



"Making A Difference In The Game"

CENTRAL CONNECTICUT BOARD #6 of Approved Basketball Officials

One Rule + One Mechanic + One Interpretation = the Board #6 Way

CREW OF TWO MECHANICS

I. ADMINISTRATION

A. Before the Game Begins

1. Arrive on court together at 15 minutes prior to start of game
2. If both have jackets, wear them. One should not wear alone.
3. Take positions at the 28ft mark on side opposite scorer's table to observe players. Referee observes the visitors and Umpire observes the home team.
4. Referee communicates with timer & scorers. Review names in scorebook. Remind scorers that there are no free throws on player/team control fouls.
5. Meet with head coaches and captains at approximately 2 to 3 minutes prior to start of game to review equipment, uniform and sportsmanship rules.

II. JUMP BALL

- A. Referee blows whistle, walks to center circle, then tosses ball higher than either player can jump. Referee waits for ball to be tapped and players to clear and then moves to appropriate court position. Referee can designate tosser.
- B. Umpire stands tableside at division line with hand raised. Starts clock when ball is tapped and moves to appropriate court position.
- C. Official opposite table checks that the Alternating Possession arrow is set.
- D. Officials are reminded to use a device to monitor possession direction.

III. COURT COVERAGE

A. Lead Official Responsibilities & Primary Coverage Area (PCA)

1. Position can be keyed by throw-in location and free throws.
2. **Lead** PCA coverage areas:
 - a. free throw line and below extended to the sideline and opposite free throw lane line.
 - b. **Extended Coverage**—Free throw line extended to 3-point arc and below, when ball is in Trail PCA.
 - c. **Move ball-side** to improve coverage (positions A, B, C).
 1. Move ball-side as ball moves into low post.
 2. Move to achieve an advantageous field of vision.
 - d. **Three second** offensive **count** in paint.
 - e. **Five second count** on throw-in and closely guarded situations.
 - f. **Three point attempts:**
 1. Free throw line extended – opposite the Trail position.
 2. Lead does not mirror Trail 3-point signal.



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B. Trail Official Responsibilities & Primary Coverage Area (PCA)

1. Trail PCA

- a. Entire backcourt.
- b. Free throw line extended to division line.
- c. Nearer free throw line to sideline.
- d. Weakside rebounding.
- e. Mirror Lead's 3-point signal.

C. Trail to Lead Transition

1. Remain with players, read the play and move according to the play.
2. Do not turn your back on the players. Do not backpedal to position.

D. Lead to Trail Transition

1. Read the play and move wide in transition.
2. Trail the ball, unless no pressure.

E. Sideline Coverage

1. **Trail** covers the sideline as a result of the last throw-in or free throw.
2. **Lead** covers the sideline opposite the Trail.

F. Violations Mechanics

1. Blow whistle to stop the clock.
2. Raise arm, palm open. Give the approved violation signal.
3. Indicate direction with arm extended.
4. State color of team that will inbound ball.
5. Point to throw-in spot.

G. End line Throw-In

1. **Lead** positions self either between the player and sideline or between the player and basket to administer a frontcourt throw-in.
2. **Trail** may bounce ball to thrower-in for backcourt throw-in on the end line.

H. Backcourt Throw-Ins

1. Trail administers all throw-ins in the backcourt.

I. Calling a Foul

1. Blow whistle, raise arm with fist closed, bird dog hip level.
2. State color and number and foul.
3. Give signal at point of the foul.
4. Communicate whether it's a shooting foul or throw-in at a designated spot.
5. Partner – freeze eyes but not feet, keeps players in full view.
6. Partner – get correct shooter, communicate if ball went in the basket.

J. Reporting the Foul

1. Go to the reporting area, away from benches.



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2. State color, number, foul and use signals.
3. Use one hand to signal player's number. Turn hand over to signal the 2nd number if a 2-digit number.
4. State number of free throws if applicable.
5. Observe benches.
6. Switch positions with partner on all fouls after reporting the foul. Exception is "no long switch."

K. Free Throw Administration

1. Review lane responsibilities.
2. Lead administers all free throws.
3. Watch for fouls or line violations.
4. Lead communicates number of free throws to shooter verbally and with signal then bounces ball to shooter.
5. Standing behind free throw arc, with players in view, Trail signals number of free throws on court, holding up hand momentarily.
6. When ball leaves shooter's hands, Trail raises arm with palm open. If made, Trail lowers arm and Lead raises arm; Lead then administers throw-in and chops the ball in when player touches the ball on the court. If free throw is not made, Trail lowers arm to signal clock to start when ball is touched by player.

II. TIMEOUTS

A. Reporting a Timeout

1. Official who grants timeout reports timeout to table.
2. Do not grant timeout until:
 - a. Disqualified or injured players are replaced or substitution is made.
 - b. Foul reporting process is completed at the table.

B. Timeout Positions

1. **Administering official:** Official who will resume play stands at throw-in spot or free-throw line, dictated by situation. Ball in hand or on hip, indicating direction.
2. **Free official:**
 - a. **Thirty-second timeout:** Stands at division line, facing the table, in front of the center circle.
 - b. **Sixty-second timeout:** Stands at the division line, facing the table, behind the center circle.
3. **Tablesideside timeout:** When the designated throw-in spot is the tableside sideline, the officials shall stand as follows:
 - a. **Thirty-second tablesideside timeout: Free official** stands at division line facing the table in front of the center circle.
 - b. **Thirty-second tablesideside timeout: Administering official** stands on the court in line with free official at the throw-in spot with ball in hand or on hip indicating direction.



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- c. **Sixty-second tableside timeout: Free official** stands at the division line, facing the table, behind the center circle.
 - d. **Sixty-second tableside timeout: Administering official** stands on the court in line with free official at the throw-in spot with ball in hand or on hip indicating direction.
4. **Free Throw After Timeout:** Official with the ball takes proper (30- or 60-second) position on free throw line and applies proper ball placement. Free official stands at appropriate 30-or 60-second position on the circle on the division line.

C. Positions Between Quarters

1. **Referee** stands at the division line throw-in spot, facing the table, applying proper ball placement, with ball in hand or on hip to indicate direction.
2. **Umpire** stands, facing the table, on neutral zone (block) – in the direction the possession arrow is pointing -- on lane farthest from tableside.

D. Conclusion of Timeout

1. Substitute(s) not admitted after first horn.
2. Count players.
3. Make sure table is ready.
4. Sound whistle to begin quarter.

III. HALFTIME / END OF GAME (Assemble at Center Circle)

- A. **Halftime** – Referee to table. Both officials leave together.
- B. **End of Game** – Referee approves score. Officials leave promptly together.

IV. APPROACH TO THE GAME

- A. **Arrive on time to conduct pre-game activities.**
- B. **Use approved signals. Wear proper uniform.**
- C. **Exhibit sound human relations.**
 1. Be businesslike and professional.
 2. Do not present an appearance of favoring either team by being overly friendly to either coach or team.
 3. Be poised and composed.
 4. Be firm but approachable.