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We Are Basketball

STANDARD QUALITY

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2015 3PO BASIC

MAY 2015, GER

PART 2

INDIVIDUAL / TRAIL

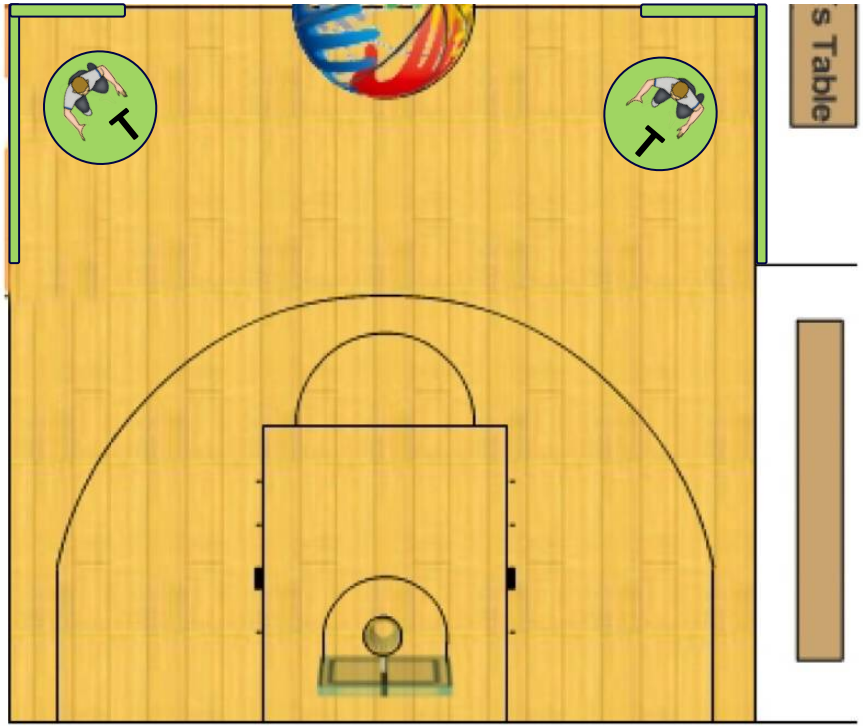
In transition from L to T

- **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

INDIVIDUAL / TRAIL

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)



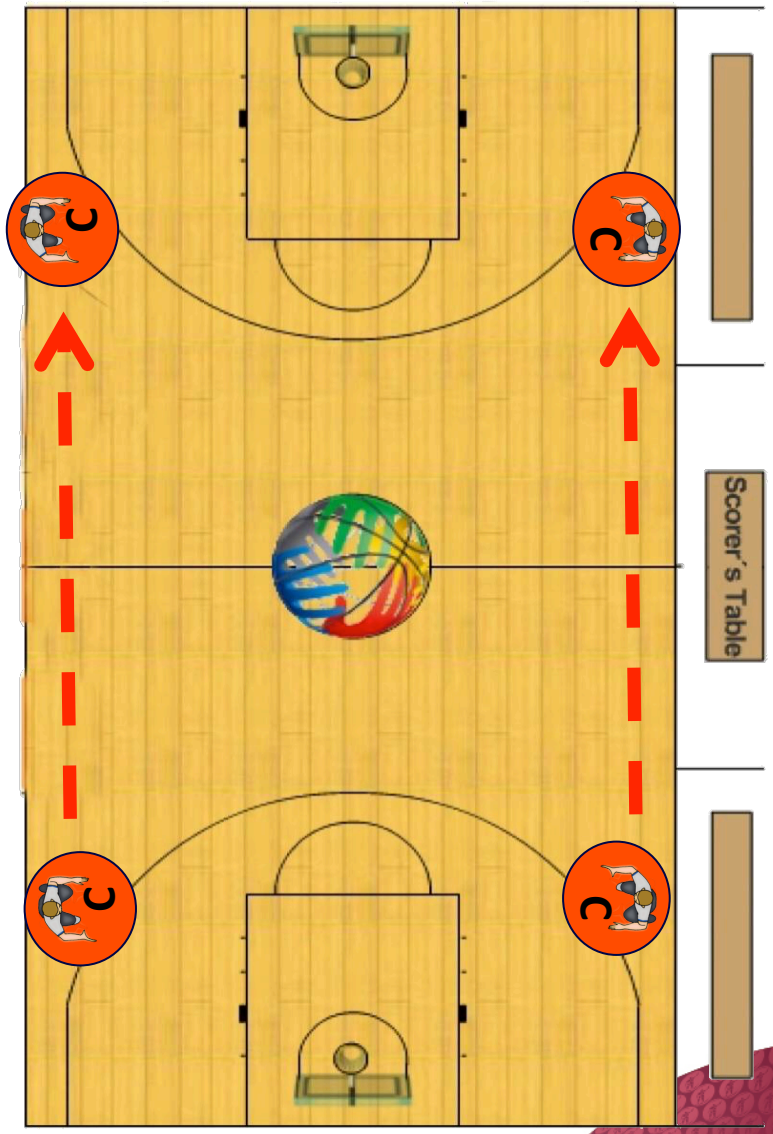
TRAIL – OPEN ANGLE & 45°

TRAIL – OPEN ANGLE & 45°

INDIVIDUAL / CENTER

In transition from C to C

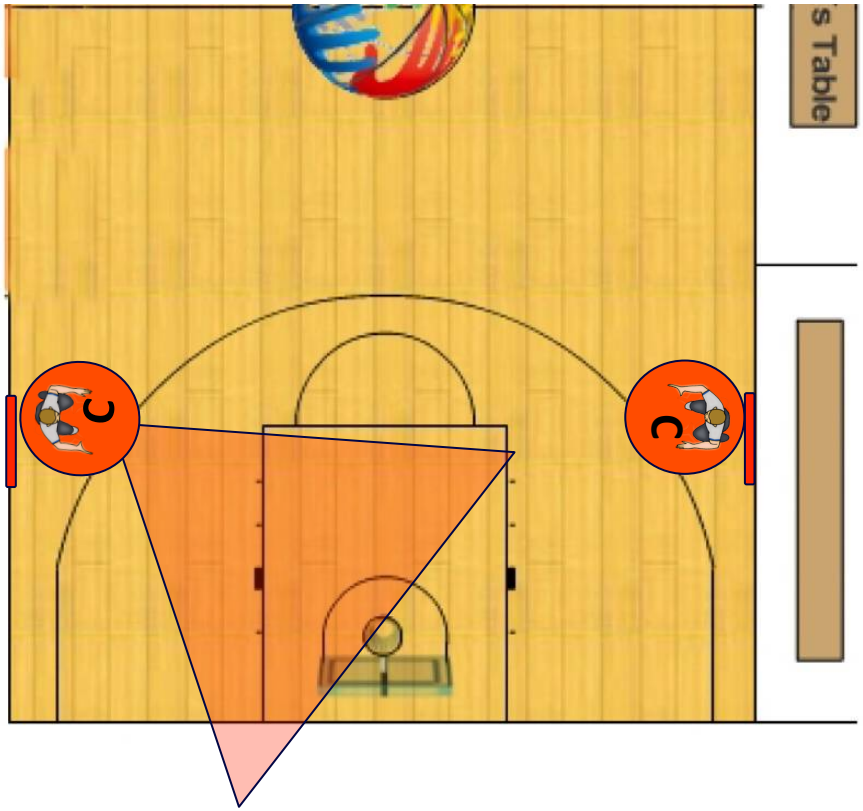
- Facing the court all the time.
- Be ready to referee any play on the side of C (help the T to have full coverage in transition)
- Control the game & shot clock (8” violation)
- C must adjust position at free throw line extended to create “open looks” based on the position of the players in the half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



INDIVIDUAL / CENTER

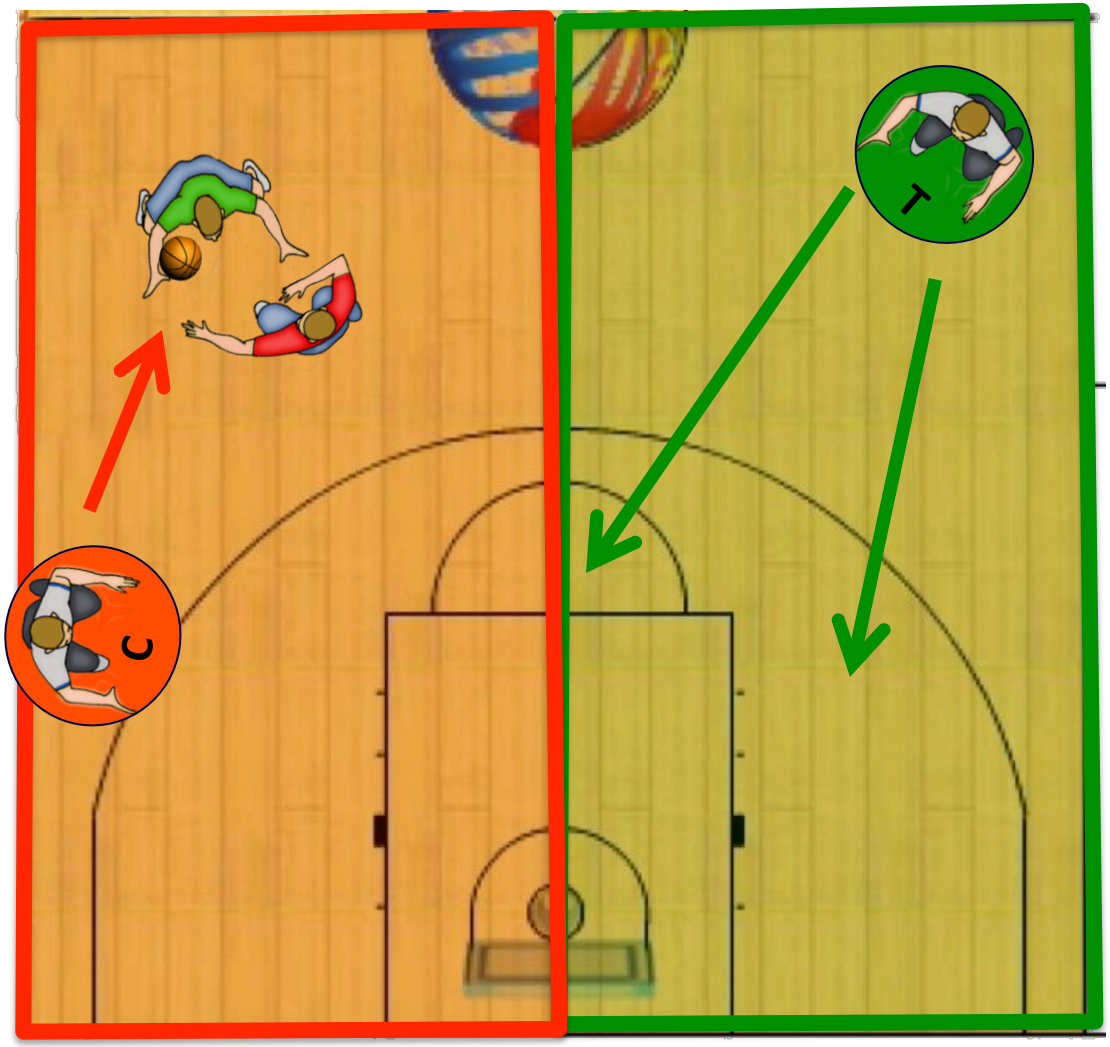
Half court coverage

- 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)

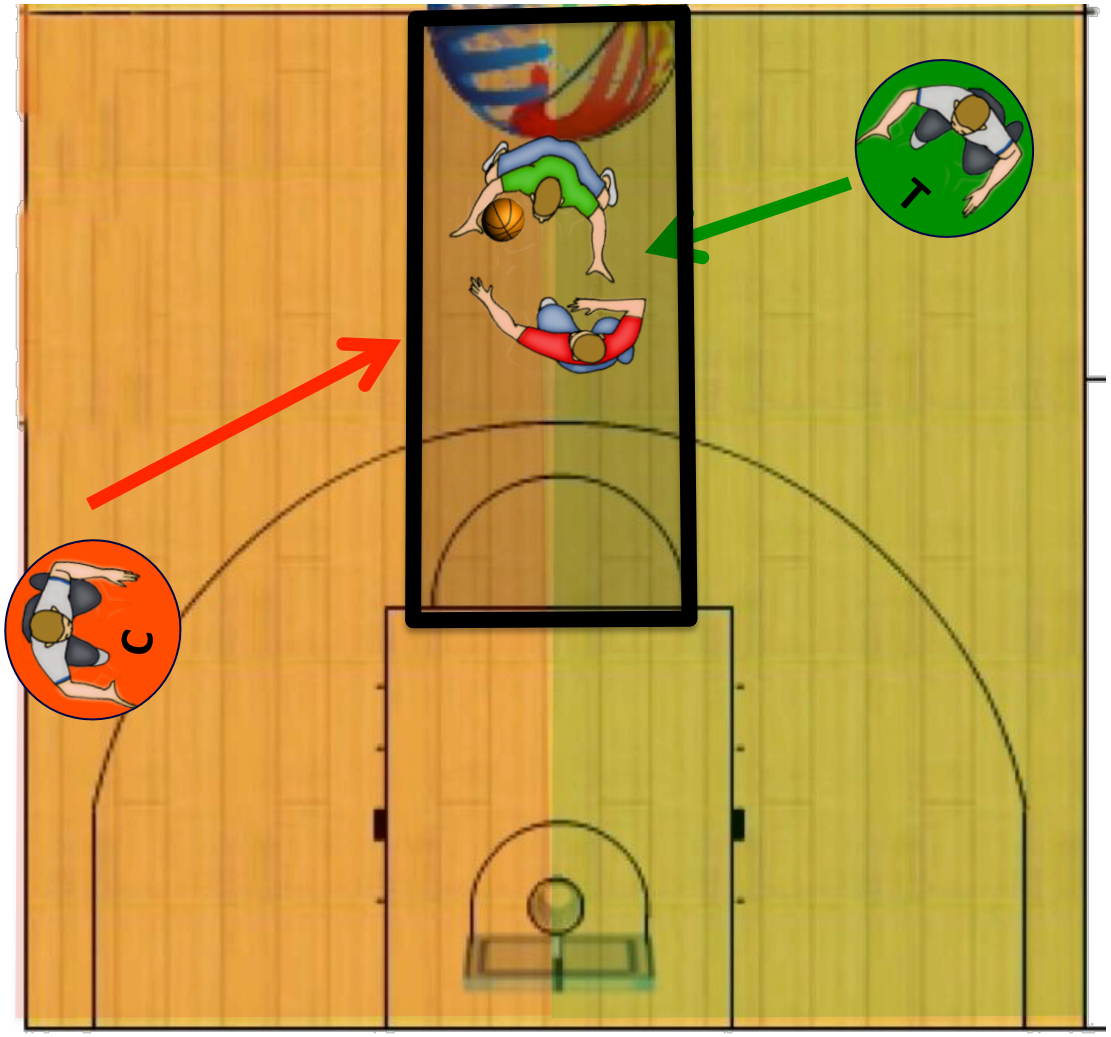


CENTER – PRIMARY

Weak side is always C's primary



CENTER & TRAIL – DUAL COVERAGE



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