

## **P.L.A.Y. Basketball Officiating Handbook**

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### **1. Basketball Officiating Tips**

#### **Dos**

- Look professional (wear black shorts or pants and black shoes if you have them, tuck in shirt)
- Be early (arrive at least 15 minutes early for game)
- Inspect the Court
- Hustle and be in position
- Communicate with your partner, be a team

- Focus on your area, let your partner focus on theirs (know the differing roles and coverage areas for the lead and trail position)
- Make calls (be decisive and blow your whistle hard)
- Have whistle in your mouth at all times when the ball is in play or inbound ball
- Know the rules and signals (use game experience to identify areas you need to improve, always try to get better)
- Anticipate when coaches may want your attention
- Have a backup whistle (Plastic Fox 40 whistle is recommended, avoid whistles with ball and metal whistles)
- Apply “age- appropriate” officiating and be consistent
- Be proactive, give warnings

## **Don'ts**

- Loose your cool
- Make calls you didn't actually see
- Use the wrong terminology
  - the following common calls don't actually exist
    - Over the Back (should be a push or illegal contact)
    - Reaching in (should be illegal contact)
    - Moving Pick (should be illegal screen)
- Play favorites or hold a grudge
- Rush your calls
  - gain control
  - get attention on you
  - compose your thoughts
  - then make your call
- Shout conversations across the court

- go to the person and keep your voice down

## 2. Personal Fouls

It is the most common type of foul in basketball, this foul happens during personal contact.

When two opposing players engage in the game, and it results in illegal contact, it is a personal foul. Sometimes this foul is intentional while other times, it happens in the heat of the moment. Most of the personal fouls are always called against the defense.

When the player of the team who has possession of the ball commits this foul, it is called an offensive foul. In rare cases, you will come across offensive foul. When it is difficult to point out which team has the possession of the ball and this foul is committed, it is called a loose-ball foul.

### Instances of Personal Foul

Here are some cases of personal fouls in basketball.

- **Holding:** When a player stops the opponent from moving by holding them.



- **Illegal Screen/Pick:** If the player doesn't maintain the position while setting screen or pick.



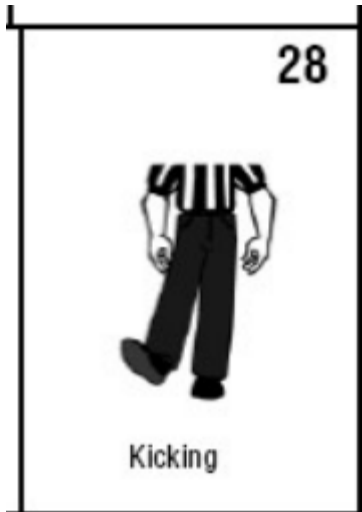
- **Hand Check:** The defender usually commits this foul. It happens when they continuously stop the opponent by using their hands.



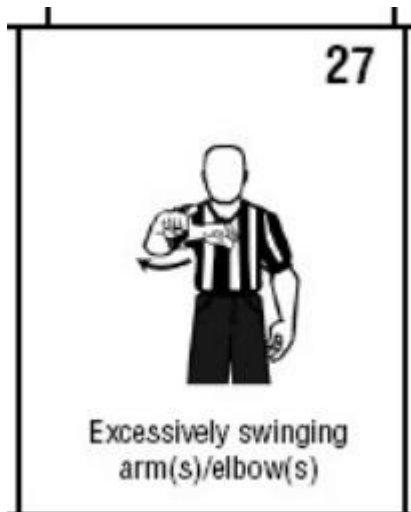
- **Illegal hand Use:** it is similar to holding. When a player touches the opponent's hands or arms illegally, it is considered a personal foul.



- **Tripping:** It happens when a player uses their leg or foot to trip the opponent.



- **Elbowing:** A player uses their elbow to hit another player.



- **Charging:** A defender stands in front of the opponent, and the offensive player touches the defender. If the defender is standing outside the charge circle, it is foul.



- **Blocking:** When the defender is not positioned inside the charge circle and still makes contact with the offensive player.



### 3. Technical Foul

Technical foul doesn't involve personal contact. It can be made against anyone in the game, including the teams, players, and coaches. Here are the instances of a technical foul.



### Instances of Technical Foul

- **Unsportsmanlike Conduct:** When the players or coaches show unsportsmanlike conduct like taunting the other team, using profane language towards any of the officials.
- **Personal foul + Foul Out:** It happens when a player who is fouled out of the game plays because of a lack of substitutes and still commit a personal foul.
- **More Timeout:** When the team has used all their allotted timeout, but still calls for a timeout.
- **Illegal Gamesmanship:** When the game is delayed.
- **Illegal Defense:** When the players are arranged in illegal defense.

In Illegal Gamesmanship and Defense, a referee typically gives a warning instead of calling a technical foul.

For all technical fouls (except double technical fouls), **the offended team will receive two free throws plus the ball**. The free throws can be shot by any member of the offended team. Only the free throw shooter is allowed in the free throw lane area during technical shots. All of other players should remain at half court. After the free throws the ball should be in bounded at half court.

Players or coaches receiving two technical fouls in a single game will be ejected from the remainder of the game.

#### 4. Flagrant Foul (Intentional Foul)



A player's violent contact leads to Flagrant foul. It is unnecessary and excessive contact, which leads to the ejection of the player. The contact is brutal, harsh, cruel, and dangerous for a player. The contact can be deliberate or intentional. The player who commits these fouls can be removed from the game.

For all flagrant fouls (except double flagrant fouls), **the offended team will receive two free throws plus the ball.** The free throws are shot by the member of the offended team who was fouled. Only the free throw shooter is allowed in the free throw lane area during flagrant shots. All other players should remain at half court. After the free throws the ball should be in bounded at half court.

Players receiving two flagrant fouls in a single game will be ejected from the remainder of the game.

#### 5. Team Foul

A team foul consists of all the fouls committed by the players in a team. All the different fouls are accumulated to count as a team foul. This includes Technical and Flagrant fouls.

**For example**, players in Team A committed seven total personal fouls, so the Team Foul is 7.

## Player Foul

A player foul is any foul committed by the player in a team. It mostly includes all the personal fouls and flagrant fouls committed by a single player in a team.

**For example**, Player A committed 3 Personal Fouls and 1 Flagrant Foul. So, the Player Fouls are 4.

## 6. Types Of Violations

Basketball violations are less severe and strict than fouls. A violation is mostly done on the offensive side rather than the defensive. Unlike fouls, there is no severe penalty for violations. Total violations are not counted as well.

**Violation Penalty:** There is only one penalty for violation.

**Possession of Ball:** If a player commits violation, the possession of the ball will go to the other team. If an offensive player commits violation, the ball goes to the defensive side.

Here are all the types of violations a player can commit in a basketball game.

### Traveling Violation

Traveling violation happens when a player takes two or more than two steps between dribbling the ball. If a player moves with the ball without dribbling, it is a violation. Even switching the foot between dribble is a traveling violation.



## Palming

This violation happens when the player has their palm too much on the basketball side while dribbling it. If their palm reaches underneath the ball, it is a violation also.



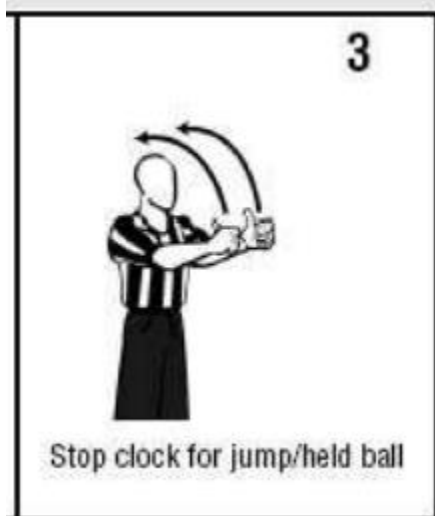
## Double Dribble Violation

This violation happens when a player establishes their position by picking up the dribble and that dribbling the ball again. If a player uses two hands to dribble, it is violation too. If the ball is knocked away from the offensive player by the defensive player, the offensive player can dribble again without a violation.



## Held Ball

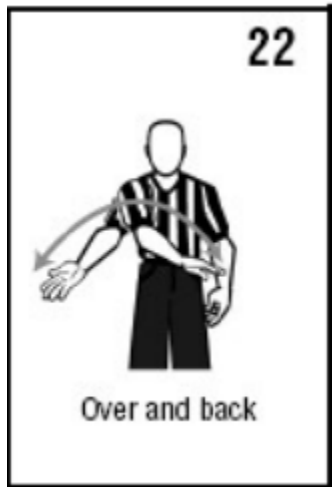
Here two-player battle briefly to get the possession of the ball. The referee will give the possession to one team, and if it happens again, the possession will be given to the other team.



## Backcourt Violation (Over and back)

It happens when an offensive player brings the ball to the half-court line and then moves back with the ball to the mid-court. The offensive player must

establish both feet and the ball in the front court before they can commit a backcourt violation. Once the offensive player establishes front court position any contact with the mid court line with their feet or the ball will result in a backcourt violation.



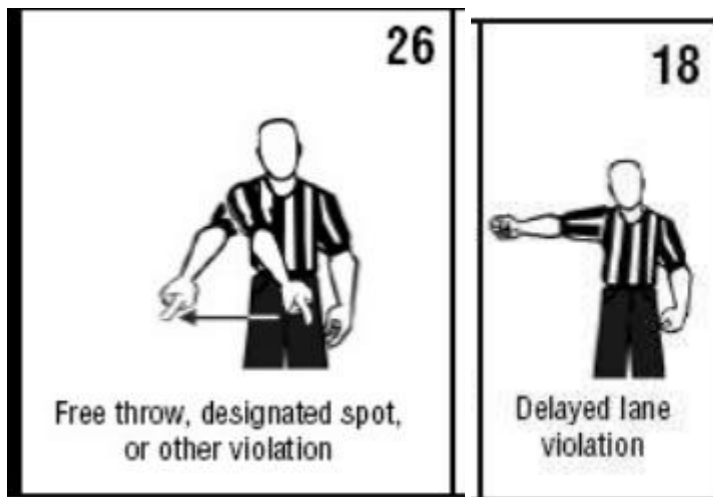
### Kicking Violation

This violation happens when a player kicks the ball intentionally. A kicking violation can be called on an offensive or defensive player. The ball is award to the other team.



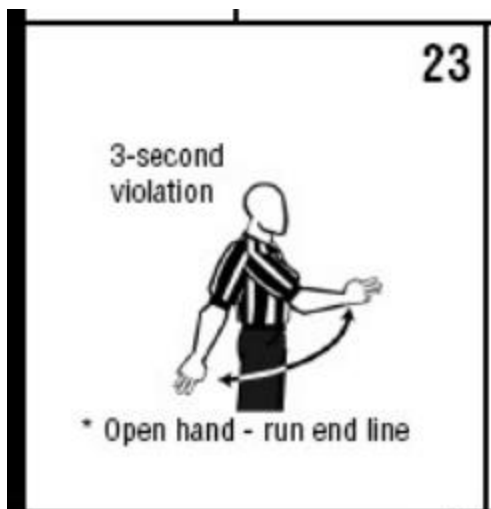
### Free Throw Violation

Every player should remain in their place after the ball is passed to the free throw shooter by the official. The players in the free throw lane must wait until the shooter releases the ball. The free throw shooter and players outside of the 3-point line must wait until the ball hits the rim. If the offensive player enters the restricted area early, the shot will not count. If a defensive player enters the restricted area early, the offense team will get another shot if the shot is missed. If the shot is made there will be no violation called on the defensive team.



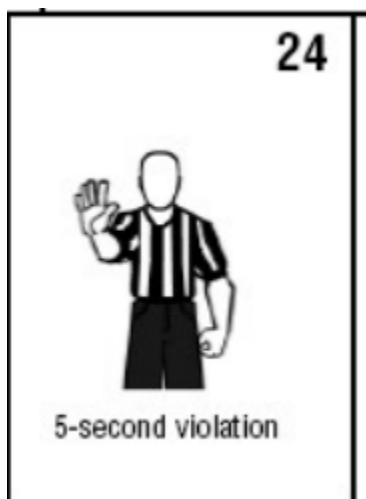
### Three Seconds Violation

Three seconds violation happens if an offensive player stands in the key for 3 seconds or more. Offensive player must clear entire body and both feet from the lane to reset the 3 second clock. Officials should use discretion on a 3 second call by determining if the offensive team is gaining an advantage by being in the lane. If there is no advantage being gained, verbally tell the player to leave the lane. We want players to learn the 3 second rule so we must call it if they are gaining an advantage, but we also do not want to disrupt the flow of the game by calling too many 3 second violations.



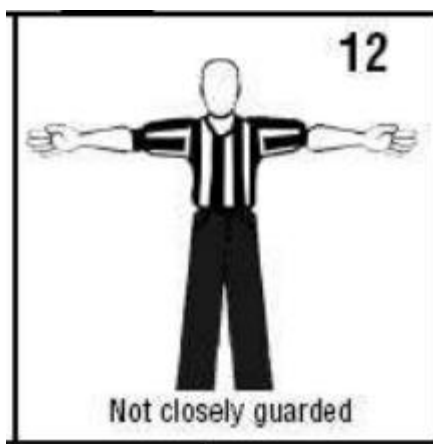
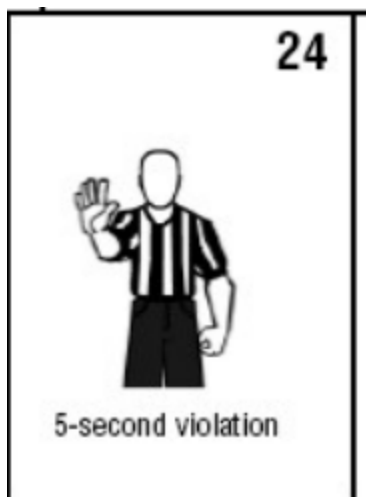
### 5 Seconds Violation (Inbounding)

Once the referee hands the ball to a player, they need to inbound the ball within 5 seconds.



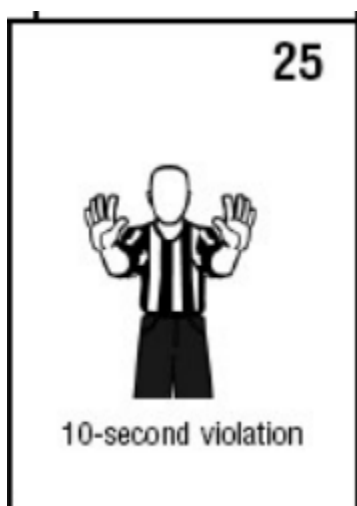
### 5 Seconds Violation (Offensive)

If a defensive player is within the arms reach, the offensive player needs to pass, dribble, or shoot the ball within 5 seconds. The closely guarded rule is in effect in the front court only. The count continues even if defenders switch. The 5 second count ends when a dribbler gets their head and shoulders ahead of the defender.



## 10 Seconds Violation

A player should advance with the ball towards the mid court within 10 seconds.



## 7. Misunderstood Basketball Rules

- 1. Traveling (or is it)?** It is impossible to travel if you do not have control of the ball. Judgement determines whether or not a player has control of the ball or not. However, if the ball is fumbled then the player may not be in control.

- 2. Traveling (part 2):** Player dives across the floor to gather in a loose ball and slides several feet once control of the ball is attained. By rule, this is not a travel. There are restrictions on what the player can and cannot do while in control and laying on the floor.
  
- 3. He can't Dribble or can he?** Several times a game, a player receives a ball, but does not control it i.e. the ball goes immediately to the floor as soon as it hits a player's hands. One of two things happen: a) the player does not dribble even though he is entitled to do so or b) the player does dribble and the opposing coach or fans scream for a "double dribble." Another play that occurs is when a player picks up his dribble, then fumbles the ball to the floor. Enter opposing coach with a call for a double dribble. Once again, the violation cannot be called when control is lost.
  
- 4. All four corners of the backboard are alive and in play:** Yes, a bad shot can carom off the side of the board and still be in play. In fact, a shot can carom off the rim and roll on top of the board. Unless it rolls over the top, it is live. However, a shot can never come from the backside of the board and go over the top and count.
  
- 5. Can I get my own air ball and score!** Yes, you can! Fans will clamor for a travel as they believe the player has "passed it to himself." Once a shot goes up, team control is lost. Therefore, a player may get his own rebound (air ball or not) and attempt to score assuming the official deems the offensive player attempted a shot and not a pass.
  
- 6. That's over and back!** Another one that gets the fans fired up! Let's talk player control first and the mid-court stripe. In order for a player to establish front court status, they must bring both of their feet and the ball into the front court. The line is always part of the back-court.
  
- 7. Three seconds!** Keep a couple of things in mind. Three seconds does not begin for the offense until the ball enters the frontcourt. Secondly, three seconds actually "suspends" when an offensive player enters the lane is making an offensive move. Therefore, if a player is in the lane for

two seconds, receives the ball and makes an offensive move, the violation should not be called and should be given the opportunity to score. If the player stops the move, then the three second “clock” should resume. Additionally, three seconds “resets” itself every time a shot goes up.

**8. Closely Guarded – Five Seconds:** A violation occurs when the ball handler is closely guarded (within six feet) by the same defensive player for five consecutive seconds while the ball is being held **OR** while the ball is being dribbled. A player who catches the ball and is being closely guarded may hold the ball for four seconds, then dribble the ball for four seconds, then hold the ball for another four seconds, then pass, will not be in violation of this rule. Anytime the defensive player goes farther than six feet from the ball handler, the five second count stops. Additionally, a five second count can be maintained by more than one person. If a defensive player gets cut off by a screen and a second defender is in immediate position to continue the count, the count may continue.

#### **More about Three, Five And Ten Second Violations**

An offensive player cannot stay within the free throw lane area for more than **three seconds**. Allowance shall be made for a player who, having been in the restricted area for less than three seconds, dribbles in or moves immediately to try for goal. There is no three-second count after the release for a try for goal. A new 3-second count begins when the offensive player retrieves a missed attempt for goal.

The offensive team has **ten seconds** to move the ball from the back-court to the front-court area. A ten-second count continues in the back-court when the defense deflects or bats the ball in the back-court but does not control the ball. When a dribbler is advancing the ball into the front-court, the ball maintains back-court status until both feet and the ball touch entirely in the front-court. The **closely guarded** rule is in effect in front-court only, when a defender is within six feet of the ball handler. The count continues even if defenders switch. The five-second count ends when a dribbler gets his/her head and shoulders ahead of the defender

**9.Traveling Out of Bounds:** A. Any out of bounds play other than after a made basket – The person taking the ball out of bounds must stay within a three foot area of the place where the referee administers them the ball. The person inbounding the ball may move both feet, however, if they step beyond the three feet area, it is a violation.

B. After made baskets – When a basket is made, the opposing team may “run” the entire baseline when trying to inbound the ball. This includes returning from a time out. The ball may also be passed to a teammate who is positioned entirely out of bounds on the baseline and there is no violation.

## 8. Court Coverage- Two Officials

### ***Court Coverage - Two Officials***

#### **BASIC PRINCIPLES**

**Proper officiating mechanics are essential** in attaining the very best court coverage. Many officials who know the rules well may fail to be accepted chiefly because their mechanics are poor. When two officials use proper mechanics, it is almost impossible for a play to occur without one of them being in a good position to see all of the play clearly. Good mechanics for play coverage must be mastered if the officials are to be successful.

**The jump ball, throw-ins and free-throw administration** dictates the officiating positions.

**The Lead official normally is ahead of the ball** on all plays. The Trail official is behind the ball on all plays.

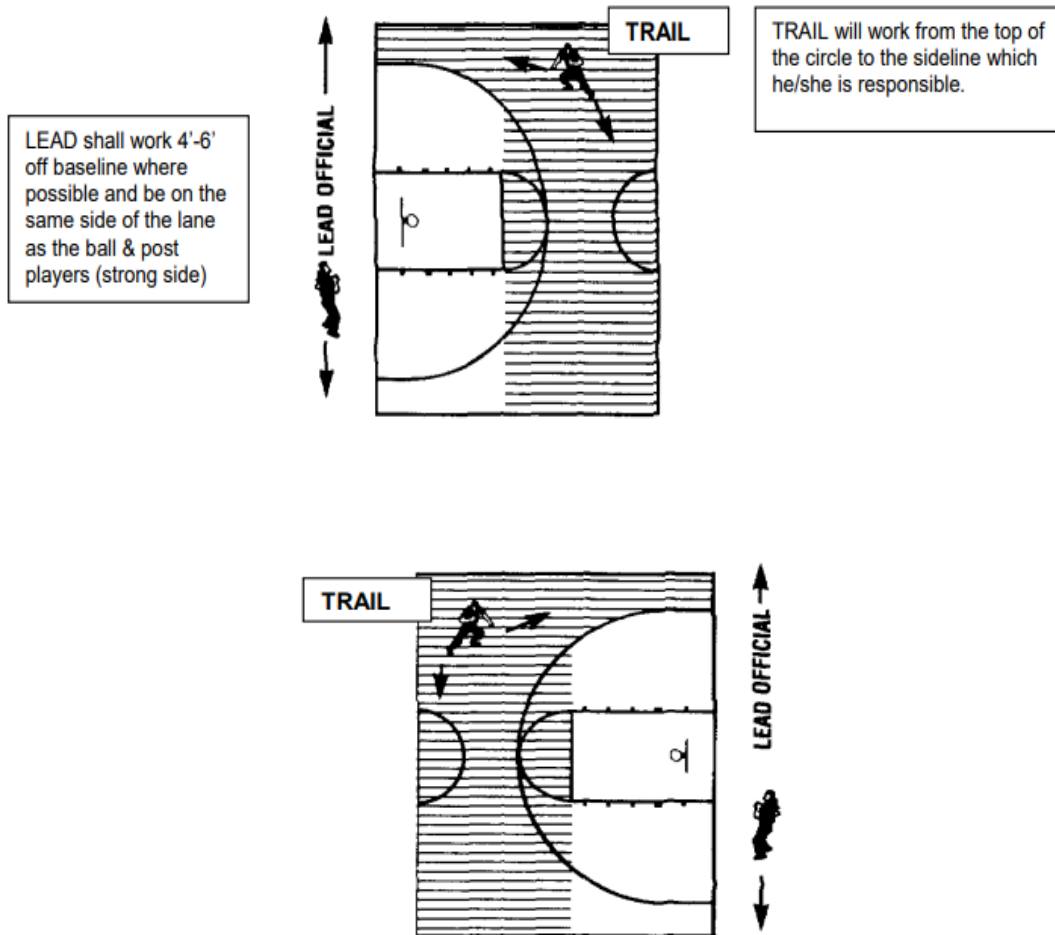
**Each official covers the sideline and the end line nearest** to him or her. Ordinarily, each official remains at all times in the area for which he/she is responsible. If possible, the Lead official should work from 4 to 6 feet off the end line.

**Both officials are responsible for the administration** of the five-second count when a closely guarded player in the frontcourt holds or dribbles the ball in his/her primary area. Both officials are responsible for calling the three-second lane violation, although the Lead official has primary responsibility. A visible count must be used on all time-limit situations, except for the free-throw lane three-second situation.

**The Lead official is primarily responsible for play under the basket.** In moving down the court, the Lead official should look over the inside shoulder and never turn his/her back on the play. The Lead official shall also take a position to assist the Trail official when a pressing defense is being used. The officials should rarely be directly opposite each other as they move up and down the court. The lead official should be prepared to provide ball-side assistance. When play is spread, a wider position (nearer arc) is preferred.

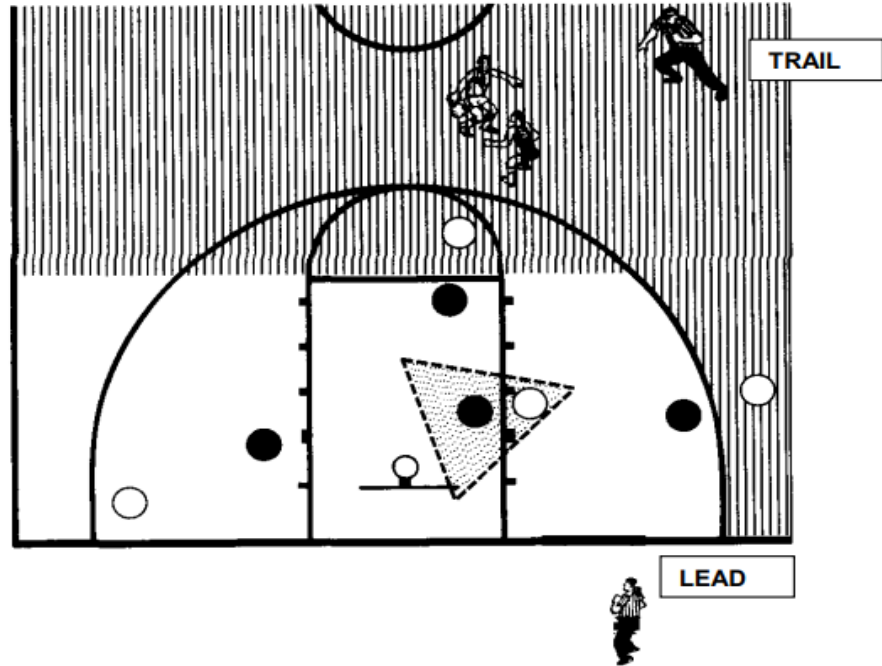
The Trail official has the responsibility of covering the backcourt and the outer part of the frontcourt. The trail should be prepared to work a wide arc dictated by ball movement. The Trail official also observes the flight of the ball on a try and calls backcourt and division-line violations. On a try or tap, the Trail official shall take at least one step toward the near end line to be in position to observe goaltending, basket interference and rebounding after the try. He/she also is responsible for giving the official signal for a three-point try, successful three-point goal, basket interference and goaltending whether allowed or disallowed. The Trail official is normally responsible for giving the five-second count when a player who is closely guarded is holding or dribbling in the frontcourt. The official who begins the five-second closely-guarded count stays with the count until it ends, a violation occurs or a foul occurs. Switch hands when going directly from one count to another.

### PRIMARY COVERAGE AREAS

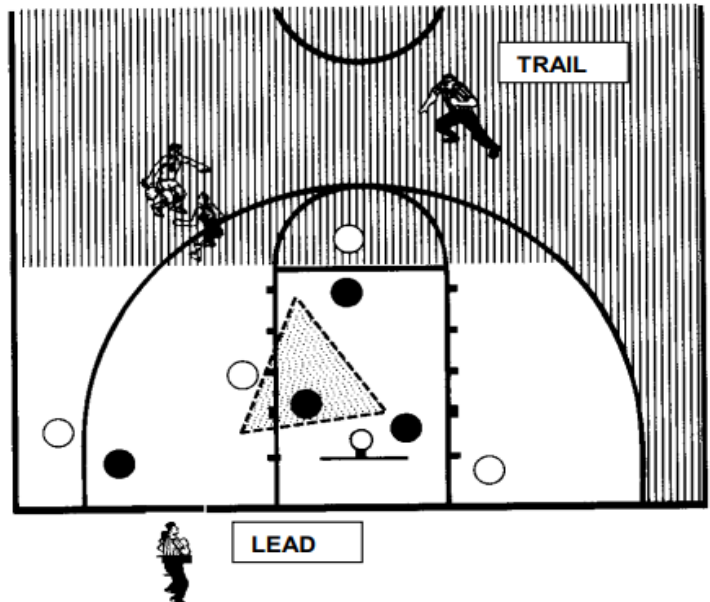


The frontcourt is divided into two areas of primary responsibility. The Lead official has primary responsibility for all action in the unshaded area. The Trail official has primary responsibility for all action in the shaded area. A narrow band of transition area exists where the two primary areas meet, and one official's primary responsibility ends while it begins for the other. Even though both officials have primary areas of responsibility, each shall call any infraction which is detected. The jump ball, throw-ins and free throws dictate officiating positions.

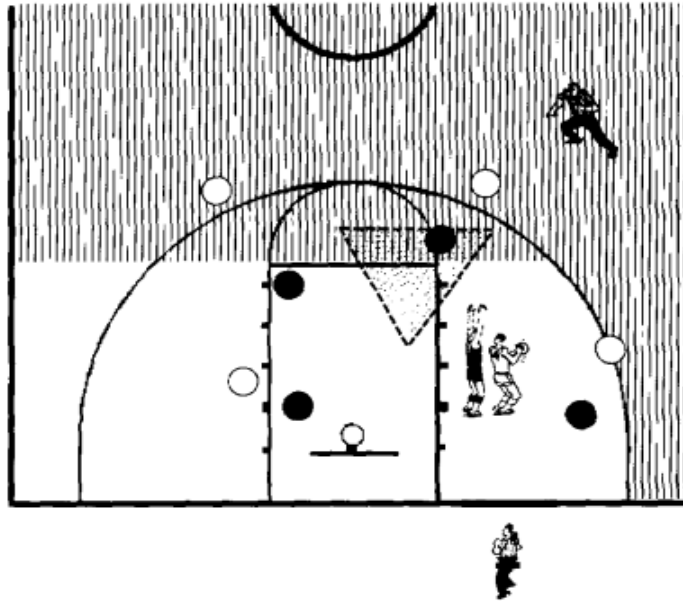
### COVERAGE OFF THE BALL



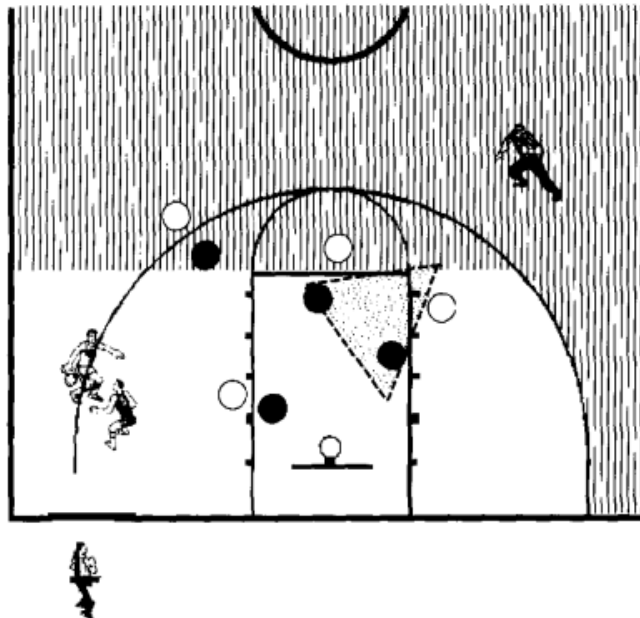
The Lead official is looking through the triangle to concentrate on action away from the ball. The triangle moves as the action moves. Lead should work to obtain a 45° angle between players.



The trail official must work hard to cover a three-point try from this area. The Lead official is well off the end line and focuses on the area off the ball.



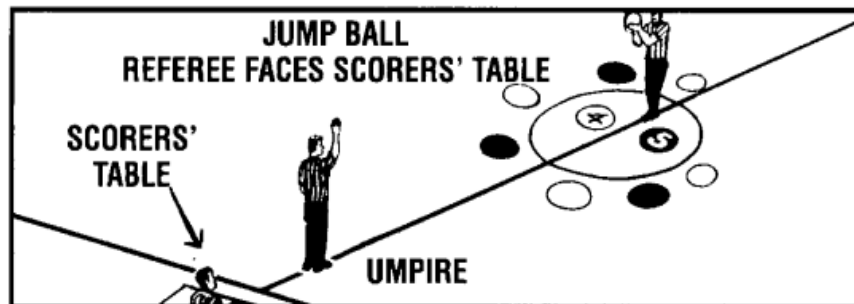
The Lead official has the ball while the Trail official sights through the triangle for good coverage off the ball.



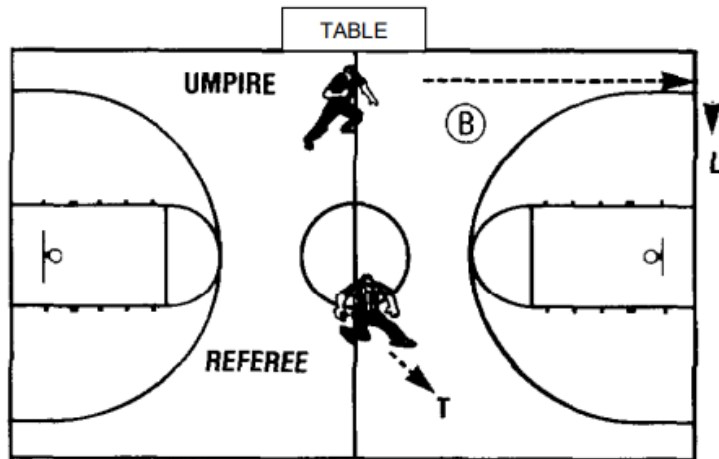
The lead official moves to a position to get the three-point line covered when the ball is in this area. The Trail official positions to cover the significant action off the ball through the triangle.

## Jump Ball

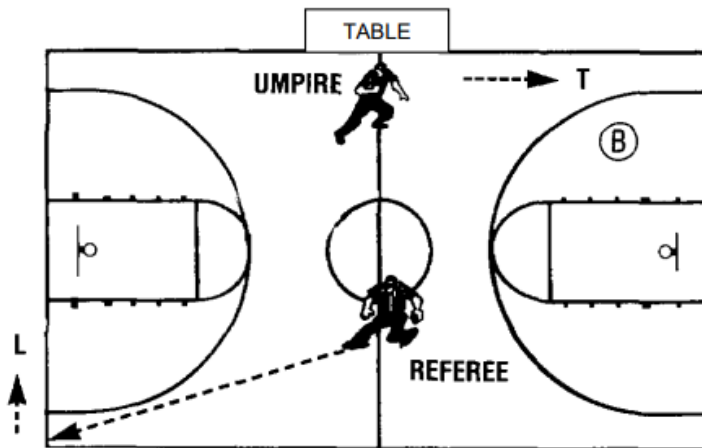
The Referee shall face the table and toss the ball for every jump-ball situation. The whistle shall be sounded prior to the toss to inform the players and table officials that play is about to begin. The Referee should then remove the whistle from his/her mouth before the toss. The Referee shall remain stationary after making the toss until the Umpire has committed him/herself, and then assume the proper position. The Referee is primarily responsible for action of the jumpers. The umpire is responsible for the 8 non-jumpers. After the jump ball, the trail official should check the table for proper setting of the alternating possession arrow.



The toss should be straight and at a right angle to the floor. The correct height is slightly higher than either player can jump. Officials should practice the toss prior to and during the season by tossing the ball so that it reaches approximate basket height. Officials differ in their ability to toss the ball with one or both hands. Each Referee should use the type best suited to his/her natural movements. If the toss is poor, either official shall sound the whistle immediately, signal the clock should not start and order a rejump.



The Referee faces the table. The Umpire takes a position near the division line and boundary line. When the possession of the ball progresses into a team's frontcourt, the Umpire shall go with the ball and become the Lead official. The Referee will become the Trail official.



In this diagram, the team that gains possession is in its backcourt. The Umpire goes with the ball and assumes the Trail position. The Referee then assumes the Lead position.

**The Umpire will take a position** at the side of the court facing the Referee. Do not block the scorers' and timers' view of the Referee. The Umpire is responsible for the action of the nonjumpers. Use the start clock signal when the ball is legally touched. The Umpire will go in the direction of the ball. If the team gains possession of the ball in their backcourt, the Umpire will assume the Trail position. If the team gains possession of the ball in their frontcourt, the Umpire will assume the Lead official's position.

**Once control and the direction of play have been determined**, each official is primarily responsible for his/her particular area. The Trail official is primarily responsible for the proper setting of the possession arrow. Each official covers the sideline and the end line nearest to him or her. Ordinarily, each official remains at all times in the area for which he/she is responsible. The Lead official will work from 4 to 6 feet off the end line if possible, between the lane line extended and 3-point arc.

**If there is a violation** prior to a legal touching by the jumpers, the official will sound the whistle and give the time-out signal to prevent starting the clock. If there is no violation before the toss is touched, the clock should be started when the ball is legally touched and if this is followed by a violation, such as a jumper catching the ball after it has been tapped, the clock shall be stopped when the official sounds the whistle and gives the time-out signal.

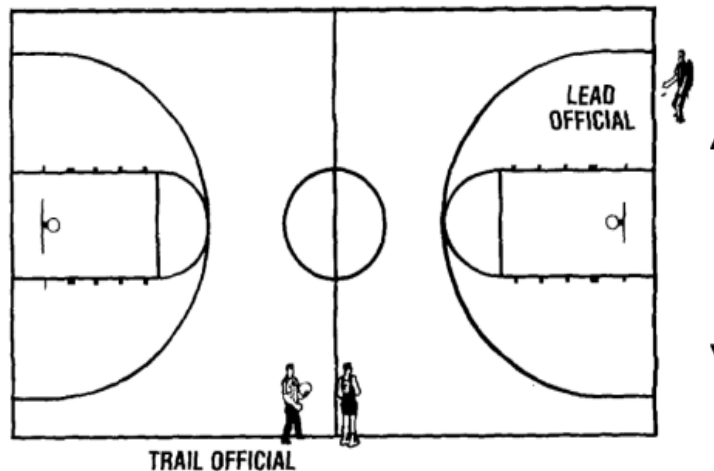
**After the toss, the Referee** should hold his/her position for an instant and attempt to avoid being caught in the subsequent activity.

## THROW-IN

The alternating-possession throw-in to start the second, third and fourth quarters shall be administered by the Referee at the division line opposite the table. Indicate color and direction, designate the throw-in spot, sound the whistle to alert players that play is about to begin, and place the ball at the thrower's disposal. For the alternating-possession procedure in other situations, the official responsible for the line shall administer the throw-in.

**Other throw-in situations:** All throw-ins on either end line shall be made with the administering official outside the thrower - between the sideline and the thrower. The Trail official shall handle the administration of the out-of-bounds throw-in in the backcourt. The Lead official covers normally. Should the defense press, the Lead official will position according to location of players and may start in backcourt and move as play dictates. In the frontcourt, the throw-in is administered by the official responsible for the boundary where the throw-in occurs. The official not administering the throw-in will take a position so that both sidelines and the end line are covered. The official not administering the throw-in shall use the "boxing-in" principle, which places one official on each side of the thrower on opposite sides of the court or on a side and an end of the court, depending upon where the ball is to be put in play. The administering official should make eye contact with his/her partner before handing the ball to the thrower. (All throw-ins from the end line shall be outside the free throw lane extended.)

The spot for the throw-in should be designated by the administering official. After a technical foul, the throw-in shall be administered at the division line on the side of the court opposite the table. The throw-in team should make a player available to attempt the throw-in. No appreciable delay should be allowed before placing the ball at the spot and beginning the five-second count.

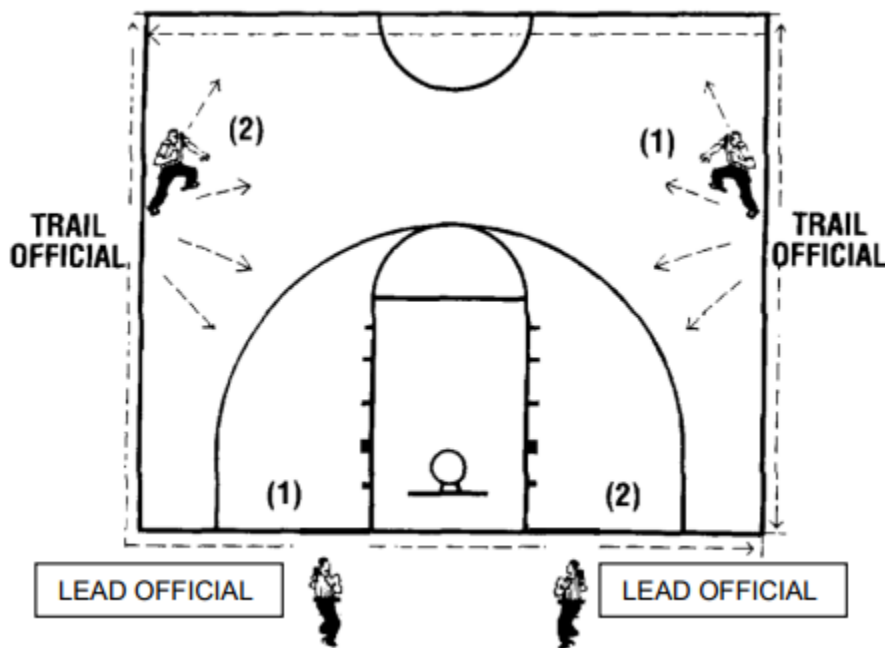


The administering official shall hand the ball to the thrower and move to observe the action unless the throw-in is following a successful goal. This in no way lessens the importance of adhering to the nearest spot/designated spot. If the throw-in is after a goal, the thrower should be allowed a reasonable time to secure the ball at the end line after which the five-second count is started. The count shall be silent and visible. The administering official shall sound the whistle to indicate play is about to begin only following a charged time-out, an intermission or an unusual delay. If the clock has been stopped, the administering official should signal to start the clock when the released ball touches a player who is inbounds.

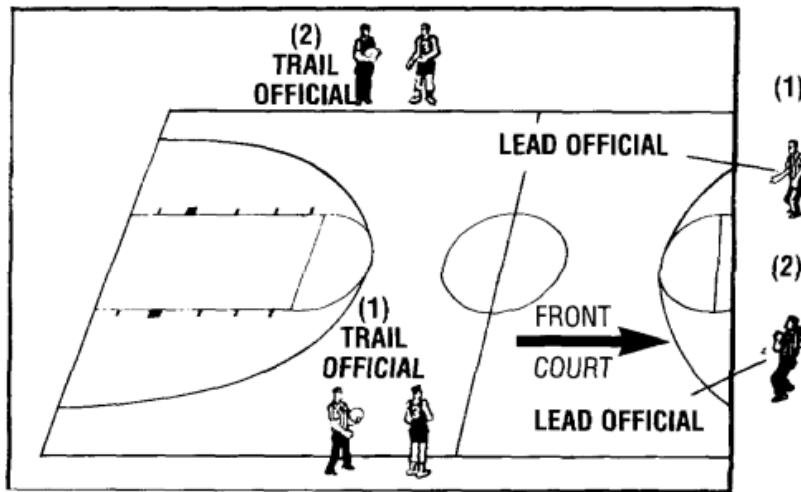
Activity of the thrower and of players near him/her is the primary responsibility of the administering official. The free official is primarily responsible for players at a distance. Officials should be alert for a request for a time-out and for a substitution. If the time-out request or the attempt to substitute is made when it cannot be honored, the request should be ignored, and the substitute should not be beckoned.

If a throw-in plane violation occurs, a team warning is recorded by the scorer and reported to the coach. One warning per team, thereafter, a team technical foul.

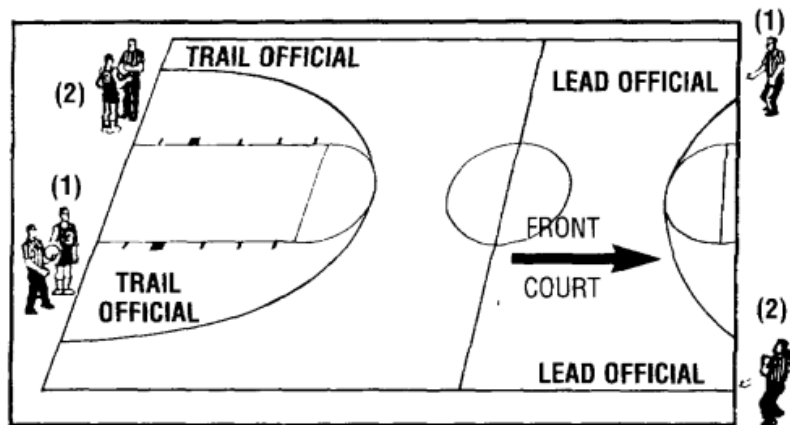
**Reminders:** If the scorer's horn or game horn is sounded, either official may recognize it and stop action with a whistle even to the extent of declaring that the ball did not become live because of the whistle, or the horn may be ignored if it is sounded after the throw-in has started. If two or more adjacent teammates take positions so they are parallel to a boundary line and are within about 3 feet of it, play should be held up if an opponent desires a place between them. Use the proper signal to indicate running the end line privileges are in effect when the clock has been stopped.



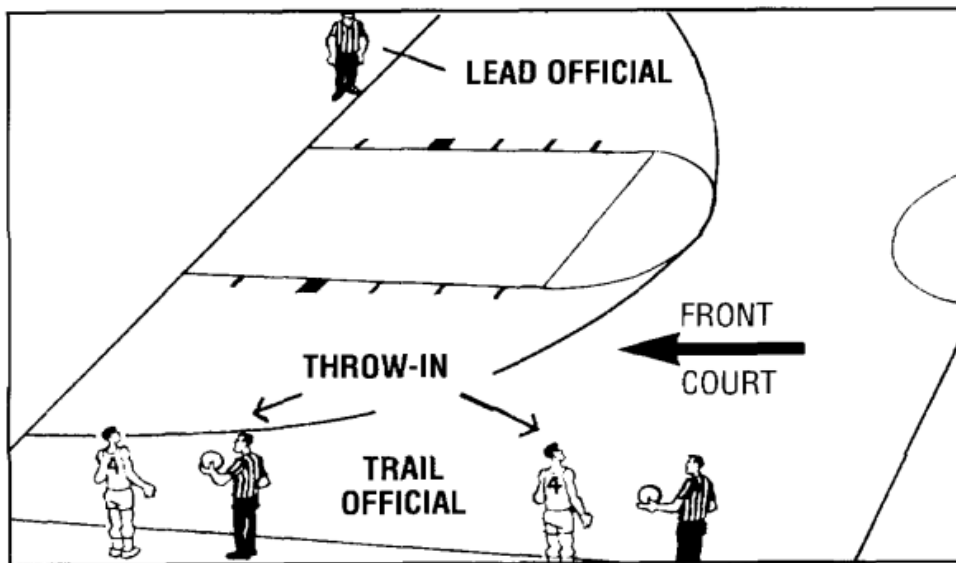
For the administration of the throw-in in the frontcourt, the Lead official is responsible for the entire end line and the nearer sideline. The Trail official is responsible for his/her entire nearer sideline and the division line. The broken lines shown are for officials' position (1). The sideline responsibilities change for position (2). Each official will handle the throw-in or out-of-bounds play along his/her Designated lines. Officials' positions should not be stationary. The officials should always be moving to get proper angle coverage.



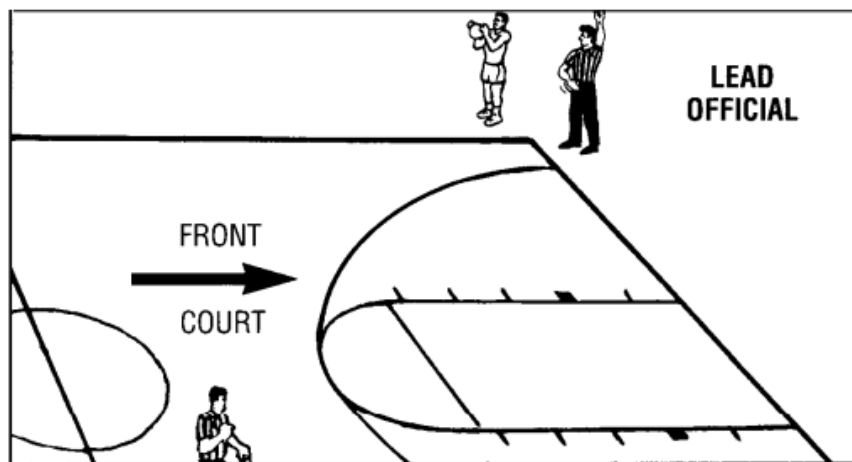
Trail official administers all throw-ins in the backcourt. Trail official holds the ball until the Lead official is down court and across so that both sidelines, the end line and the division line can be adequately covered.



All throw-ins along the end line in the backcourt are administered by the Trail official. The administering official shall be between the thrower and the near sideline.



Trail official administers the throw-in on the sideline in the frontcourt to the left. The officials are using the "boxing-in" method. One official is on each side of the thrower and they have both sidelines, end line and division line covered.



Lead official administers the throw-in on the sideline for which he/she is responsible. The same procedure is used on the opposite sideline.



# FOULS

**It is imperative** that a definite procedure in officiating mechanics be used when a foul occurs. The following duties should be performed in the order listed by the calling official:

- a. Informs the timer and alerts the scorer by sounding the whistle with a sharp blast while raising one hand, fist clenched, straight and high above the head.
- b. After a slight delay, extend the other hand, palm down toward the fouling player's hips.
- c. While holding the foul signal, move near the fouling player, stop and verbally inform the player that he/she fouled by stating the shirt color and number.
- d. Lower the foul signal and only indicate the nature of the foul by giving a preliminary signal,
- e. Verbally give free-throw shooter's number to the shooter and to the other official. Visually give the number of free throws to the free official.
- f. Indicate the throw-in spot if a throw-in will follow.
- g. *If a goal has* been scored, signal to count as soon as it is legally scored.
- h. If the ball goes in the basket, it is the responsibility of the free official to communicate to the calling official "the ball went in."

**The calling official informs the scorer** by proceeding quickly to the reporting areas as illustrated in the diagram:

- a. Once in the rectangle the official will come to a complete stop before communicating with the table officials.
- b. Slowly state the color of the shirt and the playing number of the player who fouled. Also with a one hand signal, indicate the number of the player who fouled.
- c. The visual signal indicating the nature of the foul is then given.
- d. If player-control foul, only use player-control foul signal.
- e. If free throws are to be attempted, indicate the number of throws awarded by using only one hand or two hands in the case of a bonus situation.
- f. Observe the activity around each team's bench and penalize infractions when necessary.
- g. Reporting official will complete all communication with table before admitting a substitute or

**The free official should** freeze his/her field of vision on all the players until the calling official has reported the foul and turns away from the table. Ignore the ball during the foul report. Following the report, the free official then secures the loose ball and proceeds to the proper position for the free throw or the throw-in. Have proper free thrower on the line if a free throw(s) follows. The two officials should never turn their backs on the players at the same time. The players should be under complete supervision at all times. This can best be accomplished by moving around the perimeter of the players and not between them.

**The officials shall always** change positions after each foul is called. The "free" official is responsible to force the change of positions **prior to** putting the ball in play. It shall be emphasized that the procedures for calling a player control foul, or one of the nonshooting fouls, are the same as for any other foul call described, including the changing of positions **before** the ball is handed to the thrower.

**The scorer will notify the nearer official** when the offending player's team commits its seventh foul and 10th in each half. The administering official will indicate that the bonus free-throw provision (one-and-one or two free throws) is then in effect.

# FREE THROW

**The Trail official** will administer any single free throw and the first throw of a one and one or the first of two or three throws. When more than one free thrower is involved, the trail official administers the first throw by each thrower. The lead official administers the remaining throw(s).

**In administering the first free throw** the trail official steps into the free throw area from the trail position:

- a. Moves into the lane and sees that the lane spaces are properly occupied.
- b. Inform players of the number of free throws to be attempted, both verbally and by a one-hand signal. (one, two or three shots) or by one finger of each hand for the one and one situation.
- c. The lead official will hold the ball until all signals are given by the administering official and then bounce the ball to the administering official.
- d. Take a final look at the scorer's table.
- e. Hand/place the ball to the free thrower
- f. Do not turn back on players while taking your position.
- g. While backing out, signal the number of free throws, then drop your arm(s).
- h. Pickup a visible count on the side away from the free thrower with a slight wrist flex.
- i. Take position just behind the free throw line extended halfway between the nearer free throw lane and sideline.
- j. Observe the top three spaces on the opposite lane line for any violations.
- k. If ball is to remain in play if missed, when free thrower releases the ball, raise hand to stop clock signal position. Signal to start clock if rebound is touched by a player on the court.
- l. Observe free thrower for violations and flight of ball.
- m. After free thrower releases the ball, move forward to the most advantageous position to observe players on the far free throw lane line.
- n. Be responsible for fouls and violations.

**On the second and third free throw** the trail official will remain in his or her position and follow steps outlined above in (h-n) on previous page.

**The trail official will:**

- a. Check position of the free thrower feet.
- b. Slide step toward the endline on release of ball by free thrower.
- c. Note whether the ball goes through the basket or misses the ring.
- d. Watch for goaltending or basket interference.
- e. Watch the top three spaces on opposite sides for lane violations and give the appropriate signal immediately when Team B violates.
- f. If the free throw is unsuccessful, use signal to start the clock if the ball is to remain alive.
- g. The trail official maintains the same position and responsibilities for all other free throws.

**On the second and third free throw** the lead official will secure the ball following the first free throw, step into the lane in front of the basket, and will:

- a. Check to see that the lane spaces are properly filled and inform players both verbally and with a one hand signal for the free throw(s) remaining.
- b. Glance at the table just before bouncing the ball to the free thrower.
- c. Take a step toward the free thrower and bounce the ball to him or her, step back to the same position as before and follow the same duties as the first free throw.

**Both officials are responsible** for rebounding action or fouls that occur after the free thrower releases the ball.

**Both officials are equally responsible** for insuring the proper player attempts the throw(s). Be sure to change positions after each foul including player control fouls and nonshooting fouls prior to the bonus. The noncalling official is responsible for initiating the change immediately after the foul has been properly reported.

**After a double foul or a false double foul**, the calling official should go to the table to see that the fouls are properly charged and neither player has five fouls. No free throws are awarded for a double personal foul or a double technical foul or a simultaneous technical foul by opponents, and play resumes with an alternating-possession throw-in. Penalties for false double fouls are administered in the order in which the fouls occurred.

**After a technical foul**, follow the same mechanics as outlined and administer the free throws with no players along the lane. Following the second free throw, the Lead official will bounce the ball to the Trail official who will go to the division line on the side of the court opposite the table and administer the throw-in. If the situation requires, the Lead official may administer both free throws while the Trail official moves to a position which provides maximum supervision.

**After an intentional personal foul or flagrant personal foul**, no players are allowed along the lane. The throw-in is from the out-of-bounds spot nearest to where the foul occurred. Administer the free throws as outlined with the official responsible for the line administering the throw-in from the designated spot. If the situation requires, the Lead official may administer both free throws while the Trail official moves to a position which provides maximum supervision.

**If contact with the free thrower or a huddle delays administration**, a team warning is reported to the scorer and to the coach. One warning per team-, thereafter, a team technical foul.

**No free throw(s) shall be attempted** after time has expired for the fourth quarter or any extra period, unless the point(s) would affect the outcome of the game.

## VIOLATION

**When a violation is observed** by an official, a specific procedure and mechanics must be followed:

- a. Give a single sharp blast of your whistle and fully extend one arm above the head with fingers extended to stop the clock.
- b. Move toward the area of the violation, stop and signal the nature of the violation.
- c. Do not turn your back when indicating directions.
- d. Point in the direction of the throw-in team's basket and call out their shirt color.
- e. Indicate the throw-in spot.
- f. Make eye contact with your partner prior to placing the ball at the disposal of the thrower. Designate the throw-in spot. Hand the ball to the thrower-in.
- g. Be sure both teams understand to whom the ball has been awarded.
- h. After your partner is in position, place the ball at the thrower's disposal and start the throw-in count.

**For a free-throw violation by the free thrower or a teammate**, follow the same procedure as for a floor violation if no other free throw is to follow. The spot of the throw-in will normally be on the end line as that is the nearest spot out of bounds.

**For a free-throw violation by the defensive team**, give the appropriate signal but do not sound the whistle before the free throw has ended. If the free throw is successful, ignore the violation. If the throw is not successful, award a substitute free throw. If this substitute throw is for the first throw of a one-and-one bonus penalty and is successful, it will be followed by the extra throw. Following a violation, the clock should not start after an unsuccessful free throw and, in case of doubt, the official should give the time-out signal when the official detects the violation.

**When there is a free-throw violation** by a defensive player followed by a violation by the free thrower or a teammate, a double violation occurs. If a double violation occurs on the first of a multiple throw (two or three free throws), cancel the throw and award the other(s). If the double violation occurs on the last throw, resume play with an alternating-possession throw-in. If, disconcertion by a defensive player is followed by a violation by the free thrower, a substitute throw is awarded.

**For a basket interference or a goaltending** violation, stop the clock or have it remain stopped and report to the scorer if circumstances might leave the scorer in doubt. The Trail official normally is responsible for observing such violations. The Trail official is primarily responsible for interference on scoring plays. The Lead official has responsibility for action under the basket. In some situations, the Lead official is in a position to call goaltending or basket interference and shall do so especially on fast breaks when the Trail official is still in the backcourt.

## TIME-OUTS

**Do not grant a time-out** after a foul until the necessary information has been given to the scorers, or until substitutes have been beckoned, or an injured or disqualified player has been replaced. During a time-out, the official in the area where the ball will be put in play shall secure the ball and remain near that spot. The other official shall take a position as shown facing the table. Report the shirt color and number of the player who requested the time-out and be ready to beckon substitutes onto the court.

**If a player or head coach requests a time-out while the ball is live**, ignore it if the ball is in control of an opponent, not in control of an opponent or not in control of either team. If the request is during a dead ball or during a live ball which is being held or dribbled by the requesting player or a teammate, it should be granted. No time-out may be granted during an interrupted dribble. The opponents may not be granted a time-out once the throw-in begins or after the ball is at the disposal of the thrower, or after it is at the free-thrower's disposal.

**Sound your whistle** while giving the clock-stopping signal. While moving to the reporting area, look for verification from a coach as to what type of time-out is to be charged. Within the reporting area, give the appropriate time-out signal, verbally indicate the team color, verbally and visually give the player number or head coach making the request, and instruct the timer to begin the time-out period. Notify the coach when a team has used their allotted time-outs.

**During any time-out interval** the officials should remain in good posture and be alert. The official who administers the succeeding throw-in should take the ball where it is to be put in play, face the table and indicate the direction of play by placing the ball either in front or behind the body or on either side - except when on the table side nearer the scorer or team benches, move straight out on the floor. The other official should be on the division line as shown on the diagram and be facing the table, ready to beckon properly-reported substitutes into the game and ready to give the scorer and timer any needed information. If a free throw is to follow a time-out, the official with the ball takes a position on the free throw line of the shooting team.

## TAP OR TRY FOR GOAL

**When a tap or a try for goal occurs**, be alert for a possible foul and decide immediately as to when it occurs with reference to the tap or try. If the foul is by the tapper, shooter or a teammate, the important factor is whether it is before or after the ball is in flight. If the foul is by an opponent, the decision hinges on whether it is:

- a. Before the tapping or trying motion starts.
- b. During the tapping or trying motion.
- c. After the ball is in flight.

In (a), the foul causes the ball to become dead immediately. In (b) and (c), the goal counts if the tap or try is successful. In (c), if the foul is not one against a shooter or tapper, the penalty is administered regardless of whether the tap or try is successful.

**If there is doubt whether a successful free throw or field goal is to count**, the covering official shall use one hand in a diving motion to demonstrate the ball going through the basket. If the goal is to be canceled, use the prescribed signal.

## THREE-POINT TRY

**Specified mechanics and approved signals shall be used:**

- a. When a three-point attempt is anticipated, the official should adjust position to enable him/her to clearly judge the attempt.
- b. For a successful three-point field goal, the shooter must have been airborne from behind the line or have his/her foot or feet on the floor behind or outside the three-point line when the shot is attempted. Touching the line, or inside it, places the shooter in the two-point area. There is no relation to the plane regarding the position of the shooter.
- c. When a player attempts a three-point field goal, the official whose area the player is in will signal by extending one arm at head level with three fingers extended.
- d. If the three-point attempt is successful, the covering official will signal by fully extending both arms over head with palms facing each other. When the Trail official signals a successful three-point attempt, the Lead official shall mirror the signal. When the Lead official signals a successful three-point attempt, the Trail official shall mirror the signal. **NOTE:** Do not turn back on players and court when signaling!

## RULING ON LAST-SECOND SHOT









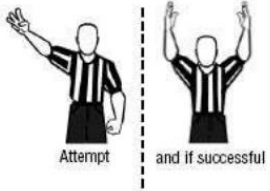















**The Trail official** is primarily responsible for making the call on any last second shot (discuss in pregame conference). The Referee will make the final decision in case of disagreement between the two officials or if it is necessary to consult the timers. The Trail official will give the visible signal. If there appears to be any irregularity at the table, the signal and decision should be delayed for a conference.

**When play is resumed with a throw-in or free throw and three-tenths of a second or less** remains on the clock, no field goal may be scored by a try for goal. A tap could score. This does not apply if the clock does not display tenths of a second.

**Be alert for a tap or a try for field goal** in the closing seconds. The expiration of time always causes the ball to become dead immediately, unless it is after the ball is in flight for a tap or try. In that case, the ball remains live and the period does not end until the tap or the try ends. Both officials should be aware of the remaining time in a period and be alert for the timer's signal.

**Reminders:** Do not consult the timers on a last second tap or try unless you do not hear the timer's signal or the signaling was defective. If it is necessary to consult the timers, the decision is still that of the Referee, but as a guide, if the timers disagree as to whether the ball was in flight or contact occurred before the ball became dead, the Referee shall count the goal or penalize for the contact. The official timer should watch the ball and the assistant timer should watch the clock and count aloud the remaining seconds for the benefit of the official timer.

## 9. Official Basketball Signals

		OFFICIAL NFHS BASKETBALL SIGNALS					
Starting and stopping clock	1	2	3	4	5	Information	6
							
	Start clock	Stop clock	Stop clock for jump/hold ball	Stop clock for foul	Stop clock for foul (optional bird dog)		Directional signal
	7	8	9	10	11		12
							
	Designated spot	Visible counts	Beckoning substitutes	60-second time-out	30-second time-out		Not closely guarded
Shooting/scoring	13	14	15	16		17	18
							
	No score	Goal counts	Point(s) scored use 1 or 2 fingers after signal 14	3-point field goal Attempt and if successful		Bonus free throw for 2nd throw, drop one arm - for 2 throws, use 1 arm with 2 fingers - for three throws, use 1 arm with 3 fingers	Delayed lane violation
Violations	19	20	21	22	29	30	31
							
	Traveling	Illegal dribble	Palming/ carrying the ball	Over and back	Illegal use of hand	Hand check	Holding
	23	24	25	Fouls			
							
	3-second violation * Open hand - run end line	5-second violation	10-second violation				
	32	33	34	35			
							
	Blocking	Pushing or charging	Player-control foul	Team-control foul			
26	27	28	36	37	38		
							
Free throw, designated spot, or other violation	Excessively swinging arm(s)/elbow(s)	Kicking	Intentional foul	Double foul	Technical foul		