

2-PERSON OFFICIATING REFRESHER CLINIC

Ver 1.0 - Updated Jan 13, 2022



2-PERSON OFFICIATING

NOCP 1 & 2 Training

All information is consistent with the Canada Basketball Officials Commission (CBOC) NOCP 1 & 2 courses, where the learning and development training models are adopted from the FIBA National Referee Curriculum Level 1 & 2.

This training does not replace the NOCP 1 & 2 training - which all referees will be required to complete by a date to be established in the future to maintain membership.

This date could be as early as September 1, 2023.



2PO COURT COVERAGE

Principles

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

- When the ball moves, the officials must always adjust so they can see the defender
- **Box-in**, that is, keep all the players sandwiched between the two officials
- Look for the space between opponents, **maintaining an appropriate distance** from the play. This will help to have a wider angle of vision on the play and improve court coverage
- 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** □ **DECIDE**



DIVISION OF RESPONSIBILITIES ON THE COURT

Trail

- Two-point and three-point field goal attempts, including deciding whether time has expired at the end of playing time for a quarter or overtime or a shot clock violation has occurred.
- Goaltending and Basket Interference
- Ball-returned-to-back-court violations
- Their closest sideline and the centre line



DIVISION OF RESPONSIBILITIES ON THE COURT

Lead

- Pivot/post play
- Play under the basket
- Drive to the basket on lead's side of the playing court
- Endline and their closest sideline



JUMP

BALL

Duties of the Referee (CC)

- The referee (crew chief) tossing the ball stands at the jump ball circle, facing the scorer's table. They check to make sure their partner and the teams are ready to play.
- **Toss the ball in a seamless motion, higher than either player can jump.**
- It is crucial to understand that the jumpers are tense and will react easily on any movement caused by the referee. So therefore, it is crucial to avoid any unnecessary movements, making the tossing of the ball a single upward motion.
- Analysis indicates that 50% of the violations during the jump-ball are caused by the referee's poor toss of the ball.



A CHECKLIST FOR A SUCCESSFUL BALL

TOSS

- Players are tense - avoid any extra movements
- Style of tossing the ball is irrelevant (two hands - low or high, one hand - low or high)
- **The most important is to have one solid upward - movement to toss the ball**
- Level of the ball at the start: the lower the ball is, the further it has to travel to reach the “highest point”
- Speed & force of the toss (lower starting point - faster and more force)
- The whistle is not in the mouth when administering the toss



JUMP

BALL

Duties of the Umpire

- The other referee (umpire) stands in front of the scorer's table facing their partner.
- The umpire must signal that the clock can be started after a legal tap.
- An active mindset is the key for appropriate coverage. The passive referee should remind themselves (self-talk) to identify illegal actions and the proper procedures that follow in case they take place.

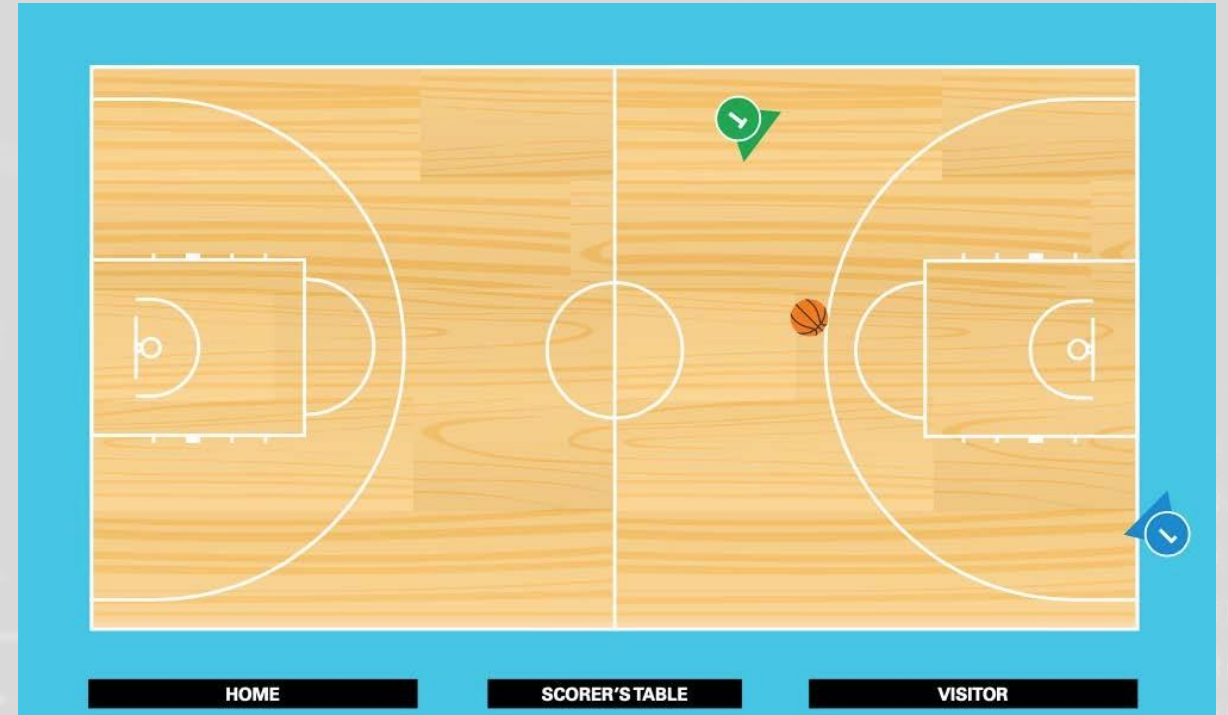
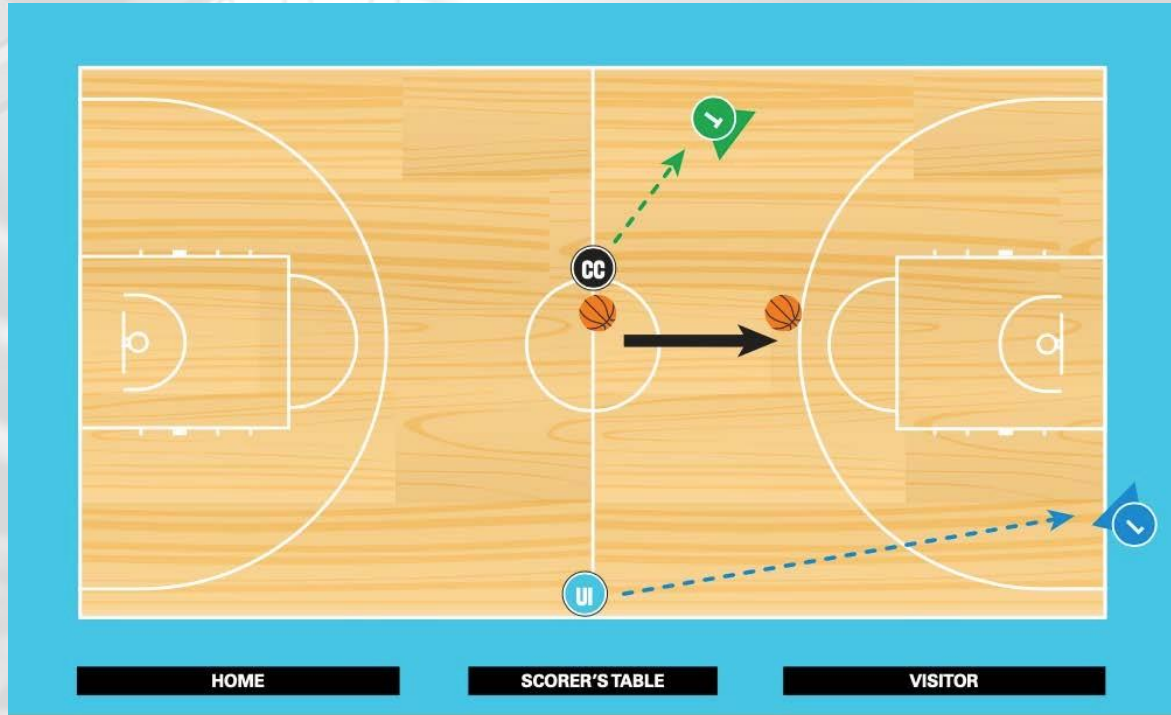


A CHECKLIST FOR A SUCCESSFUL COVERAGE

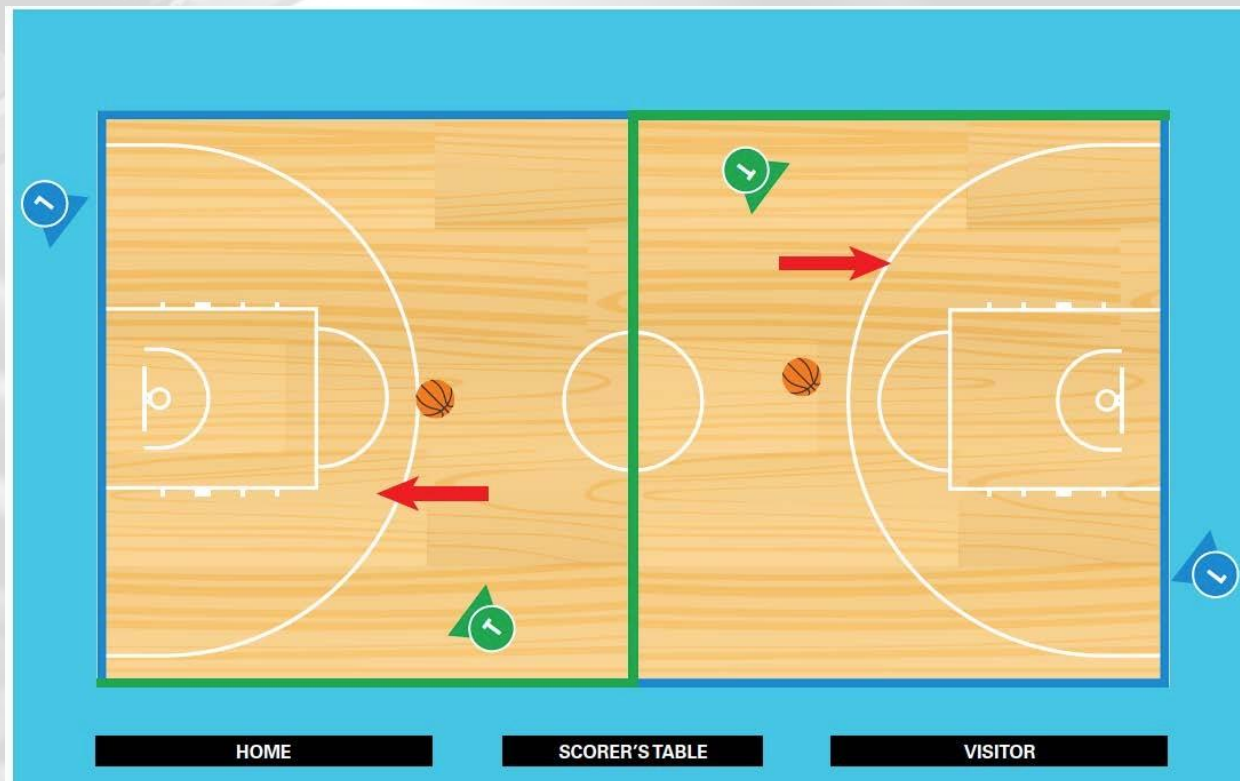
- Call back the poor toss (too low, not straight, incorrect timing)
- Call the violation if the ball is touched by jumpers on the way up (stealing the tap)
- Call the violation if the non-jumpers are not staying outside the circle until ball is tapped legally by the jumper(s)
- Controlling the game clock (10:00) and the shot clock (24") - ensuring they are reset where a violation is called before the ball is legally tapped
- Ensuring that any throw-in as a result of a violation by the jumper is placed in the new frontcourt, close to the mid court line



POSITION AFTER THE JUMP



LINE COVERAGE



Lead Responsibilities

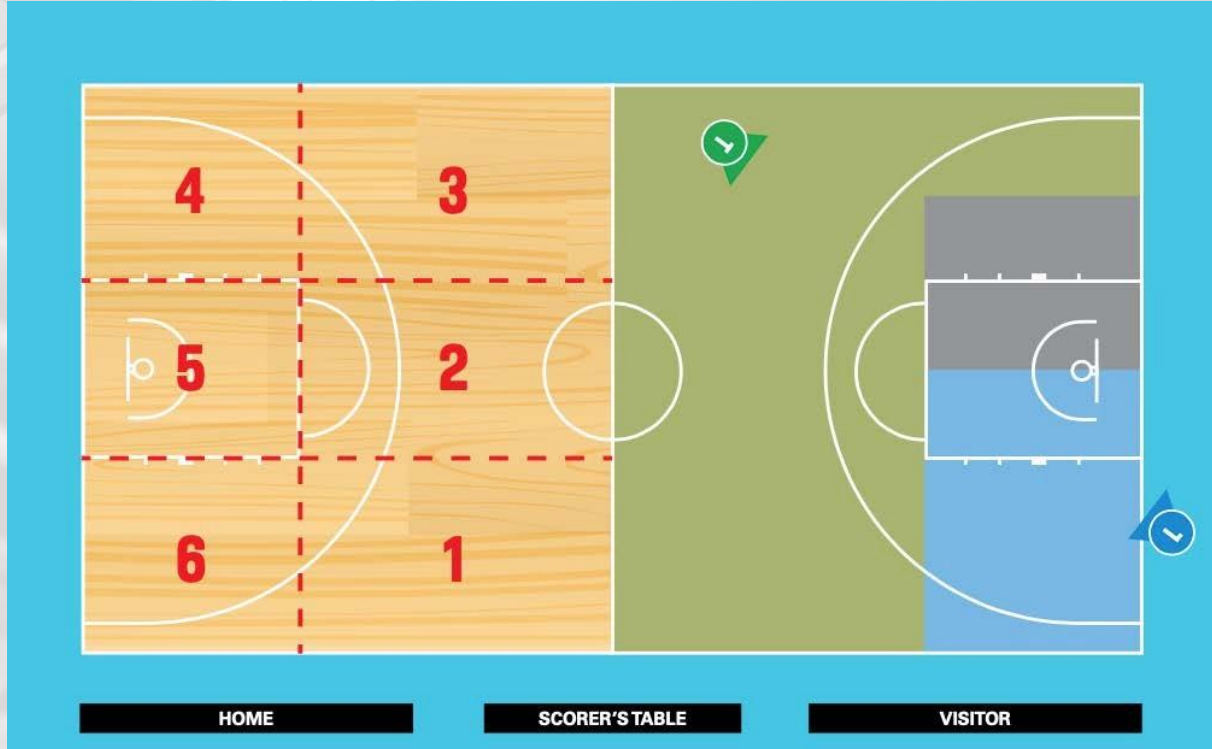
- Endline and their closest sideline

Trail Responsibilities

- Centre line and their closest sideline

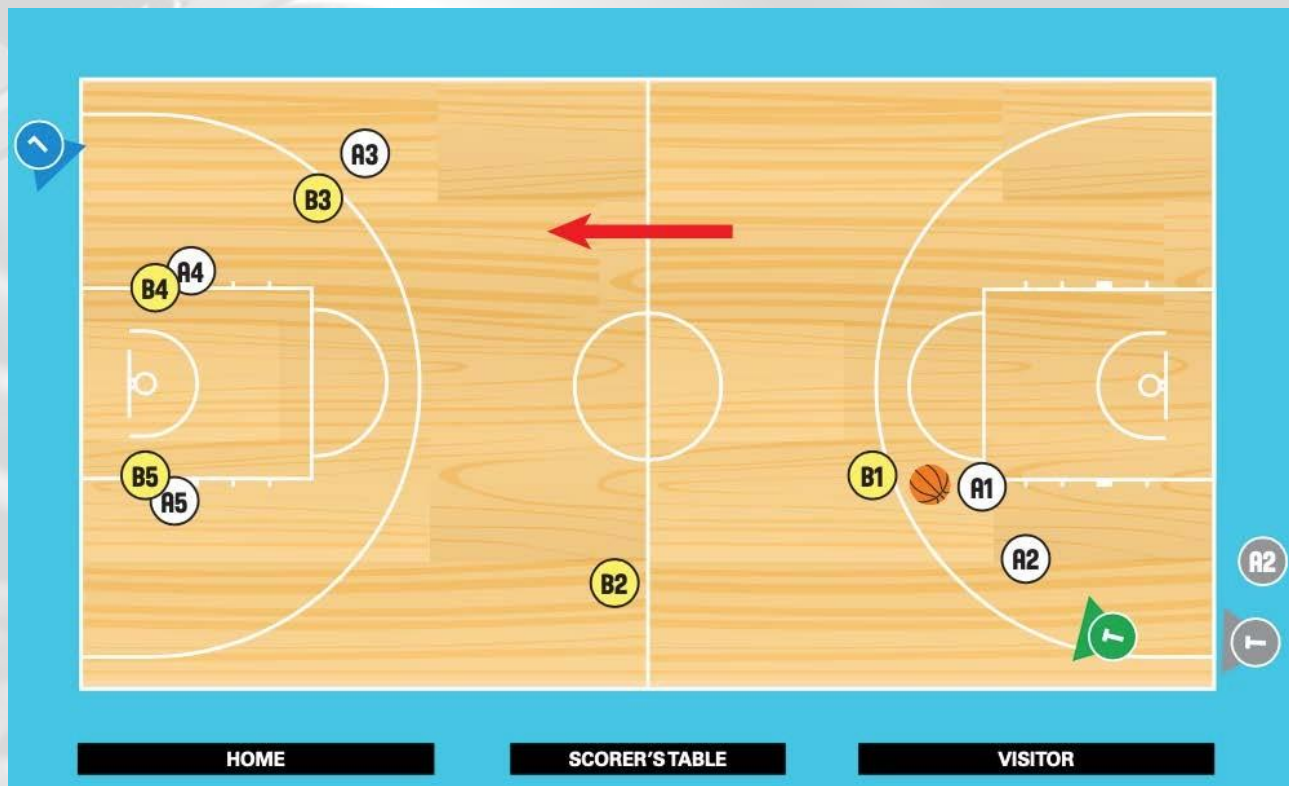
** Please note that the boundary lines are not part of the playing court and that the centre line is part of the backcourt.

DIVISION OF RESPONSIBILITIES



- Officiating **requires the two officials to work in cooperation** with each other, one official taking responsibility for on-the-ball and the other for off-the-ball coverage.
- In order **to achieve proper coverage**, the two officials should **seek to obtain the best possible position** to see the whole play.
- To simplify this, each half of the playing court has been divided into rectangles, numbered 1 to 6
- On the right side of the court are the areas of the court that the officials have to cover (green by the Trail, blue by the Lead, and grey by both)

BOXING-IN



Trail

- Should always remain behind the play

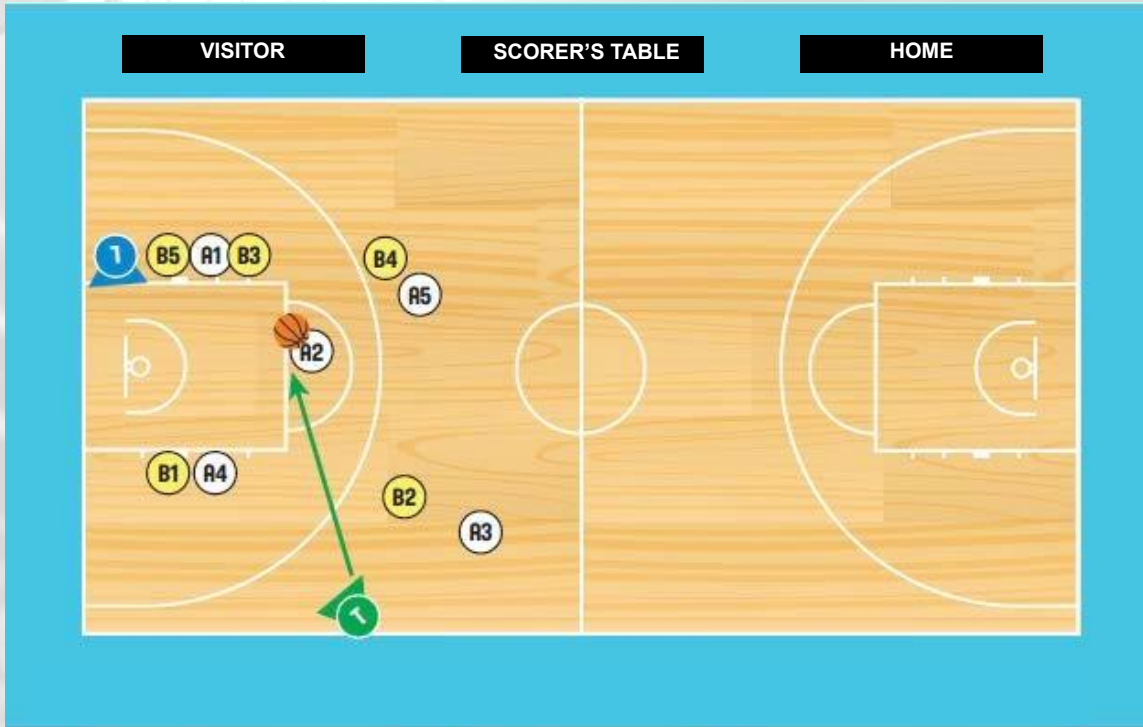
Lead

- Should be in front of the players; but running while looking back over the shoulder at the players.

* The aim is to keep the players between the two referees, which is called the “boxing-in” principle.

FREE THROW POSITIONING

1st Free Throw



In Canada during free-throws the Trail official will be on the opposite side of the floor from the Scorer's table.

Lead

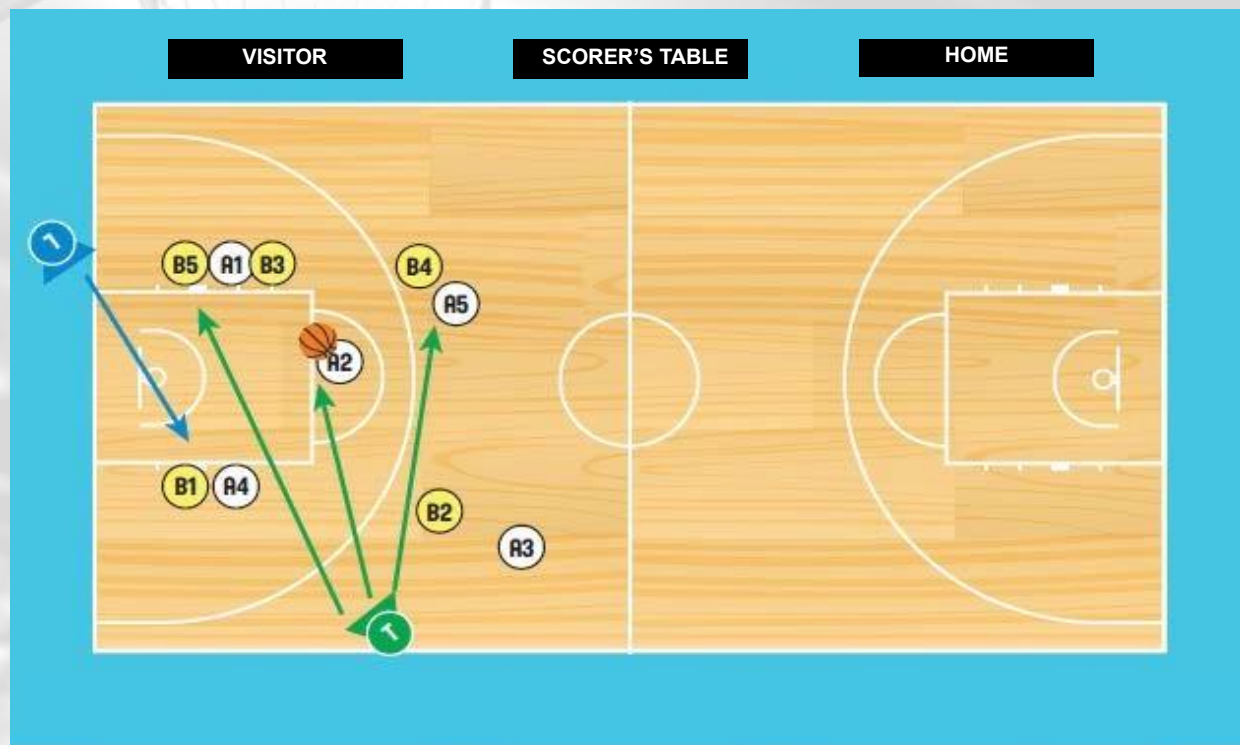
- Will administer the ball to the free-throw shooter
- Then stand next to the defensive player in the first rebounding position

Trail

- Will set up on the top of the free throw semi circle line extended, close to the sideline.
- Shall pay attention that the shooter does not commit a violation by stepping over the free-throw line.

FREE THROW POSITIONING

Final Free Throw



Lead

- Shall pay attention to the defensive players in rebound places in the left-side of the shooter.

Trail

- Shall pay attention to the shooter but also to the defensive players behind the free-throw line extended and behind the 3-point line, and those in rebound places on the right-side of the shooter.

NUMBER OF FREE THROWS

ADMINISTRATION OF SCORE OR NUMBER OF FREE-THROWS IS DONE BY THE TRAIL REFEREE:



D96 - One free throw (index finger).



D97 - Two free throws (fingers together on both hands).



D98 - Three free throws (3 fingers extended on both hands).

FREE THROW VIOLATIONS

FIBA Free Throw Procedure adopted for Canada
2021-22

Upon recognition of a potential free throw violation the following procedures will apply:

- When you recognize the potential violation, after the ball is released, blow your whistle
- Whenever the referee blows their whistle, this creates an opportunity for a substitution or time out.
- The referee shall (always – 2021-22 procedure) handle the ball for the ensuing throw in
- If the violation is on the free throw shooter and the free throw is successful;
 - a. Free throw shall be cancelled
 - b. Throw-in shall be awarded to the opponents from the FT line extended (unless a further FT or possession is to be administered)



THROW-IN ADMINISTRATION

- A throw-in occurs when the ball is passed into the playing court by a player (who is out of bounds) taking the throw-in
- 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 action.



THROW-IN ADMINISTRATION

Checklist For Players...

When The Throw-In is being released

- Has 5 seconds to throw the ball in
- Must stand outside the playing court
- Must not move more than 1 metre laterally once the referee has given him the ball
- Can move directly backwards

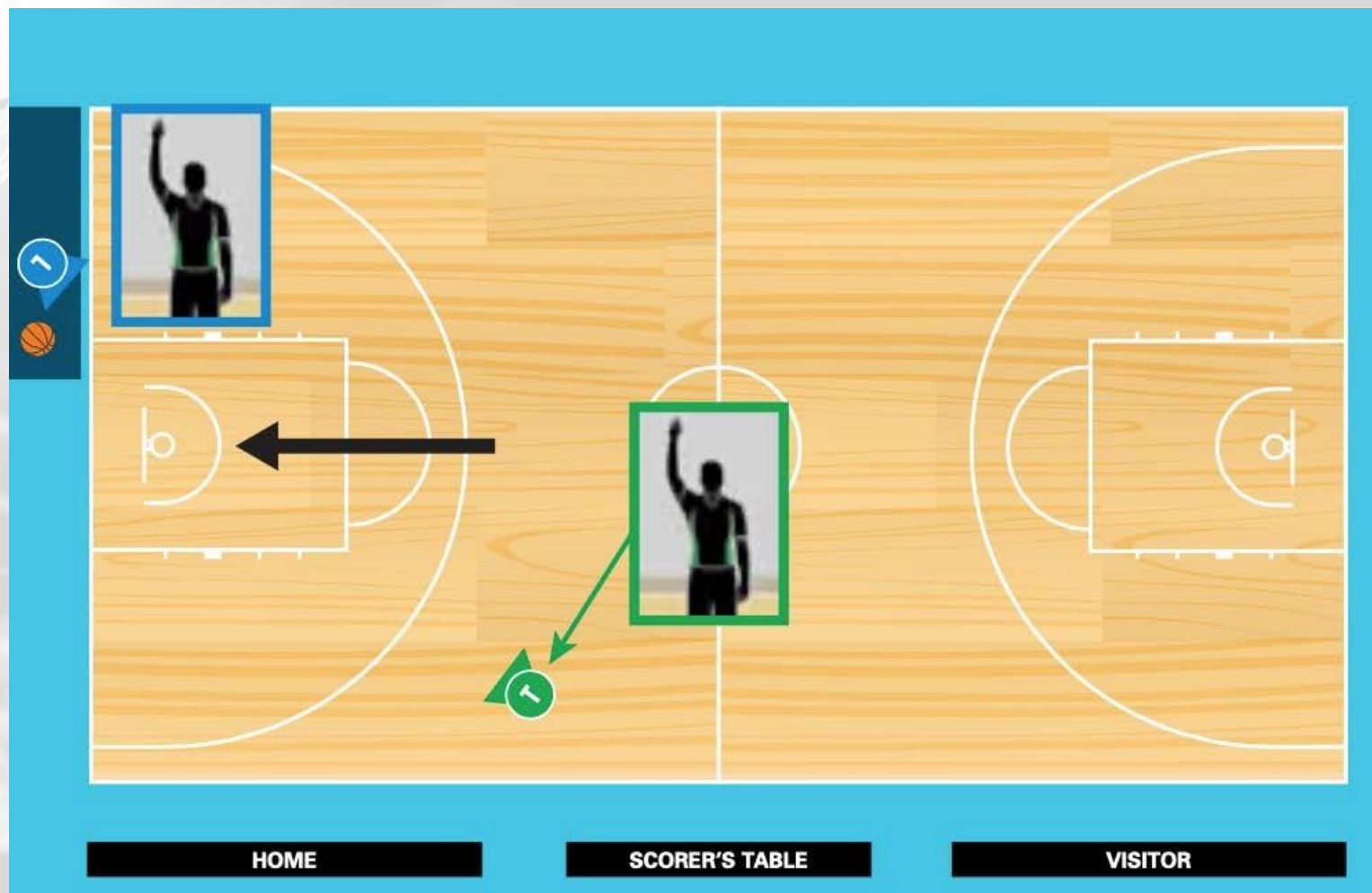
Defending The Throw-In

- Must not touch the ball, or the player that is taking the throw-in
- Must stand inside the playing court (line)
- Must stand 1 metre back from the line if the thrower-in does not have 2 metres behind them free from obstruction



THROW-IN ADMINISTRATION

Trail & Lead Positions – Front Court



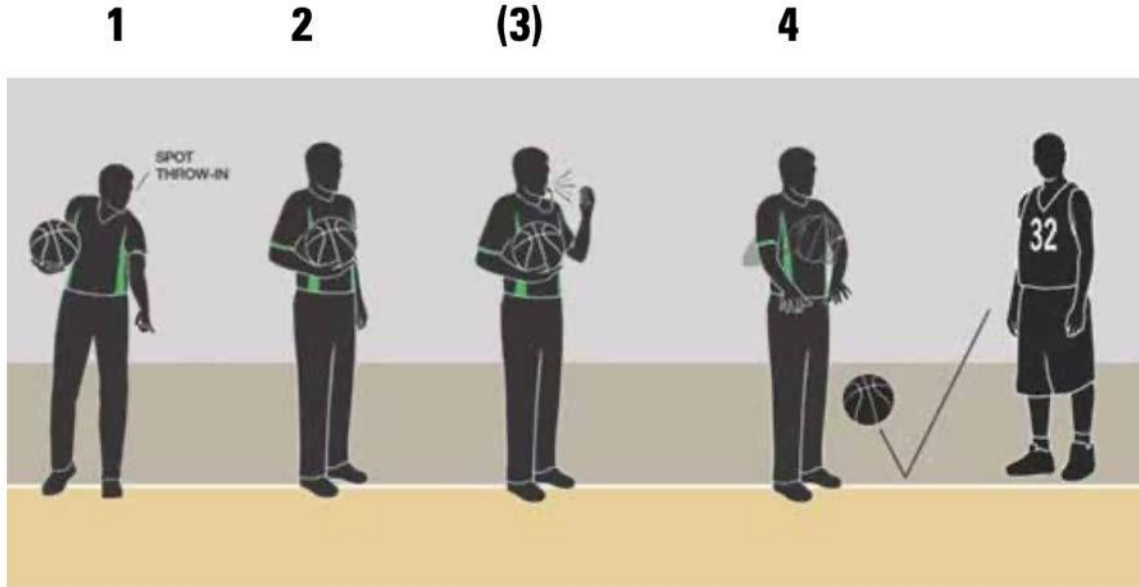
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THROW-IN ADMINISTRATION

Checklist for the Active Referee

THROW-IN SEQUENCE



- Designate the throw-in spot and use preventive officiating e.g. “on the spot”, “stay” or “don’t move”
- Take and maintain distance from the play, then put the whistle in the mouth while holding the ball
- Blow their whistle **ONLY** if the throw-in is taken on the endline (and it is that teams frontcourt)
- Shall make a bounce pass to the player in charge of the throw-in and observe the throw-in and action surrounding
- Then the referee should show a visible count (with verbal support) and start the clock when the ball touches a player on the court.

THROW-IN ADMINISTRATION

Last 2
Minutes



- This signal is a warning to prevent violations and delays of the game in the last two minutes.
- If the defensive player commits a violation after this warning, it is a technical foul.

TIME-OUT PROTOCOL

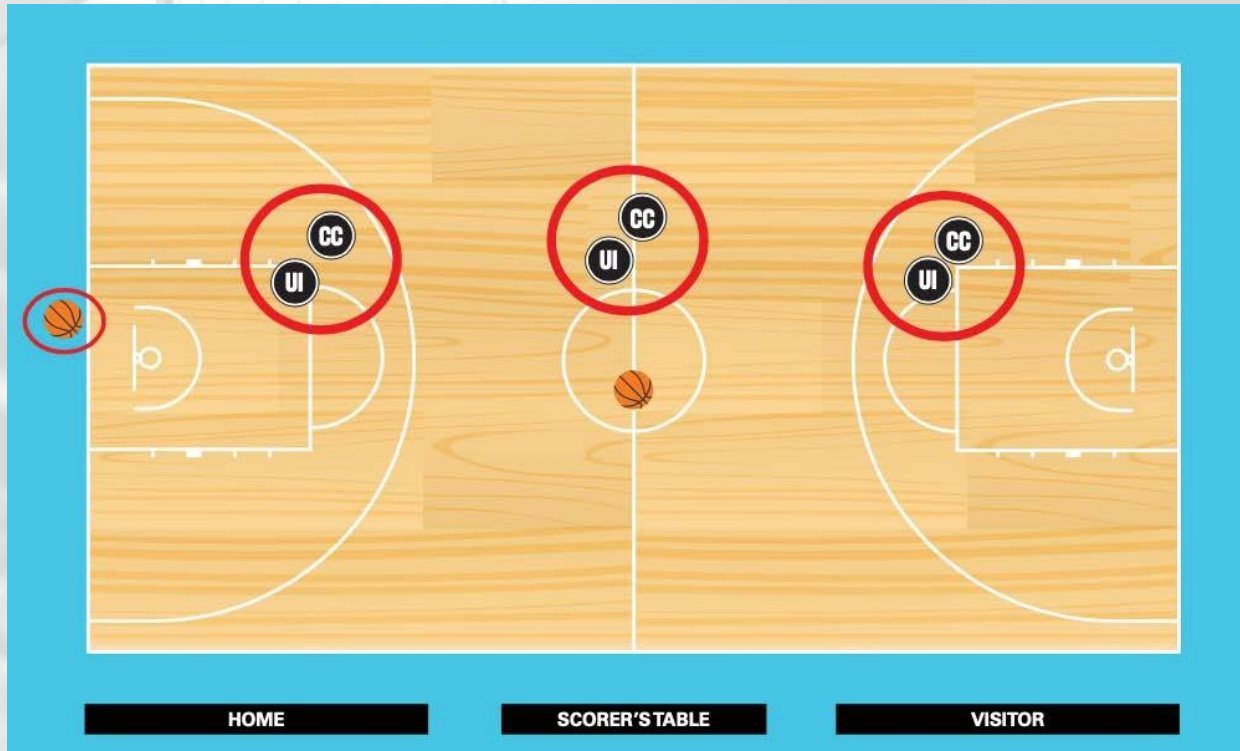
Number of Time-Outs & Opportunities

- **Each team can be granted:**
 - 2 time-outs during the first half
 - 3 time-outs during the second half with a maximum of 2 when the game clock shows 2:00 or less in the 4th quarter
 - 1 time-out during each overtime
- **A time-out opportunity begins when:**
 - The ball becomes dead and the game clock is stopped
 - The ball becomes dead after a successful last free-throw
 - For the non-scoring team, a field goal is scored
 - And it ends when the ball is at the disposal of a player for a throw-in or a first free-throw.



TIME-OUT PROTOCOL

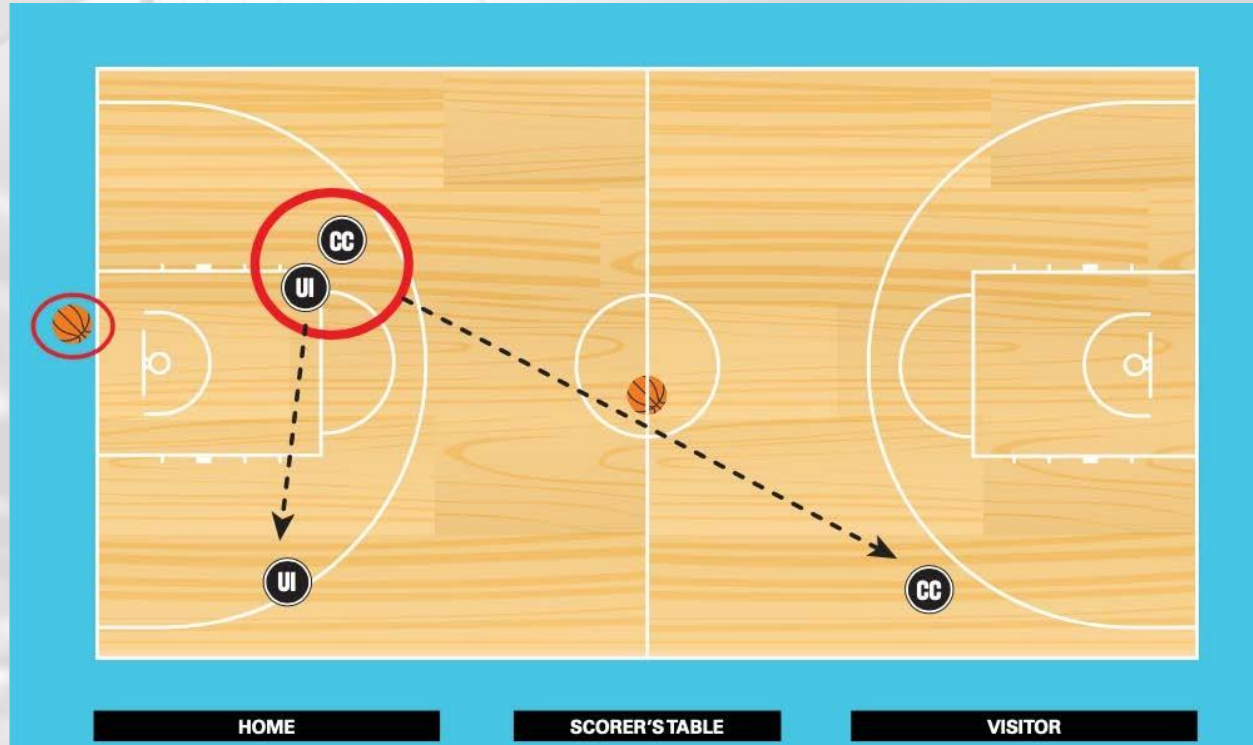
Positions During Time-Out



- Referees have three standard positions during the time-outs (always on the opposite side).
- They can select any of the three positions they feel are the most appropriate
- Leave the ball on the court where the game will be resumed

TIME-OUT PROTOCOL

Positions After Time-Out



- When a time-out has 20 seconds remaining, the (two) referees will move close to the team bench areas in order to be ready to activate the teams to return back to the court when the 50 seconds warning signal sounds.

TIME-OUT PROTOCOL

Last 2 Minutes 4th Q & OT

Where a team has the opportunity to advance the ball to the frontcourt

- During the time-out, the ball is to remain in the hands of the crew chief (Note – this signals that a decision for the throw-in location is yet to be made).
- When a time-out has 20 seconds remaining, the crew chief and the umpire will move close to the team bench areas. The crew chief will go to the team that is entitled to possession of the ball.
- When the 50 seconds signal sounds the officials will activate the teams to return back to the court.
- The crew chief will ask the head coach to decide whether the throw-in will remain in the backcourt or whether it will advance to the frontcourt. The crew chief will show a signal to the location of the throw-in by pointing to and moving to that location for the throw-in. The crew chief will normally administer the throw- in.
- The Umpire will be responsible for ensuring the shot clock (if being used) is appropriately set.

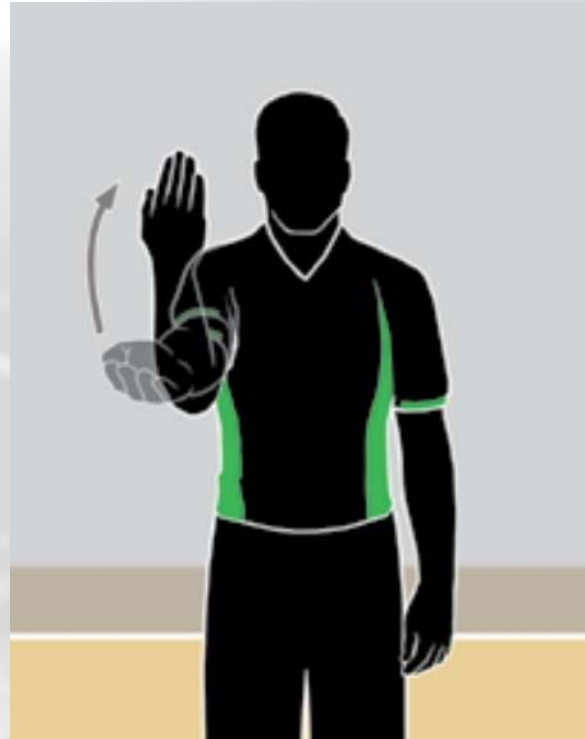


TIME-OUT CONSIDERATIONS

- Rest physically not mentally
- Be sensitive and aware
- Have pertinent conversations



SUBSTITUTIONS

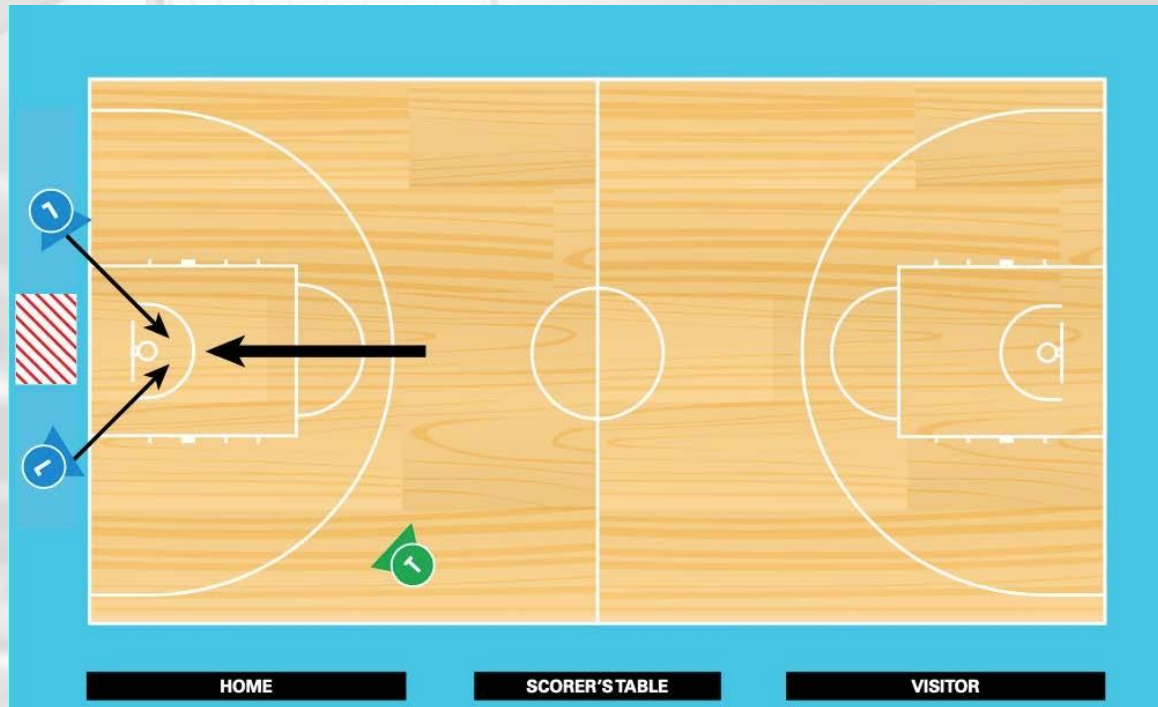


Can occur when the game is stopped;
or

- After a successful last free throw
- In the last 2 minutes of the last quarter, after a basket; the non-scoring team may request a substitution. If granted, the scoring team may also substitute a player.
- Substitutes are handled by the official that is closest to the table
- **Substitution management is critical in overall game control**

COURT COVERAGE

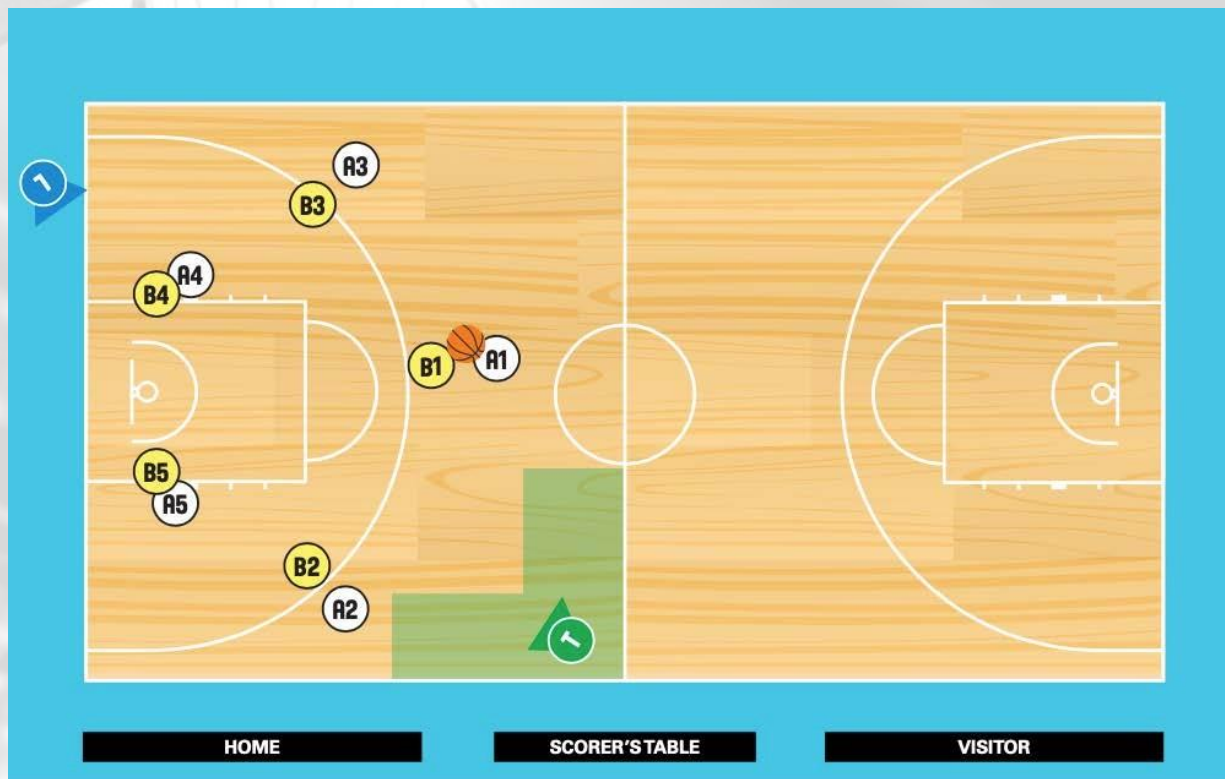
Lead Working Area



- Lead works on the endline at a 45° angle facing the basket. Position should be not more than 1 metre behind the endline and normally outside the restricted area. The Lead's working area is from the three-point line to the lane line.
- To find out if you have the correct position - check that you can see the front of the rim.
- The Lead should move on the endline according to the movement of the ball, ensuring they have position on **the edge of the play.** The Lead should work off-the court.

COURT COVERAGE

Trail Working Area

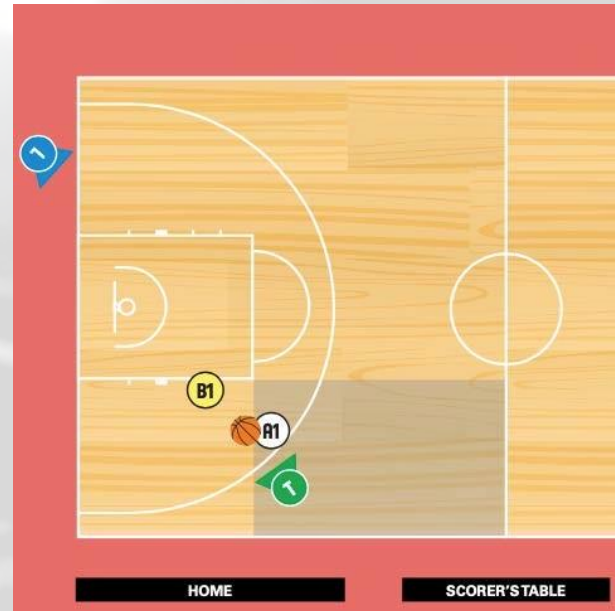
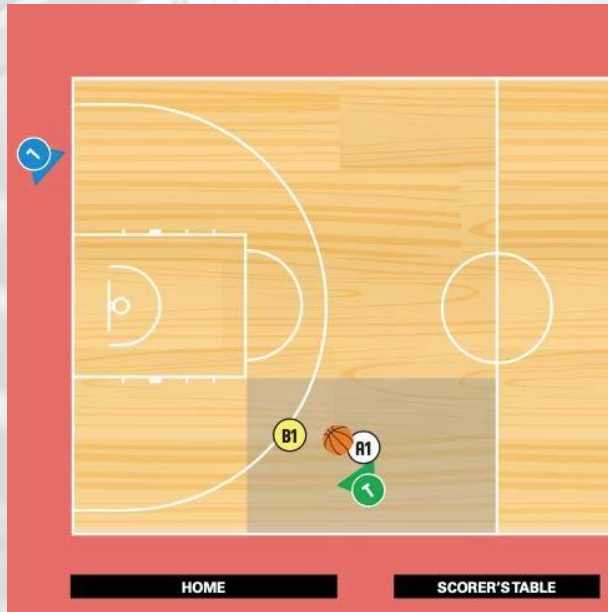


- Trail working area is one step below the end line bench area line and to the near edge of the centre circle.
- The Trail should be able to control a wide area if they are keeping a proper distance from the players with an active mindset to analyse the next movements of the players. Trail normally works on the court.

COURT COVERAGE

Rectangle

1

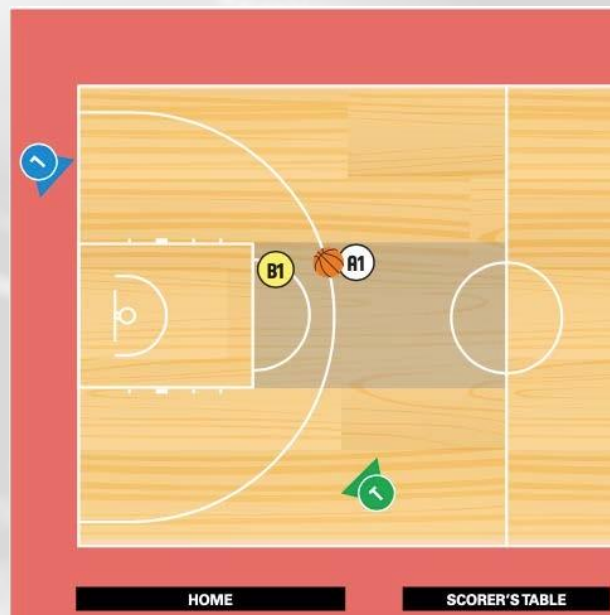
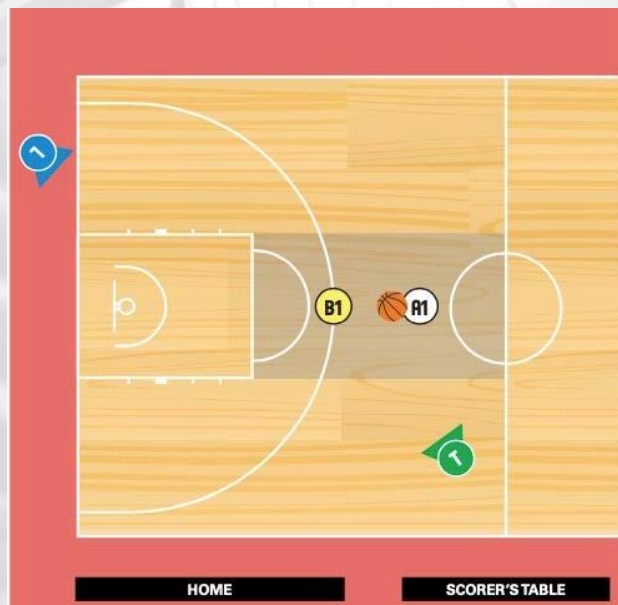


- The ball is in rectangle 1. The Trail is responsible for watching the play around the ball, particularly the player dribbling, shooting or passing the ball and the defensive player or players guarding them. When the ball is in this rectangle, the Trail has primary responsibility for on-the-ball coverage.
- The Lead positions themselves so that the ten players are between them and their partner. Their main responsibility is the play away from the ball. They should pay particular attention to any possible illegal screens or rough post play.

COURT COVERAGE

Rectangle

2

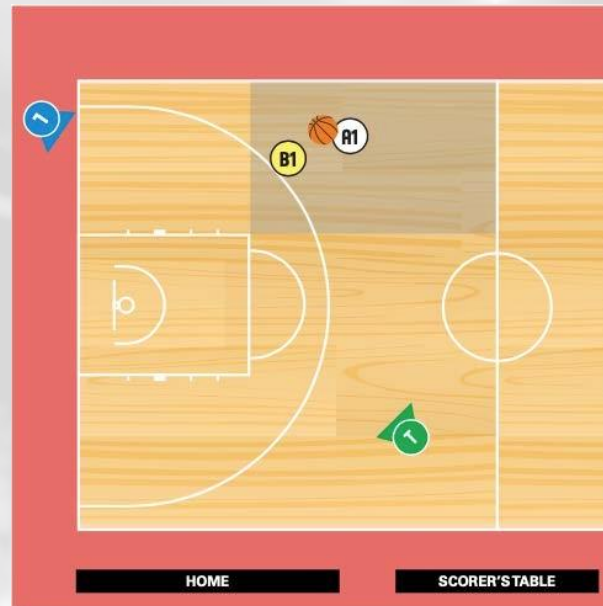
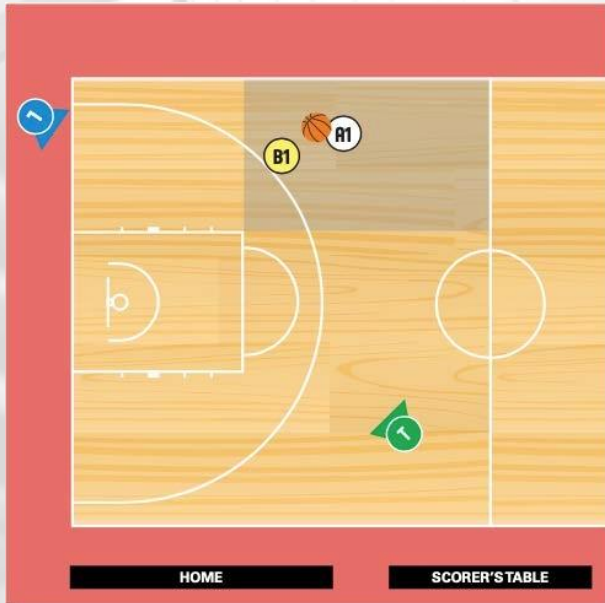


- The ball is in rectangle 2. The Trail again is primarily responsible for the play around the ball.
- Lead has primary responsibility for off-the-ball coverage. By keeping their hips open at approximately 45° to the play and approximately 1 metre from the endline they will be able to anticipate any possible movement of the ball towards the basket and have a view of the players away from the ball.

COURT COVERAGE

Rectangle

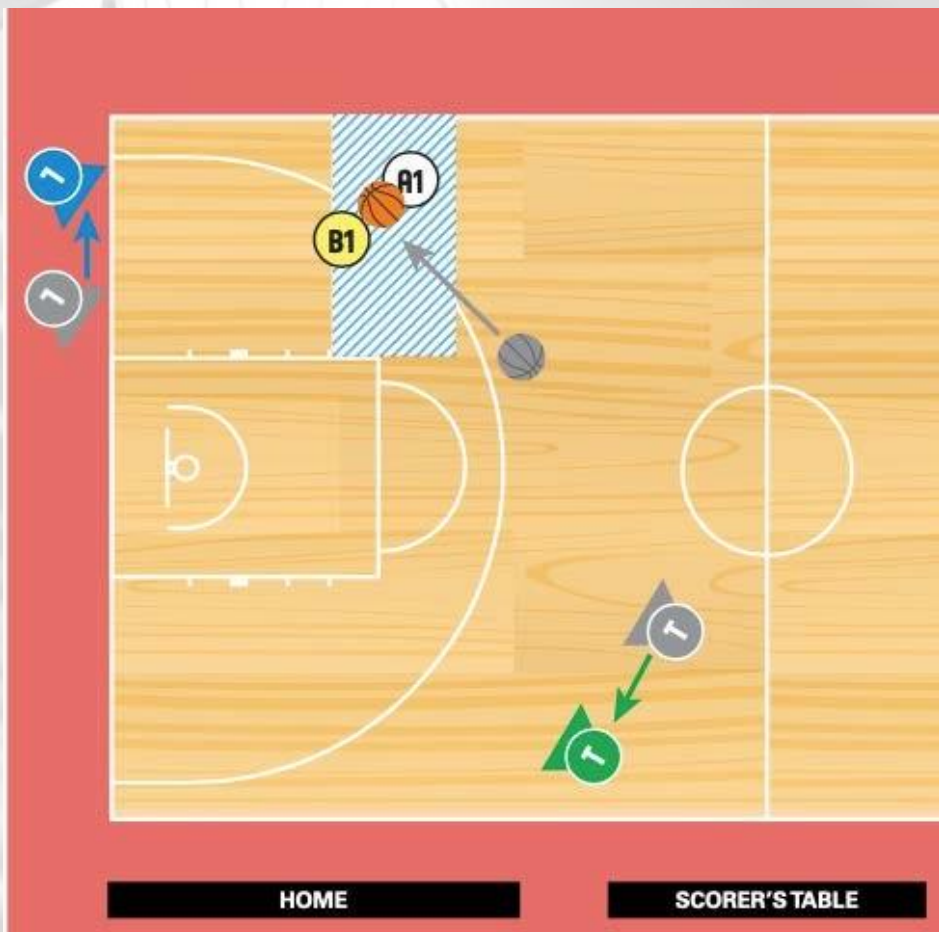
3



- The ball is in rectangle 3 near 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 must anticipate a move toward their left to cover the play away from the ball.
- The Trail does not have primary responsibility for out-of-bounds decisions at the sideline of rectangle 3, but they may sometimes be required to assist their partner.
- Trail will sometimes need help from the Lead 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 shall take responsibility for the attempt.

COURT COVERAGE

Rectangle 3 Cont....

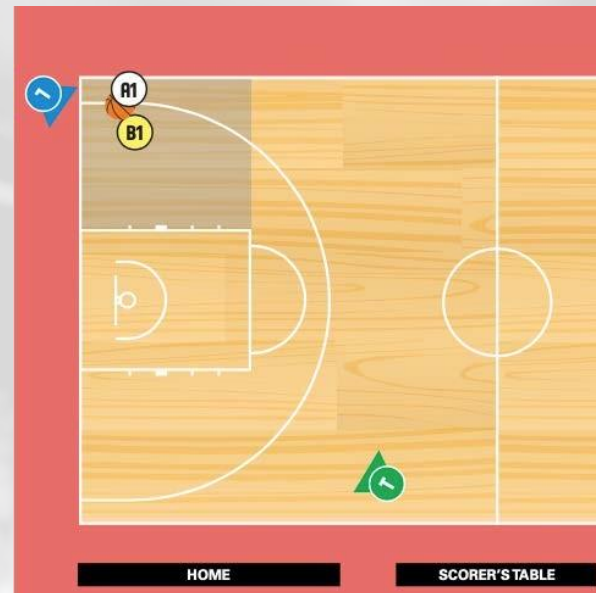
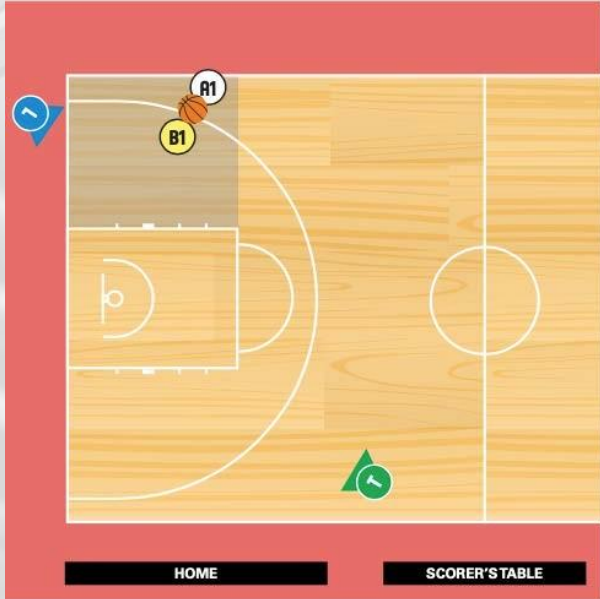


- When the ball is in rectangle 3, the Lead again takes off-the-ball coverage. They should always know where the ball is to give help, when necessary, to their partner on a three-point field attempt. There is generally no need to move beyond the three-point line to their left. They need to adjust to a wide position, approximately in-line with the widest view. With the ball in rectangle 3, the Lead pays particular attention to the players in the low post area.
- When the ball is located in low rectangle 3 (hatched area), referees should agree during the pre-game conference on how they can communicate to decide who takes on-ball coverage and when. When the Lead takes on-ball coverage, then the Trail should move towards their left in order to cover the play away from the ball.

COURT COVERAGE

Rectangle

4



- The Trail does not have responsibility for the ball and the play around it. When the play is in this rectangle, it is their primary responsibility to watch situations away from the ball. Their main responsibility is the low post area on the weak side, paying careful attention to possible illegal screening situations and rough play in the low-post.
- The Lead now positions themselves with hips open to the play. They are responsible for play immediately around the ball. From this position, they will still be able to make decisions when the ball goes out-of-bounds near the sideline to their left. They will also be able to indicate to their partner when a three-point field goal is attempted from this area.

COURT COVERAGE

Rectangle 5

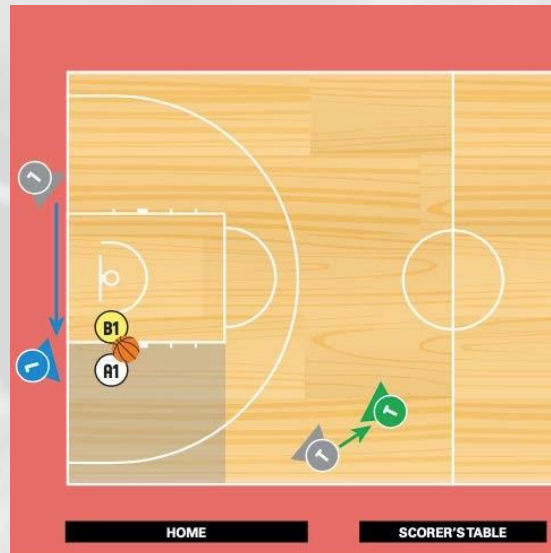
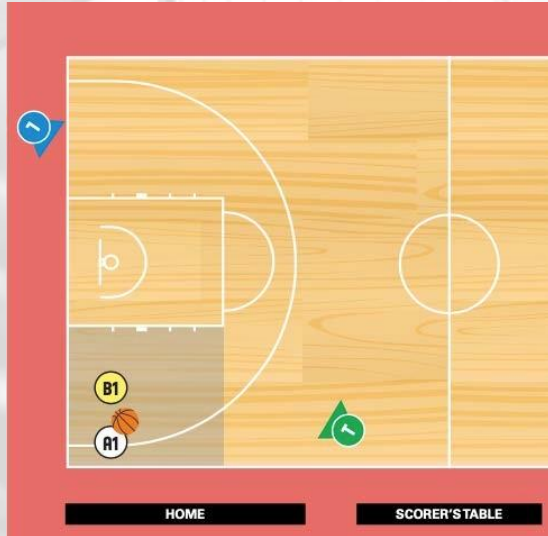


- When the ball moves into the restricted area, rectangle 5 it is the only occasion in which both officials will be looking at the play around the ball, especially in shooting situations. The Trail also has to be especially vigilant on rebounding situations, paying particular attention to the perimeter players who may be trying to obtain the ball from an unfavourable position.
- The Lead official watches the play directly around the ball. They 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 is the closest to the play, they are in the best possible position to make decisions on all contact situations involving the shooter and the defensive player guarding them. It is not their duty to watch the flight of the ball. The Lead should not indicate goaltending or basket interference violations, and generally not violations related to the ball striking the backboard support structures. These are the responsibility of the Trail.

COURT COVERAGE

Rectangle

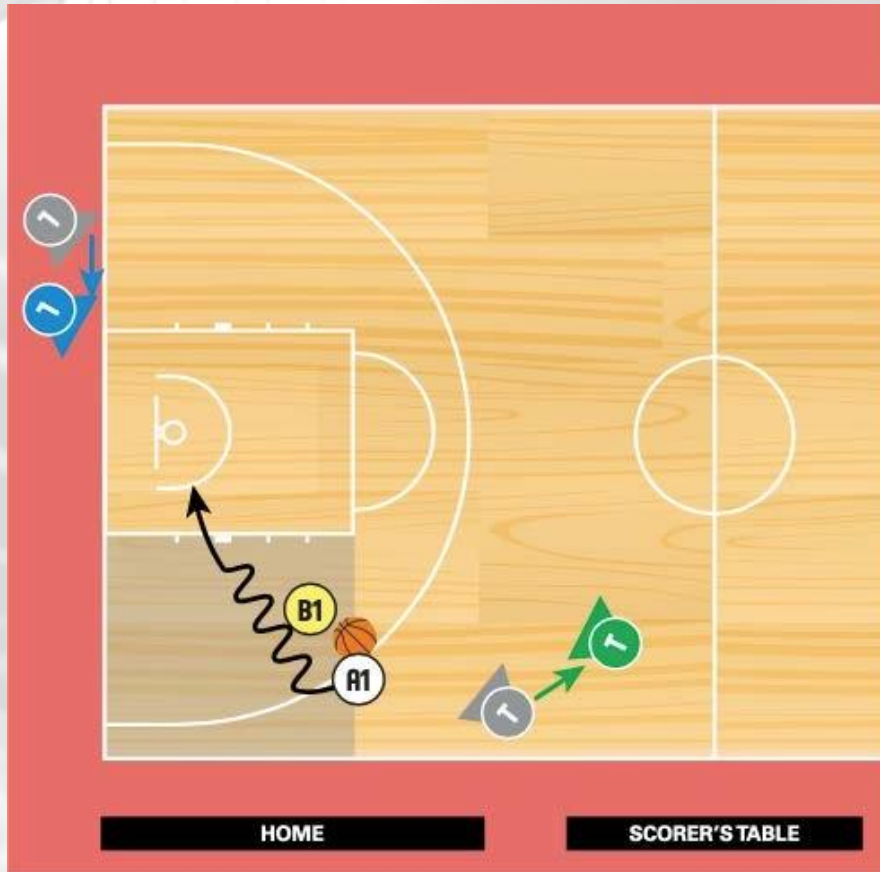
6



- The ball is now in the three-point field goal area. The Trail is primarily responsible for the ball and the play around it, especially when a shot for a field goal is attempted.
- When the ball is wide in rectangle 6 the Lead has the primary task for off-the-ball coverage. In particular they watch the low post areas as well as all other players away from the ball, especially those involved in screening situations.
- When the ball is close to the low post in rectangle 6, the Lead 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 when there is an active low post play with the ball. The Lead should position themselves to see as many players as possible, in addition to the low post. If this occurs, the Trail will need to step diagonally upwards to provide help with weak side activity, particularly on the elbows and deep corner of rectangle 4.

COURT COVERAGE

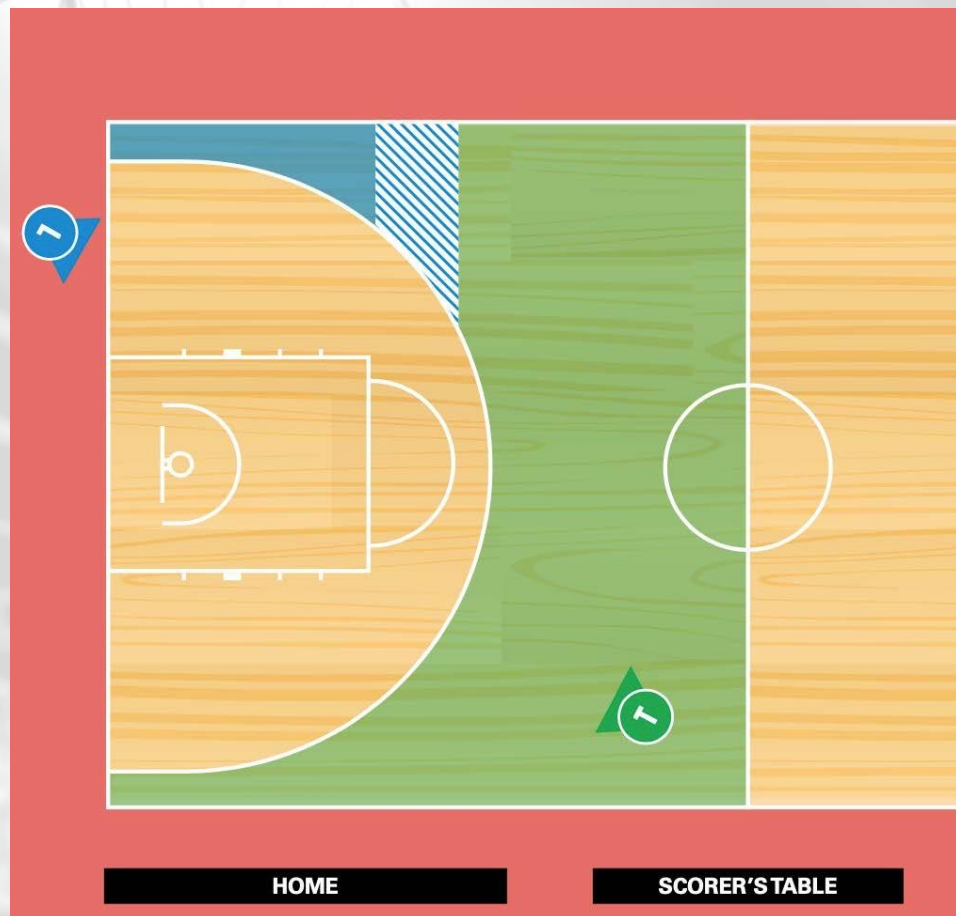
Rectangle 6 Cont....



- The ball is in rectangle 6, without post play. Trail is primarily responsible for the ball. If the dribbler drives to the basket, especially along the endline, the Trail will stay with the play until the end and the lead will position themselves to assist with this play.
- Practical tip: When there is a drive on the left side and when the Lead has not crossed, they should adjust their position and maintain an open angle and Trail shall make a cross-step to their right, which means to simply take 1-2 steps opposite the direction of the players (across their path behind them) to gain or maintain an open look.

COURT COVERAGE

3-Point Attempts



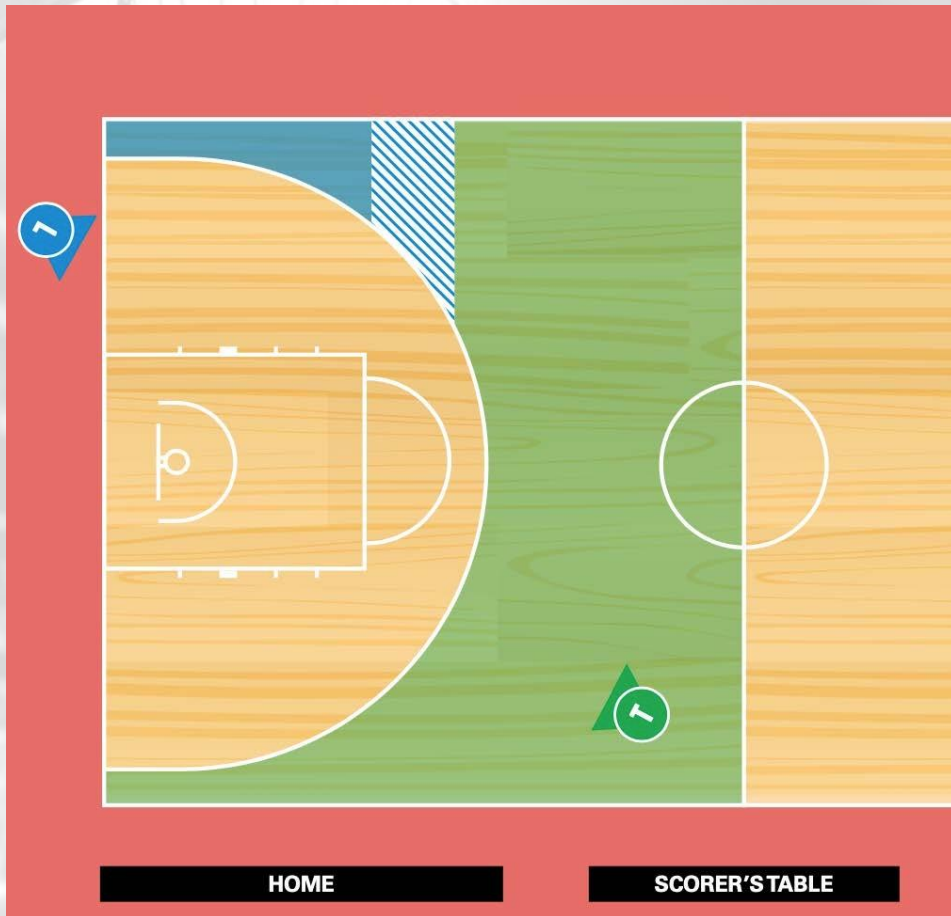
In principle Trail is responsible for signalling all 3-point attempts and all successful 3-point field goals

If an attempt is from rectangle 1,2 or 6 (green area below):

- Trail signals 3-point attempt
- If basket is successful, the Trail signals the valid basket

COURT COVERAGE

3-Point Attempts Cont....



If an attempt is from low rectangle 3 (hatched area below):

- Trail normally signals the initial attempt signal but Lead can give help if there is doubt
- If basket is successful, only Trail signals the valid basket

If an attempt is from Lead's side below the free throw line extended (rectangle 4 - blue area below):

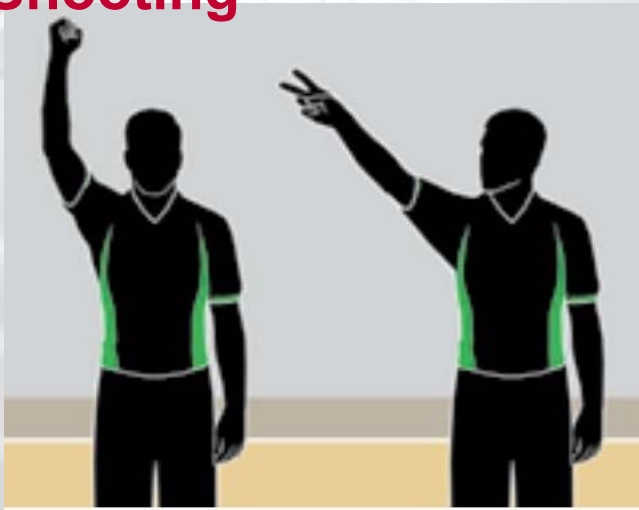
- Lead signals 3-point attempt
- Trail mirrors the signal
- If basket is successful, only Trail signals the valid basket



CALLING & REPORTING

FOULS

Calling a Foul in the Act of Shooting



Cancelling a Basket:

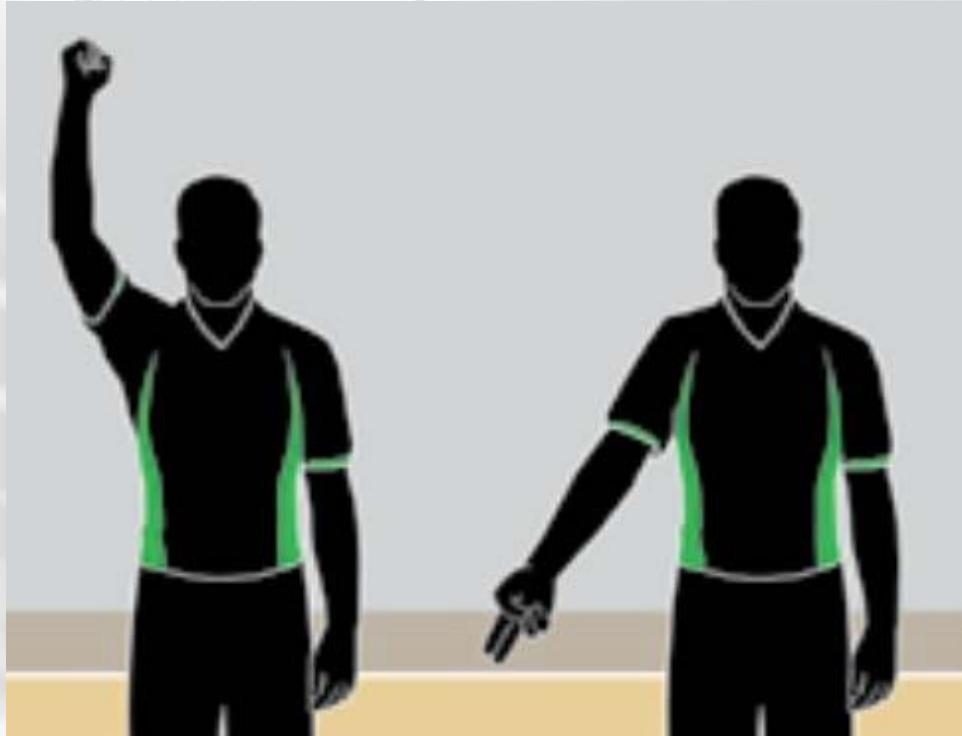


- Signal to stop the clock - One arm with clenched fist, followed by indication of the number of free-throws).
- Ensure each signal is individually shown. It should be seen as two separate signals and not one. This means there is a pause between the two signals.
- If a foul is committed before an act of shooting but the player scores a field goal, then the **basket has to be cancelled** and the referee shall signal as below:
- **Signal:** Scissor-like action with arms, once across chest.

CALLING & REPORTING

FOULS

Foul before the act of shooting (on the floor)



- If a player is fouled before they start their act of shooting:
- **Signal:** One arm clenched fist, followed by pointing to the floor. Ensure each signal is individually shown. It should be seen as two separate signals and not one. This means there is a pause between the two signals.
- Remember that there is no need to point the floor if the foul is not followed by an act of shooting. For example, when a player is fouled when dribbling in the backcourt.

CALLING & REPORTING

FOULS

Reporting to the Table

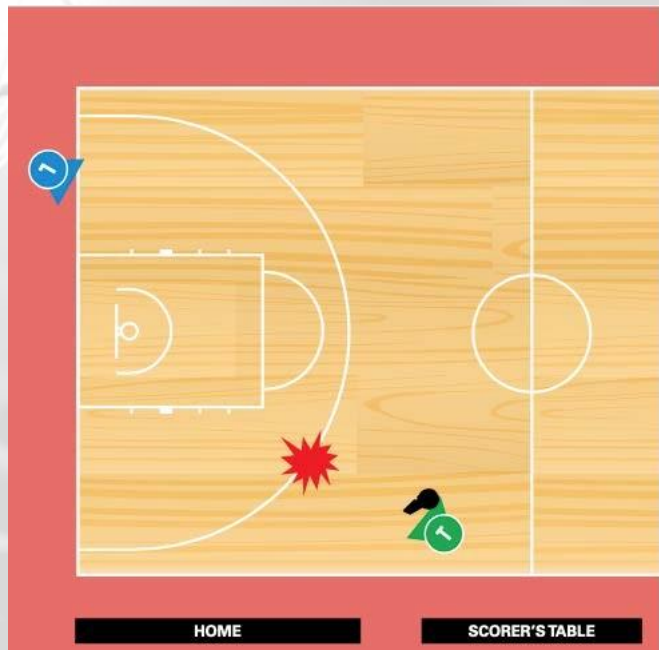
- Walk sharply to an open area where there are no players between you and the scorer's table
- Come to a stop and take a breath and signal clearly and slowly
 - **Colour** - of the player who has committed the foul
 - **Number** - of the player who has committed the foul
 - **Nature** - signal the type of the foul
 - **Consequence** - indicating the number of free throws or the direction of play that is to follow
- During this process use your voice, for example: "Blue 7 push, white ball OR Blue 7 push, 2 shots white".
- Move sharply, a purposeful walk to your next position.



SWITCHING AFTER

FOULS

1a - Trail calls a defensive foul (ball remains in the frontcourt - no free throws)

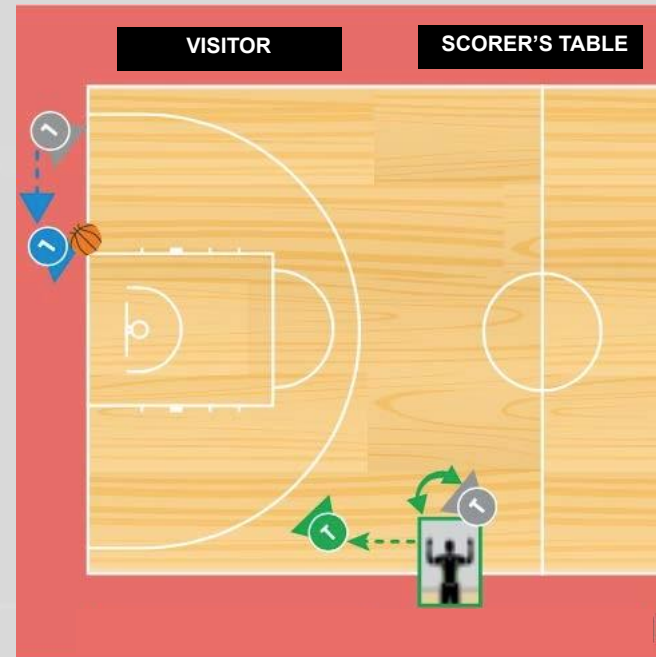
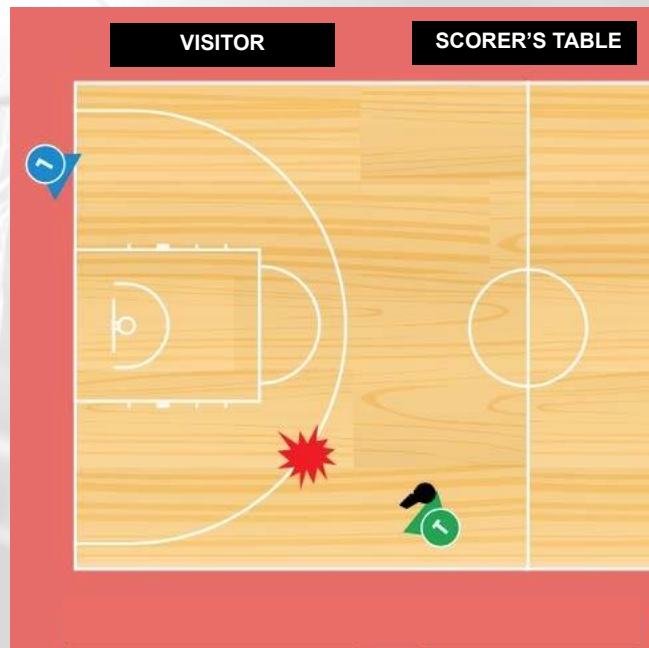


Trail turns around and reports to the scorer's table, then goes back to their position.

SWITCHING AFTER

FOULS

Trail calls a defensive foul (ball remains in the frontcourt - free throws)

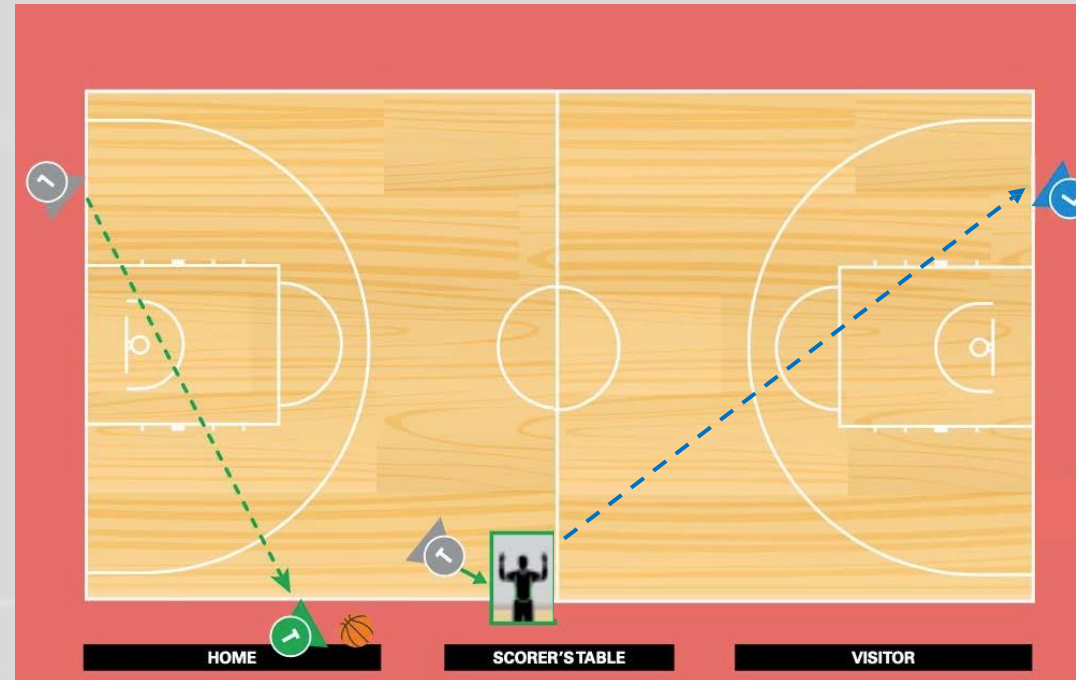
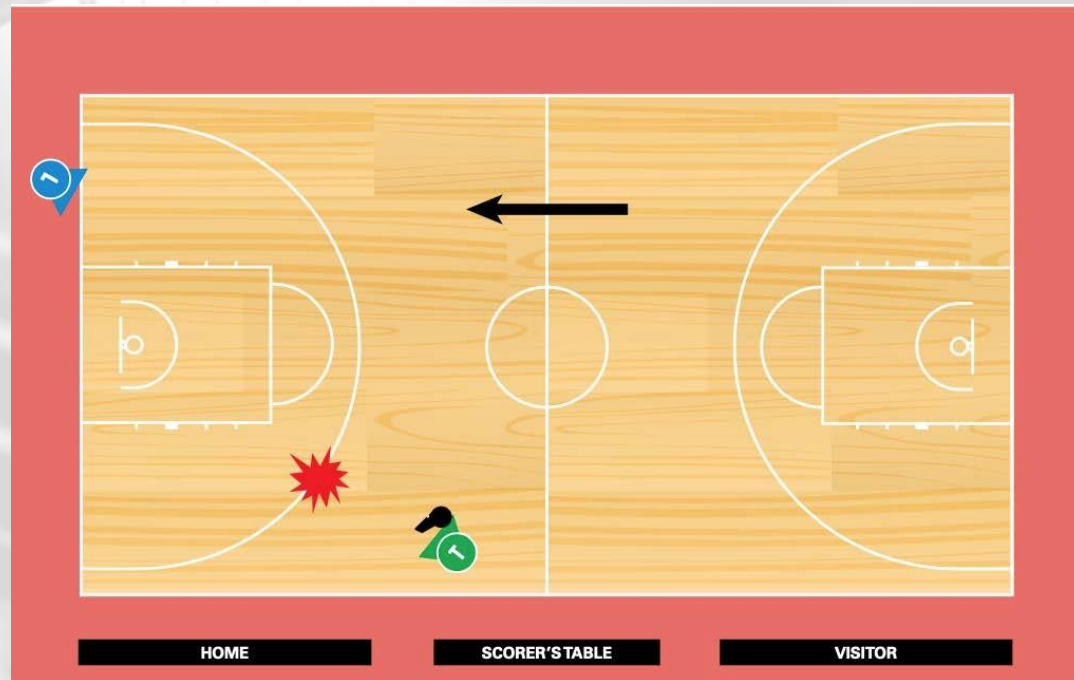


Trail turns around and reports to the scorer's table then goes back to their position for the free throws.

SWITCHING AFTER

FOULS

Trail calls an offensive foul (ball goes to the new frontcourt)

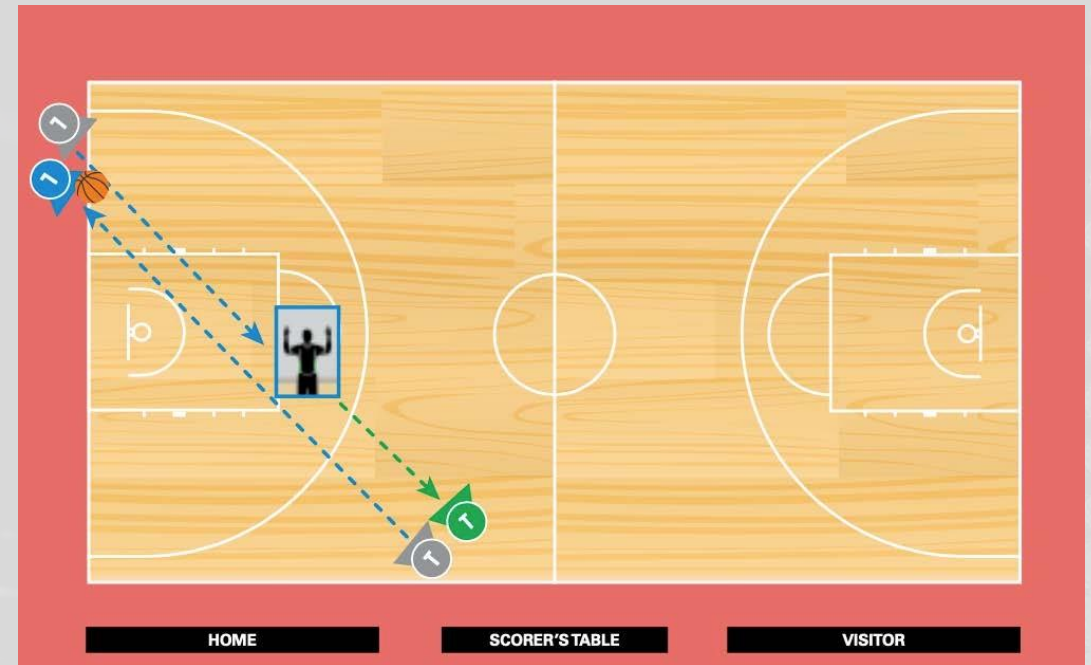
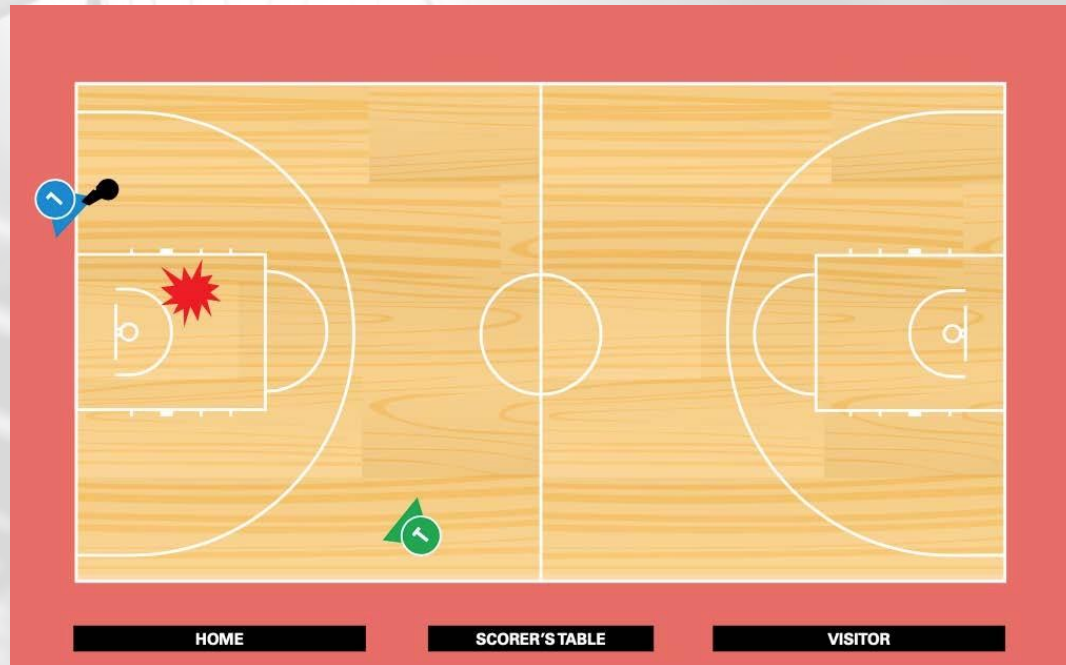


Trail turns around and reports to the scorer's table then goes to the Lead position. Lead becomes the new Trail and administers the throw-in.

SWITCHING AFTER

FOULS

2a - Leads calls a defensive foul (ball remains in the frontcourt - no free throws)

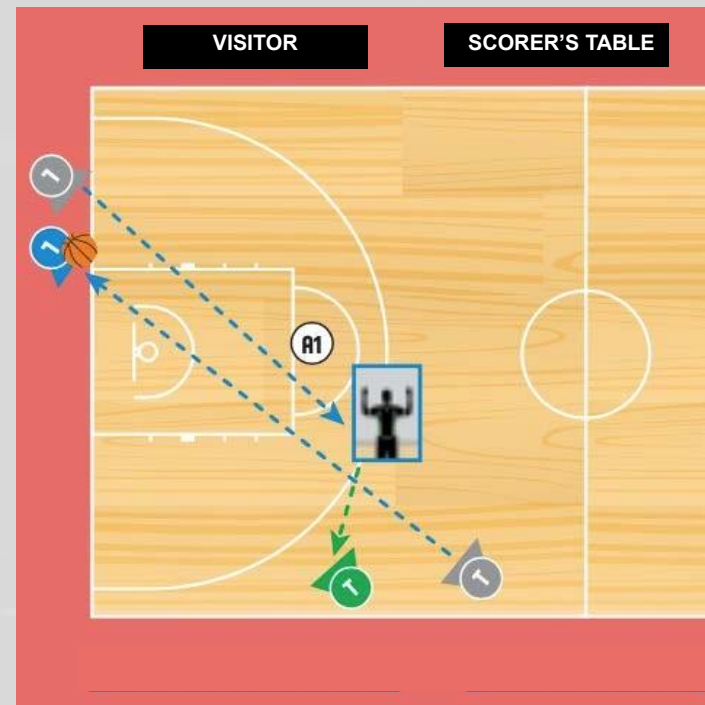
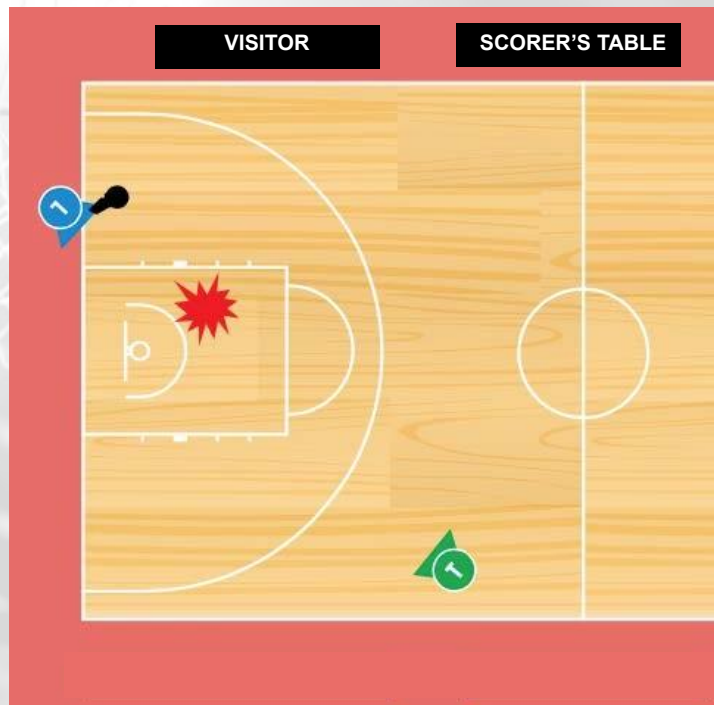


Lead reports to the scorer's table, then becomes the new Trail. Old Trail moves to the new Lead position. In Canada during free-throws the Trail official will be on the opposite side of the floor from the Scorer's table.

SWITCHING AFTER

FOULS

2b – Lead calls a defensive foul (ball remains in the frontcourt - free throws)

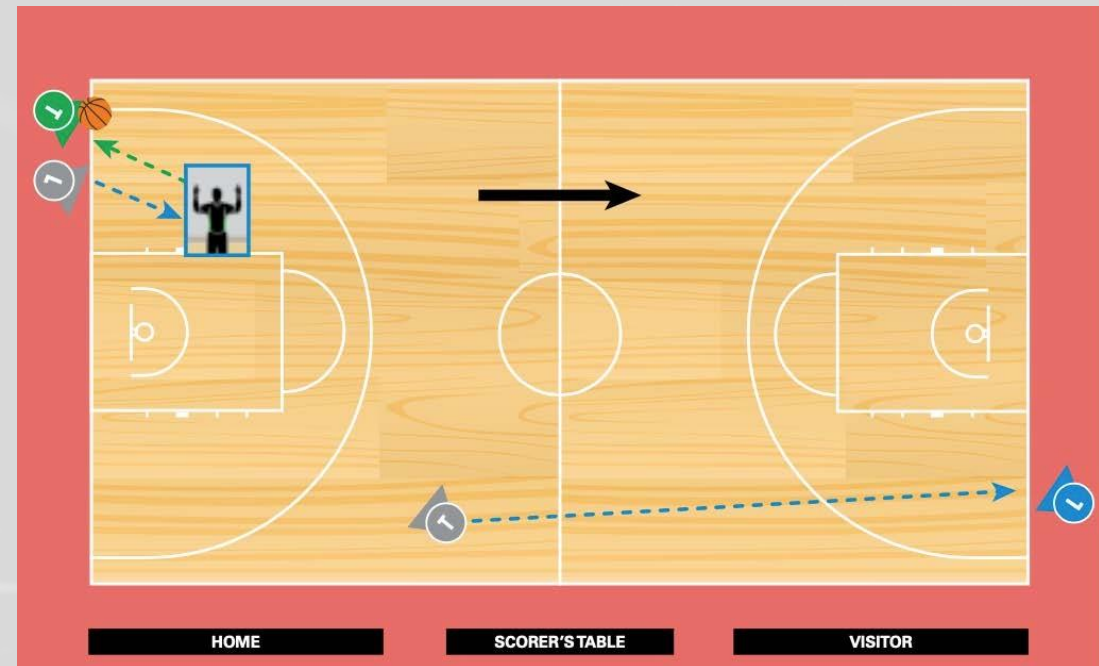
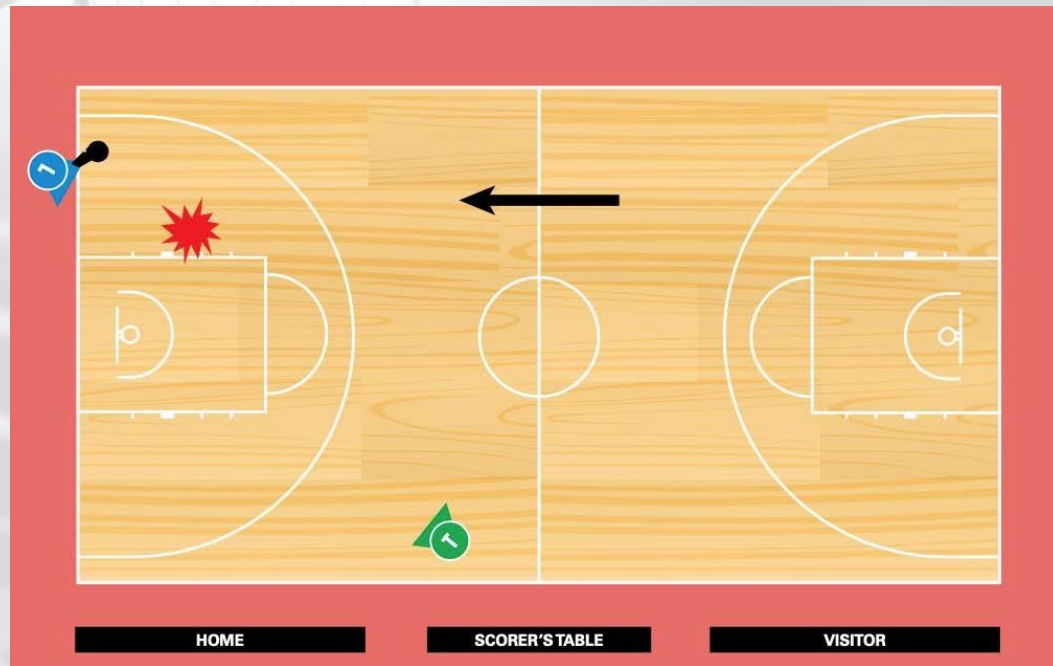


Lead reports to the scorer's table, then becomes the new Trail. Old Trail moves to the new Lead position to administer the free throws.

SWITCHING AFTER

FOULS

2c - Lead calls an offensive foul (ball goes to the new frontcourt)

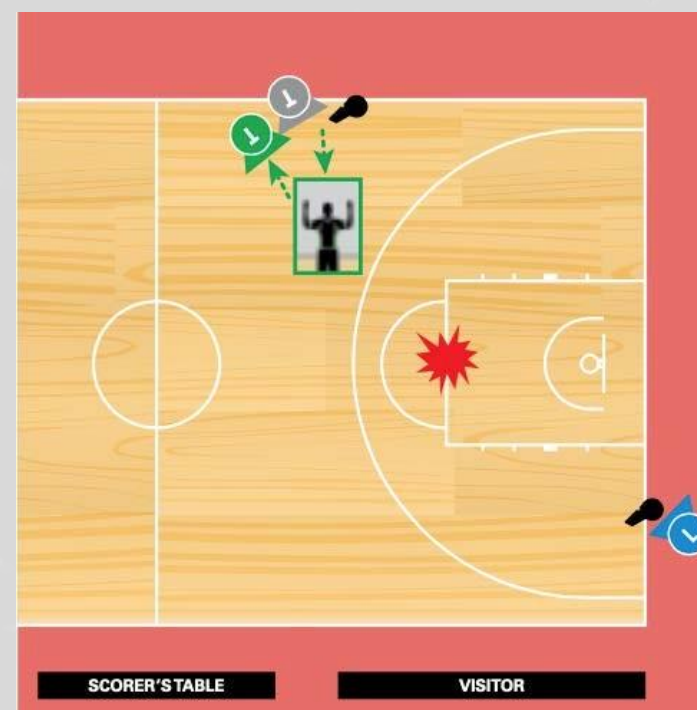
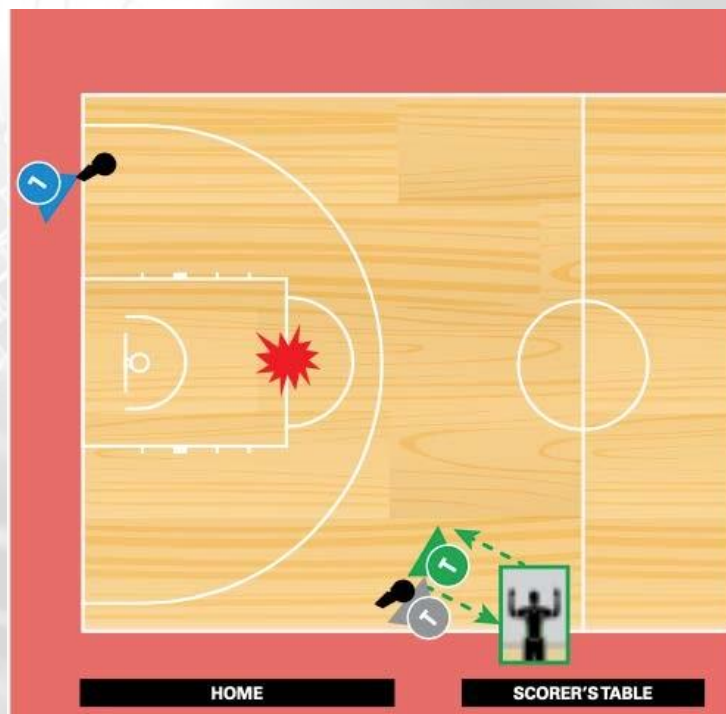


Lead reports to the scorer's table, then goes back to their position as the new Trail, to administer the throw-in.

SWITCHING AFTER

FOULS



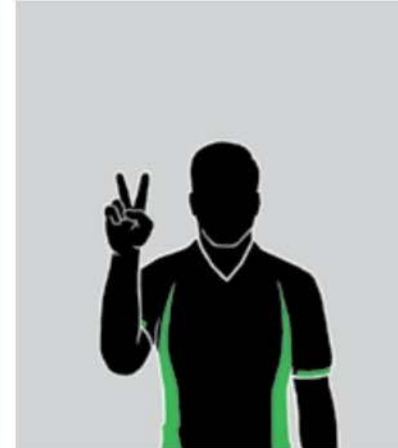
3 – Double Call



In case both referees call the same play at the same time, they should establish visual contact and communicate to ensure that they have both called the same thing. The Trail reports to the scorer's table and stays in their position, so that to avoid long switches.

UNSPORTSMANLIKE FOUL

Calling

GAME CLOCK STOPS (1)	UPGRADE TO UF (2)	PENALTY: 1, 2 OR 3 FREE-THROWS + POSSESSION
 A silhouette of a referee in a black and green uniform, raising their right arm with a clenched fist.	 A silhouette of a referee in a black and green uniform, raising both arms with hands clasped together above their head.	 A silhouette of a referee in a black and green uniform, making a peace sign with their right hand.
D61 - Stop the clock (foul).	D62 - UF (Grasp wrist upward).	D63 - Two free-throws.

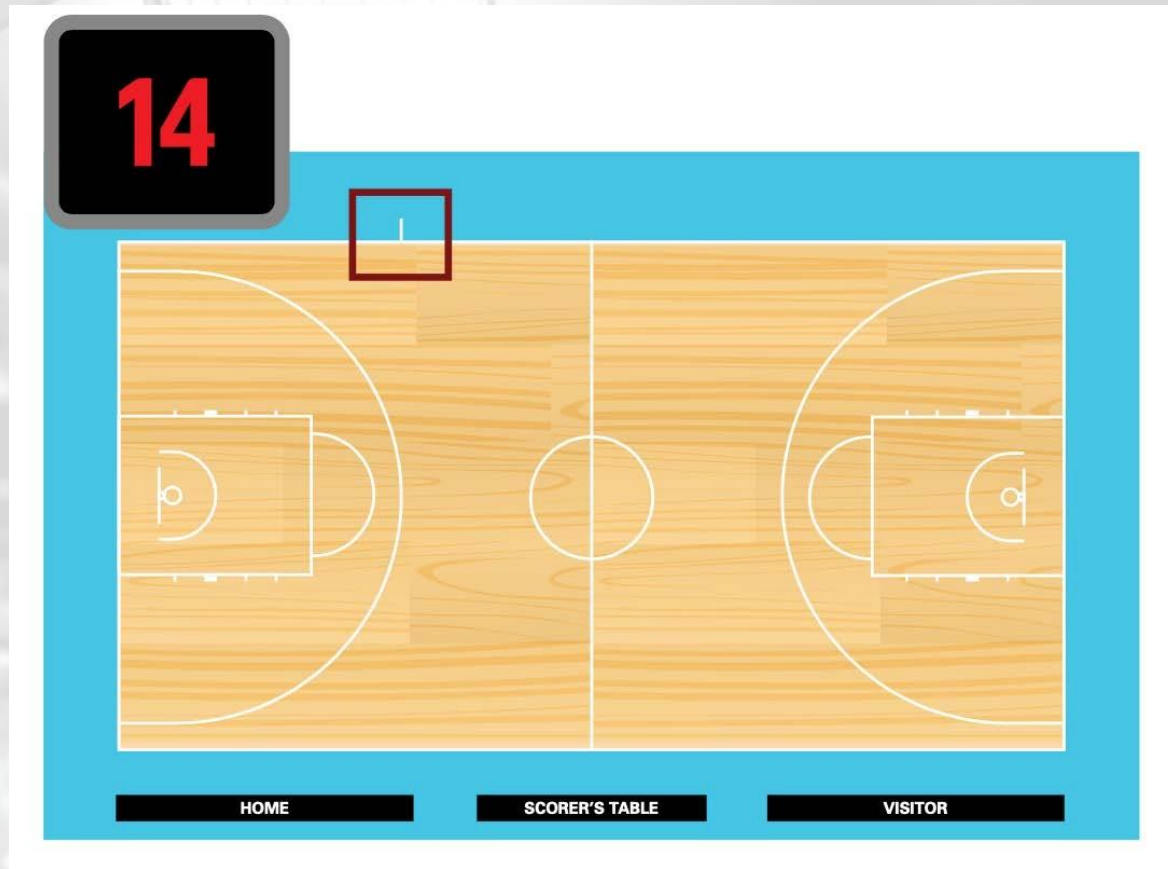
Protocol for calling a UF

- See the action and make a decision (call)
- Show the decision (personal foul signal), re-process the play (analyse the criteria)
- Upgrade the signal to UF if necessary

*** Rough, severe, dangerous, flagrant contact should not be tolerated at any time. Detect the players who do not play basketball. Judge only the action and not be concerned about the penalty.

UNSPORTSMANLIKE FOUL

Resuming Play






UF throw-in frontcourt.

- All throw-ins as part of an UF shall be administered from the throw-in line in the team's frontcourt. In all cases, the team shall have 14 seconds on the shot clock.

TECHNICAL FOUL

A player non-contact foul of a behavioral nature

TECHNICAL FOUL CALLED	PENALTY: ONE FREE-THROW	TO RESUME: BALL RETURNS TO THE TEAM WHICH WAS CONTROLLING THE BALL OR WAS ENTITLED TO THE BALL
 <p data-bbox="129 993 397 1018">D65 - Form T, showing palms.</p>	 <p data-bbox="519 993 715 1018">D66 - One free throw.</p>	 <p data-bbox="907 993 1116 1018">D67 - Direction of play.</p>

- Referees are to deal with inappropriate behaviour rather than ignoring it and letting it affect the control and spectacle of the game.
- Referees may prevent technical fouls by giving a warning or even overlooking minor infractions which are obviously unintentional and have no direct effect upon the game, unless there is repetition of the same action after a warning has been given.
- Where a warning has been given for inappropriate behaviour, any repetition of this behaviour should be dealt with by way of technical foul

COURT COVERAGE

Trail to Lead

During transition, the **new Lead should arrive to the endline in four seconds or less**, and should be in a position ready to referee. The new Lead should also be in good position to referee the play throughout transition down the floor. This is only possible when the following correct techniques are applied:

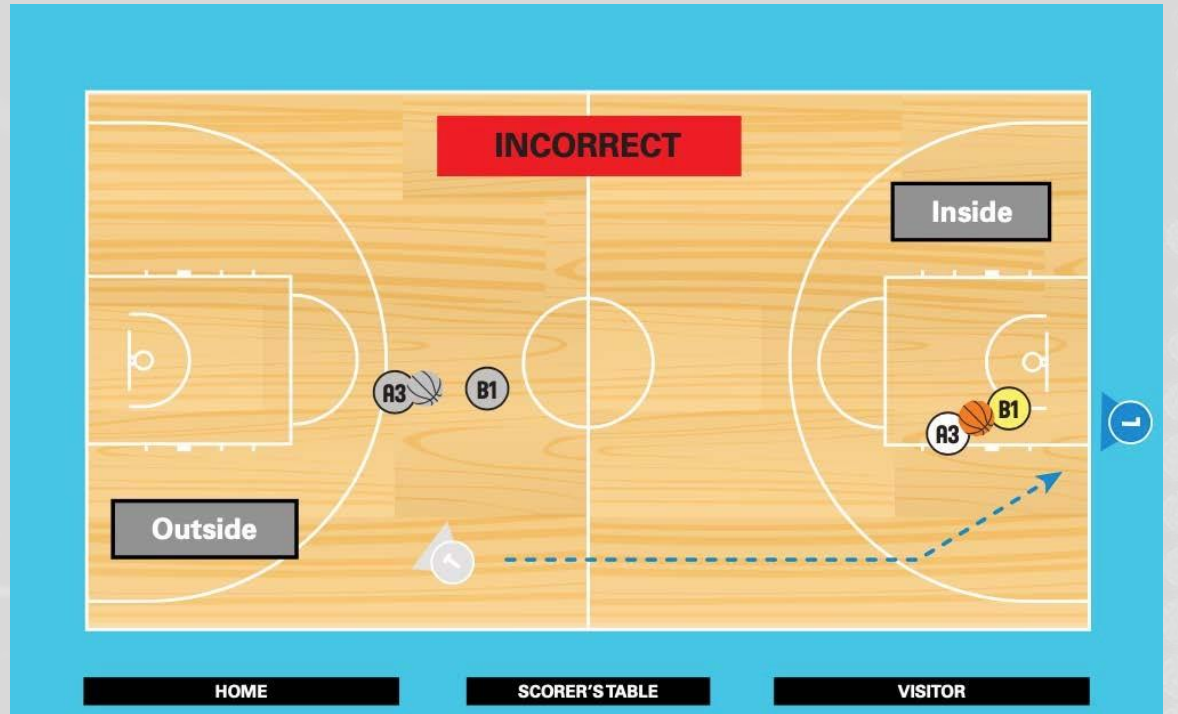
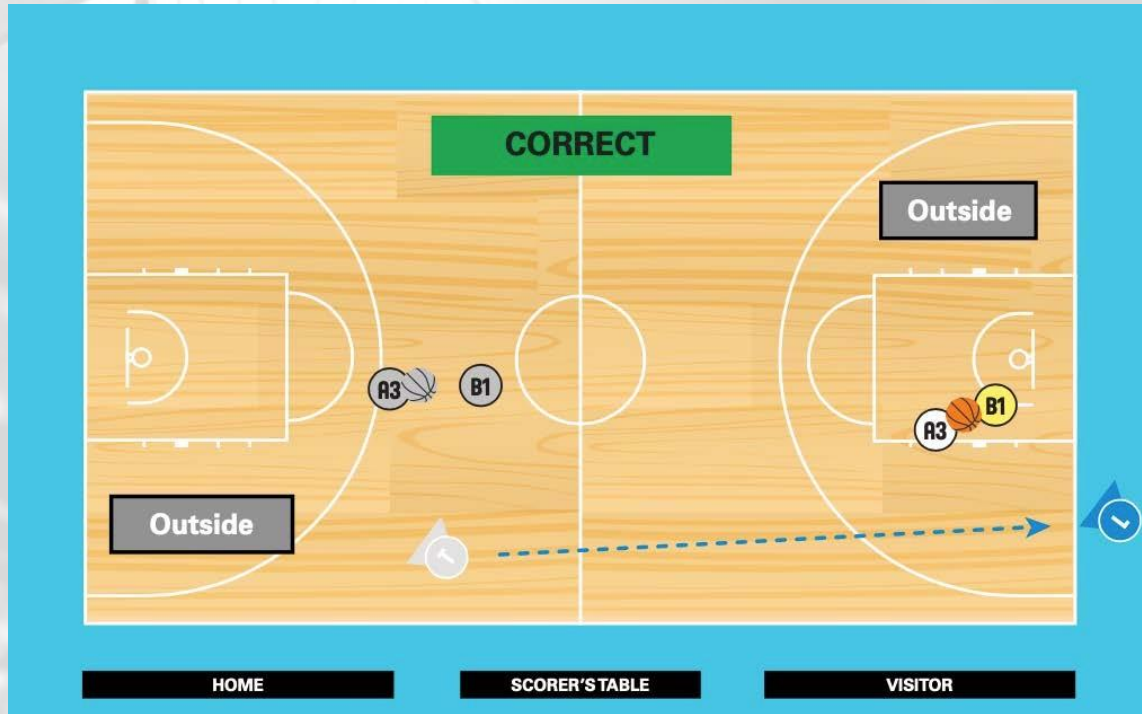
- a. Stay with the previous play before the new transition - namely, wait until the ball has entered the basket in the case of a successful shot for goal or when a defensive player has gained control of a rebound;
- b. After turning with a power step, be sure to face the court all the time (when done properly, the referee should also be able to pick-up the game clock);
- c. Start transition with full speed and maintain it until arriving at the endline;
- d. Face the court during the entire transition (actively looking for next play to come and refereeing the defence);
- e. Run straight to the endline to set-up position (looking over the inside shoulder - approximately keeping the same distance from the play all the way) - “out-side/out-side” angle;
- f. Stop on the endline with “one-two” count (step) in a stationary position and be ready to referee the play when it starts.

Ver 1.0 - Updated Jan 13, 2022



TRANSITION

Trail to Lead



TRANSITION

Lead to Trail

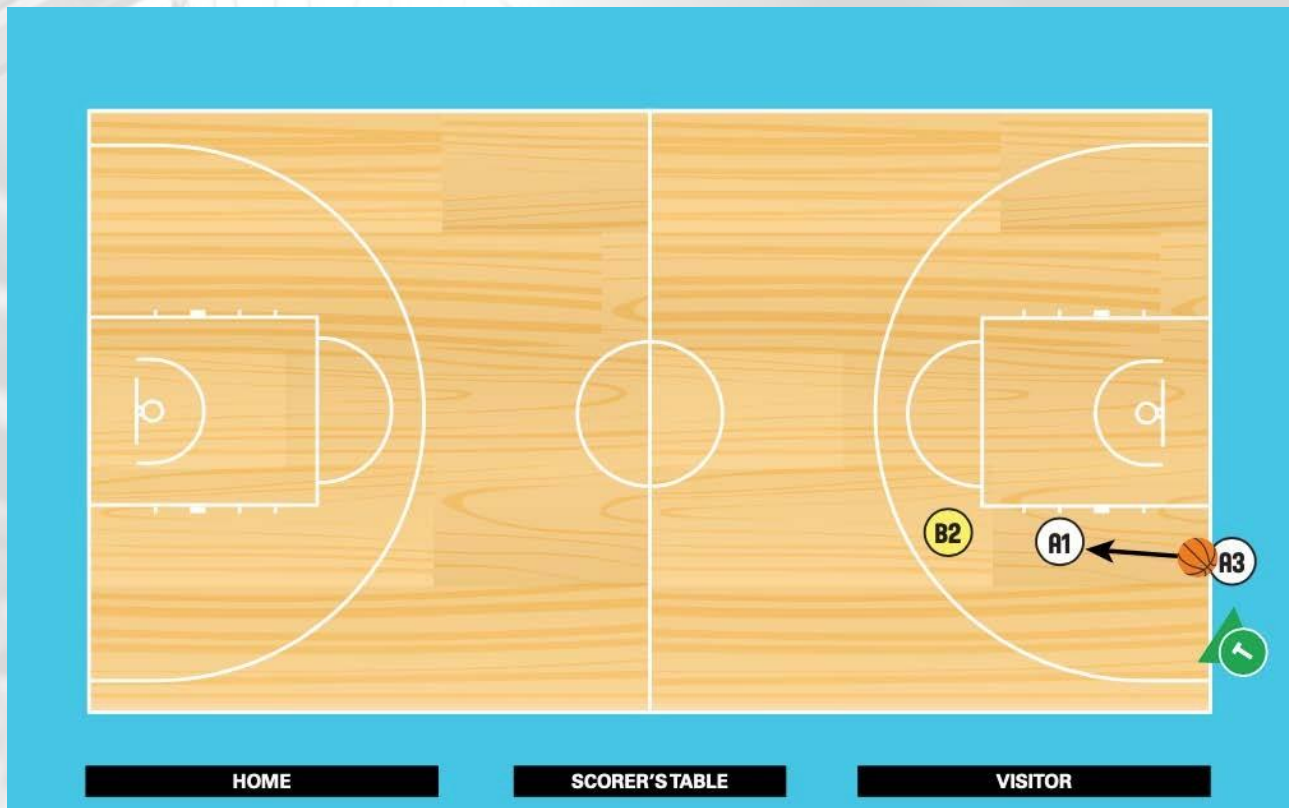
During transition, the new Trail should always trail the play (behind the play – not in line or in front of the play). This way the Trail is able to easily control the clocks and analyse the next possible plays to come. This is only possible when the following correct techniques are implemented:

- a. Wait behind the endline until the ball is either passed to a teammate on the court after a valid basket and the thrower-in has advanced on to the court (the new Trail should wait to have a minimum of 3 metres distance from the ball before they step on to the court);
- b. Always maintain a proper distance behind the play – 2-3 steps (no yo-yo running);
- c. Be the last to arrive in the front court and have a 45° angle facing the basket (all players should be between straight arms extended = right/left side sideline & left/right side centre line).



TRANSITION

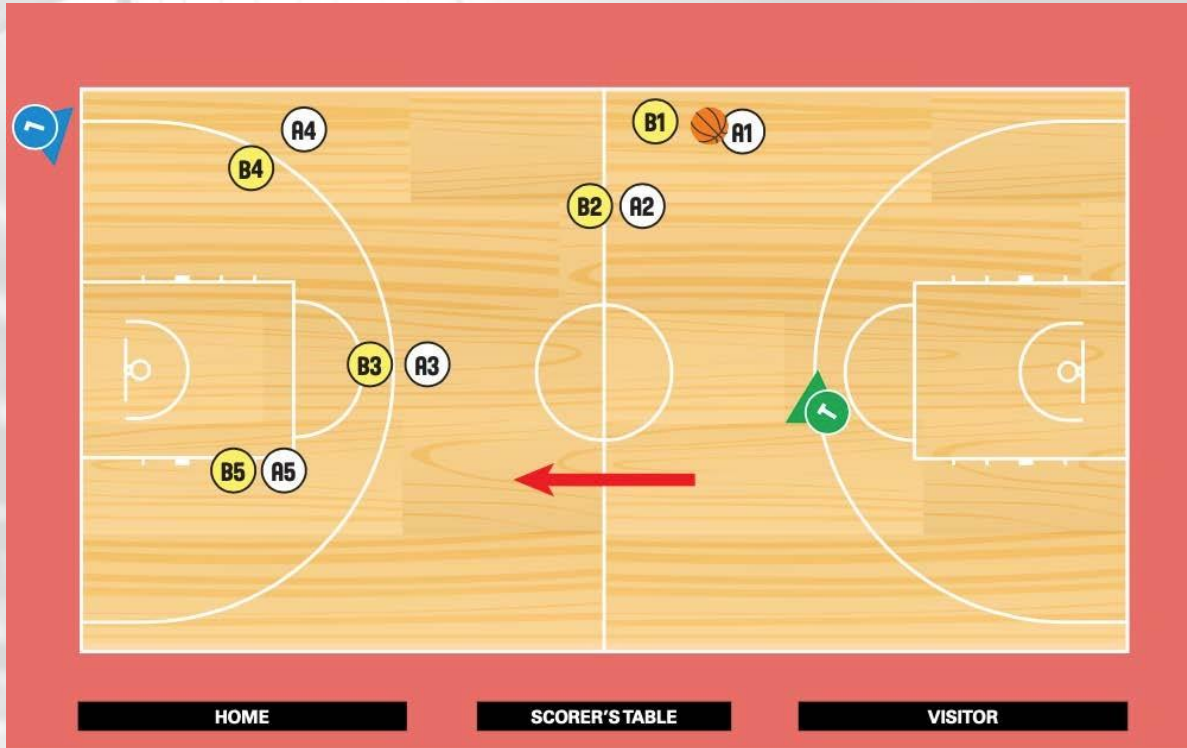
Lead to Trail



- New Trail applies correct techniques by waiting behind the endline until the ball is passed to the teammate after the basket and the thrower-in has advanced to the court.

PRESS DEFENSE

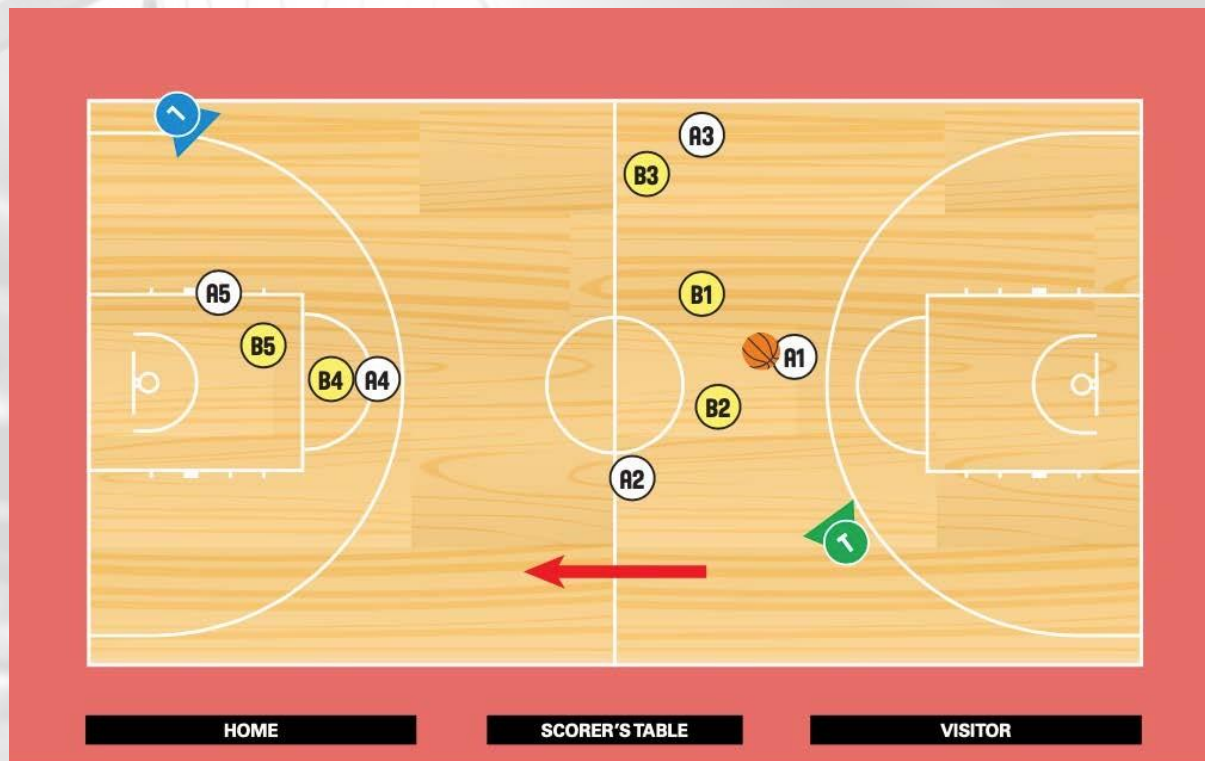
1-2 Defensive Players in Backcourt



- The diagram 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 meters away from the play, watching carefully for possible fouls and violations.

PRESS DEFENSE

3+ Players in the Backcourt



- The diagram shows three defensive players who are in the opponent's backcourt.
- To help their partner adequately cover this press situation, the lead official will delay their advance and stay on the sideline until the ball crosses the centre line.

8 SECONDS

- The Trail referee is responsible for officiating the backcourt and for determining whether the team in control of the ball has caused the ball to go into their frontcourt within 8 seconds.
- **The Trail referee is encouraged to adopt the following procedures:**
 1. Check the game clock and shot clock to ensure it is running.
 2. Where a shot clock is clearly visible to all participants, it is not necessary for the trail official to signal a visual count in the backcourt. Trail is still required to maintain a mental count. If a violation occurs, make the call when the shot clock display is 15 seconds.
 3. Where a shot clock is not visible or not being used, the Trail official should signal a visible count with the outside arm whilst maintaining a mental count. Officials are encouraged to regularly practice their mental counting and to measure their mental count against a clock.



TRAPPING DEFENSE

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. Referees should commence a visible count, so if a violation occurs it does not come as a surprise to everyone.
- All officials must be familiar with the types of defensive play in which the defense establishes numerical superiority on the player holding the ball, and the locations on the court where trapping defenses will commonly occur (usually adjacent to boundary lines and/ or the centerline).
- Trapping defenses 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).

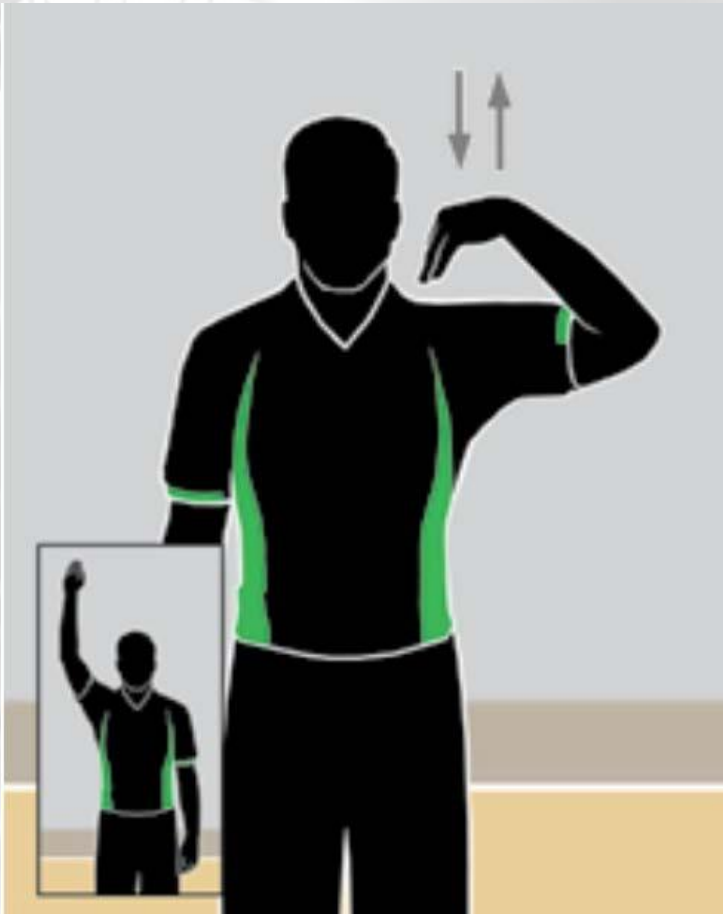


RESPONSIBILITIES DURING THE FLIGHT OF THE BALL

- The Trail official is primarily responsible for the flight of the ball. He must determine if the ball has entered the basket by signaling it to the scorer's table. The Lead official concentrates on situations away from the ball.
- It is always the official calling the foul 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 their partner, for example:
 - The Lead official is unaware that the attempt has legally entered the basket
 - Goaltending or basket 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 in the foul situation.

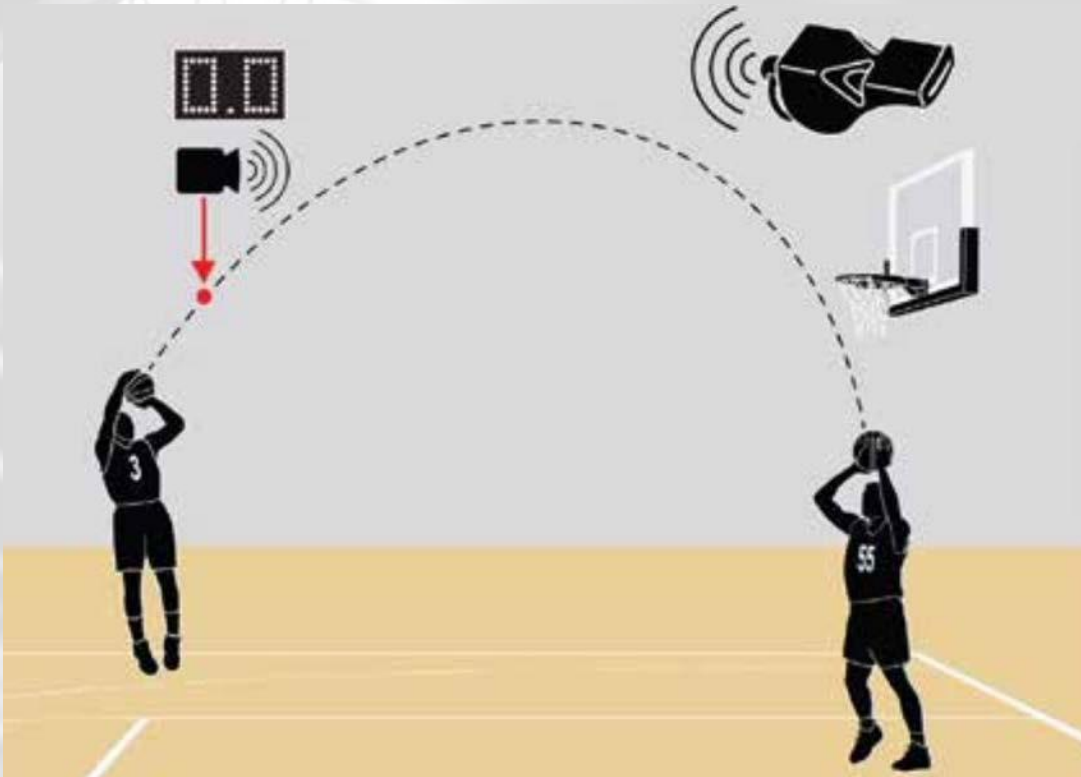


24 SECONDS



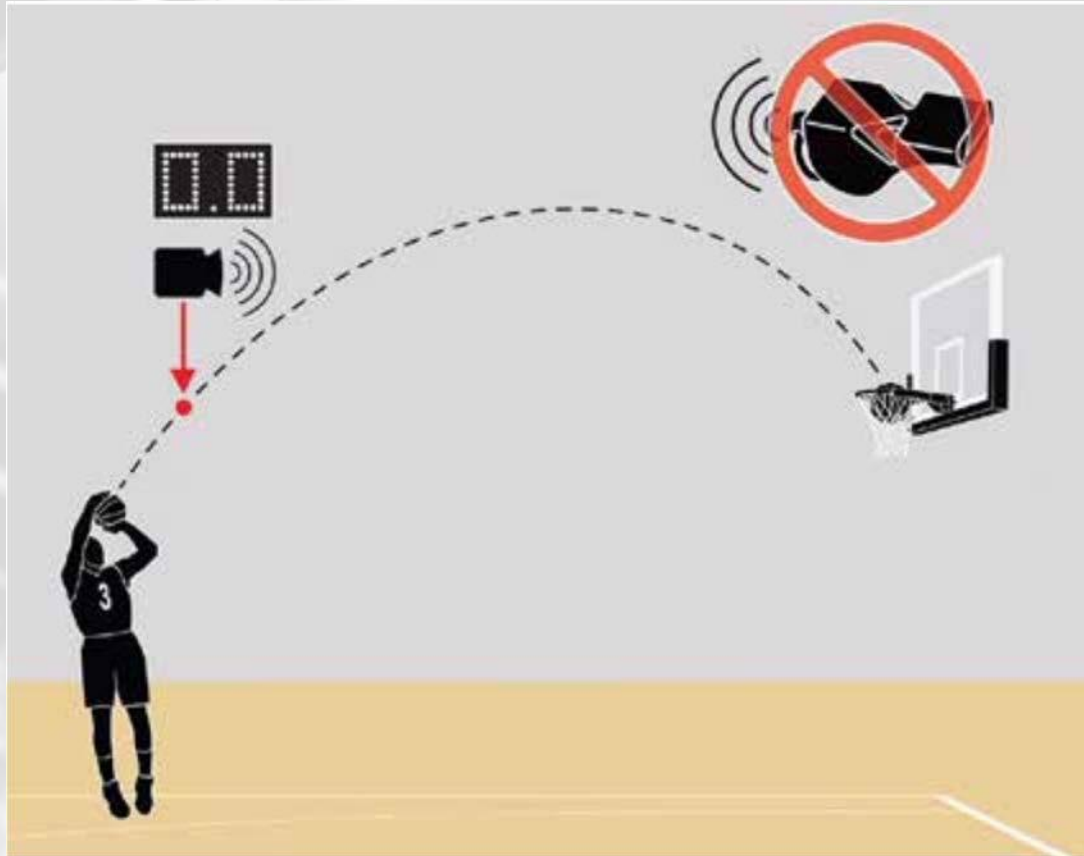
- Prior to the commencement of the game, referees are encouraged to check all equipment and, in particular, the shot clock and associated equipment if there are any.
- In general, it is the responsibility of the Trail to call shot clock violations. The Trail should be mindful of the shot clock, especially when it counts down below 10 seconds, meaning the team in control of the ball is likely to shoot the ball very quickly.

24 SECONDS



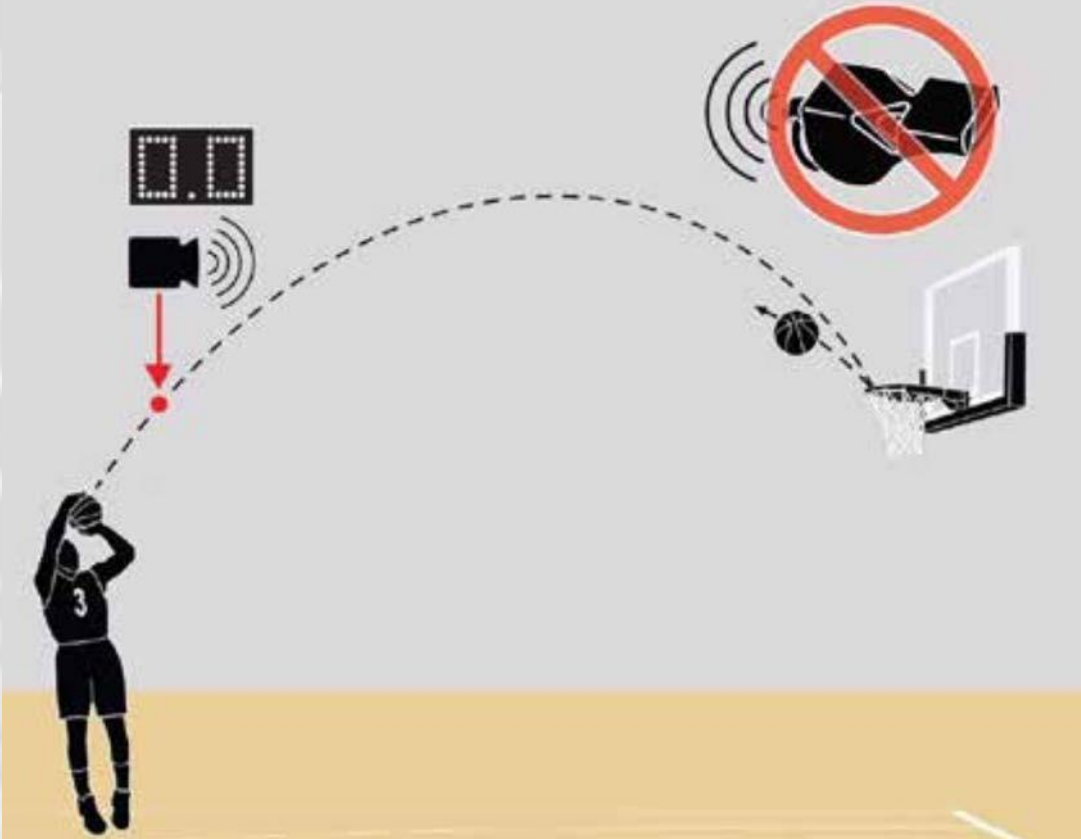
- The signal sounds when the ball is in the air, the ball does not touch the ring and an offensive player gets the ball =
- **SHOT CLOCK VIOLATION, THE REFEREE SHALL BLOW HIS WHISTLE.**

24 SECONDS



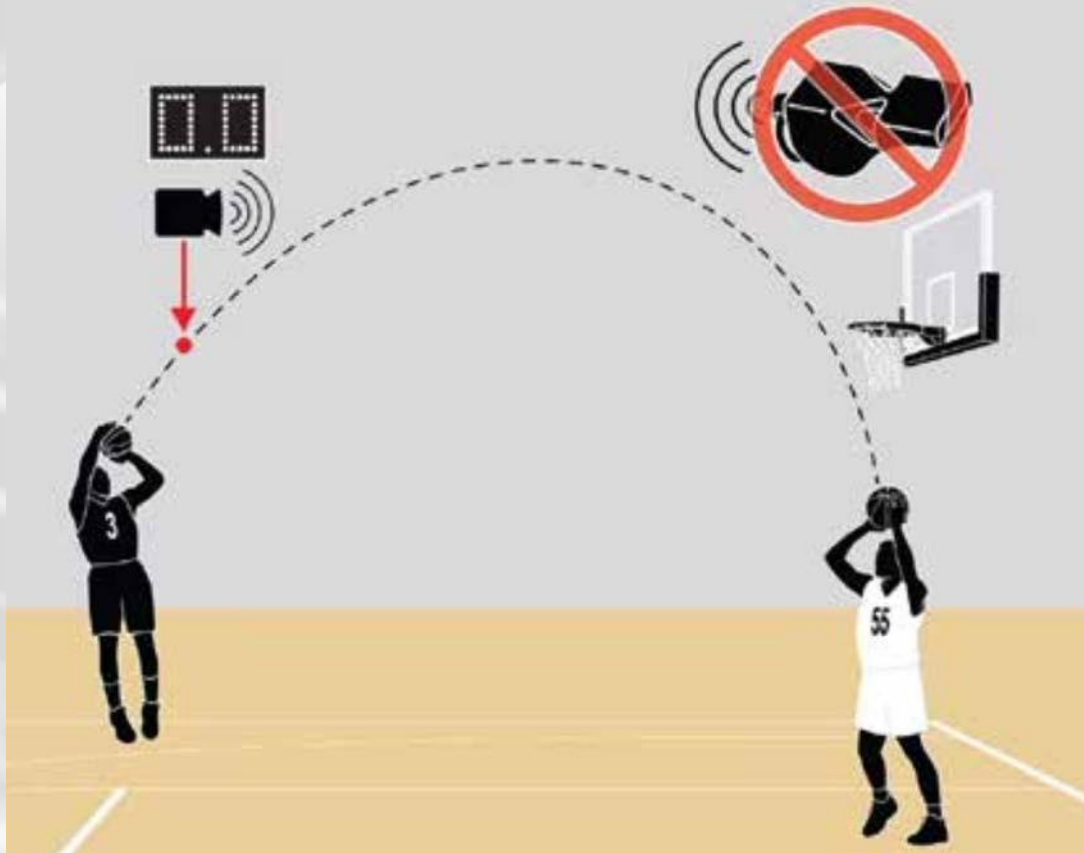
- The signal sounds when the ball is in the air and then the ball enters the basket =
- **GOAL MADE, NO VIOLATION, NO CALL.**

24 SECONDS



- The signal sounds when the ball is in the air, the ball touches the ring but does not enter the basket =
- **NO VIOLATION, NO CALL**

24 SECONDS



- The signals sounds when the ball is in the air, the ball does not touch the ring and the defensive player gains immediate and clear the control of the ball =
- **NO VIOLATION, NO CALL**

GOALTENDING & BASKET INTERFERENCE

- Goaltending occurs during a shot for a field goal when a player touches the ball while it is completely above the level of the ring and:
 - It is on its downward flight to the basket, or
 - After it has touched the backboard.
- In general, whilst referees are encouraged to stay with the play to ensure a player in the act of shooting is not illegally contacted, it is also important to understand the next action that needs to be officiated. One of those actions is ensuring that illegal activity does not occur that will affect the ball from legally entering the basket.
- In general, this will usually be the responsibility of the Trail. However, in some cases, such as fast break situations, the Lead, during transition should have an awareness of where the play is at and can assist in judging goaltending and basket interference on their side of the basket.



GOALTENDING & BASKET INTERFERENCE

- For Trail and Lead, during such situations, both officials should be considering the rules and be clear on the differences between the two.
 - If the violation is committed by an **offensive** player:
 - The basket is cancelled (if the ball has entered the basket).
 - The ball is awarded to the opponents for a throw-in.
 - If the violation is committed by a **defensive** player:
 - 1,2 or 3 points are awarded to the offensive team.



RESPONSIBILITIES FOR SHOT AT END OF QUARTER

New team control and 24.0 seconds or less on the game clock.

When you have 24.0 seconds or less on the game and there is a new team control

1. One of the referees indicates this by showing one finger.
2. The other referee will copy the signal (mirroring).
3. This means: it is possible that the quarter will end during this team's control.
4. All referees should get ready to pay close attention to the game clock in order to determine in a last moment shot situation whether the shot has been taken in time – A valid basket or not (cancelled basket).



RESPONSIBILITIES FOR SHOT AT END OF QUARTER

**Procedure
when
signal
sounds /
LED lights
appear for
the end of
the quarter.**

1. Referee blows the whistle immediately and raises his hand.



If the basket is valid (ball is released before the signal sounds / LED lights appear), the referee keeps the hand up and when ball goes into the basket shows the basket count signal (2/3 points).



If the basket is to be cancelled (ball is still in the hand of the shooter when the signal sounds / LED lights appear), the referee indicates immediately the "cancel basket" signal.

