



"Making A Difference In The Game"

# CENTRAL CONNECTICUT BOARD #6 of Approved Basketball Officials

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

## HIGH SCHOOL CREW OF THREE MECHANICS Issued by IAABO – June 2006

### **KEY TERMS**

Referee - responsible for toss, jumpers and arrow.

Umpire No. 1 - (tableside sideline) responsible for visiting team, toss, jumpers, clock start

Umpire No. 2 - (sideline opposite table) - responsible for visiting team warm-up and 8 non-jumpers.

### **JUMP BALL TO START GAME**

If ball goes right from the toss, **U2** becomes **Lead**; **U1** becomes **Center**; the **Referee** holds and then becomes **Trail**.

If the ball goes left from the toss, **U1** becomes **Lead**; **U2** becomes **Center**; **Referee** holds and then becomes **Trail**.

### **COURT COVERAGE**

#### **Rotation**

Ball keys rotation.

**Lead** initiates rotation, moves to ball-side when ball changes sides of court while in frontcourt, when necessary.

Always aware of ball, players and officials' locations.

#### **Lead Official**

Work the entire end line.

Applies close down principal **A-B-C**.

Works strong-side, as **Center** is closer to end line on opposite side.

Rotates ball-side when the ball penetrates basket line near **Center** or changes sides of court and pauses or settles.

Officiates post while crossing lane during rotation **B to C** principle.

Always doubles the sideline on throw-in.

#### **Center Official**

Positioned across court from ball-side, free throw line extended, 1 step above or below, as each play dictates. Has sideline responsibility from end line to end line.

When ball crosses basket line, rotate to new **Trail**.

Will rule three-second violation.

Assists **Trail** in transition; moves with progress of the ball.



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## **Trail Official**

Positioned ball-side, using top of circle as a guideline. When **Lead** initiates change of sides, **Trail** closes down and rotates to new **Center**.

Covers near sideline, division line and backcourt end line.

**Trail** rarely moves below top of key area.

**Trail** and **Center** have equal responsibility for the 5-second closely guarded player call. **Trail** is responsible for closely guarded counts to the farther lane line extended.

**Trail** and **Center** has equal responsibility for goal tending and basket interference. If try is from **Center's PCA**, **Trail** has priority. If try is from **Trail's PCA**, **Center** has priority for the call.

## **LAST SECOND SHOT RESPONSIBILITY**

Opposite Official has responsibility.

## **SIDELINE THROW-INS**

All throw-ins in the backcourt are administered by the new **Trail**.

Ball may be bounced to thrower-in, except on the end line in frontcourt.

After ball is placed at the disposal of the thrower-in, **Trail** backs off immediately.

**Center** remains to help **Trail** and positions self slightly ahead of the ball. If the ball is out of bounds on the **Center's** side of the court, **Center** becomes new **Lead** and doubles the sideline.

## **TIMEOUTS**

### **Positioning (30-second and 60-second)**

Closest official to the ball remains with the ball.

Official granting timeout reports it to the table.

Sixty (60)-second timeouts – First marked lane space adjacent to the end line farthest from the benches.

Thirty (30)-second timeouts – Top of each 3-point arc.

## **THROW-INS ON THE END LINE**

### **Administering Official's Position**

On the end line in the frontcourt, the **Lead** has the option to administer an end line throw-in from either inside or outside of the thrower-in whichever provides the best possible coverage.

On the end line, from a team's backcourt, **Administering Official** will position self between thrower-in and the sideline.



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## **FOULS AND FREE THROW ADMINISTRATION**

Lead Official administers all free throws.

### **Switches**

#### **Foul in the frontcourt and ball to remain in the frontcourt:**

Official who calls the foul will move to a position tableside after reporting the foul.

If tableside official calls a foul, there is no switch.

When the official moves from tableside position on a switch, this official could become **Center or Trail**.

If the throw-in spot is opposite the table, the calling official is **Center, tableside**.

If throw-in spot is from the end line, calling official (**Lead**) becomes **Center or Trail tableside**.

The two officials who did not make the call will freeze vision while the **Administering Official** reports the foul and moves to a position tableside.

Do not walk through the lane to make the switch after a foul.  
Walk around the players.

#### **Foul called in frontcourt with subsequent throw-in from backcourt:**

Official who called the foul switches to tableside position.

Previous **Tableside official** moves to the position that the official who called the foul occupied.

**Free official** does not switch.

If free throws are administered, the calling official is always **Trail tableside**.