



# STANDARD QUALITY

GLOBAL CONNECTION





# 2015 3PO BASIC

MAY 2015, GER



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

1. Terminology
2. Lead – Trail – Center
3. Strong / Weak side coverage
4. Lead
  1. Transition
  2. Working on baseline
  3. Primary
  4. Cross step
5. Trail
  1. Transition
  2. Working on frontcourt
  3. Primary
  4. Cross step
  5. Referee 2-3 point shots



## 6. Center

1. Transition
2. Working on frontcourt
3. Primary
4. Cross step
5. Referee 2-3 point shots

## 7. Rotation

## 8. Jump ball – position of U1

## 9. Fouls

## 10.EOP - EOG

IOT	Individual Officiating Techniques
Obvious play (OP)	Play that has to be covered correct in all cases (no excuses)
Primary coverage (PC)	Area of responsibility and actions that referee has to be able to cover always
Dual Coverage (DC)	Area of responsibility and actions that two referees have overlapping primaries on same area or play.
Secondary coverage (SC)	Area of responsibility and actions that referee is able to cover after ensuring that primary coverage is covered
Extended coverage (EC)	At the highest level of officiating, an official has to be able to extend coverage on two different play situations at the same time

Giving help (GH)	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 (RC)	Considered to be normal call by designated referee (no assistance)
Referee the defence (RD)	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
Open angle (OA)	Clear view of the action in a referee's primary / secondary coverage area. Never leave an open look.
Closed angle (CA)	A stacked or straight-lined view of the action area in a referee's primary / secondary coverage area.
Cross Step (CS)	When play starts to progress in one direction and designated referee takes steps to opposite direction.

RSBQ	Definition for Rhythm, Speed, Balance & Quickness.
Working area (WA)	Area where referee normally operates most of his time in that position.
Action area (AA)	Action area may involve players with or without ball. Knowledge on various play situations (pick & roll, post-ups, rebounding) will help referees identify action areas in their primary.
EOP	End of the Period
EOG	End of the Game
Ball-side	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".

# TERMINOLOGY 4



Opposite side	This refers to the side of the playing court which is furthest away from the scorer's table
Strong side (SS)	Side of the court where are Lead & Trail
Weak side (WS)	Side of the court where is Center
Close down (CD)	The position of the Lead where he should move before actual rotation starts.
Switch (SW)	<p>This refers to a dead ball situation when the calling of a foul necessitates a switch in position by the officials.</p> <p>The official who calls the foul always moves to the opposite side after reporting the foul to the scorer's table.</p> <p>Whenever there is a throw-in situation, two officials are always on the ball-side.</p>
1-2-3 Play	Play situation where L-T-C covers part of the play.

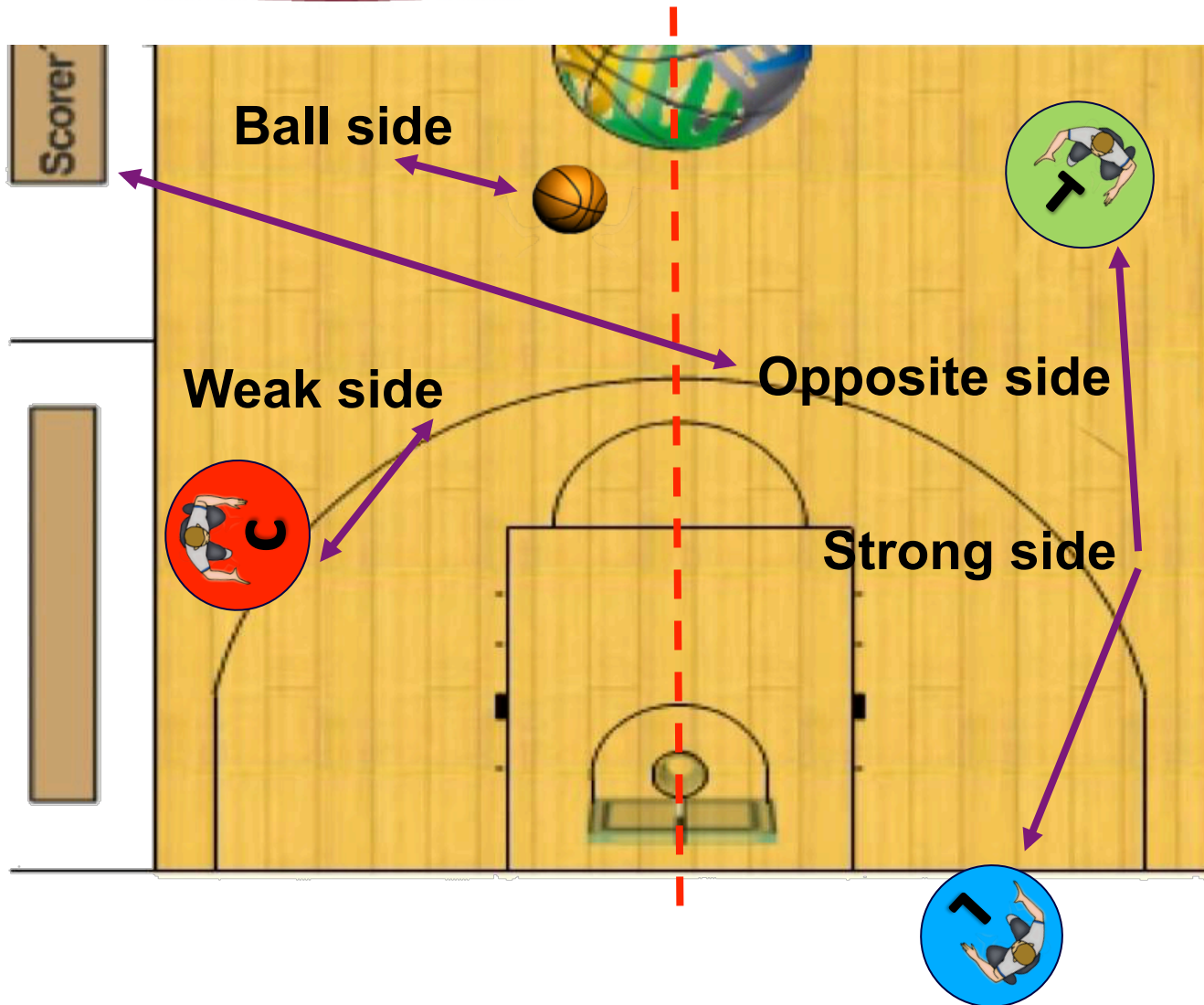


# STRONG & WEAK SIDE / BALL & OPPOSITE SIDE



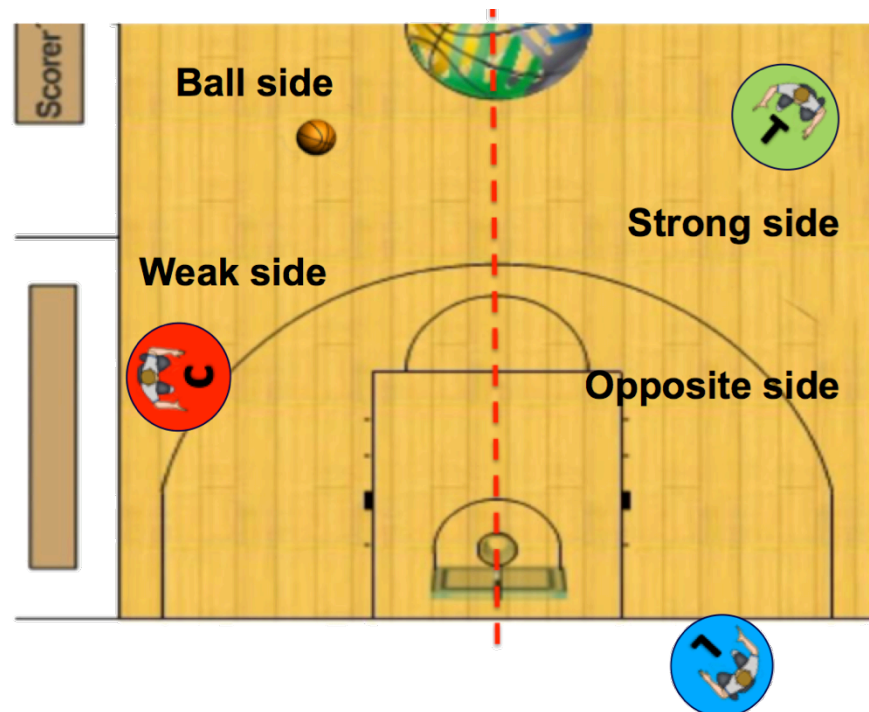
FIBA

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# STRONG & WEAK SIDE / BALL & OPPOSITE SIDE

- Two referees on the ball-side as much as possible.
- You will have secondary coverage when necessary.
- Best angle for L&T to referee the play



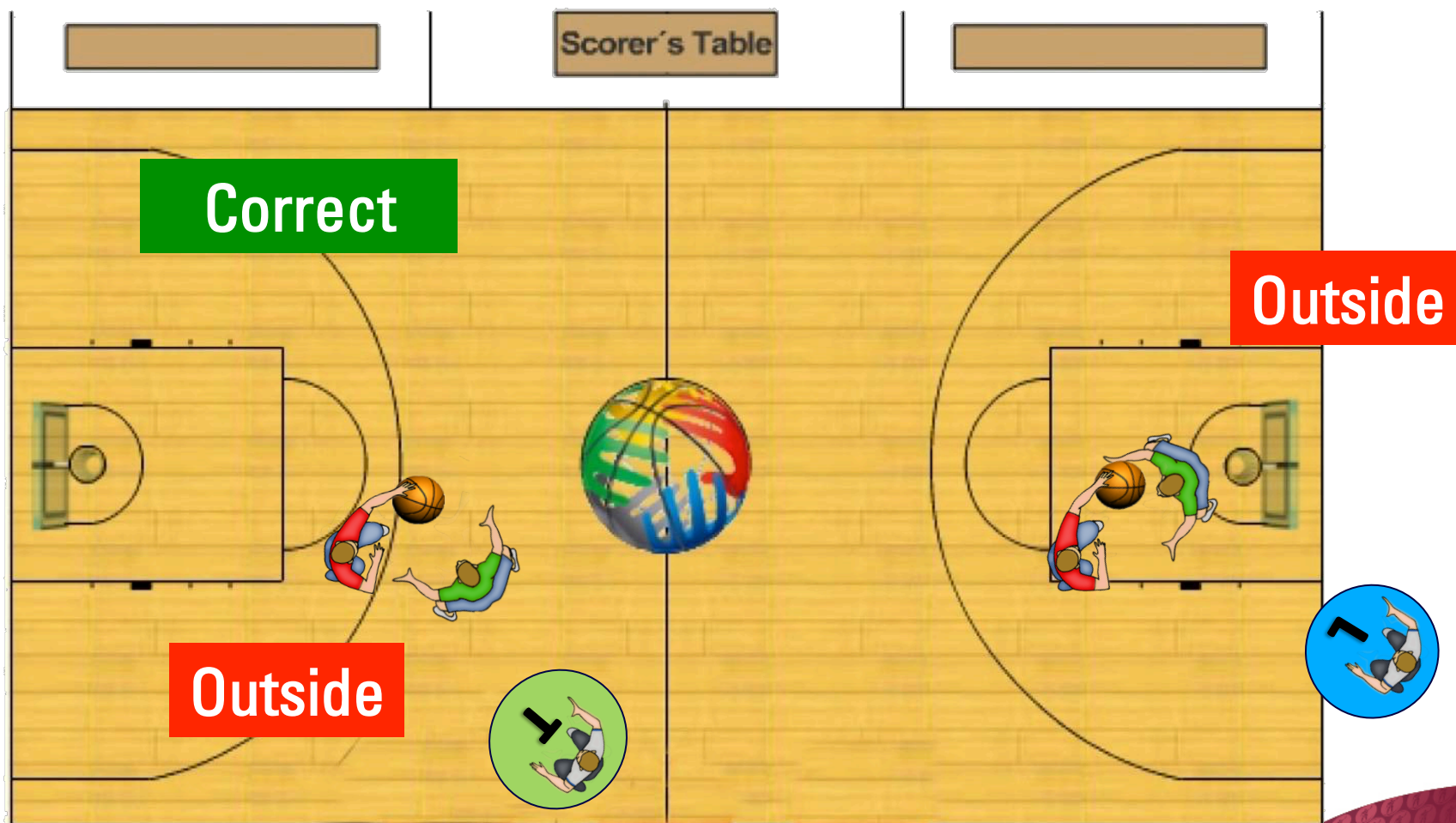
## In transition from T to L

- ✓ 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 (**link with Rotation**).
- ✓ 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**.

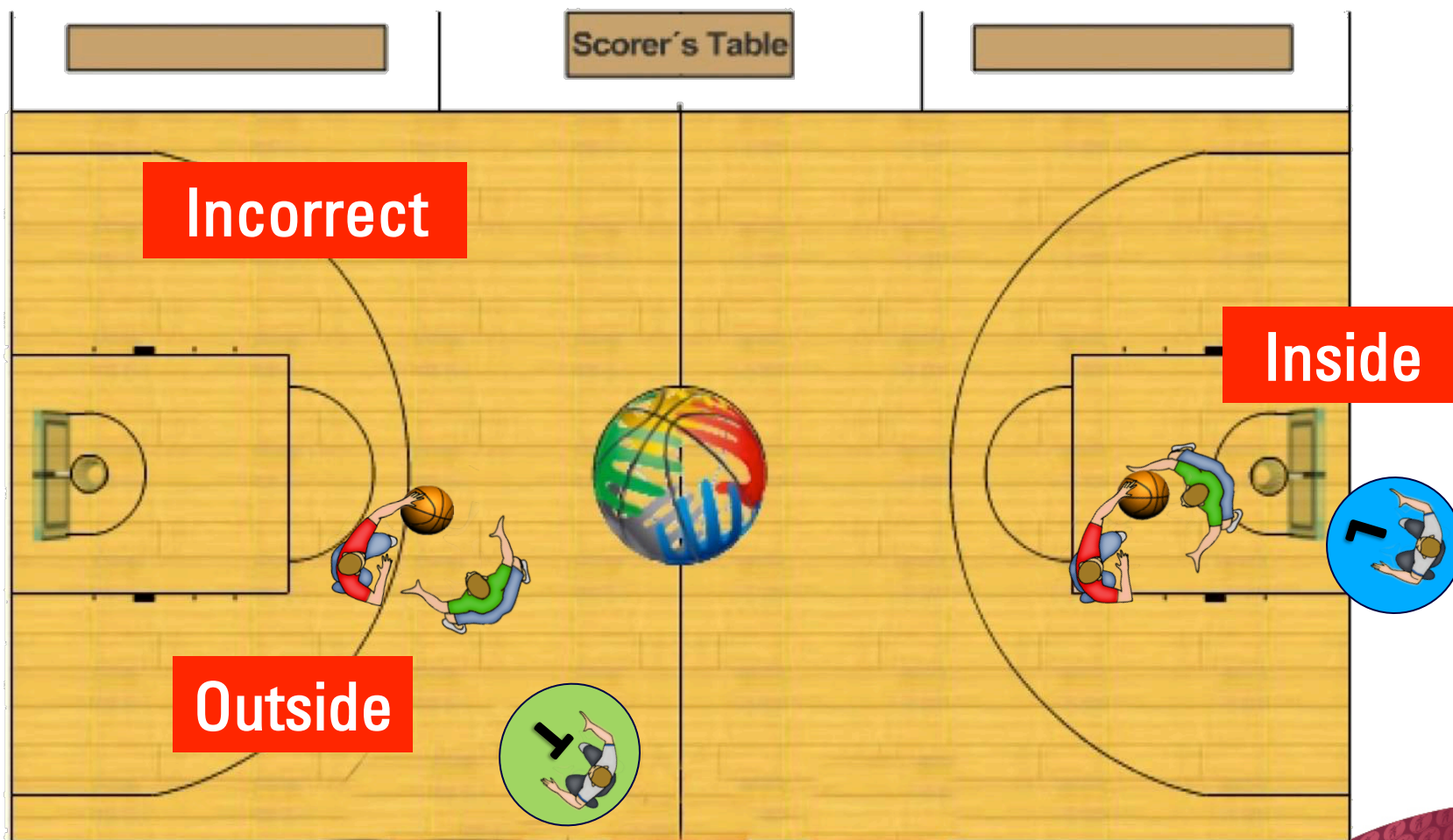




Stay outside of the play – same distance/angle from the play



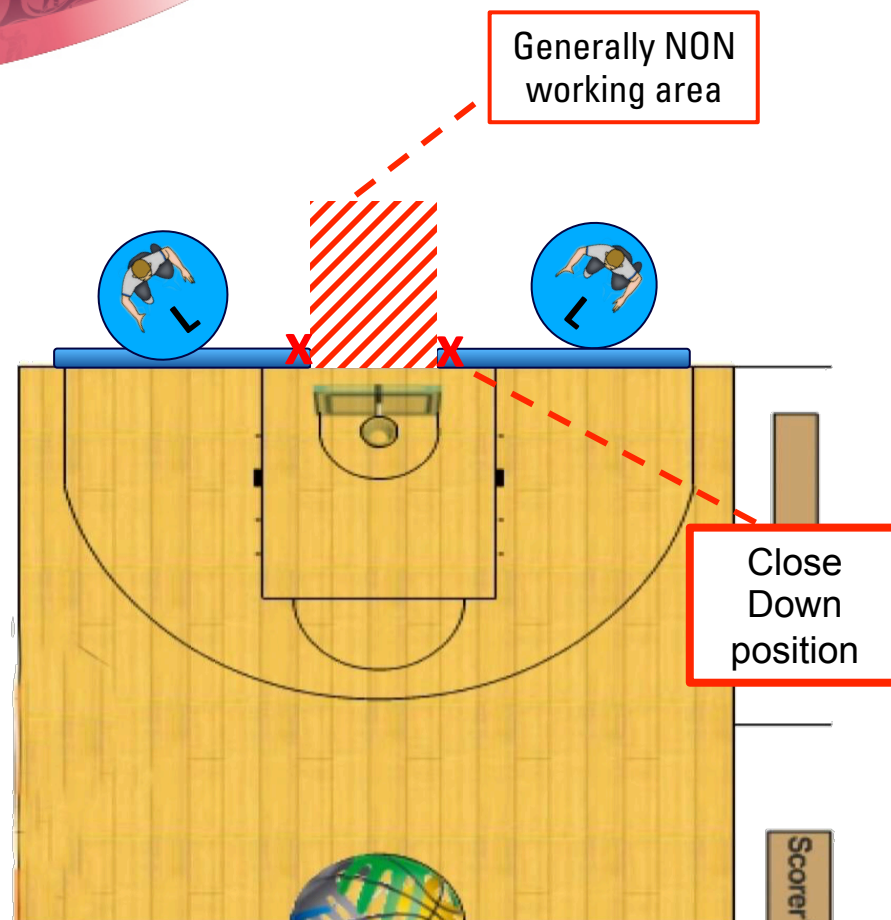
**No curve avoiding play to come at you (inside angle)**





## 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



# LEAD – OPEN ANGLE & 45°



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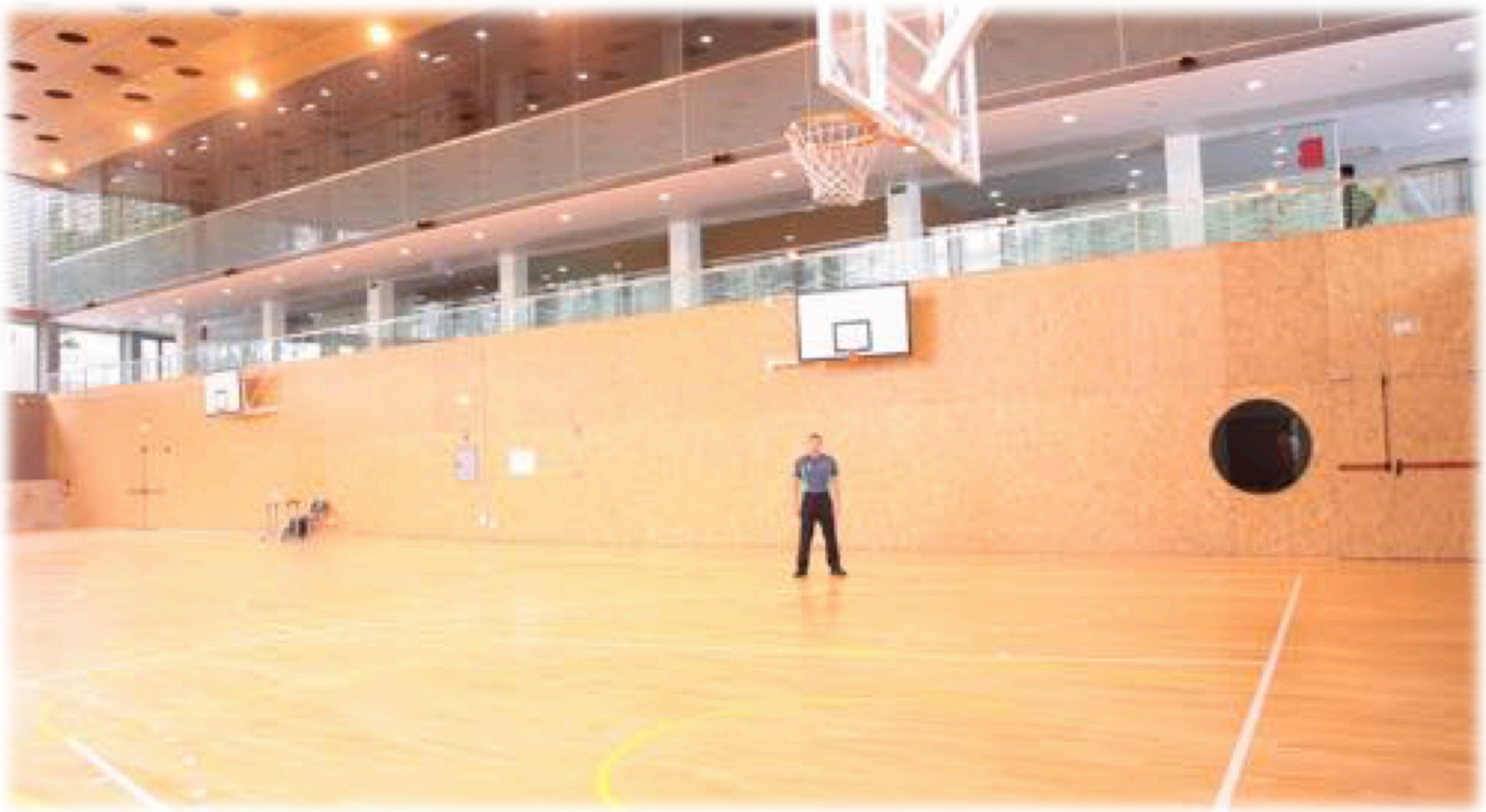


# LEAD – OPEN ANGLE & 45°



**FIBA**

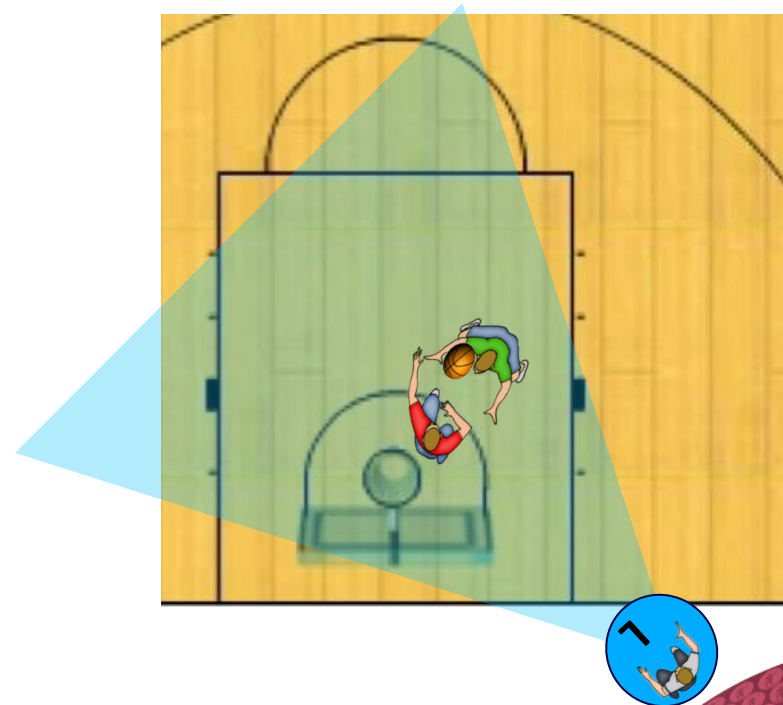
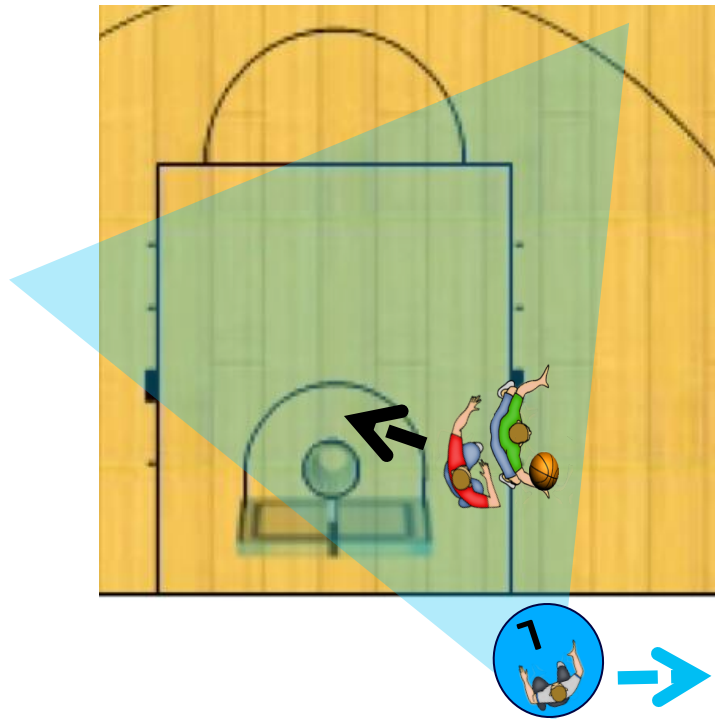
We Are Basketball



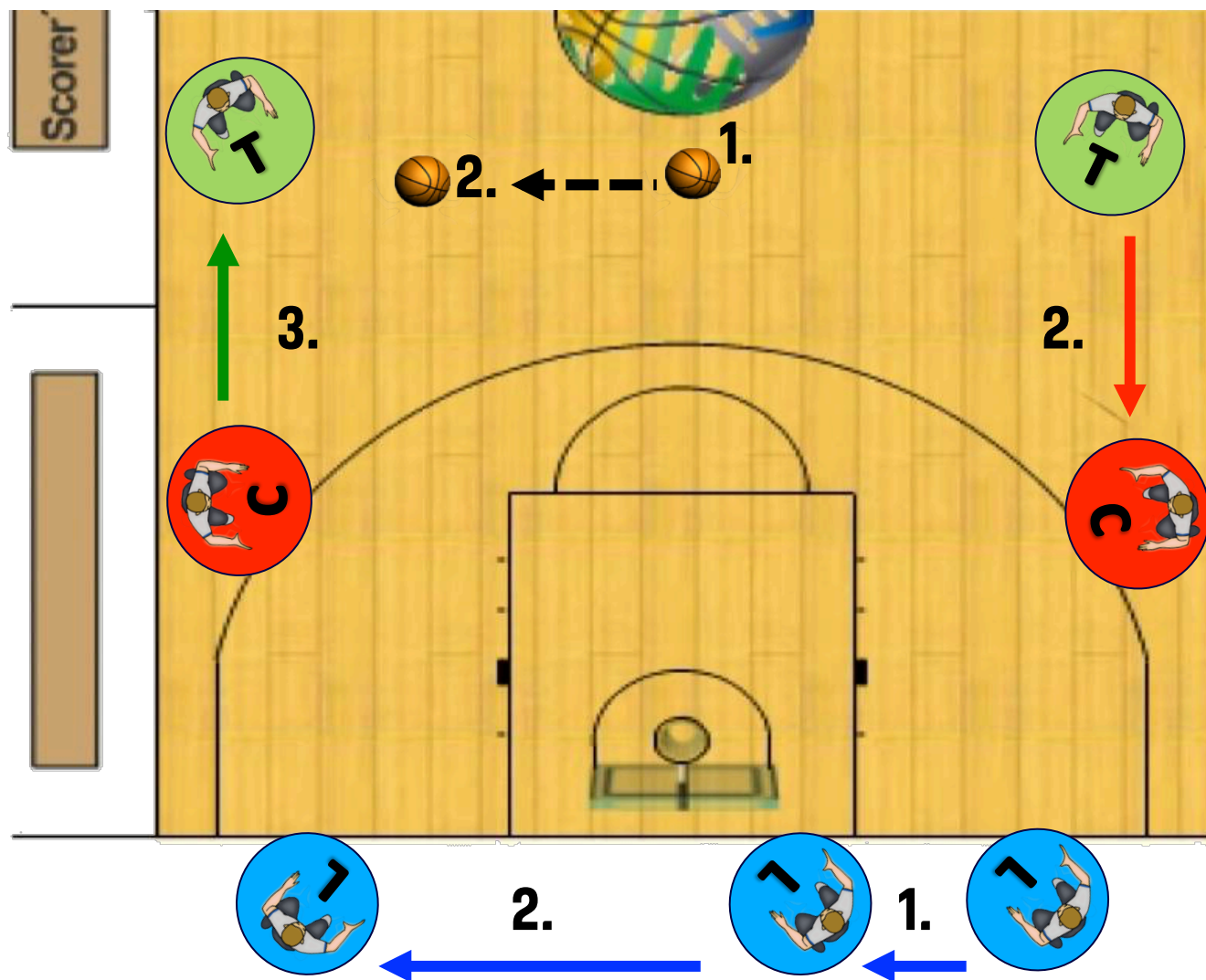
# LEAD – CROSS STEP, OPEN ANGLE & 45°

## 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).



# ROTATION



## Phases of Rotation

1. Be in time on baseline (T-L)
2. Close Down (ball in the middle)
3. Rotation early
4. Walk & Referee
5. Scan the Paint & Play
6. Trail rotates with L -> picks-up the new play on his side.
7. C keeps refereeing until L finished rotation.
8. No rotation with weak side shot/penetration

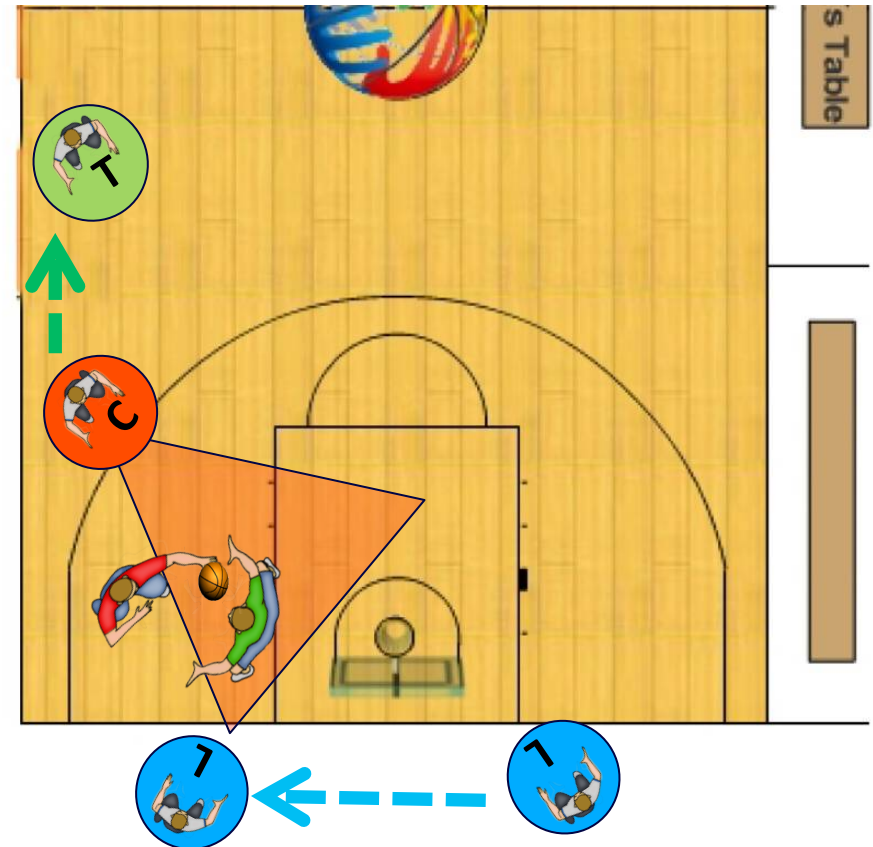


# ROTATION / L & C



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- ✓ 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 & play as rotating
- ✓ 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°)**





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