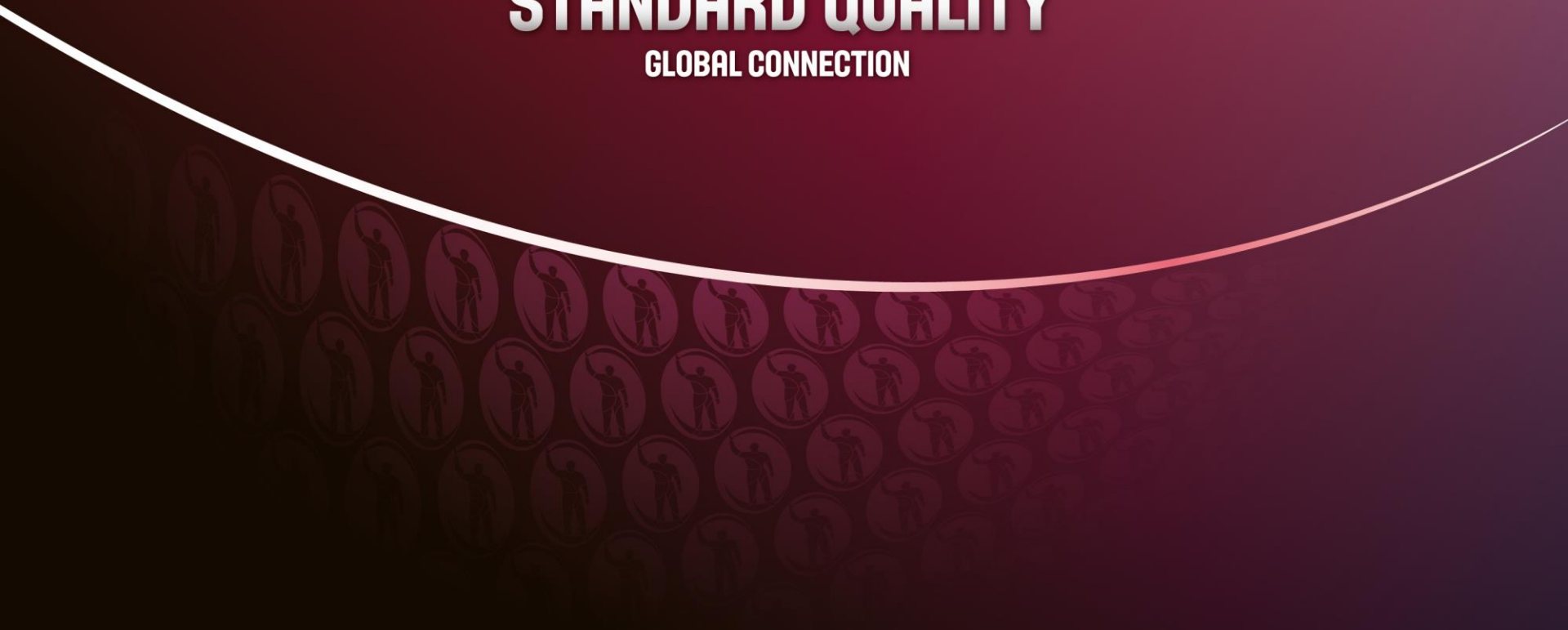




STANDARD QUALITY

GLOBAL CONNECTION





FIBA

We Are Basketball



MECHANICS & TECHNIQUES 3PO

FIBA Main Competitions

Summer 2014

This material includes more practical approach and detailed techniques for some key situations on the court and it is based on FIBA Referees' Manual Three-Person Officiating.

***There is one game,
three referees,
but still only one
officiating team.***

1. Terminology
2. Tool for Decision Making
3. Individual Techniques
4. Cooperation – Full Coverage
5. Clock & Foul Management

TERMINOLOGY 1



Obvious play	Play that has to be covered correct in all cases (no excuses)
Primary coverage	Area of responsibility and actions that referee has to be able to cover always
Secondary coverage	Area of responsibility and actions that referee is able to cover after ensuring that primary coverage is covered
Expand coverage	At the highest level of officiating, an official has to be able to expand coverage on two different play situations at the same time
Giving help	Referee who offers assistance outside his/her primary and makes correct call after allowing partner to make the call in his/her primary
Regular call	Considered to be normal call by designated referee (no assistance)

TERMINOLOGY 2



Referee the defender	The priority when refereeing on ball is to focus the attention on the legality of the defensive player while keeping the offensive player with the ball in your field of vision
Cross Step (Move)	When play starts to progress in one direction and designated referee takes steps to opposite direction.
Working area	Area where you are normally operating most of your time in that position.

- Analytic decision making / Emotional decision
- Decision process is fast and accurate at same time if properly trained
- In order to have a quick decision, need to have information available to make decision
- Raise standard of quality decisions
- Raise standard of quick quality decisions

Fantasy Call



What is the difference between
(causing):
Missing the Play (Contact)
or
Fantasy Call

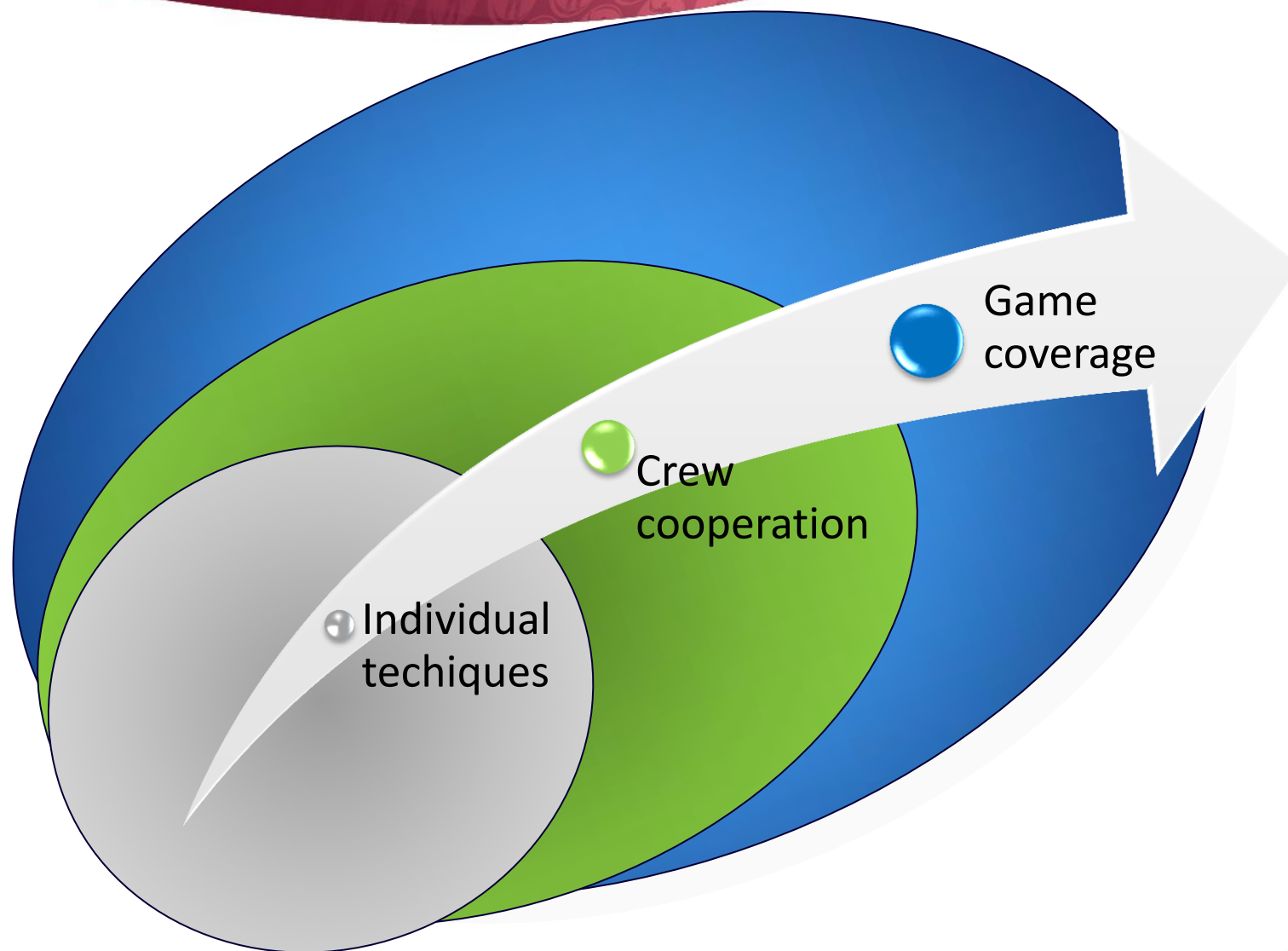


Fantasy call has normally nothing to do with a positioning of referee on the court.

Incorrect position only may lead to missing contact (play).

- Distance & Stationary
- Effective position (appropriate angle)
- Adjust position
- Know what to look at (active mindset, mental image and visualizing)
- Understand what you see (know the game, anticipate plays)
- Throw-in administration
- Signals
- Lead / Trail / Center

INDIVIDUAL - CREW - GAME



DISTANCE

- When refereeing the play, maintain an appropriate distance from the play
- If you are too close to the play, you lose perspective and it looks too fast
- If you are too close to the play, the possibility of an “emotional call” or reaction increases
- See the big picture

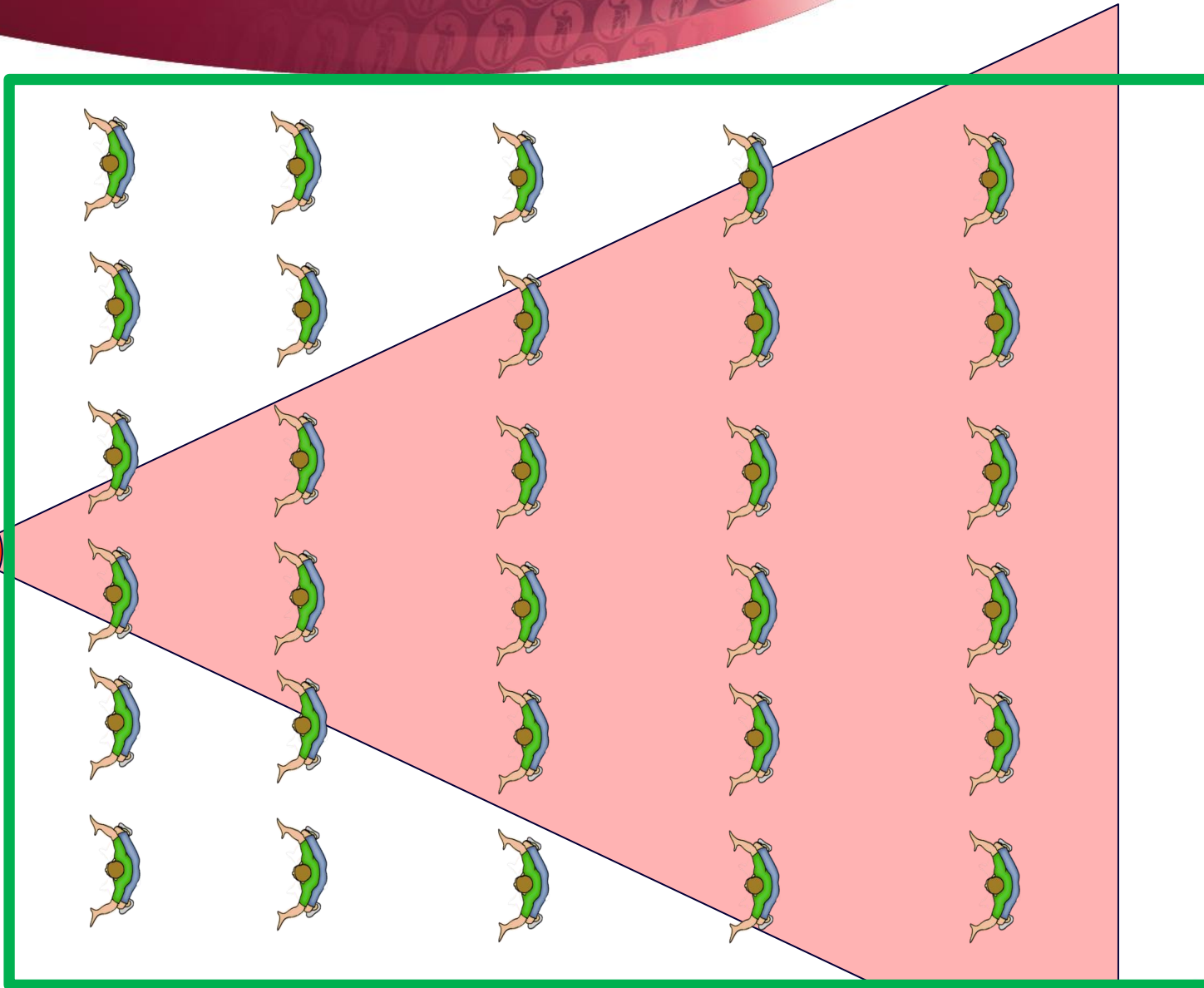
STATIONARY

- When making judgment – be stationary – eyes bounce and concentration decreases when your feet move
- Correct decision likely when you are stationary as focus and concentration increase
- But you must move to be in the right position. Move, Stop, Observe and Decide.

DISTANCE



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Stay with the play until end of action.

- Mentally (do not stop officiating)
- Physically, do not "fade away" and release the play

POSITION

- On ball primary: Able to see defensive player (refereeing defender)
- Off ball primary: Able to see the play in primary area without ball
- On ball extended: Able to see any other play in progress outside primary (possible next play, open angle)
- Off ball extended: Able to see as many players as possible outside primary (not focusing all of them)

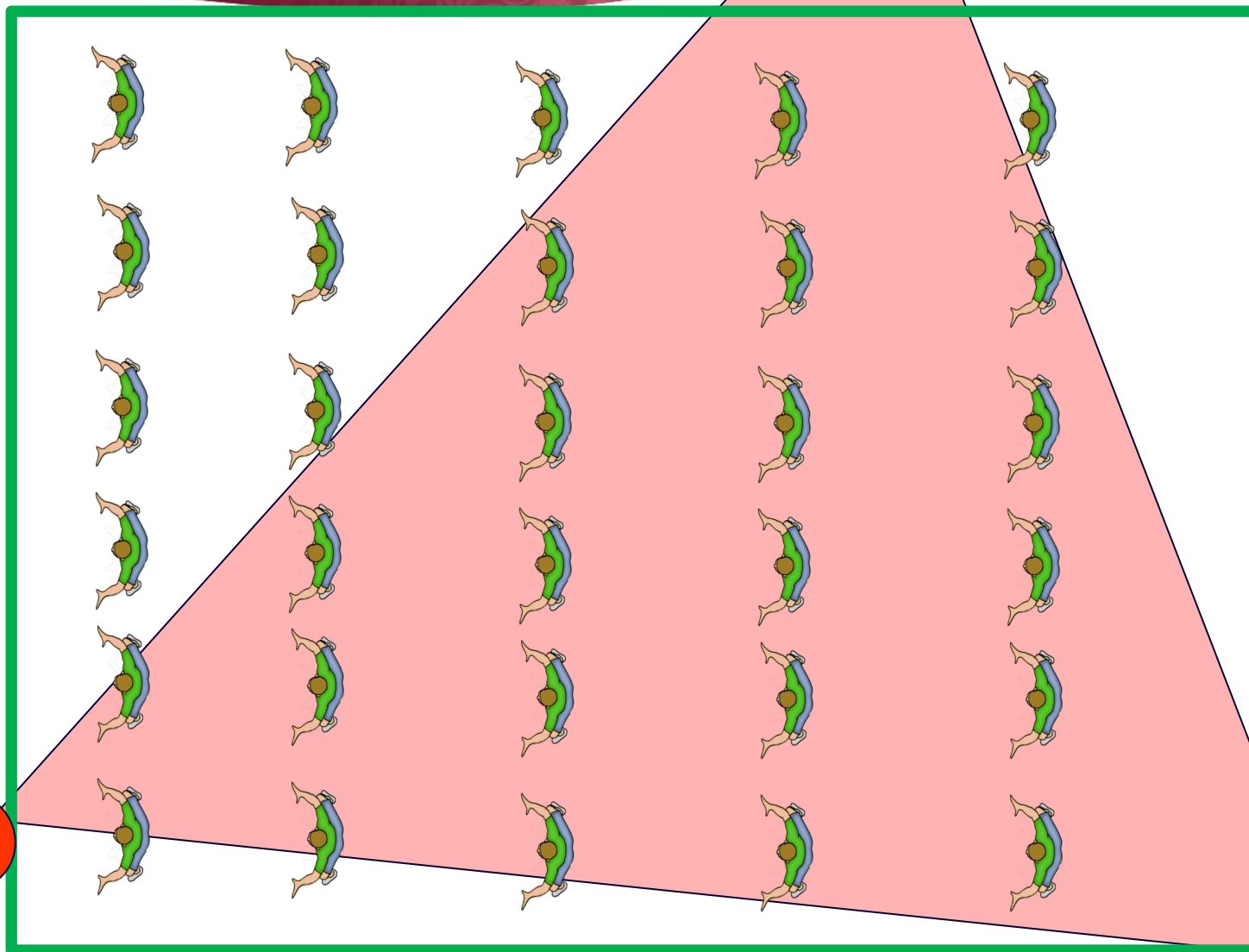
ADJUSTMENTS

- Move to maintain open angle – Anticipate where need to be - Adjust to the play (steps here, steps there)
- Move with a purpose – go where you need to be to referee the play (different than Working Area)
- If initial position is correct – less need to move – different than being STATIC

OPEN ANGLE & 45°



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KNOW WHAT TO LOOK AT

- Study and visualize the possible outcomes of various play situations
- Scout the players in order to be in correct position (right/left handed, shooter...)
- Know what to expect, identify the second motion to come
- Stay with play in your primary until the end of action (do not release the play too soon)

• UNDERSTAND WHAT YOU SEE

- Know the game → understand the impact of action
- Expect movement, anticipate contact and identify a foul. Don't anticipate a foul.

THROW-IN



1. Designate a throw-in spot
2. Use preventative officiating
eg. “on the spot”, “stay” or “don’t move”
3. Maintain distance from the play
4. Put whistle in mouth while holding ball
5. Bounce ball to the player
6. Start visual count
7. Observe throw-in and action
surrounding
8. This needs to be a automatic
procedure (muscle memory action)



SIGNALS



1. Use official and authorized FIBA signals
2. Rhythm (start & stop)
3. Strong, Sharp, Visible and Decisive
4. Use both hands for direction of play to stay open to court
5. Same treatment in every play
6. Reporting foul: RUN, stop, two feet on the floor, breathe (body balance)
7. Nature of the foul must be the same as what really happened in the play



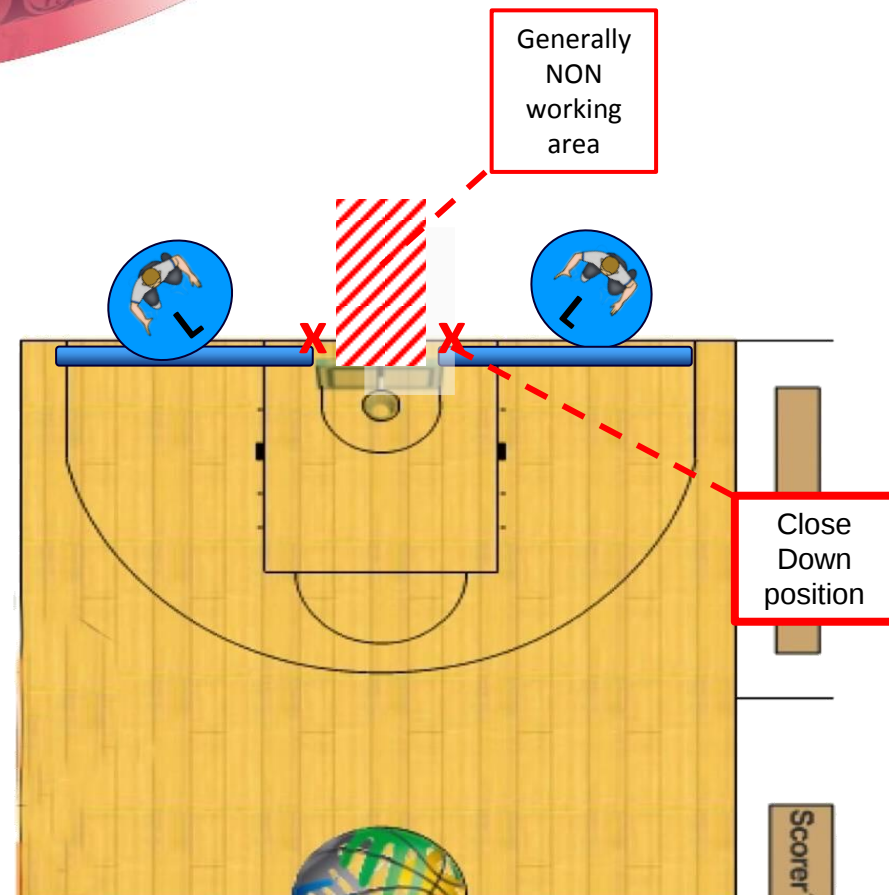
In transition from T to L

- Run as fast as possible in straight line to set-up position (middle of restricted area and three points line) on baseline and facing the court all the time.
- More time you have on the baseline, more time you have to identify the progress of the play.
- Don't curve or run under the basket or closer to the play – **keep distance (stay outside)**.
- Run, stop & referee the play
- **No rotation in transition** – wait for new T to be in position to get to C when you rotate, **can't leave an empty space in new C position**.



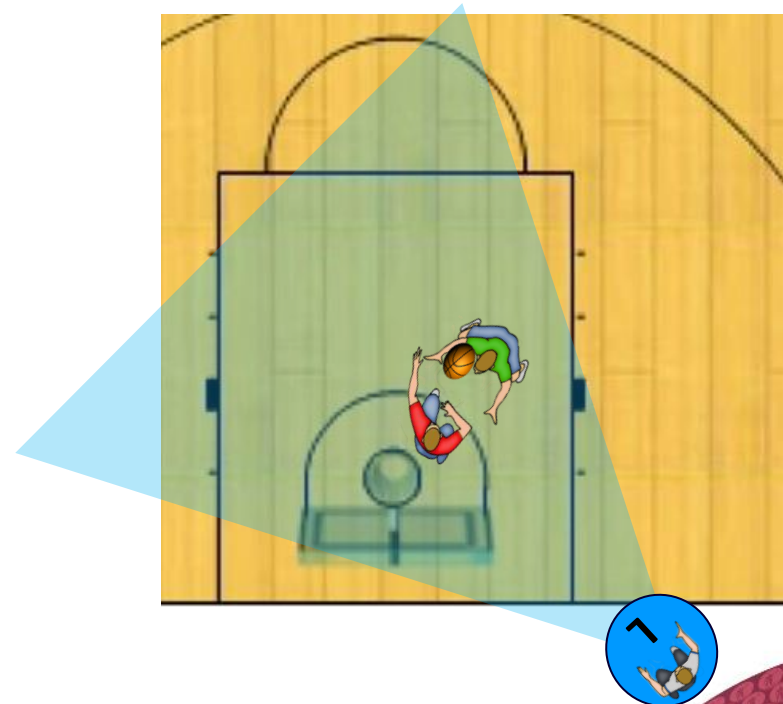
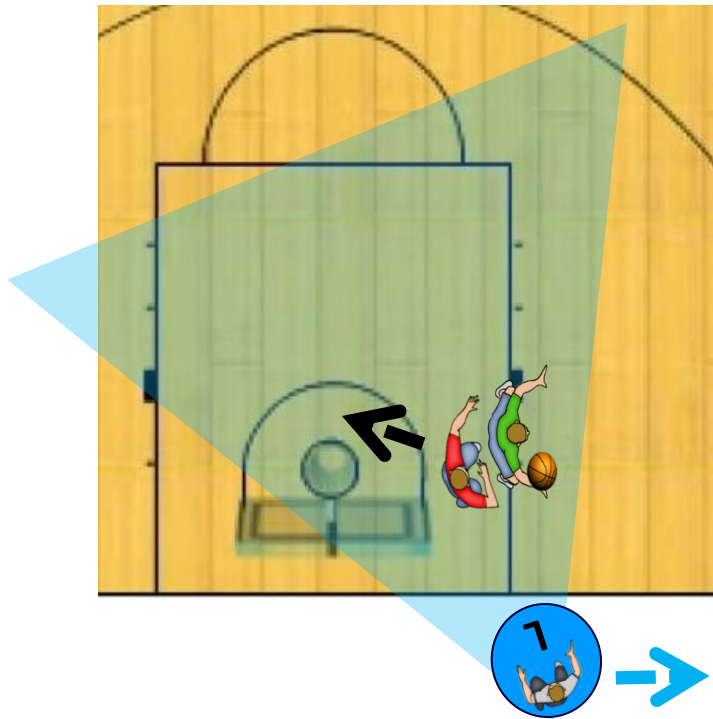
Working on the baseline

- Keep torso toward front of rim (45°) and adjust position with ball to maintain open (wide) angle
- Field of vision should enable you to see horizontally and vertically as clearly as possible (keep distance from play)
- Find the initial position where you are able to cover the next play situation (anticipate the next play)
- Look for reasons to rotate (hold your rotation on quick shot/drive from C side, use shot clock)
- Close Down position for starting rotation
- Ready to assist with game & shot clock



Open Angle / Cross Step

- Play in low post
- Find the initial position where you are able to cover the next play situation (anticipate the next play)
- Players move to the basket - step wide (Cross Step).



- **Stay behind the baseline** (back court) until the ball has been passed from throw-in
- Trail the play all the time, 2-3 steps (no overrunning)
- Find the initial position where you are able to cover the ball and see possible next play in progress (45°).
- Keep distance from the play
- 2/3 point shots (read the play)
- Control of the game & shot clock



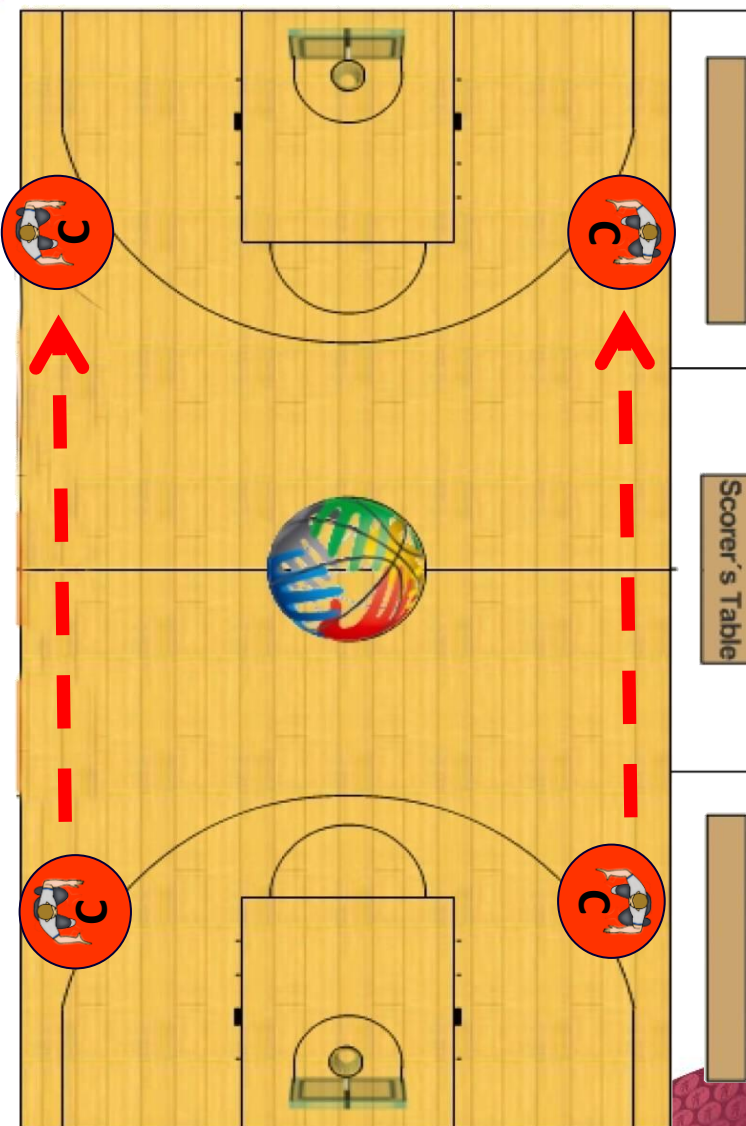
Half-court coverage

- Find the initial position where you are able to see the defensive player when refereeing on ball
- When the ball is near the sideline, **move onto the court to maintain open look**
- Find the initial position where you are able to see as many players as possible when refereeing off ball
- Keep distance from the play
- Adjust your position according the play, read the play and react in time (one step ahead of the play)



In transition from C to C

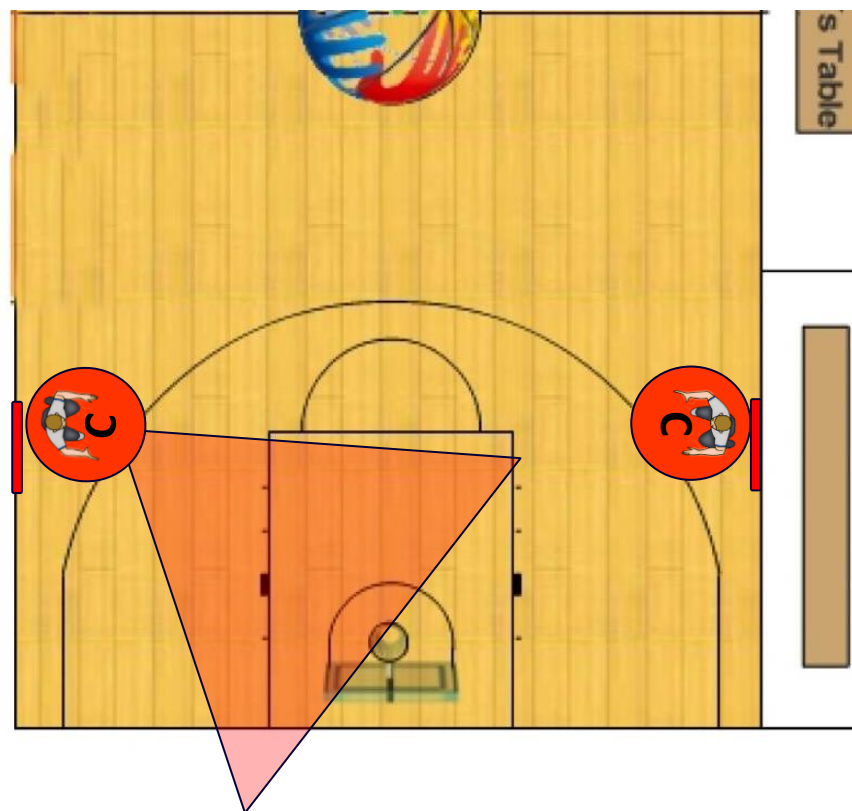
- Facing the court all the time.
- Be ready to referee any play on the side of C (help the T to have full coverage in transition)
- Control the game & shot clock (8" violation)
- C must adjust position at free throw line extended to create "open looks" based on the position of the players in the half court set
- Run, stop & referee the play



INDIVIDUAL / CENTER

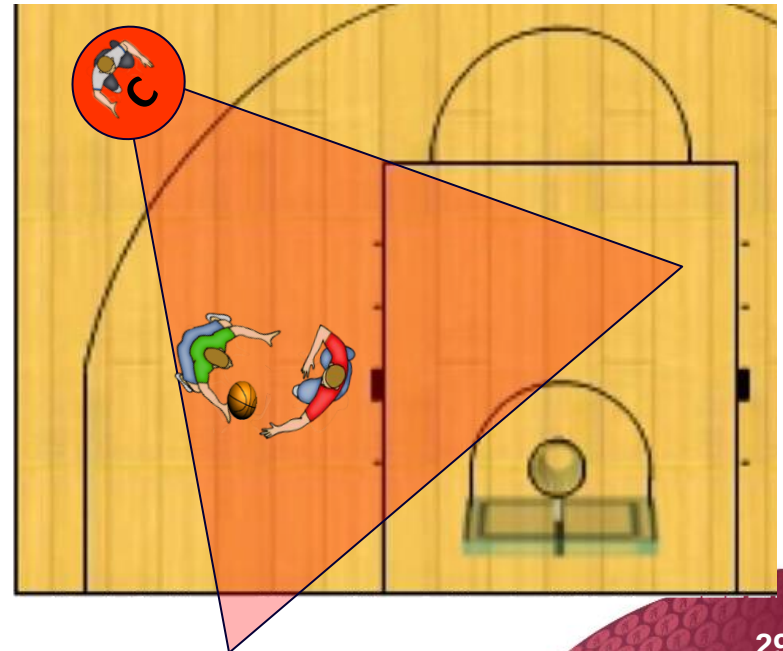
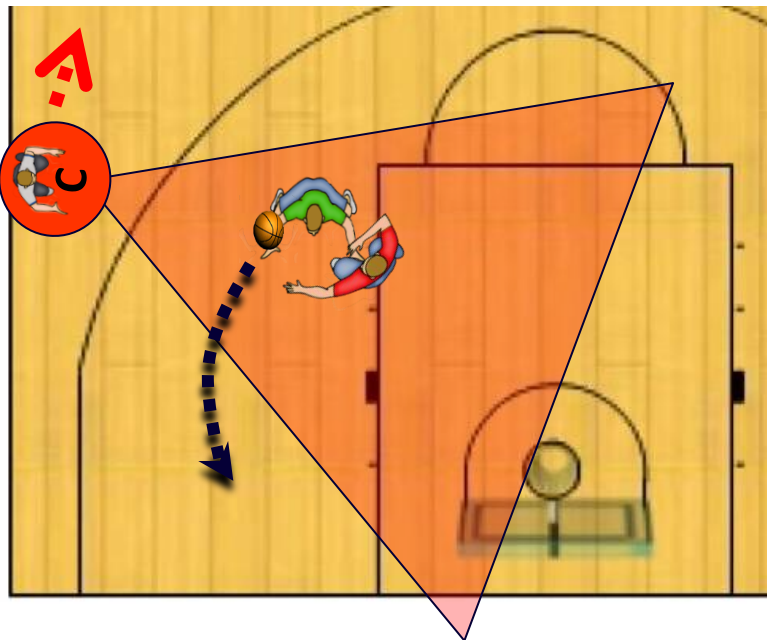
Half court coverage

- Find initial position where you are able to see the defensive player when refereeing on ball
- Find the initial position where you are able to see as many players as possible when officiating off ball
- Keep distance from the play
- Adjust your position according to the play - read the play and react in time (one step ahead of the play)
- Be ready to referee on ball when ball is in C primary
- Play starts in the C's primary or goes to the basket from C's side, C will stay engaged with the play until the end of action (eg. Block / Charge on C side – not L's primary call across paint)



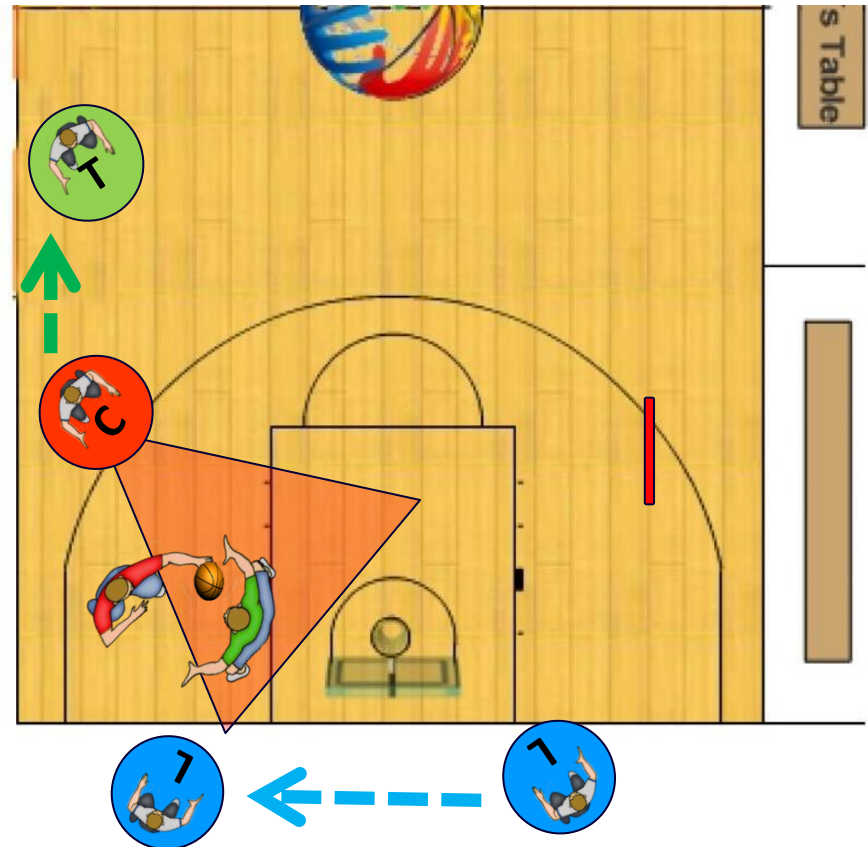
Cross Step

- Find initial position where you are able to see the defensive player when refereeing on ball
- Find the initial position where you are able to cover the ball and see possible next play in progress
- Players start to move towards the basket
- Center should step in opposite direction (Cross Step) of the players in order to maintain the open look (angle) on the play.



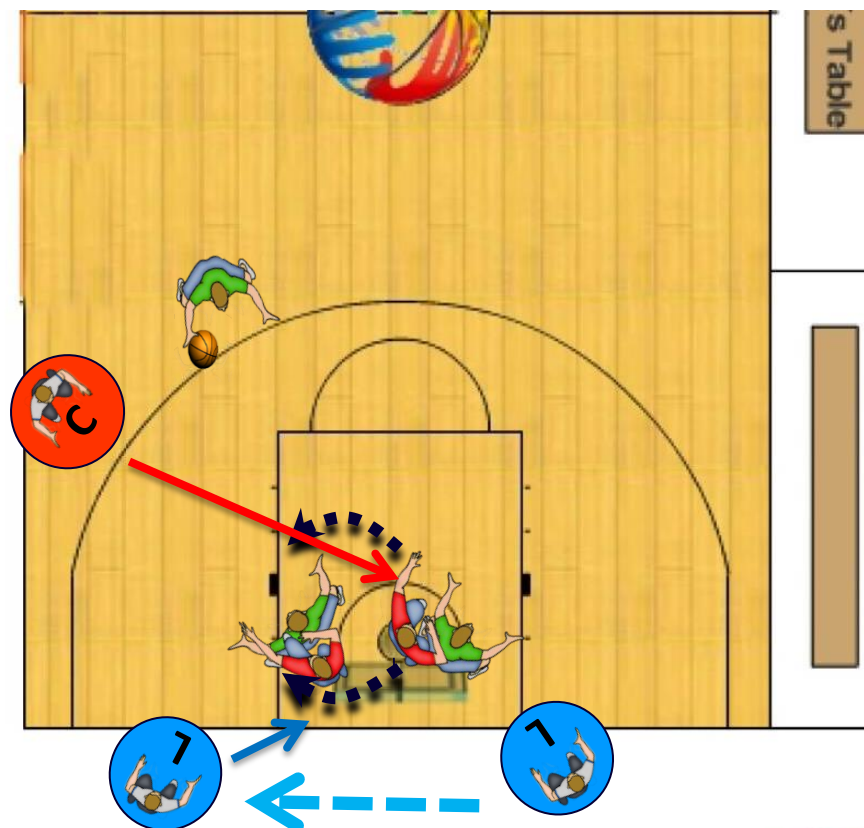
Rotation & Coverage 1 (L&C)

- In modern basketball it is important to have two referees always on the ball side (T/L)
- With two referees on ball side you will have secondary coverage in case the referee with primary misses the play
- L dictates the rotation according to position of the ball
- Rotate early / often. Be quick but don't hurry. No need to rush (sharp walking) and keep refereeing during entire rotation. Scan the paint as rotate
- When L starts rotation, **C needs to stay** in his position to cover the play until L has arrived to new position on ball side and **is ready to accept and referee the play (45°)**



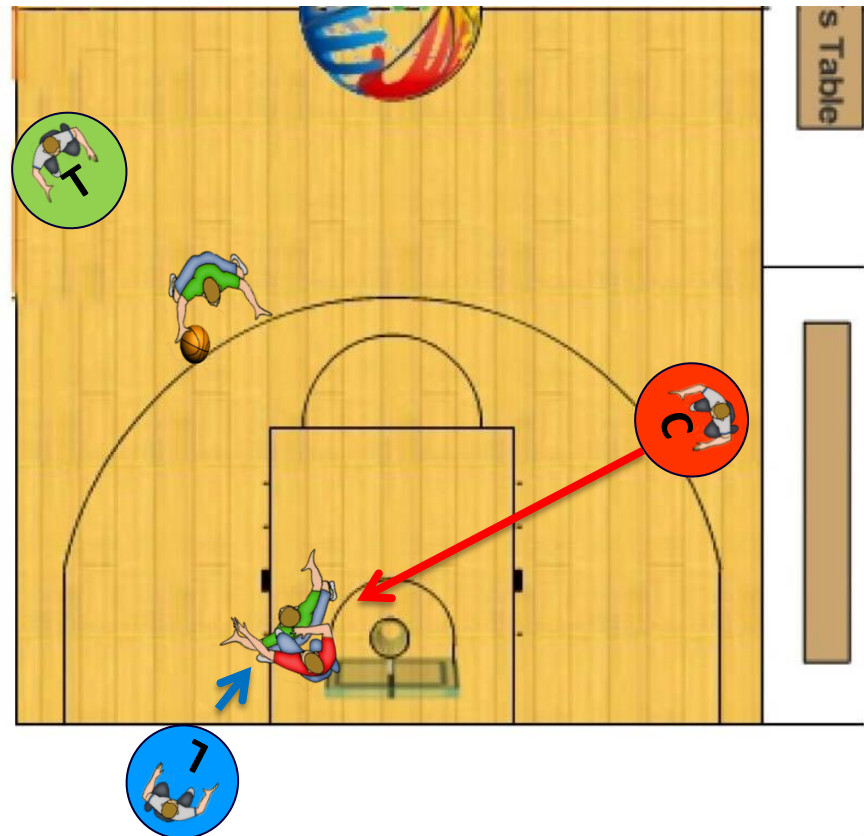
Partner's Position & Coverage

- It is important understand that your coverage depends on two factors
 - a) play situation
 - b) your partners position
- This means that even for identical play you might have different coverage due to different location of your partner – referee where your partners cannot.
- Eg. Low post curl on baseline away from L. Offensive player could hook (first action) and L has no chance to see it. C has open look to ref curl play and hook by offensive player.



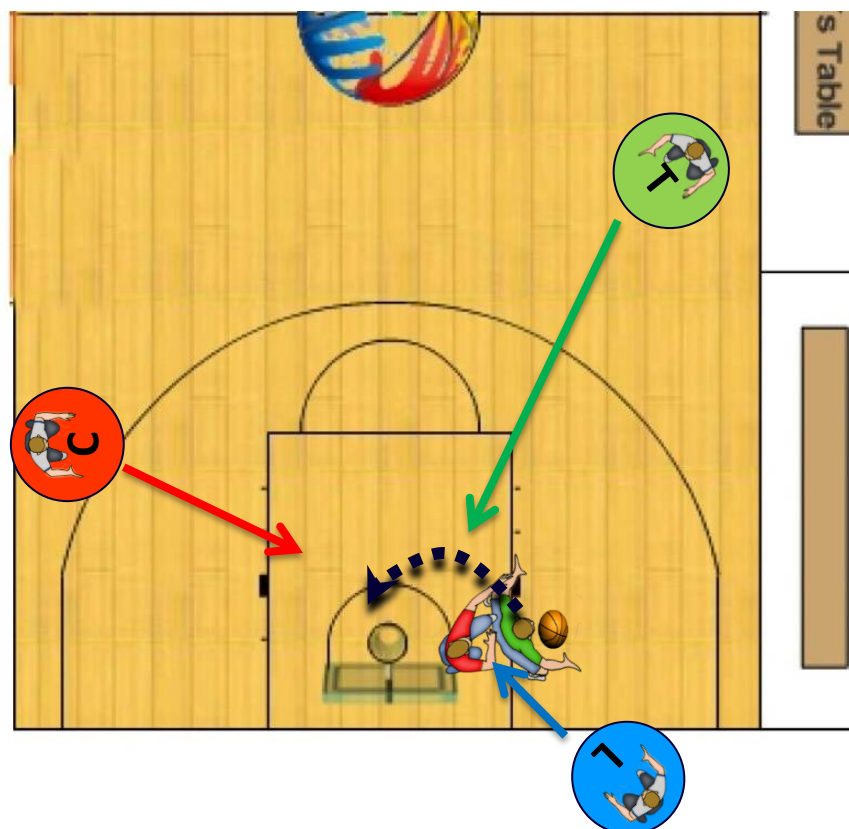
Partner's Position & Coverage

- Eg. If offensive player in the post hooks with right arm L has no chance to see it. C has open look for this play and hook by offensive player with right arm.



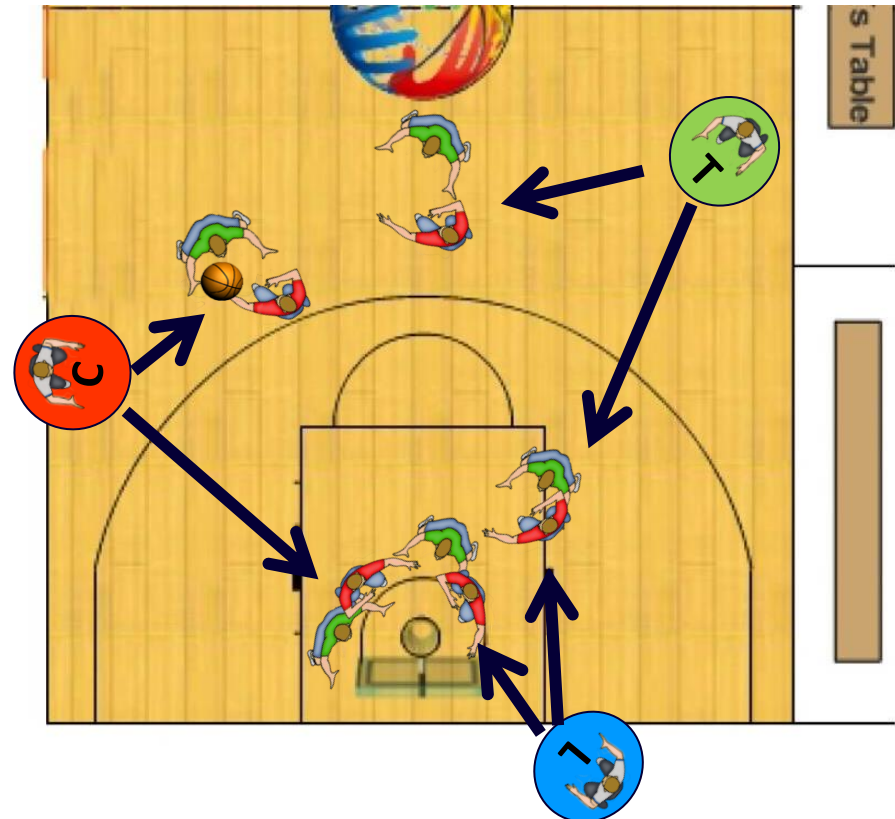
Partner's Position & Coverage

- Eg. In the same play primary coverage might change due to the position of players and referees.
- 1) L has the beginning of the play,
 - 2) T/L has the middle of the play,
 - 3) C has the end of the play..



Rebounds Coverage

- In rebound situation we might have maximum of 5 matchups (in theory)
- If each referee picks up only one match-up, we have around 75% coverage (three out of four).
- Challenge is that every referee picks-up
 - a different match-up
 - the most appropriate ones.
- “Priority of my side?”
- There is normally one match-up you can easily rule out (players not actively engaged).



- In the fast break, **L** has to be able to be ahead of the ball and looking at the play
- **L** stops at the baseline in position where is able to see the front of the rim (possible goal tending if **C** is not engaged with the play), focus on defensive player coming from behind
- It is important to have dual coverage by **L** and **C** (from their respective sides)
- **C** needs to catch up with the speed of the fast break and ready to referee from his side.
- Sprint to position, be stationary, observe play, make a decision



SUMMARY



LEAD	CENTRE	TRAIL
• Run straight to set up position • Always face the court in transition • Sprint, stop and referee • Maintain open angle (45°) • Adjust your position according to positioning of players and actions on the court • Look for reasons to rotate • Rotate early/often and with purpose • Referee the play when rotating • Stay with your play in coverage until the end of the play • Do not leave your position during shot / drives to basket or rebound situations • Be ready to assist with clocks (game and shot)	• Always face the court in transition • Set up at free throw line extended • Adjust position for open looks • Maintain open angle to the play • Stay mentally active – ready to make the call • Shot / drive from C side, C's primary coverage • Stay on the play until L has completed rotation, has accepted play by making eye contact with C and is ready to referee • Stay with ball in primary until the end of the play • Maintain in the position after the shot that you are able to referee rebounding and second motions • Goaltending / basket interference • Control game & shot clock	• Stay on baseline until ball has been thrown in • Trail the play in transition and have appropriate angle (45°) • Step onto court when ball goes near the sideline • Stay with ball in primary until the end of the play • Maintain open angle (45°) and look • Maintain in the position after the shot that you are able to referee perimeter rebounding and second motions. • Goaltending / basket interference • Control game & shot clock

Control of Clocks

- New team possession, pick up the game & shot clock
- Eye contact on game clock on every start of possession
- Use game clock for shot clock if necessary
- Use math to solve it
- Identify your important digits (personal)
- Know your numbers (time & fouls)
- Communicate with your partners



TIME MANAGEMENT / TWO DIGITS



Most common play situations

- Jump ball and first possession
- Out of bound play
- Throw-in
- Rebound play (new possession)
- Saving ball (out of bound play)



- ✓ *Less guessing*
- ✓ *More knowing*
- ✓ *High standard of performance*





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