

Mid Suburban League



Basketball Officials Clinic

June 10, 2014

Schaumburg High School



BASKETBALL

GENERAL

MECHANICS



GENERAL MECHANICS

- They tell the story to coaches and spectators
- They help officials communicate to each other
- Use NFHS mechanics



1. General

- A. Importance of proper mechanics and positioning
- B. Proper repetition builds good mechanics
- C. Don't draw attention to yourself
- D. Have others critique you

Two-Person Coverage Areas



- Areas of Responsibility
- Pre-Game Conference
- Rule Changes





2. Pre-game duties

- A. Stretch and warm-up off the court. If done on the floor, do it while observing players.
- B. Inspect the facilities
- C. Test the game ball
- D. Check the players—TABLE AT 12:00
 - # on floor match with book. Starters. Duplicate #s.
 - Equipment (Headbands/Wristbands/Sleeves)
 - Jewelry
- E. Coaches and captains meeting
 - Quick and concise
 - Emphasize good sportsmanship



3. Review at Main Table

- A. Starters/Rosters/Duplicate #s
- B. Timing provisions
- C. Scoring provisions
- D. Possession arrow
- E. Substitutions
- F. Foul situations
- G. Official warnings



4. Jump Ball

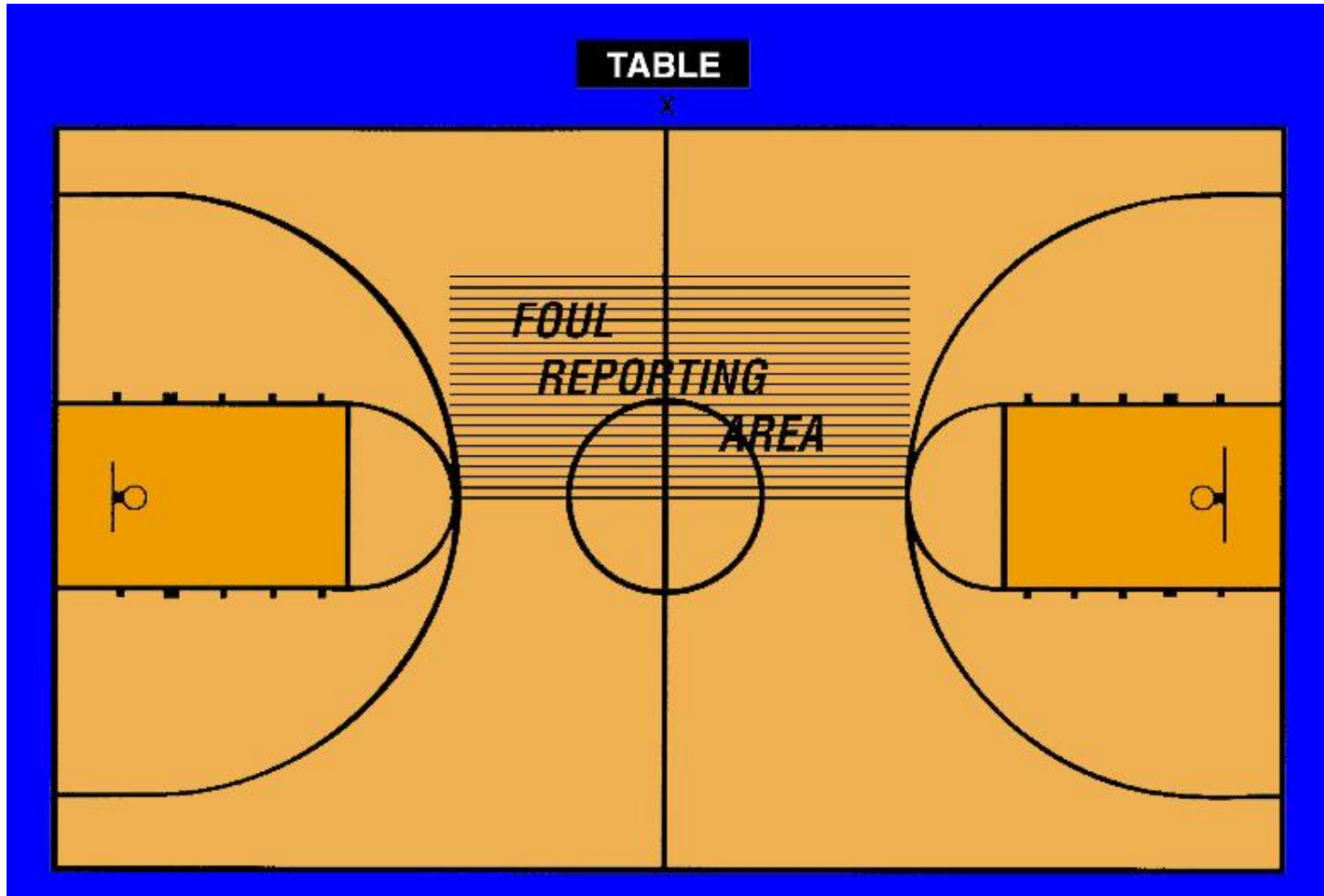
- A. Mechanics--where do you go?
- B. Check possession arrow



5. Foul Calls—**LOOK SHARP**

- A. Non-calling official should freeze line of vision while jogging to new position
- B. Double whistle situations
- C. Preliminary signal/sequence at spot of foul
- D. Designate shooter or out-of-bounds spot as last part of sequence
- E. Table Presentation—**ONCE...4 KEYS...**
 - Color, #, Type of foul, Result
- F. Understand switches—**SHOWN ON FLOOR**
- G. Handle all foul responsibilities before addressing any time-out request

Foul Reporting Area





6. VIOLATIONS—LOOK SHARP

- Two, three or four step process
- ALWAYS open hand
- Type of violation (i.e. travel, double dribble, carry) must be signaled unless out-of-bounds
- Direction MUST be signaled
- Throw-in spot MUST be designated if another crew member will administer it.



HOW ABOUT THIS ONE???

- Boys 4A Sectional, but can happen at any level...Throw-in is rolled. Teammate pulls a soccer move and “kicks” the ball up to himself.
- WHAT DO YOU DO??
- WHERE’S THE RESULTING THROW-IN??
- WHAT ABOUT THE CLOCK??



7. Three-Point Shot Coverage

- Only signal the attempt if it is taken from your coverage area.
- Bring your shooter back to the floor.
- **KNOW YOUR AREA!** If two of you signal the attempt, that means **NO ONE** is watching the other players.
- Lead only signals the attempt if it is taken from his/her coverage area.
- Trail **ALWAYS** signals a successful 3.
- If signaled, lead only holds good 3 signal until beginning throw-in count.



8. Free-Throw Administration

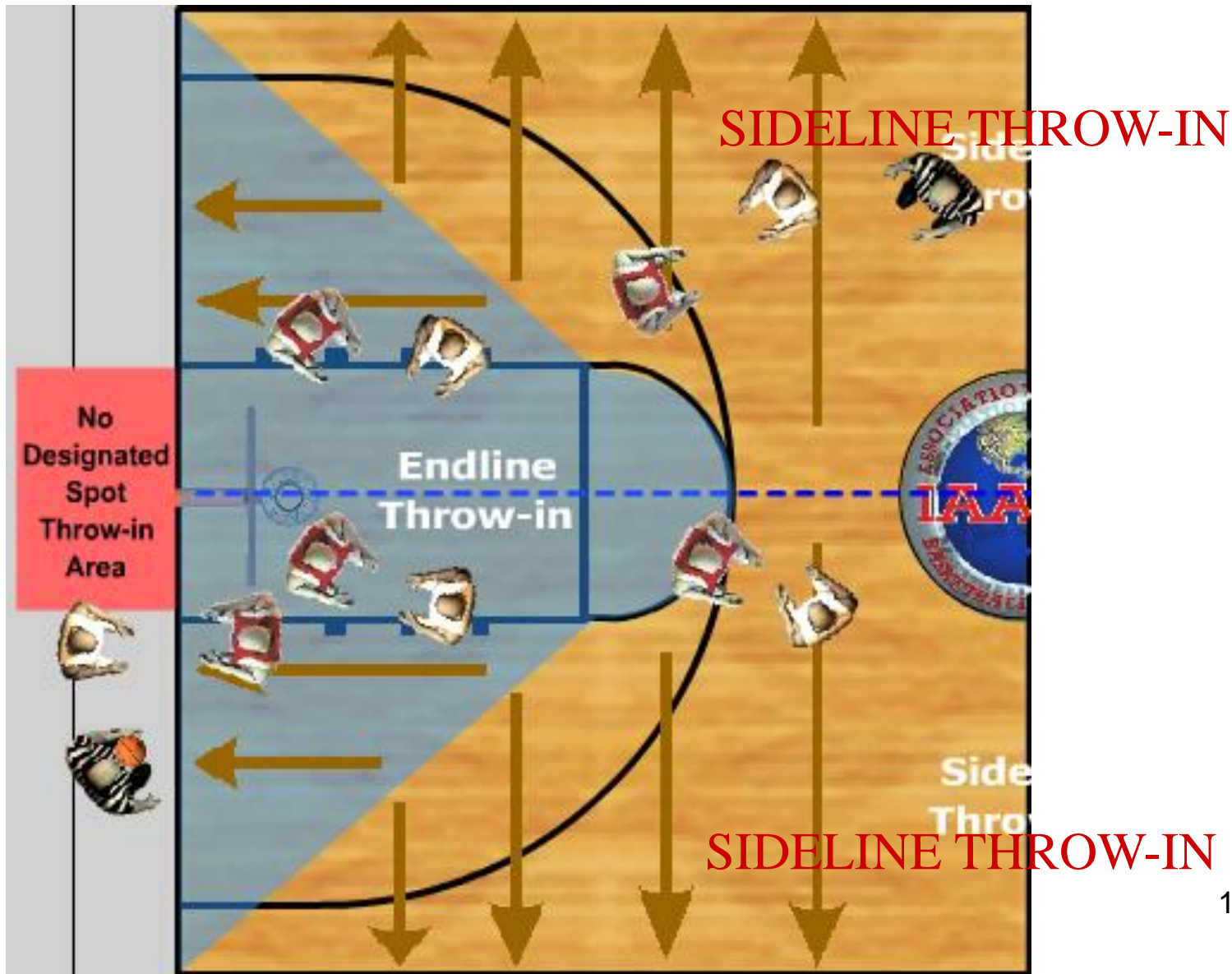
- **WILL BE COVERED ON THE COURT**
- A. Multiple throws
- B. Lane responsibilities
- C. Signaling
- D. Communication
- E. Technical/Intentional Foul



9. THROW-INS—LOOK SHARP

- A. Partner eye-contact
- B. Check for substitutes and 5-on-5
- C. Line responsibilities (2 or 3-person)
- D. No unnecessary whistles
- E. Trail mirrors chop in frontcourt
- F. Hand or Bounce the ball???
 - ALWAYS hand on either baseline
 - Bounce on backcourt sideline with pressure
 - ALWAYS bounce on frontcourt sideline

THROW-IN SPOTS





10. Timing Counts

- A. Three seconds
- B. Five seconds (throw-ins and closely guarded). **COACHES DESERVE THIS!**
- C. Ten seconds (backcourt and free-throw)



11. Timeouts

- **WILL BE COVERED ON THE COURT**
- A. Positions
- B. Location of throw-in and possession
- C. First horn—Notify team and stay with them until they come out of the huddle.
*(IHSA modification)
- D. Resumption of play procedure



12. SUBS...**TAKE YOUR TIME**

- A. No whistle unless necessary
- B. Beckoning responsibility
- C. Disqualification (no time-out until substitute is entered)
- D. Multiple free throws
- E. Injury/bleeding/Contact Lens
- F. Technical foul



13. Block/Charge

■ A. Time-distance-airborne

- With ball
- Without ball
- How did the defender get there and when was he/she there?
- Referee the defense

■ C. Consistency



14. Rebounding

- A. Displacement of the opponent
- B. Advantage/disadvantage
- C. Get the angle and depth to call it



15. Screening

- A. Off-ball coverage
- B. Understand illegal screens
- C. No impeding the cutters
- D. Advantage/disadvantage



16. Basket

Interference/Goaltending

- A. Have a clear understanding of the rule when awarding or canceling points
 - Slapping the backboard cannot be interference or goaltending
- B. Get proper depth to call it
 - Responsibility from C/T



17. Closely-Guarded

■ A. Legal Guarding Position

- Within 6 feet
- Both feet on floor and facing opponent to establish

■ B. Separate counts (hold-dribble-hold)

■ C. No CG count in backcourt



18. Fighting

- Penalize properly—STUDY THIS!
- Communicate with Assignor and IHSA



YOU KNOW WHAT
HAPPENED, SO YOU FILE
THE REPORT...

- The official who has the most knowledge on anything that should be reported to the IHSA is the one who submits the Special Report. Do not pawn this off on the referee.



19. Correctable Errors

- A. Complex rule
- B. 4 of the 5 involve free throws. **THE CREW MUST FOCUS! TRAIL HAS THE MOST INFORMATION AND MUST PAY ATTENTION TO LEAD'S INSTRUCTIONS.**
- C. Is it a bookkeeping error?



20. Last-Second Shot

WILL BE COVERED ON THE COURT

- A. Trail (2 person)
- B. Opposite Table (3 person)
- C. Communicate prior to final shot
- D. Tip-in only (0.3 seconds or less)
- E. **Discuss thoroughly in pre-game and at appropriate timeouts.**



21. Overtime

- A. Communicate with crew and table
- B. Add a timeout and carry over unused timeouts



22. Bench Decorum

- A. Communicate, don't converse
- B. Indirect or Direct Technical causes loss of coaching box



23. End of Game

- A. Take care of any controversy prior to leaving the court
- B. In the locker room, critique the game

TWO-PERSON MECHANICS...ERRORS AND FLAWS

- **Improper Signals**
- (i.e. Know the signals and use proper signals. We need to be emphasizing this!)
- **Lack of solid crew communication**
- (i.e. eye contact, “Stop Sign”, throw-in spot, ALL free throw information, including bonus awareness)
- **Laziness**
- (i.e. lack of switching, walking from Lead (L) to Trail (T), improper table presentations, improper/lack of switches on foul in front court with no free throws, trail too stationary)
- **Difficulties involving throw-ins**
- (i.e. Proper spot, bounce or hand the ball to the player?)
- **Difficulties involving substitutions**
- (i.e. incorrectly bringing/allowing the subs into the game, five-on-five before we resume)
- **Lack of understanding of coverage areas**
- (i.e. a “reach” from L is often a guess and a bad call, improper understanding of boundary line responsibilities)
- **Improper handling of timeouts**
- (i.e. starting the timeout too quickly, not reviewing proper timing with the table, improper positioning on the floor)
- **Lack of understanding of last-second shot responsibilities**
- (i.e. improper use of whistle, improper signals, lack of understanding of the situation)
- **General Mechanics**
- --Jog to reporting area and to new position
- --Foul calling/preliminary signals
- --Stop to see the action when the ball beats you on a fast break



QUESTIONS???

