram 14

As soon as all the players, coaches and officials have been introduced to the spectators, the crew chief shall blow his whistle and signal that three minutes remain prior to the start of the game. The players can now begin the final phase of the pre-game warm-up (Diagram 13).

Two minutes before the start of the game the officials shall move to a position near to the scorer's table.

With one minute and thirty (1:30) seconds remaining before the game, the crew chief shall blow his whistle and ensure that all players stop their warm-up and return immediately to their team bench areas (Diagram 14).

The timing of these proceedings may be varied by the organising body.



Diagram 15

The crew chief should verify that everyone is ready for the start of the game and that no player is wearing illegal equipment.

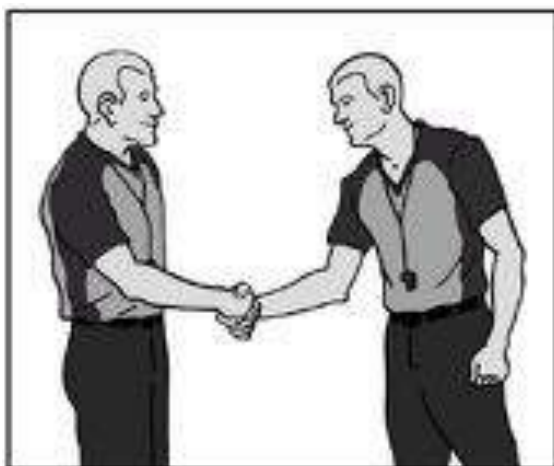


Diagram 16

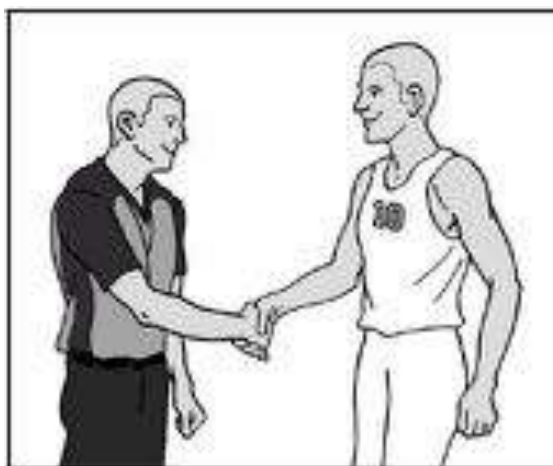


Diagram 17

The crew chief is required to identify the captain of each team on the playing court. A handshake is the normal practice. This will be helpful to his partner, clearly indicating the two captains on the floor.

3 Beginning of the game and beginning of a period

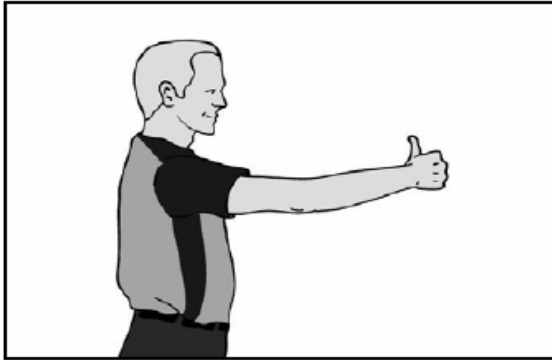


Diagram 18



Diagram 19



Diagram 20



Diagram 21

3.1 Administration before the beginning of the game

Before stepping into the centre circle to administer the jump ball at the beginning of the first period and before administering the throw-in at the beginning of all other periods, the crew chief shall check with his partner, and through him check that all the table officials are ready. This shall be done with the 'Thumbs up' signal (Diagram 18).

The crew chief should delay making the opening toss or administering the throw-in until he is certain that everything is in order.

At the beginning of the first period, the umpire takes a position close to the centreline, at the sideline adjacent to the scorer's table. He is the free official. That means he is ready to move ahead of the play when the ball is tapped (Diagram 19 and Diagram 20).

The crew chief stands on the opposite side, facing the scorer's table, ready to step into the centre circle to make the opening toss for the beginning of the first period (Diagram 21).

3.2 Opening toss

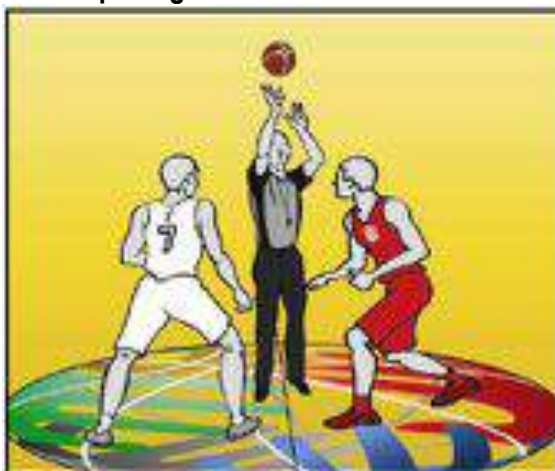


Diagram 22

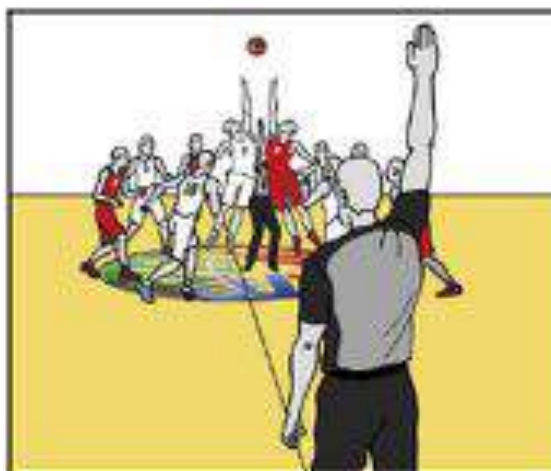


Diagram 23

Before making the toss, the crew chief should verify that both jumpers are ready and each has both feet inside the half of the centre circle nearest to his own basket, with one foot close to the centreline.

The ball shall be tossed vertically upwards between the opponents, higher than either of them can reach by jumping (Diagram 22).

After making the toss, it is recommended that the crew chief remains stationary, waiting to see in which direction the play will develop, until the ball and the players have moved away from the circle.

He should not attempt to back away on releasing the ball, as this will affect the accuracy of the toss.



Diagram 24



Diagram 25

The umpire must verify that the tap was legal, i.e. that the ball had reached its highest point before being tapped and that the movement of the eight non-jumpers was according to the Rules (Diagram 24 and Diagram 25).

For the movement of the crew chief and umpire following the throw-in that begins all other periods other than the first period, see Section 3.4.

Jump Ball techniques: active official (tossing the ball)

The following is a checklist for a successful toss:

1. Tossing the ball should be practiced on a regular basis.
2. The style of tossing the ball is not important (two hands low or high, one hand low or high).
3. Do not have the whistle in the mouth when administering the toss.
4. Toss the ball with a single fluid upward movement.

Jump Ball responsibilities: free official

1. Ensure that everything is in readiness to start the game correctly (game clock, shot clock, possession arrow).
2. Call back a poor toss (too low, not straight, incorrect timing). Either official may recall a poor toss, but it is usually easier for the free official to do so.
3. Call a violation if the ball is touched by a jumper before reaching its highest point (stealing the tap), or for any other violation by a jumper.
4. Call a violation if the non-jumpers do not remain outside the circle until the ball is legally tapped.
5. Call a foul if one of the jumpers causes illegal contact on the other jumper, or if any of the non-jumpers causes illegal contact on an opponent.
6. Ensure that the game clock and the shot clock (24) are reset if the toss is recalled or in the event of a violation of the jump ball provisions.
7. Ensure that, following a violation by a jumper, the throw-in occurs is the correct front-court, close to the centreline.

3.3 Movement of officials

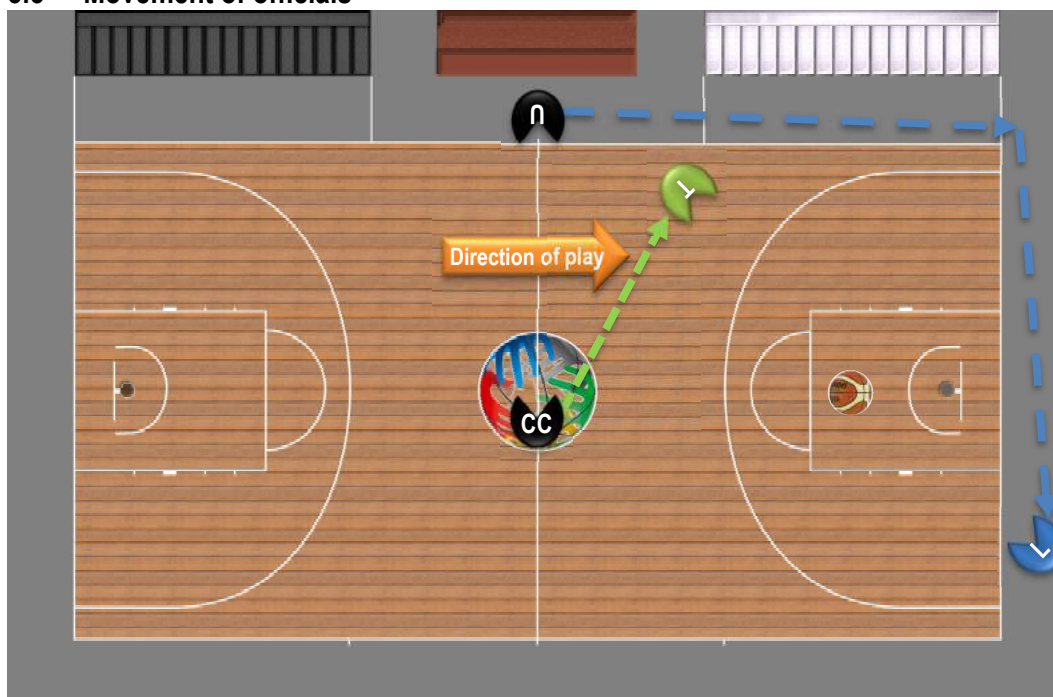
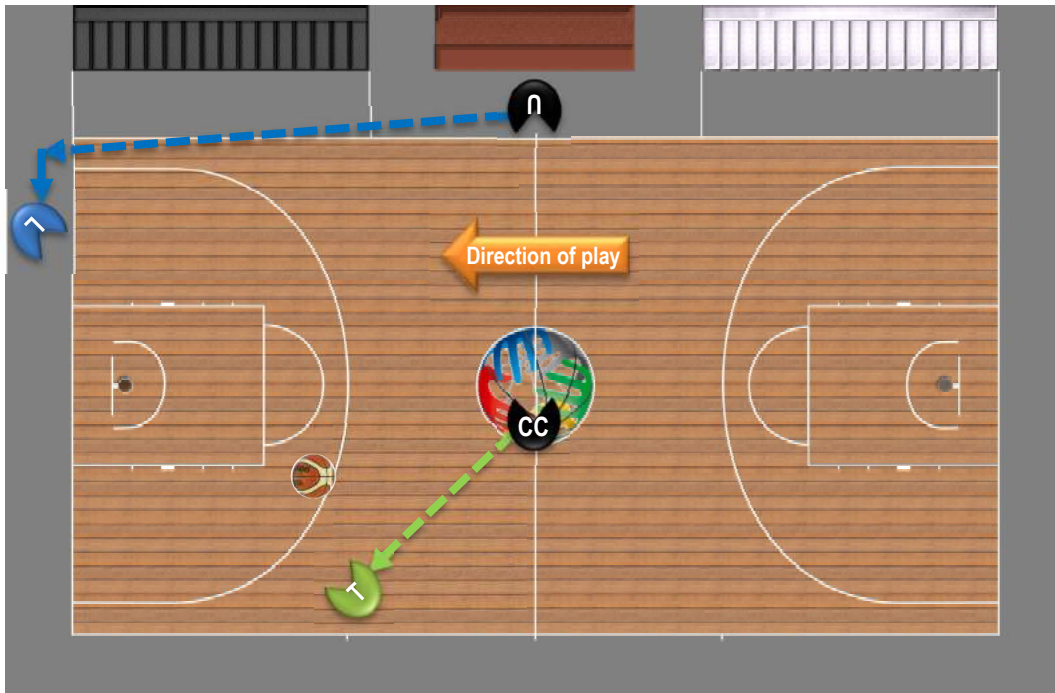


Diagram 26

When the ball is tapped to the free official's left, he moves quickly ahead of the play in the same direction as the ball and continues to the endline, establishing his position as the lead official (Diagram 26).

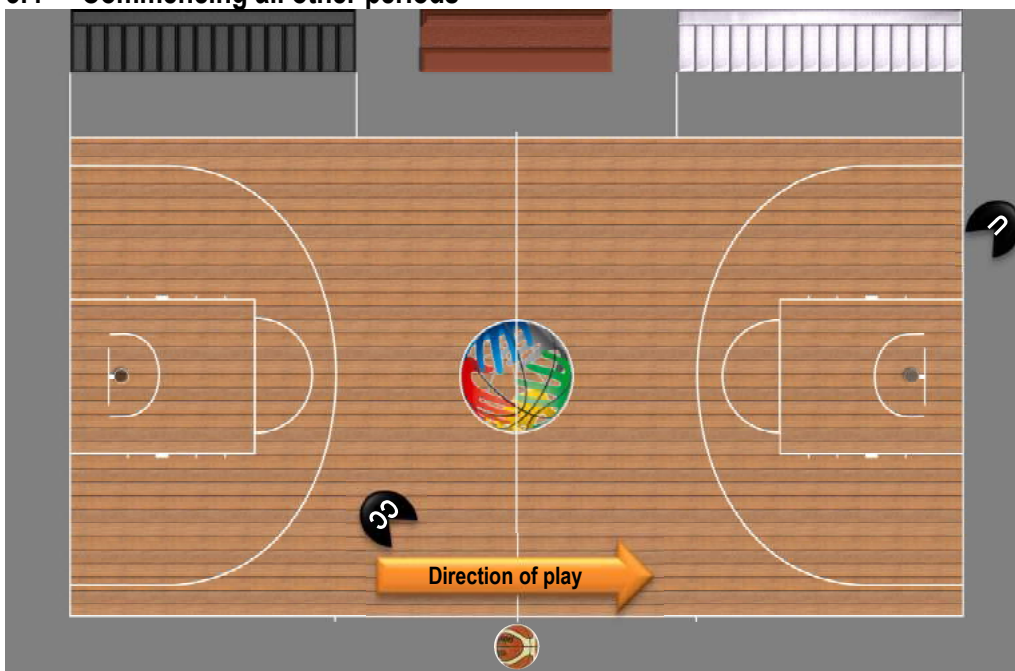
The crew chief, who made the toss, should hold his position momentarily. This will allow the crew chief, without hindering the players, to cross the playing court towards the scorer's table and take the trail position (Diagram 26).

**Diagram 27**

When the ball is tapped to the free official's right, he moves ahead of the play in the same direction as the ball and continues to the endline, establishing his position as the lead official (Diagram 27).

The crew chief, who made the toss, maintains his position in the circle, observing the play. When the play has moved away from the mid-court area, he takes the trail position (Diagram 27).

3.4 Commencing all other periods

**Diagram 28**

To administer the throw-in at the beginning of all other periods, the crew chief shall take a position near the centre-line-extended, opposite the scorer's table, on the backcourt side of the player taking the throw-in. The crew chief shall position the player taking the throw-in straddling the centre-line-

extended. The Umpire shall initially take a position on the opposite endline, in the throw-in team's frontcourt, to box-in all players (Diagram 28).

When all is ready the crew chief shall blow his whistle and bounce pass the ball to the player taking the throw-in.

3.5 Movement on transition

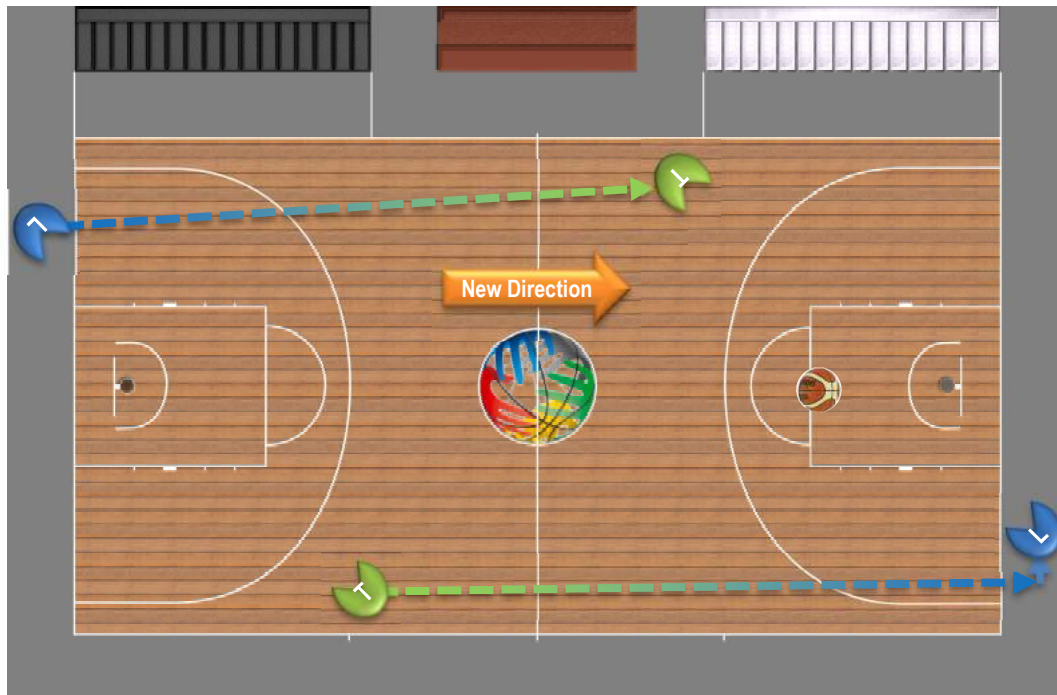


Diagram 29

Whenever there is a change of team control and a new direction of play, the officials must adjust. They maintain their responsibility for the same lines, with the trail official becoming the new lead official and the lead official the new trail official (Diagram 29).

4 Positioning and responsibilities of officials

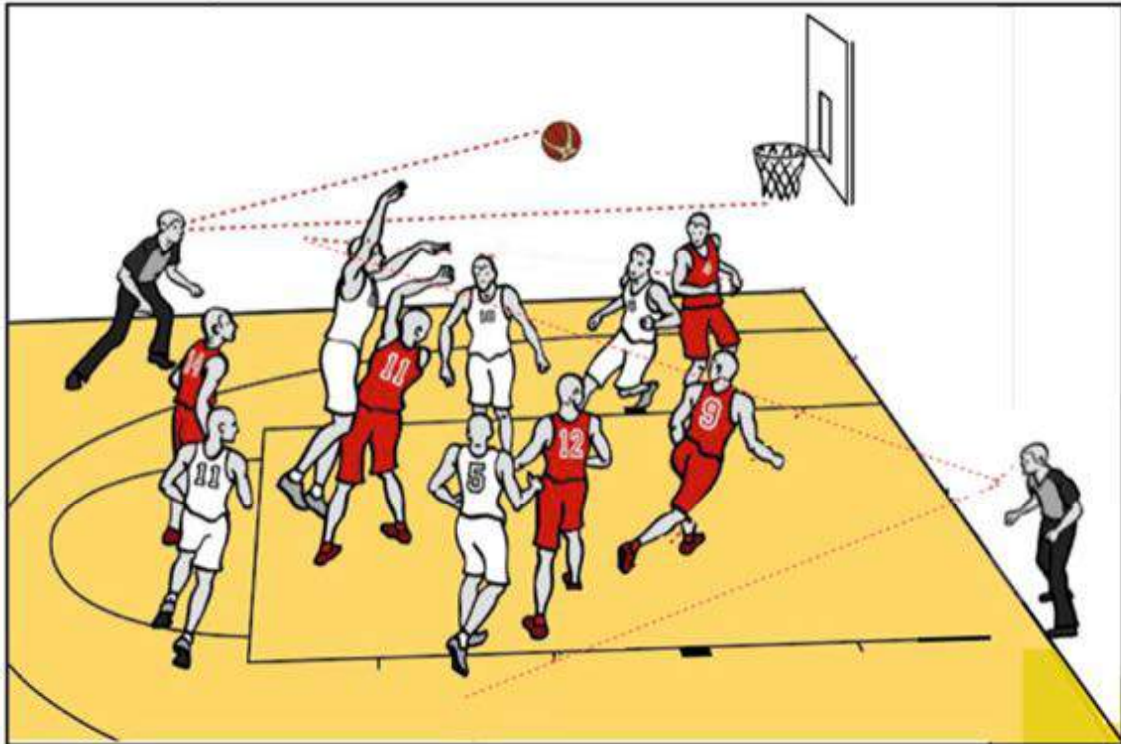


Diagram 30

4.1 Officiating techniques

Both officials should know where the ball is at all times. This does **not** mean that both officials are responsible for decisions around the ball at all times.

The eyes of the officials should be constantly roving, trying to cover the whole floor, always knowing where all ten players are located. However, they must always be aware of their primary Areas of Responsibility.

One official must be looking at the action near the ball and the other official looking at the action away from it.

Whenever both officials blow their whistles simultaneously, **the one who is nearest to the play, or the one to whom the play is coming towards**, will normally take the call. Establishing eye contact with each other will help to avoid two different calls. Whenever both officials blow their whistles for a foul, they should not make any immediate foul-type signal. Each official must be aware of his partner, just in case he has committed himself to another decision.

There is no distinction between the crew chief and the umpire when it comes to taking decisions on fouls or violations. Younger or less experienced officials have just as much authority to take decisions as their veteran colleagues. Cooperation and teamwork is vital.

They set their standards by accepting their responsibilities.

4.2 Division of responsibilities on the playing court



Diagram 31

Officiating requires the two officials to work in cooperation with each other: one official taking responsibility for on-the-ball coverage and the other for off-the-ball coverage, in accordance with the Areas of Responsibility.

To achieve proper coverage, the officials should seek to obtain the best possible position to judge the play, using the system of mechanics contained in this manual.

To simplify this, each half of the playing court has been divided into rectangles, numbered 1 to 6 (Diagram 31). These will be used to assign the Areas of Responsibility of the officials (Diagram 32).

In the first part of this section we will focus on the position of the trail official in relation to the ball, indicating the occasions when he has primary responsibility for on-the-ball and off-the-ball coverage, as well as providing an insight into officiating techniques.

This will be followed by an analysis of the positioning of the lead official and his responsibilities.

The final section will review the work of the two officials and their respective coverage and responsibilities.

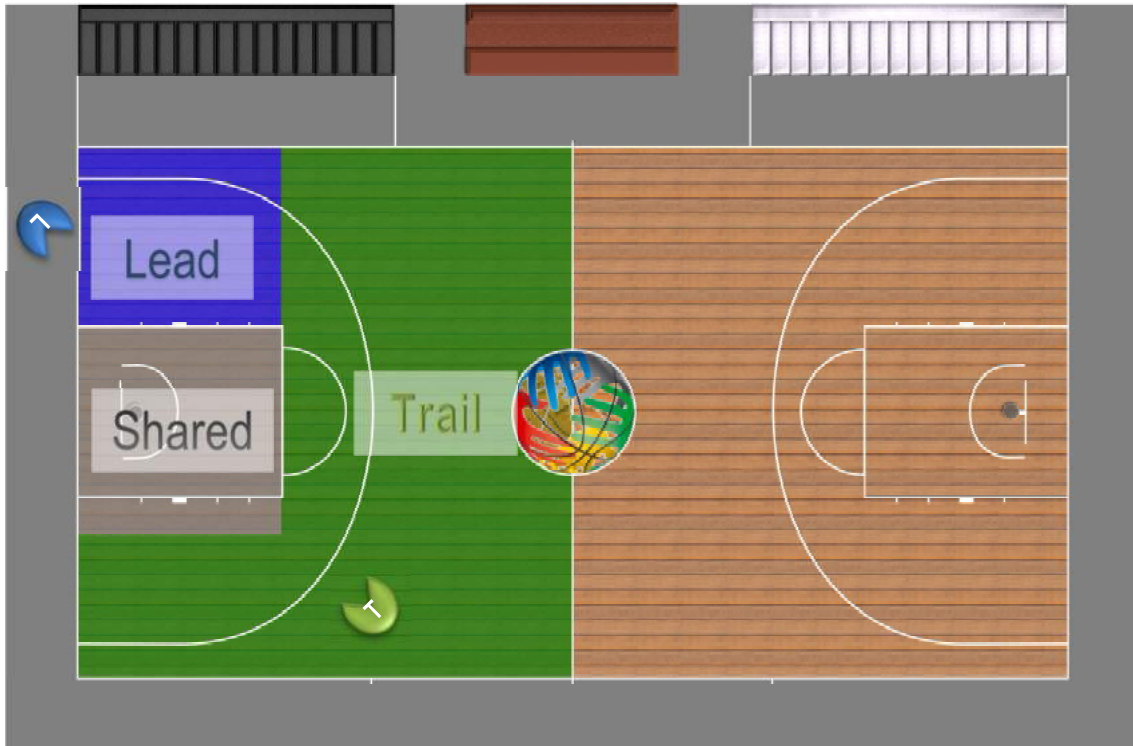


Diagram 32

4.3 Trail official – positioning and responsibilities

The trail official's primary areas of responsibility for on-the-ball play are indicated in the green (Trail) and grey (Shared) in Diagram 32.

The trail official is primarily responsible for on-the-ball coverage when the ball is in the green shaded areas (rectangles 1, 2, 3 and most of 6).

The grey shaded area (rectangle 5 and part of 6) indicates the area of shared responsibility for on-the-ball play with the lead official.

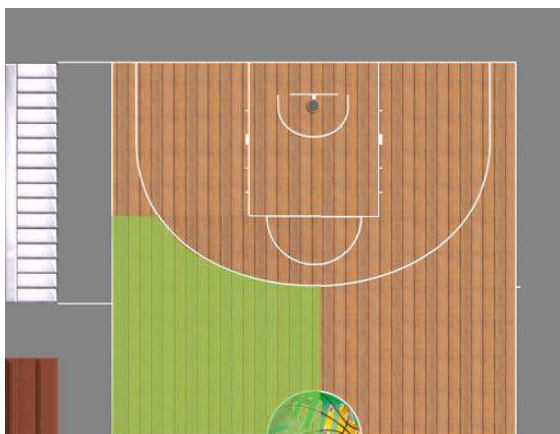


Diagram 33

The trail official's normal "work area" is shown in Diagram 33. The trail official must be prepared to adjust his position anywhere within the shaded area to properly fulfil his responsibilities. The "work area" applies to both on-the-ball and off-the-ball play and is distinct from the primary areas of responsibility.



Diagram 34



Diagram 35

The trail official should be, under normal circumstances, behind and to the side of the play. He should take a position approximately three to five metres to the left of the ball, with an open angle to see the space between opponents.

In Diagram 34 and Diagram 35, the ball is in rectangle 1. The trail official is responsible for watching the play around the ball, particularly the player dribbling, shooting or passing the ball and the defensive player or players guarding him. When the ball is in this rectangle, the trail official has primary responsibility for on-the-ball coverage.



Diagram 36



Diagram 37

In Diagram 36 and Diagram 37, with the ball in rectangle 2, the trail official again is primarily responsible for the play around the ball.



Diagram 38



Diagram 39

In Diagram 38, the ball is in rectangle 3, to the trail official's far right. Again, he has primary responsibility for on-the-ball coverage.

The trail official does not have primary responsibility for out-of-bounds decisions at the sideline of rectangle 3, but he may sometimes be required to assist his partner.

In Diagram 39, the ball in rectangle 3 near to the three-point line. In most cases the ball will penetrate into rectangles 4 or 5 on a shot, pass or dribble. To anticipate the action, **the trail official must anticipate a move toward his left to cover the play away from the ball.**

He will sometimes need help from the lead official to cover three-point field goal attempts, especially when the defensive player blocks his angle of vision. If a three-point field goal attempt is taken by a player straddling the free-throw line extended (rectangle 3 and 4), the trail official shall take responsibility for the attempt.



Diagram 40



Diagram 41

With the ball in rectangle 4, in the corner furthest away to his right (Diagram 40 and Diagram 41), between the free-throw line extended and the endline, the trail official does not have responsibility for the ball and the play around it.

When the play is in rectangle 4, it is his **primary responsibility** to watch **situations away from the ball.**

His main responsibility is the low post area on the weak side (side away from the ball), paying careful attention to possible illegal screening situations and rough play in the low-post.

The most important principle is that the trail official must, when the ball penetrates towards the basket or the endline on a pass, dribble or shot, either remain stationary, if the initial position is good, or **penetrate** towards the endline to better find the spaces between the players and to assist with rebound situations.



Diagram 42



Diagram 43

In Diagram 42 and Diagram 43, the ball is in the restricted area (rectangle 5). This is the only occasion on which both officials will be looking at the play around the ball, especially in shooting situations.

The trail official takes responsibility for the flight of the ball, watching to see if it enters the basket, as well as offensive and defensive goaltending and Interference. It is also his duty to be especially vigilant on rebounding situations, paying particular attention to the perimeter players who may be trying to obtain the ball from an unfavourable position.



Diagram 44

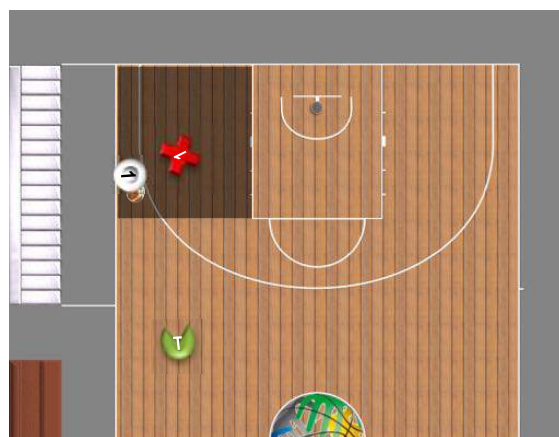


Diagram 45

In Diagram 44, the ball is in rectangle 6, in the two-point field goal area. The trail official is primarily responsible for the ball. However, if the dribbler drives to the basket, especially along the endline, the **lead** official will assume responsibility for the play around the ball. The lead official must pay particular attention to the high and low post areas.

In Diagram 45, the ball is still in rectangle 6 and in the three-point field goal area. The trail official is primarily responsible for the ball and the play around it, especially when a shot for a field goal is attempted.

The trail official is also responsible for giving the direction of play for the throw-in following the ball going out-of-bounds nearest to the sideline on his left.

It is vitally important to have close cooperation between the officials at all times. This is especially the case when the ball is in rectangle 6. It is strongly recommended that whenever the ball passes into a new area of responsibility, and there is a change of responsibility for on-the-ball coverage, the trail official should adjust according to the position of his partner.

The primary responsibilities for the trail official include:

1. Two-point and three-point field goal attempts, including judging whether time had expired at the end of playing time for a period or extra period or a shot clock violation had occurred.
2. Goaltending and Interference.
3. Rebounding situations, especially over-the-back situations.
4. Low post area, especially on weak side (away from the ball).
5. Fouls away from the lead official.
6. Travelling violations (trail official often has the best vision, but sometimes the lead official is also responsible).
7. Shot clock (trail official has the best vision).
8. Ball-returned-to-back-court violations.

Remember the principles of mechanics:

1. When the ball moves, the trail official **must** always adjust, within the trail official's work area.
2. Box-in; that is, keep all the players sandwiched between the two officials.
3. When the ball penetrates below the free-throw line extended on a shot, pass or dribble, either remain stationary, if the initial position is good, or penetrate towards the endline.
4. Look for the space between opponents.

4.4 Trail official – practical advice

1. Maintain an appropriate distance from the play, without getting too close.

Always officiate from a position to the left side and behind the contest, with an open-angle to the play.

When the ball is being put into play from the defensive endline, the trail official should wait until the ball has been received in the court and the passer has left the endline, before leaving his own position on the endline.


When the play is moving up the playing court, keep three-to-four metres behind the contestants and approximately one-to-two metres inside the court, looking for the spaces between the players. This will help the official maintain a wider angle of vision on the play and improve court coverage.

2. Try to maintain a stationary position when making decisions. This requires moving into the right position as quickly as possible to see the space between opponents in a contest.

Stop, Observe and Decide.

Then adjust to the best position to observe the next play.

3. If the ball is brought up the playing court on the far right and the dribbler is closely guarded, the trail official may go as far as it is necessary to cover the play properly, but usually not further than the centre of the court. However, it is advisable to limit lateral movement to the minimum

	TWO-PERSON OFFICIATING	December 2017
		Page 26 of 85

necessary to observe the space between the players, to maintain a stable base. Return to the normal trail position as soon as the situation permits.

4. The trail official is primarily responsible for the flight of the ball in all shooting situations, including goaltending and Interference. Observe the feet of the shooter in relation to a three-point field goal attempt, especially when close to the three-point line. Ensure that you are looking for the space between the players to determine responsibility for any contact.
5. Either remain stationary, if the initial position is good, or penetrate towards the endline when the ball penetrates below the free-throw line extended on a shot, pass or dribble. The trail official **must not back away**. This will enable you to help your partner, especially with players making illegal rebounding contact.
6. Whenever the ball is passed or released for a shot for a field goal, continue to watch the actions of the defensive player briefly to observe any possible illegal contact after the ball is released, before looking at the ball.
7. In transition from trail official to lead official, the trail official must run quickly towards the endline. It is a good technique to look over your shoulder and to check the status of the play at least when you reach the centreline, the free-throw line extended, and the endline.
8. Run as fast as possible in a straight line (do not curve, and do not run under the backboard) to the set-up position (mid-way between the edge of the restricted area and the three-point line). Come to a quick stop, establish a stable base, and then adjust according to the location of the ball.
9. On a fast break it may occasionally be appropriate, if you cannot reach the endline ahead of the contest, to take a position at approximately a 45 degrees angle near the free-throw-line-extended to be able to best observe the whole play.
10. The trail official is responsible for the sideline to his left, the centreline (for the possible violation of the ball being returned from the frontcourt to the backcourt) and the shot clock. The trail official must ensure that the shot clock is correctly set whenever the ball goes out-of-bounds.
11. The trail official shall inform the teams of the number of seconds remaining should the offensive team have fewer than eight (8) seconds to move to the frontcourt from a throw-in in its backcourt.
12. When your partner looks for assistance on an out-of-bounds play, be prepared to give it immediately. When asked for assistance, you become responsible for the final decision. If you do not know, signal a jump-ball situation and apply the alternating possession arrow.

"Go where you need to go to see what you need to see."

4.5 Lead official – positioning and responsibilities

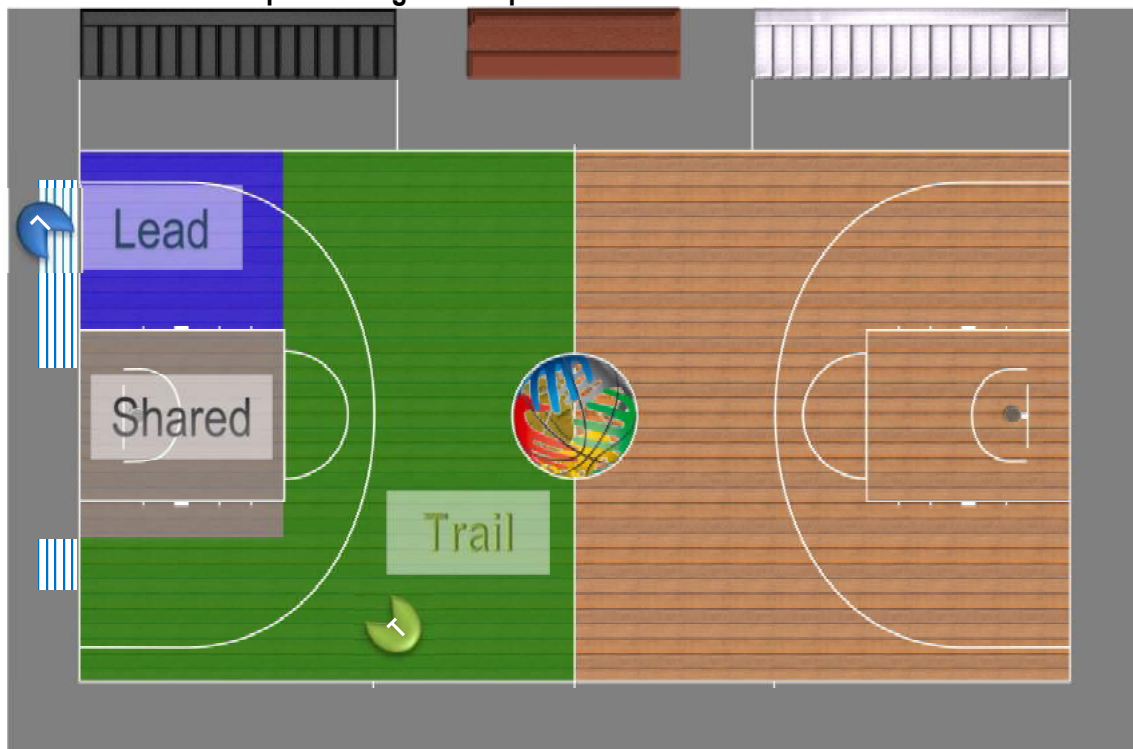


Diagram 46

The lead official's primary areas of responsibility for on-the-ball play are indicated in blue (Lead) and in grey (Shared) in Diagram 46.

The lead official is responsible for on-the-ball coverage when the ball is in rectangle 4. Rectangle 5 and part of rectangle 6 are the area of shared responsibility with the trail official.

The lead official should, under normal circumstances, be ahead of the play. He must move down the playing court as quickly as possible, stop, and allow the play to come towards him.

The lead official's normal "work area" is shown in the striped rectangles in Diagram 46. The lead official **must be prepared to adjust his position** within the work areas to properly fulfil his responsibilities. The "work area" applies to both on-the-ball and off-the-ball play and is distinct from the primary areas of responsibility.

For most situations, the officials must use the "boxing-in" principle, always attempting to sandwich all ten players between them. This does **not** necessarily mean that the officials must be diagonally opposite, provided they have all ten players in their field of view.

Having reached the endline, the lead official will normally move between the three-point line to his left and no further than the near edge of the backboard to his right. However, if there is strongly contested play in rectangles 5 and 6 involving multiple contestants, the lead official may move to a position beyond the far edge of the restricted area to establish an open angle from which to adjudicate the play near the basket.

Throughout the following illustrations, which show the ball in rectangles 1, 2 and 3 between the centre-line and the free-throw line extended, the lead official "boxes in" the players, and is primarily responsible for off-the-ball coverage. The position of the lead official is indicative and will vary according to the positions of the players.

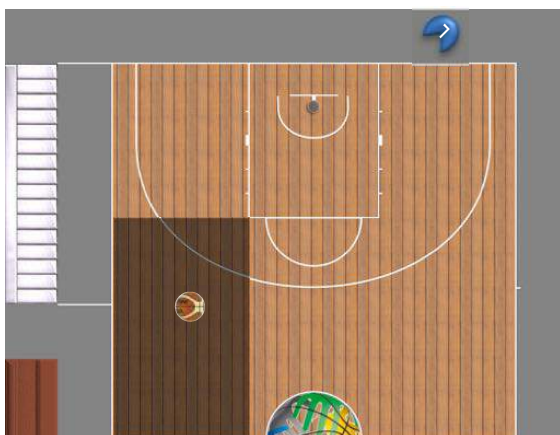


Diagram 47



Diagram 48

In Diagram 47 and Diagram 48, the ball is in rectangle 1. The lead official positions himself so that the ten players are between him and his partner. His main responsibility is the play away from the ball. He should pay particular attention to any possible illegal screens or rough post play.



Diagram 49

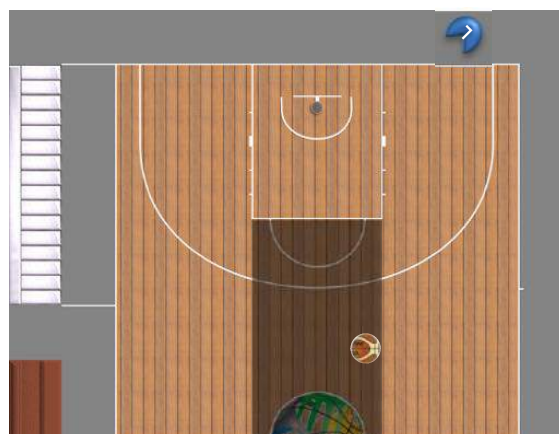


Diagram 50

In Diagram 49 and Diagram 50, the ball is in rectangle 2. Again, the lead official has primary responsibility for off-the-ball coverage. By keeping his hips open at approximately 45-degrees to the play and 0.5 metre to 1 metre from the endline, he will be able to anticipate any possible movement of the ball towards the basket and have a view of the players away from the ball.



Diagram 51



Diagram 52

When the ball is in rectangle 3 (Diagram 51 and Diagram 52), the lead official again takes off-the-ball coverage. He should always know where the ball to give help, when necessary, to his partner on a three-point field goal attempt. There is generally no need to move beyond the three-point line to his left. He needs to adjust to a wide position, approximately in-line with the widest contest. With the ball in rectangle 3, the lead official pays particular attention to the players in the low post area.

Basketball involves contact between players in the low post area. It is the duty of the lead official to ensure that this contact does not become excessive or rough, resulting in the game getting out of hand. When a player, attempting to take a new position on the playing court, is illegally prevented from doing so, it is a foul.

Lead official on-ball responsibility



Diagram 53



Diagram 54

In Diagram 53 and Diagram 54, the ball is in rectangle 4. The lead official now positions himself with his hips open to the play. He is responsible for play immediately around the ball.

He should not normally move to his left beyond the three-point line.

From this position he will still be able to make decisions when the ball goes out-of-bounds near the sideline to his left. He will also be able to indicate to his partner when a three-point field goal is attempted from this area.

Although he is primarily responsible for on-the-ball coverage, with the ball in rectangle 4 his secondary duty is to watch the players in the low post area on the side of the ball.



Diagram 55



Diagram 56

When the ball moves into the restricted area, rectangle 5 (Diagram 55 and Diagram 56), the lead official watches the play directly around the ball.

He should focus on the defensive player in all shooting or one-on-one situations (“referee the defence”) but also be aware of the offensive player’s actions.

As the lead official and the official closer to the play, he is in the best possible position to make decisions on all contact situations involving the shooter and the defensive player guarding him.

It is not his duty to watch the flight of the ball. The lead official should not indicate goaltending or Interference violations, and generally not violations related to the ball striking the backboard support structures. These are the responsibility of the trail official.



Diagram 57



Diagram 58

In Diagram 57, with the ball close to the low post in rectangle 6, the lead official may move across to cover the play around the ball, maintaining an open angle to observe as many players as possible. This is particularly the case if the ball and four or more players are in rectangle 6, with a likelihood of the player with the ball driving towards the basket. The lead official should focus on the defensive player in this situation.

When the ball is wide in rectangle 6 (Diagram 58), the lead official has the primary task for off-the-ball coverage. In particular, he watches the low post areas as well as all other players away from the ball, especially those involved in screening situations.

The primary responsibilities for the lead official include:

1. Pivot/post play.
2. Play under the basket.
3. Fouls away from trail official.
4. Drive to the basket on lead's side of the playing court.

Remember the principles of mechanics:

1. Always **adjust** when the ball moves, to achieve the best position to officiate the play.
2. Box-in all the players between the officials' field of vision.
3. Look for the spaces between the players.
4. Generally, operate in an area from 0.5 metre to 1 metre from the endline, with a stance that is open to the play and wider than the widest contest.

4.6 Lead official – practical advice

1. You must move down the playing court as quickly as possible on transition, allowing the play to come towards you. Always keep adjusting to obtain the best possible position to observe the players in your area of responsibility.

Always be aware of the location of the ball, even when you are primarily responsible for the play away from the ball.

2. Generally, start with a wide and shallow position mid-way between the sideline to your left and the near edge of the backboard. A wide angle usually provides the best field of vision and, in turn, better decisions.

To achieve the best position, you must **always adjust** to see the space between the players. Adjust towards the basket when the ball is dribbled from rectangle 4 to 5. See the whole drive from the beginning to the end.

3. Try to maintain a stationary position when making decisions. This requires moving into the right position as quickly as possible to see the space between opponents in a contest.


Stop, Observe and Decide.

Then adjust to the correct position to observe the next play.

4. Pay particular attention to the post play and the amount of physical contact you will tolerate. Any rough play is your responsibility and you should penalise it. Recognise whether a player trying to move into a new position is being illegally prevented from doing so by an opponent.
5. In the event of a pressing defence when three or more defensive players are in their opponent's backcourt, you must assist the trail official with his coverage of the play, when necessary.

In this situation, delay your progress up the playing court in order to help.

6. Observe the play from the beginning to the end. If it starts in your primary area of responsibility, stay with the play until the action ends (both the shooter and the defender have landed).
7. You are responsible for out-of-bounds decisions for your endline and the sideline to your left. Be prepared to help with shot clock situations.
8. Be ready to assist your partner with three-point field goal attempts, particularly when the ball is near rectangle 4.

	TWO-PERSON OFFICIATING	December 2017
		Page 32 of 85

Always establish eye contact with your partner.

9. Do not indicate whether a field goal shall count or not. This is the primary responsibility of the trail official.
10. When your partner looks for assistance on an out-of-bounds play, be prepared to give it immediately. When asked for assistance, you become responsible for the final decision. If you do not know, signal a jump-ball situation and apply the alternating possession arrow.

"Go where you need to go to see what you need to see."

Positioning of both officials

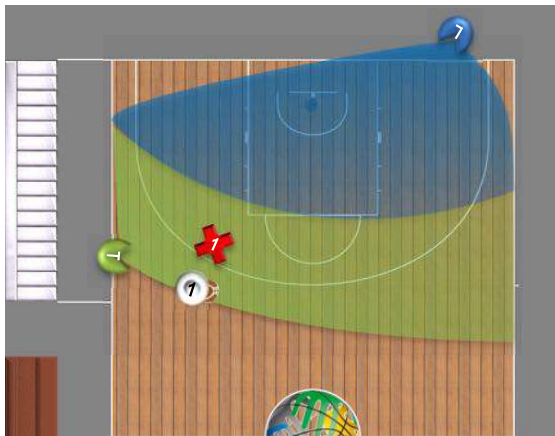


Diagram 59

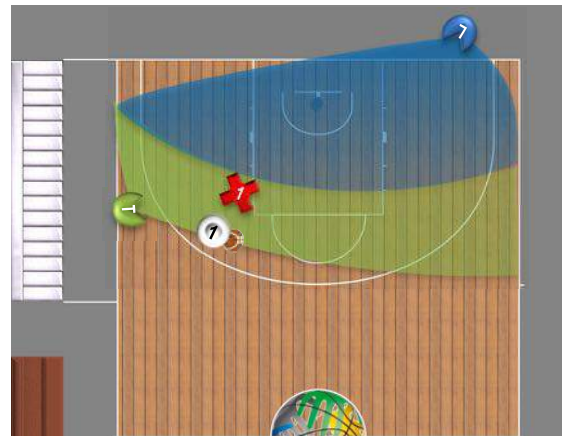


Diagram 60



Diagram 61

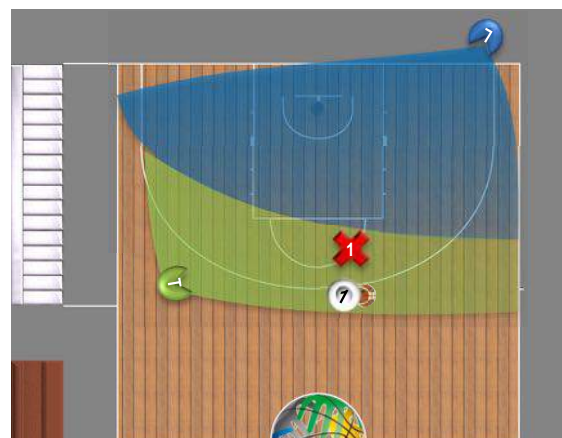


Diagram 62



Diagram 63



Diagram 64



Diagram 65



Diagram 66



Diagram 67



Diagram 68



Diagram 69



Diagram 70

4.7 Trail and Lead official – further practical advice

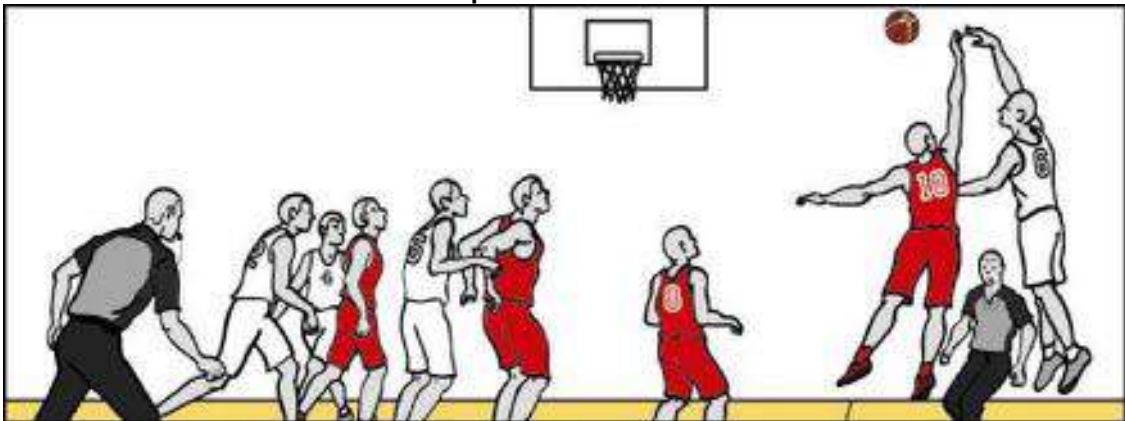


Diagram 71

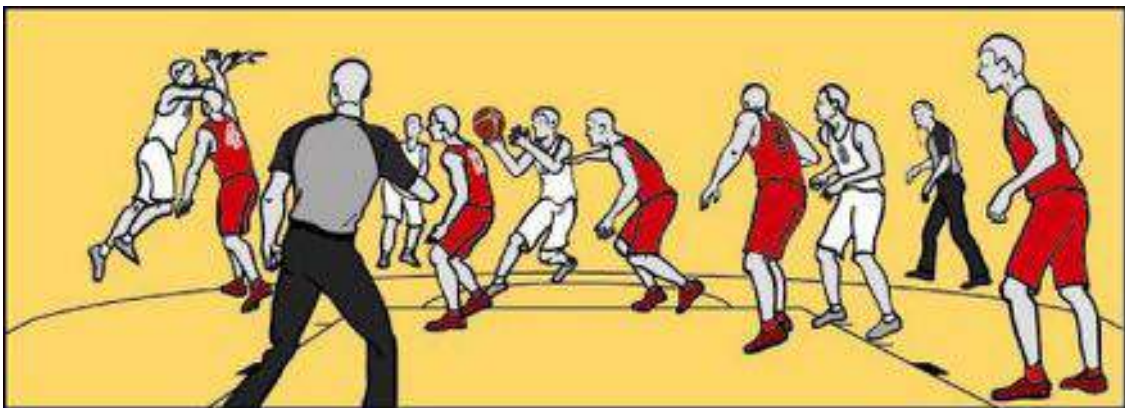


Diagram 72

1. Watch players' hands and arms during a shot for a field goal (Diagram 71 and Diagram 72). Remember the principle of the cylinder and the rights of both players.
2. During post or pivot play, remember the defensive player has the same right to a legal position as the offensive player. Fouls should be called when the contact has a direct effect on the play. Elbowing, excessive backing in, pushing, holding off with the hands or elbows are all fouls. Too much rough and violent post or pivot play can lead to the officials losing control on the game.
3. In any screening situation, make sure that the player setting the screen is stationary when the contact occurs. Pay particular attention to the extended leg, knee, elbow or rear.

Some players will try to fake fouls by purposely (theatrically) falling heavily following incidental contact.

Make sure that you call what you have seen. Having a good distance from and a wide angle on the play will help eliminate reactive calls ("emotional calls").

The primary responsibilities for both officials include:

1. Off-the-ball coverage.
2. Screens, both on and away from the ball.
3. Illegal use of hand(s).
4. Action in the restricted area.

4.8 Pressing defences

Pressing defences can create difficulties for the officials. These entail disruption of their normal playing court coverage and the situation requires great concentration and cooperation.

If there are three or more defensive players in the opponents' backcourt during a pressing defence, the lead official should **delay** his attempt to reach the endline to help his partner cover the play.

As soon as the ball comes into the frontcourt, the lead official moves to his normal position with an open angle on the endline.



Diagram 73

Diagram 73 shows a pressing defensive coverage. Only one defensive player is in the opponent's backcourt and therefore the lead official must watch all players in the half of the playing court nearer to him.

The trail official should get as close as necessary to maintain a position three to six metres away from the play, watching carefully for possible fouls and violations.



Diagram 74

In Diagram 74, three defensive players are in the opponent's backcourt. To help his partner adequately cover this press situation, the lead official will delay his advance and stay on the sideline until the ball crosses the centreline.

The officials should do their utmost to ensure that any turnover (change of team control) following a pressing defence has been the result of legal defensive play.

4.9 Throw-in with pressing defence



Diagram 75

In Diagram 75, the offensive team is faced with a pressing defence.

The lead official takes a position on the endline where he can carefully observe all the players in the immediate vicinity of the throw-in, including the player throwing in the ball. After bounce passing the ball to the player taking the throw-in, the official moves as necessary to the next position from which to officiate. This official is directly concerned with the post play, the tight defensive pressure and other action around the nearest pass receivers. He also ensures that the rule provisions concerning the throw-in are followed.

The trail official takes a wide position, anticipating where the pass may go while watching the players furthest away from the ball.



Diagram 76

In Diagram 76, the lead official takes responsibility for the post play and possible screens, watching the play away from the ball.

The trail official, having bounce passed the ball to the player taking the throw-in, observes the action around him and the nearest pass receivers.

Note the use of the "boxing-in" principle.

4.10 Trapping defences

The 'Closely Guarded player' rule rewards good defensive play.

When a closely guarded player (within one normal step of a defensive player(s)) holds the ball, without passing, shooting or dribbling it, for a period of five seconds, it is a violation.

All officials must be familiar with the types of defensive play in which the defence establishes numerical superiority on the player holding the ball, and the locations on the court where trapping defences will commonly occur (usually adjacent to boundary lines and/or the centreline).

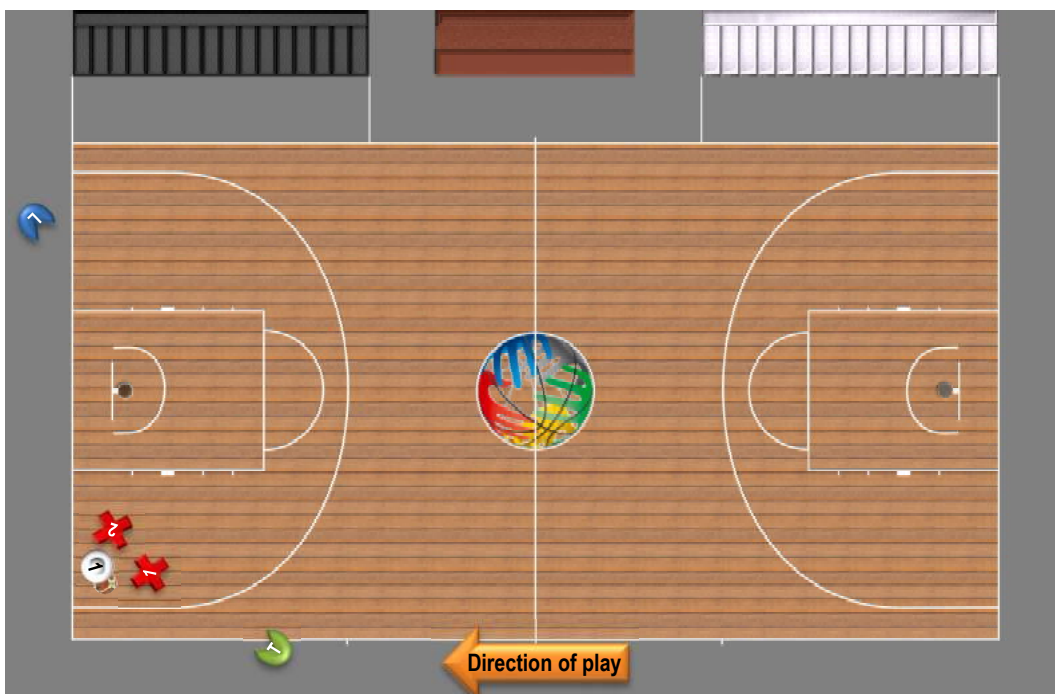
Trapping defences can be difficult plays to officiate and the officials may need to vary their positions depending on the locations of the other players. They need to anticipate the next plays and adjust accordingly (read the play).

"Go where you need to go to see what you need to see."

**Diagram 77**

In Diagram 77 (double team), the lead official is responsible for the action around the player holding the ball.

The trail official watches the play away from the ball, but is always prepared to assist his partner on any double team.

**Diagram 78**

In Diagram 78 (double team in rectangle 6), the trail official is responsible for the action around the player holding the ball.



Diagram 79

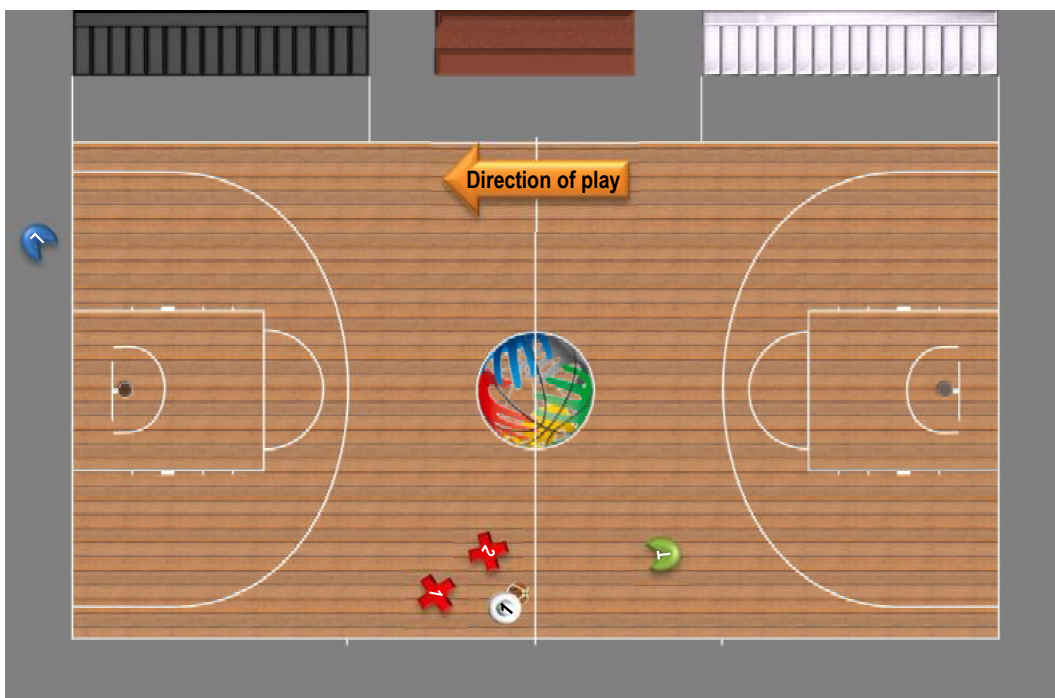


Diagram 80

In Diagram 79 and Diagram 80 the trail official moves as close to the play as is necessary, while maintaining a good distance and open angle, and watching for possible fouls or violations while anticipating the next possible play as well as officiating the defence in the trap situation.

The lead official, using the "boxing-in" principle, watches the play away from the ball, while establishing a wide angle on the play.

5 Out-of-bounds and throw-in situations

5.1 Responsibility for the lines

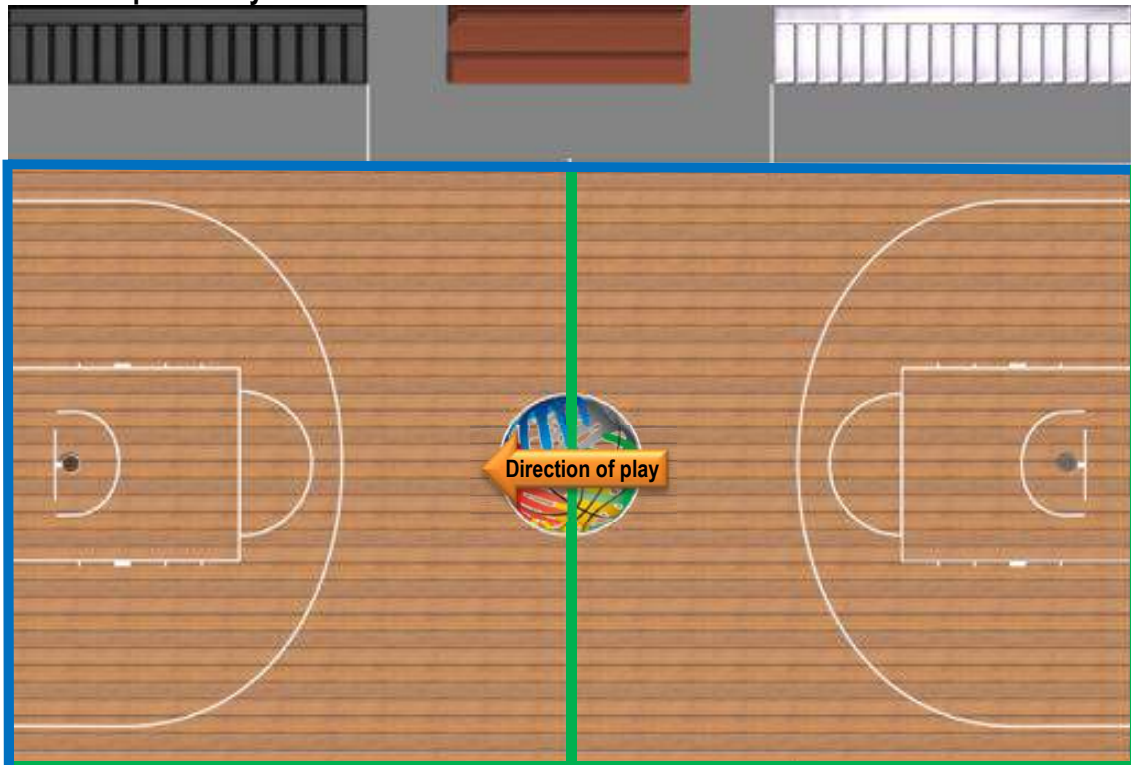


Diagram 81

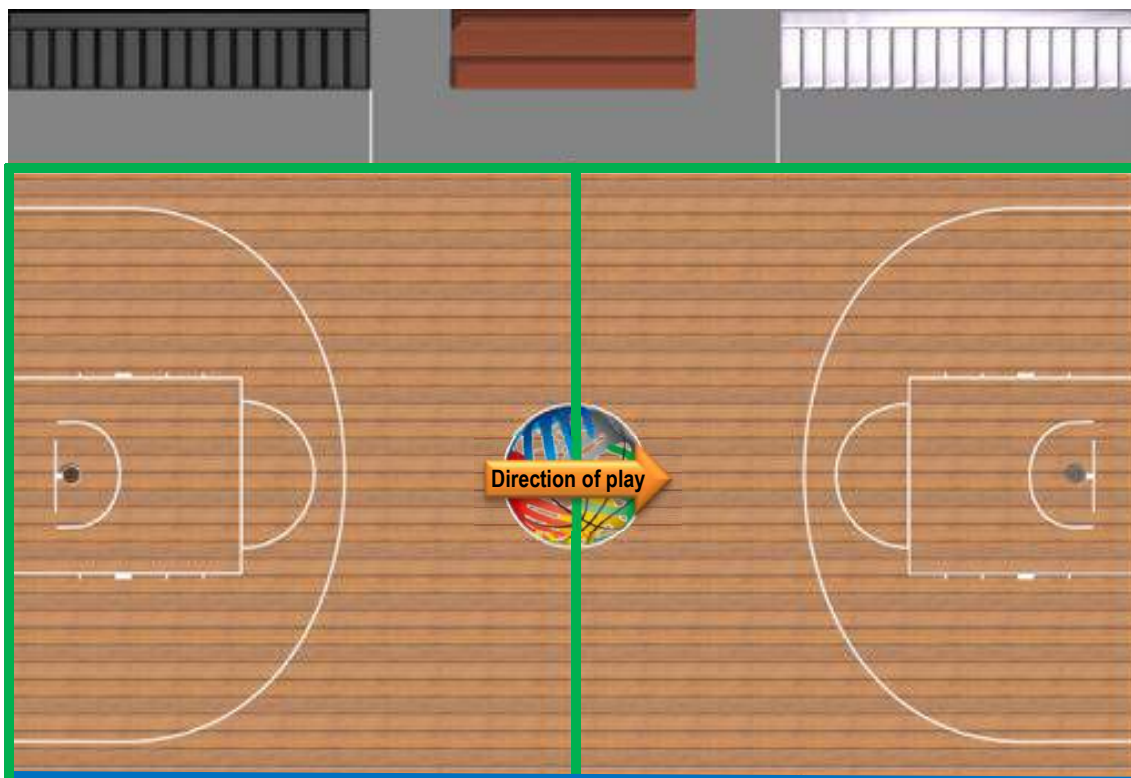


Diagram 82

Generally (Diagram 81 and Diagram 82), primary responsibility for the out-of-bounds decisions are as follows:

Lead official – endline, and sideline to his left.

Trail official - centreline, sideline to his left and endline behind him.

The other official should not normally interfere in decisions, unless his partner requests assistance. This will prevent conflicting decisions resulting in unnecessary jump ball situations.

If the non-calling official is absolutely certain that the calling official has made an incorrect out-of-bounds decision, he shall approach the calling official and inform him of his opinion. The final decision shall remain with the original calling official.

5.2 Throw-ins

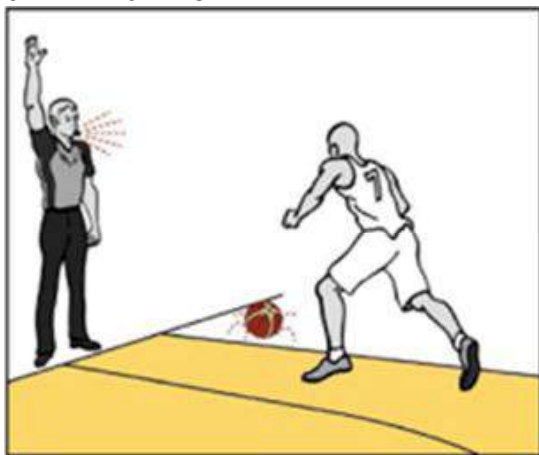


Diagram 83

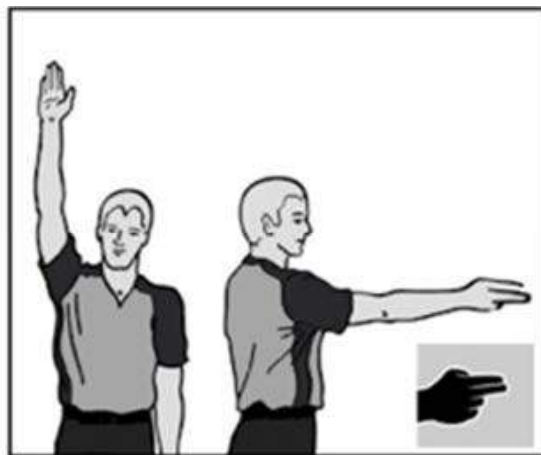


Diagram 84

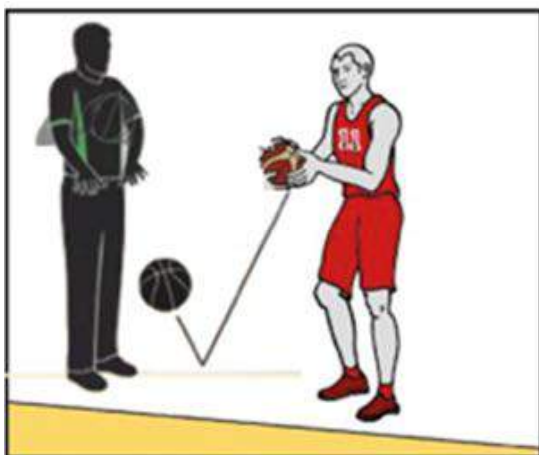


Diagram 85

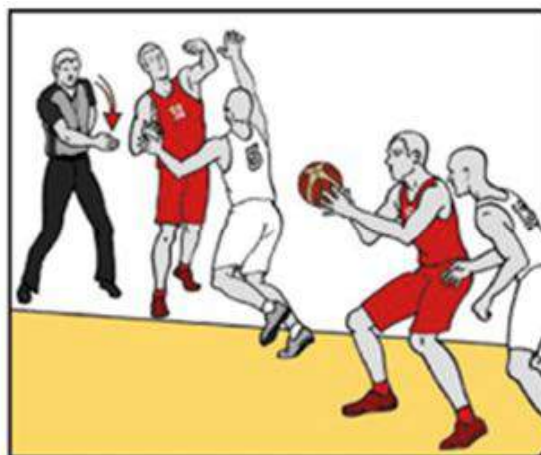


Diagram 86

When the ball goes out-of-bounds:

1. The official responsible for that sideline or endline shall blow his whistle once and, simultaneously, raise his hand straight in the air, fingers together, to stop the game clock (Diagram 83).
2. He will clearly indicate the direction of play by pointing using two fingers towards the basket that the team to take the throw-in will attack (Diagram 84).

3. He will direct the player to take the throw-in by pointing clearly to the place where the throw-in shall be administered and shall use his voice to ensure that the player remains in the designated place.
4. The official will bounce pass to the player taking the throw-in and verify that he does not take more than one normal step (approximately one metre) to either side, from the designated place (Diagram 85).
5. The official must bounce pass to the player taking the throw-in:
 - When by doing so, the game can be resumed more quickly
 - After a time-out or substitution,
 - After the game was interrupted by an official for a valid reason.
6. Following a successful field goal or successful last or only free throw, the official shall only bounce pass to the player taking the throw-in when by doing so the game can be resumed more quickly.

The official shall give the time-in signal, using a chopping motion with the hand, when the ball first touches or is touched by a player on the playing court following the throw-in (Diagram 86).

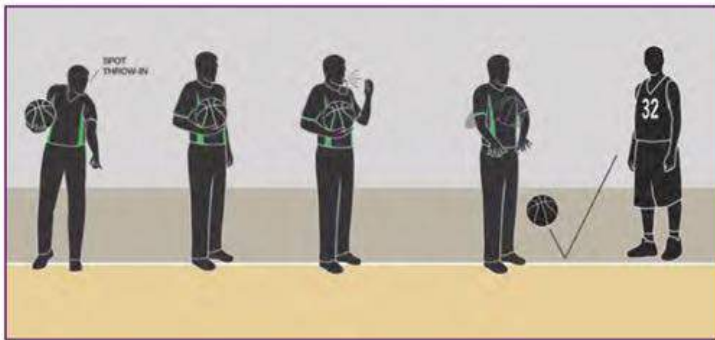


Diagram 87

When the ball is to be put into play from the endline of the team's front court, the official shall also blow his whistle (Diagram 87) before bounce passing to the player taking the throw-in, to alert the players.

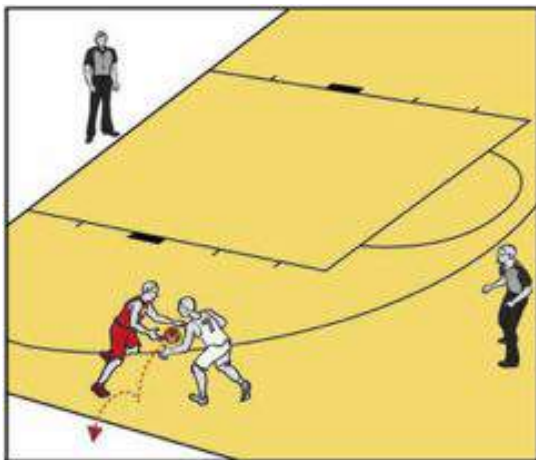


Diagram 88

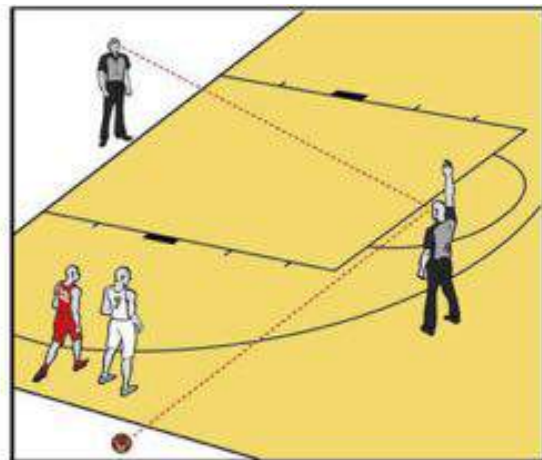


Diagram 89

When the ball goes out-of-bounds and the official responsible for the line is not certain which player last touched the ball (Diagram 88), he will blow his whistle, give the signal to stop the game clock, and then look for help from his partner (Diagram 89).

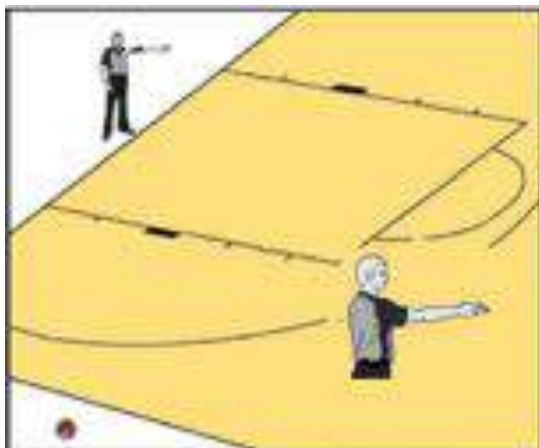


Diagram 90

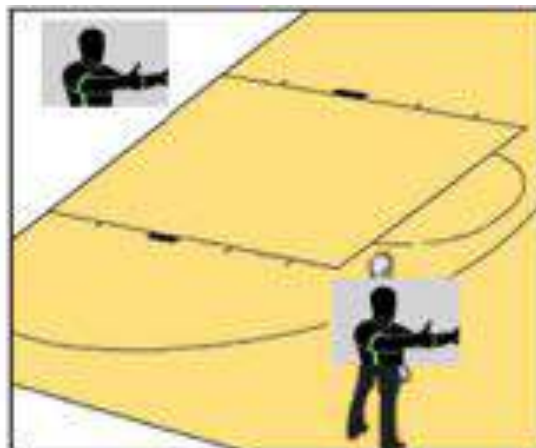
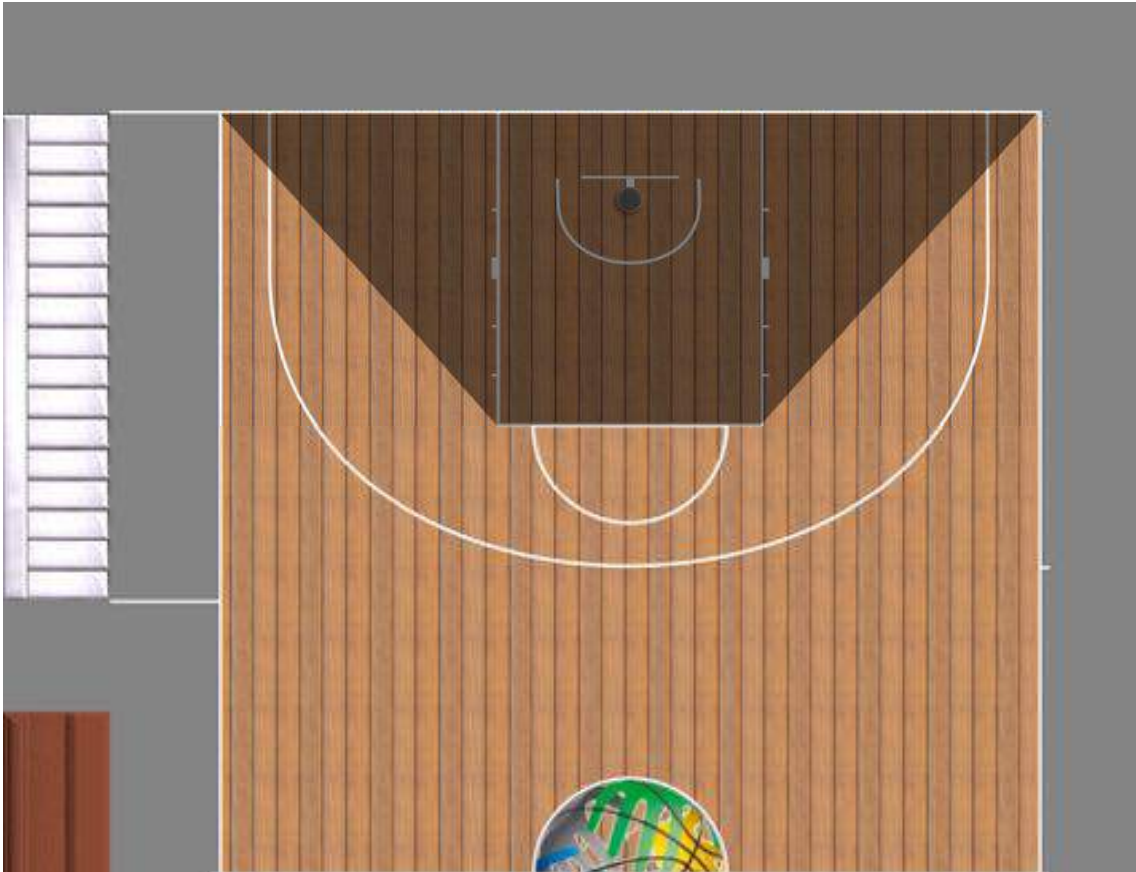


Diagram 91

If the other official knows which player last touched the ball before going out-of-bounds, he will, without blowing his whistle, give the direction of play. The official responsible for the line will then also indicate the direction of play (Diagram 90).

In Diagram 91, both officials are in doubt as to which team should take the throw-in. In this case, they should both use the thumbs-up signal indicating a jump ball situation, followed by the direction of play signal in accordance with the alternating possession arrow.

The alternating possession throw-in shall be taken at the place nearest to where the ball went out-of-bounds.

**Diagram 92**

Following any infraction or any stoppage of the game to be resumed by a throw-in, the throw-in shall be taken at the sideline or endline **nearest to the infraction** or where the game was stopped.

If in rectangles 4, 5 or 6, the place nearest to the infraction shall be determined by drawing two imaginary lines between the corners of the playing court and the ends of the free-throw line (Diagram 92).

For example, if a three-seconds violation occurs, the correct throw-in place is on the endline.

Any throw-in from within this area shall be taken the nearest place on the endline, except directly behind the backboard.

Remember:

If the ball **enters** the basket but the free-throw or field goal is not valid, then the subsequent throw-in shall be taken at **the free-throw line extended**. This acts as a visual confirmation to the scorer that the goal did not count.

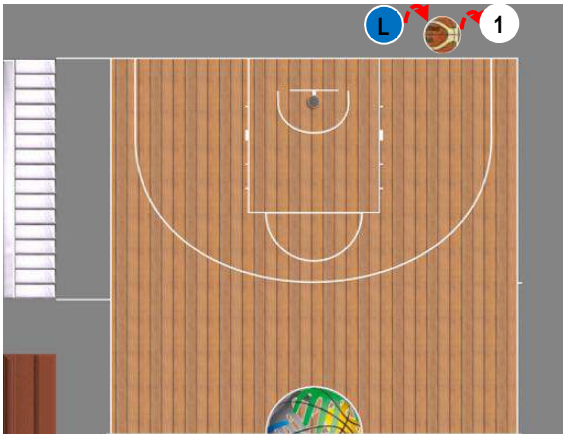


Diagram 93

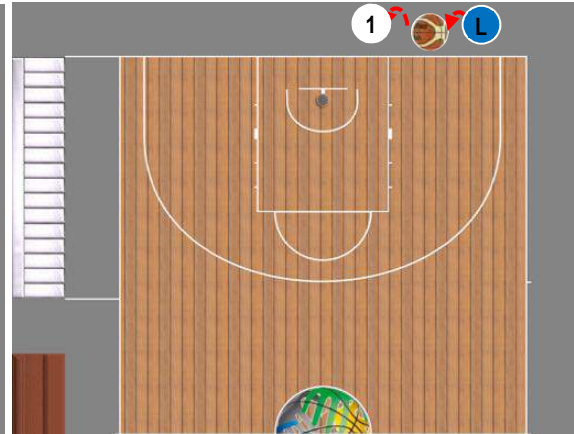


Diagram 94

When the throw-in position on the endline is nearer to the sideline than it is to the edge of the backboard, the lead official will bounce pass the ball to the player from an inside position (Diagram 93).

When the throw-in position on the endline is closer to the edge of the backboard than it is to the sideline, the lead official will bounce pass the ball to the player from an outside position (Diagram 94).

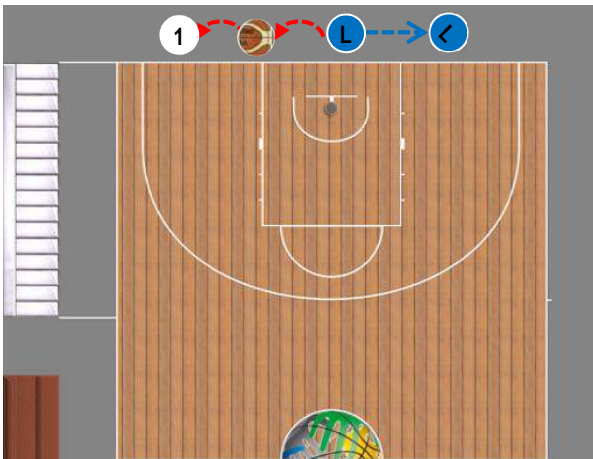


Diagram 95

When the ball is taken for a throw-in between the far edge of the backboard and the sideline to the lead official's right, he shall always bounce pass the ball to the player and then return to the boxing-in position (Diagram 95).



Diagram 96

**Diagram 97**

When the ball is awarded to a team for a throw-in on the sideline in its frontcourt, the official responsible for the throw-in will bounce pass to the player who is to take the throw-in. He then should take a wide position to enable him to see the whole play.

The official directly involved in handing the ball for the throw-in is responsible for controlling the throw-in provisions and will give the time-in signal when the ball first touches or is touched by a player on the playing court.

When the lead official is responsible for handling the ball for a throwing in a team's front court, the trail official shall mirror the time-in signal of his partner, as a visible assistance to the timer.

By making eye contact, he must first check that his partner is ready before bounce-passing the ball to the player.

In Diagram 96, the lead official, who is responsible for the throw-in on the sideline to his left from the free-throw line extended to the endline, is required to bounce pass the ball to the player. As he will maintain his position as lead official after the throw-in, he confirms this to his partner by standing behind the endline, allowing him to take a wide position to "box-in" all the players.

Diagram 97 shows the trail official bouncing the ball to the player. The trail official should stand to the right of the player, as he will continue in the trail position. The lead official will move to a position so that all the players are "boxed-in".

**Diagram 98**

Diagram 98 illustrates a throw-in to be administered between the free-throw line extended and the centreline. The trail official shall administer this throw-in. The trail official shall take a position inside the court and bounce pass the ball to enable him to move to the correct position to observe the next play.

Before administering the bounce pass he establishes eye contact with his partner who has moved to a **"boxing-in"** position.

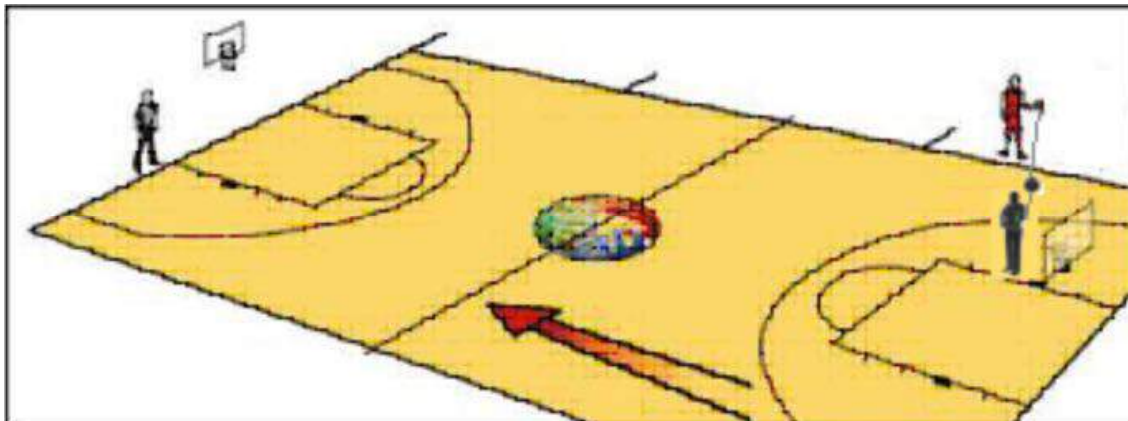


Diagram 99

Diagram 99 is an example of a throw-in in the backcourt. The trail official will cross over towards the far sideline to administer the throw-in.

The lead official shall be positioned as in Diagram 99 when the throw-in is taken, **"boxing-in"** all the players.

The trail official should bounce pass the ball from a position three to six metres inside the court, to enable him to move to the correct position to observe the next play. At the first opportunity, the administering official shall cross over the playing court to the normal trail position and the lead official will return to the normal lead position.

Note: "Boxing-in" does not necessarily mean that officials must always be diagonally opposite. The lead official should use his judgement to move to a position that enables him to observe the actions of the majority of the players.

Note: When an official is ready to put the ball into play, if the team taking the throw-in does not make itself ready to accept the bounce pass from the official, the official may hold the ball at the disposal of the team and he shall commence the five second count.

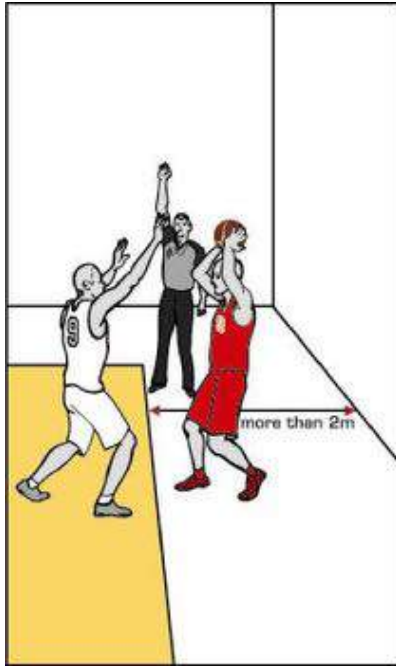


Diagram 100

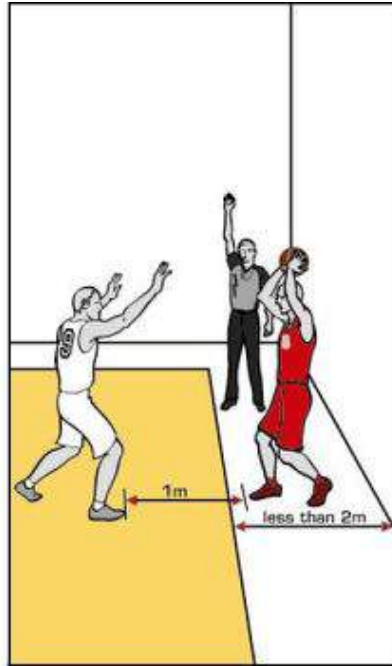


Diagram 101

In Diagram 100 and Diagram 101, the official ensures that the player taking the throw-in stands at the place nearest to the infraction.

When the nearest obstruction to the boundary line is more than two metres away, all other players on the playing court are entitled to be as close to the boundary line as they wish.

If the out-of-bounds area free from obstruction is less than 2 metres, **no player of either team shall be within one metre of the player taking the throw-in.**

The official responsible for the administration of the throw-in shall take care of this situation.

The throw-in administration should be an automatic (muscle memory) procedure. If done every time and with the proper technique, the referee will always be ready physically and mentally to cover the various types of play situations that can occur with a throw-in.

Check list for the general throw-in procedure for the active referee:

1. Always designate the throw-in location.
2. Use preventative officiating (for example "right here").
3. Take a position three to six metres from the play.
4. Put the whistle in the mouth while still holding ball.
5. Bounce pass the ball to the player.
6. Commence the visual count.
7. Observe the throw-in and the players' actions.
8. Give the "time-in" signal when the ball touches, or is touched by, a player on the court.

Note: When a throw-in is taken on the endline in the frontcourt, the active official will blow the whistle before bounce passing the ball to the player for the throw-in.

5.3 Shot clock

The shot clock is stopped when the ball goes out-of-bounds.

The shot clock is not reset when the ball is deflected out-of-bounds. It continues from the time that it was stopped as soon as any player legally touches or is touched by a live ball on the playing court.

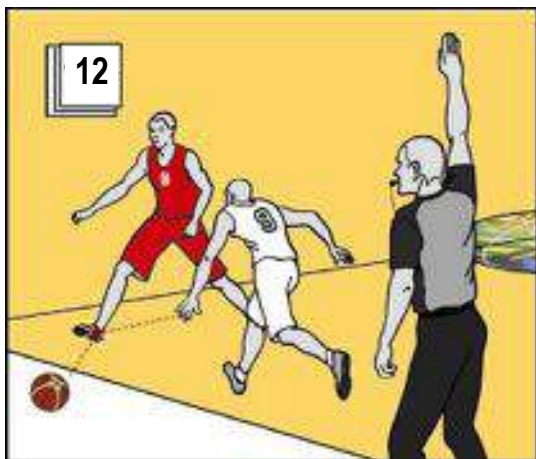


Diagram 102

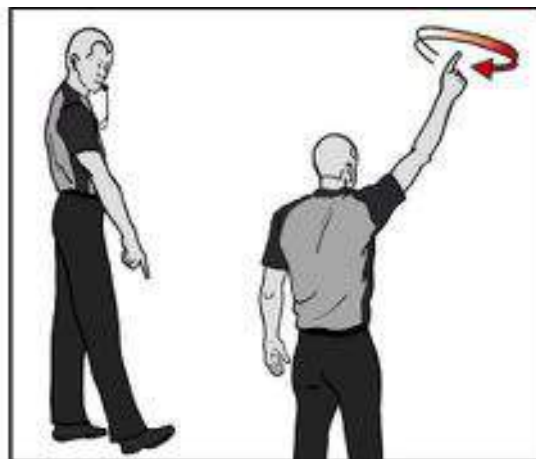


Diagram 103

In Diagram 102, the defensive player (red) in his backcourt deliberately kicks the ball with twelve (12) seconds on the shot clock. This is a violation. As a result, the official gives the reset signal to the shot clock operator (Diagram 103).

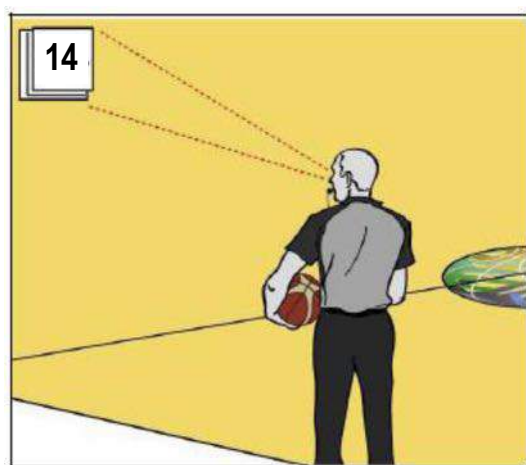


Diagram 104

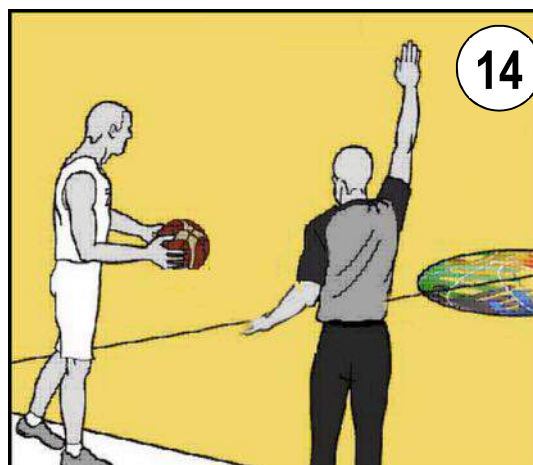


Diagram 105

The official shall ensure that the shot clock displays “14” (Diagram 104) before bounce passing the ball to the player taking the throw-in (Diagram 105). In all other situations the official shall ensure the correct display on the shot clock before administering any throw-ins (that is, “24” is correctly displayed, the remaining time is correctly displayed, or the shot clock is reset to “14”, as appropriate).

5.4 Ball returned to the backcourt

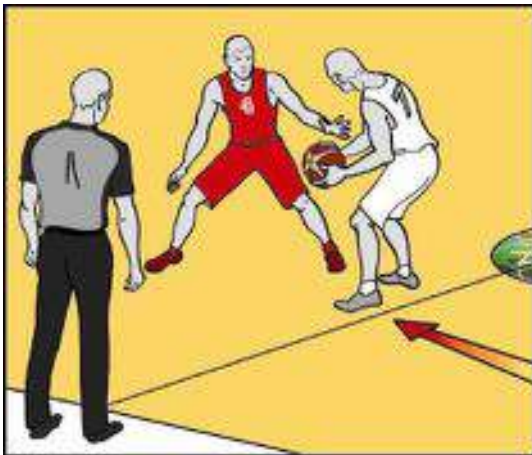


Diagram 106

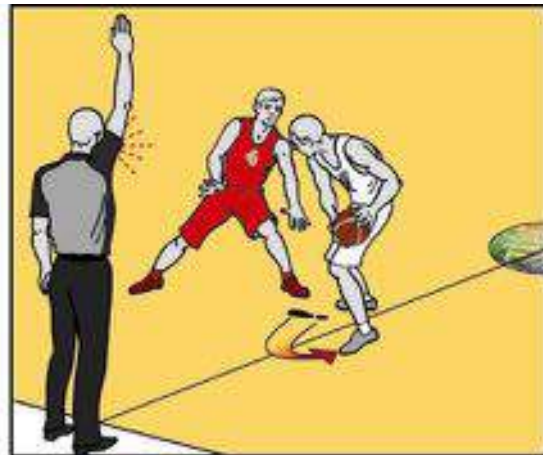


Diagram 107

In Diagram 106 and Diagram 107, a player in control of the ball in the frontcourt causes the ball to go into his backcourt. This is a violation.

The trail official is responsible for the centreline and therefore blows his whistle once, gives the signal to stop the game clock followed by the ball returned to backcourt signal and the direction of play signal. Remember the centreline is part of the back court.

The ball will be put into play in the new frontcourt, at the point on the sideline/endline nearest to where the infraction occurred.

6 Shooting situations

6.1 Flight of the ball

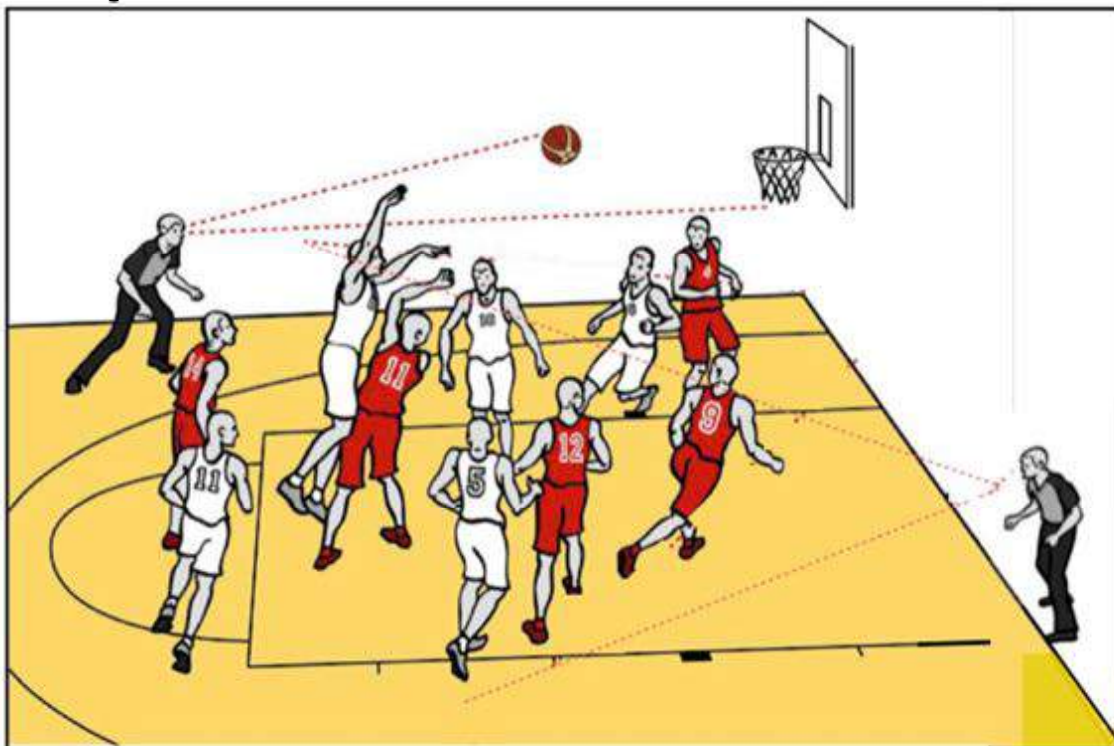


Diagram 108

The trail official is primarily responsible for the flight of the ball. He must determine if the ball has entered the basket by signalling it to the scorer's table. The lead official concentrates on situations away from the ball.

it is always the official calling the foul (lead or trail) who will decide whether a basket should count. The other official should **not** indicate the success or otherwise of the basket attempt unless necessary to assist his partner, for example:

- the lead official is unaware that the attempt has legally entered the basket.
- goaltending or interference has occurred.
- the ball has entered the basket illegally or as a second attempt.

Regardless of which official calls the foul, it is absolutely vital that the trail official watches the flight of the ball to the basket, as well as the players involved with the foul situation.

The team that scored should not delay the game by preventing the throw-in from being taken promptly. There is no need for a player from the scoring team to touch the ball. No more than one warning shall be given to the team, and, in serious cases, a technical foul may be called even on the first occurrence.

6.2 Goaltending and Interference

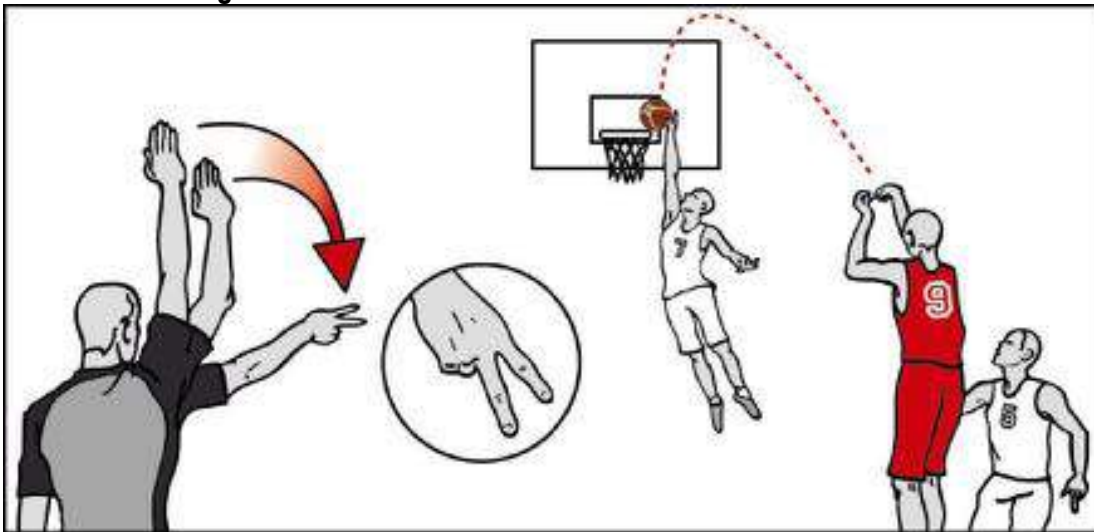


Diagram 109

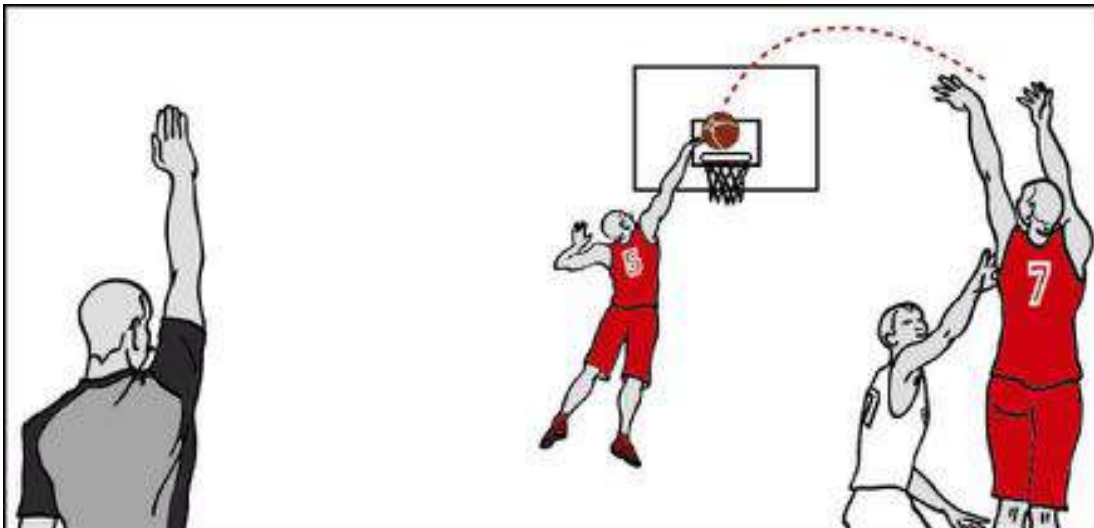


Diagram 110

The trail official is responsible for watching the flight of the ball during a shot for a field goal and he must therefore make decisions concerning goaltending and Interference.

When, during a shot for a two-points field goal, a **defensive player** touches the ball while it is on its downward flight and completely above the level of the ring, before it touches (or it is obvious that it will touch) the ring, the trail official shall blow his whistle and indicate that the score counts to the shooting team (Diagram 109).

The trail official is also responsible for offensive goaltending and Interference. When, on a shot for a field goal, the ball is completely above the level of the ring, on its downward flight and before it touches (or it is obvious that it will touch) the ring, an **offensive player** may not touch the ball (Diagram 110). The trail official shall blow his whistle, give the signal to stop the game clock, cancel the play and indicate the new direction of play.

This is not to be confused with an “alley-oop” play where an offensive player passes the ball to a teammate who may legally catch the ball above the level of the ring and slam dunk it into the basket.

Similarly, a defensive player may legally intercept an “alley-oop” pass while it is above the level of the ring.

6.3 Three-point field goal attempts

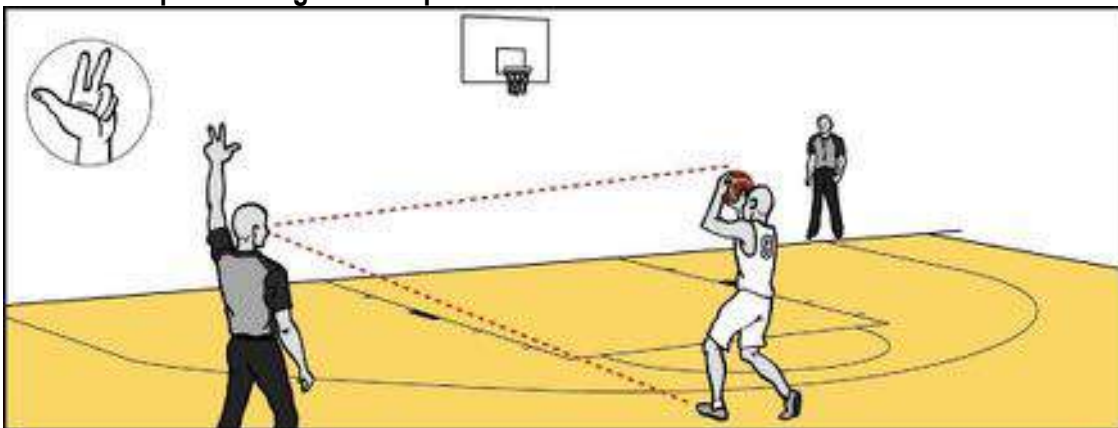


Diagram 111

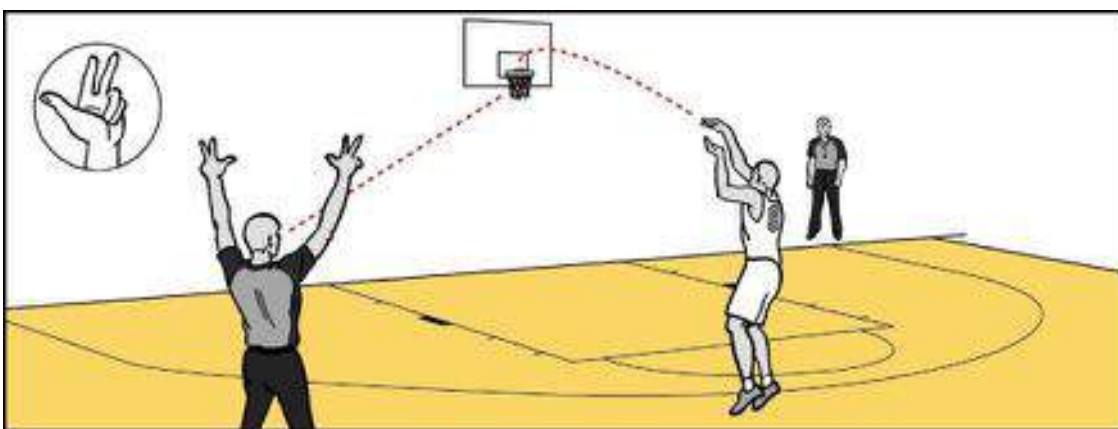


Diagram 112

The trail official is responsible for signalling all three-point field goal attempts.

He will watch the feet of the shooting player, to make sure the attempt was made from the three-point field goal area.

If the trail official decides that the field goal attempt is for three points, he will raise one arm with three pointed fingers: the thumb, index and middle finger (Diagram 111).

If the three-point field goal attempt is successful, the trail official will confirm that three points have been scored by raising both arms with three pointed fingers on each hand (Diagram 112).

The trail official maintains this signal until he is assured that the scorer has had sufficient time to recognise the successful three-point shot signal.

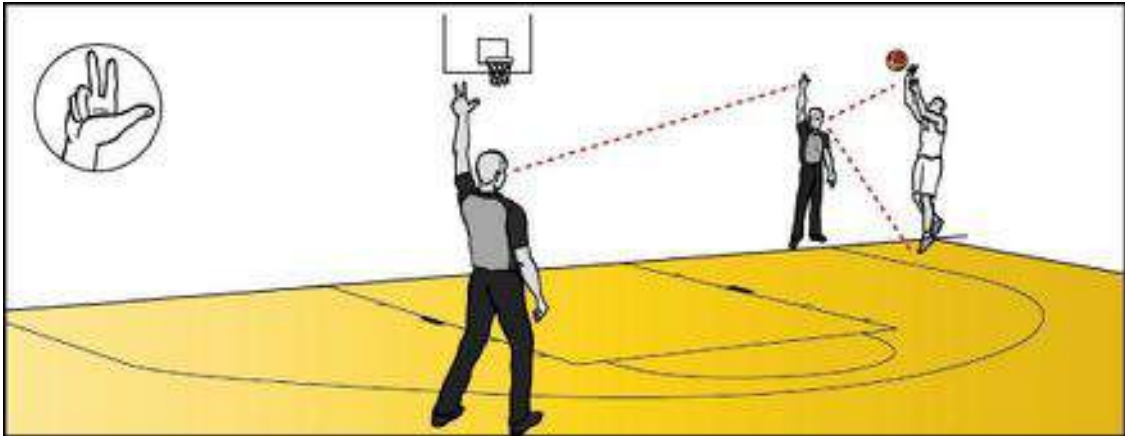


Diagram 113

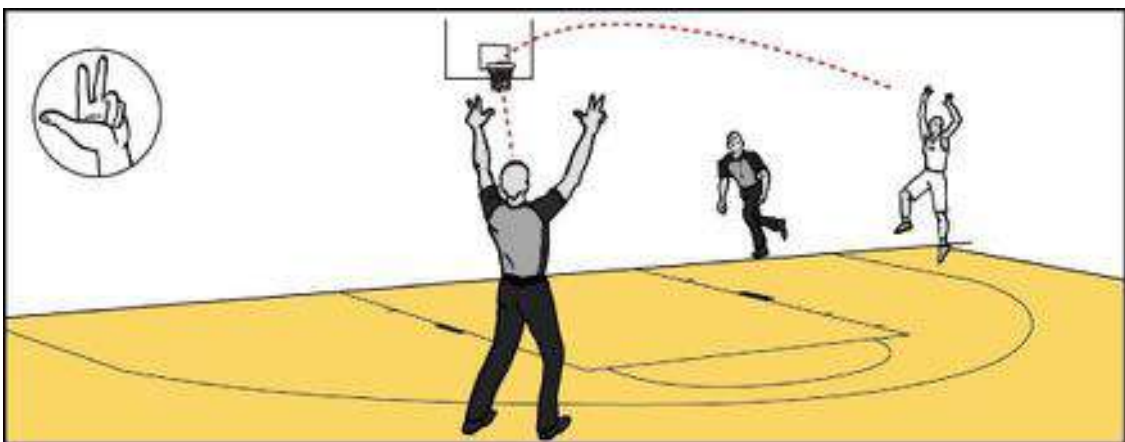


Diagram 114

Not all three-point field goal attempts will be seen clearly by the trail official.

This is especially the case with shots attempted in the corner furthest away from him (rectangle 4). The lead official is closer to the play and it is his responsibility to assist his partner.

When the three-point field goal is attempted, the lead official will raise one arm with three pointed fingers. This signal must be acknowledged and mirrored by the trail official (Diagram 113).

If the three-point field goal attempt is successful, **only** the trail official confirms this to the scorer by raising both arms with three pointed fingers on each hand (Diagram 114).

Close cooperation between the officials is essential.

If the attempt is made by a player straddling the imaginary 'free-throw-line-extended' between rectangles 3 and 4, the trail official must officiate this play from a position closer to the middle of rectangle 2 (Diagram 116).

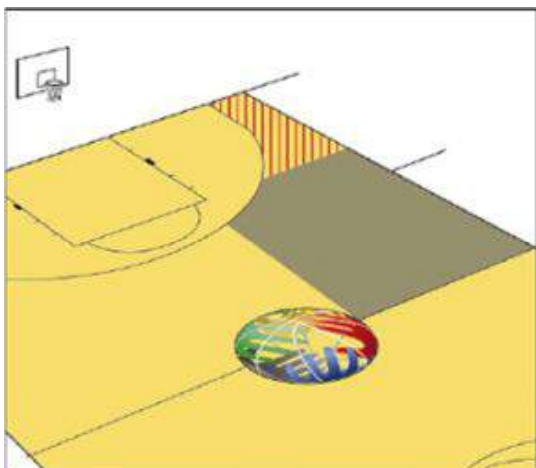


Diagram 115

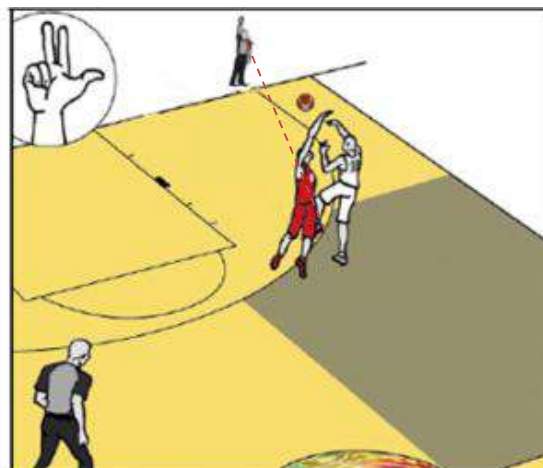


Diagram 116

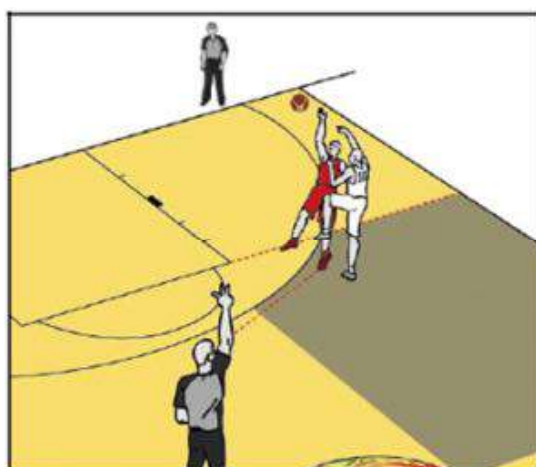


Diagram 117



Diagram 118

Diagram 115 illustrates which of the officials will first indicate a three-point field goal attempt. The trail official is responsible for the shaded area and the lead official is responsible for the lined area.

The location of the defensive player(s) and the three-point shooter, as well as the respective angle of vision of the officials, determines which official gives the initial attempt signal (Diagram 116 and Diagram 117).

Sometimes, in the case of a two-point field goal attempt which is close to the three-point line, the trail official may indicate immediately with two fingers to the scorer that the field goal attempt, if successful, counts for two points (Diagram 118). This could avoid additional pressure from spectators, coaches and players.

Good cooperation and close eye contact between the officials is essential for all three-point field goal attempts and for shots attempted close to the three-point line.

The three-point line is not part of the three-point field goal area. If the shooter has any part of his body touching the three-point line it will be a two-point attempt.

6.4 End of playing time for a period or extra period

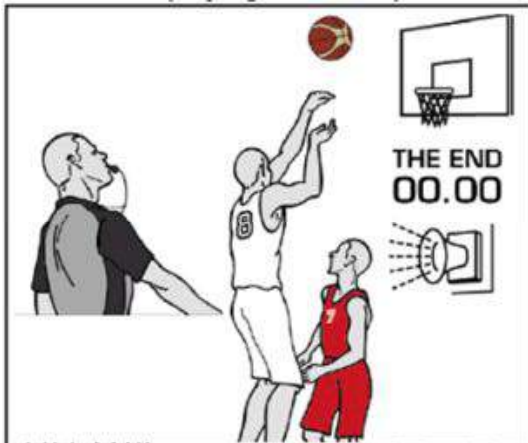


Diagram 119

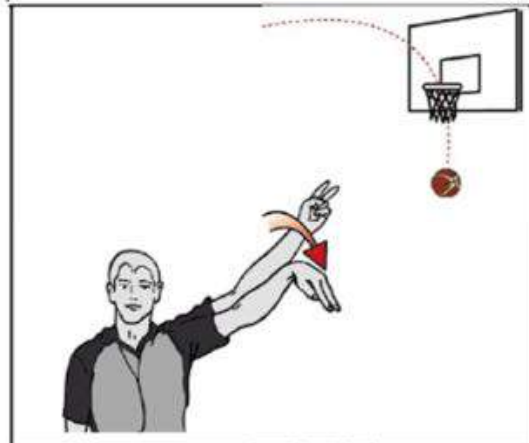


Diagram 120

Shots attempted close to the end of playing time for a period or extra period can create difficulties for the officials, especially when there is considerable crowd noise and the sound of the timer's signal cannot be easily heard.

The trail official is primarily responsible for indicating if the basket will count. Normally the lead official, even if he is the crew chief, will accept the judgement of his partner and should do everything to support the decision.

With 24 seconds or less of playing time in a period or extra period the trail official shall signal to his partner with one arm raised straight and holding up his index finger, that this play might be the last in the period. The trail official continues this signal until the lead official mirrors it.

There are occasions when the situation may not be clear and the officials must consult each other before the crew chief makes the final decision. If further consultation is necessary, the crew chief may consult the commissioner, if present, and/or table officials. However, **the crew chief shall make the final decision.**

The final decision should be taken as quickly as possible.

7 Signals and procedures

7.1 Signals

It is essential that the official is explicit and precise in the way in which he calls the game. It is also essential that the officials indicate clearly to everyone involved in the game, including the spectators, what has taken place.

The officials are required to:

1. Use only the official FIBA signals. Do not use secondary signals.
2. Use a loud, sharp whistle. It should be blown once only and crisply for every decision.
3. Use signals along with precise words and a firm voice when necessary. These will help sell the call, but theatrics and overacting are not appropriate.
4. Use very clear signals to stop the game clock:

Officials must stop the game clock with a straight arm in the air: with a clenched fist for a foul, or with an open palm with fingers together for a violation, held ball or technical foul, or with the signal for a double, unsportsmanlike or disqualifying foul.

5. When making signals to the scorer:
 - a. Move quickly to a position where the official has a clear view of the scorer's table (approximately six to eight metres) and make eye contact with the scorer.
 - b. Come to a complete stop, relax, make signals at eye level and away from the body.
 - c. Use the following sequence of signals for a foul:
 - i. Validation or cancellation of a score (if necessary).
 - ii. Colour of the team.
 - iii. Number of the player.
 - iv. Type of foul.
 - v. Number of free throw(s) or direction of play. Do not signal direction across the body.

Signals should not be rushed and should be presented with rhythm and clarity.

6. When observing possible five seconds violations (closely guarded player and throw-in) and possible eight seconds violation (back court) the official responsible for the play shall use the visible count signal (Official's signal number 12) palm down, fingers together.

The quality of an official's signals will enhance his image as an official. It will tell the people that he knows his job and is doing it well.

It will give the official confidence.

7.2 Violations

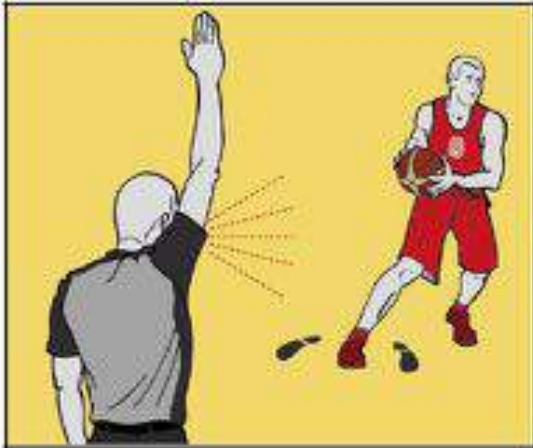


Diagram 121

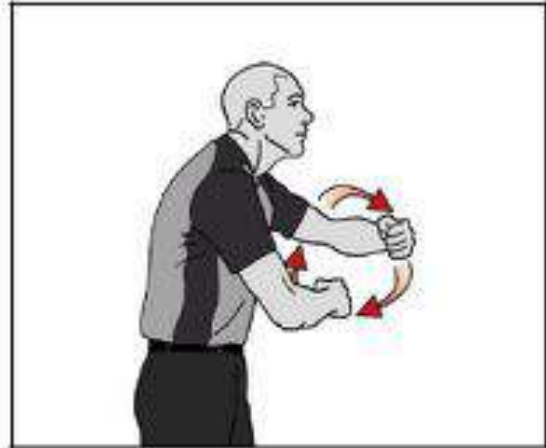


Diagram 122

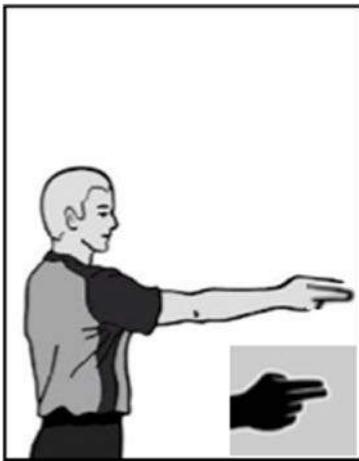


Diagram 123

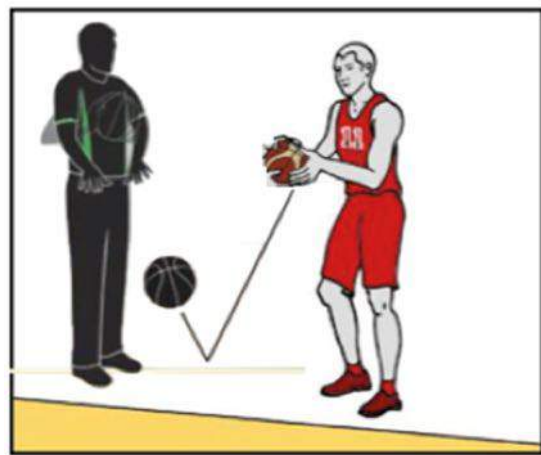


Diagram 124

Whenever a violation occurs, the official responsible for the play must:

1. Blow the whistle once and simultaneously stop the game clock with his arm raised straight (not a bent arm), open palm and fingers closed together (Diagram 121).
2. Indicate clearly the type of violation (for example: Diagram 122 - Travelling).
3. Indicate the new direction of play by using the arm that opens his body to the court (Diagram 123).
4. In all situations, the administering official is required to bounce pass the ball (Diagram 124).

7.3 Fouls

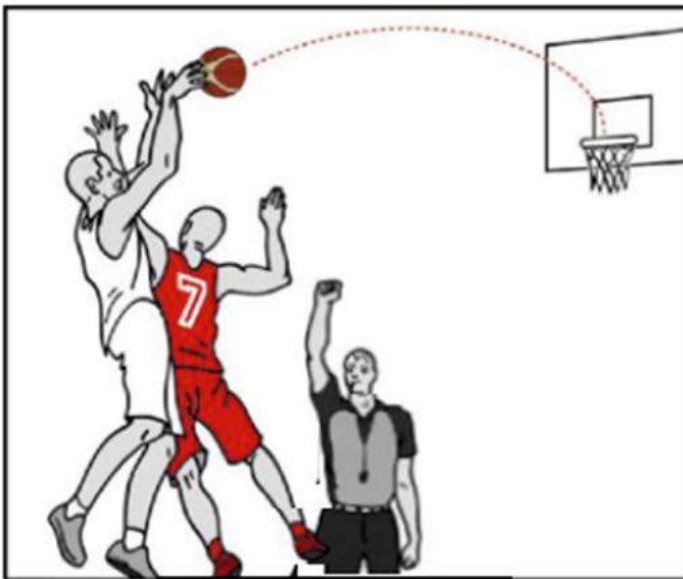


Diagram 125



Diagram 126

Whenever a foul occurs, the official responsible for the play **must**:

1. Blow the whistle once and simultaneously stop the game clock with the arm raised straight (not a bent arm) and a clenched fist (Diagram 125).
2. In all situations that might be perceived as shooting fouls, **immediately** indicate the decision (points count if appropriate, number of shots, or sideball/endball).
3. Ensure that the player is aware he is being charged with the foul, by using voice and making eye contact if appropriate.
4. Complete signals to the scorer's table in accordance with section 7.1.
5. On completion of the signals, the calling official shall become (or remain, if appropriate) the trail official:

except in the case of an offensive foul in the front court called by the trail official (in which case the calling officials will not exchange positions and the calling official will move to the new lead position).

7.4 Block / Charge foul situations

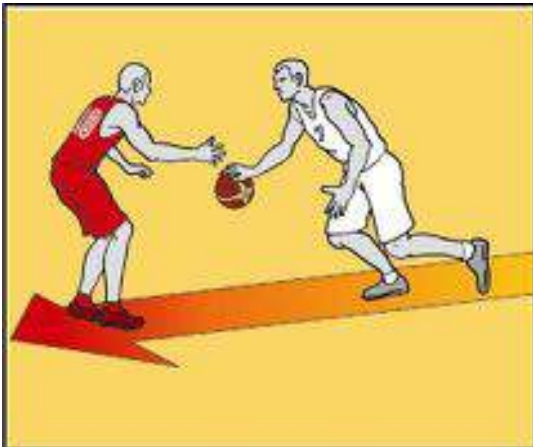


Diagram 127

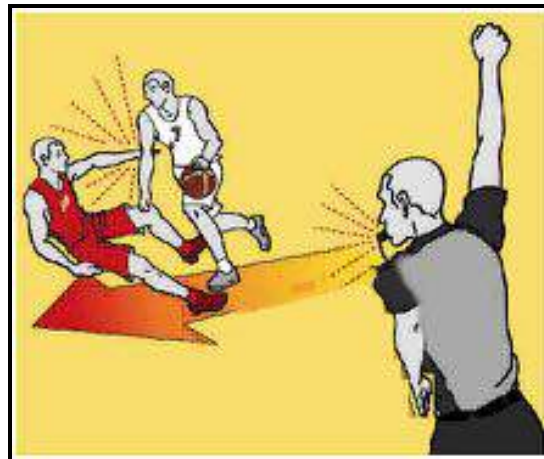


Diagram 128

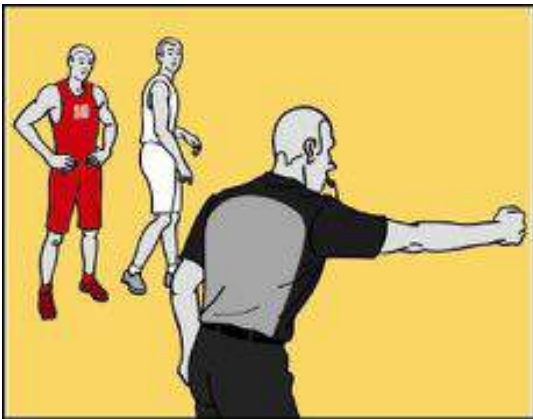


Diagram 129

Block/Charge situations require immediate clear communication from the officials.

The offensive player who is dribbling the ball charges into the defensive player who had established a legal guarding position (Diagram 127 and Diagram 128).

1. Blow the whistle once and simultaneously stop the game clock with the arm raised straight (not a bent arm) and a clenched fist.
2. Validate or cancel the basket (if appropriate).
3. Indicate the number of free throws, sideball/endball or team control foul (Diagram 129) as appropriate.
4. The official who called the foul now hustles to a position clear of players, approximately six to eight metres from the scorer's table, to report the foul.



Diagram 130



Diagram 131

5. The official completes the signals to the scorer's table in accordance with section 7.1 (Diagram 130 and Diagram 131).



Diagram 132

6. The final part of the sequence is to show the new direction of play using the team control foul signal (Diagram 132). The arm indicates the direction in which play will recommence. Do not extend the arm across the body: use the left arm to indicate that play will go to your left, and use the right arm to indicate that it will go to your right.

7.5 Foul and successful field goal

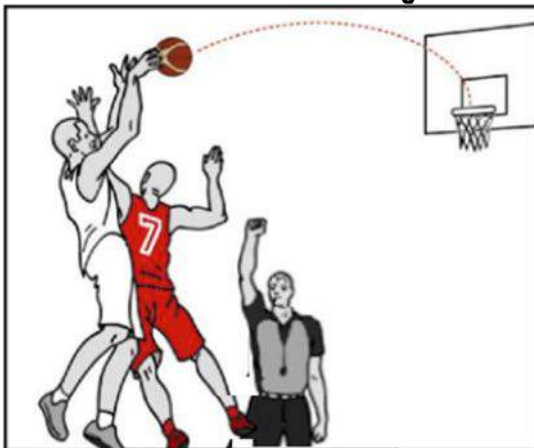


Diagram 133

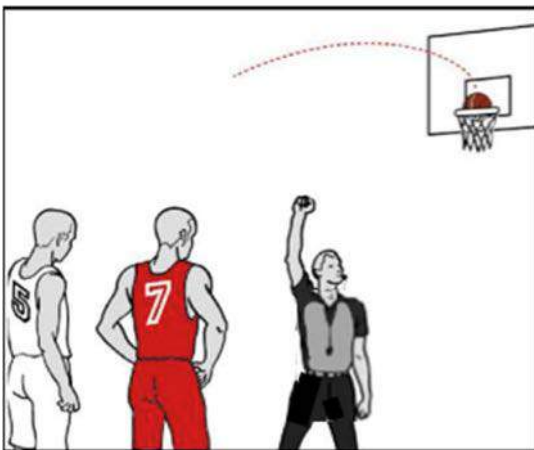


Diagram 134

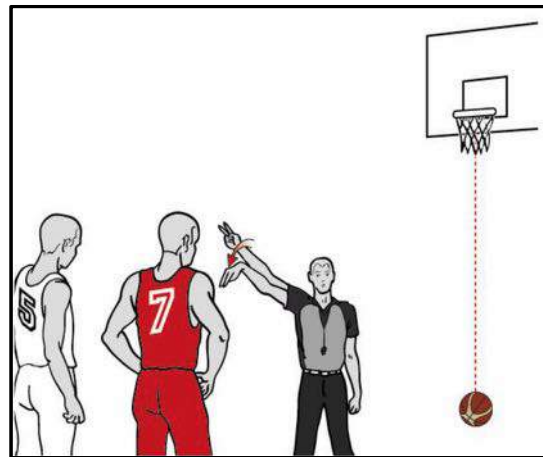


Diagram 135

The player is fouled in the act of shooting and the field goal is successful (Diagram 133). The lead official has blown his whistle and stopped the game clock (Diagram 134).

He must immediately indicate to everyone involved in the game, including the spectators, whether the field goal attempt was valid and the points are awarded. This signal must be given first, to avoid additional pressures from spectators, coaches and players (Diagram 135).

If the official who called the foul is not certain if the ball entered the basket, he must verify this fact with his partner using the method established in the pre-game conference.

The final decision on whether this field goal counts shall be made by the official who called the foul.

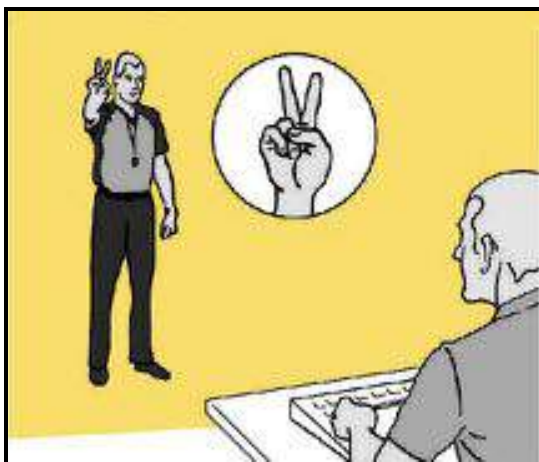


Diagram 136

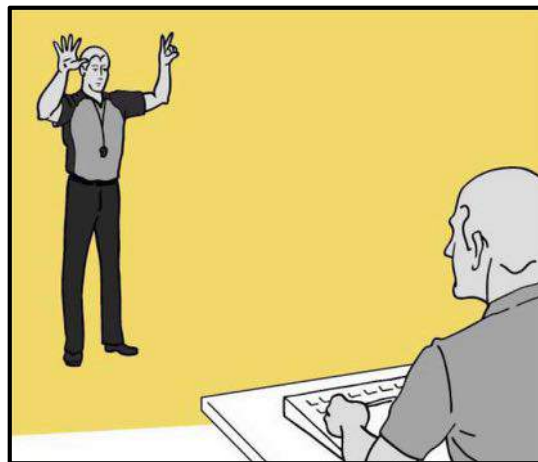


Diagram 137



Diagram 138

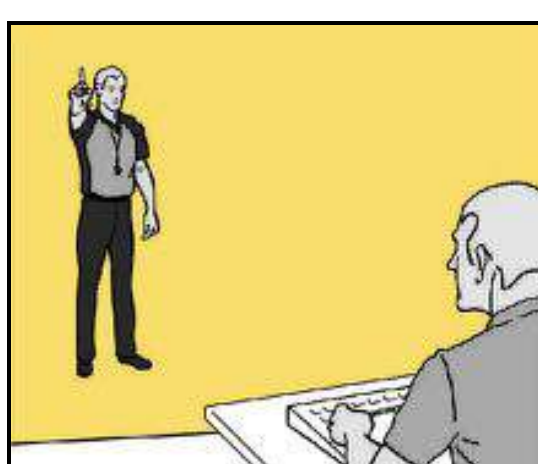


Diagram 139

The official moves quickly to a position clear of all players, approximately six to eight metres from the scorer's table, and stops.

From this stationary position, he first confirms that a field goal has been scored. In Diagram 136, the official indicates that two (2) points are to be credited to the shooting team.

After this, the official indicates the team colour and the number of the player committing the foul (Diagram 137) and the type of foul (holding) (Diagram 138). It is not appropriate to point towards the team bench of the fouling player.

To complete the reporting procedure, the official indicates that one (1) free throw will be awarded (Diagram 139).

7.6 Double foul



Diagram 140

The official calling the fouls blows his whistle and simultaneously gives the double foul signal (Diagram 140).

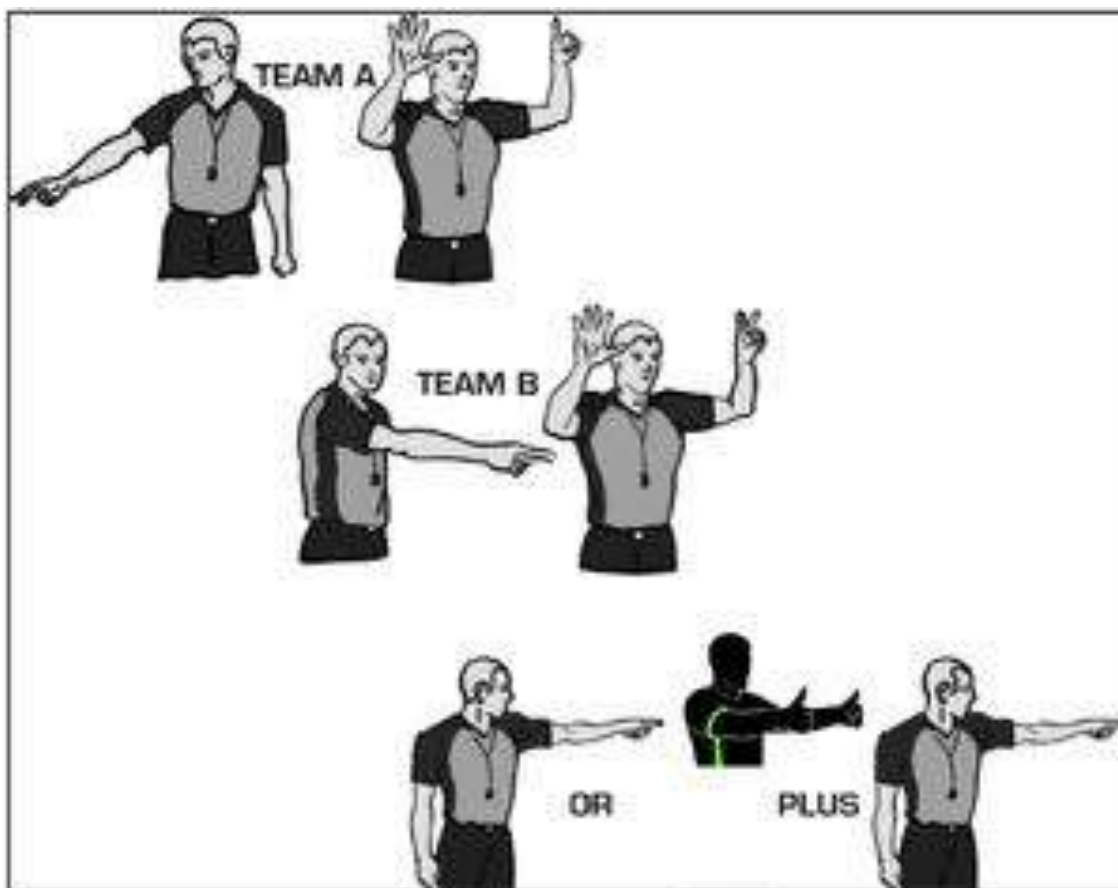


Diagram 141

The official moves quickly to a position clear of all players, approximately six (6) to eight (8) metres from the scorer's table.

Next, he clearly indicates the first team by pointing in the direction of the team bench and then gives the player's number (7).

In this situation it is absolutely vital that the scorer records the number of the player correctly.

He then indicates the second team by pointing in the direction of the team bench and then gives the player's number.

Finally, the official shall indicate the outcome:

- In the first part of the example (Diagram 141), the team in control of the ball (red) when the double foul occurred will retain possession when the game restarts;
- In the second part of the example (Diagram 141), that a jump ball situation has occurred (for example if neither team has team control of the ball), followed by the direction of play signal in accordance with the alternating possession arrow.

Referees should use **only** the official signals in the FIBA Official Basketball Rules. It is an indication of a professional attitude to use the correct signals – unofficial signals, personal habits and preferences demonstrate a lack of understanding and an unprofessional approach.

When communicating decisions with signals it is important to remember that the use of correct signals leaves a strong impression with players, coaches and spectators. It is a piece in the overall package of providing a trusted and accepted refereeing image. Officials may think that there is no need to practice the official signals, but it is highly necessary to create the proper impression.

The following is a checklist for the successful use of officiating signals:

1. Use only the signals in the FIBA Official Basketball Rules.
2. Apply a steady rhythm when using signals:
 - a) Each signal has a start and a stop.
 - b) When finishing the signal, freeze and count “one two” in your mind.
3. Use Strong, Sharp, Visible and Decisive signals (practice this in front of the mirror).
4. Use the correct arm to point direction, depending which shoulder is in the front.
5. Treat each team, player and play with the same standard (do not use exaggerated signals).
6. Remember “less is more” (no repetition, no extra signals, use one clear and strong signal only).
7. Use voice to support the signals at all times.

The following is a checklist for successfully reporting to the scorer's table:

1. Move quickly to a spot that provides clear visual contact with the scorer's table (approximately six to eight metres in most cases).
2. Come to a complete stop, with both feet side by side on the floor.
3. Breathe out to balance the body and keep the shoulders level.
4. Commence a rhythm (start stop “one two”/ start stop “one two”/start stop “one two”)
5. Specify: team colour, player number, type of foul, penalty direction or free throws)

It is very important that the type of the foul reported to the scorer's table matches the type of contact that actually occurred.

7.7 Positioning of officials after a foul

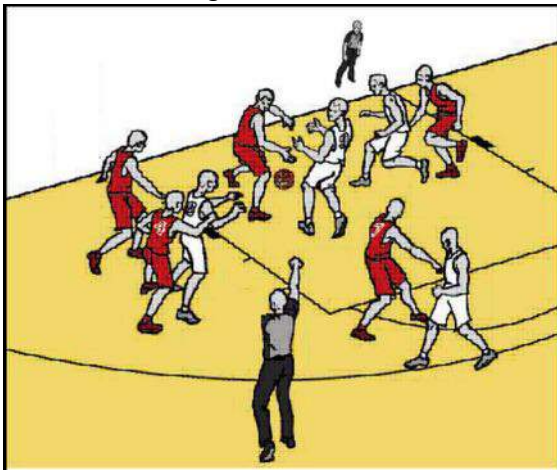


Diagram 142

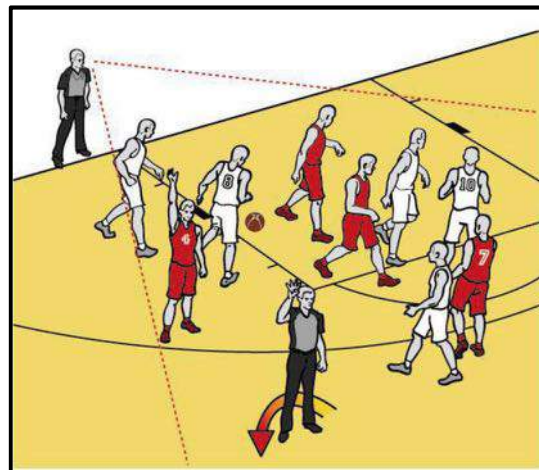


Diagram 143

A foul is committed by a defensive player on an opponent who is passing the ball.

The trail official blows his whistle and gives the foul signal with a straight arm and clenched fist (Diagram 142).

The lead official (not calling the foul) must momentarily remain standing still and concentrate his attention on the players on the playing court.

He is the only official at this time who will observe the players since the official who called the foul is reporting the foul to the scorer (Diagram 144).

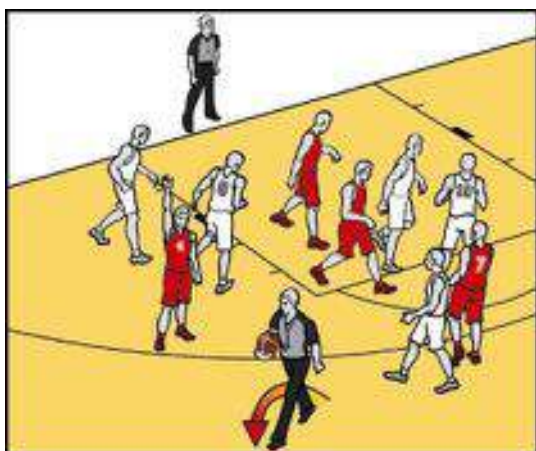


Diagram 144

In this example the officials shall not exchange positions: the calling official shall remain the trail official (Diagram 144).

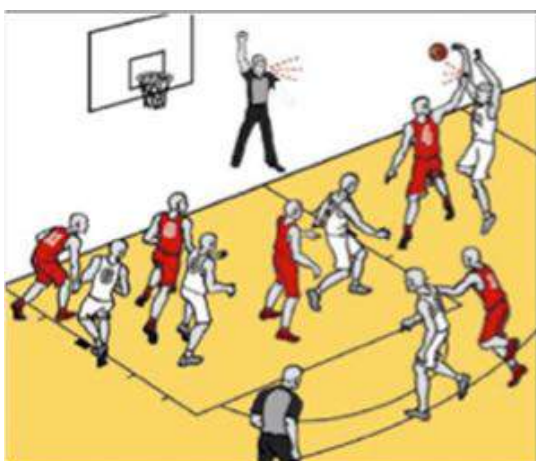


Diagram 145

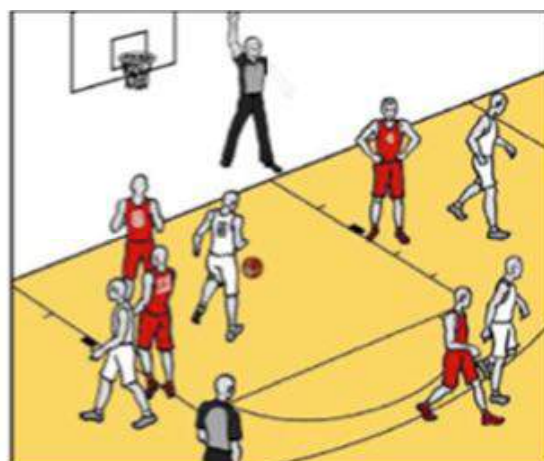


Diagram 146

The lead official who is responsible for on the ball coverage blows his whistle for a defensive foul.

A foul is committed by a defensive player on an opponent in the act of shooting. The attempt is not successful (Diagram 145 and Diagram 146).

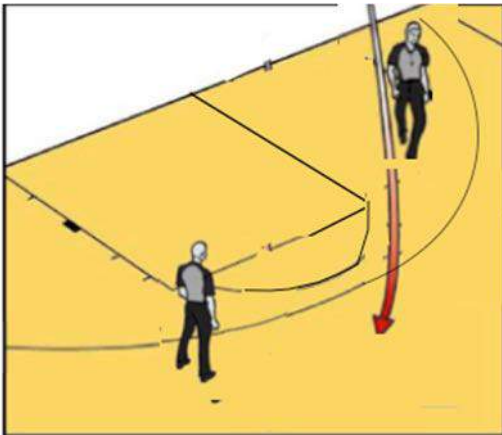


Diagram 147



Diagram 148

The trail official (not calling the foul) should momentarily remain stationary and concentrate his attention on the players on the playing court (Diagram 146 and Diagram 147). The trail official should not be concerned about recovering the ball.

As soon as his partner has commenced reporting the foul, the trail official shall move towards his new lead position, in this case the endline, keeping his eyes on the players (Diagram 148). The calling official shall become the new trail official.

The new lead official is responsible for the administration of all free throws.

Team control foul occurs away from the ball.

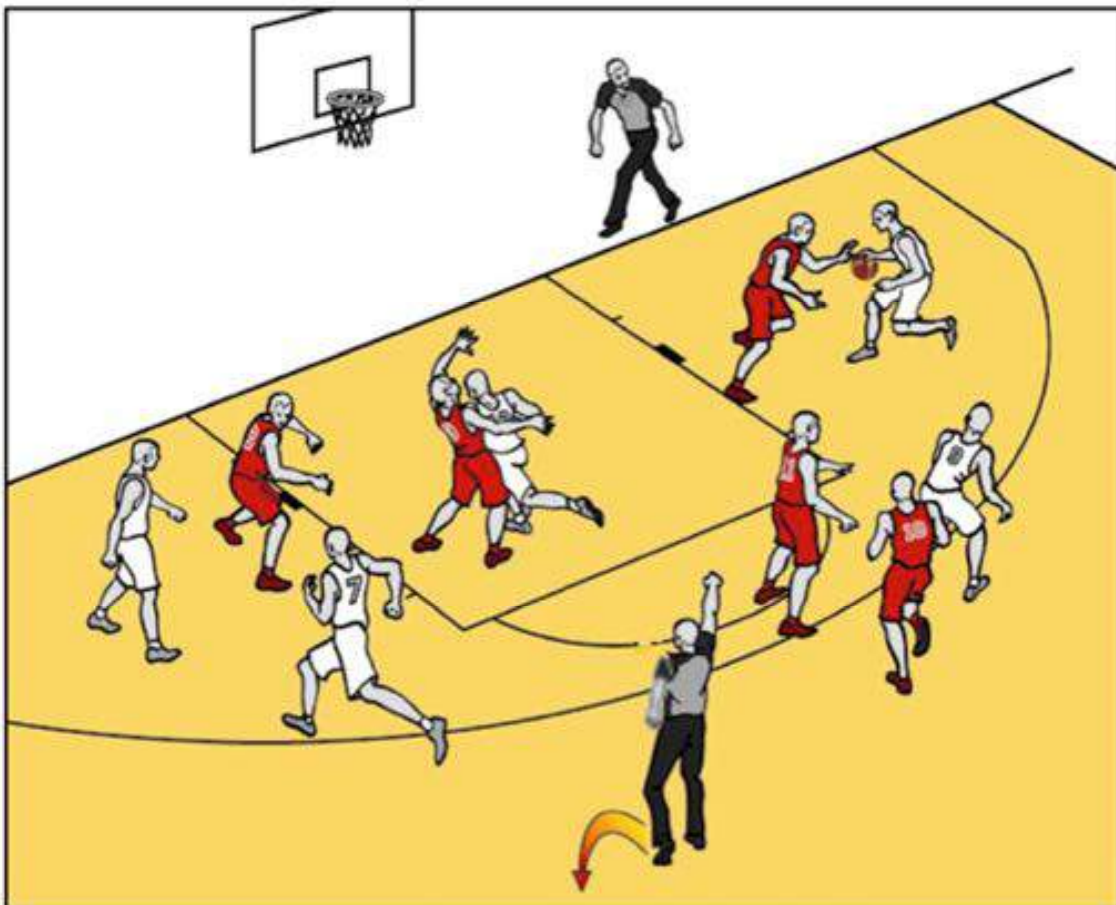


Diagram 149

The trail official who is responsible for the play blows his whistle for the offensive foul and reports the foul to the scorer's table.

The lead official stands still momentarily and observes the players.

In this case, the direction of play will change. After his partner has finished the reporting of the foul, the lead official will become the new trail and the reporting official will move to become the new lead official.

7.8 Both officials calling

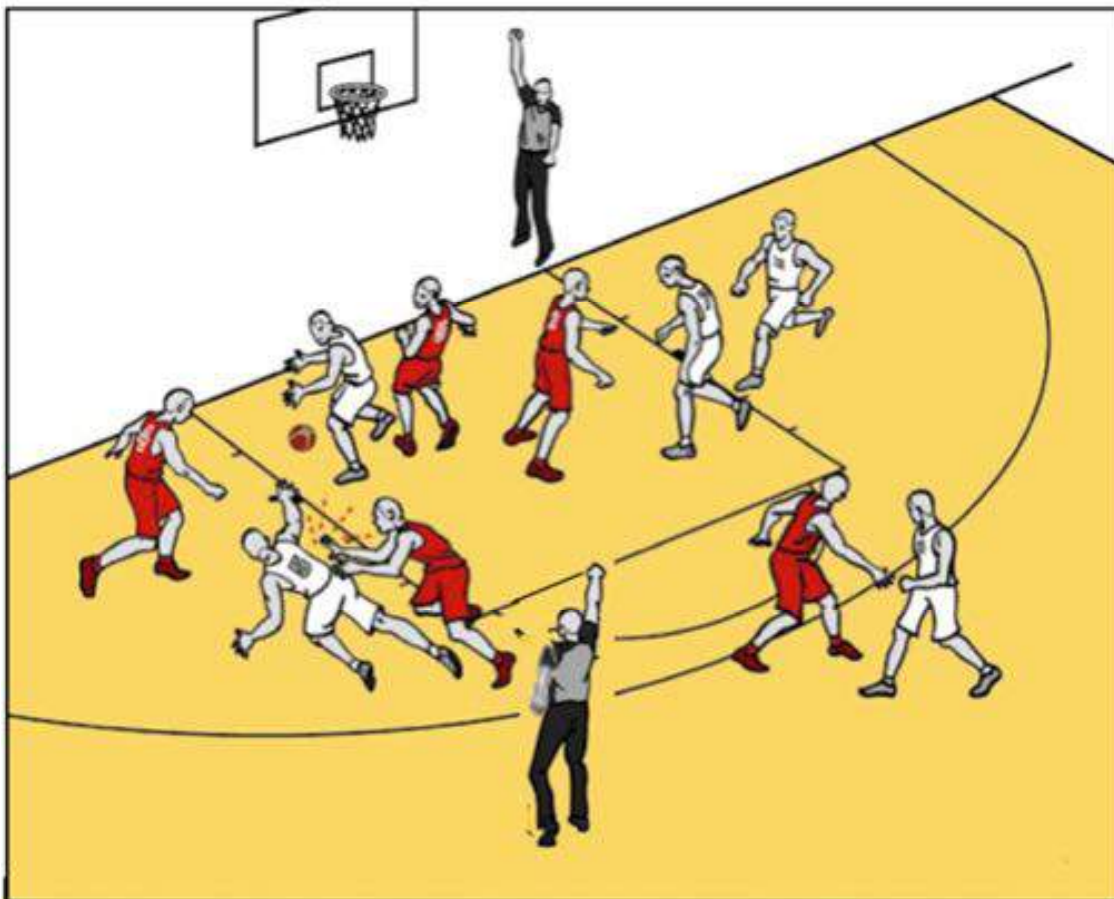


Diagram 150

There will be occasions when both officials will blow the whistle at approximately the same time (double whistle). Whenever this occurs, the officials should immediately establish eye contact with each other to verify the call. Close cooperation between the officials is absolutely essential.

In this case (Diagram 150) both are blowing their whistles for a defensive foul.

The nearest official, or the official towards whom the play is moving, takes the call, in order to avoid conflicting decisions by the officials. As this foul occurred closer to the trail official, he is the one who will report the foul.

The lead official will observe all the players while the trail official is reporting the foul to the scorer's table.

The officials will not exchange positions.

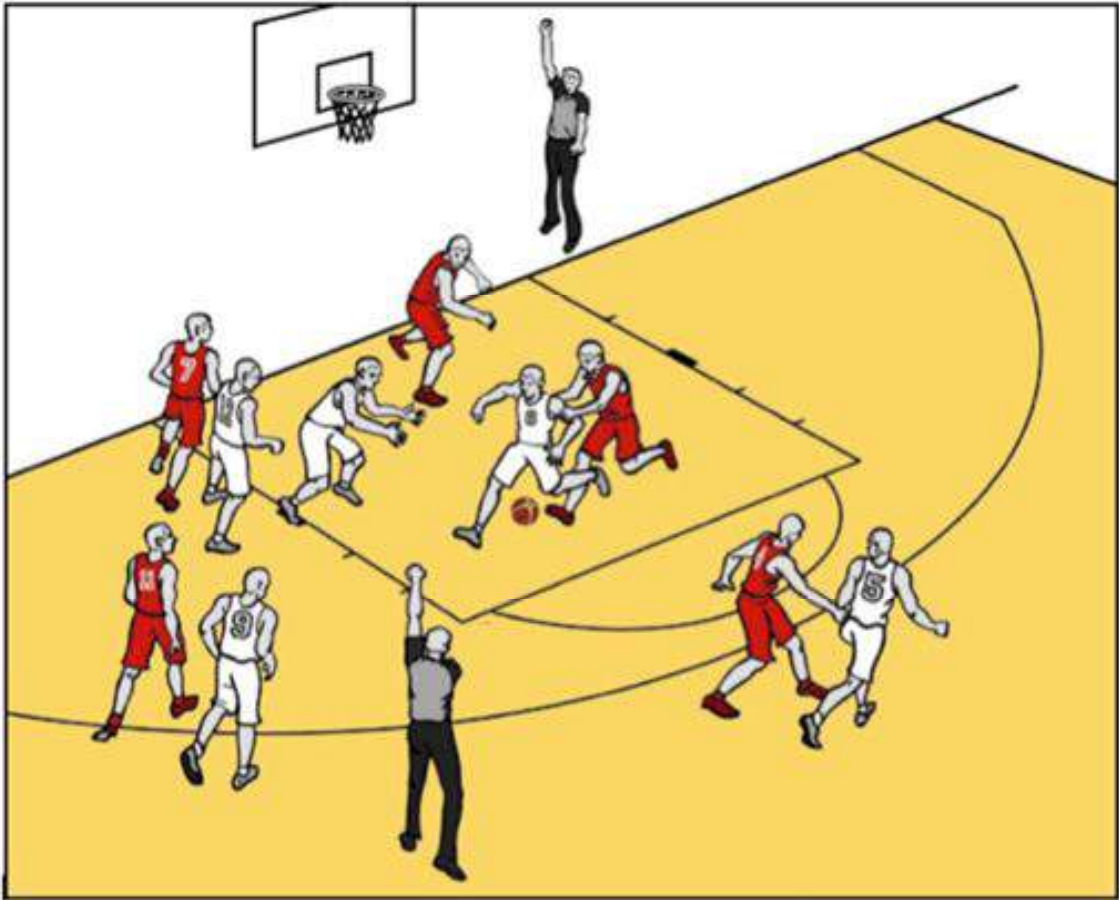


Diagram 151

The officials blow their whistles for the defensive foul at approximately the same time. It is not clear which official is the nearest to the situation.

It is the official towards whom the play is moving who will take the call unless the other official noticed some other foul or violation prior to the double whistle.

In this case, the trail official will take the responsibility for reporting the foul.

Once again eye contact between the officials is essential. Good cooperation is a quality that all officials should strive for, especially when there are double whistles on the same play.

Again, the lead official watches the players when his partner has commenced the reporting procedure.

The officials will not exchange positions.

8 Free-throw situations

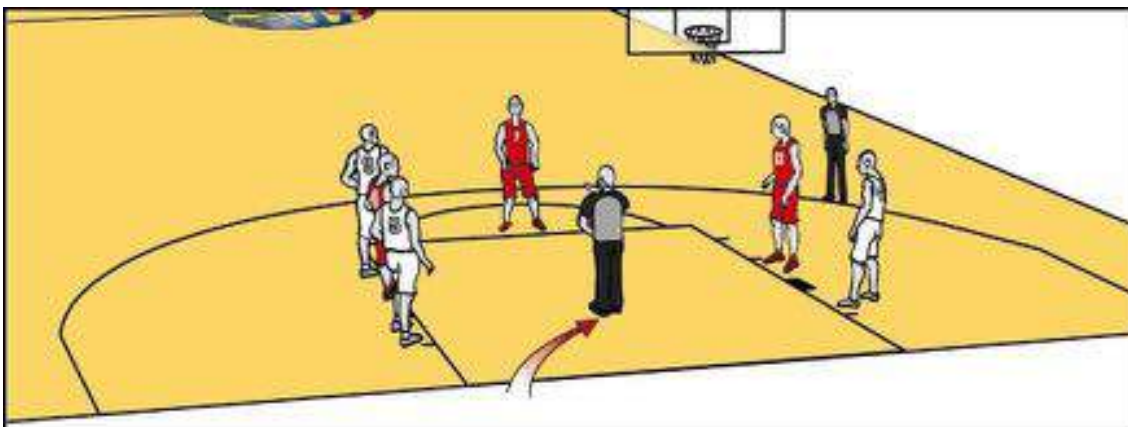


Diagram 152

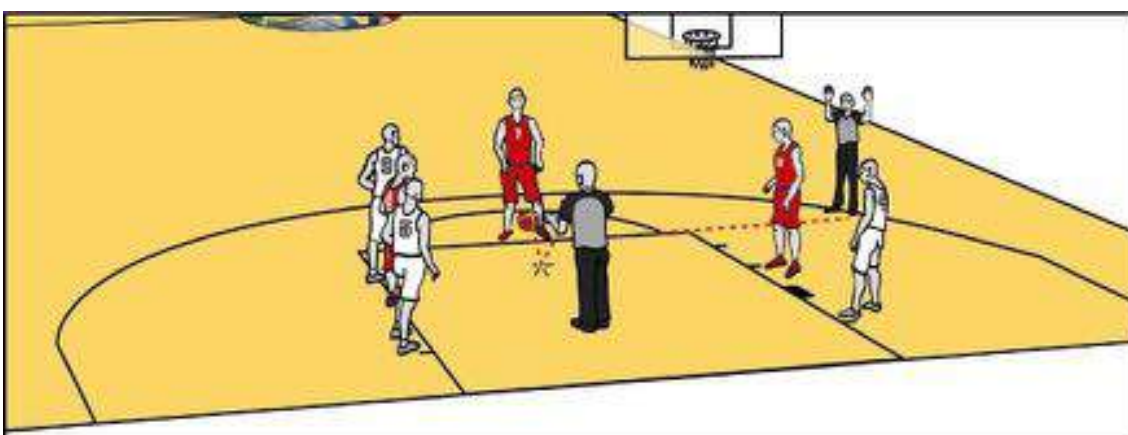


Diagram 153

The lead official takes a position under the basket with the ball in his hands and commences the administration of each free throw from that position.

When the players are lined up correctly, he enters the restricted area and signals to the players the number of free throws to be attempted (Diagram 152) (signals 59, 60 and 61 of the Official Basketball Rules). He then looks to the scorer's table, after which he bounce passes the ball to the free-throw shooter (Diagram 153). He is responsible for collecting the ball after each free throw.

8.1 Trail official

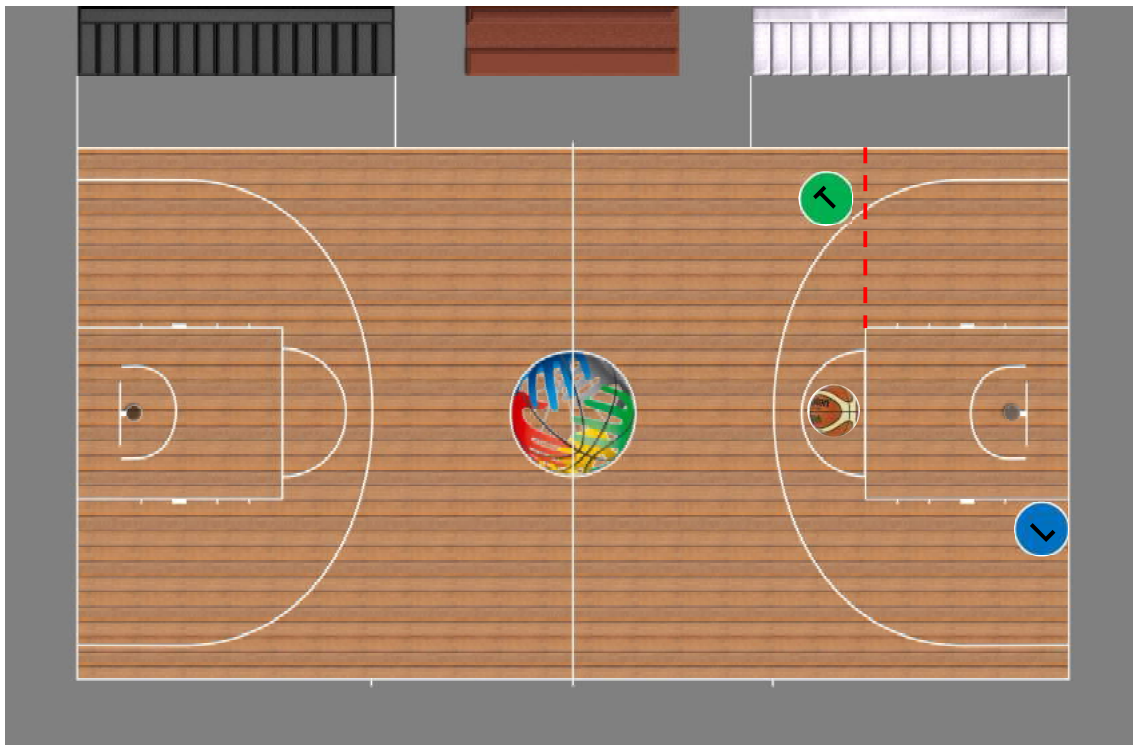


Diagram 154

In the case where a foul has been called by the lead official with free throws as the penalty, the officials shall exchange positions and the former lead official shall become the new trail official.

In the case where a foul has been called by the trail official with free throws as the penalty, the officials shall **not** exchange positions and the trail official shall remain in that position.

The trail official takes a position one step to his right of the free-throw line extended, where it intersects the three-point line, out of the line of vision of the free-throw shooter (Diagram 154).

The trail official shall indicate the number of the free throws by raising his arm(s) (signals 62, 63 and 64 of the Official Basketball Rules).

The trail official is responsible for:

- a) Observing the actions of the shooter.
- b) Observing the players along his opposite side of the restricted area, for possible violations of the free throw provisions by those players entering the restricted area before the ball leaves the hand of the free-throw shooter.
- c) Observing the backs of the players along his near side of the restricted area.
- d) Counting five seconds.
- e) Watching the flight of the ball and the ball on the ring.
- f) Confirming the free throw if successful.

8.2 Lead official

During the first of two free throws (or the first and second of three free throws), he takes a position to in the space between the player-position closest to the endline and the endline itself, away from the line of sight of the free throw shooter (Diagram 154 above).



Diagram 155

For the last or only free throw, he takes a position outside the endline, in a straight line between the free throw shooter and the player-position nearest to the endline (Diagram 155).

The lead official is responsible for:

- Observing the players along his opposite side of the restricted area for possible violations of the free throw provisions by those players entering the restricted area before the ball leaves the hand of the free-throw shooter.
- Observing the backs of the players along his near side of the restricted area.
- Observing the players in the three-point area for possible violations of the free throw provisions by those players entering the restricted area before the ball has contacted the ring.

The lead official is also primarily responsible for contact situations.

Note: Once the ball is at the disposal of a player for the first or only free throw, substitutions or time-outs shall not be granted unless the last or only free throw is successful or the last or only free throw is followed by the possession of the ball for the throw-in at the centreline extended, opposite the scorer's table.

8.3 Free throws without line up of players



Diagram 156



Diagram 157

For all technical (Diagram 156), unsportsmanlike or disqualifying fouls, the penalty is free throw(s) and possession of the ball for a throw-in at the centreline extended, opposite the scorer's table.

As there is no possibility of a rebound situation when the free throws are completed, the players shall not line up along the restricted area (Diagram 157).



Diagram 158

The official not calling the foul is responsible for administering the free throws from the **trail** free throw position (Diagram 158).

The official calling the foul shall stand near the centreline extended, opposite the scorer's table, ready to administer the throw-in as soon as the free throw(s) have been completed (Diagram 158).

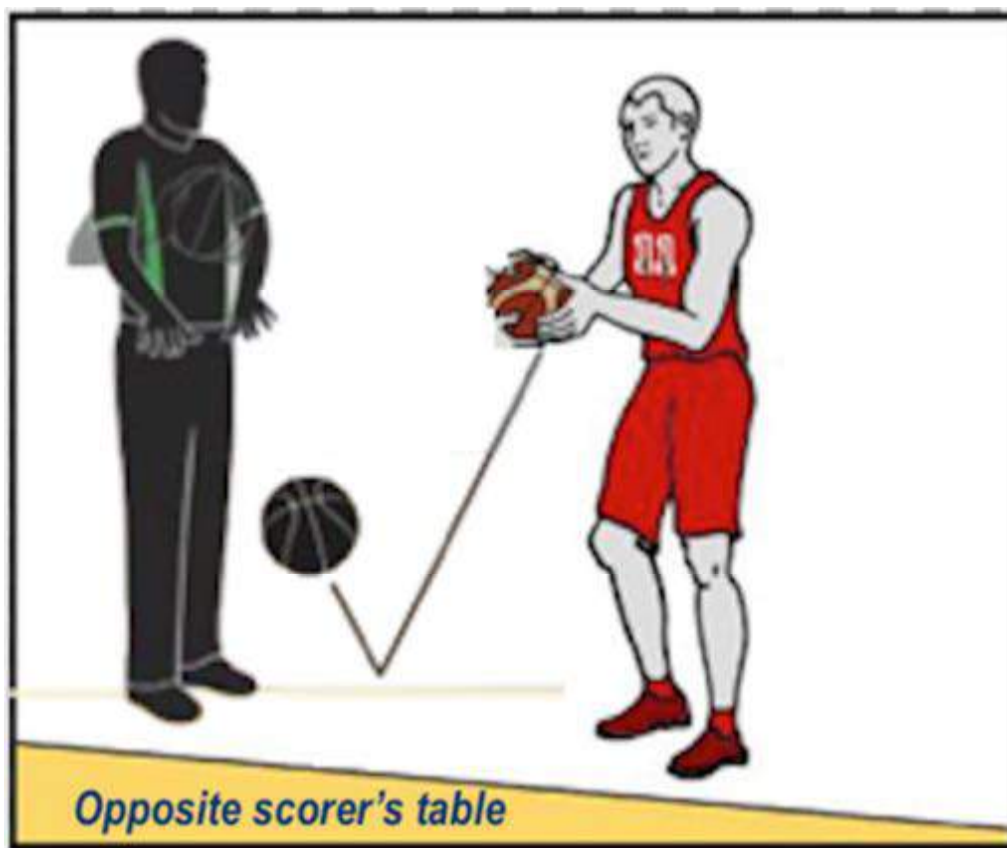


Diagram 159

The player taking the throw-in shall have one foot on either side of the centreline extended and be entitled to pass the ball to a team-mate at any place on the playing court (Diagram 159).

9 Time-outs and Substitutions

Whenever a team requests a time-out, **the scorer shall indicate it to the officials by sounding his signal when the ball becomes dead, the game clock is stopped and, if an official is reporting a foul, after he has finished his communication with the scorer's table.**

The official nearest to the scorer's table shall blow his whistle and make the time-out signal.

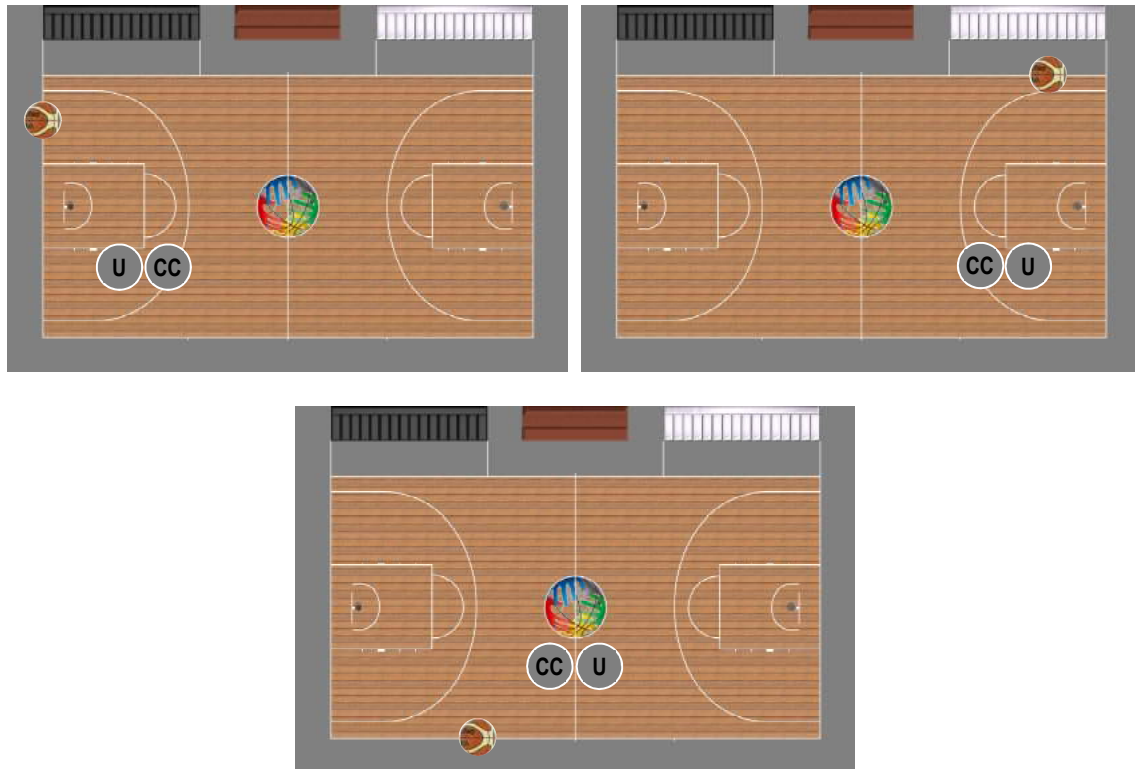


Diagram 160

The officials then place the ball on the floor where it will be put into play when the time-out is completed, and move to the rear (opposite side to the scorer's table) of the nearest circle/semi-circle (Diagram 160) to observe the players, substitutes and coaches of the teams and to have eye contact with the scorer's table. However, in some competitions it may be more appropriate for the crew chief to retain possession of the ball for safe-keeping during the time out.

When 50 seconds of the time-out have elapsed, the timer shall sound his signal and the crew chief shall blow his whistle to call the teams to return on the playing court immediately to resume the game. Players are not permitted to return to the playing court before these signals.

If it has been the last time-out permitted for a team during a half, the crew chief shall, after its completion, inform the coach that he has taken his last time-out.

9.1 Administration of time-out



Diagram 161

For example, the ball goes out-of-bounds on the sideline opposite the scorer's table and is called by the trail official (Diagram 161).

The lead official is closer to the scorer's table and therefore is the one to administer the time-out.

Both officials take a position at the rear of the circle/semi-circle nearest to where the ball will be put into play (Diagram 160 above).

Once the time-out is over, the officials shall return to their original positions. Again, close cooperation between the officials is necessary.

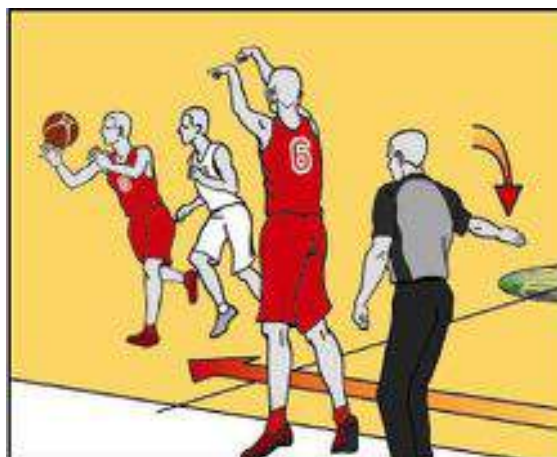


Diagram 162

With everyone ready, the ball is bounce passed to the player taking the throw-in. The official who administers the throw-in gives the time-in signal when the ball first touches or is touched by a player on the playing court (Diagram 162).

If the ball is put into play by the lead official, the time-in signal is mirrored by the trail official to assist the timer.

However, if the ball is put into play by the trail official, it is not appropriate for the lead official to mirror the signal.

9.2 Time-out after successful field goal or last or only free throw

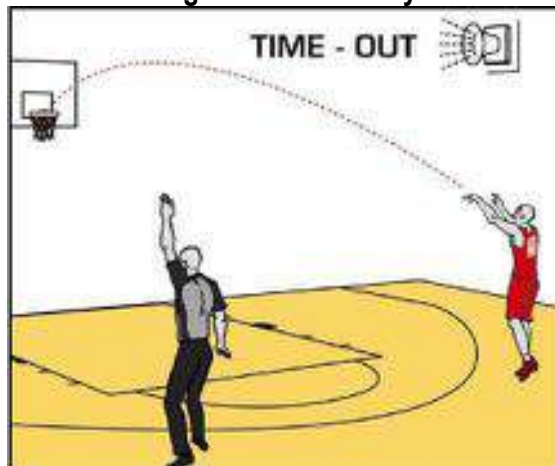


Diagram 163

A coach may be granted a time-out, if, following his request, the opponents score a field goal or last or only successful free throw and his request was made before the ball is at the disposal of a player for the throw-in (Diagram 163).

The timer stops the game clock or keeps it stopped and the scorer indicates to the officials that a time-out has been requested.

The trail official blows his whistle and gives the time-out signal.

The officials then place the ball on the floor where it will be put into play when the time-out is completed, and move to the rear (opposite side to the scorer's table) of the nearest circle/semi-circle (Diagram 160 above)

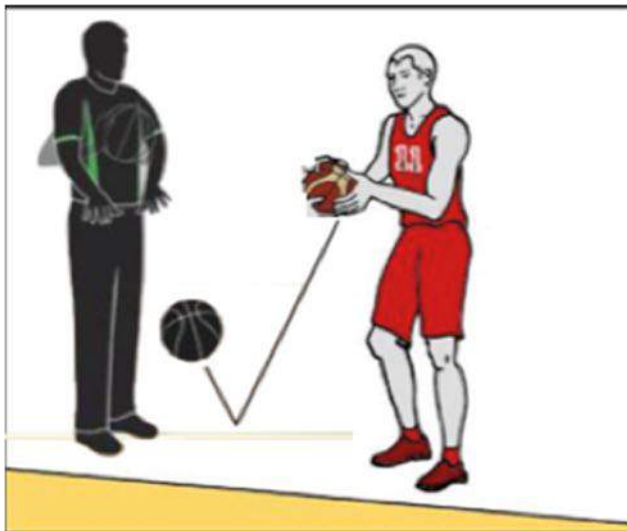


Diagram 164

When all the players from both teams have returned to the playing court and after the officials have made eye contact, the trail official will bounce pass the ball to the player to take the throw-in from the endline (Diagram 164).

When a throw-in is taken on the endline in the frontcourt, the lead official will blow the whistle before bouncing the ball to the player for the throw-in. This is to ensure that players from both teams are ready for play to recommence.

After a successful field goal or last or only free throw (including after a time-out) the player passing the ball in may move laterally along the whole of the endline provided he does not consume more than five seconds.

Note: In this situation, the rules permit more than one player of the team putting the ball into play to be behind the endline, and such players may pass the ball between themselves provided they do not consume more than five seconds.

9.3 Administration of substitution

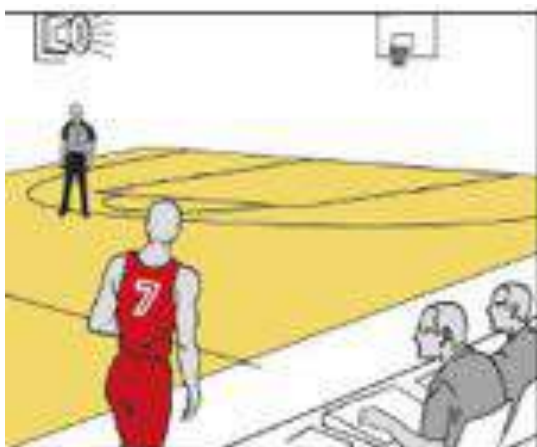


Diagram 165



Diagram 166



Diagram 167

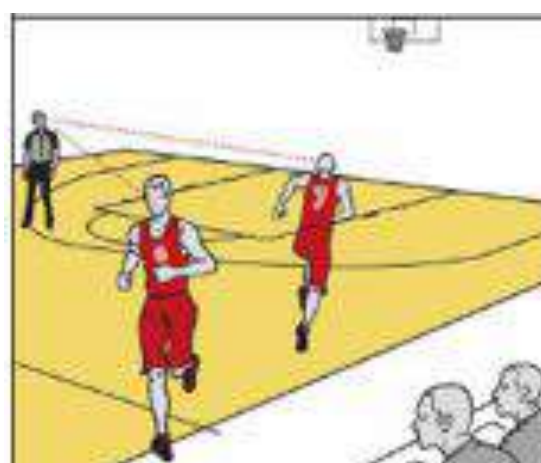


Diagram 168

When a substitution opportunity begins, the scorer signals to the officials that a substitution has been requested (Diagram 165). The nearest official to the scorer's table acknowledges the request for the substitution by blowing his whistle, giving the substitution signal (Diagram 166) and beckoning the new player(s) onto the playing court. Once the clock is stopped, it is **not** appropriate for the official to raise his arm to raise his arm: giving the substitution signal and a beckoning of the hand from the official are the only signals required (Diagram 167).

The primary responsibility for having five players on the playing court after the substitution is with the coach, not the officials.

If both teams request substitutions the official may beckon the players onto the court with both hands.

The players leaving the game do not have to report to the scorer and are permitted to go directly to their team's bench (Diagram 168).

Officials should always keep in mind that the game needs to be resumed as quickly as possible.

The game must maintain its speed; therefore:

- Under no circumstances should there be delays to the game because of poor and improper movement of the officials on the playing court, especially after the game clock has been stopped and the ball is dead.
- Under no circumstances should there be a situation in which the players are ready to resume the game (throw-ins, free throws, substitutions) and the officials are still not in the required position to resume the game.
- In all situations in which the ball becomes dead and the game clock is stopped, if the officials are required to move, they must do so quickly.
- The officials must make eye contact to ensure the substitution is completed before recommencing the game.

10 End of playing time

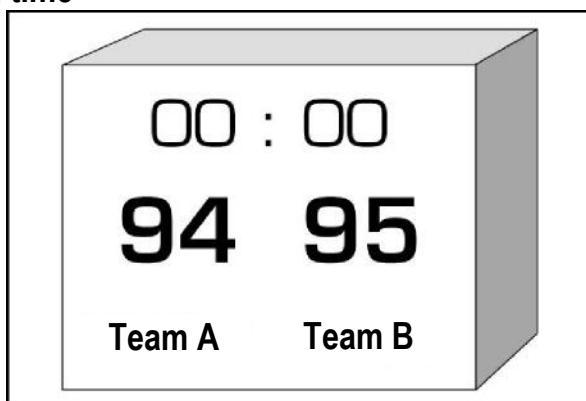


Diagram 169

10.1 Checking the scoresheet



Diagram 170

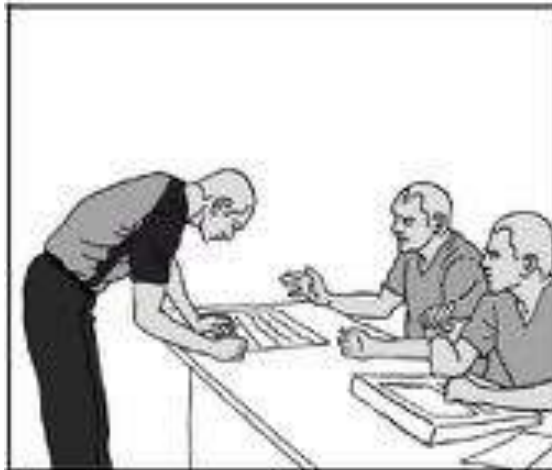


Diagram 171

When the game clock sounds for the end of playing time, unless circumstances dictate otherwise, the officials should move towards the scorer's table.

After the scorer has completed the scoresheet, the scorer shall ensure that the assistant scorer, the timer and the shot clock operator have entered their names in block letters.

After the scorer has also entered his name, the scoresheet should be presented to the crew chief for verification.

Once the crew chief is satisfied with its accuracy, it is signed first by the Umpire and then by the crew chief.

This approval and signing of the scoresheet terminates the officials' administration and connection with the game.



Diagram 172

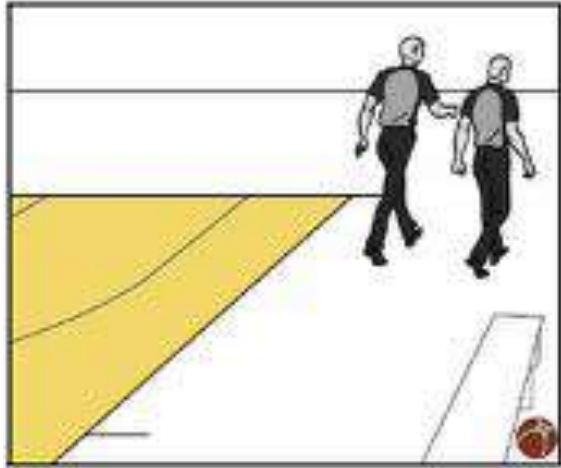


Diagram 173

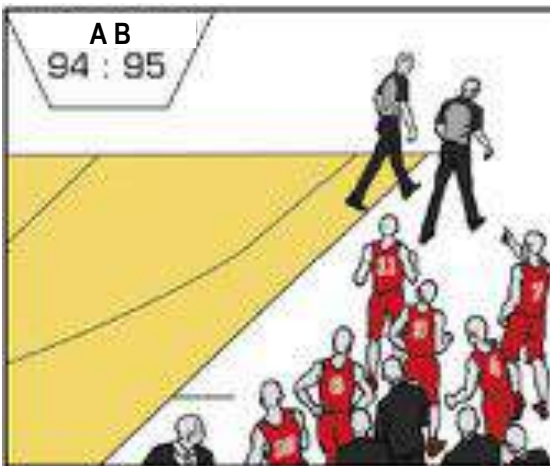


Diagram 174



Diagram 175

It is customary to thank the table officials and the commissioner, if present, for their efforts, as they are also part of the team. A handshake is the normal practice.

Both officials should leave the floor together.

If the game score is close at the end of the playing time, there might be occasions when it is more prudent to check and sign the scoresheet in the privacy of the officials' dressing room.

In such circumstances, it is imperative that the officials look for each other at the conclusion of the game and try, where possible, to leave the floor together, proceeding directly to the dressing room.

If such action proves necessary, the officials should avoid any subsequent discussion with coaches, players and spectators. In all circumstances, the officials must be composed, courteous, polite and discrete.

The officials have worked hard. They have given their best together:

*"I was not the crew chief;
You were not the umpire;
We were a team."*

11 Review comments

A pre-game conference is absolutely necessary.

1. Know your areas of responsibility on the floor and avoid having both officials watch the ball and the players immediately surrounding it.
2. Referee the play away from the ball when that is your primary responsibility.
3. With double whistles, establish eye contact with your partner before proceeding with your signal.
Remember: The official nearest to the play or towards whom the play is moving shall have primary responsibility.
4. Give help when required on out-of-bounds situations, but only when requested to do so by your partner. Get into the habit of establishing eye contact.
5. Try to know at all times not only where the ball and all the players are located but also know the location of your partner.
6. In fast break situations, especially where the players on offence outnumber those on defence, let the nearest official make the decision on whether to call the foul. Avoid the temptation to make a call when you are ten metres or more away from the action.
7. Be aware of the standard, skills and abilities of the players and the directions of the competitions in the application of the rules.
8. Excessive use of hands **must not** be allowed. A mere touch in itself is not a foul, but any illegal prevention of a player's movement seeking to obtain a new position is a foul.
9. **Establish your standards early in the game and remain consistent as a team.** This will make the game easier to control. Rough and over-aggressive play must always be penalised. The players will adjust to the way the officials allow them to play.
10. Be vigilant on rebound situations. If a player in an unfavourable position gains an unfair advantage through illegal contact, it is a foul. **However, rebounding contact, when it is not intentional and does not affect the play, may be ignored.**
11. Keep adjusting as the play moves towards you and try to adjust to obtain and maintain the best possible position with a wide angle of vision between the defensive and offensive players. A stationery position to judge the play is ideal. Adjust position, **stop, observe, decide.**
12. Never stop adjusting. Adjust your position when the ball moves. You too are an athlete.
13. Make sure you know where the ball is when you call three seconds and **make sure you have counted three (3) seconds after you have seen the offensive player** in the restricted area.
14. Do not stop the game just to warn a player or a coach regarding his conduct. If the warning is necessary, do so when the ball becomes dead and the game clock is stopped. If it is necessary to stop the game, a technical foul must be called.
15. The coaches should not be allowed to become the centre of attention with theatrical gestures and constant complaining. This behaviour is not to be tolerated. The officials must stop this early. Do not be afraid to call the technical foul when the coach tries to intimidate or harass you.
16. When you report a foul and the team foul marker is in operation, confirm with the scorer whether the team is in the bonus situation before indicating the penalty.
17. Slow down your signals to the scorer, especially when giving the player's number. Treat the reporting of a foul as a clear conversation with the scorer.
18. Work as a team with your partner. Do your best to cooperate. Make eye contact before bounce passing the ball to a player for a throw-in.
19. You arrive on the floor together. Therefore, whenever possible, try to leave the playing court together.

12 Conclusion

The officials are entrusted to see that the game is played within the framework and guidelines of the Rules. They must make instantaneous decisions that sometimes will not be popular. They must maintain composure at all times. Good officiating requires thoughtfulness - officials should avoid making emotional decisions.

Inevitably any decision that is taken without proper thought may appear to lack rationality and may even be wrong.

'No official is perfect'. There will never be a game after which the official can look back and say, 'I was faultless'. Human activity necessitates human judgements.

Basketball is competitive. It is a game charged with energy, where tempers and friction can run high, especially when the score is close. The officials must always have the game under control. This means the officials must be firm, decisive and unshakeable.

Officials must understand the players and coaches and be aware of what makes them tick and how they perform. No official can have an excellent game without a reasonable amount of rapport with and cooperation from the players and coaches.

Officials need an awareness of the game, an insight into the aims and objectives of players, and coaches' tactical manoeuvres, as well as an understanding of the strains and pressures affecting them. Officials must understand the frustrations of playing and coaching. The players, the coaches and the officials all belong together; they are not members of separate factions.

Concentration is vital for officials. While the player has the opportunity to break concentration when not directly involved with the ball, the official can relax only briefly when time-outs and substitutions are made. Concentration diminishes with the onset of fatigue, as the game progresses into its final stages.

Physical and psychological preparation becomes very important. This is not to anticipate what will actually happen; rather it is preparation for the most likely eventualities. Simply expressed, it is an awareness of the best possible position from which to watch the play and a striving to get to that position.

Officiating is being in the right place at the right time to make the right call. Good positioning is the key factor.

There is a high correlation between the location of the official and the accuracy of his decisions.

Officiating is not an easy task. The players are big and fast, the pace of the game intense. It is difficult to control or even see everything that happens. Good officials try to follow the play away from the ball, but of course, just as everyone else, there is always the tendency to focus on the spectacular scoring plays.

An official's greatest virtue is consistency. It is important to try to call the same play the same way, irrespective of the stage of the game or other pressures.

The best officials have an easy authority, a rapport with players and coaches, the ability to keep a calm and steady presence in the most demanding circumstances, a thorough understanding of the game and acute powers of observation. They are intelligent people in excellent physical condition.

Basketball is a game of passion, of involvement and commitment, requiring officials with a **feel for the game**.

When you become an official, you will never again see the game as a mere spectator. Nevertheless, it is still a game and should be enjoyed by everyone.

Even officials may smile 😊