

FIBA MANUAL FOR REFEREES

BASIC 3 PERSON OFFICIATING

version 3.0a

This Referees Manual is based on FIBA Official Basketball Rules 2026.

In case of discrepancy between different language editions on the meaning or interpretation of a word or phrase, the English text prevails.

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FOREWORD

Basketball, as a game, is progressing in skill and speed every day. It is a natural environmental development process that takes place unconditionally and it is called evolution. The game and more so refereeing has completely changed from 10 years ago. Presently, top level refereeing is improving at least at the same speed as the game itself and higher standards of performance are expected every year. The pace of change has necessitated the adoption of a motto: "What was considered exceptionally good yesterday, is considered standard quality today and below average quality tomorrow".

This FIBA Basic 3 Person Officiating Manual provides the foundational mechanical steps required for successful basketball refereeing.

This manual complements other FIBA technical manuals and supporting material, namely "Improve Your…" series (for example 'Improve Your... Rotation'). These brief guides provide more insight and details on how to work with the content mentioned in this manual.

In the case of a discrepancy between any guidelines in the Manual and the Official Basketball Rules (OBR) and/or the Official Basketball Rules Interpretations (OBRI), the latter (OBR and OBRI) will prevail.

Updates		
v2.5	1.3	Diagram updated
	2.16	Time-outs – text revised
	3.1	Referees' Signals updated
v3.0	1.4-1.6	Articles added
	3.1	Diagrams updated
	3.3	Text added
v3.0a	2.16	Editorial refinements

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INTRODUCTION & GENERAL

CHAPTER 1

1. INTRODUCTION & GENERAL

1.1 BASKETBALL OFFICIATING

Generally, sports officiating is challenging and more so in the game of basketball – especially where ten athletic players are moving fast in a restricted area. Naturally the game has changed and the court has actually become larger, not in actual court size but in the playing and refereeing sense. Play situations are spread all over the court with every player able to play in almost every position. Naturally this sets a new requirement for basketball refereeing. It is good to remember that improving daily should not be considered as actual progress but rather is only designed to keep pace with the game's development – this is called evolution and this will occur regardless if we want it or not.

Sometimes there is a tendency to define basketball officiating as a very complex combination of various skills. It is true it requires many abilities by the referee, but the bottom line is that all these skills aim to achieve one thing - being ready to referee the play or handle situations that may arise during the game.

Refereeing is:
Anticipate what will happen — Active mind-set
Understand what is happening — Basketball knowledge
React properly for what has happened — Mental Image Training

1.2 IMAGE OF AN ELITE BASKETBALL REFEREE

FIBA has one golden rule when it comes to prioritising referee training for FIBA games - Game Control. The intent is to ensure a smooth running and dynamic game where players are able to showcase their basketball skills. This is the image FIBA is looking for. The two or three appointed referees are the ones who are responsible for this game control.

It is good to define and remember that game control is different to game management. Ultimately, it is the Referees that are in charge of the game. They define what is allowed and what is not – nobody else.

Having said that, it is equally important that referees look and act like they are in charge. Referees should give a non-verbal message that they are ready and able to make decisions. The core function of refereeing is decision making. Referees need to feel comfortable in making decisions without hesitation in the decision making process. Of course, the correctness of these decisions can be analysed after the event and so referees must demonstrate confidence and trust or at the very least present so that others view them this way (perception).

Therefore, FIBA has added the topic of "court presence" to its training program. It includes mental training with an "I am in charge" concept. This will be combined with a physical training plan to create an image of a strong and athletic body, fitting into the image of professionalism and promoting game control.

"Controlling is an attitude"

1.3 PROCESSING THE PLAY – QUALITY DECISION

In the modern basketball game the referees are making approximately 700 decisions each game. Only 10% of those decisions are 'visible' i.e. when the whistle is blown. Basketball is an extremely fast paced game nowadays and the speed of the game adds a great challenge to decision making.

Decision making in basketball refereeing

It is a perceptual and cognitive process.

1. See - Gather all relevant information.
2. Process - Organise the relevant information.
3. Decide - Define the needed action.

FIBA referees are expected to make decisions based on the observations and facts they have collected of the play situation. Before blowing their whistle, referees should process the entire play from the start - through the development - until the end of the play, before making a decision to call or not to call. This will produce more analytical decision making instead of only seeing the end of the play and then reacting to it (this is called an emotional decision).



Diagram 1: See the whole play before making a decision.

1.4 TIMING OF THE WHISTLE

The moment at which a referee blows the whistle is not incidental; it carries information. Different play situations call for different whistle timings, and each timing belongs to a different level of coverage. When all three referees apply the correct timing, the decisions of the crew are read clearly by players, coaches and partners, and two referees whistling the same play becomes almost impossible.

There are three timings of the whistle:

	WHISTLE	WHEN IT IS USED
1	**Immediate Whistle (IW)**	The play has been seen and processed, but the game must be stopped at once: dangerous or hard contact, contact inside the cylinder, hand-checking, or a violation during a free throw while the ball is in the air.
2	**Patient Whistle (PW)**	Working the primary coverage, the referee takes the time to see the entire play (start, development, finish) and then decides: a call for illegal contact, or a no-call.
3	**Cadence Whistle (CW)**	Working the secondary coverage on an obvious play the primary did not cover, the referee first pauses to allow the responsible referee to decide, and then steps in with the call.

Applied correctly, these timings follow one another (immediate, then patient, then cadence), each sitting at a different point in time. This is what makes a double or triple whistle on the same play almost impossible to occur by mistake.

Note: A double whistle on a dangerous-contact play, where two referees b/ow an immediate whistle together, is not a fault. In that situation there is no time to process which referee holds the primary coverage; both are effectively primary and the priority is to stop the game.

The timing of the whistle communicates the coverage

1.5 FIX ON THE SPOT

When the timing of the whistle does not match the coverage, the crew has a small imbalance to resolve. A cadence whistle where a patient whistle was expected, or a patient whistle from a referee working the secondary coverage, both tell the crew that the system briefly broke: the same situation should always produce the same whistle.

There are four opportunities to correct such an imbalance. The earlier it is addressed the better, and the depth of the correction grows with the time available:

1. On the spot - body language or a brief self-correction, using signals to acknowledge and correct.
2. Time-out - a short question and answer between partners, and a brief correction.
3. Half-time - a question, an answer and a short explanation, followed by the correction.
4. Post-game - a full question, explanation and analysis that carries value into the next game.

If a game ends with a timing or coverage situation that was never discussed, it is placed on the table post-game. Understanding why the whistle did not match the coverage is what improves the crew's next game.

The same situation should always produce the same whistle



BASIC THREE PERSON OFFICIATING (3PO)

CHAPTER 2

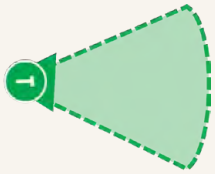
2. BASIC THREE PERSON OFFICIATING (3PO)

2.1 INTRODUCTION

Three Person Officiating (3PO) is a great tool to implement correct IOT principles and to provide more time to actually process the play analytically (start-middle-end of the play) before making a decision. The analyses show that correct "no calls" are higher with 3PO than 2PO, and first illegal actions are called rather than reactions.

The key to successful 3PO is one simple word: trust. You must trust your partners. Only then can you concentrate on your primary area of coverage, and not have to worry about what is going on in your partner's area.

2.2 SYMBOLS USED

	EXPLANATION
	Trail referee or "T", in green colour on diagrams. Lead referee or "L", in blue colour on diagrams. Centre referee or "C", in red colour on diagrams. The base of the triangle represents the facing direction of the referee.
	Previous positions of Trail, Lead and Centre.
	Crew Chief (CC), Umpire 1 (U1), Umpire 2 (U2)
	Direction of the play
	Direction of the Trail (green), Lead (blue) and Centre (red) referee
	Referee blowing the whistle
	Action Spot - Foul Called
	Coverage area

	EXPLANATION
	Reporting referee indicated by the frame colour (T=green, L=blue, C=red)
	Player A1 (offensive player), B1 (defensive player)
	Dribble

2.3 GENERAL COURT POSITIONS

Target: Understand the basic court positions of Trail, Lead and Centre in 3PO, and positions before the game and during the time-outs.

Let's start with some key terms regarding the court positions.

TERM	EXPLANATION
Strong side –refereeing (SSR)	Side of the court where the Lead & Trail referees are located (in 3PO).
Weak side – refereeing (WSR)	Side of the court where the Centre referee is located (in 3PO).
Ball-side (BS)	This refers to the position of the ball. When the playing court is divided by an imaginary line extending from basket to basket, the side of the playing court on which the ball is located is called the "ball-side".
Help side (HSB)	The half of the front court opposite to where the ball is located.
Table side (TS)	This refers to the side of the playing court which is closest to the scorer's table.
Opposite side (OPS)	This refers to the side of the playing court which is furthest away from the scorer's table.
Trail (T)	The Trail is the referee who is positioned approximately at the edge of the team bench area nearer to the centre line and on the same side as the L (always strong side) and who stands behind the play.
Lead (L)	The Lead is the referee who is positioned at the endline. The Lead should be always on the ball-side as much of possible (strong side).
Centre (C)	The Centre is the referee who is positioned on the opposite side of the frontcourt from the L (usually opposite ball-side) at the free-throw line extended (set-up position). Depending on the location of the ball, C may be on either side of the frontcourt. Standard working area for C is on the court.

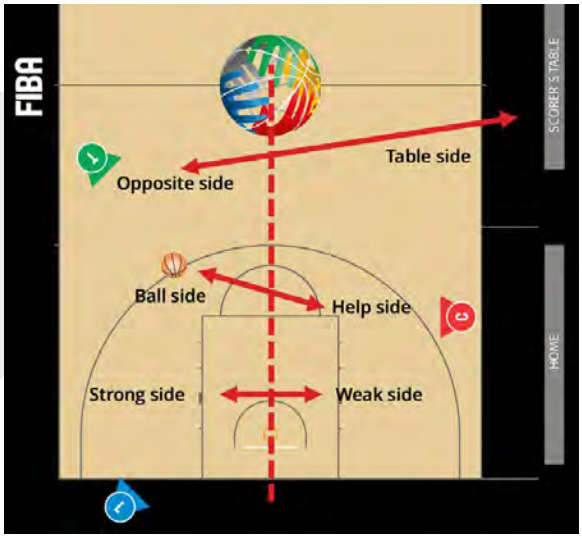


Diagram 2:
Trail, Lead, Centre, Strong side, Weak side, Ball side, Help side, Table side and Opposite side.

The whole idea of 3PO is based on the concept that two referees (T & L) are on ball side as much as possible. This gives them at least two different angles on ball side play situations and analyses has demonstrated that this leads to higher decision making accuracy. To achieve this during the game the referees need to adjust their triangle by rotating (see *"2.8 Rotation"*).

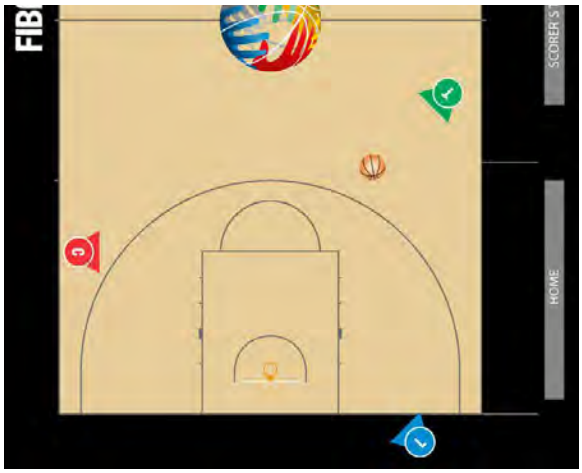


Diagram 3:
Front court basic positions for Trail, Lead and Centre when the L is located on the table-side.



Diagram 4:
Front court basic positions for Trail, Lead and Centre when the L is located on opposite-side.

2.4 PRE-GAME / HALF-TIME POSITIONS

The standard positioning before the game and during the half-time is described in Diagram 5.

If the referees are warming-up properly, one referee observes the court while the other two warm-up on the outside of the sideline (Diagram 6). The referees should rotate into different positions in order to have a proper warm-up and to observe the teams. More on this subject in "Improve Your... Game Warm Up & Streching" publication.



Diagram 5:
Standard pre-game position.

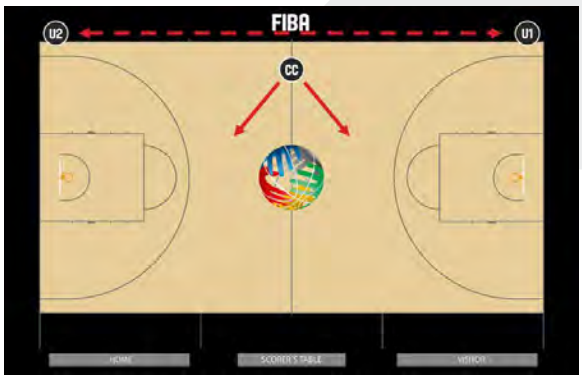


Diagram 6:
Optional pre-game position when two referees can warm-up all the time.

2.5 JUMP BALL & START OF THE QUARTERS

Target: To identify and understand the procedures during the opening jump ball and start of the quarters.

The position of the referees during the opening jump-ball:

1. The Crew Chief (CC) is responsible for tossing the jump ball from a position facing the scorer's table.
2. The umpires take positions on the opposite sidelines. U1 is table-side close to midcourt line and U2 is opposite side, near the edge of the team bench area.
3. U1 responsibilities:
   a. Calling for a re-jump on a poor toss or a jumper violation.
   b. Giving the time-in signal to start the game clock when ball is legally tapped.
4. U2 responsibility: observing the eight (8) non-jumpers for possible violations and fouls.
5. All referees are responsible for verifying that the table officials have set the alternating possession arrow correctly after the initial jump-ball.



Diagram 7:
The Crew Chief administers the toss and U1 is located close to midcourt line to observe possible poor toss and violations by jumpers, U2 is located opposite site observing the possible violations by non-jumpers.

Jump ball – play goes to Crew Chief's left

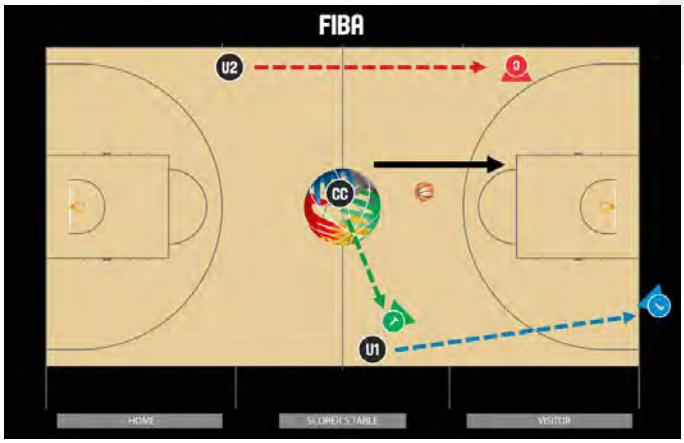


Diagram 8:
1) U1 becomes L, 2) U2 becomes C, 3) The Crew Chief moves to the sideline where was U1 and become T.

Jump ball – play goes to Crew Chief's right

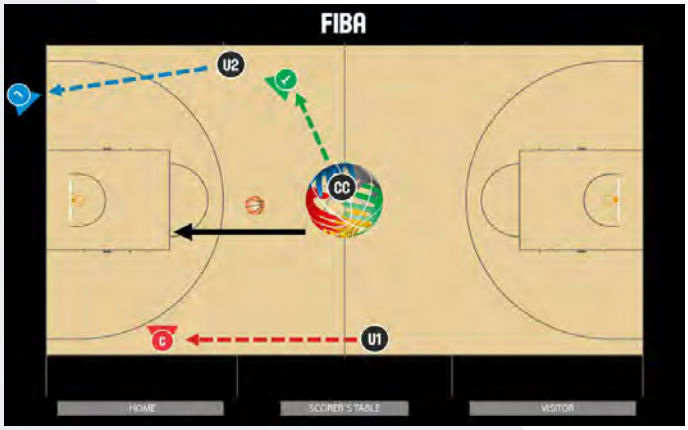


Diagram 9:
1) U2 becomes L, 2) U1 becomes C, 3) The Crew Chief (CC) moves to the sideline where was U2 and become T.

Start of the 2nd, 3rd & 4th quarter and overtime:

The positioning of the referees is 1) The Crew Chief (CC) administers the throw-in at midcourt and becomes T 2) U1/U2 position themselves in L position opposite-side and in C position table-side.

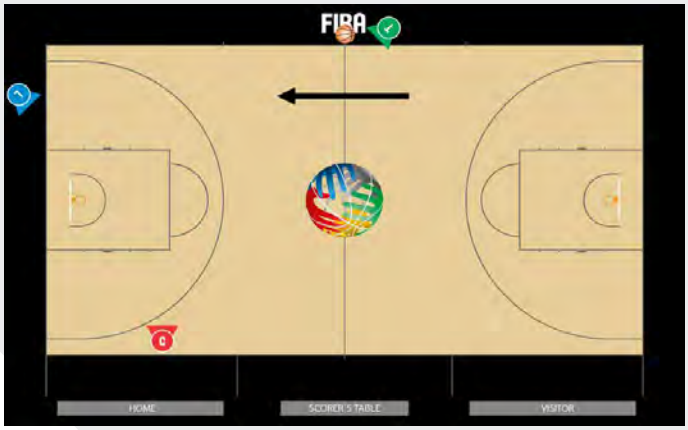


Diagram 10:
The Crew Chief will always be the administering referee for the throw-in opposite-side to start the quarters. U1 and U2 will place themselves either in L or C position.

2.6 COURT COVERAGE

Target: To identify and understand the basic coverage in the frontcourt.

The basic principle of 3PO is that each referee has responsibility for their own area. Trust with partners has to be built to achieve this. As a basic rule, however, it is critical to have two referees on the same side as the ball as much as possible in order to make sure there is effective coverage during act of shooting situations.

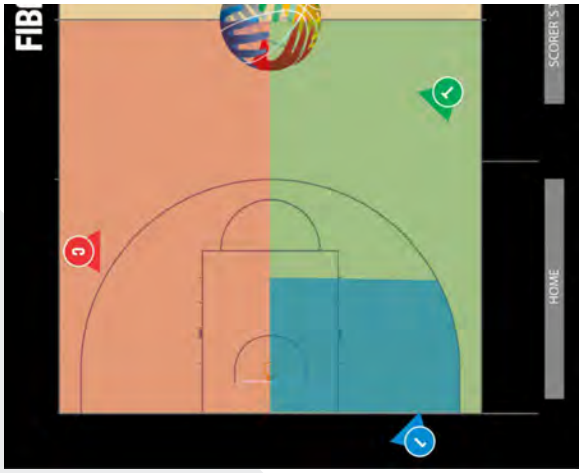


Diagram 11:
Court coverage in principle by all T, L and C when the L is located on the table-side.

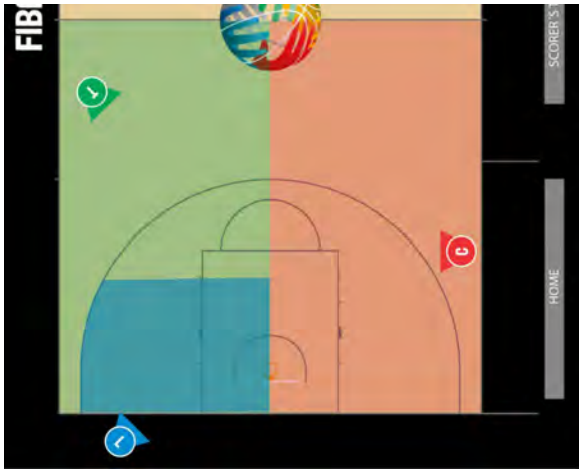


Diagram 12:
Court coverage in principle by all T, L and C when the L is located on opposite-side.

In the diagrams above, the Lead has the smallest area of coverage by size, but the analyses clearly indicate that the Lead still makes about 50-60% of all foul calls in the game. This is the result of the so called "action area" (also known as "bus-station") which is the post on the ball-side. In other words, most of the plays end up in the action area and if Lead is on ball-side, as Lead should be, they have the best angle to cover any play in the action area. This is why it is critical to have two referees (T&L = strong side) on ball side as much as possible.

2.6.1 CHECK-IN – CHECK-IN – CHECK-OUT PRINCIPLE (TRIPLE-C)

In order not to leave play situations involving the ball uncovered at any time and also not to have two referees unnecessarily covering the same on-ball play situation there is a basic procedure to be followed. To make the on-ball coverage switch as smooth and efficient as possible between two referees (Trail-Centre or Trail-Lead), a Check-in – Check-in – Check-out principle is used (also referred as triple-C).

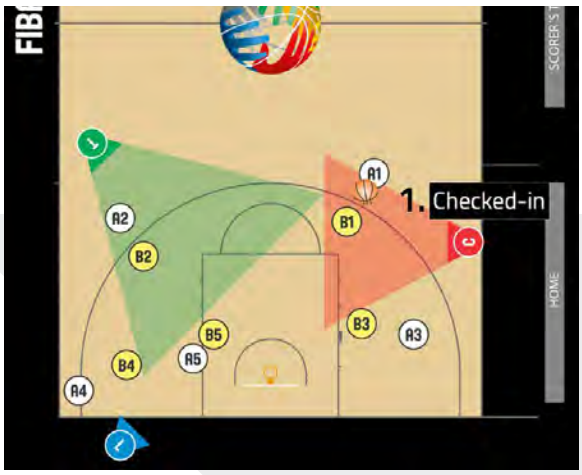


Diagram 13:
In this example, the on-ball play situation is on C side and, C is covering the play.

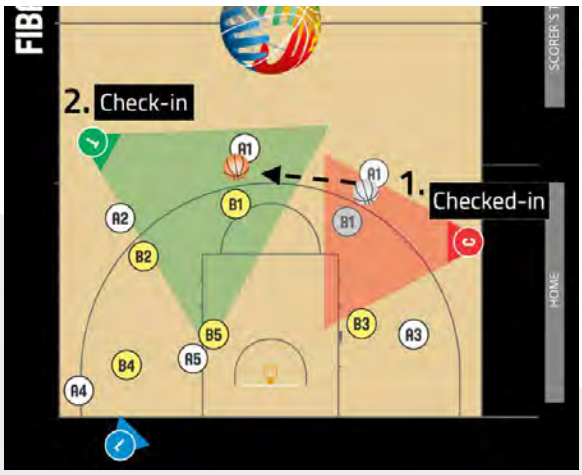


Diagram 14:
When ball crosses over from C to T side, the C shall follow the play situation until T has started (checked-in) to cover the situation. C then turns the attention to off-ball play in their primary area.

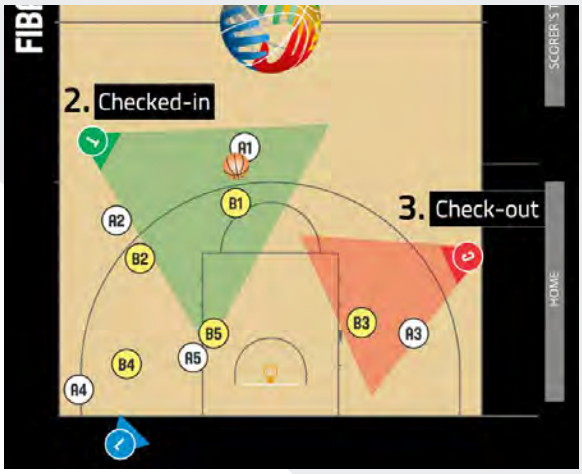


Diagram 15:
After T has started to cover (checked-in) the situation the C checks-out of the situation and turns the attention to off-ball play in their primary area.

2.7 BASIC POSITIONING

2.7.1 LEAD POSITION

Target: To identify proper working area and coverage in the Lead position

Lead works on the baseline on a 45° angle facing the basket. Position should be not more than 1 metre from the baseline and normally outside the paint. The Lead's working area is from three-point line to the edge of the backboard.

The normal set-up point for Lead is between the lane line of the key, and the three-point line. The Lead should move on the baseline according to the movement of the ball, ensuring they have position on the edge of the play. The Lead should work off-the court.

The Lead should normally make all violation/foul calls on the strong side of the court below free-throw line. Studies have proved that when the Lead makes calls on the weak side (other side of the court), especially on a drive (high contact), the decisions are incorrect, and in many cases, fantasy calls occur with guessing (foul called where contact was legal or no contact at all). This type of call is called "Lead cross call" and should not happen. The Lead must trust that the Centre will make the call if there is illegal contact (trusting Lead & active Centre). On weak side drives Lead may call low and front swipes and illegal hand contacts from Lead´s side and which Centre is unable to see. Lead must have an open angle to make the call.

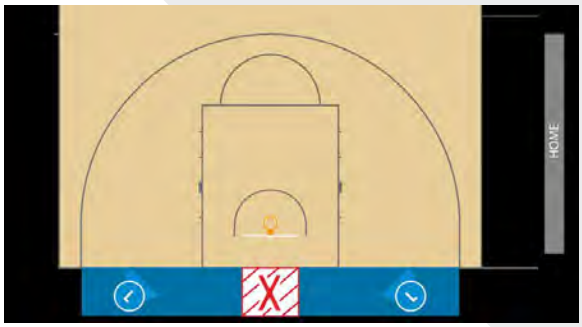


Diagram 16:
Lead working area is between 3 point line and edge of the board. To find out if you have the correct position is to check that you will see the front of the rim.

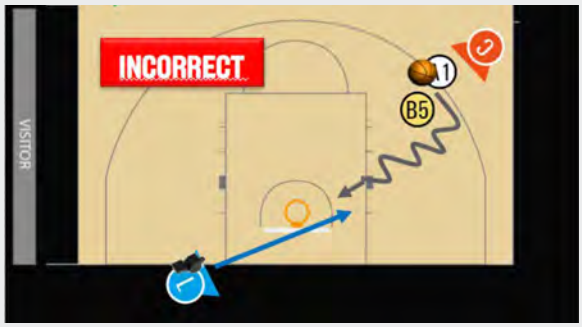


Diagram 17:
Lead must trust to the Centre who has to be active and ready cover their primary. The diagram demonstrates the "cross call" by Lead what is incorrect.

When ball comes to the strong side post (Lead's side) lead should prepare for a possible drive to the basket by taking few steps wider. This is called "Lead cross step". This allows Lead to see a possible drive to the basket, identify the possible help defence from the weak side, and implement the same "Distance & Stationary" principle as in transition.

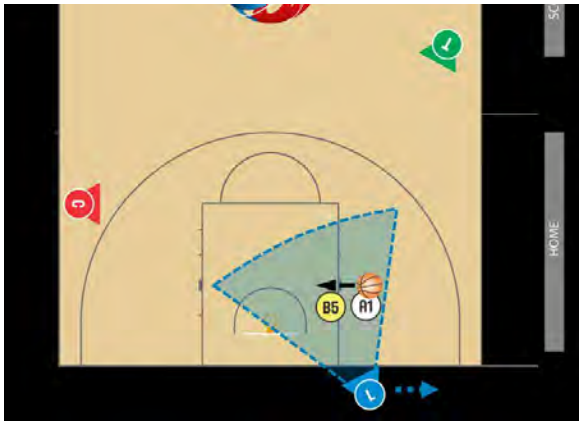


Diagram 18:
When ball comes to the strong side low post, Lead prepares for the next play and by taking cross steps to have wider angle covering the next possible play.

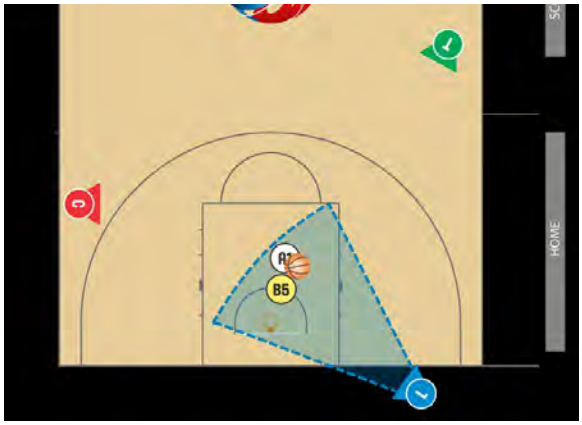


Diagram 19:
L has taken the cross steps and turned slightly towards the basket. This new angle allows to referee the defence in the drive and prepare for the help defense.

2.7.2 TRAIL POSITION

Target: To identify proper working area and coverage in the Trail position

Trail working area is between team bench area line and centre line. The Trail should be able to control a wide area if they are keeping a proper distance from the players with an active mind-set to analyse the next movements of the players. Trail normally works on the court.

When the ball moves closer to the Trail's sideline, Trail should move further into the court to maintain the open angle. Whenever a dribbler is positioned in front of Trail, the Trail should be assessing which direction the dribbler will move next. Whenever a player moves in one direction, the Trail should move to the other direction - this is called "Trail Cross Step". When the play is over, the Trail should return closer to the sideline in the standard working position.

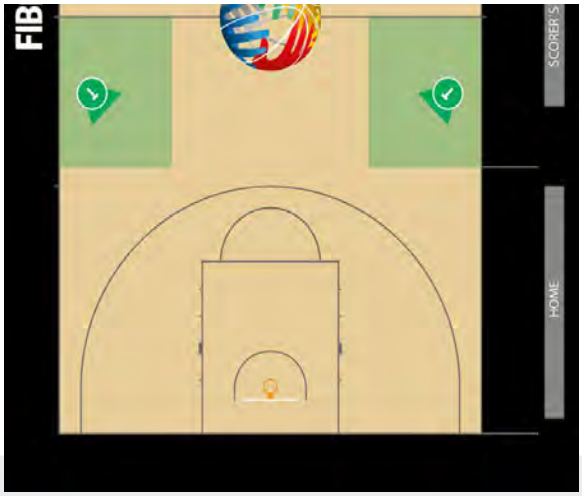


Diagram 20:
Trail working area is between team bench area line and centre line. If ball moves to close to strong side sideline, T should take one-two steps on the court to maintain wide angle.

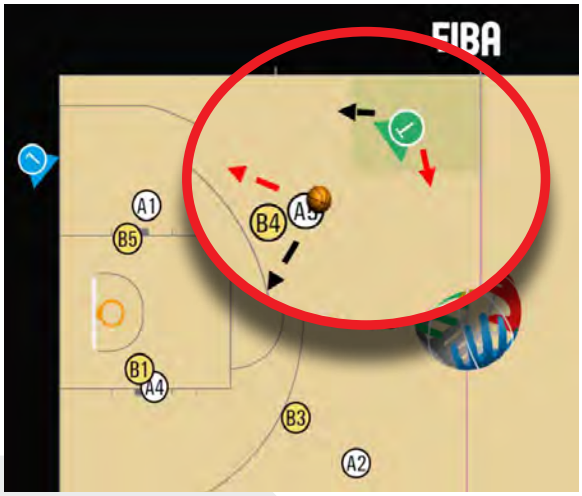


Diagram 21:
Whenever T is straight-lined, assess which side the player will move next. When player moves T should react and take cross step to the opposite direction of the players.

2.7.3 CENTRE POSITION

Target: To identify proper working area and coverage in the Centre position

Centre working area is between top of the free-throw circle and the imaginary "bottom of the free-throw line circle". Practically speaking, this means the free-throw line extended, a couple steps up, a couple steps down. The Centre working area is normally always on the court.

Any play on the weak side towards the basket is the Centre's primary. The Centre has to remember to be ready to make the call when there is illegal contact or action. If the Centre misses the illegal contact and is passive, this will force the Lead to be more active and in the worst case scenario, will result in "Lead cross calls" (trusting Lead & active Centre).

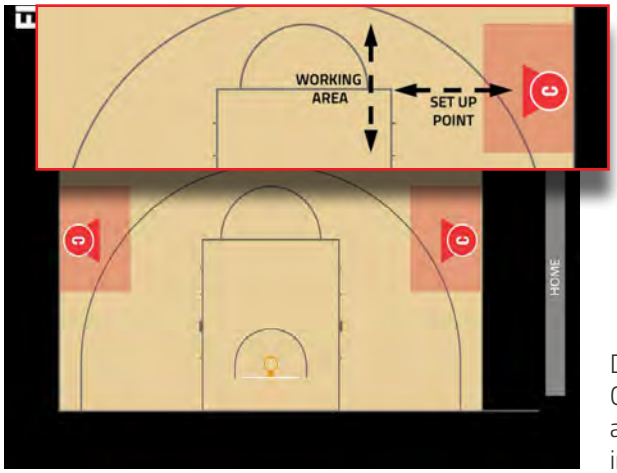


Diagram 22:
Centre's set-up position is at free-throw line extended and working area from top of the free-throw circle to the imaginary bottom of the free-throw circle.

When there is a weak side drive to the basket, the Centre should take a step(s) on the court diagonally towards the centre line, or the same principle as with the Trail. Whenever a player moves in one direction, the Centre should move in the other direction. This is called "Centre cross step". There will always be a moment when the C is straight lined at the start of the drive, but this is only momentary and is minimized with the cross step.



Diagram 23:
Ball on the weak side and C prepares to referee the drive to the basket (mentally ready to take cross step).



Diagram 24:
Dribbler moved to the left and C correctly cross step(s) to the right and maintains the open angle.

In case of trap situation in the frontcourt on the weak side and close to the centre line, C moves closer to the centre line to referee the play ("go wherever you need to referee the play"). After the trap situation is over Centre will return to the normal position at the free-throw line extended, unless Lead has rotated during the trap ((although should have rotated before the trap).



Diagram 25:
When there is a trap close to the centre line on the weak side of the court C needs to move closer to the centre line in order to cover the play properly, but this is not rotation (unless L is rotating).



Diagram 26:
After the trap is over C will return to initial position and working area at the free-throw line extended (unless L has rotated during the trap – first option).

2.8 ROTATION

Target: To identify the need, time and proper techniques of rotation.

The successful outcome of 3PO depends on how many of the play situations involving the ball are covered by the strong side referees (L & T). For that reason, 3PO has rotational movements that allows the Lead to change the position (rotate) on the endline to the other side of the court.

Lead always initiates and dictates the rotation. It is very important that Lead is always looking for reasons to rotate (not reasons not to rotate). This active mind-set keeps 3PO coverage active in the frontcourt ensuring two referees are on ball side as much as possible.

Following techniques will assist with a successful rotation: (1) proper distance to rotate (close down), (2) proper timing to rotate (when ball moves to the weak side), and (3) proper technique (assess, move sharply, no hesitation).

Rotation in summary:

1. Ball moves to the middle of the court (Zone/Rectangle 2) -> Lead closes down
2. Ball moves to the weak side (outside Zone/Rectangle 2) -> A) Lead rotates to the weak side and B) Trail rotates to the new Centre position.
3. Lead has completed the rotation and is ready to referee the play -> Centre rotates to the new Trail position. Rotation is completed.
4. When there is a quick shot or a drive from the weak side, there should be no rotation initiated by Lead.
5. When rotating, Lead walks sharply (never runs). This allows Lead to abort the rotation in the case of a quick shot or drive from the weak side, or a change in the direction of the play.

Rotation has 3 different phases:

1. **Phase 1: Close Down** When the ball is in the middle of the court (rectangle 2), Lead should move to the close down position in order to be ready to rotate when the ball moves to the weak side (outside of rectangle 2).

   If ball returns back to the strong side, Lead will kick out to the normal set-up position.

   Note: Close down position is not the position to referee the play. If there is a drive to the basket or a shot, Lead in close down position should move out in order to have proper distance and angle for the play.



Diagram 27:
Ball moves and remains at rectangle 2 – Lead moves to close down position.

2. **Phase 2: Rotation by Lead & Trail** When the ball moves to the weak side, Lead starts the rotation as soon as possible. At the same time, Trail moves into the new Centre position.
   a. **Rotation by Lead – Scan the Paint** During rotation Lead should walk swiftly, scanning the paint (actively refereeing all the time). If there are players in the paint, they are normally Lead's primary.
   b. **Rotation by Trail to Centre position** As soon as the Trail has ensured that the Centre has picked up the ball on the weak side, the Trail should re-focus their vision and pick up the new weak side post play before starting the rotation. Studies have indicated that this is one of the weakest links during the rotation procedure, because often Trail remains locked in with the ball whilst rotating and without first re-focusing vision onto the weak side action.



Diagram 28:
Ball moves to the weak side, L rotates and scans the paint or closest match-up. As soon as Centre has picked-up the ball, Trail shall pick-up the new weak side post play asap.

   c. **Rotation "not completed" by Lead** When Leads uses the proper technique to rotate (early start, walking sharply), Lead will be able to stop the rotation any time and return back to the initial position (quick drive/shot from weak side).



Diagram 29:
Quick drive/shot from the weak side and Lead is able to abort and return back to referee.

3. **Phase 3: Lead arrives to the ball side and Centre rotates to new Trail position**

   After Lead has completed the rotation, Centre is the last person to rotate to the new Trail position.

   a. **Coverage by Centre & Lead** Centre will stay in centre position and referee the ball and any play around it until Lead has completed the rotation and is ready to referee the play, and the play is no longer active. Only after this Centre will move to the new Trail position (rotate). As a result, there will always be two Centres momentarily.

   b. **Rotation by Centre to the Trail position** When Centre moves up to the Trail position, this movement should be backwards and facing the basket at all times (45*).



Diagram 30:
C will stay with the play until L has completed the rotation and is ready to referee. Old C is always the last one to move to the new T position (moving backwards) and now the rotation is completed.

4. **Misbalance – "partners do not pick-up" the rotation** While it should be avoided, there will be times when not all of the referees will be aware that there is a rotation in progress, and then a change in the direction of play occurs. Where this occurs, the referees should not panic as there are two options to adjust properly during a breakdown in the rotation while in transition.

   a. **Option 1: New Lead & Centre** to look across at each other and use voice to correct the imbalance (Diagram 31).

   b. **Option 2: New Trail** looks up and fills the gap. This may mean running diagonally across the court (Diagram 32).

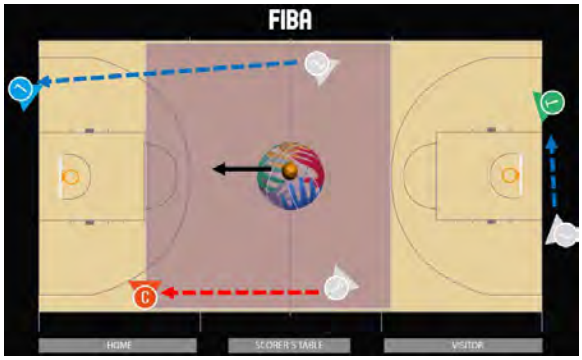


Diagram 31:
New C & L should always control the court in transition, before they arrive at the free-throw line extended on the frontcourt.

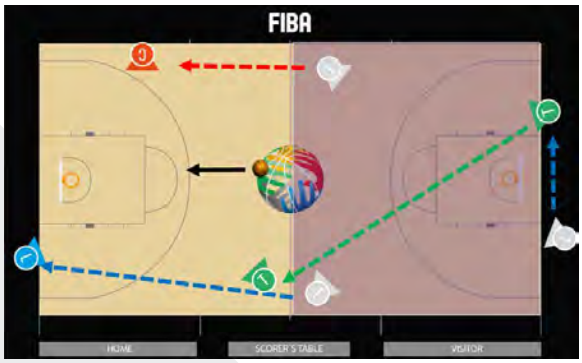


Diagram 32:
Second option is that new T balances the court coverage by crossing the court diagonally, on the backcourt.

2.9 TRANSITION / LEAD

Target: To identify proper working area and coverage in the Lead position

During transition, the new Lead should be ahead of the play and arrive to the baseline 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 able to pick-up the game clock);
- **c.** Start transition with full speed and maintain it until arriving at the baseline;
- **d.** Face the court during the entire transition (actively looking for next play to come and refereeing the defence);
- **e.** Run straight to the baseline to set-up position (keeping same distance from the play all the way) – "out-side/out-side" angle;
- **f.** Stop on the baseline with "one-two" count in a stationary position, and be ready to referee the play when it starts.

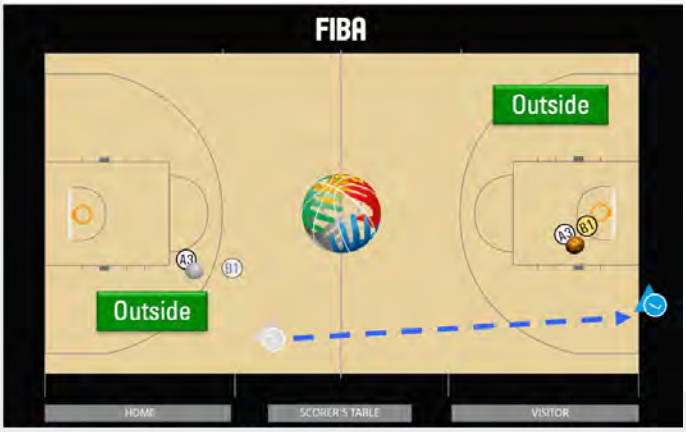


Diagram 33:
L moves correctly with straight line to the endline maintaining the same distance from the play – speed and size of the players remains same from the start to the end.

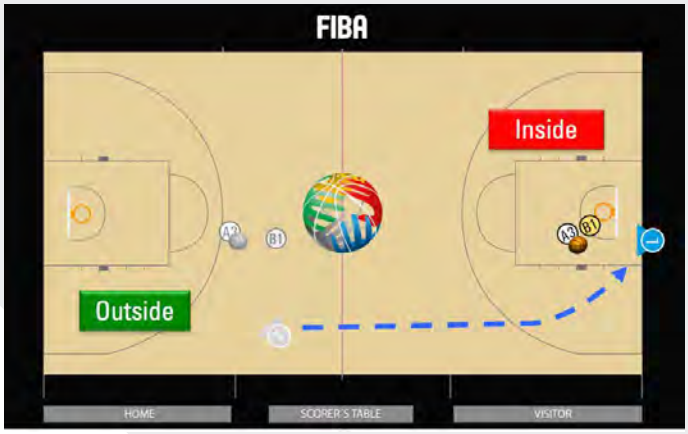


Diagram 34:
L curves incorrectly close to the basket and the play is coming at L. The angle changes completely because players look bigger and faster.

2.10 TRANSITION / TRAIL

Target: To identify proper working area and coverage in the Trail position

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:

Wait behind the baseline until the ball is either passed to a teammate on the court after a made basket and the thrower-in has advanced on to the court (the new Trail should wait to have a minimum of 3 meters distance from the ball before they step on to the court);

Always maintain a proper distance behind the play – 1-2 steps (no yo-yo running);

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).

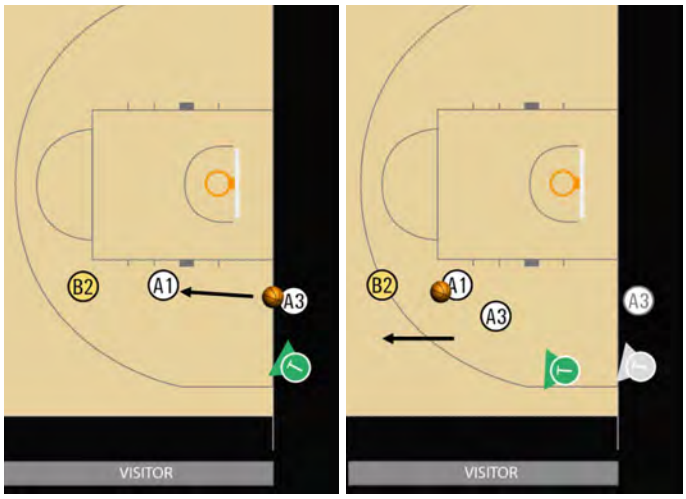


Diagram 35:
New T applies correct techniques by waiting behind the endline that ball is passed to the team mate after the basket and the thrower-in has advanced to the court.



Diagram 36:
T maintains the proper distance always behind the play (no yo-yo running) facilitating the steady wide angle and T is able to control the clocks and see the set-ups on the frontcourt.

2.11 TRANSITION / CENTRE

Target: To identify proper working area and coverage in the Centre position

During the transition from Centre to Centre, the referee in question has to follow these techniques:

- **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 attempt for goal, or until a defensive player has gained control of a rebound;
- **b.** Face the court during the entire transition (actively looking for next play to come and refereeing defence);
- **c.** Run straight to the frontcourt free-throw line extended (set-up position);
- **d.** When a transition play is advancing on the weak side, Centre might need to stop momentarily and referee the play (keep distance from the play – anticipate).

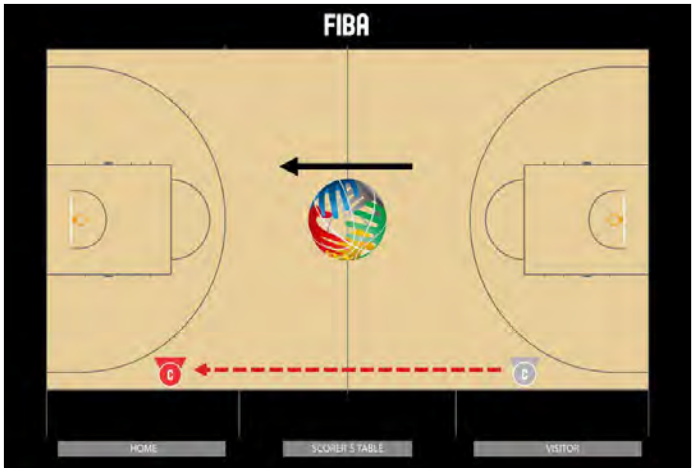


Diagram 37:
Centre normally moves in the transition from backcourt to frontcourt free-throw line extended facing court covering possible any weak side transition.

2.12 FAST BREAK

Target: To identify proper coverage and Lead-Centre cooperation during a fast break

During the fast break, it is important to understand that the Centre has to be active and has 50% of the coverage (weak side).

Any action or contact on the weak side should be covered by Centre, and any action on the strong side by Lead. This is the beauty of 3PO when it works properly.

It is good to practise when running from Trail to Lead in transition to automatically identify where the Centre is on the other side of the court. When this becomes a standard procedure, it will also automatically happen during the fast break when time is more limited.

The Lead and Centre need to run at full speed, analyse when the play will start, and then stop and referee the play by focusing on the defence (referee defence). The weak point in coverage during the fast break is when the new Lead curves under the basket and tries to referee the action on the weak side. This destroys the concept of 3PO as each referee is responsible for their own primary and there should be no need for secondary.

It is important that the Centre quickly arrives in the front court at the free-throw line extended to have the best coverage for a possible basket interference or goaltending (see also *"2.20 Basket interference & goaltending"* for more details).



Diagram 38:
C has to run fast in every fast break. It is important that both L & C are able to have a stationary position to referee when the play starts. This is normally a dual coverage situation.

2.13 PRESS DEFENCE

Target: To identify proper coverage and Trail-Centre cooperation during a press

When there is more than two opponent pair of players in the backcourt the Centre has to be active and help Trail to cover the play. If all the players are in the backcourt also the Lead has to adjust their position closer to the play ready to cover any potential long passes.

All players in the backcourt

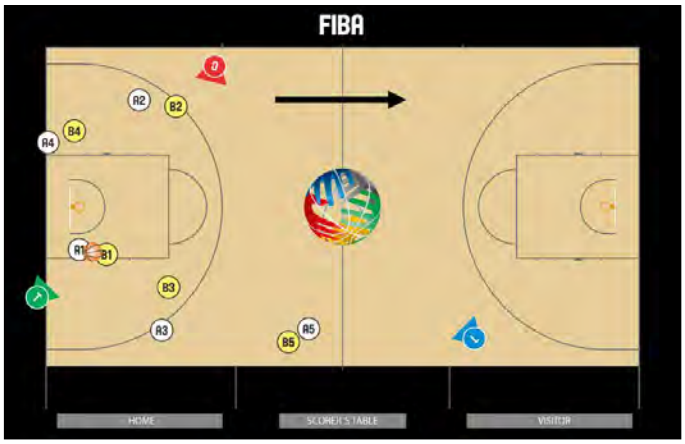


Diagram 39:
T and C referee the action in the backcourt.

More than 4 opponent players in the backcourt



Diagram 40:
T referees behind the play. C takes a position close to centre line to referee players in front or backcourt. L takes position on the endline to referee players in frontcourt.

2.14 OUT-OF-BOUNDS & THROW-INS

Target: To understand coverage on out-of-bounds plays to ensure that only one referee always makes the "out-of-bounds" call.

3PO covers all of the boundary lines in the frontcourt. Only the Trail has two lines to cover. The basic rule is that Lead covers the baseline, Centre covers the weak side sideline, and Trail covers the strong side sideline and centre line.

When the game continues with a throw-in there should always be two referees (Lead & Trail) on the side of a throw-in.

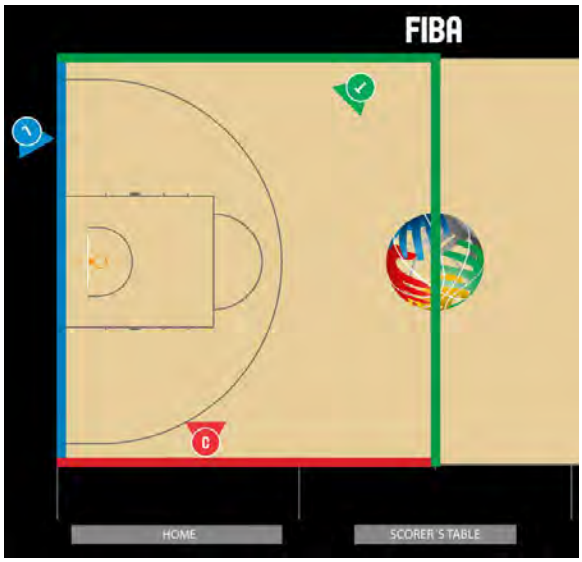


Diagram 41:
L & C has one boundary line to cover, while T has two lines (sideline and centreline).

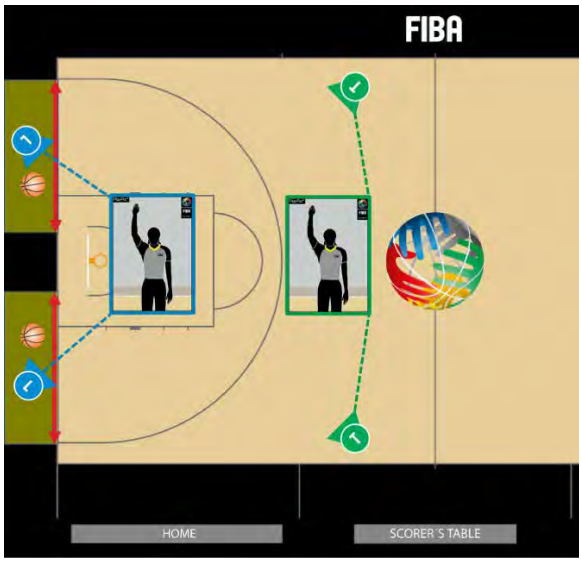


Diagram 42:
When the throw-in is on the frontcourt's endline between 3 point line and edge of the backboard, L's position is outside of the throw-in spot (C has to be ready to cover weak side). T mirrors the "time-in" signal to the table.

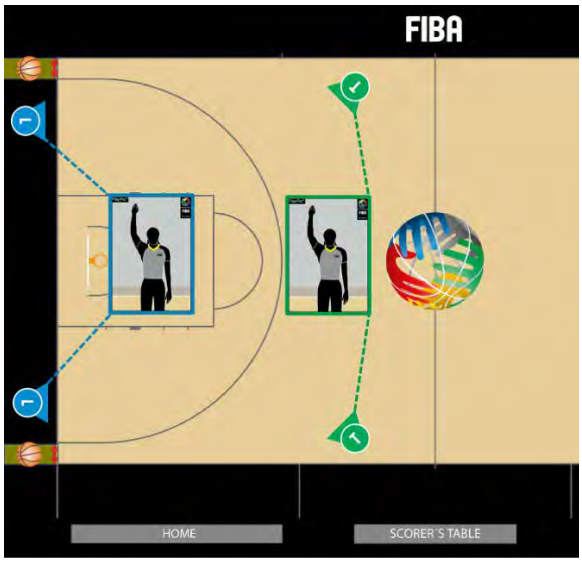


Diagram 43:
When the throw-in is on the frontcourt's endline between 3 point line and sideline, L's position is between basket and throw-in spot. T mirrors the "time-in" signal to the table.

2.15 SHOT COVERAGE (GENERAL & 3 POINTS ATTEMPTS)

Target: To identify and understand the coverage of each referee during shots for goal.

The basic principle is that the Lead has primary coverage on 2 point shots on the strong side in their primary area (as demonstrated below, blue area) and the Trail has primary coverage for all 3 point shots, and 2 point shots on the strong side. The Centre has primary coverage on all shots on the weak side (see Diagram 44).

Whenever there is dual coverage (restricted area, rectangle 2), the basic principle is that the respective referee covers their side of the play (see Diagram 45).

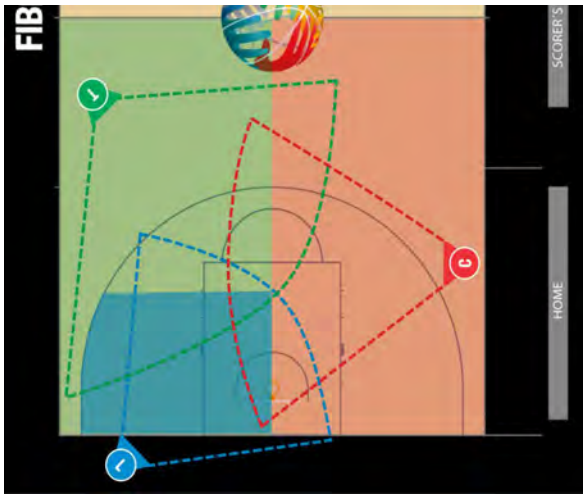


Diagram 44:
L has normally the primary coverage in blue area, T in green area and C in red area.

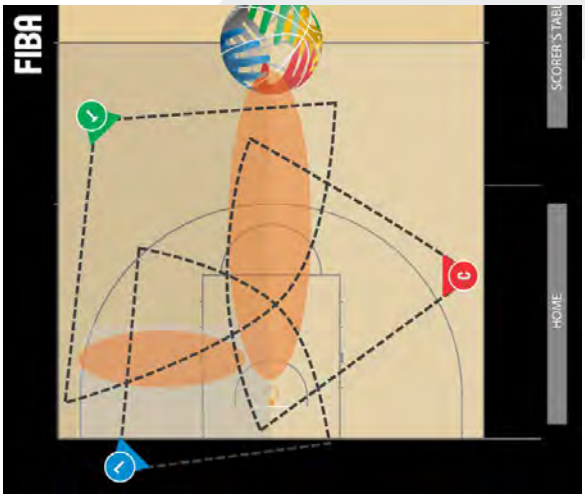


Diagram 45:
In dual coverage areas it is important that both referees have the discipline to process the entire play and try to focus only for their side of the defensive players.

2.15.1 3-POINT SHOT

On a 3-point attempt only the referee primarily responsible for the play will signal the attempt. The other outside referee will stay focused on their primary area and do not need to signal the attempt. There is of course the dual coverage area between Trail and Centre. If the shot is taken from the dual area it is normal for both (T & C) to signal the attempt.

When the ball enters the basket both outside referees will signal the successful 3-point basket. The referee opposite the shot is primarily responsible for goaltending and thus is the first one to score the basket (Official FIBA signal no. 6). The referee covering the shot attempt will also score the 3-point basket after they have finished covering the shot attempt (1-2-3 protocol).

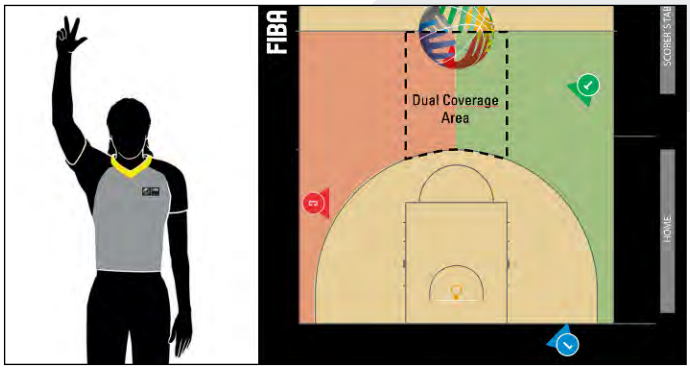


Diagram 46:
When a 3-point shot is taken, the referee whose primary play it is (Trail or Centre) will raise the hand to signal a 3-point attempt.
If the shot is taken from the dual area (rectangle 2) both referees can have their hand raised.

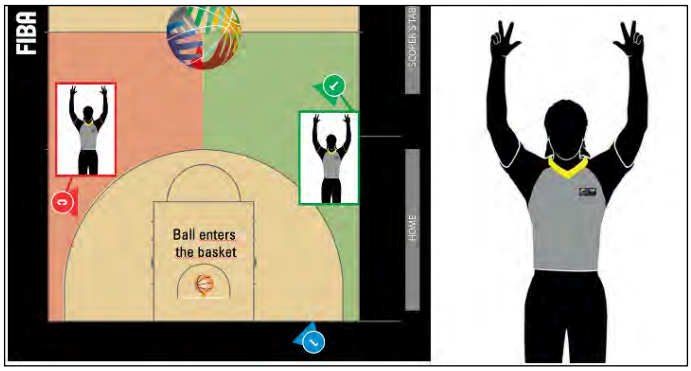


Diagram 47:
When the ball enters the basket, both the Trail and Centre referee will signal the successful 3-point basket

2.16 TIME-OUTS

After the table officials have notified the referees about the time-out request, normally the Trail or Centre closest to the table will signal the 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 (Note: leave the ball on the court where the game will be resumed).



Diagram 48:
The three standard time-out positions, always in the opposite side.

When a time-out has 20 seconds remaining, 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. Referees should not interfere with a team's time-out until the 50-second mark.

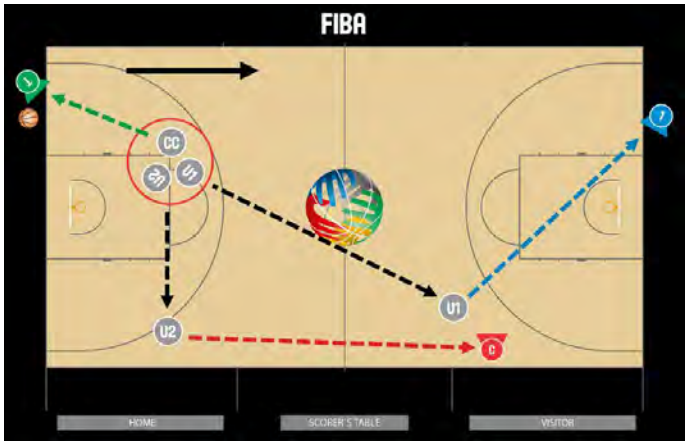


Diagram 49:
When 20 seconds remaining of the time-out, two referees move close to the team bench areas.

Last 2:00 minutes (L2M) time-out protocol
(where a team has the opportunity to advance the ball to the frontcourt)

When the clock shows 2:00 minutes or less in the fourth quarter and in overtime when the team requesting the time-out is entitled to possession of the ball from its backcourt:

- 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.
- During the time-out, the ball should be placed at the original throw-in spot to signal the original throw-in location (table side or opposite side).
- When a time-out has 20 seconds remaining, the crew chief and the one of the umpires 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 (and the side of the court, in case the head coach is entitled to choose it). The crew chief will verbally confirm the decision with the Head Coach (e.g. "The throw-in will be in the back / front court and table/opposite side"). 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. Verbal support of this will accompany the signal.
- The crew chief will normally administer the throw-in, with the other two referees adjusting their positions accordingly.
- The referees shall ensure that the shot clock is appropriately set (reset/remain) before the throw-in.

2.17 SUBSTITUTIONS

Trail or Centre closest to the table will administer the substitutions. All substitutions should be completed as quickly as possible. As soon as all substitutions are completed the administering referee should make sure there is a correct number of players on the playing court and shall then communicate by establishing eye contact with the active referee with the ball.

Substitutions after a foul call

After the calling referee has finished the reporting to the table it is the responsibility of the new table side referee (Trail or Centre) to administer substitutions.



Diagram 50:
T has finished reporting and moves to a new position for free-throws. New C will then administer substitutions.

2.18 EIGHT SECONDS & BACKCOURT VIOLATIONS

Normally Trail has the primary responsibility to count the 8 seconds. On all press situations Centre should be ready to assist the Trail (physically and mentally engaged with the play).

Trail also has the primary responsibility on all centre line violations. Sometimes the Centre can also help with possible backcourt violations when the ball is played on the weak side before returning to the backcourt.

2.19 SHOT CLOCK COVERAGE

Normally it is the outside referees (Trail and Centre) who have primary responsibility for shot clock violations. Also the Lead should be aware of the time on the shot clock and to be ready to assist Trail / Centre in their decisions. It is vital for referees to know when the shot clock period is nearing its end to be able to make correct decisions in shot clock situations.

At all times the active referee administering the throw-in should check the shot clock to be sure it is set correctly. This must be done before referee passes the ball to the thrower-in.

Note: When the backboard is equipped with yellow lighting along its perimeter at the top, the lighting takes precedence over the shot clock signal sound.

2.20 BASKET INTERFERENCE & GOALTENDING

Normally the Trail or Centre referee is responsible to determine if a basket interference or goaltending violation occurs. The referee opposite the shot has the primary responsibility for the flight of the ball and goaltending / basket interference violations. See also Diagram 62 & Diagram 63.

If a basket is awarded due to basket interference or goaltending the calling referee shall stop the clock and count the goal by showing the correct official signal.

Basket interference & goaltending on a fast break

In fast break situations it is primarily Centre´s and secondarily Lead's responsibility to cover the possible basket interference or goaltending violation. If the Centre is not ready to cover the fast break (physically not engaged with the play) the Lead could stop ahead of the endline to be able to see the ring and front of the backboard.



Diagram 51:
Normally in fast break situations Centre is responsible for basket interference or goaltending violations.

Basket interference & goaltending on a foul play

On all plays resulting in a foul call the Trail and Centre should not relax after the call. Instead they should hold their position, maintain their focus and follow the situation until the end (when the ball no longer has possibility to enter the basket) and be ready to make possible BI / GT call.

2.21 REPORTING FOULS & SWITCHING

Target: To identify and know the correct positions and procedures after a foul is called.

Principle for the switches:

Free-throws (ball remains in the frontcourt):

a. Referee who reports the foul, moves to the opposite side in T position

b. Other 2 fill up the empty spots

Throw-in (ball remains in the frontcourt):

a. Referee who reports the foul, moves to the opposite side in T or C position

b. Other 2 fill up the empty spots

Minimize distance – walk sharp – think where is your next position after reporting. If two referees call the same foul, the referee who is on the opposite side will report the foul.

In all situations referees should try to minimize switches. Sometimes there is no switching needed, sometimes all three referees need to move in order for the above rules to be implemented.

Reporting:

a. Use clear voice

b. Sharp signals

c. Rhythm

See also *"2.8.1. Reporting"* in FIBA Referee Manual –Individual Officiating Techniques (IOT) for reporting technique and procedures.

2.21.1 BASIC SWITCHES

Below you find the switches explained in some of the basic foul situations. At the end of this manual in *"3.2 Switches after foul calls"* you can find more comprehensive list of examples.

Play remains in frontcourt, continued by throw-in



Diagram 52:
Defensive foul, frontcourt opposite side by L – ball remains in the frontcourt (throw-in)



Diagram 53:
Defensive foul, frontcourt opposite side by T – ball remains in the frontcourt (throw-in)



Diagram 54:
Defensive foul, frontcourt opposite side by C – ball remains in the frontcourt (throw-in)



Diagram 55:
Defensive foul, frontcourt table side by L – ball remains in the frontcourt (free-throws)



Diagram 56:
Defensive foul, frontcourt table side by T – ball remains in the frontcourt (free-throws)



Diagram 57:
Call frontcourt table side by C – ball remains in the frontcourt (free-throws)

Play continues from new backcourt by throw-in



Diagram 58:
Call backcourt opposite side by L – ball moves new direction (throw-in)



Diagram 59:
Call backcourt opposite side by T – ball moves new direction (throw-in)

2.22 FREE-THROW COVERAGE

Target: To understand coverage and responsibilities during free-throw situations and on following rebound plays.

In 3PO the Lead is the active referee in all free-throw situations. Lead will administer all the free-throws. During last free-throw Lead is responsible for the players in rebound places on table side of the restricted area. For the last free-throw, the Lead should be positioned in the normal Lead set up position.

Centre indicates the number of free-throws using the official signals. This is only required from the moment immediately prior to the Lead entering the restricted area to administer each free-throw – and only until the ball is put in the free-throw shooter's disposal. Once the ball is live, the Centre may release (drop) the relevant signal and have their arms by their sides, in a normal stance. There is also no need to indicate a successful free-throw (1-point) or to start the clock after an unsuccessful free-throw, when play continues. On all free-throws, Centre is responsible for checking that there is no violation from the shooter. During last free-throw Centre is responsible for the players in rebound places on opposite side of the restricted area. During the free-throws, the Centre is to be positioned near the side line in the normal Centre position.

Trail is responsible for the rest of the players behind the free-throw line extended and behind the 3-point line during all free-throws.

When a violation occurs during the free-throw and the ball is in the air, the referee should immediately blow the whistle to indicate the violation (exception: fake by free-throw shooter). This is to minimize any unnecessary escalation of physical contact between players after a violation occurs. There is no need to wait if the ball enters the basket or not.

If the ball enters the basket:

a. violation by free-throw shooter - basket is not valid
b. violation by other players – basket is valid, whistle is to be ignored and play will continue with throw-in as after any successful last free-throw.

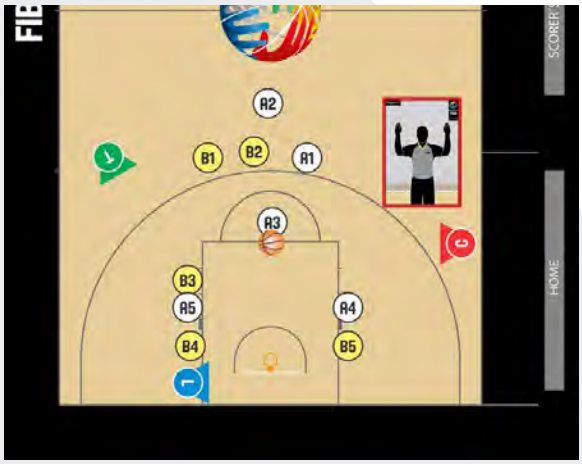


Diagram 60:
Only Centre indicates the number of free-throws using the official signals. Once the ball is live, Centre may release (drop) the relevant signal and have their arms by their sides, in a normal stance.

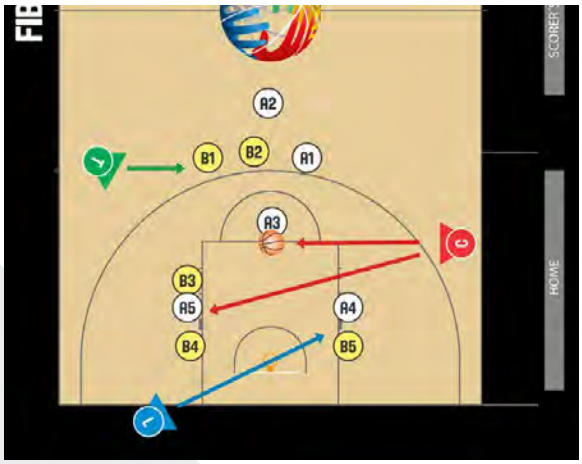


Diagram 61:
Primary responsibilities during last or only free-throw.

2.23 REBOUNDING COVERAGE

Target: To identify the correct techniques for total coverage during rebounding situations to ensure that not more than 1-2 active match-ups are covered by each referee

In rebounding situations each referee should pick up 1-2 active match ups the moment a shot has been attempted. Generally best way is to pick up those closest to you. Use the pre-game conference to discuss the correct plan, methods and execution.

Shot from the strong side: Lead covers the match-up close to the basket (holding and clamping fouls), Trail & Centre focus on perimeter rebounds (pushing, crashing and "over-the-back") on their respective sides. Centre has primary coverage on goaltending or basket interference as Trail has shot coverage (Diagram 62).

Shot from the weak side: Lead covers the match-up close to basket (holding and clamping fouls), Trail & Centre focus on perimeter rebounds (pushing, crashing and "over-the-back") on their respective sides. Trail has primary coverage on goaltending or basket interference as Centre has shot coverage (Diagram 63).

If there are no active match-ups on your side, you need to move to the next active match-up! (not engaged with mechanics but the play & active mind-set)

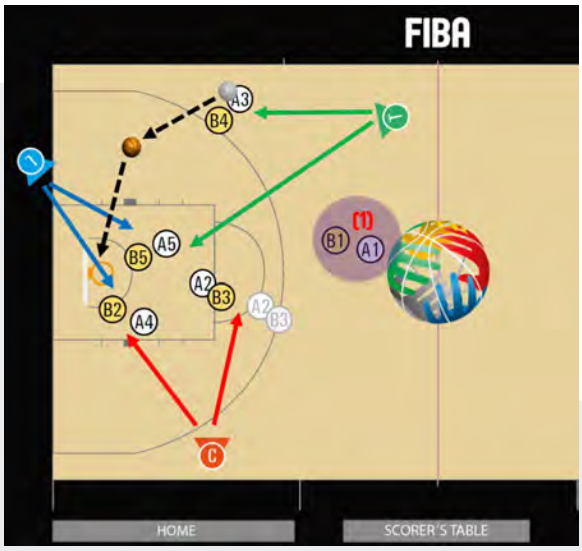


Diagram 62:
Shot from the strong side, L focus on players close to basket, T & C focus on perimeter players and C has the primary for the possible goaltending and basket interference. (1) = not active match–up.

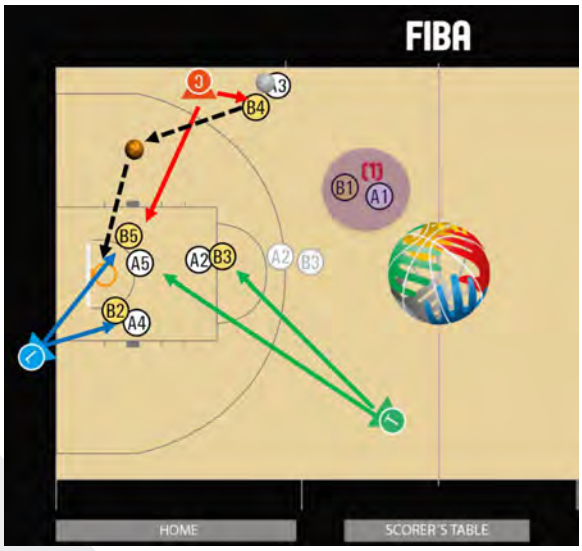


Diagram 63:
Shot from the weak side, L focus on players close to basket, T & C focus on perimeter players and T has the primary for the possible goaltending and basket interference. (1) = not active match–up.

2.24 LAST SHOT

Target: To identify which referee is on the last shot and who is responsible for controlling the game/shot clock at the end of a quarter or the game.

Normally, either the Trail or Centre decide if any shot close to the end of a quarter or game is a valid basket or if the ball was not released before the LED light/signal.



Diagram 64:
Last shot on opposite side:

- the Trail or Centre on table side (Trail or Centre) is primarily responsible for the clock (primary mode)
- the Trail or Centre (who is covering the shooting situation) on opposite side is secondarily responsible for the clock (assist mode)



Diagram 65:
Last shot on table side:

- the Trail or Centre on opposite side (Trail or Centre) is primarily responsible for the clock (primary mode)
- the Trail or Centre (who is covering the shooting situation) on table side is secondarily responsible for the clock (assist mode)

If any of the referees not covering the last shot have information regarding the last shot and the clock, they are required to go immediately to the calling referee who is responsible for the last shot and share this information with the crew (assist mode).

In the event there is disagreement amongst the crew, the Crew Chief always makes the final decision.



SUPPORTING MATERIAL

CHAPTER 3

3. SUPPORTING MATERIAL

3.1 OFFICIAL REFEREES' SIGNALS

Game clock signals

STOP THE CLOCK



Open palm

STOP THE CLOCK FOR FOUL



One clenched fist

START THE CLOCK



Chop with hand

Scoring

1 POINT



1 finger,
'flag' from wrist

2 POINTS



2 fingers,
'flag' from wrist

3 POINTS



3 fingers extended
One arm: Attempt
Both arms: Successful

Substitution and Time-out

SUBSTITUTION



Cross forearms

BECKONING-IN



Open palm, wave towards the body

CHARGED TIME-OUT



Form T, show index finger

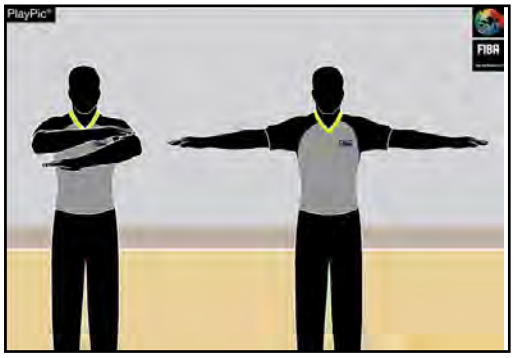
MEDIA TIME-OUT



Open arms with clenched fists

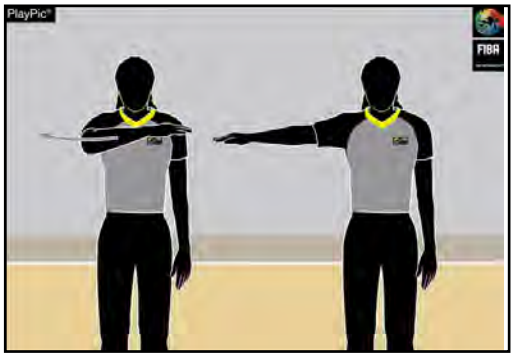
Informative

CANCEL SCORE, CANCEL PLAY



Scissor-like action with arms, once across chest

VISIBLE COUNT



Counting while moving the palm

COMMUNICATION



Thumb up

SHOT CLOCK RESET



Rotate hand, extend index finger

DIRECTION OF PLAY AND/OR OUT-OF-BOUNDS



Point in direction of play, arm parallel to sidelines

HELD BALL/JUMP BALL SITUATION



Thumbs up, then point in direction of play using the alternating possession arrow

Violations

TRAVELLING



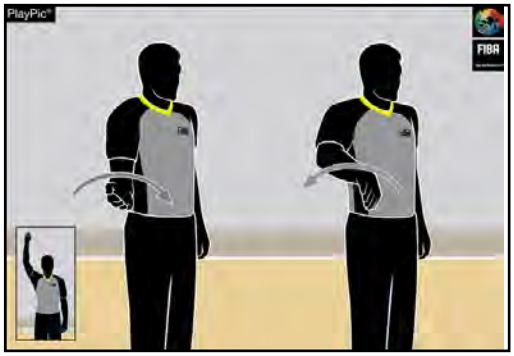
Rotate fists

ILLEGAL DRIBBLE: DOUBLE DRIBBLING



Patting motion with palm

ILLEGAL DRIBBLE: CARRYING THE BALL



Half rotation with palm

3 SECONDS



Wave arm, show 3 fingers

5 SECONDS



Show 5 fingers

8 SECONDS



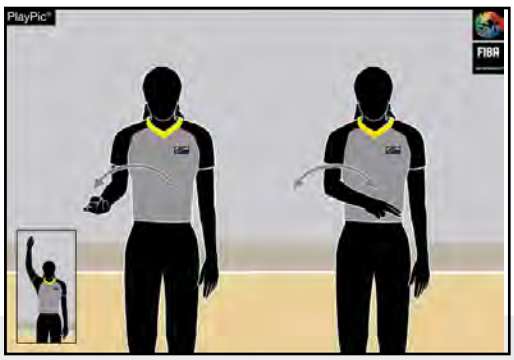
Show 8 fingers

SHOT CLOCK



Fingers touch shoulder

BALL RETURNED TO BACKCOURT



Wave arm front of body

DELIBERATE KICK OR BLOCK OF THE BALL



Point to the foot

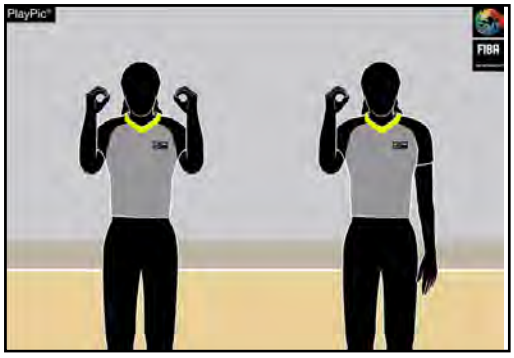
GOALTENDING / BASKET INTERFERENCE



Rotate finger, extend index finger over the other hand with a circle

Number of Players

No. 00 and 0



Both hands show number 0

Right hand shows number 0

No. 1 - 5



Right hand shows number 1 to 5

No. 6 - 10



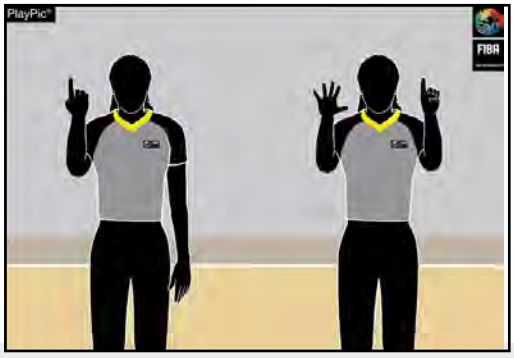
Right hand shows number 5, left hand shows number 1 to 5

No. 11 - 15



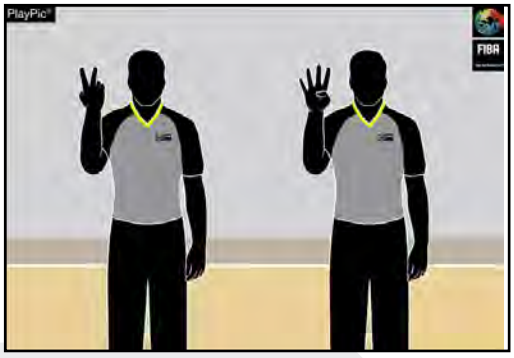
Right hand shows clenched fist, left hand shows number 1 to 5

No. 16



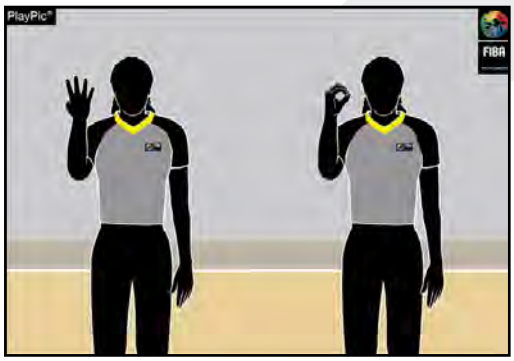
First reverse hand shows number 1 for the decade digit - then open hands show number 6 for the units digit

No. 24



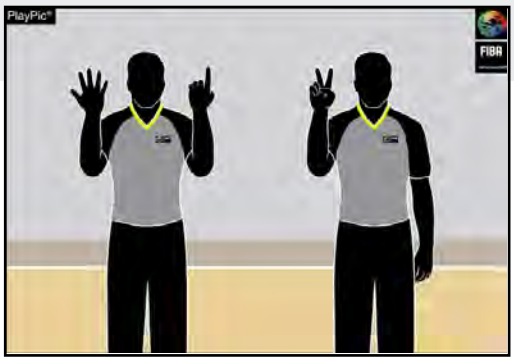
First reverse hand shows number 2 for the decade digit - then open hand shows number 4 for the units digit

No. 40



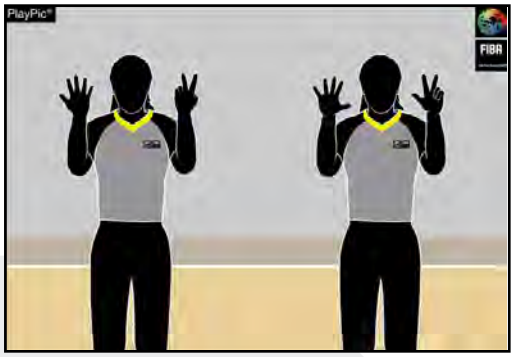
First reverse hand shows number 4 for the decade digit - then open hand shows number 0 for the units digit

No. 62



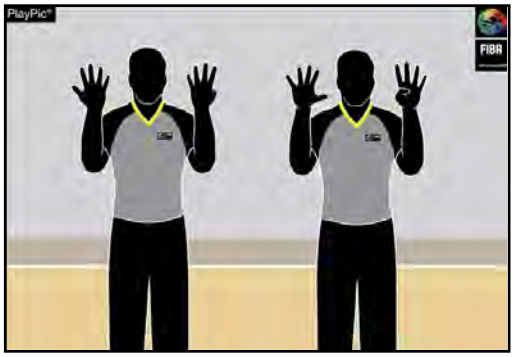
First reverse hands show number 6 for the decade digit - then open hand shows number 2 for the units digit

No. 78



First reverse hands show number 7 for the decade digit - then open hands show number 8 for the units digit

No. 99



First reverse hands show number 9 for the decade digit - then open hands show number 9 for the units digit

Type of Fouls

HOLDING



Grasp wrist downward

BLOCKING (DEFENSE), ILLEGAL SCREEN (OFFENSE)



Both hands on hips

PUSHING OR CHARGING WITHOUT THE BALL



Imitate push

HANDCHECKING



Grab palm and forward motion

ILLEGAL USE OF HANDS



Strike wrist

CHARGING WITH THE BALL



Clenched fist strike open palm

ILLEGAL CONTACT TO THE HAND



Strike the palm towards the other forearm

HOOKING



Move lower arm backwards

ILLEGAL CYLINDER



Move both arms with open palm vertically up and down

EXCESSIVE SWINGING OF ELBOW



Swing elbow backwards

HIT TO THE HEAD



Imitate the contact to the head

FOUL BY TEAM IN CONTROL OF THE BALL



Point clenched fist towards basket of offending team

FOUL ON THE ACT OF SHOOTING



One arm with clenched fist, followed by indication of the number of free-throws

FOUL NOT ON THE ACT OF SHOOTING



One arm with clenched fist, followed by pointing to the floor

PASS-OFF AFTER FOUL



Move both arms with open palm to the side

Special Fouls / Warnings

DOUBLE FOUL



Wave clenched fists on both hands

TECHNICAL FOUL



Form T, showing palms

DISRUPTIVE FOUL



One arm with clenched fist, followed by showing '2' at face level

FLAGRANT FOUL



Grasp wrist upward

DISQUALIFYING FOUL



Clenched fists on both hands

FAKE A FOUL



Lower the forearm twice

DELAY OF GAME



Wave forearm horizontally twice

ILLEGAL BOUNDARY LINE CROSSING ON A THROW-IN



Wave arm parallel to boundary line (in last 2 minutes of the fourth quarter and overtime)

Instant Replay System

IRS REVIEW



Rotate hand with horizontal extended index finger

HEAD COACH'S CHALLENGE



Draw a rectangle in the air

Foul Penalty Administration – Reporting to Table

AFTER FOUL WITHOUT FREE-THROW(S)	AFTER FOUL BY TEAM IN CONTROL OF THE BALL	ONE FREE-THROW	TWO FREE-THROWS	THREE FREE-THROWS
				
Point in direction of play, arm parallel to sidelines	Clenched fist in direction of play, arm parallel to sidelines	Hold up 1 finger	Hold up 2 fingers	Hold up 3 fingers

Administrating Free-Throws – Active Referee (Lead)

1 FREE-THROW	2 FREE-THROWS	3 FREE-THROWS
		
1 finger horizontal	2 fingers horizontal	3 fingers horizontal

Administrating Free-Throws – Passive Referee (Trail in 2PO & Centre in 3PO)

1 FREE-THROW	2 FREE-THROWS	3 FREE-THROWS
		
Index finger	Fingers together on both hands	3 fingers extended on both hands

3.2 SWITCHES AFTER FOUL CALLS

Here is more comprehensive list of switches after foul calls.

Play remains in frontcourt, continued by throw-in



Diagramme 60:
Call frontcourt table side by L – ball remains in the frontcourt (throw-in)



Diagram 61:
Call frontcourt table side by T – ball remains in the frontcourt (throw-in)



Diagram 62:
Call frontcourt opposite side by L – ball remains in the frontcourt (throw-in)



Diagram 63:
Call frontcourt opposite side by T – ball remains in the frontcourt (throw-in)



Diagram 64:
Call frontcourt table side by C – ball remains in the frontcourt (throw-in)



Diagram 65:
Call frontcourt opposite side by C – ball remains in the frontcourt (throw-in)



Diagram 66:
Double call frontcourt by T & C – ball remains in the frontcourt (throw-in)



Diagram 67:
Double call frontcourt by T & C – ball remains in the frontcourt (throw-in)

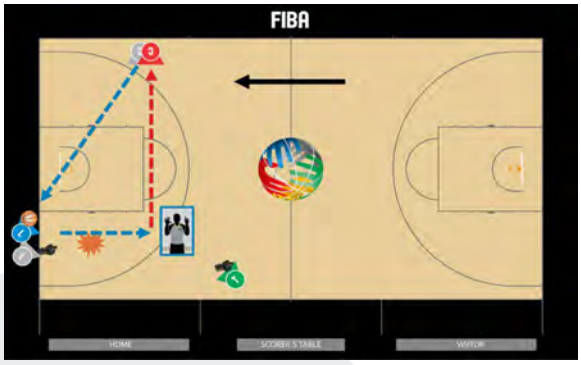


Diagram 68:
Double call frontcourt table side by T & L – ball remains in the frontcourt (throw-in)



Diagram 69:
Double call frontcourt opposite side by T & L – ball remains in the frontcourt (throw-in)



Diagram 70:
Double call frontcourt by L & C – ball remains in the frontcourt (throw-in)



Diagram 71:
Double call frontcourt by L & C – ball remains in the frontcourt (throw-in)

Play remains in frontcourt, continued by free-throw(s)



Diagram 72:
Call frontcourt table side by L – ball remains in the frontcourt (free-throws)



Diagram 73:
Call frontcourt table side by T – ball remains in the frontcourt (free-throws)

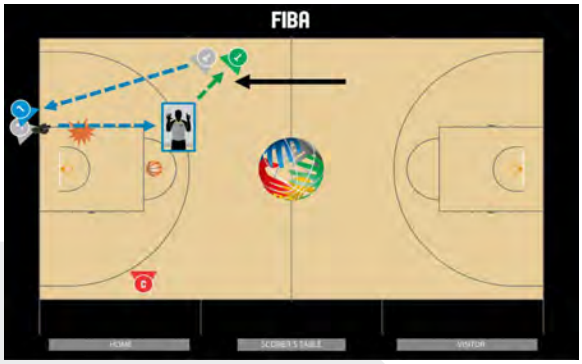


Diagram 74:
Call frontcourt opposite side by L – ball remains frontcourt (free-throws)



Diagram 75:
Call frontcourt opposite side by T – ball remains in the frontcourt (free-throws)



Diagram 76:
Call frontcourt table side by C – ball remains in the frontcourt (free-throws)



Diagram 77:
Call frontcourt opposite side by C – ball remains in the frontcourt (free-throws)



Diagram 78:
Double call frontcourt by T & C – ball remains in the frontcourt (free-throws)



Diagram 79:
Double call frontcourt by T & C – ball remains in the frontcourt (free-throws)



Diagram 80:
Double call frontcourt table side by T & L – ball remains in the frontcourt (free-throws)



Diagram 81:
Double call frontcourt opposite side by T & L – ball remains in the frontcourt (free-throws)



Diagram 82:
Double call frontcourt by L & C– ball remains in the frontcourt (free-throws)



Diagram 83:
Double call frontcourt by L & C – ball remains in the frontcourt (free-throws)

Play continues from new backcourt by throw-in

Note: When a foul is called in the backcourt or there is an offensive foul in the frontcourt, there is no switch unless it is necessary to facilitate the new position of the reporting referee on the opposite side (no long switches).



Diagram 84:
Call backcourt table side by L – ball moves new direction (throw-in)



Diagram 85:
Call backcourt opposite side by L – ball moves new direction (throw-in)



Diagram 86:
Call backcourt table side by T – ball moves new direction (throw-in)



Diagram 87:
Call backcourt opposite side by T – ball moves new direction (throw-in)



Diagram 88:
Call backcourt table side by C – ball moves new direction (throw-in)



Diagram 89:
Call backcourt opposite side by C – ball moves new direction (throw-in)

Play continues from the opposite end of the court by free-throw(s)



Diagram 90:
Call backcourt table side by L – ball moves new direction (free-throws)



Diagram 91:
Call backcourt opposite side by L – ball moves new direction (free-throws)



Diagram 92:
Call backcourt table side by T – ball moves new direction (free-throws)



Diagram 93:
Call backcourt opposite side by T – ball moves new direction (free-throws)



Diagram 94:
Call backcourt table side by C – ball moves new direction (free-throws)



Diagram 95:
Call backcourt opposite side by C – ball moves new direction (free-throws)

3.3 BASIC BASKETBALL OFFICIATING TERMINOLOGY

To help all the stakeholders to speak the same basketball officiating language, FIBA Referee Operations has published BASIC BASKETBALL OFFICIATING TERMINOLOGY manual. It contains a glossary of terms and abbreviations used in modern basketball officiating.

It can be read and downloaded from FIBA iRef Library App or directly from this link.

EXTERNAL MATERIAL



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