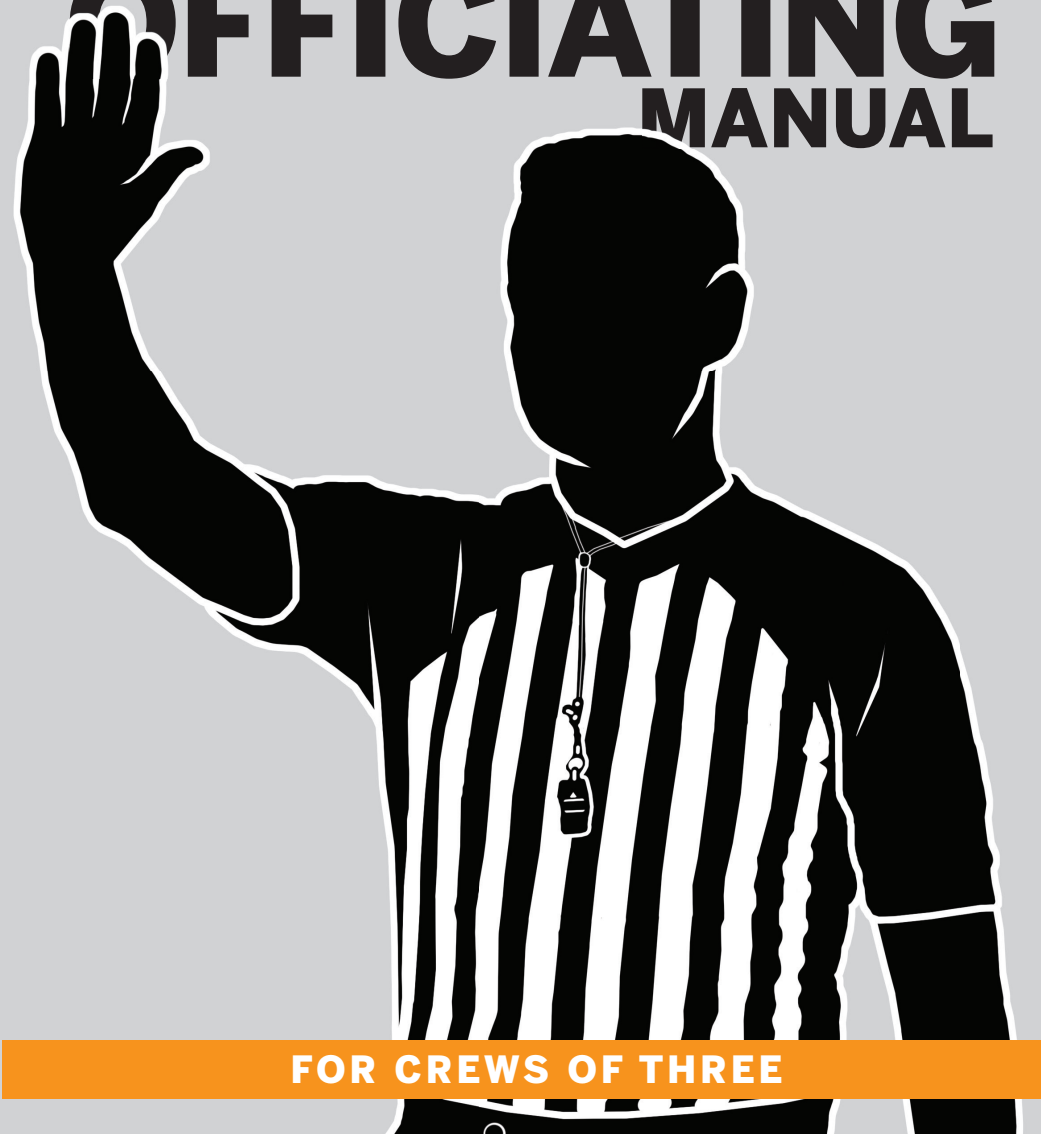
COLLEGIATE COMMISSIONERS ASSOCIATION

2026-27 AND 2027-28

MEN'S BASKETBALL OFFICIATING MANUAL



FOR CREWS OF THREE

WEAR SMITTY OFFICIAL'S APPAREL HEAD TO TOE

SHIRT

NCAA Body Flex



PANTS

Performance 4-Way Stretch Tapered Fit Pleated with Slash Pockets



JACKET

NCAA Jacket with Pockets



SHOES

Court Maxx 1





COLLEGIATE
COMMISSIONERS
ASSOCIATION

Men's Basketball Officiating Manual 2026-27 and 2027-28 For a Crew of Three

Men's Basketball Officiating Manual 2026-27 and 2027-28
For a Crew of Three

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Dedication

RAYMOND "RAYMIE" EARL STYONS, JR.

Raymie Styons (1957–2024) devoted over 35 years to basketball officiating, leaving a lasting legacy in the Atlantic Coast Conference (ACC). He officiated in 20 ACC Tournaments and 17 NCAA Tournaments, earning respect for his professionalism, integrity, and command of the game. Raymie's leadership, consistency, and knowledge set a standard for excellence that influenced not only fellow officials, but also coaches, players, and the entire basketball community.

Beyond collegiate basketball, Raymie was deeply committed to mentoring young referees, teaching them the values of fairness, confidence, and respect — qualities that made him a model official and a trusted mentor throughout the region. His love for both his family and sports led him to coach numerous youth teams. He guided his daughters, Lindsay and Sarah Grace, in softball, and his son, Trey, in baseball. He will always be remembered for mentoring countless kids — not only as athletes, but as young men and women learning life lessons through the game.

Raymie's legacy continues through his children: Trey now follows directly in his footsteps as an ACC basketball official, blessed with the honor of sharing games on the same court with his father before he passed, while Lindsay and Sarah Grace remain actively involved in coaching softball and teaching the next generation of young athletes like Raymie did. All three carry forward his dedication and love of sports.

This manual is dedicated to Raymond "Raymie" Styons Jr., whose life exemplified the highest standards of basketball officiating, mentorship, and leadership — on the court, in the community, and within his family. We hope all officials who read this manual will carry his legacy forward in every game they officiate.



TERRY WYMER

"Glad you got to see me" was a signature phrase often used by Terry Wymer, reflecting the warmth and charisma he brought to every encounter. Those in and out of the basketball world were always genuinely happy to see him (even if they weren't willing to admit it). Coaches would breathe a sigh of relief knowing Terry was officiating the game, a testament to the deep impact he made over a career in college basketball spanning more than 30 years. Terry knew the ins and outs of the game, but more importantly, he possessed the remarkable ability to remember the name of nearly everyone he met along the way.

Unfortunately, the college basketball world started the 2025-2026 season without Terry, as he unexpectedly passed away on October 18th, the week exhibition games began. Terry collected many accolades over the course of his 35-year officiating career, including earning six Big Ten Tournament Championships, 21 straight NCAA tournaments, five Final Fours, and three national championships. He then moved to the coordinator of officials position, which he held for two years before passing at the age of 66, one week shy of his birthday.

Driven by a personal philosophy of connection, Terry once came across a statistic suggesting that everyone is only five people away from knowing everyone else in the world. It became his personal mission to close that gap. This dedication to people was fostered early in his career by his mentor, Sam Lickliter, who also passed away recently, and whose influence helped shape the respected official and man Terry became.

Beyond the hardwood, Terry was the steadfast pillar of his family. He leaves behind a legacy of love with his wife of 44 years, Teresa, as well as his three children, Lucas (Cassie), Eric (Hannah), and Rachel Wymer, and his adored grandchildren, Beckett and Bexley Wymer. His role as a husband, father, and grandfather was the foundation upon which he built his life, providing a constant source of strength and guidance to those he held most dear.

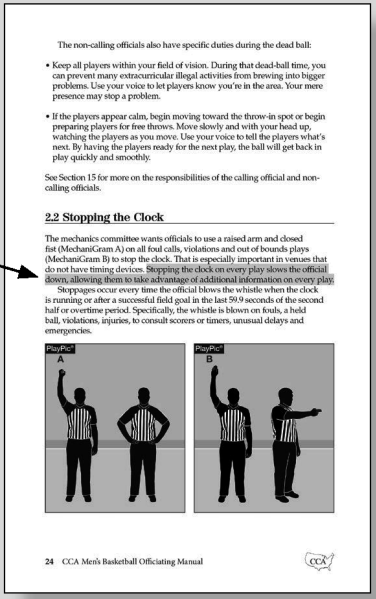
The immense love Terry gave was repaid with an overwhelming display of community support. During his wake, family and friends traveled from 36 different states to pay their respects, a powerful tribute to his wide-reaching influence. His family stood for 12 hours to greet the countless individuals who came to honor his memory, demonstrating the same endurance and dedication to others that defined Terry Wymer's extraordinary life.

With a great love, comes a great loss.



Revisions

New information is gray-shaded (when a section header is gray-shaded the whole section is new).



The non-calling officials also have specific duties during the dead ball:

- Keep all players within your field of vision. During that dead-ball time, you can prevent many extracurricular illegal activities from brewing into bigger problems. Use your voice to let players know you're in the area. Your mere presence may stop a problem.
- If the players appear calm, begin moving toward the throw-in spot or begin preparing players for free throws. Move slowly and with your head up, watching the players as you move. Use your voice to tell the players what's next. By having the players ready for the next play, the ball will get back in play quickly and smoothly.

See Section 15 for more on the responsibilities of the calling official and non-calling officials.

2.2 Stopping the Clock

The mechanics committee wants officials to use a raised arm and closed fist (MechaniGram A) on all foul calls, violations and out of bounds plays (MechaniGram B) to stop the clock. That is especially important in venues that do not have timing devices. Stopping the clock on every play slows the official down, allowing them to take advantage of additional information on every play.

Stoppages occur every time the official blows the whistle when the clock is running or after a successful field goal in the last 59.9 seconds of the second half or overtime period. Specifically, the whistle is blown on fouls, a held ball, violations, injuries, to consult scorers or timers, unusual delays and emergencies.

24 CCA Men's Basketball Officiating Manual

Roster of Honor

The CCA Basketball supervisors are proud to have dedicated an edition of the CCA Basketball Manuals to those outstanding individuals listed below. These dedications were initiated in 1965.

CREW OF TWO MANUAL DEDICATIONS

Date	Name	Conference
1965-66	Reaves Peters	Big Eight
1966-67	Bernie H. Moore	SEC
1967-68	John Bunn	Editor Rules
1968-69	Abb Curtis	SWC
1969-70	Emil Larson	Border
1970-71	Merrill P. Knight	ACC
1971-72	Asa S. Bushnell	ECAC
1972-73	Sylvia W. Shirley	Southern
1973-74	Clifford Fagen	H.S. Federation
1974-75	Wilbur V. Hubbard	Pac-8
1975-76	John P. Nucatola	ECAC
1976-77	Jack Friel	Big Sky
1977-78	Bunn Hackney	Southern
1978-79	Stan Watts	WAC
1979-80	J. Cliff Harper	SEC
1980-81	Lloyd Leith	PCIAC
1981-82	J. Dallas Shirley	Southern
1982-83	Herman Rohrig	Big Ten
1983-84	Cliff Speegle	SWC
1984-85	John Payak	MAC
1985-86	Irv Brown	WAC
1986-87	Ken Germann	Southern
1987-88	Norvell Neve	ACC
1988-89	Dick Oliver	Southland
1989-90	J. Dallas Shirley	Southern
1990-91	Frank McIntyre	PAC-10
1991-92	Lou Bonder	Atlantic-10
1992-93	Johnny Overby	MVC, Big Eight
1993-94	Marcy Weston	NCAA
1994-95	Bill Stokes	ACC, Metro, Big South
1995-96	Darlene May	CCAA
1996-97	Dotson Lewis	CCA
1997-98	Paul “Frosty” Francis	Ivy & Patriot Leagues
1998-99	Bob Herrold	West Coast
1999-00	Lawrence Collins	SWAC
2000-01	Charles H. Diehl	American East
2001-02	Wm. F. “Charlie” McCarthy	Atlantic Sun
2001-02	Ralph Stout	Ohio Valley
2002-03	Art Mendini	Big Sky
2002-03	Richard Weiler	Mid-Continent

Roster of Honor

The CCA Basketball supervisors are proud to have dedicated an edition of the CCA Basketball Manuals to those outstanding individuals listed below. These dedications were initiated in 1978.

CREW OF THREE MANUAL DEDICATIONS

Date	Name	Conference
1978-79	Herman Rohrig	Big Ten
1979-80	David Arnold	H.S. Federation
1980-81	Stan Bates	WAC
1981-82	J. Dallas Shirley	Southern
1982-83	Herman Rohrig	Big Ten
1983-84	Cliff Speegle	SWC
1984-85	John Payak	MAC
1985-86	Irv Brown	WAC
1986-87	Ken Germann	Southern
1987-88	Norvall Neve	ACC
1988-89	Dick Oliver	Southland
1989-90	J. Dallas Shirley	Southern
1990-91	Frank McIntyre	Pac-10
1991-92	Lou Bonder	Atlantic-10
1992-93	Johnny Overby	MVC, Big Eight
1993-94	Joe DeBonis	MAAC
1994-95	Guy Gibbs	WAC
1995-96	Scotty Whitelaw	ECAC
1996-97	Dotson Lewis	CCA
1997-98	Paul “Frosty” Francis	Ivy & Patriot Leagues
1998-99	Bob Herrold	West Coast
1999-00	Lawrence Collins	SWAC
2000-01	Charles H. Diehl	American East
2001-02	Wm. F. “Charlie” McCarthy	Atlantic Sun
2001-02	Ralph Stout	Ohio Valley

2002-03	Art Mendini	Big Sky
2002-03	Richard Weiler	Mid-Continent
2003-04	Booker Turner	PAC-10
2004-05	Danny Doss	MEAC
2005-06	Charlie Bloodworth	Official
2006-07	Ed Cartotto	Northeast Conference
2007-08	John Dangleis	Big West Conference
2008-09	Hank Nichols	NCAA
2009-10	Mickey Crowley	Ivy/Patriot
2010-11	Dale Kelley	Big 12/C-USA/Sun Belt/Southland
2011-12	Jim Burch	Southern
2012-13	Brad Tracy	MAAC
2013-14	Art Hyland	Big East
2014-15	Tom Lopes	Northeast Conference
2015-16	John Adams	NCAA, Horizon League
2016-17	John Clougherty	ACC, Atlantic-10, CAA
2017-18	Jake Bell	Atlantic Sun, SEC
2018-19	Frank Sullivan	America East
2019-20	Jim "Boomer" Bain	Missouri Valley Conference
2020-21	Joe Forte	Big South Conference
2021-22	Reggie Greenwood	Atlantic 10/Ivy/Patriot
2022-23	Mike Wood	Southern/Sun Belt
2023-24	Bobby Dibler	Big Sky/Big West/MWC/ Pac-12/WAC/WCC
2024-25	Reggie Cofer	SWAC/Sun Belt
2025-26	Raymie Styons	Official
2026-28	Terry Wymer	Big Ten/MWC

Officials' Code Of Ethics

While each official is an integral and vital part of the game, the degree of anonymity that can be achieved in front of a large crowd is a mark of success.

An official will never be completely anonymous. The official shall, at all times, exercise appropriate restraint, show respect for the opinions of others and remember that the public may judge the officiating profession by the official's conduct.

It is the responsibility of officials to help create public trust and confidence in intercollegiate athletics, and each official must act, at all times, both on and off the court, with this responsibility in mind by displaying the highest level of conduct and decorum.

Officials, and any member of their family/guests attending a game, should conduct themselves in a manner which reflects positively on the vocation. Officials must recognize that any ethical question regarding personal or professional behavior automatically casts a shadow on their ability to officiate an intercollegiate sports contest. Officials must recognize this objective and take all reasonable steps necessary to demonstrate integrity and provide neutral and competitive officiating.

Officials shall:

A. Be in good physical condition.

B. Be prompt for appointments.

C. Not be overly officious.

D. Give each team your best effort.

E. Never argue with players. If a player asks a question, listen to it, then give a definite and decisive answer, but do not quibble about any situation.

F. Assist players in the interpretations of rules when such request is made at a proper time.

G. Not become intimate with coaches or affiliates of teams for whom the official may be assigned games.

H. Not solicit a coach, or league official for game assignments. Officials should not obligate themselves to any person affiliated with any game they might be assigned to officiate.

I. Not have any contact off the court with coaches during the season without approval of the assigning organization. This includes phone calls, texts and social media.

J. Not accept game assignments for any school where the official attended, coached or had an affiliation or relationship unless assignment authority rules make this permissible.

K. Not engage in idle conversations at any time before, during or after the game, intermissions included.

L. Not criticize or attempt to explain another officials' judgment on decisions to coaches, players or news media, nor publicly or covertly express disagreement with officials while a spectator.

M. Not make inappropriate, negative, or counter-productive comments regarding institutions, institutional administrators, coaches, players, referees, coordinators or the media. This includes the use of social media in any form.

N. Adhere to the ideals of sportsmanship, qualities of loyalty, courage, unselfishness, self-discipline and authority, and refrain from using abusive or obscene language.

O. Refrain from wearing any apparel with scholastic, collegiate, or professional sports logos or names.

P. Not participate in any form of gambling during the season. In addition, minimize any form of legalized gambling during the off season.

Q. Not officiate any contest after having had any alcoholic beverages or marijuana on game day.

R. Display actions both on and off the court that are a credit to basketball officiating.

Foreword

This Basketball Officials Manual has been developed by the Collegiate Commissioners Association in an endeavor to improve the effectiveness of basketball officials. It has been prepared to answer the definite demand for standardization of mechanics and techniques as a material aid to these officials in their conduct of games. It is also designed to be of assistance to other individuals: coaches, scorers, timers and news media who are associated with basketball.

The growing popularity of basketball and public interest in the sport throughout the United States has combined with the annual increase in the number of intersectional games to make uniformity of performance and rules interpretations by all officials an absolute necessity. This manual attempts to ease the way to the required uniformity.

This manual has been in the process of development over many years. Anticipation and analysis of game situations have been used by good officials in evaluating and improving their work. Suggestions for the guidance of officials have occasionally appeared in the rulebook and in periodicals. The major conferences have fostered uniformity among schools and officials by means of manuals prepared by each conference. Other appointing agencies have prepared and used similar materials. These manuals differed in format, but their content was largely identical. This manual incorporates the best features of previous manuals. In the preparation of both the present and former manuals the advice and assistance of individual officials and officials' groups have been sought and used. The excellent contributions from this source is recognized and appreciated.

This manual should be of great value to basketball officials in all areas. To secure best results both individual and group study must be used. The procedures here outlined are based on varied or extensive successful experience. Further experiences and change in rules will bring about minor revisions.

Officials should find this manual of great help in providing for uniform procedures in basketball games. Knowledge of these procedures outlined here must be supplemented by a thorough understanding of the materials and statements of the NCAA. Intelligence, imagination, perspective, and good judgement must be combined with study and interpretation of both the rules and mechanics manuals.

Tip Off

Q&A with Chris Rastatter

NCAA National Coordinator of Men's Basketball Officiating



Q: Heading into your fifth season, how would you describe the state of college basketball?

A: I believe our game is in a very good place. The athletes are phenomenal, and the games are exciting to watch. Scoring is up, game lengths are down, and the overall quality of play continues to improve. All of that makes for a great product and an exciting game for our fans.

Q: Can you reflect on your time on the job from your first year to where you are after year four?

A: Well, things have certainly slowed down, and I am definitely more ahead of the game when it comes to preparation. Although I deal with a variety of issues every year, I have developed a much better rhythm and pace for managing my off-season and in-season responsibilities and workflow. I have a better understanding of what to expect, how to prioritize issues, and where to focus my time and attention. That experience has allowed me to be more efficient and proactive in the way I approach the job

Q: What has been the biggest challenge for you?

A: The biggest challenge has been getting officials on the same page nationally when it comes to floor mechanics and consistently working within the system. Although we have made significant progress, I am always looking for new ways to improve our training methods and messaging to help move that effort forward. With the help and cooperation of our conference coordinators, we are making great strides. When officials work consistently as a crew, it not only makes the crew better, but ultimately makes for a better game.

Q: In what areas do you feel NCAA officials had the most success during the 2025-26 season?

A: Officials did a very good job implementing the "Pace of Play" package and administering the coach's challenge. A preseason point of emphasis for officials was to keep the game moving, and they responded very well. This was reflected in the decrease in average game length by approximately two minutes per game.

We also did a very good job making adjustments throughout the

season to the administration of the coach's challenge. In my opinion, it was a very effective rule change, and the officials did a good job adapting to its implementation.

Q: What are the areas where you feel there is the most room for improvement by officials in the upcoming season?

A: Physicality continues to be an area of focus for me. Whether we are talking about post play, dribblers, or cutters, illegal contact that puts an opponent at a disadvantage is not good for the game and must be called. I would like to see a more consistent application of that philosophy across the officiating community. Officials need to recognize and address illegal contact consistently, regardless of where it occurs on the floor or who is involved.

Q: College Basketball officials are under more scrutiny than ever before by traditional media, and especially social media. What can be done, if anything, at the national coordinator level to educate these influencers about the performance of NCAA officials, or is it just outside noise that, at some level, must now be accepted as part of today's game?

A: I believe we do a pretty good job communicating with and educating the media. Through our preseason and postseason Zoom calls, as well as weekly videos throughout the season, we provide the media with a good understanding of our officiating philosophies, points of emphasis, and areas of focus. We will continue to look for opportunities to educate and communicate with the media, so they have the proper context when evaluating officiating.

That said, social media and the increased scrutiny that comes with it are simply part of today's game. We can control how well we communicate and educate, but we also have to recognize that some of the outside noise is something officials and the officiating community must accept as part of the landscape.

Q: When evaluating officials over the course of the season for possible postseason assignments and advancement, which do you view as more important: play-calling ability or their ability to manage the games and big moments that come with the postseason stage?

A: For me, it all begins with fundamentals, mechanics, and working the system as a team. When we prepare for every play and execute our responsibilities, we put ourselves and the crew in the best possible position to officiate the game. When we do that consistently, everything else will follow—including play calling and the ability to manage the big moments.

Postseason officiating is about trusting your preparation, trusting your partners, and staying connected as a crew. Three are better than one when three work as one.

Q: One of the buzzwords that surfaces any time there is a perceived issue with officiating is "accountability" and the belief that officials do not face any consequences when they err during the course of their duties. Can you address how you hold officials accountable at the national coordinator level?

A: Officials hold themselves to incredibly high standards and are harder on themselves than any other professionals I have ever known. Mistakes happen in officiating, just as they do in any profession, and fortunately, they do not happen that often. Our job is to evaluate those mistakes, learn from them, and continue to improve.

At the national coordinator level, we take performance seriously, particularly when it comes to the postseason. Egregious errors during the postseason can impact an official's tournament assignments. Accountability is an important part of the evaluation process, but so is recognizing that officiating is an incredibly difficult job and that not every mistake should define an official's overall performance.

Q: Overall, how do you feel about where sportsmanship and the treatment of officials is at in the men's game, and is there anything you would like to see the officials do differently in this area?

A: Basketball is an emotional game, and we understand and appreciate that. Coaches and players are going to have emotional responses to situations, and there is a place for that within the game. However, when that response crosses the line into unsporting behavior, it must be addressed.

I would like our officials to continue to recognize that distinction and handle those situations consistently and professionally. Our goal is not to take the emotion out of the game, but to make sure that emotion does not cross the line into behavior that is detrimental to the game or shows disrespect toward others.

Q: The continuous motion play, and more specifically, how it is officiated, receives a great deal of attention from players, coaches and fans. How do you educate a national officiating staff on how the NCAA now wants this play to be adjudicated?

A: This was another excellent and effective rule change for college basketball. When educating the officiating community, our primary message is consistency. Our goal is to adjudicate this rule the same way every night across the country.

When the rule is not applied consistently, it can be frustrating for players and coaches. We use video extensively to illustrate the key elements officials should look for when making these calls. By showing both correct and incorrect examples, we can help officials identify the proper standards and guidelines, which ultimately create greater consistency.

By the end of the season, I felt we had made significant progress and were doing a very good job of consistently adjudicating continuous motion plays.

Contact Information:

Chris Rastatter	Tucson, AZ
NCAA National Coordinator of Men's Basketball Officiating	520-991-3817
	crastatter@ncaa.org

Collegiate Commissioners Association

Founded 1938

CONFERENCE	COMMISSIONER	COORDINATOR
American Athletic	Tim Pernetti	Mike Eades
America East	Brad Walker	Michael Stephens
Atlantic Coast	Jim Phillips	Bryan Kersey
ASUN	Jeff Bacon	Mike Eades
Atlantic 10	Dan Leibovitz	Bryan Kersey
Big East	TBD	John Cahill
Big Sky	Tom Wistrcill	John Higgins
Big South	Sherika Montgomery	Bryan Kersey
Big 10	Tony Petitti	Terry Oglesby
Big 12	Brett Yormark	John Higgins
Big West	Dan Butterly	John Higgins
Coastal	Joe D'Antonio	Michael Stephens
Conference USA	Judy MacLeod	Mike Eades
Horizon	Jill Bodensteiner	Donnie Eppley
Ivy League	Robin Harris	Michael Stephens
Metro Atlantic Athletic	Travis Tellitocci	Michael Stephens
Mid-American	Jon Steinbrecher	Mike Sanzere
Mid-Eastern	Sonja Stills	Tony Brothers
Missouri Valley	Jeff Jackson	Eddie Jackson
Mountain West	Gloria Nevarez	Terry Oglesby
Northeast	Noreen Morris	Dwayne Gladden

Ohio Valley	Matt Wilson	Mike Eades
Pac-12	Teresa Gould	John Higgins
Patriot League	Jennifer Heppel	Dwayne Gladden
Southeastern	Greg Sankey	Mike Eades
Southern	Michael Cross	Mike Eades
Southland	Chris Grant	Mike Eades
Southwestern Athletic	Charles McClelland	Tony Greene
Summit League	Josh Fenton	Mike Sanzere
Sun Belt	Keith Gill	Tony Greene
United Athletic	Rebekah Ray	Olandis Poole
West Coast	Stu Jackson	John Higgins

CCA Mechanics Manual Committee

Chris Rastatter: NCAA National Coordinator
Jeff O'Malley: NCAA SRE
Bryan Kersey: Atlantic/A10/Big South
Mike Eades: American Athletic/ASUN/CUSA/Ohio Valley/SEC/Southern/Southland/United Athletic
John Higgins: Big Sky/Big 12/Big West/WCC
Terry Oglesby: Big Ten/Mountain West
Eddie Jackson: DII Representative
Bill Ek: DIII Representative
Cornell "Moe" Kincaid: NCAA DII National Coordinator (ex-officio)
Jim Haney: NCAA DIII National Coordinator (ex-officio)
Alex Dickey: NCAA Representative

Section 1
Mechanics Changes

Changes Summary

The CCA Men's Mechanics Committee continues its reorganization of the mechanics manual for the 2026-27 season. The committee believes the mechanics are in a good place and that officials should apply the mechanics and guidelines in a consistent manner.

The following is a summary of changes to this year's manual.

- Primary Coverage Areas of Responsibility

- Officials should not initiate a rotation when there are 5 seconds or less remaining on the game clock or shot clock.

- Lead Official – Starting position for the new Lead in transition. Assist with shots from the corner and from the wing. Take shooters up and down then get to strong side rebounding matchup.

- Trail Official – Set up near 28-foot line and/or even with the ball handler ensuring all players are within visual field creating a big picture. Position adjust to assist on plays that occur in dual coverage area with the Lead official.

- Center Official – Help with rebound coverage on opposite block when Lead is assisting with shots taken from the strongside corner or wing. Hold after a made basket and prepare for defensive pressure in the back court. The Center shall help cover plays when multiple offensive and defensive players are in the back court with an initial starting position even with the second line of defense. Adjust your position to see through the players. In transition, the Center is responsible for coverage across the entire floor. Move up the floor at the speed of the pack.

- New Trail has option of reporting and going back on either side in the backcourt.

- Media Timeout and Official's Timeout Mechanics

- Lanyards are optional.

Section 2
Mechanics Points of Emphasis

Points of Emphasis Summary

The CCA has made the following mechanics points of emphasis for the 2026-27 season:

- Finding a balance between the art and science of officiating. Penalizing contact that puts an opponent at a disadvantage.
- Game Awareness – Reading plays, sets, offensive tendencies and defensive schemes. Knowing the personnel on each team.
- Clock Awareness – Checking the game clock and shot clock throughout each possession. Knowing the Magic Number on every possession from every position. Reducing time spent at the monitor.
- Coverage Discipline – Knowing your responsibility on every play and having the discipline to focus on that coverage area while being ready to help on plays in your secondary when needed.
- Whistle Discipline – No primary whistles on secondary coverage plays. Whistles in secondary coverage should come with a cadence.
- Run the Game – Enforcing pace of play directives, addressing delay of game tactics and keeping the game moving. Managing all facets of the game.
- Trust and Teamwork – Officiating to your responsibility and trusting your partners to do the same. Three are better than one when three work as one.
- Call obvious fouls and violations.

2.1 Points of Emphasis

The NCAA Men's Basketball Rules Committee believes the game is in a good place overall and that officials are effectively enforcing the rules and managing games in accordance with officiating guidelines. However, the committee remains concerned about the level of physicality in the game. Increased physical play can negatively affect competition, and any contact that places an opponent at a disadvantage must be addressed. Officials are expected to call all illegal actions that create an unfair advantage, and the committee encourages crews to work together to ensure games are officiated accurately and consistently. With that in mind, the Rules Committee offers the following directives to the officiating community for the 2026–27 season.

1. Rule 10-1.4 and Freedom of Movement – The committee urges renewed focus on Rule 10-1.4 and freedom of movement. Call contact that places an opponent at a disadvantage, including defenders encroaching on an offensive player's space or cylinder. This includes a single stayed hand on the back of a ball handler anywhere on the floor. Emphasizing these calls will enhance player mobility and promote a freer-flowing game.

2. Post Play – Manage aggressive and illegal post play by calling the first foul, enforcing three-second violations and preventing players from dislodging opponents from legally established positions. Call rebounding fouls when they occur to include penalizing hook and holds with flagrant fouls. Get into proper position early in the possession and penalize rough or illegal contact consistently.

3. Traveling - Traveling violations must be called consistently to maintain fairness. Pre-dribble and split-step travels are frequently missed, even though most 10-1.4 fouls occur after the dribble begins. Officials should create space and focus on identifying the pivot foot to properly enforce traveling violations. Missed travels often lead to unwarranted fouls and points.

4. Screening Action – Screens continue to be an effective offensive tool. Officials must maintain awareness of when and where screens occur. They must be disciplined in their coverage and understand their responsibilities, particularly in challenging areas of the floor. Screening is often a two-official responsibility play, requiring strong teamwork and clear communication.

5. Jump Shooters – Players must be allowed to land safely and cleanly. This is the final phase of officiating a jump shot. Stay engaged through the entire play before transitioning to the next sequence. Maintain an awareness of any offense-initiated contact such as leg kick outs or shooters jumping into legal defenders.

6. Whistle Discipline – Officials must demonstrate strong fundamentals and a clear understanding of coverage areas and responsibilities. Proper whistle discipline builds trust among partners, leads to more accurate calls, and forms the foundation of an effective crew. Trust your partners to manage their primary areas, avoid unnecessary primary whistles outside your coverage, and use a cadence whistle in secondary areas when appropriate.

7. Team Officiating – Team officiating and effective communication remain essential to high-level crew performance. Actively apply a team-officiating philosophy in key areas such as continuous motion plays, three-point attempts, and screening action.

8. Clock Awareness – Maintain awareness of both the game clock and shot clock on every possession. Develop the habit of checking the clock multiple times during a possession and know the "magic number" from every position. Strong clock awareness requires concentration and a conscious effort to build consistent habits.

Section 3
General Principles

Article 1. Knowledge of Rules:
It is necessary that every official have a perfect knowledge of the basketball rules with the ability to interpret them accurately, intelligently, realistically and courteously without provoking resentment or antagonism.

Article 2. Enforcement of Rules:
Officials must at all times maintain unchallenged control of the game and unqualified discipline of its players, coaches and bench personnel. Penalize the rules infractions as they occur, and it is reasonable to expect that as a result of this strict enforcement there will then be fewer fouls to call. Remember that a foul is a foul.

Article 3. Study of the Manual:
Every official must have an accurate conception of the accepted practices and skills used in the proper conduct of a basketball game. It is necessary that the techniques outlined in the manual be memorized and practiced.

Article 4. Use of Approved Signals:
It is mandatory that all officials make prompt and precise use of signals as required in the **Rules Code** and CCA Manual. This practice will be of great assistance to players, coaches, spectators and representatives of the news media in their understanding and interpretation of officials' decisions. This will reduce and largely eliminate the possibilities of uncertainty and confusion. Precise, clear signals create the impression that the officials have the game well in hand. Officials are encouraged to communicate with each other at a timeout when necessary for proper administration of the game. Unorthodox signals are not acceptable at any time.

Article 5. Personal Appearance and Conduct:
A. An official should strive for neatness in appearance at all times. The uniform shall fit, be clean and pressed. It is important that the officials dress alike. Wrist watches/Fitbits/etc., rings (other than wedding bands), chains, necklaces, and other jewelry shall not be worn. Conduct before, during and after the game should always be dignified, businesslike, and professional.

B. Officials are never to engage in conversation with coaches, players or fans prior to the game, other than a cordial introduction to the coaches and captains prior to the game.

C. Officials are to never engage in conversation with members of the news media prior to, during or after the game.

D. An official will not sit or lean on the scorer's table during a timeout nor engage in conversation with spectators, or other persons.

E. An official shall neither visit hospitality rooms nor attend social affairs at the site of the game(s), hotels housing teams or coaches convention centers.

F. An official should never discuss with any coach the plays or players of an opponent's team in a game in which the official will officiate, is officiating, or has officiated in any capacity.

G. Officials should remember coaches and other athletic association representatives are expected to register their opinions of an official's work by reports to commissioners or coordinators, not through conversation with officials or through other public statements to anyone, including the news media.

Article 6. Physical Condition:

Basketball officiating is physically exhausting work and requires a well conditioned body and alert mind. Those who have bad eyes, unsound heart, weak legs, or slow reactions have no place in basketball officiating. If an official wears eyeglasses off the court, the official should use them or contact lenses on the court as well. It is a mistake to allow false pride to cause an official to hide the need for glasses and so decrease efficiency.

Article 7. Mental Reactions:

Every official must make instant decisions, being absolutely certain without delay. An official should train to be steady of nerve and have quick reaction time. Each reaction to a situation should be immediate. Be alert for possibilities in all situations as they develop so that your reactions will be instantaneous.

Article 8. The Ideal Official:

Notices everything but is seldom noticed; has resourcefulness and initiative; has dignity of voice and manner but with no suggestion of pompousness; is considerate and courteous without sacrificing firmness; can control the players effectively and understandingly; has constant concern for the physical welfare of the players; cooperates fully with other officials; is physically able to be and is in the right place at the right time; knows what the rules say and what the rules mean.

Section 4
Preparatory Program

Article 1. Pregame Conference:

A. The meeting of officials prior to the game develops mutual understanding and confidence. It affords officials the opportunity to discuss rules and officiating techniques thereby insuring a smooth running game.

B. There is no more important item in successful officiating than the pregame conference.

C. The referee is responsible to arrange and conduct the conference in the privacy of the dressing room before each game.

D. Umpires should be encouraged to participate. If an alternate official is being utilized, they also should be encouraged to participate.

Article 2. Pregame Checklist:

To be used by Referee in pregame conference:

A. Check correct time, starting time of game, equipment, ball and uniforms.

B. Review rules, mechanics changes and special rule situations.

C. Review difficult portions of rules and discuss situations that may develop.

D. Review allocation of duties, essential mechanics on jump balls, alternating process, division of court, duties of the referee and umpires and all signals. Include a discussion regarding the use of proper signals.

E. Review court coverage, jump ball, out of bounds, switching, goaltending, basket interference, foul shot procedure and use of double whistles.

F. Review Section 15 carefully and follow exactly the foul calling, procedure, reporting fouls and rotation techniques.

G. Review coverage for pressing defense and spread or delay offense.

H. Review injured player procedure, including bleeding players.

I. Review timers, shot clock operation and timer's game clock operation.

J. Review courtside monitor use procedures (if applicable).

K. Review special situation relative to officiating teamwork that will insure proper game coverage and control.

L. Referee take some practice tosses with the ball. This should be done near the dressing room.

M. Check equipment and test game ball on the playing surface.

N. Review points of emphasis and directives.

O. Review procedures for beckoning substitutes into the game.

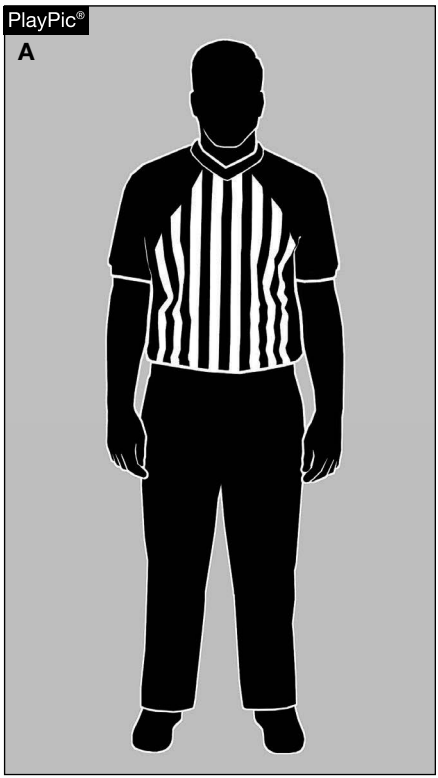
Article 3. Table Officials:

Forty-five minutes prior to the start of the game the referee will meet with and instruct scorers, timers and shot-clock operators on the floor, unless conference policy dictates otherwise.

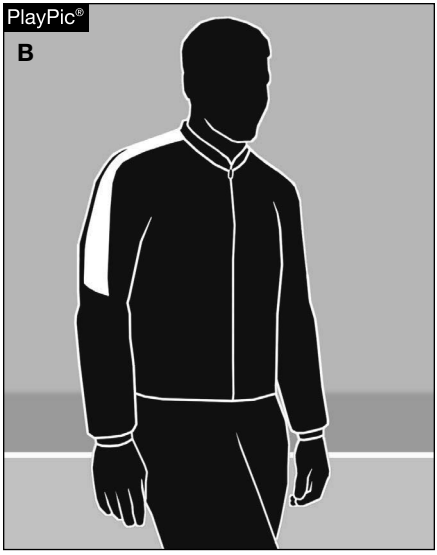
Article 4. Equipment and Uniform:

A. Never go into a game without a spare whistle in your pocket. Leave your rulebook in the dressing room. A black whistle shall be worn on a black lanyard (optional).

B. The uniform for all games shall be black pants (no flares and beltless). The shirt shall be a black and white (1" stripes) short-sleeved V-neck shirt with black side panel and black raglan style sleeves (PlayPic A). No variation in color or style of this uniform is permitted. A white border USA flag is permitted on the left sleeve located 2" above the solid black sleeve trim (see Appendix 4 for manufacturer design requirements). Black socks, black shoe strings, and solid black shoes or shoes approved by an individual conference shall be worn. All officials must be the same. The shirt shall be worn tucked inside the pants. A manufacturer's logo not larger than 2 ¼ square inches can be visible on the shirt (back).



Article 5. Emblems and Jackets:



A. Wrist watches, rings (other than wedding bands), chains, necklaces and other jewelry shall not be worn.

B. It is mandatory that all officials wear the approved black jacket. The jacket will have a 2 1/2" wide white shoulder and sleeve panel (PlayPic B). No emblems are permitted on the jacket (see Appendix 5 for manufacturer design requirements). No variation in color or style of this jacket is permitted.

Article 6. Public Relations and Professionalism

A. An official should never issue interviews or statements, directly or indirectly, to newspapers, radio or television media or engage in careless discussion regarding coaches, players, fellow officials, students or institutions. Only the referee is permitted to state the pertinent rule and decision regarding a play in which the crew was involved and then only with the home SID or designated representative.

B. Under no circumstances should officials lose their tempers or argue with players, coaches or spectators. If a player asks a question, give a definite and decisive answer, but do not quibble about the situation.

C. An official shall never indulge in conversations with fellow officials which might result in their becoming prejudiced concerning a team, player, or coach.

D. An official should be constantly alert to the possibility of player injury so that injured players can be properly attended according to the rules code. In any situation, the welfare of the injured player always comes first.

E. During the game, officials shall not participate in idle conversation with each other.

Article 7. Privacy

Officials must not permit coaches, guests or friends to share the dressing rooms with them at any time. Privacy is necessary for the proper conduct of discussion and conferences.

Article 8. Teamwork

All officials assigned as a crew should strive to work equally hard from the start of the game to its finish. Whether or not the past experience of the crew is equal, their responsibility is equal. Their duties differ slightly, but they should share in the business of turning in a well-worked game. They can help themselves by having a careful discussion of their mutual undertaking before the contest gets under way. When officials sound their whistles at approximately the same time for a foul, the official toward whom the play is coming, usually takes the call. If an official "away" from the foul or violation wants the call, indicate by an extra blast on the whistle. Following a timeout, and prior to any last-second play, the referee may position crew members on the court (L, T, C) to obtain the best possible outcome.

Article 9. Consistency

Great care should be taken by the officials to make sure that they call the game consistently for the entire game. Officials should never let the game lag, particularly in reporting fouls, administering free throws, handling out of bounds plays or admitting substitutes. The officials set the tempo of the game which should be maintained throughout.

Article 10. Arrival at Game Site:

Officials, appropriately dressed to represent the conference or organization with which they are affiliated, should always arrive at the game site at least one and one-half hours in advance of the game time, this will provide time for the very important pregame conference. Tardiness upsets officials and makes their work less efficient. In addition, it creates the impression that they are not taking their work seriously. Promptness is clear evidence of interest in the assignment at hand. Notify the home management of your arrival, immediately after arrival at the game site.

Article 11. Arrival on the Playing Floor:

A. All officials report to the playing floor 20 minutes prior to game time to supervise both teams during the warm-up period and to perform their assigned duties. (It is mandatory that at least one (1) official is on the court during the duration of the 20-minute warm-up period.)

B. The referee inspects playing facilities and determines if ground rules are necessary.

C. The referee instructs the scorers, timers and shot-clock operators. (If not done in the officials' dressing room.) The referee should also familiarize himself with and check any available replay equipment, if applicable.

D. U1 & U2 inspects players uniforms and equipment making certain that opposing teams are wearing contrasting colors and that numbers are legal and checks for jewelry.

E. Officials, after reporting to the floor, will be stationed as illustrated on page 29 as long as teams are warming up and will perform their assigned duties until the game starts.

F. Officials will introduce themselves to the coaches no less than one minute prior to the start of the game.

G. If precision timing is being used, at approximately 16 minutes before game time, officials will each go to the scorer's table and synchronize their whistle and timing pack with the timing system.

H. Introduction of Captains:

1. At approximately 14 minutes before the game time, officials bring captains to center of floor for introductions and a brief explanation of any necessary ground rules.

Article 12. Coaches Conferences:

Officials when talking to one coach are required to invite the other coach to the conference.

Article 13. Start Period on Time:

Officials are encouraged to start the game at the proper time.

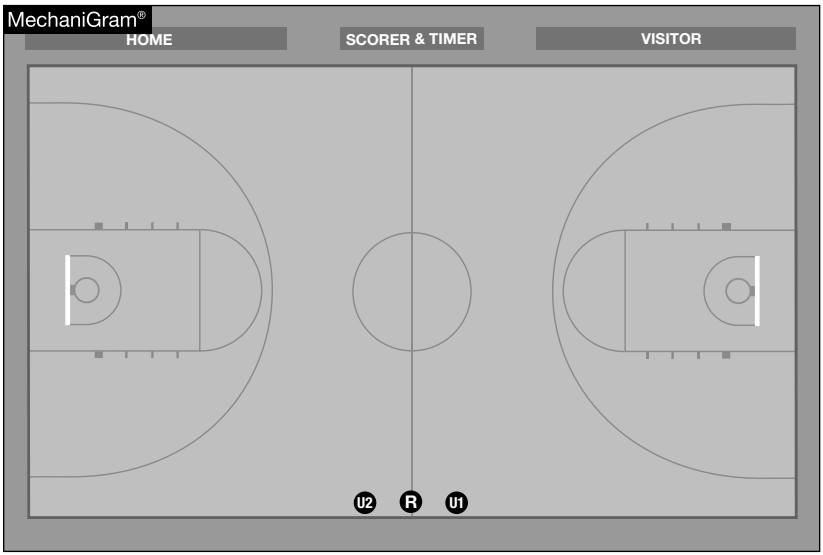
Article 14. Officials' Timing Schedule:

Game clock:

20 minutes — Arrive on floor, conduct table crew meeting
18 minutes — Check replay monitor
16 minutes — Sync timing packs
14 minutes — Captains meeting
Halftime - 4:00 — Arrive on floor

Section 5
Pregame and Halftime Warm-Up Positions

A. Officials, after reporting to the floor, will be stationed as shown in the MechaniGram below, until the starting lineups are complete.



1. R shall stand at the division line on the sideline away from the scorer's table.

2. U1 shall stand on the same sideline as R, approximately three feet from the division line, observing the warm-up activity of the home team.

3. U2 shall stand on the same sideline as R, approximately three feet from the division line, observing warm-up activity of the visiting team.

B. R should check the book no later than the 12-minute mark or prior to the teams leaving the floor to ensure that squad lists and designated starting lineups are entered in official scorebook. R can do preventive officiating if the starters and the squad lists are not ready prior to the 10-minute mark deadline.

C. At the conclusion of pregame warmup and player introductions, assume a position off the court in front of the scorer's table facing the playing floor.

D. Fist bumps are optional during introductions. A nod of the head or a hand wave to acknowledge the players is sufficient.

E. If you have not already done so, at one minute before starting time, introduce yourselves to the coaches.

F. Prior to tip-off, R goes across the floor to the intersection of the division line and opposite sideline while U1 and U2 assume their respective timeout positions. The R has the option to designate the U1 or U2 to toss the ball to start the game and/or overtime(s).

G. For television games, officials shall remain at the scorer's table until given a one minute warning by the table personnel and/or they are told by the television coordinator to start play. At that time, they will move to their respective positions to start the game.

H. When returning to the court at halftime four minutes prior to resumption of play, assume same positions as pregame. With one minute remaining in the intermission, assume position off the court in front of the scorer's table facing the playing floor.

I. Prior to the start of the second half, R will obtain the ball and confirm possession.

5.1 Pregame Protocol

A. No in-person table crew meeting in the locker room.

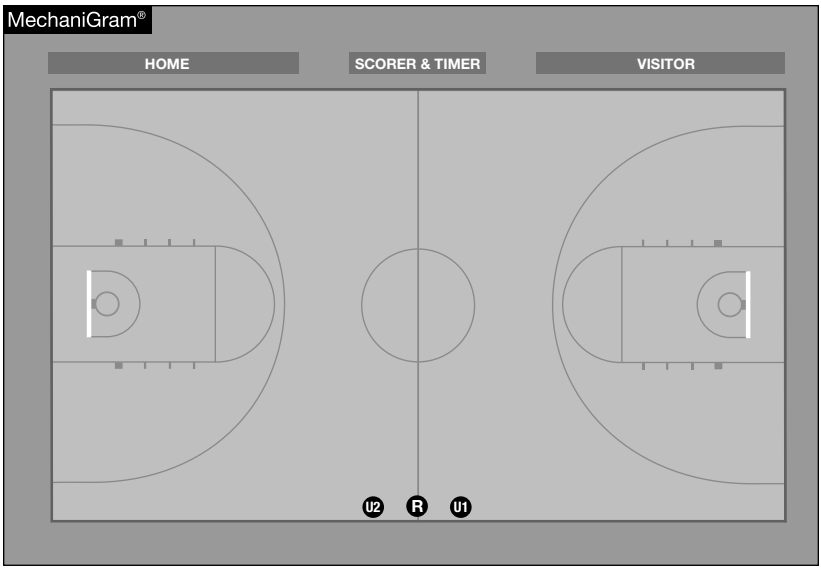
B. Officials stay opposite scorer's table until they meet/greet the coaches prior to the start of the game.

C. Referee conducts table crew pregame on the court at approximately 20 minutes before tip.

D. Captains' meeting will still be required. Teams should minimize the number of student-athletes involved in the captains' meeting.

E. Officials will still meet/greet coaches prior to start of game.

F. Player fist bumps are optional during introductions.



Section 6
Division of Court and Duties

Article 1. Advantages of Approved Court Coverage (Rotation)

A. Enhances the ability of three officials to be in proper position to cover each play and all players.

B. Provides improved court coverage, in both frontcourt and backcourt.

C. Treats both sides of the court the same in regard to areas of coverage.

D. More clearly defines specific areas of coverage and responsibility.

E. Enhances the officiating philosophy of wide triangle coverage.

F. Demands total concentration of the officiating crew.

G. Allows the officiating crew to do a better job of refereeing the defense.

H. Provides more effective coverage in pressing and fullcourt situations.

I. Primary areas of coverage are the same for both sides of the court.

J. Advocates a stronger teamwork approach to officiating, and requires that officials put trust and confidence in their partners.

K. The philosophy of strong-side officiating is increased by allowing the L and T to officiate the ball and the players that are between them.

L. Proper off-ball coverage is increased because the C official has the responsibility for off-ball screens, backside coverage and weak-side rebounding.

M. The officials adjust their positions to the ball and the players on the court.

N. Increases the opportunity for all three officials in the crew to become more involved and participate in officiating the game.

Article 2. Terminology:

Rotation: Refers to a live-ball situation, whereby the location of the ball keys the L to initiate a rotation. Such movement by L to ballside dictates a change in position by T and C. This is implemented when the ball changes sides of the court.

Switch: Refers to a dead-ball situation created by an official who calls a foul.

L Official: Refers to the position of the official at the end line.

C Official: Refers to the center official who is in the off-ball position, midway between one or two steps above or below the free-throw line extended. This is known as the high-low procedure to get to a position to accept and make quality calls.

T Official: Refers to the position of the Trail official nearest the division line, at approximately the 28-foot line. If transition occurs, the T official will become the new L. T may be tableside or opposite side.

Close Down: Refers to officials movement by movement of the ball.

A. T toward end line (a step or two).

B. L toward lane line extended (a step or two).

Ballside: Refers to the location of the ball in the normal frontcourt offensive alignment of a team. In dividing the court down the middle, (using the basket as a center point), end line to end line. The side of the court where the ball is located is ballside.

Strongside: Location of ball determines the strongside.

Weakside: The side opposite the ball.

Tableside: Refers to the side of court on which the scorer's table is located.

Opposite Side: Refers to the side of court opposite the tableside.

Article 3. Techniques:

A. All officials should maintain the semblance of a wide triangle coverage of the court and, fundamentally, they should be moving into the proper positions each time there is a change of possession of the ball (but should never turn their backs to the ball). When a foul is called, the calling official should move toward the play. If the T is not the calling official, move slowly toward the new position and observe players. If C and/or L is not the calling official, freeze eyes to observe the players, until the reporting official turns to observe the players.

B. The L has primary responsibility for making block/charge calls on drives to the basket inside the free-throw line in the lane area and from strongside. In case of double whistles, the outside official may take the call since that official may, in fact, have the best look. If the block/charge play involves a secondary defender, the L is primary on the play. T and C are secondary when the action involves a secondary defender. The L has the best chance to watch the secondary defender's positioning.

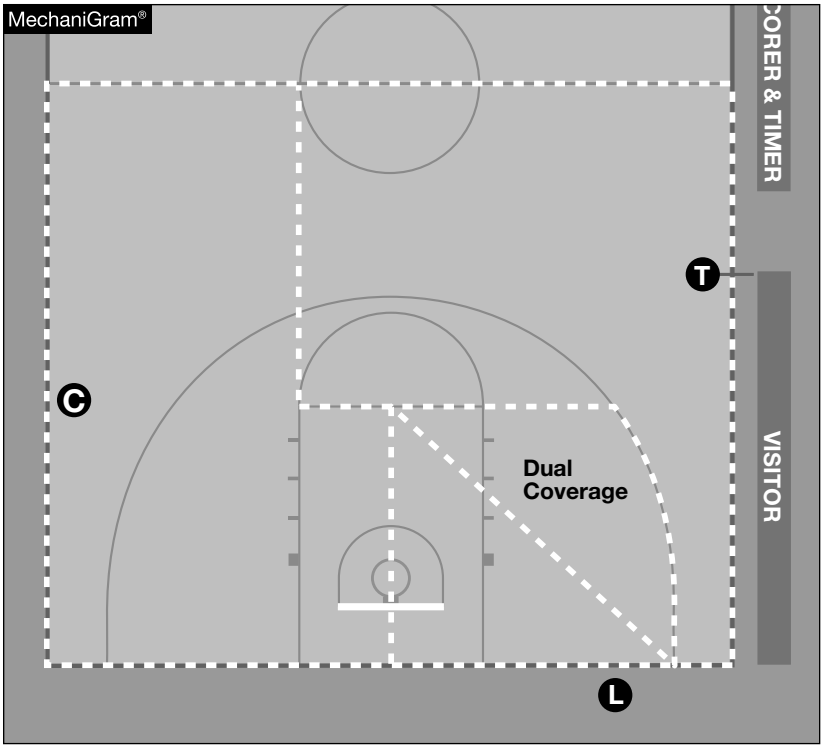


Do Not Start Clock

C. It is the responsibility of the officials to ensure the clock stops following a successful field goal during the last 59.9 seconds of the game and the last 59.9 seconds of any overtime period. Do not sound whistle! (Rules 2-10.12, 5-10, 5-11). T will give the do-not-start-clock signal and start the visual five-second count when the ball is at the disposal of the thrower-in and will give the start-the-game-clock signal when the ball is legally touched on the throw-in.

Section 7
Primary Coverage in Frontcourt

7.1 Primary Coverage Areas of Responsibility



A. Each official has an area of primary coverage.

B. When the ball is in an official's primary coverage area, that official has fouls and violations on the ball.

C. When an official has no competitive matchup in their primary, they should extend their coverage to help with matchups in another primary.

D. Dual coverage for L and T is indicated in the illustration.

E. Officials must always be aware of:

1. Location of ball.

2. Position of other officials.

3. Location of players.

F. The Trail shall have primary responsibility for the primary defender on drives to the basket that originate in the T's primary. The Lead shall have primary responsibility for all block/charge plays that involve a secondary defender on drives to the basket. The Lead has secondary coverage on drives to the basket using a cadence whistle when needed.

G. The Center official shall have primary responsibility for the primary defender on drives to the basket that originate in the C's primary. The Lead shall have primary responsibility for all block/charge plays that involve a secondary defender on drives to the basket. The Lead has secondary coverage on drives to the basket using a cadence whistle when needed.

7.2 Frontcourt Coverage

There are specific responsibilities as it relates to coverage for the Lead, Center and Trail officials when officiating post play in the halfcourt.

A. Lead Official

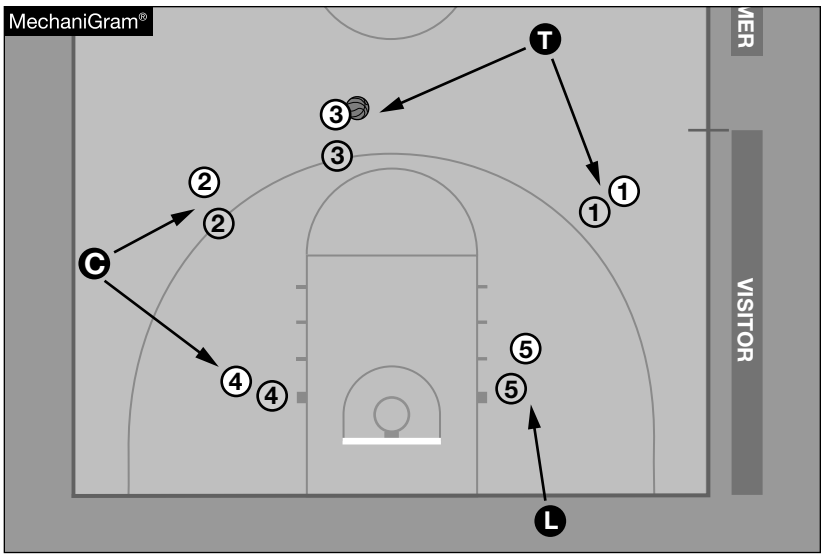
1. Responsible for primary post play match-ups on the ball side.
2. Look for illegal acts by offensive and defensive players that include holding, pushing and ward-offs. A straight arm may not be used to ward-off an opponent or prevent him from legally guarding the post player.
3. Call the first foul and if illegal acts occur simultaneously between two opponents, call a double foul.
4. Assist with shots from the corner and from the wing. Take shooters up and down then get to strong side rebounding matchup.

B. Center Official

1. Responsible for post play on the non-ball side.
2. Set up at the free-throw line extended area when there is post play in the free-throw lane.
3. When there is not a match-up in the Center's primary area, extend coverage area to get an open look on post action in the Lead's primary area and assist on plays that turn away from the Lead official, including offensive player ward-offs.
4. Move to get a proper angle to officiate plays that turn to the Center official (curl plays).

C. Trail Official

1. Responsible for the primary defender on the ball.
2. Set up near 28-foot line and/or even with the ball handler ensuring all players are within visual field creating a big picture. Position adjust to assist on plays that occur in dual coverage area with the Lead official.
3. Be in a position to assist on offensive player ward-offs.
4. Primary responsibility for traveling violations that occur in the post.



7.3 Lead

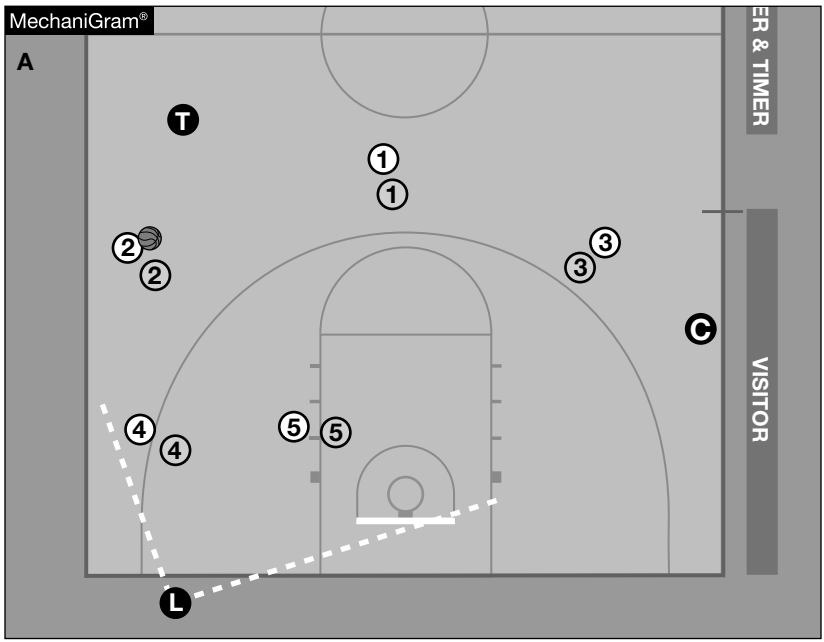
The Lead should maintain an outside-in orientation with shoulders at a 45-degree angle as shown in MechaniGram A. In transition, the Lead's initial position on the end line shall be dictated by the ball as shown in MechaniGram B.

In the front court, the Lead official should be in a position to officiate the primary responsibility/matchup and see as many players as possible. Use the on-ball defender in your peripheral vision as a guideline for positioning when moving wide. However, as a general rule, get no wider than the three-point line.

The priority when refereeing on-ball is to focus your attention on the legality of the DEFENSIVE player while keeping the offensive player with the ball in your field of vision. Position adjust as needed to maintain an open look on the matchup.

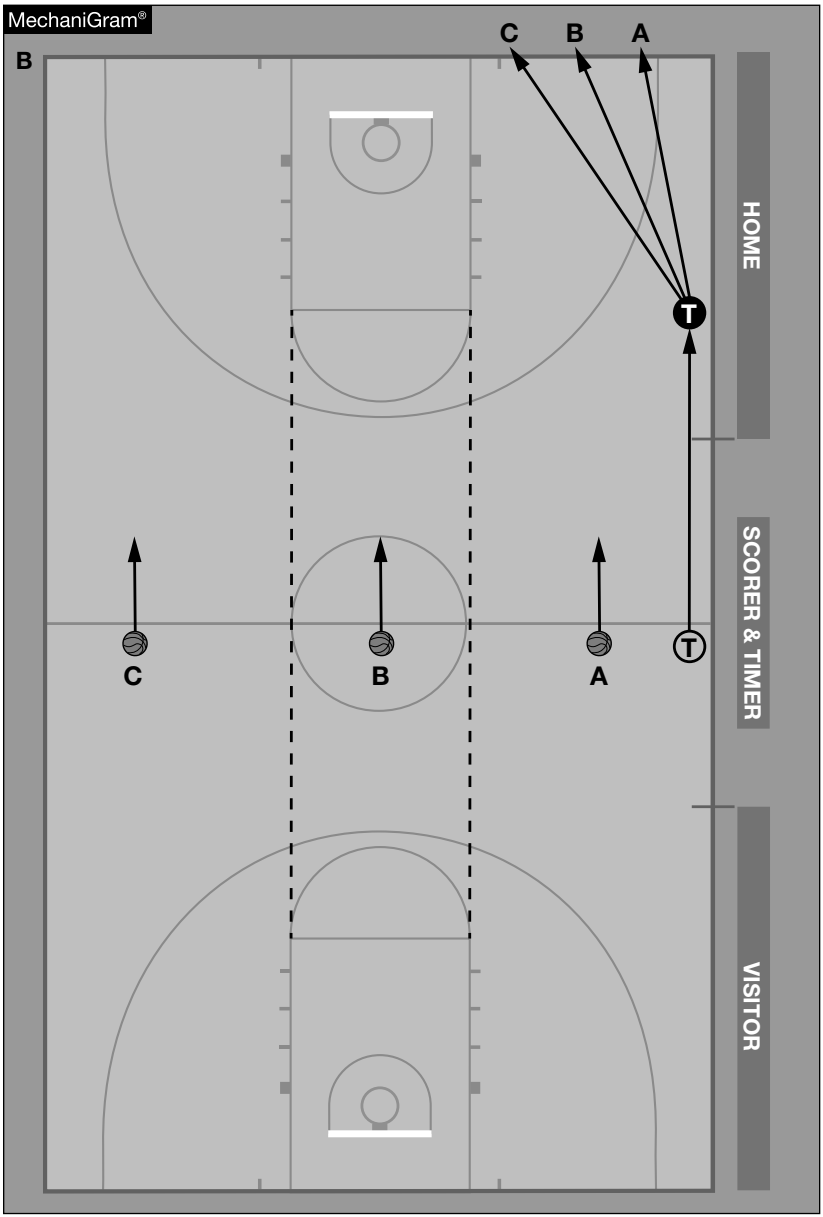
An official will referee off-ball when the ball is not in their coverage area. Officiate BIG off ball with awareness for defenders (stationary & moving) because this gets you to secondary defenders earlier.

The Lead official shall mirror the ball as it swings from side to side and look for a reason to rotate to ball side. Triggers for rotation include post matchups, ball settled on opposite side moving below foul line extended, one-on-one matchups in opposite corner or wing. When the ball moves to the weak side, if wide, move toward the lane line in preparation to rotate. When a competitive match up materializes in the post, rotate to strong side and when necessary, do so with an accelerated pace. Not rotating effectively leaves the center official to officiate the post play and the primary match up. When a one-on-one match is on weak side, the Lead official may or may not rotate



depending on the offensive set.

Rotating unnecessarily can compromise the effectiveness of the crew's coverage and positioning. Maintain an awareness of offensive sets and position of players. Never rotate during shots, rebounds, skip passes and drives to the basket. If rotating when these occur, the Lead shall back out of the key to their previous position.

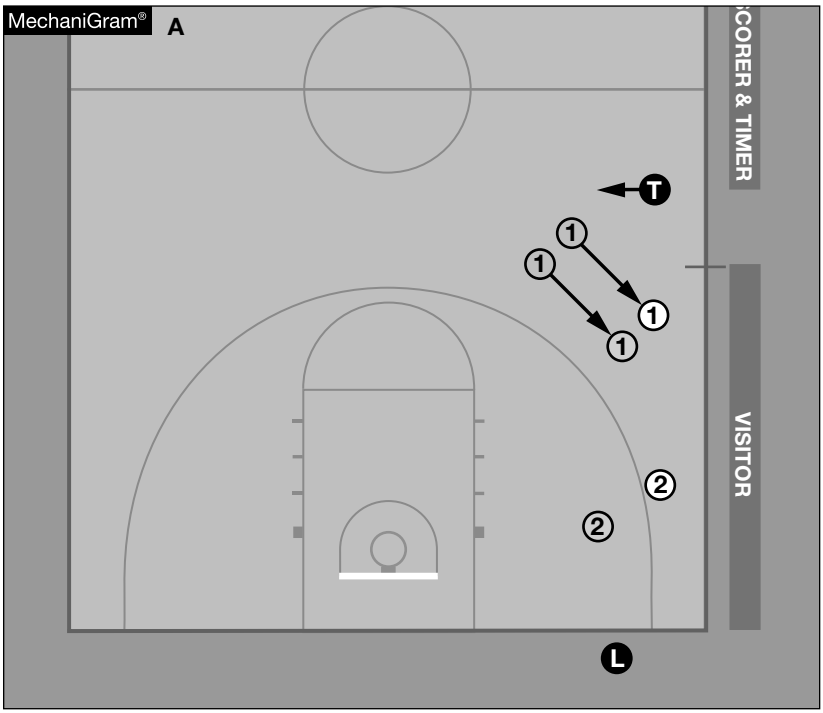


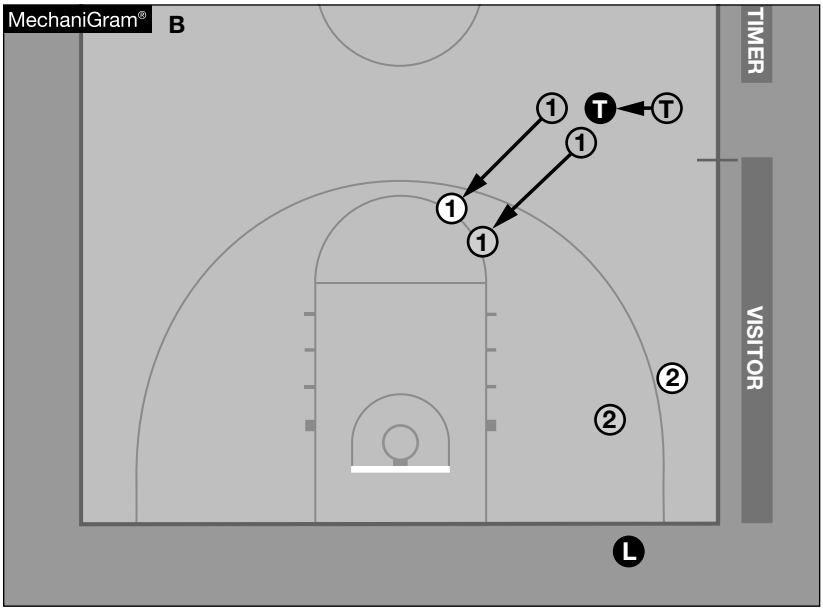
7.4 Trail

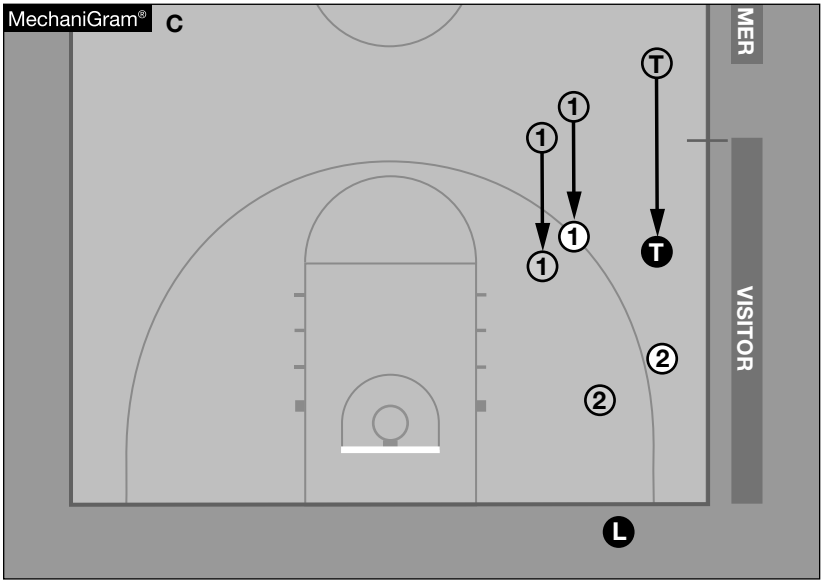
In the Trail position, we must create a big picture mentality. The Trail official must adjust to see the on-ball defender, when in the Trail's primary, and see as many of the other players as possible. However, when there is strong defensive pressure on the ball, you must primarily focus on those two players.

The Trail shall work from behind and outside the dribbler. This will allow your vision to see your matchup and provide additional awareness of the next play developing in your secondary coverage. The Trail should work the sideline until you are unable and then move on to the floor to cover the play as shown in MechaniGram A.

Stay connected on plays to the basket and on plays moving away from you. Adjust your position to maintain an open look as shown in MechaniGram B. When your angle is too diminished or the play becomes another's primary, release the play. Trail officials are frequently too high on drives to the basket in the lane. Move down to assist on drives to the basket, restricted area, block/charge plays and jump shots that occur near the free-throw line-extended and in the dual coverage with the Lead as shown in Mechanigram C. However, when plays are near the sideline, the Trail should move onto the floor to maintain an open look as illustrated in MechaniGram A. But be ready to sprint toward the other end of the court in the event of a quick turnover.







Cadence Whitle:

A. The Trail official should have a patient whistle on plays moving into the Lead's primary area.

B. A cadence whistle should be utilized on plays moving into the Lead's primary area.

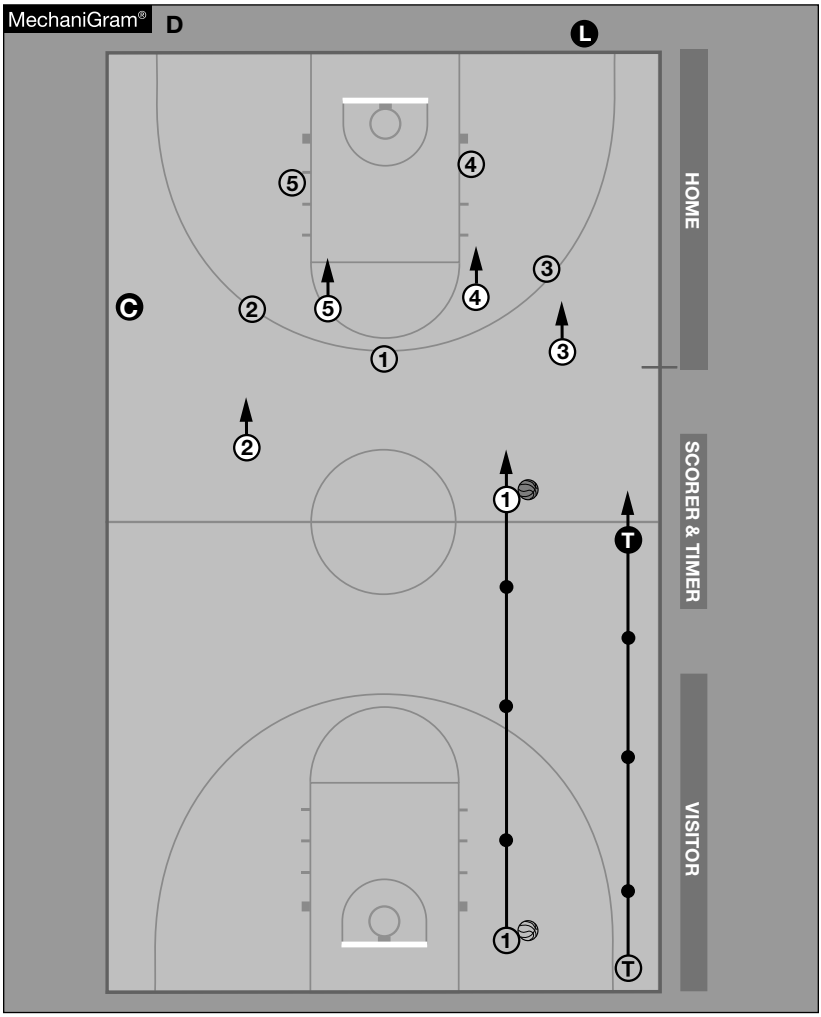
C. If a foul occurs and the Lead has no whistle, a delayed whistle from

the Trail official should be utilized. When the Trail utilizes a cadence whistle, he/she should close down toward the play.

D. In situations where a foul occurs moving into another official's primary and there are double whistles, the Trail official shall post and hold, not giving any preliminary signal.

E. The Trail official should focus on his/her primary area and shift his/her focus swiftly to off-ball coverage where applicable. Ball watching can lead to missed plays in the official's primary area. Officials should continue to be aware of the ball's location.

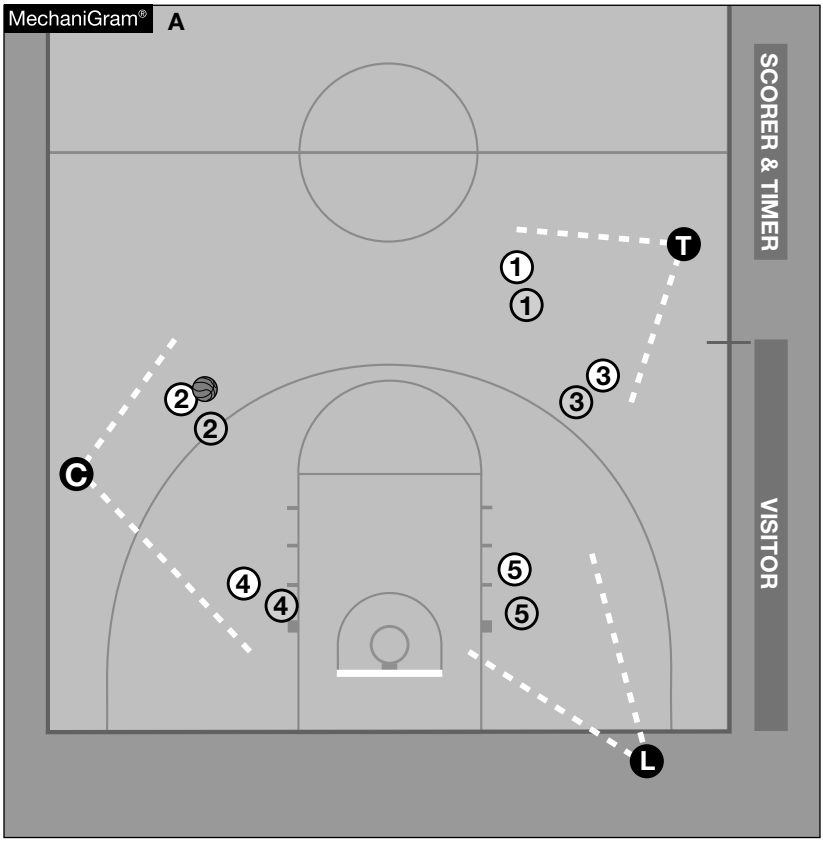
In transition, it is important for the Trail official to be even with or one-half step behind the ball as it moves from back court to front court. The Trail official should not allow a gap to exist between him/her and the ball handler, as shown in MechaniGram D.

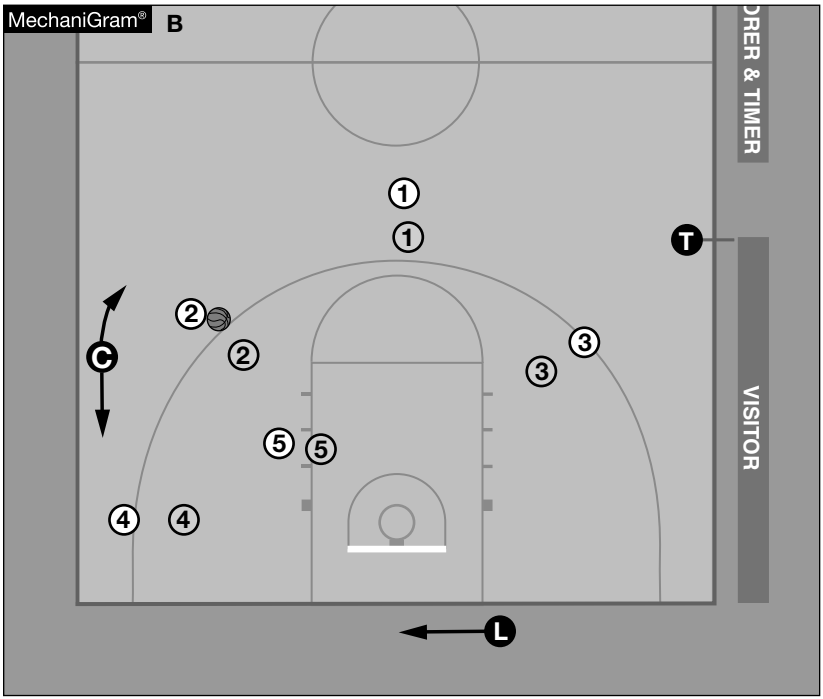


7.5 Center

Officials should have an initial starting position parallel to the sideline in the area of the free-throw line extended as shown in MechaniGram A.

When play dictates, change that position to obtain a better angle on the play. The Center should take one or two steps toward the division line or the end line as play dictates, as shown in MechaniGram B. The Center official should not leave a good angle or an active play just because the Lead has rotated.





Cadence Whitle:

A. The Center official should have a patient whistle on plays moving into the Lead's primary area.

B. A cadence whistle should be utilized on plays moving into the Lead's primary area.

C. If a foul occurs and the Lead has no whistle, a delayed whistle from the Center official should be utilized. When the Center uses a cadence whistle, he/she should close down toward the play.

D. In situations where a foul occurs moving into another official's primary and there are double whistles, the Center official should post and hold, not giving any preliminary signal.

E. The Center official should focus on his/her primary area and shift his/her focus swiftly to off-ball coverage where applicable. Ball watching can lead to missed plays in the official's primary area. Officials should continue to be aware of the ball's location.

The Center should hold after a made basket and prepare for defensive pressure in the backcourt. The Center shall help cover plays when multiple offensive and defensive players are in the backcourt with an initial starting position even with the second line of defense. Adjust your position to see through the players. In transition, the Center is responsible for coverage across the entire floor. Move up the floor at the speed of the pack.

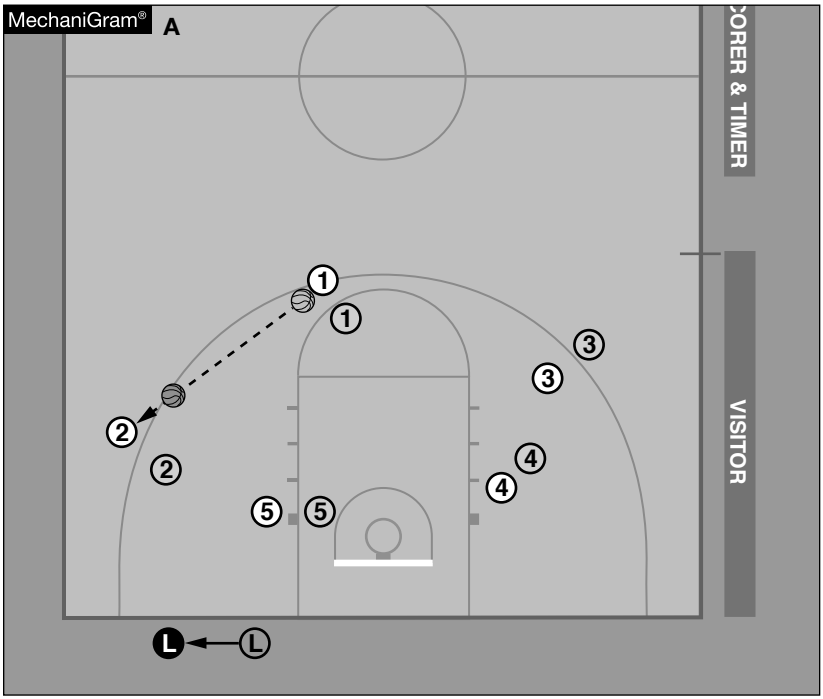
7.6 Rotations

It is imperative that the Lead official mirrors the ball in the frontcourt.

Lead officials need to mirror the ball and close down when necessary and avoid in-the-middle-of-the-lane positioning. That will shorten the distance for the Lead officials from lane line to the other lane line if the Lead needs to rotate to get to the ball side, as shown in the MechaniGram B.

When transitioning from the Trail to the new Lead, hustle to the endline, have an awareness of the ball and begin to mirror the ball in transition as the offensive team moves up the floor.

Knowing the location of the ball in the frontcourt is more of a "feel" with your peripheral vision than tracking it with your eyes. Take a quick peek to know where the play is going to develop. If a pass goes to the strong-side wing, move out wide as in MechaniGram A and find the competitive match up in your area. Use the on-ball defender as a guideline for positioning when moving wide. As the ball is passed to the other side of the court around the perimeter, as shown in MechaniGram B, mirror the ball by moving toward the lane line. From this position, the Lead can better decide when to rotate. The Lead official should always be looking for reasons to rotate. However, do not rotate unnecessarily and never rotate during shots, drives, rebounds and



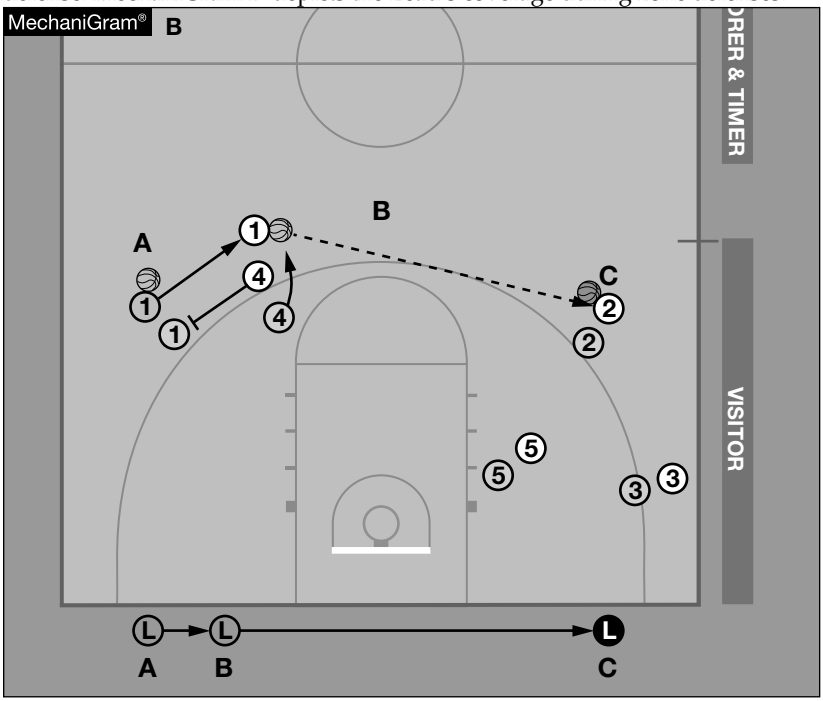
skip passes. A spread offense with no post play will generally dictate limited rotations.

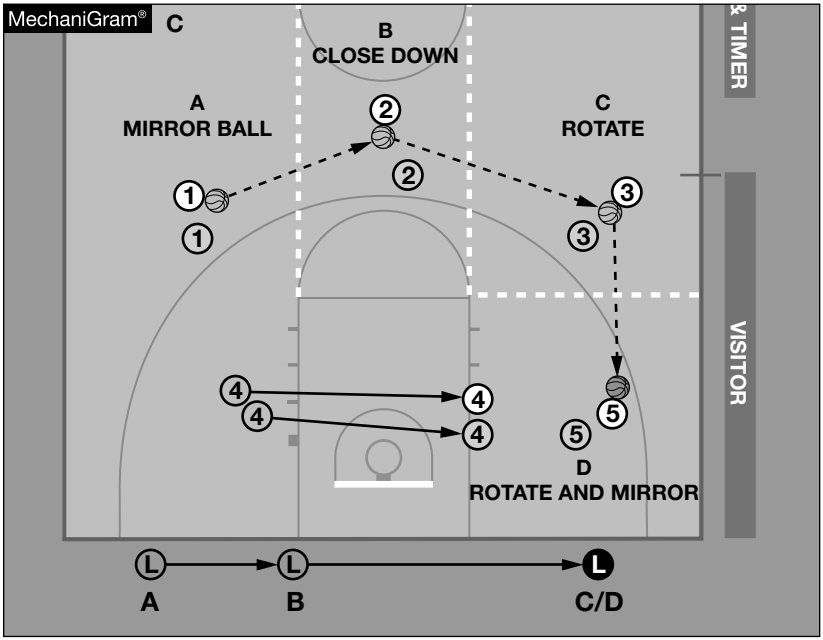
A. The Lead official should minimize calling across the paint, especially on plays above the backboard and plays where the Lead is in a straightlined position.

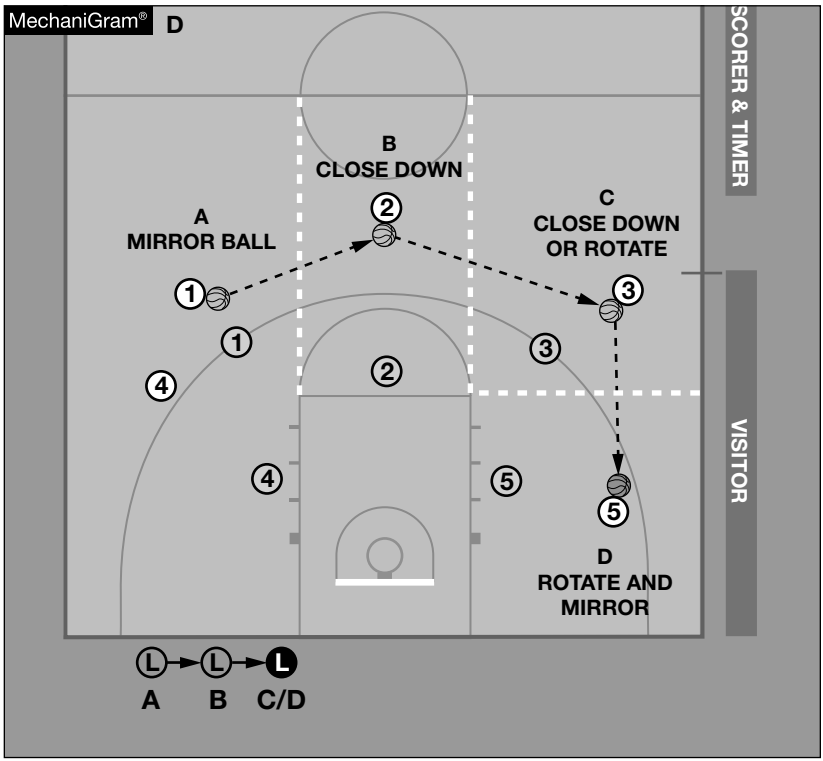
B. Equally important is for the Lead official to move briskly, but not run across the lane, to get ballside. Doing this will minimize the number of times the Lead is tempted to call plays across the paint.

C. Officials should not initiate a rotation when there is 5 seconds or less remaining of the game clock or shot clock.

It is important to recognize whether a team is playing man-to-man or zone defense. MechaniGram C depicts the Lead's coverage during man-to-man defense. MechaniGram D depicts the Lead's coverage during zone defenses.




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ROTATE AND
MIRROR
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7.7 Block/Charge Play Coverage

A. The Lead official should officiate the primary and secondary defenders on block/charge crashes which occur below the free-throw line extended down the free-throw lane and from strongside, as shown in MechaniGram A. The Lead is responsible for all block/charge plays involving secondary defenders including from the Center's side, as shown in MechaniGram B.

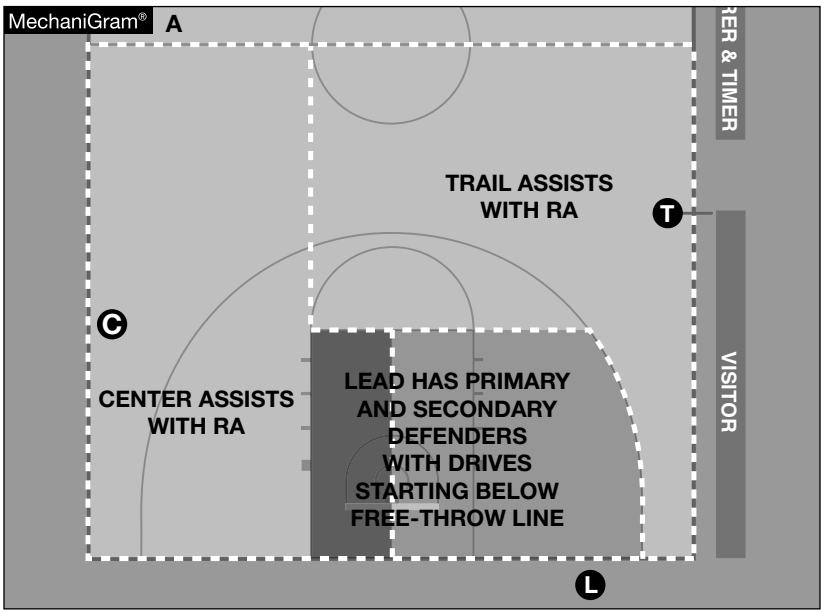
The Center should officiate all primary defenders on block/charge plays on drives to the basket that originate from the Center's side, as shown in MechaniGram B. If the play does not originate from the Center's side or involves a secondary defender, the Center should focus on the restricted-area arc and assist when necessary on restricted-area violations MechaniGram B.

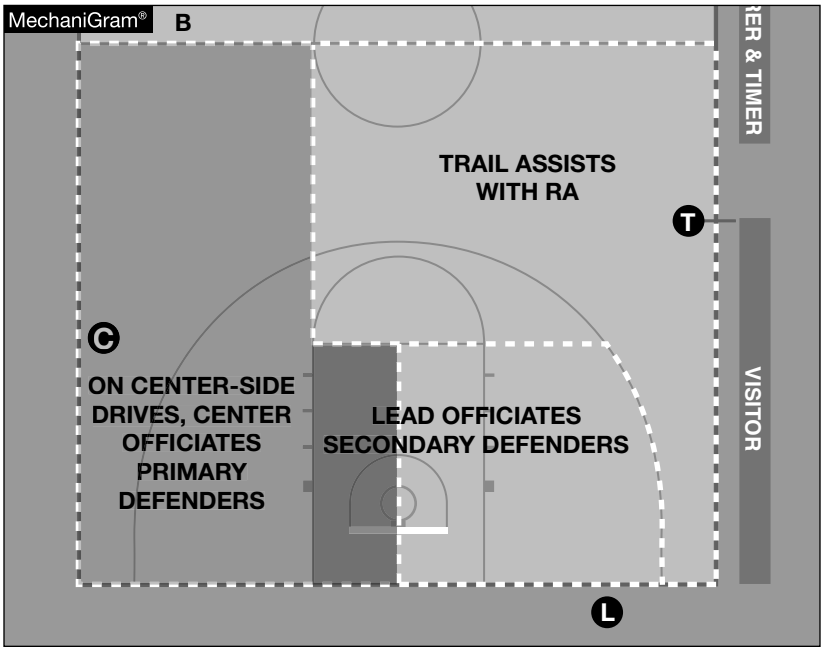
The Trail official should also focus on the restricted-area arc and assist when necessary on restricted-area violations (MechaniGrams A and B).

Note: If the foul called on the court is a blocking foul, not based on player position/RA, the calling official should not point to the restricted area when signaling the foul. That will alert his partners that a blocking foul is being called without reference to the restricted area.

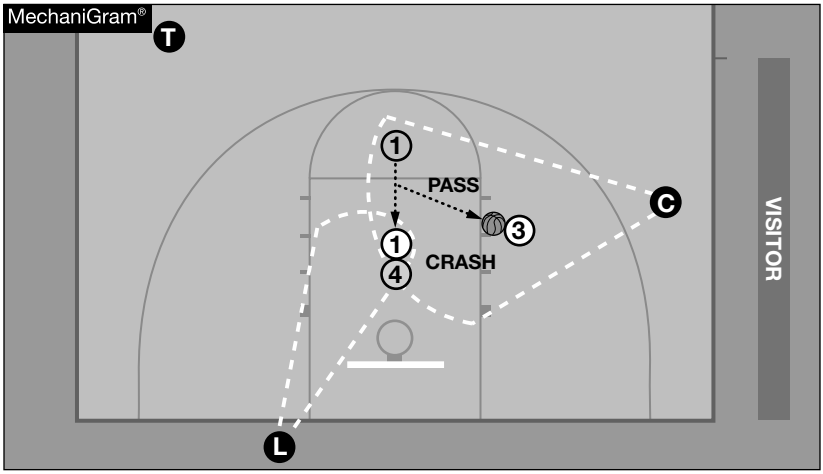
The Trail official should officiate all primary defenders on drives that originate in the Trail's primary.

In addition, if the block/charge play does not involve a secondary defender, do not point to the restricted area when making a blocking call since it does not apply.





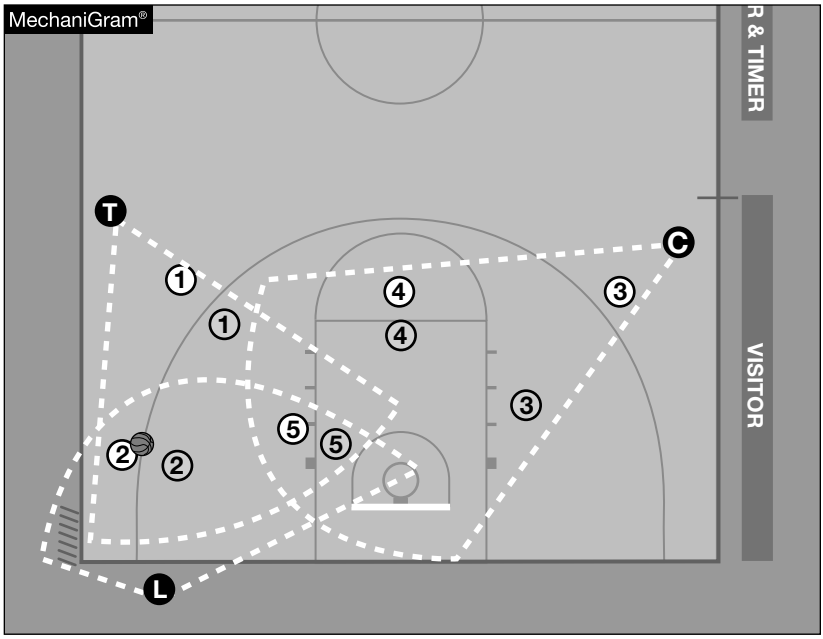
B. Pass-and-crash plays should be officiated using the same guidelines found in section 7.2. It is important for the Lead official to stay with the crash and let the Center or Trail follow the ball.



7.8 Shots Taken In Corners

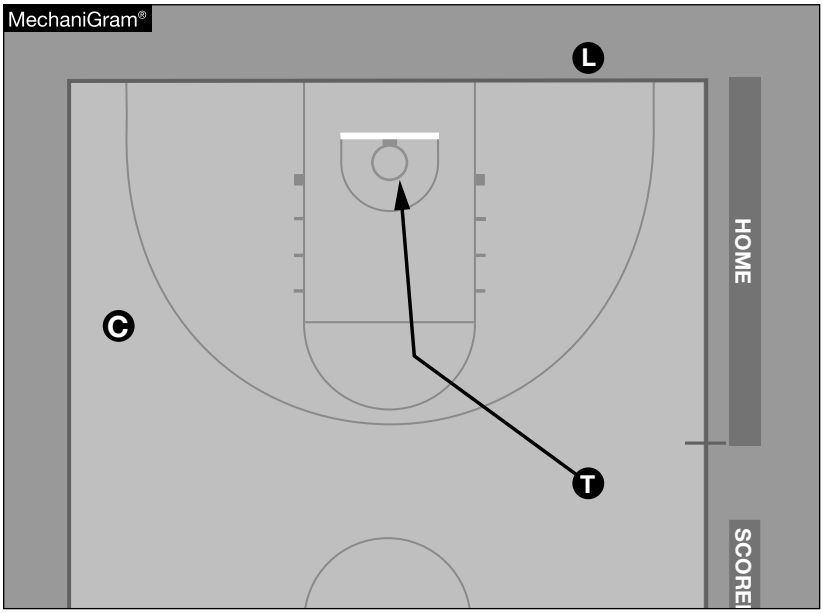
The Lead official widens and opens up slightly to assist the Trail on shots taken in the corners of the frontcourt. The Lead may help with the feet and three-point line and fouls on the shooter including point of contact (POC) fouls that occur from the wrist to the elbow. Once the shot attempt has been released and the shooter returns to the floor, the Lead should immediately return his attention to the post and strong side rebounding. The Trail official will observe the shooter until he returns to the floor. The Center shall help with rebound coverage on opposite block when the Lead is assisting with shots taken from the strongside corner or wing.

NOTE: On shots taken in the corner, the Lead official will have secondary out-of-bounds coverage (near endline only) on plays the Trail is unable to observe (noted by hashmarks in MechaniGram).



7.9 Trail & Center
Play Leaving Primary Coverage Area

A. When a play leaves our primary (Trail or Center) and curls to the basket, our angles diminish (see MechaniGram). It is imperative that in these situations our Center or Trail trust our partners. Usually, the play opens up to our partner and they have a great look at the play.

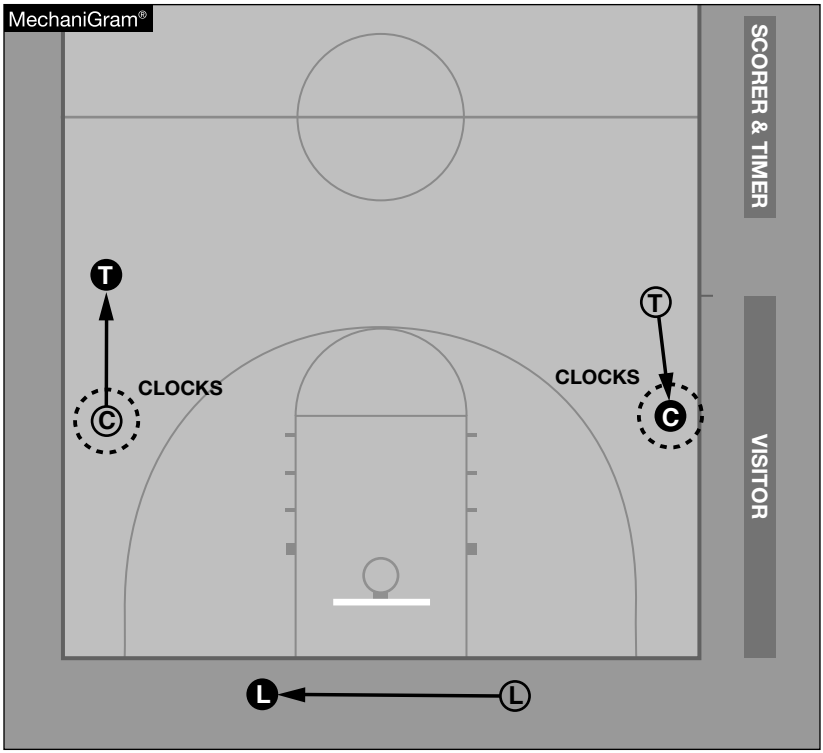


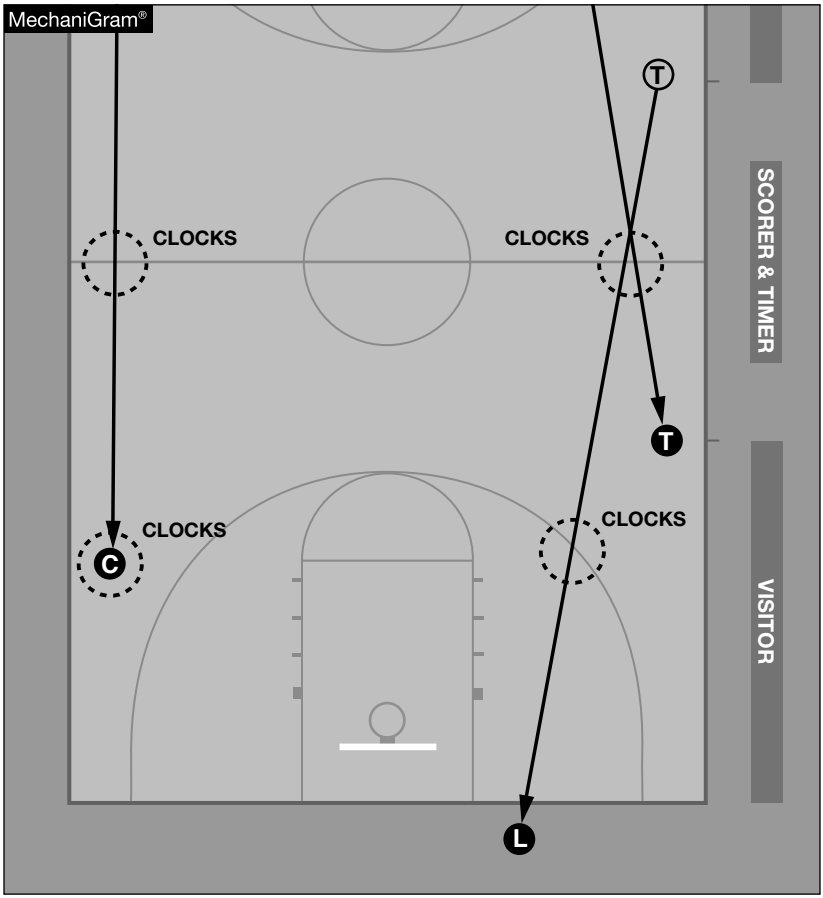
B. The Center or Trail official should give the Lead official first shot on drives to the basket down the lane and on strong side. Too often, the Center or Trail officials are blowing on first contact. The Center or Trail should use a cadence whistle (slight delay) to see if the Lead is calling a foul in their primary area. If a foul is needed and the Lead doesn't have a whistle, then the Center or Trail should take a secondary whistle.

C. When the Trail or Center have a whistle on a play that is outside their primary or moving away from them, the calling official should close when calling a foul.

7.10 Clock Awareness

All officials must be aware of the game clock and the shot clock. With the advent of electronic-timing systems, the need to be clock aware seems to have taken a backseat. When timing mistakes occur, only bad things are the result. Officials need to make the commitment to be more clock aware. Obtain the magic number on every possession from every position. The magic number is defined as the time showing on the game clock when a shot clock possession begins or the time on the game clock when the shot clock possession will expire.

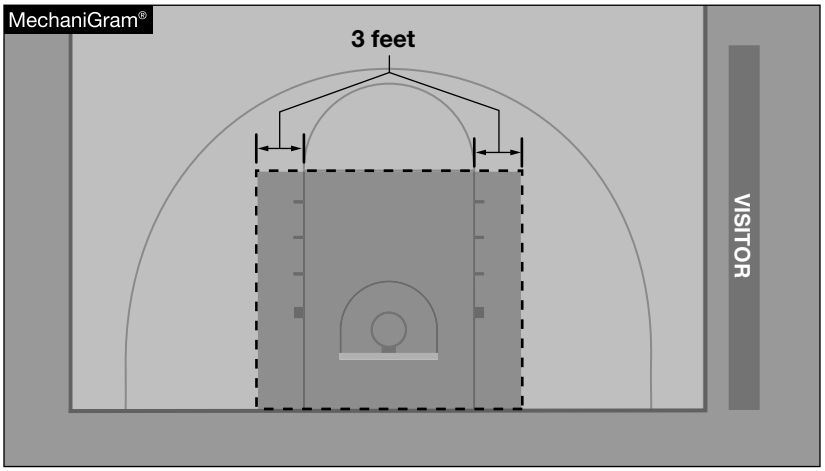



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Section 8
Post-Player Area Defined

A post player's area is specifically defined (Rule 4-29, 10-1.5).

Note: The men's game does not use a lower-defensive box; however, the three-foot dimensions are the same as the women's game. With games played on a floor that has the women's markings for the lower-defensive box those tick marks can be used as a frame of reference.



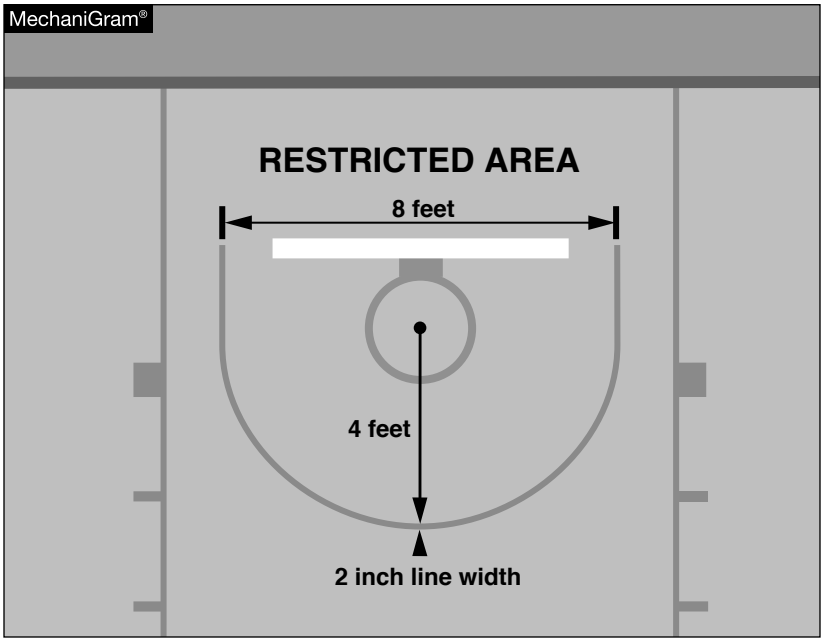
Article 1. Post Play

Reducing physical post play has been a point of emphasis for several years and officials are directed to call existing illegal acts when they occur, such as dislodging, ward-offs, swim strokes and other acts which are not permissible under the rules.

The goal is to provide standardized guidelines to officiating post play, specifically enforcing ward-offs by the offensive player with or without the ball. Rule 10-1.5(a-e) outlines key principles to post play and constitutes fouls when violated.

Section 9
Restricted Area/ Secondary Defender Plays

A. Rule. The floor marking of the four-foot restricted-area arc is required for D- I, D-II and D-III institutions. A secondary defender cannot establish initial legal guarding position in the restricted area when defending a player who is in control of the ball (i.e. dribbling or shooting) or who has released the ball for a pass or try. When illegal contact occurs within the restricted area, such contact shall be called a blocking foul, unless the contact is a flagrant foul (Rule 1-8, 4-17.7, 4-31).



Exception 1: When the offensive player leads with a foot or unnatural knee or wards off with the arm OR when a player in control of the ball stops continuous movement toward the basket then initiates illegal contact with a secondary defender in the restricted area, this is a player-control foul.

Exception 2: If a secondary defender is positioned in the restricted area, the verticality Rule(s) (4-36.4, 4-39, 10-1.14.c) shall apply if the defensive player jumps straight up in the air with hands and arms raised within his vertical plane and he attempts to block a shot. The verticality rule shall not apply if the defender remains grounded in the restricted area in which case all restricted-area rules apply.

B. Mechanics. When a player drives to the basket and past the area of dual responsibility, the L now has primary coverage for this play, especially since it involves a secondary defender. The T and C will have secondary responsibility.

Signaling Sequence. When a blocking foul occurs because the secondary defender was located in the restricted area, the official has two signaling sequences that can be utilized.



Fist in the air, signal block, point to the restricted area (below PlayPics Option 1) OR Fist in the air, point to the restricted area, signal block (below PlayPics Option 2).

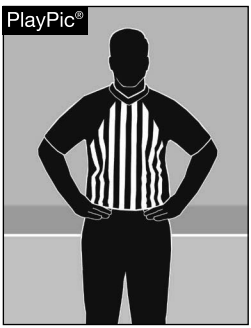
It is the responsibility of the T and C to provide help (if necessary) on such calls. If the non-calling officials can provide definitive information to the calling official (i.e., defender was legally positioned outside of the restricted area), the L will then determine if the call shall be switched.

If the ruling is switched, the calling official should put air back in the whistle and emphatically signal the change.

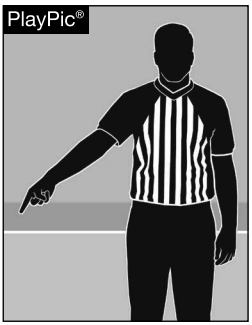
Option 1



Fist in the Air



Signal Block

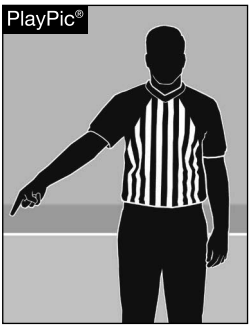


Point to Court Below Basket

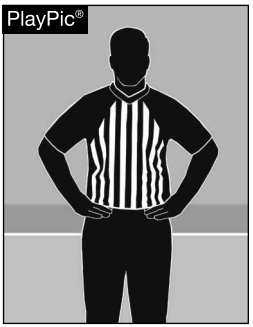
Option 2



Fist in the Air



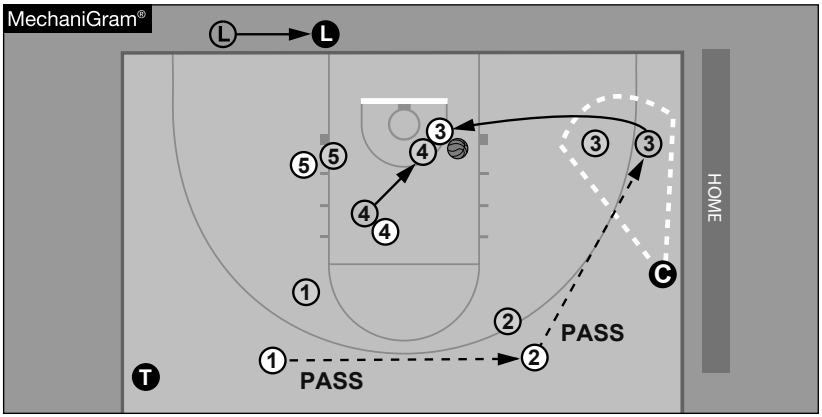
Point to Court Below Basket



Signal Block

If a non-calling official provides information, the calling official has the option to remain with the call that was originally made on the court.

Note: If the foul called on the court is a blocking foul regardless of where the player was positioned, the calling official should not point to the restricted area when signaling the foul. That will alert the partners that a blocking foul is being called without reference to the restricted area.



Swing Pass-Quick Drive. It is entirely possible that a quick swing pass and instantaneous drive to the basket from the C's side of the floor will necessitate a call by the C official if the L hasn't had the opportunity to pick up that action. It is imperative that officials recognize that a double whistle is potentially possible in that situation. Give the "stop the clock" signal, but if at all possible, DO NOT give an immediate preliminary signal.

In addition, if the block/charge play does not involve a secondary defender, do not point to the restricted area when making a blocking call since it does not apply.

Reminder: If the block/charge play involves a secondary defender, the L is primary on the play. T and C are secondary when the action involves a secondary defender. The L has the best chance to watch the secondary defender's positioning.

C. Secondary Defender. Refer to rule 4-36 in the NCAA rulebook for a legal definition of a secondary defender.

D. Restricted Area Monitor Review (Last two minutes of second half and last two minutes of any extra period.) This rule grants officials the ability to utilize instant replay in the last two minutes of the second half (or last two minutes of any extra period) to review block/charge foul calls in or around the restricted area only when the decision was based on whether the defensive player was in or outside the restricted area (RA).

Section 10
Screening

Article 1. Screening

Over the past several years, there has been an increase in the number of high-ball screens above the arc and ball screens on the wing. In most cases, screening action requires two officials to officiate the play due to the multiple players being involved (screener, ball-handler, defenders).

Officials must understand offensive sets and be in position to see screens develop. The longer officials have to see plays develop, the better chance they have of getting the play right. Use the following guidelines to officiate screening action all over the floor.

Article 2. High-Ball Screens Above Three-Point Arc

There are dual responsibilities as it relates to coverage for the Trail, Center and Lead officials on high-ball screens.

A. Trail Official:

1. Responsible for the primary defender on the ball.

2. Secondary responsibility on the legality of the screener.

3. Be in position to see all four players, to see on the ball and the legality of the screen.

4. Be willing to move out on the floor to obtain a better angle.

B. Center Official:

1. Responsible for the screener and the screener's defender first.

2. Secondary responsibility on the ball.

3. Look for holding, pushing by the defender on the screener and then assess the legality of the screener.

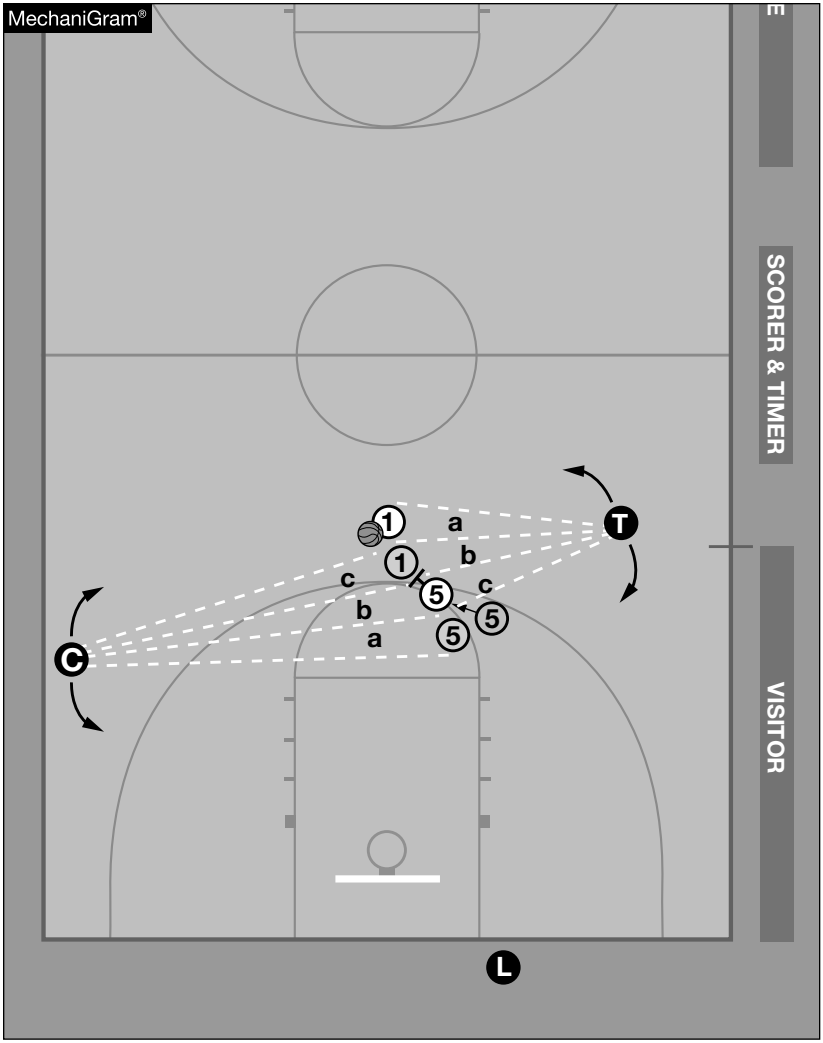
4. Make a position adjustment, if necessary, to assess the legality of the screener, and move out on the floor to obtain a better angle if necessary.

C. Lead Official

1. Responsible for the post action.

2. Secondary responsibility for the defender off the ball.

3. Responsible for roll to basket. Locate the help defender.



Article 3. Screens at the Elbow and Wing

There are dual responsibilities as it relates to coverage for the Trail, Center and Lead officials on high-ball screens.

A. Lead Official:

1. Be ballside.

2. Responsible for the screener and the screener's defender.

3. Look for holding and pushing by the defender on the screener and then assess the legality of the screener.

4. There will be times when the lead official must extend his/her coverage to officiate plays higher than the free-throw line extended.

B. Trail Official:

1. Officiate the primary defender on the ball.

2. Secondary responsibility on the legality of the screener.

3. Be in position to see all four players, to see the ball and the legality of the screen (in most cases, closer to the sideline).

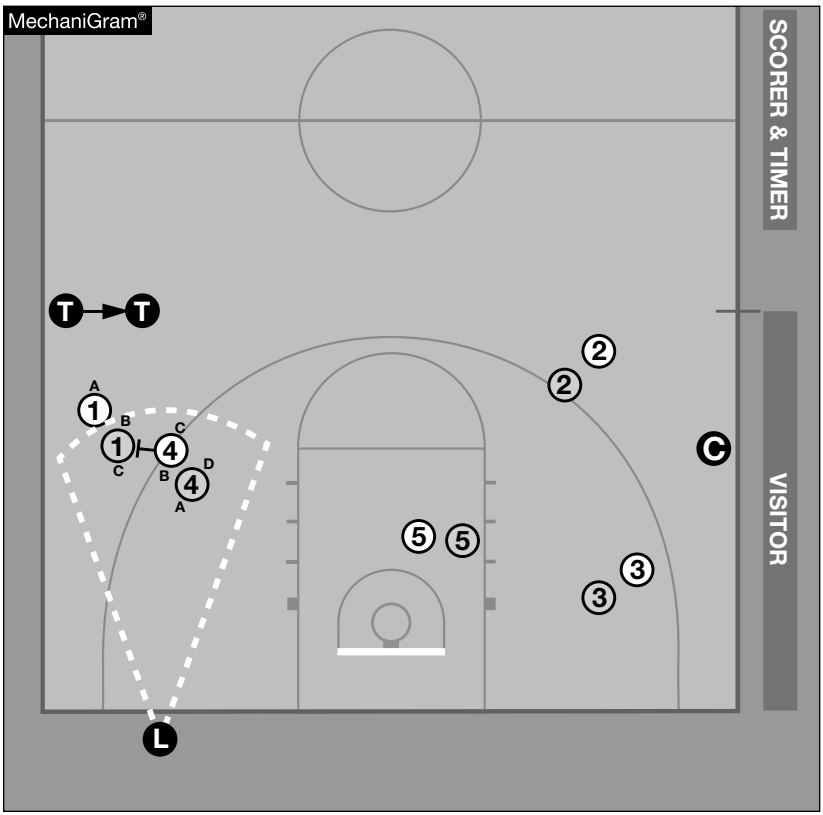
C. Center Official:

1. Officiate the action in the post.

2. If no post action, assist on the screening action.

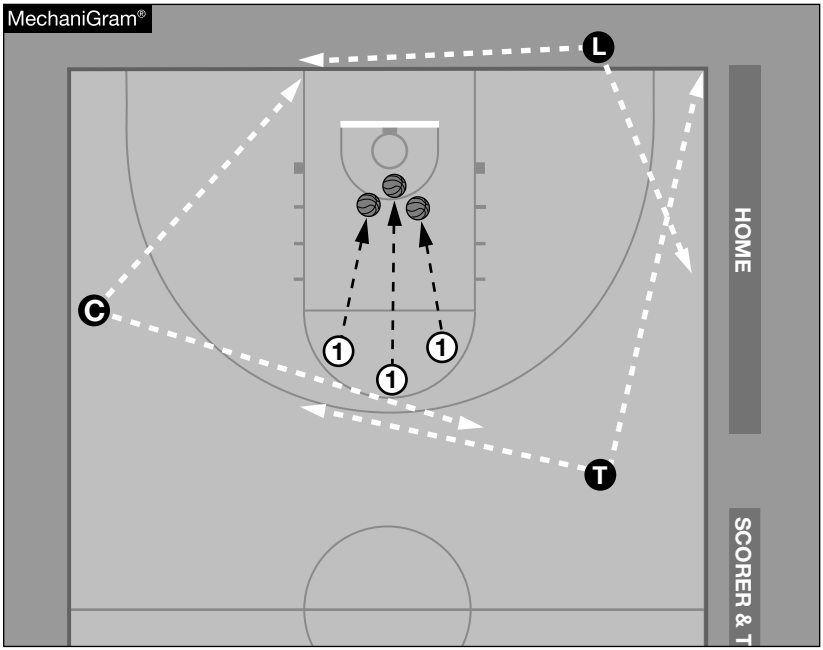
3. If screen happens on weakside, then Center is responsible for the screening action.

4. If a blind screen comes from the post, the Center must pick up the screener to assure his legality.



Section 11
Shot and Rebound Coverage

Article 1. Coverage Responsibility



Court Coverage:

L: Responsible for strong-side rebounding matchup.

C: Responsible for weak-side rebounding matchup.

T: Responsible for players crashing to the basket from outside the lane. Also responsible for matchup on the opposite block.

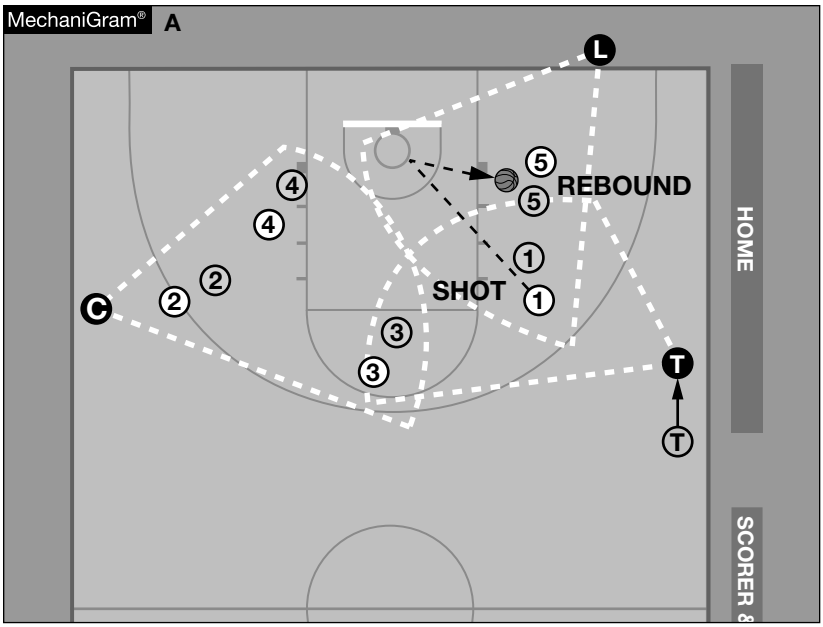
Article 2. Rebound Coverage on Shots From Strong Side

When shots are taken from strong side, the following responsibilities are in order:

L: Fouls on shooter in corner and on wing then strong-side rebound matchup.

C: Weak-side rebound matchup and basket interference and goaltending. Help strong-side rebounding when Lead is covering shooter on wing and in corner.

T: Shooter to the ground then rebounding and basket interference and goaltending.



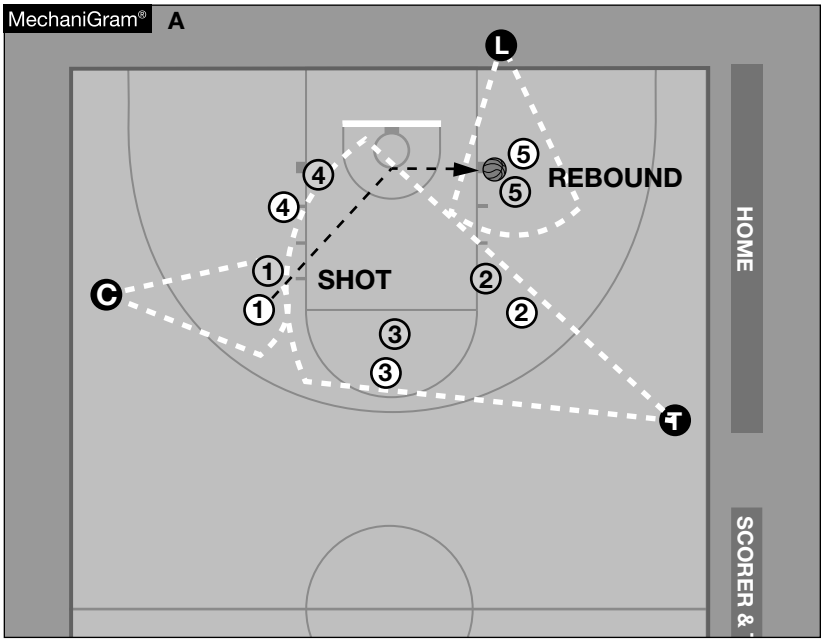
Article 3. Rebound Coverage on Shots From Weak Side

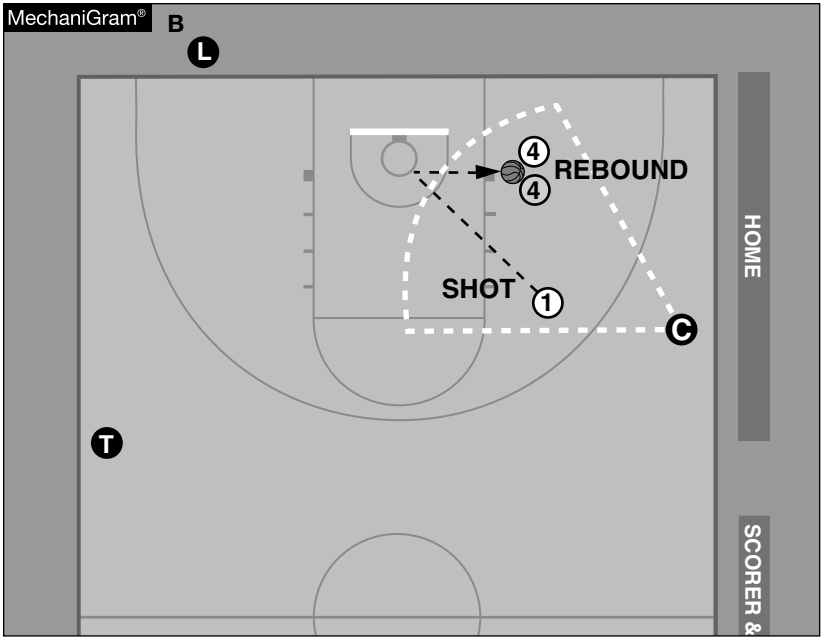
When shots are taken from weak side, the following responsibilities are in order:

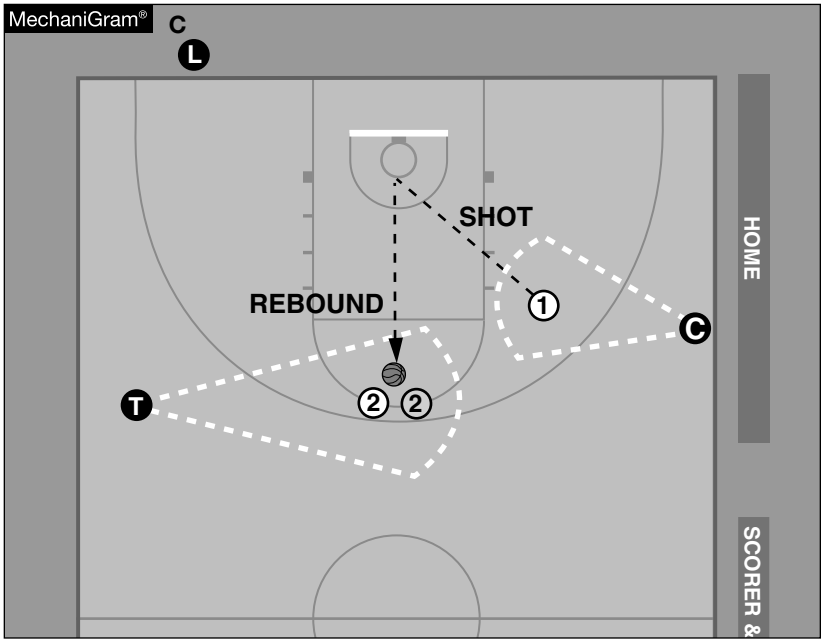
L: Strong-side rebound matchup.

C: Shooter to floor followed by weak-side rebounding matchup.

T: Weak-side rebounding matchup, outside rebounding action and basket interference and goaltending.




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Section 12
Press Coverage

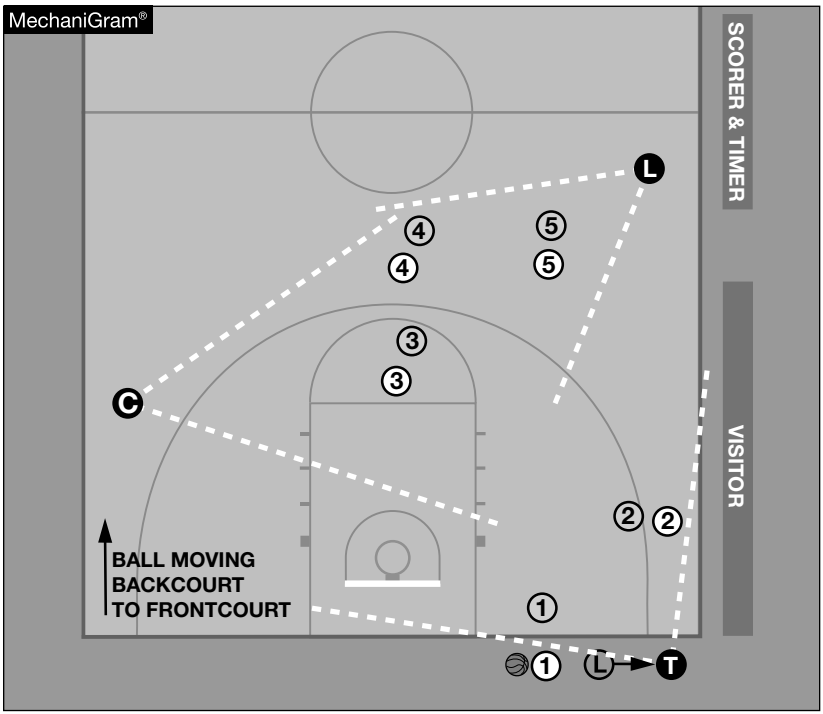
Officials must keep the play covered using the wide triangle coverage in the area of congestion. T is responsible for the ten-second count in backcourt and will remain with play action, always respecting the possibility of a quick turnover. C and T move with the speed of the ball. C should be in position to assist T with division-line fouls and violations and is responsible for plays across the floor. L, who is positioned near the division line, will cover the quick break or long pass down court and will insure all players are boxed in. All officials must keep moving and be alert to avoid being blocked out.

Article 1. All Players in Backcourt

A. C and T officiate play action in the backcourt.

B. C takes a starting position near or even with the second line of defense.

C. L takes a starting position near the last line of defense keeping players boxed in.



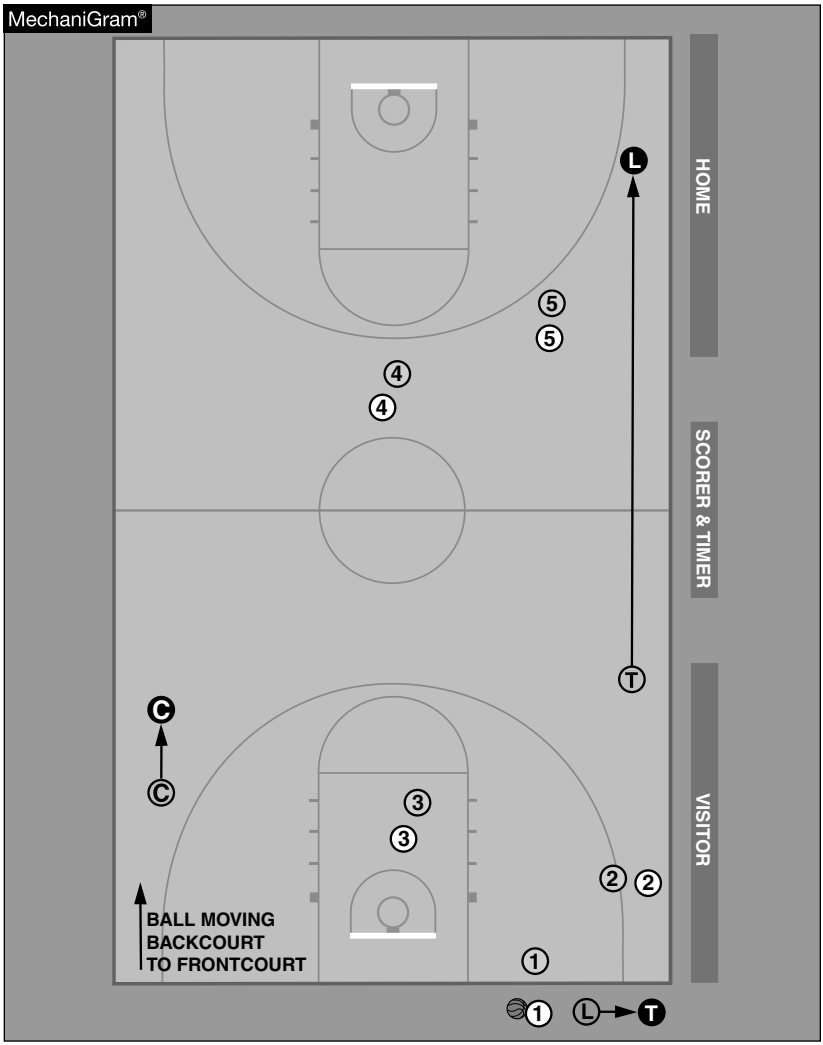
Article 2. All Players in Both Frontcourt and Backcourt

A. T takes position even with or one step behind the ball when it is in the backcourt.

B. T maintains a position even with or one step behind the ball when the ball is in the frontcourt (when the ball penetrates toward the basket).

C. C takes a starting position near the second line of defense.

D. L takes position to observe the players in the frontcourt.



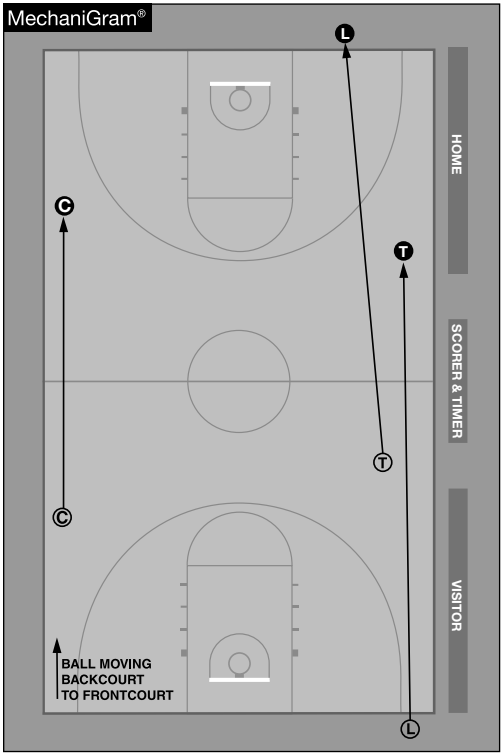
Section 13
Coverage in Transition

Article 1. Transition Coverage

A. Coverage:

T (old) to L (new): Sprint to L (new) to cover end line while looking over your inside shoulder and work play coming toward you.

C to C: Hold after a made basket and prepare for defensive pressure in the backcourt. Help cover plays when multiple offensive and defensive players are in the backcourt with an initial starting position even with the second line of defense. Adjust your position to see through players. Move with speed of the ball and movement of players. In transition, responsible for fouls and violations across the entire floor and between the top of the circle in the backcourt, to the top of the circle in the frontcourt. Move up the floor at the speed of the pack. On passes during fast break, normally stay with passer, L (new) will take ball. If ball goes to the basket on your side, you have coverage responsibility.



L (old) to T (new): After determining sideline responsibility, move to cover back side of fast break. Move rapidly into the new frontcourt. If players remain in backcourt, delay your coverage to the frontcourt until the players clear.

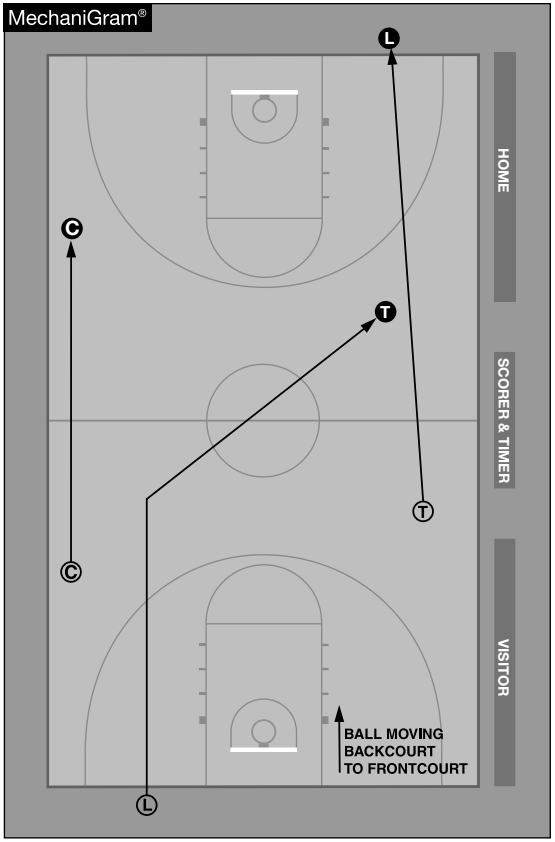
Article 2. Adjusted Coverage, L on C's Side

A. Coverage:

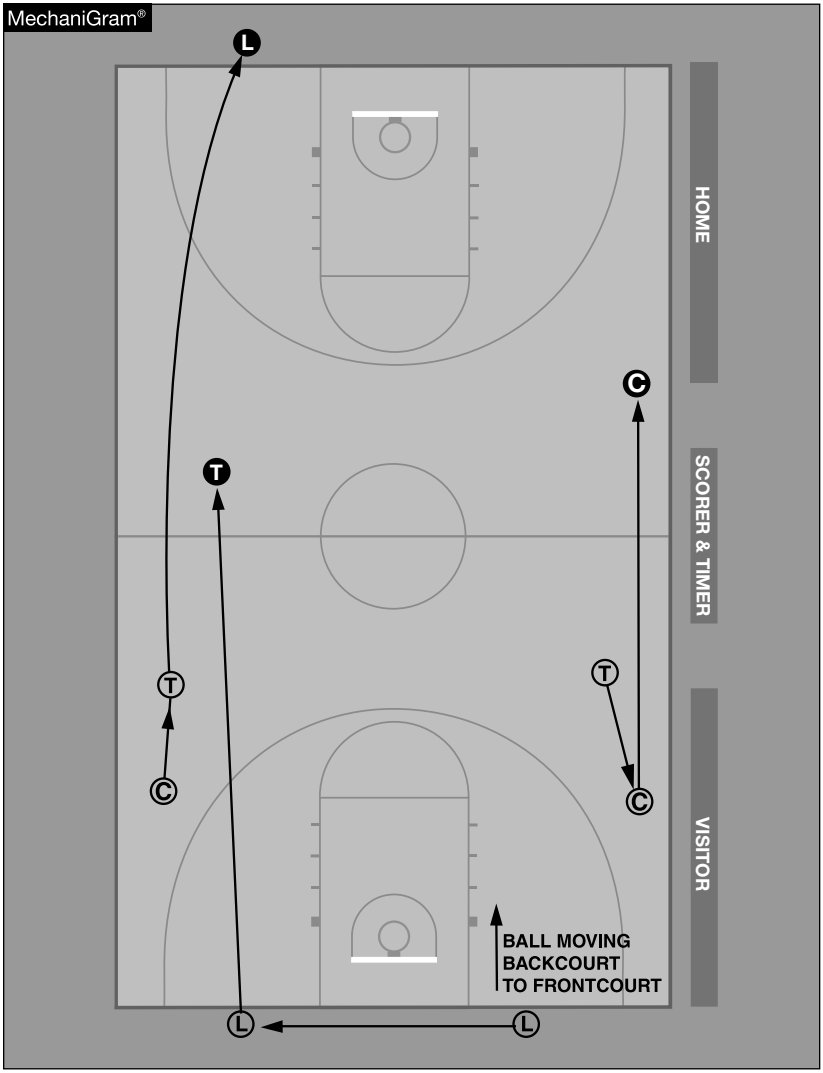
T (old) to L (new): Sprint to L (new) to cover end line and work play coming toward you.

C to C: Move with speed of the ball and movement of players. In transition responsible for fouls and violations between the top of the circle in the backcourt, to the top of the circle in the frontcourt. On passes during fast break, normally stay with passer, L (new) will take ball. If ball goes to the basket on your side, you have coverage responsibility.

L (old) to T (new): After determining sideline responsibility, move to cover back side of fastbreak. Must read the coverage in front of you and move into the T (new) position, which is on L's (new) side of the court and is the strong side. Note: All 3 officials should be aware of their new positions and coverage in transition.



Article 3. Transition Coverage After Rotation



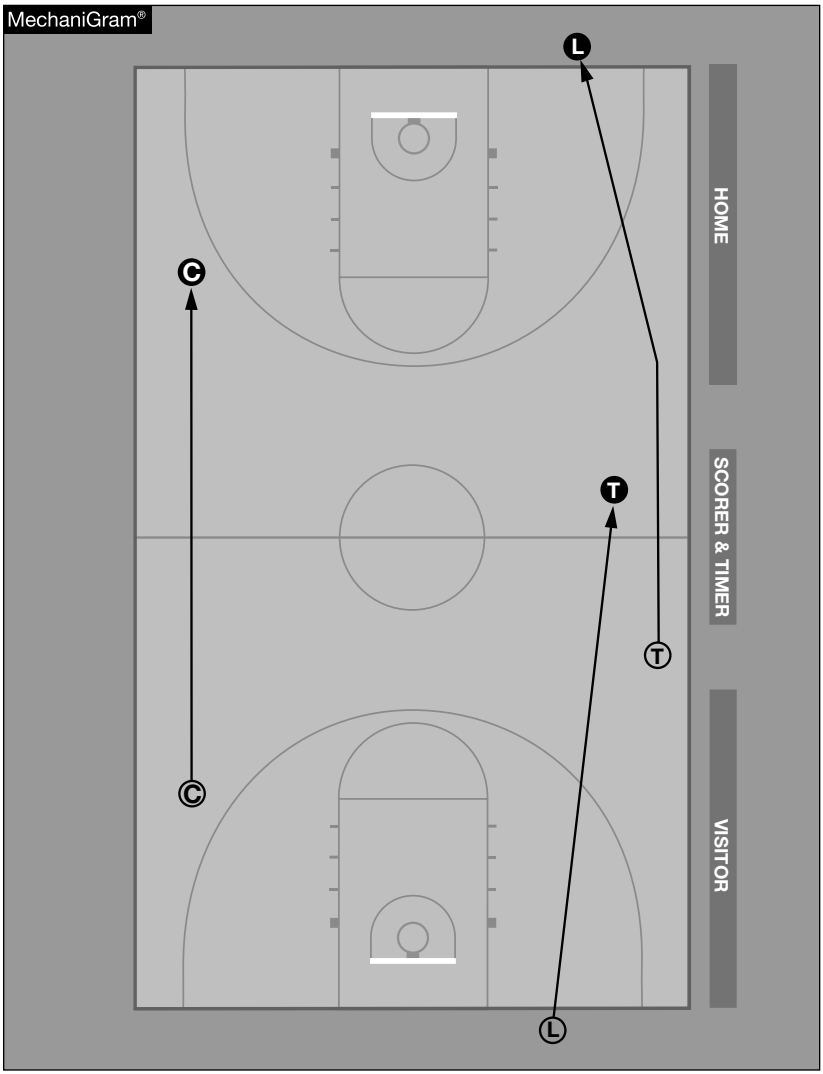
A. After rotation, T becomes L.

B. C to C.

C. After determining sideline responsibility, L to T.

Note: T always becomes new L after the rotation is completed and transition has occurred.

Article 4. Transition Coverage After Rotation



A. T (tableside) to L.

B. C to C.

C. L to T (tableside).

D. L dictates rotation. L must officiate players in the post, while moving across the lane.

Article 5. Post-Play Coverage: Early Offense/Transition

A. Trail to Lead

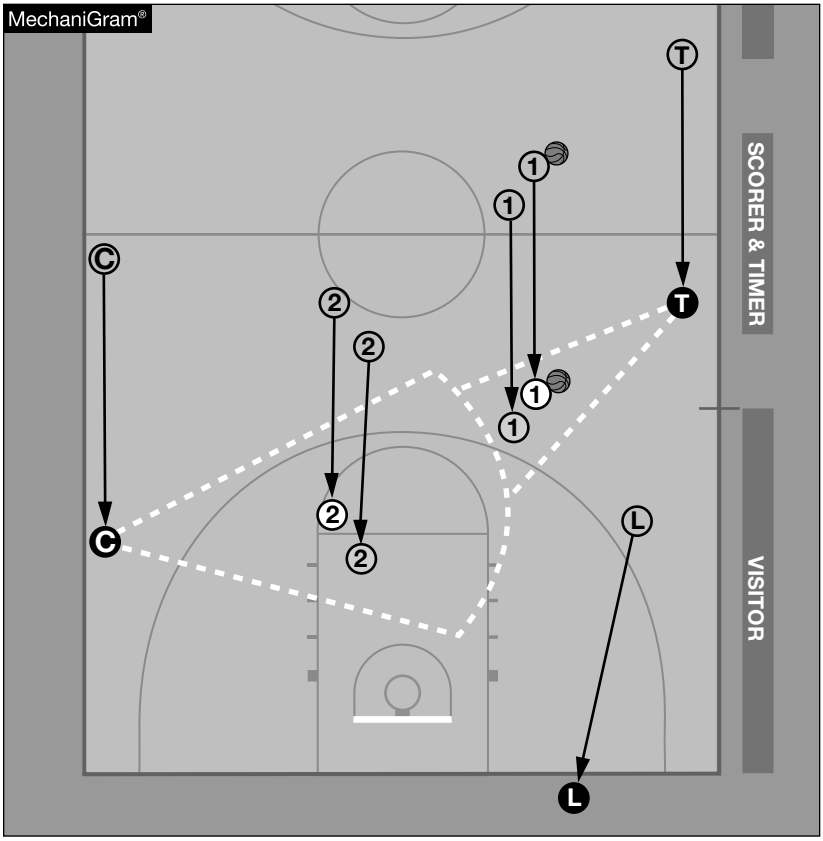
1. Pick up, identify and officiate the potential post play match-up in transition. The Lead will focus on the first third of the lead pack of players.
2. Get to the end line and observe/officiate the entire play.
3. Look for illegal acts by the offensive or defensive players dislodging an opponent by pushing, backing down or warding-off.

B. Center to Center

1. Move with the speed of the ball and movement of the players.
2. Look for illegal acts by the offensive or defensive players dislodging an opponent by pushing, backing down or warding-off.

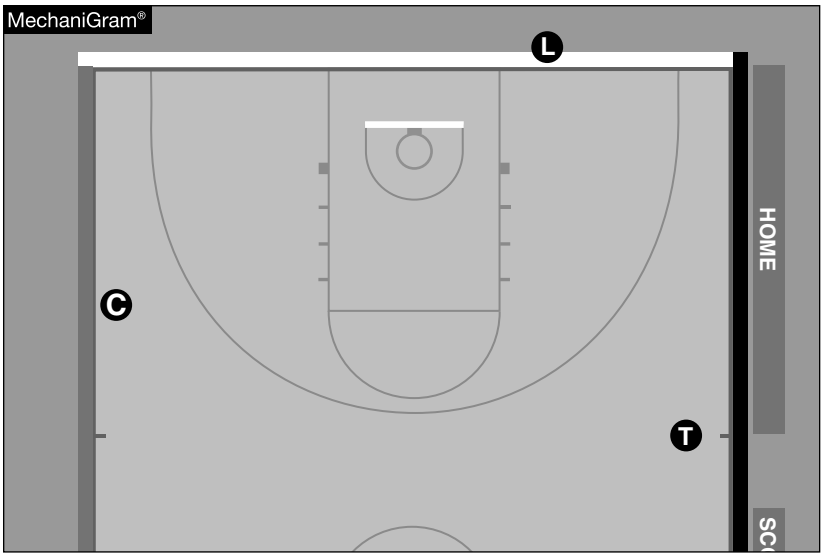
C. Lead to Trail

1. Responsible for the primary defender coverage on the ball.
2. Stay behind the ball/players when going from Lead to Trail.

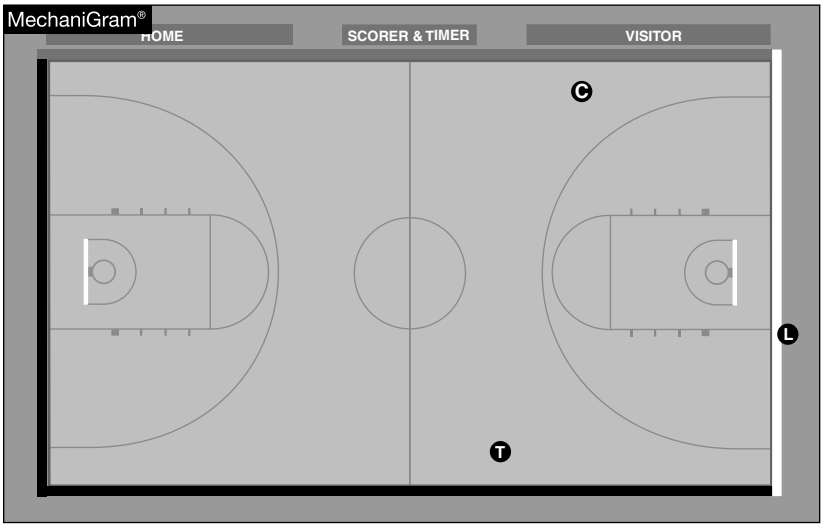


Section 14
Coverage on Out-of-Bounds Calls

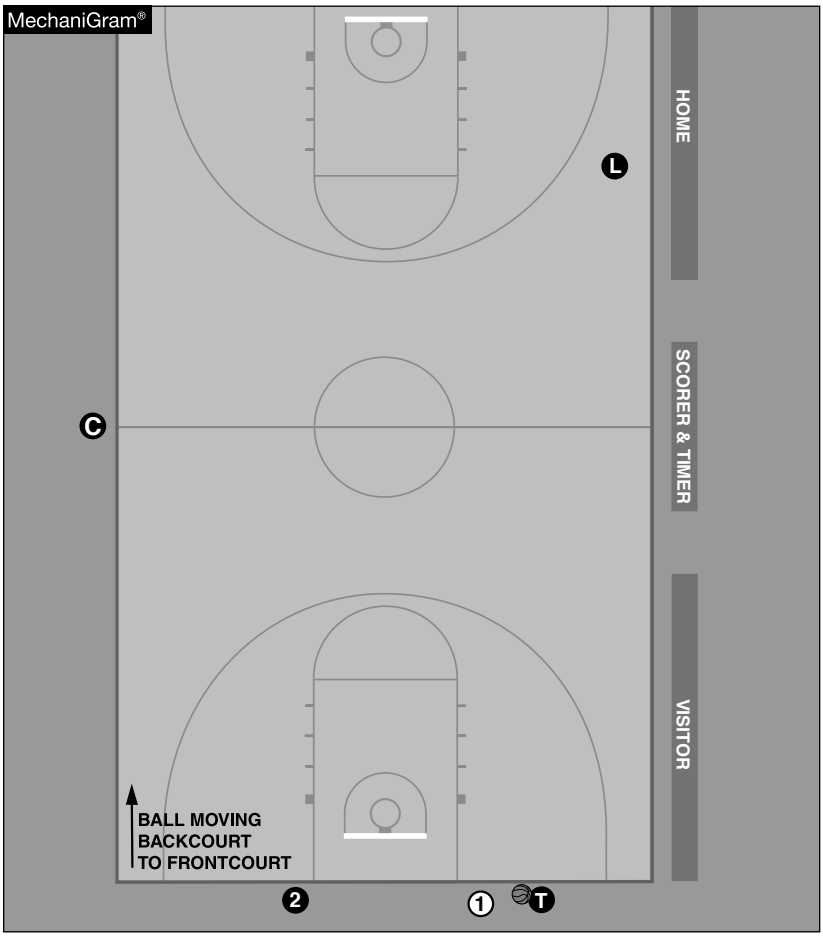
A. Frontcourt



B. Fullcourt



Article 1. Ball Inbounded in Backcourt Tableside and Going to Frontcourt



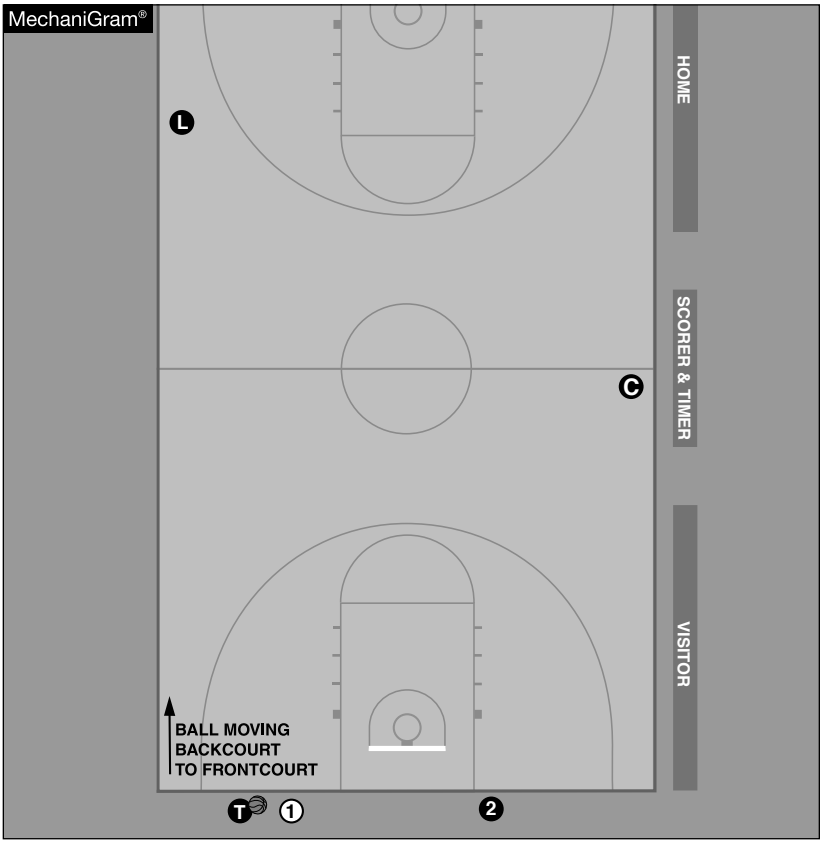
A. T inbounds ball on end line. T is between the ball and the sideline on the tableside. If there is no defensive pressure, the T has the option of bouncing the ball to the player inbounding the ball across the free-throw lane (indicated by location 2). This will minimize unnecessary movement by the new C and new L.

B. C moves to a position near mid-court, adjusting to the players and the inbounds pass.

C. L moves to foul-line extended, or an appropriate position, according to players' alignment.

D. The ball and all players must be in the frontcourt before L moves ballside.

Article 2. Ball Inbounded in Backcourt Opposite Tableside and Going to Frontcourt



A. T inbounds ball. If there is no defensive pressure, the T has the option of bouncing the ball to the player inbounding the ball across the free-throw lane (indicated by location 2). This will minimize unnecessary movement by the new C and new L.

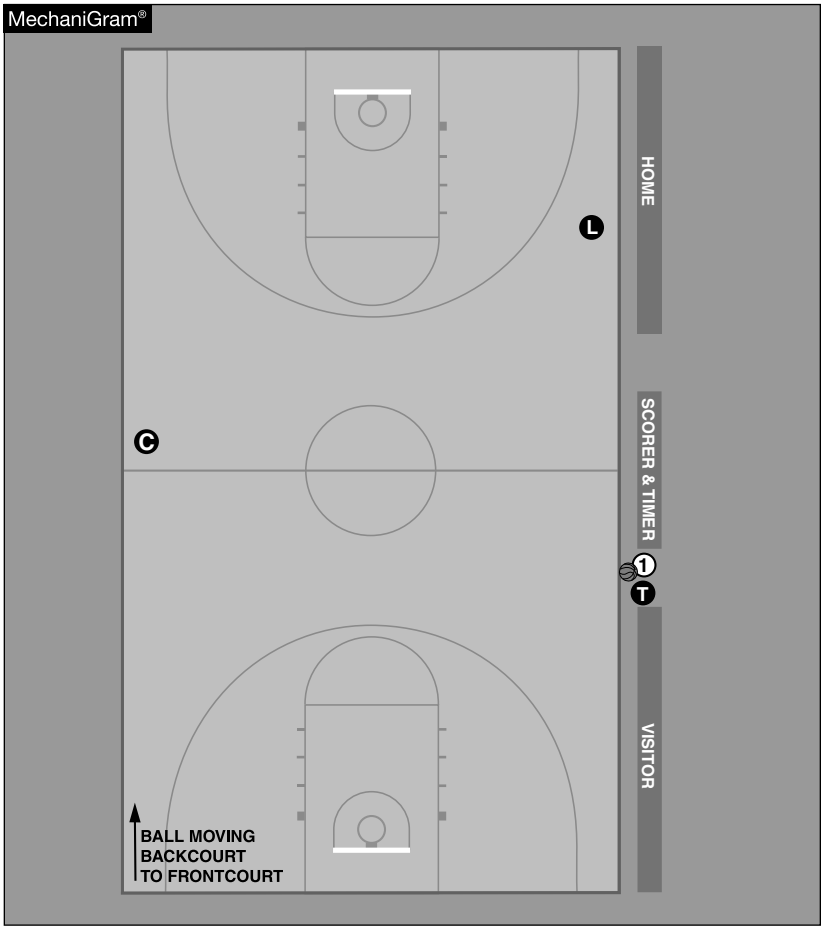
B. C moves to a position near mid-court, adjusting to the players and the inbounds pass.

C. L moves to free-throw line extended, or an appropriate position, according to players' alignment.

D. If ball goes out of bounds on T's sideline, backcourt or frontcourt, T inbounds ball and remains T.

E. The ball and all players must be in the frontcourt before L moves ballside.

Article 3. Ball Inbounded in Backcourt Tableside and Going to Frontcourt



A. T inbounds ball.

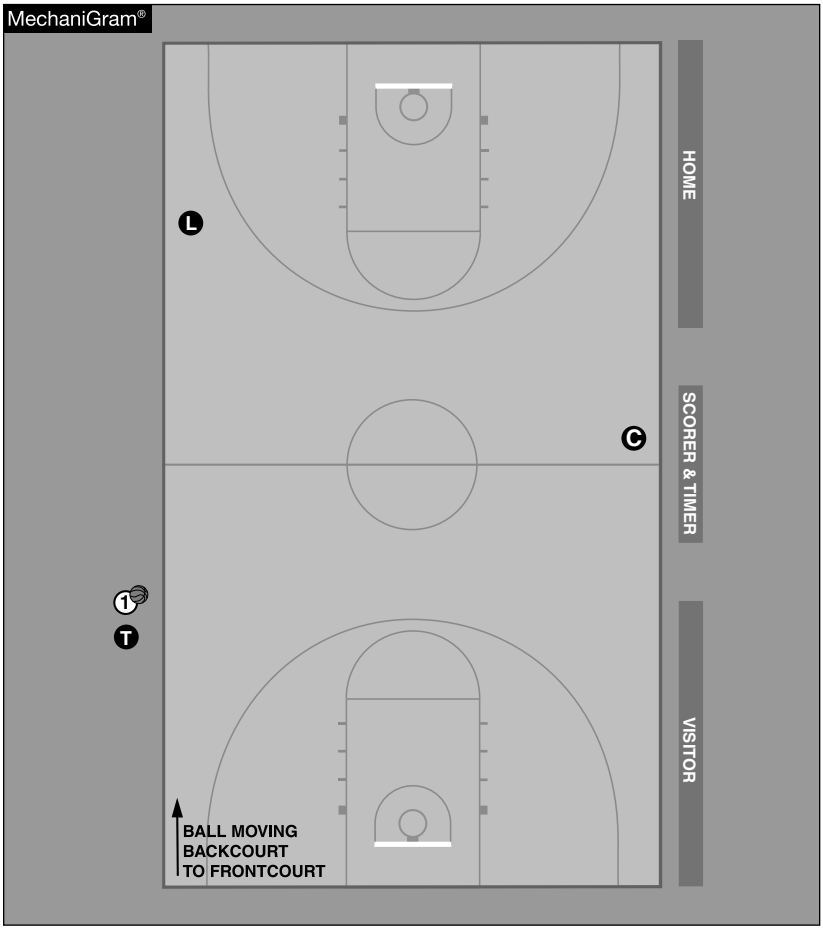
B. C moves to a position near midcourt, adjusting to the players and the inbounds pass.

C. L moves to free-throw line extended, or an appropriate position, according to players' alignment.

D. If ball goes out of bounds on T's sideline, backcourt or frontcourt, T inbounds ball and remains T.

E. The ball and all players must be in the frontcourt before L moves ballside.

Article 4. Ball Inbounded in Backcourt Opposite Side and Going to Frontcourt



A. T inbounds ball.

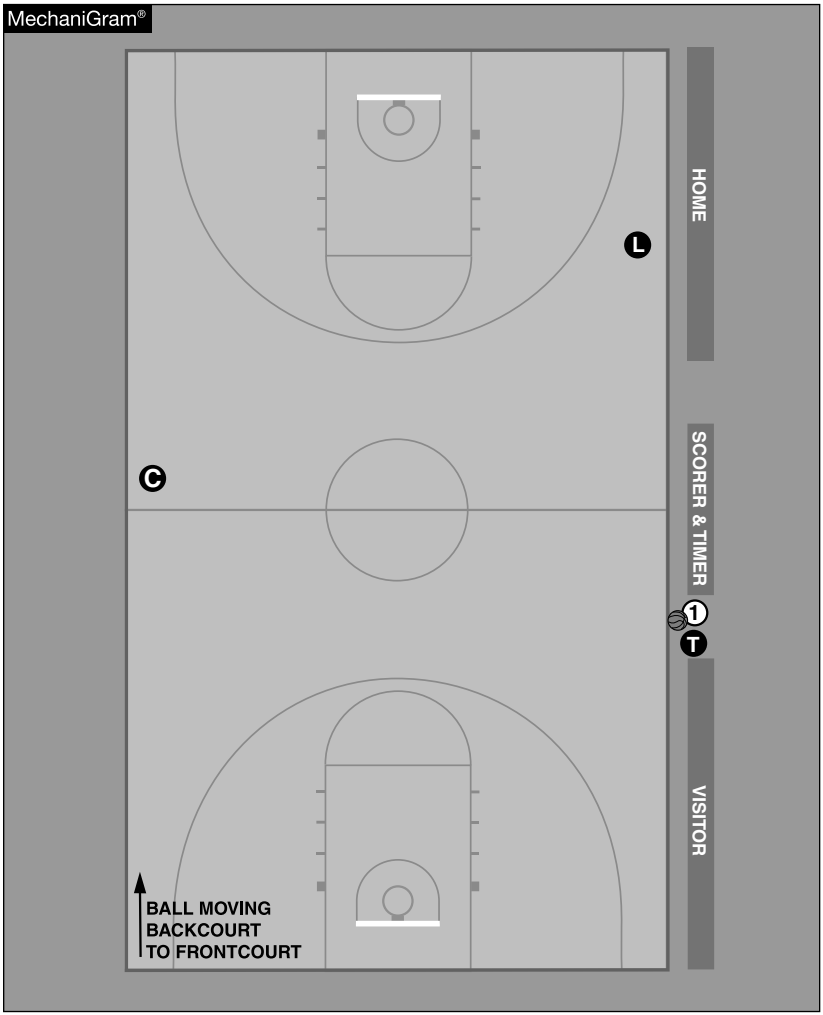
B. C moves to a position near mid-court.

C. L moves to foul-line extended, or an appropriate position, according to players' alignment.

D. If ball goes out of bounds on T's sideline, backcourt or frontcourt, T inbounds ball and remains T.

E. The ball and all players must be in the frontcourt before L moves ballside.

Article 5. Ball Out of Bounds in Backcourt Tableside After Having Been in Frontcourt, Returns to Frontcourt



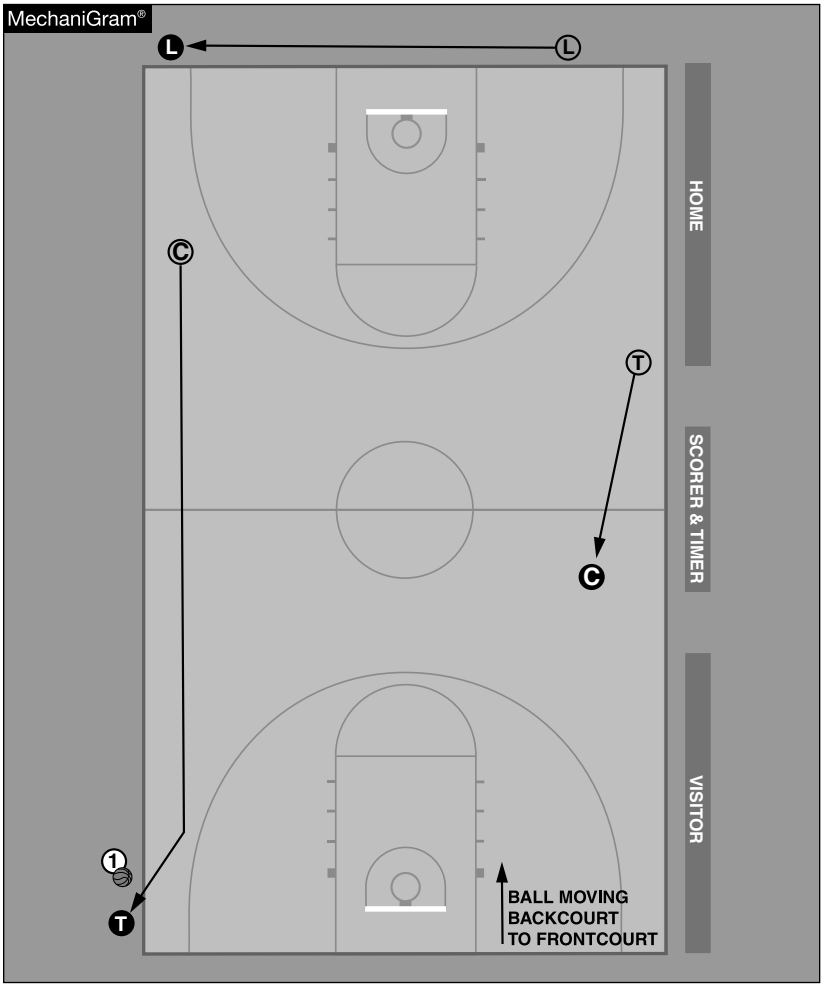
A. T inbounds ball on tableside from end line to end line, and remains in the T position.

B. L moves to the appropriate side and boxes in the play at the free-throw line extended or at the appropriate position.

C. C remains C and adjusts accordingly for wide triangle coverage.

D. The ball and all players must be in the frontcourt before L moves ballside.

Article 6. Ball Goes Out of Bounds in Backcourt Opposite Side, After Having Been in Frontcourt, Returns to Frontcourt



A. C calls out of bounds violation opposite side, sideline.

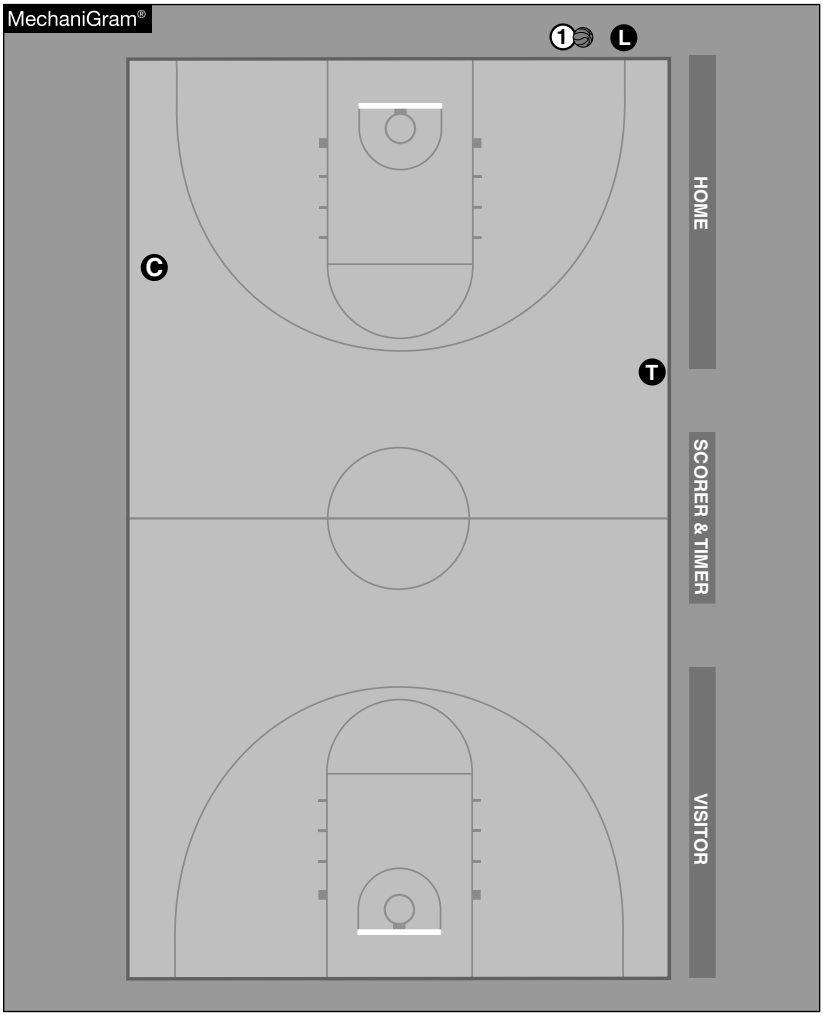
B. C moves to backcourt, becomes T, and inbounds the ball.

C. T moves to C and adjusts accordingly for wide triangle coverage.

D. L boxes in the play.

E. The ball and all players must be in the frontcourt before L moves ballside.

Article 7. Ball Inbounded in Frontcourt, Ball Remains in Frontcourt Tableside (Administered by L)

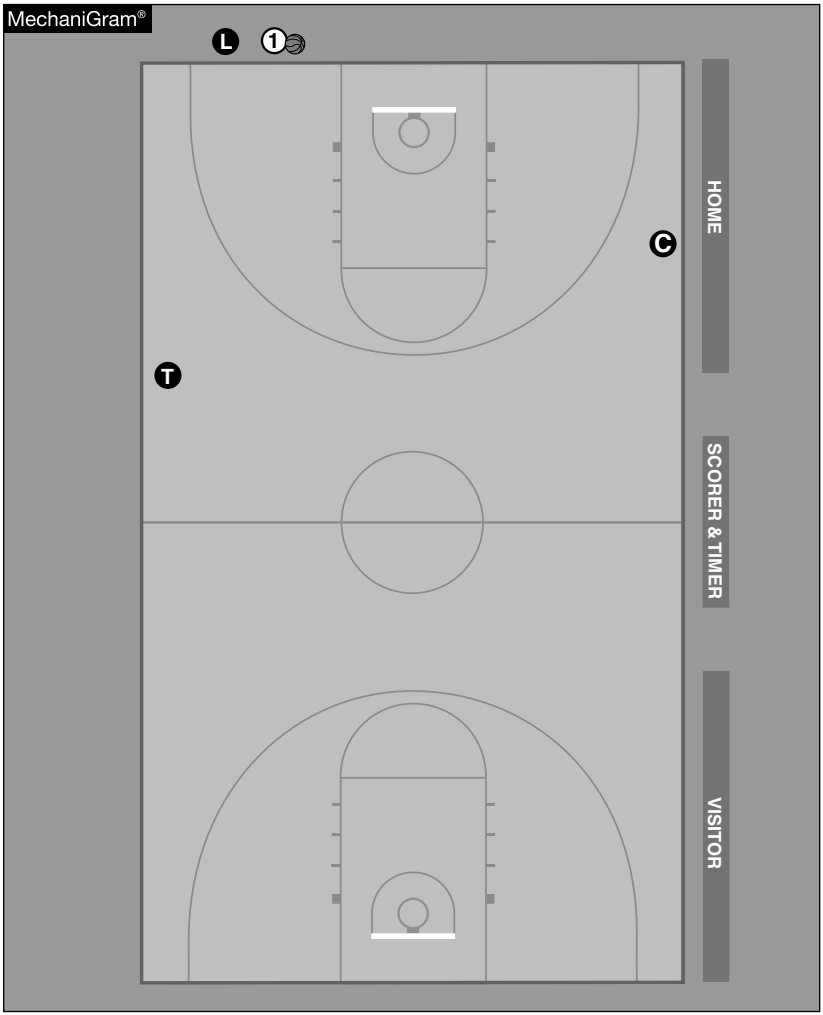


A. L at end line must hand ball to player for throw-in. (See page 81 for 'mid-point' position at the L.) In the last few seconds of any shot clock or game clock period, the L has the option to take a position on the inside of the thrower-in, in anticipation of an immediate play at the basket, or on the outside of the thrower-in, in anticipation of an immediate 3-point attempt.

B. C moves to free-throw line extended.

C. T boxes in the play.

Article 8. Ball Inbounded in Frontcourt, Ball Remains in the Frontcourt Opposite Tableside (Administered by L)



A. L at end line must hand ball to player for throw-in. (See page 81 for 'midpoint' position at the L.) In the last few seconds of any shot clock or game clock period, the L has the option to take a position on the inside of the thrower-in, in anticipation of an immediate play at the basket, or on the outside of the thrower-in, in anticipation of an immediate 3-point attempt.

B. C moves to free-throw line extended.

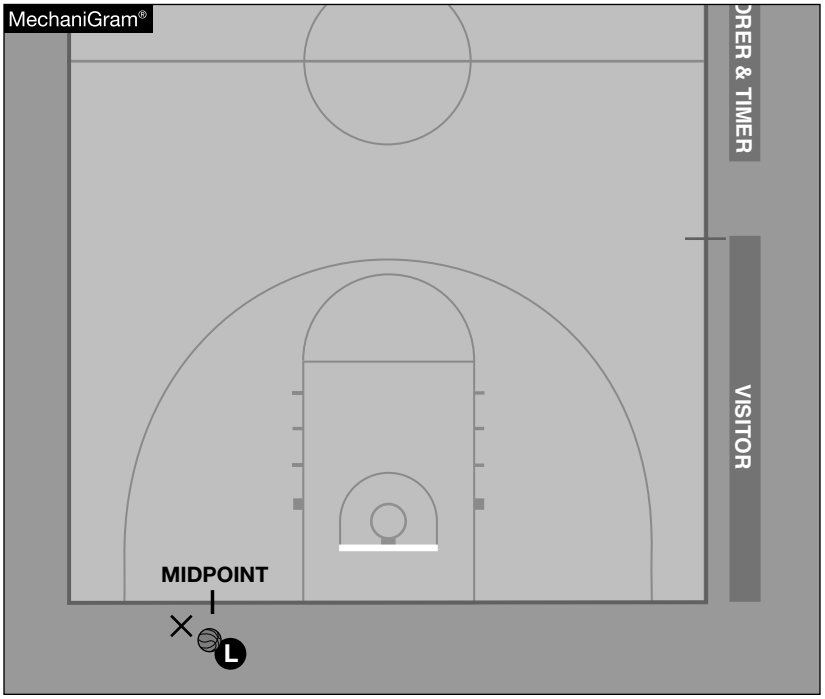
C. T boxes in the play.

Article 9. Ball Inbounded in Frontcourt on End Line When Lead Administers Throw-In

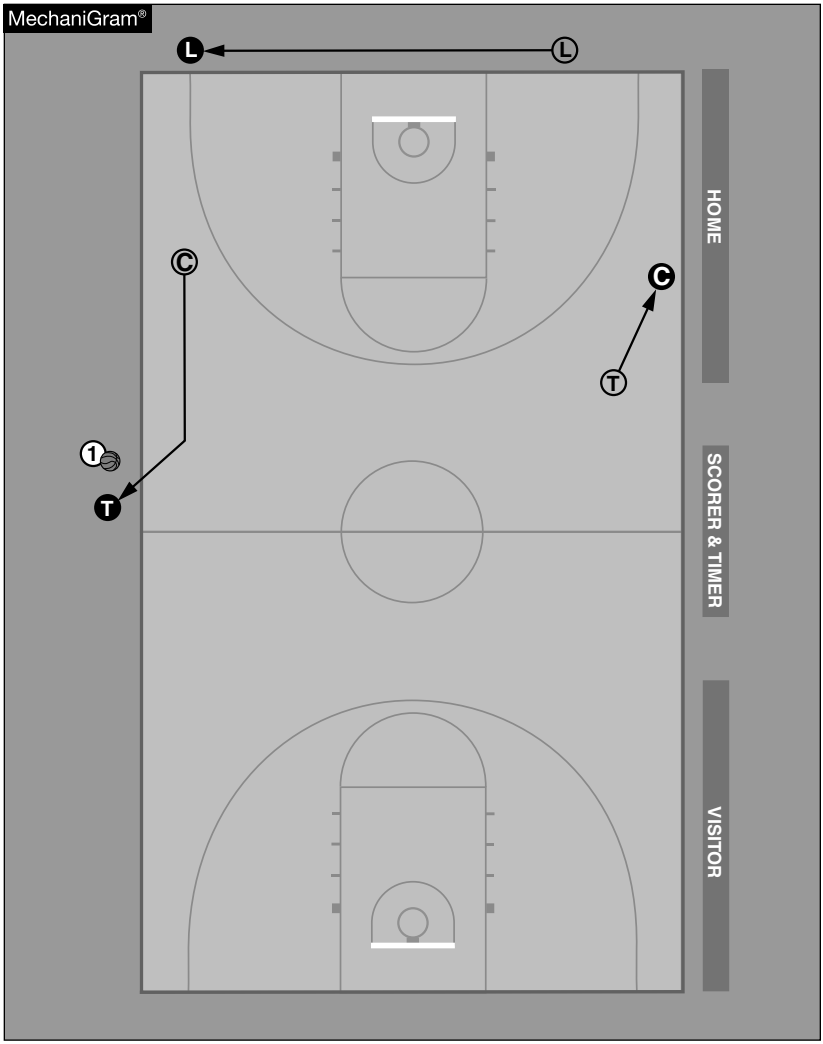
The mechanic for the Lead official on spot throw-ins along the end line in the frontcourt requires the Lead to administer the throw-in at the midpoint between the lane and end of the three-point line as the "point of demarcation."

If the ball is outside the midpoint, the Lead stands on the inside, taking a step or two back to administer the throw-in. If the ball is inside the midpoint, the Lead stands on the outside to administer the throw-in.

In the last few seconds of any shot clock or game clock period, the L has the option to take a position on the inside of the thrower-in, in anticipation of an immediate play at the basket, or on the outside of the thrower-in, in anticipation of an immediate 3-point attempt.



Article 10. Ball in Frontcourt Goes Out of Bounds in Frontcourt, Opposite Side and Ball Remains in Frontcourt



A. C calls out-of-bounds violation on C's line.

B. C moves to inbound ball and becomes T.

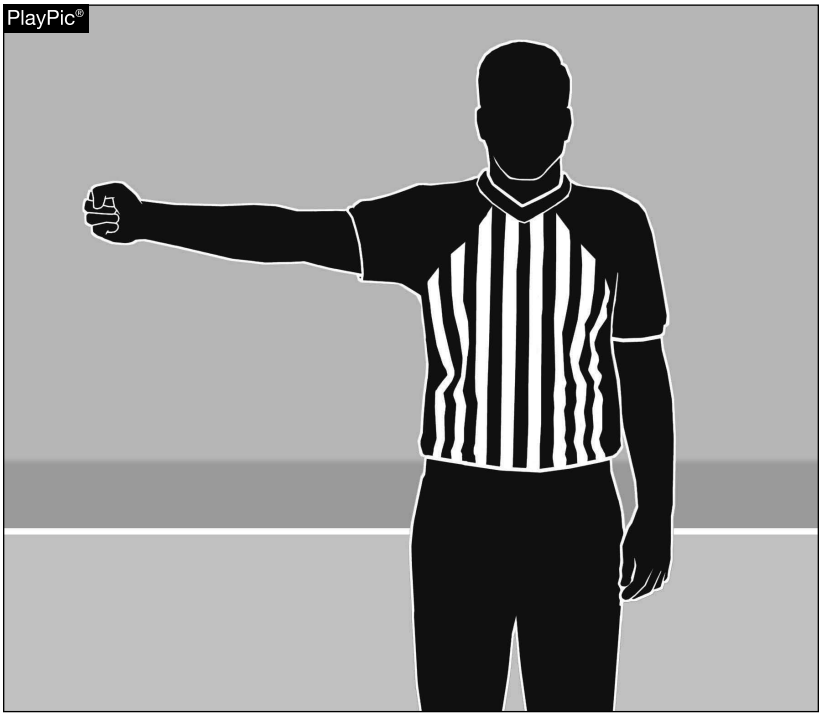
C. T moves to C, adjust to cover transition.

D. L boxes in the play, moving to T's side of the court, opposite side.

Article 11. Out of Bounds — Own Volition Signal

A. Per rule 9-3.1 a player who steps out of bounds on his own volition and then becomes the first player to touch the ball after returning to the playing court has committed a violation.

B. Most often the Lead will witness the action. The official should use the "delayed-dead ball: whistle withheld" signal. That will indicate that if the player is the first to touch the ball after going out of bounds, a violation will be called.



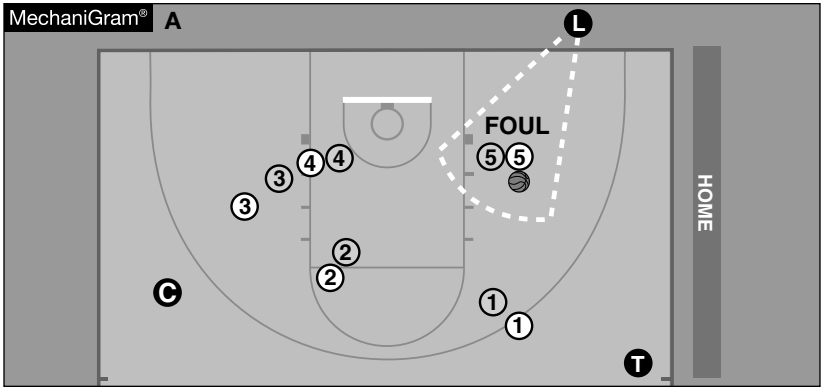
Section 15
Procedure When Calling Fouls

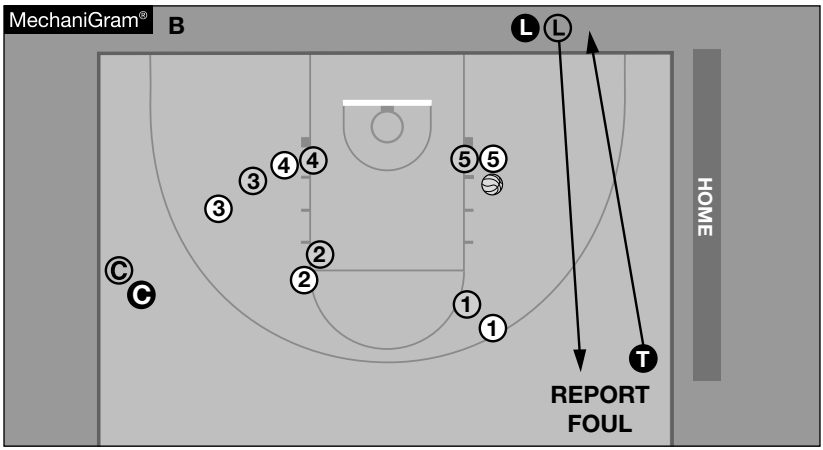
Article 1. Guidelines

A. The official who calls the foul will move tableside, but he/she has the option to stay opposite table to head off a potential unsportsmanlike situation. Note: If an official gets "stuck" in the same position for a length of time, they have the option of switching with another official to get into a new position.

B. The other two officials will move to the next location and will adjust to the appropriate position based upon the calling official.

C. On shooting fouls, the two non-calling officials must adjust to the next two nearer positions on the court.





Article 2. The Calling Official

A. Informs the timer, scorer and player by:

1. Sounding the whistle (one blast only) and raising one hand, fist clenched, straight and high above the head (PlayPic A).



Stop Clock: Foul



"Bird Dog" Optional



Player-Control Foul/ Team-Control Foul



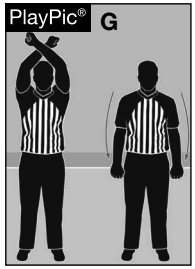
Directional Signal



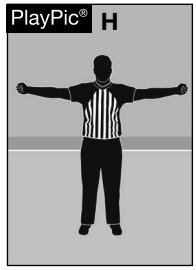
Defensive Foul "Staying Here"



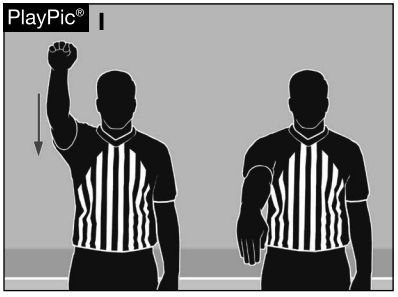
Flagrant 1 or 2 Foul



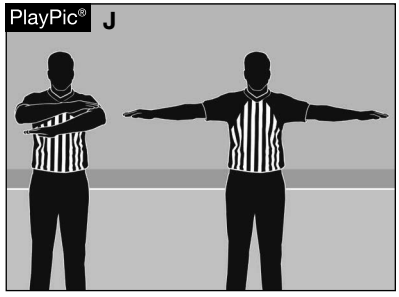
Excessive-Contact Foul (Flagrant 1 or 2)



Double Foul



Score the Goal



No Score

a. If a player-control foul, stop and give the player-control foul signal, hold momentarily (PlayPic C, previous page) and a point in the direction of the defensive team's basket using the "directional signal" (PlayPic D, previous page).

b. If the foul is a defensive foul in the offensive frontcourt (e.g. rebounding foul) after stopping the clock use the "staying here" signal (PlayPic E, previous page).

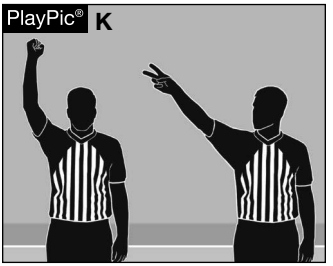
c. If a flagrant foul, signal, hold momentarily (PlayPic F previous page).

d. If a flagrant foul for excessive contact, signal, hold momentarily (PlayPic G, previous page).

e. If a double foul, signal, hold momentarily (PlayPic H, previous page).

2. If the ball goes through the basket, stop and signal to count the basket (PlayPic I, previous page), as soon as the ball has gone through the basket.

3. If the play involves a shooting foul and the ball does not go in, indicate the number of free throws (PlayPic K). In addition, officials may point to the rim to indicate a shooting foul. This signal, however, should be used sparingly when necessary to provide clarity.



4. Verbally stating jersey color and player's number.

5. Lowering the stop clock for foul signal, giving appropriate foul signal. Giving the appropriate foul signal to the player at the spot of the foul is not necessary unless needed for clarification. Note: If a player-control foul, flagrant 1 foul, double foul, flagrant 2 foul, give only that signal.

B. Before reporting the foul to the scorer, it is the responsibility of the calling official to inform the player who is to attempt the free throw(s) and to tell a partner the shooter's number. If two free throws are to be attempted, visually and verbally notify your partners.

C. To report, clear the players and/or three-point line. While walking to the table (optional) or coming to a stop, slowly state the color of the jersey and the player's number who fouled. Report the foul to the table with two hands, indicating the number of the player who fouled. When the number of the player who fouled cannot be made with two hands (ex. 49, 67, 83) the official will signal the first number followed by the second number while slowly and clearly verbalizing the number to the scorer. The palms of the hands showing the numbers should always face the scorer.

D. Inform scorer by:

1. If the ball went through the basket during play, signal a two- or three-point field goal, or no score (PlayPic J, page 85).

2. Slowly stating the color of the jersey and the player's number who fouled. With a two-hand signal, indicating the number of the player who fouled and the nature of the foul. If no free throws are awarded, indicate the throw-in spot and direction.

3. If free throw(s) are to be attempted, indicate the number of throws awarded by using only one hand. Exception: In a one-and-one situation, use both hands.

E. Observe the activity around each team's bench and penalize when necessary.

F. Reporting official will complete all communication with table before admitting a substitute or acknowledging a request for timeout.

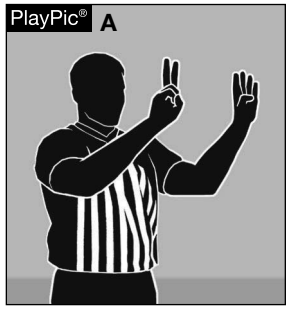
G. Personal Foul (Free-Throw Attempts)

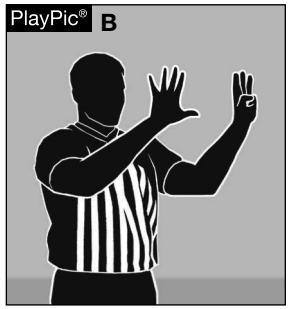
1. Frontcourt - The calling official will report the foul plus the number of free throw(s) and move to the Trail position on the table side of the court. The Lead official will administer the free throw(s). The Center official is responsible for the 10-second visible count on the free thrower.

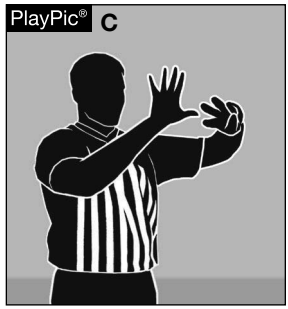
2. Backcourt - The calling official will report the foul plus the number of free throw(s) and move to the Trail position on the table side of the court. One of the non-calling officials moves to the position vacated by the calling official. The Lead official will administer the free throw(s). The Center official is responsible for the 10-second visible count on the free thrower.

H. Technical Foul

1. The calling official will go to the opposite side of the table after a technical foul is called on a player, substitute, team follower or bench personnel. One of the non-calling officials moves to the position vacated by the calling official. The







Report the foul to the table with two hands, indicating the number of the fouling player. The official's right hand will indicate the first digit (tens) and the left hand will show the second digit (ones), so it appears in the proper sequence, left to right, for the scorer. PlayPic A indicates "24" to the scorer, while PlayPic B indicates "53." For numbers 6-9, the right hand shall show the number five and the left hand will turn on its side and indicate additional digits that apply to the corresponding number. PlayPic C indicates the number "8." On numbers 0-5, a single-hand report should be used.

official who calls the foul has the option to stay tableside, rather than moving opposite the table, to answer a coach's question or to head off a potential unsportsmanlike situation.

2. The calling official will go opposite the table after a technical foul is called on a coach or coaches. One of the non-calling officials moves to the position vacated by the calling official.

Exceptions: Foul in frontcourt and ball goes from new backcourt to new frontcourt: Lead, Center or Trail calling the foul: No free throws.

1. Lead official reports the foul and moves to Center position.

2. Center official reports the foul and returns to original position.

3. Trail official reports foul and returns to original position.

Article 3. Non-Calling Officials

A. Non-calling official shall communicate disqualification(s) to the head coach first, and then to the player(s) and administer substitutions.

B. If the T isn't the calling official, move slowly toward new position and observe players.

C. If C and/or L is not the calling official, freeze eyes to observe players until the reporting official turns to observe the players.

D. Ignore the ball while foul is being reported.

E. Anticipate anything unusual relative to the next play such as but not limited to false double or double fouls, one or two shots, switching.

F. After the foul is reported and the reporting official is returning to position while keeping the players in view, secure the ball and move to the proper position for the ensuing play.

G. If free throw(s) is to be taken, ensure the proper free thrower is on the line.

H. If the ball goes in the basket and the calling official has not counted the basket, it is the responsibility of a non-calling official to communicate to the calling official. This verbal communication needs to be given before the official reports the foul to the table. The verbal statement is as follows, *"The ball went in."* It is now the responsibility of the calling official to count the basket or if they have knowledge the foul occurred before the shot to disallow the basket. This should be done immediately.

Note: Continue to observe all players.

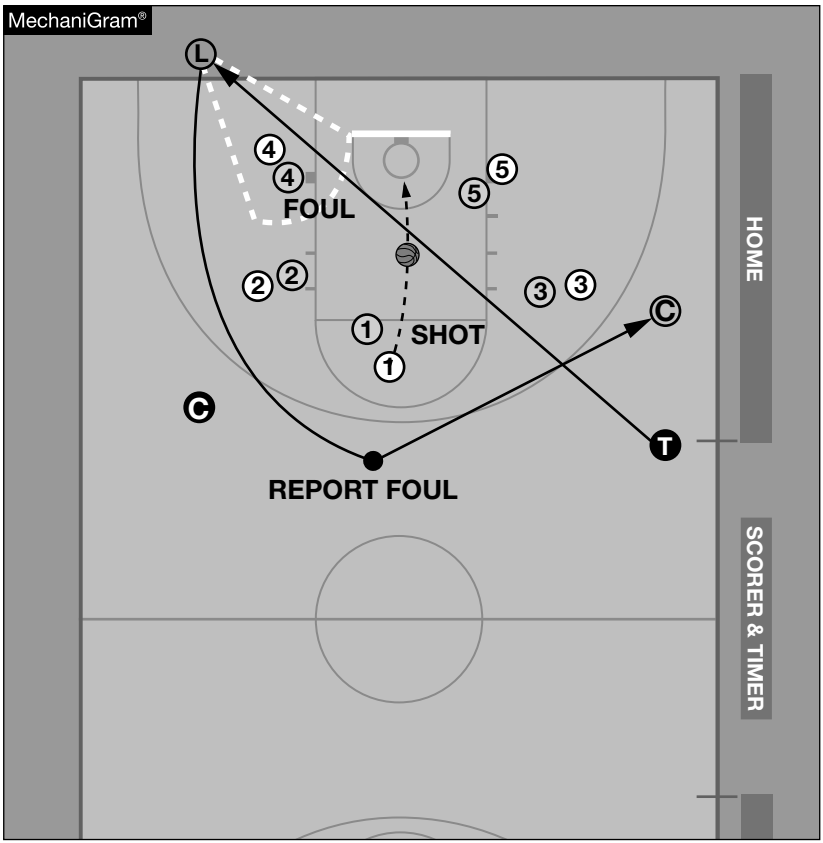
15.1 Foul Reporting

It is imperative that officials not leave the scene of the foul too quickly.

After calling the foul, pause momentarily to gather all pertinent information (fouler, shooter, etc.) before you clear players. Use only approved signals that are in the back of this manual when reporting.

Moving with a purpose and reporting with confidence are qualities of successful officials. Working too quickly, however, can be a detriment. Delay momentarily after signaling the foul at the spot to ensure there is no continuing action or trash-talk among the players, then move to report.

No matter the atmosphere around you, such as players, coaches and fans yelling about your foul call, it's important to slow down when reporting fouls. Once the immediate area appears calm, clear all the players by moving toward the reporting area. After clearing the players, make eye contact with the scorer. Give the scorer the needed information (does the goal count, jersey color and number of fouler) clearly and slowly with an appropriate strong voice. Rushing through the foul-reporting sequence raises the possibility of having to be called back to the table, something that puts the focus squarely on you and not the game.



The non-calling officials also have specific duties during the dead ball:

- Keep all players within your field of vision. During that dead-ball time, you can prevent many extracurricular illegal activities from brewing into bigger problems. Use your voice to let players know you're in the area. Your mere presence may stop a problem.

- If the players appear calm, begin moving toward the throw-in spot or begin preparing players for free throws. Move slowly and with your head up, watching the players as you move. Use your voice to tell the players what's next. By having the players ready for the next play, the ball will get back in play quickly and smoothly.

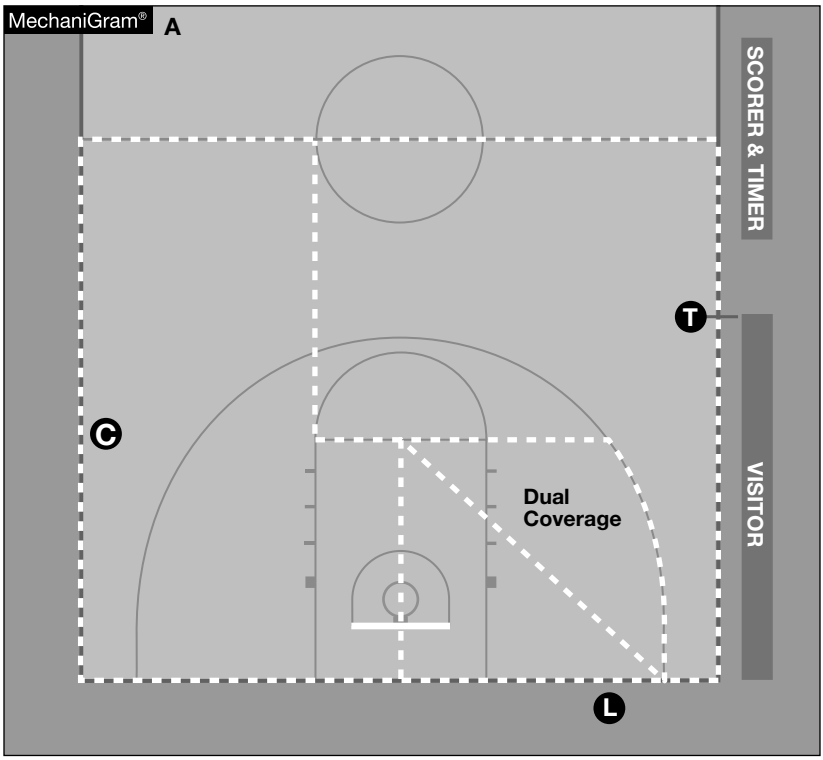
See Section 16 for more on the responsibilities of the calling official and non-calling officials.

15.2 Primary Official Reports Foul

When three-person mechanics were established, a protocol of switching positions after a foul call was established. The protocol was established to better balance the floor. The protocol insured that the same official would not be the Lead on several straight plays in a row.

In recent years officials have begun to allow other officials to report fouls in their primary. In addition, officials have begun to "steal" calls and report them to the table.

When a foul is called in an official's primary area that official should report the foul to the table.

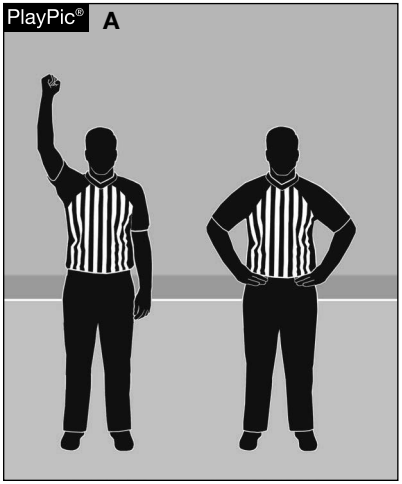


15.3 Stopping the Clock

It is now mandatory that officials stop the clock on all fouls and violations.

The mechanics committee requires officials to use a raised arm and closed fist (PlayPic A) on all foul calls, and a raised arm and open palm on all violations and out of bounds plays (PlayPic B) to stop the clock. That is especially important in venues that do not have timing devices. Stopping the clock on every play slows the official down, allowing them to take advantage of additional information on every play.

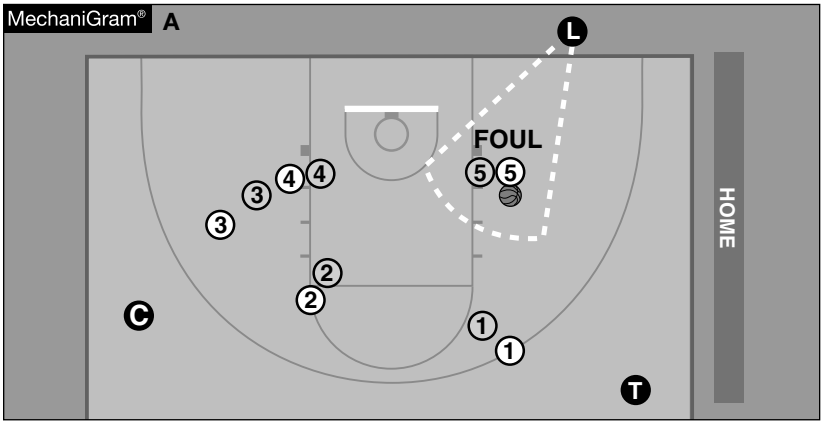
Stoppages occur every time the official blows the whistle when the clock is running or after a successful field goal in the last 59.9 seconds of the second half or overtime period. Specifically, the whistle is blown on fouls, a held ball, violations, timeouts, injuries, to consult scorers or timers, unusual delays and emergencies.

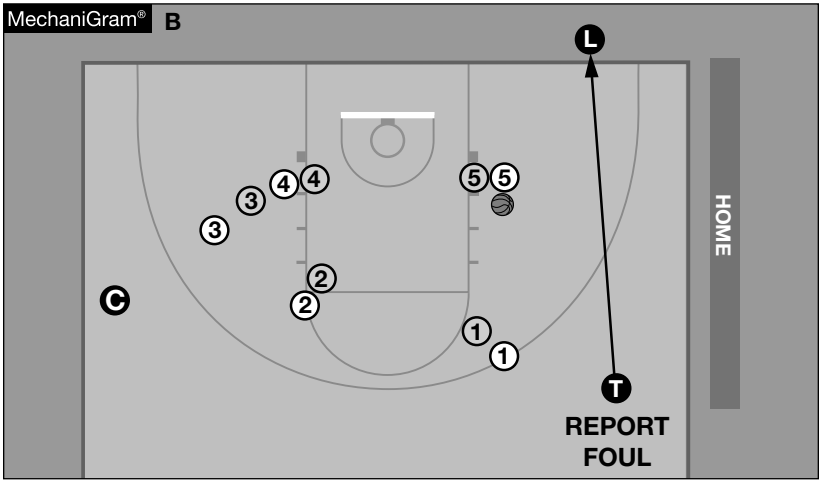




Section 16
Switching Following Foul Call

Article 1. Reporting Fouls in Frontcourt and Ball Remains in the Frontcourt, L Calling Foul — No Free Throw(s)



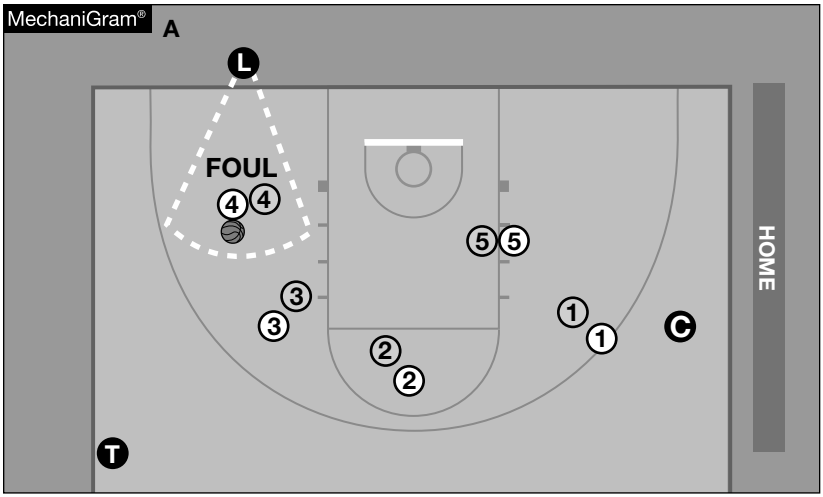


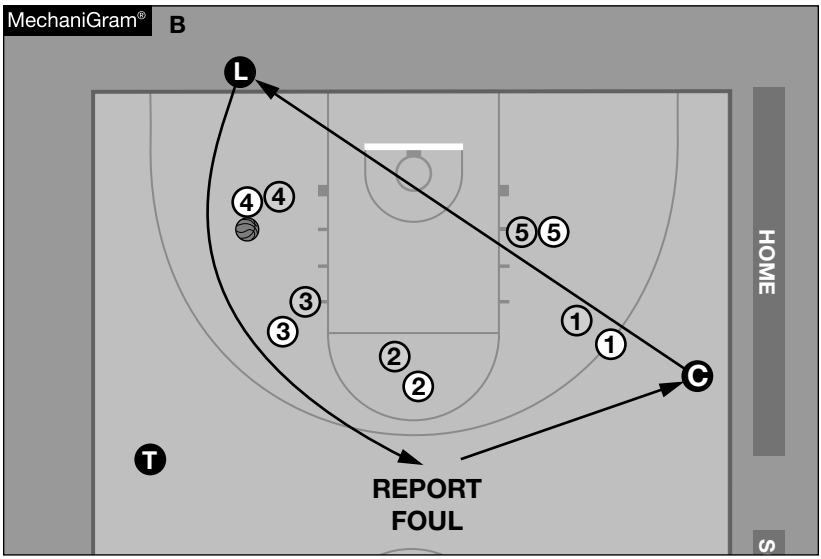
A. L reports foul in reporting area, then goes table side to T.

B. T replaces L.

C. C remains at C on the opposite side of the court.

Article 2. Reporting Fouls in Frontcourt and Ball Remains in the Frontcourt, L Calling Foul — No Free Throw(s).



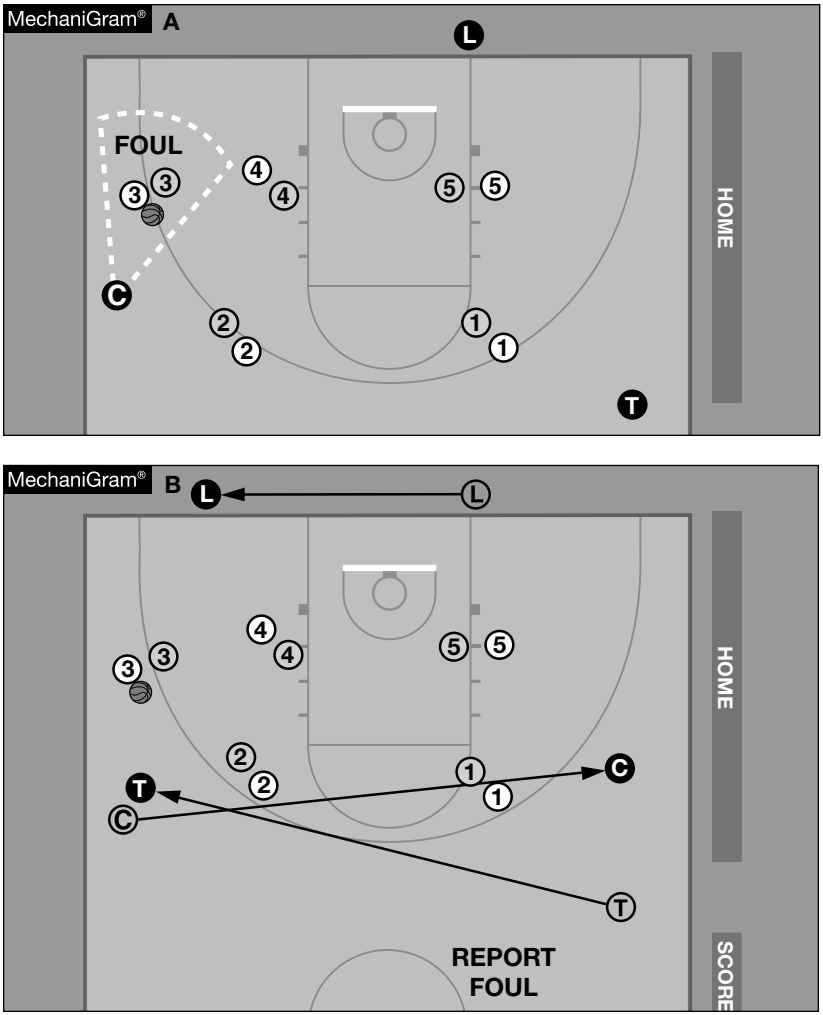


A. L reports foul, goes table side to C.

B. C replaces L.

C. T remains opposite table as T.

Article 3. Reporting Fouls in Frontcourt and Ball Remains in Frontcourt, C Calling Foul — Without Free Throw(s) — Non-Shooting or Shooting Foul



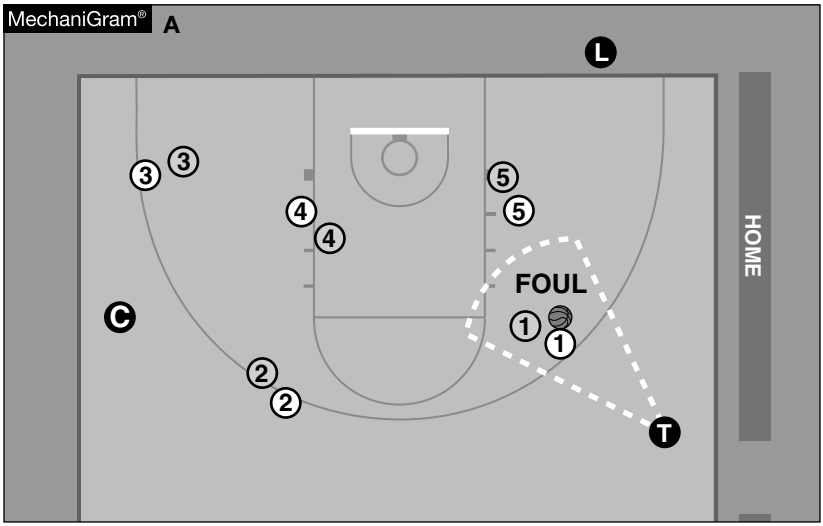
A. C reports foul and goes table side to new C.

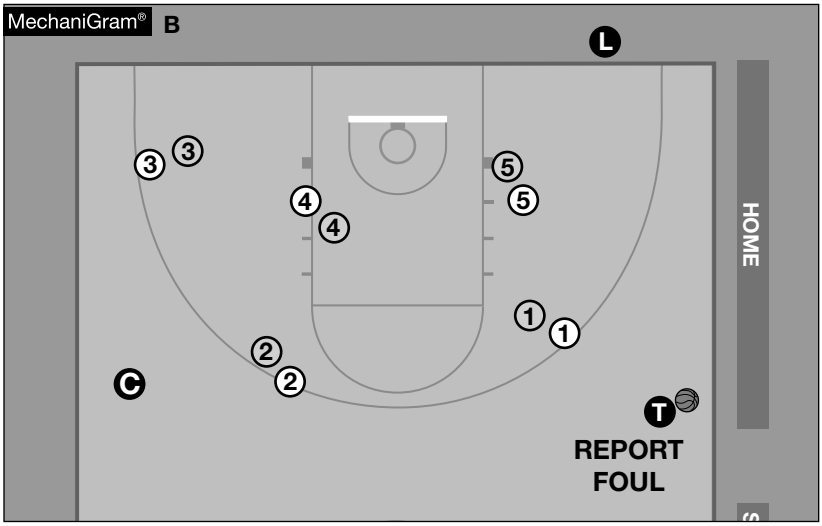
B. C switches with T to become new T opposite table.

C. L stays at L but slides over across the lane for inbound throw-in.

D. Switch is the same for shooting and non-shooting foul.

Article 4. Reporting Fouls in Frontcourt With T Calling the Foul From Tableside, Ball Remains in Frontcourt — No Free Throw(s)



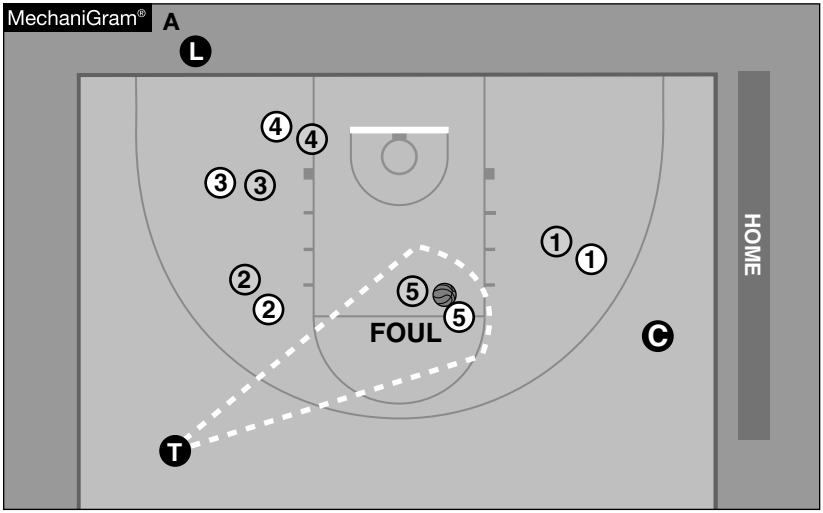


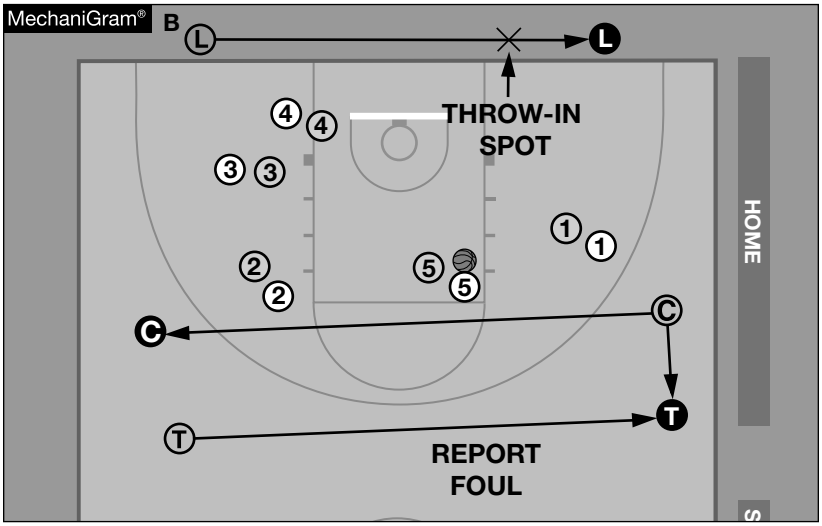
A. T reports foul, and remains table side as new T.

B. C stays as C opposite table.

C. L stays at L position.

Article 5. Reporting Fouls in Frontcourt With T Calling the Foul From Opposite Side, Ball Remains in the Frontcourt — No Free Throw(s)



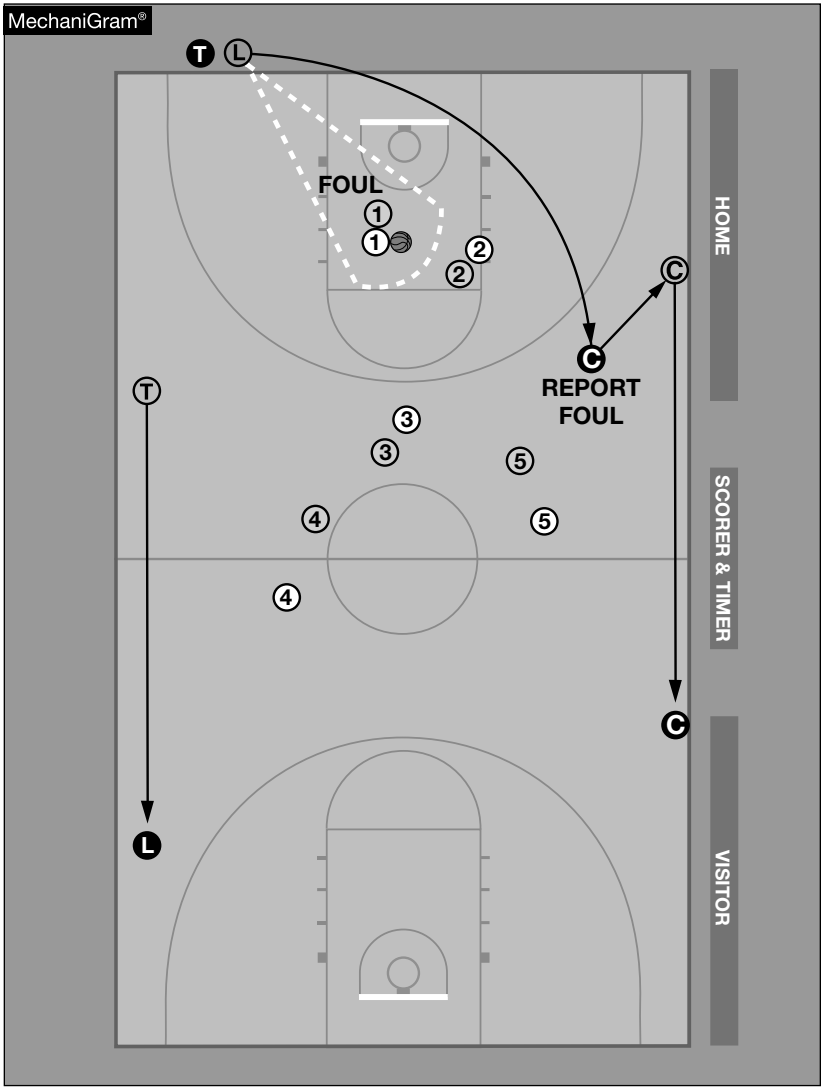


A. T reports foul, and moves opposite table side to become new T.

B. C becomes new C opposite table.

C. L goes to new L position and handles inbound throw-in.

Article 6. Foul in Frontcourt and Ball Goes From Backcourt to Frontcourt, L Calling the Foul — No Free Throw(s)

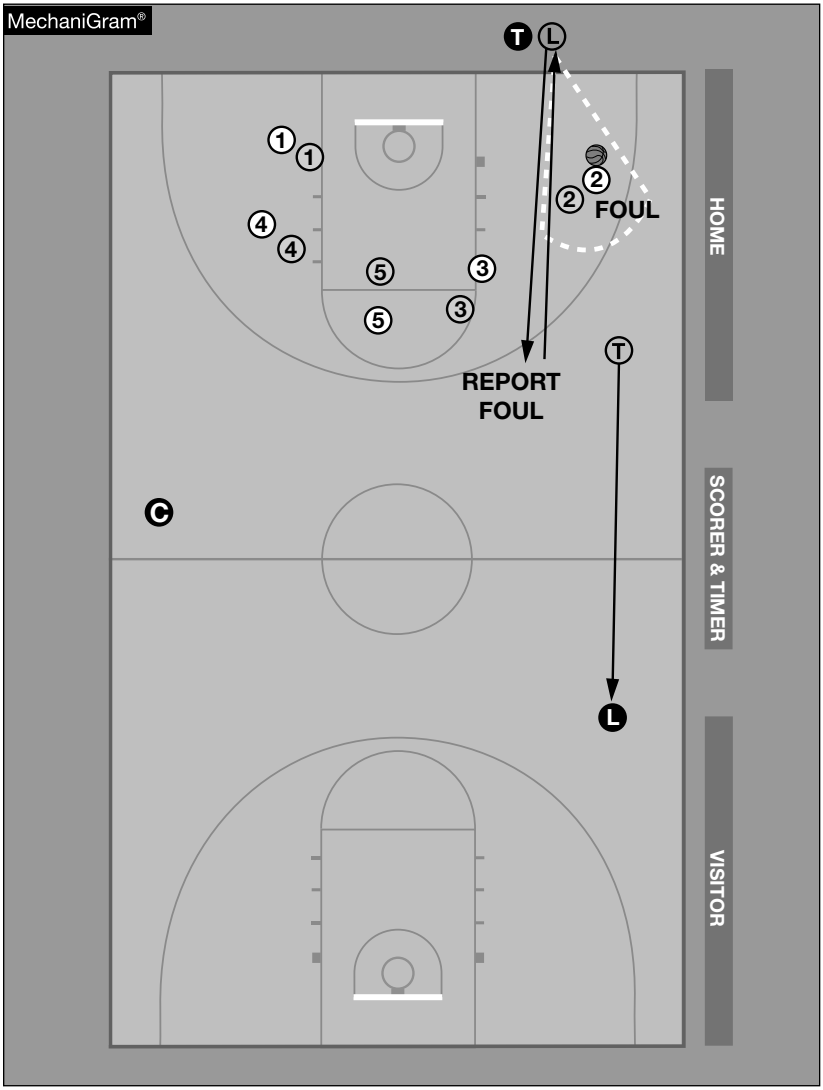


A. L reports foul and becomes new C table side. Note: L has option of reporting and going back to become new T.

B. T moves to new L.

C. C becomes new L opposite table.

Article 7. Foul Called in Frontcourt and Ball Goes From Backcourt to Frontcourt, L Or T Calling the Foul on Table Side — No Free Throw(s)

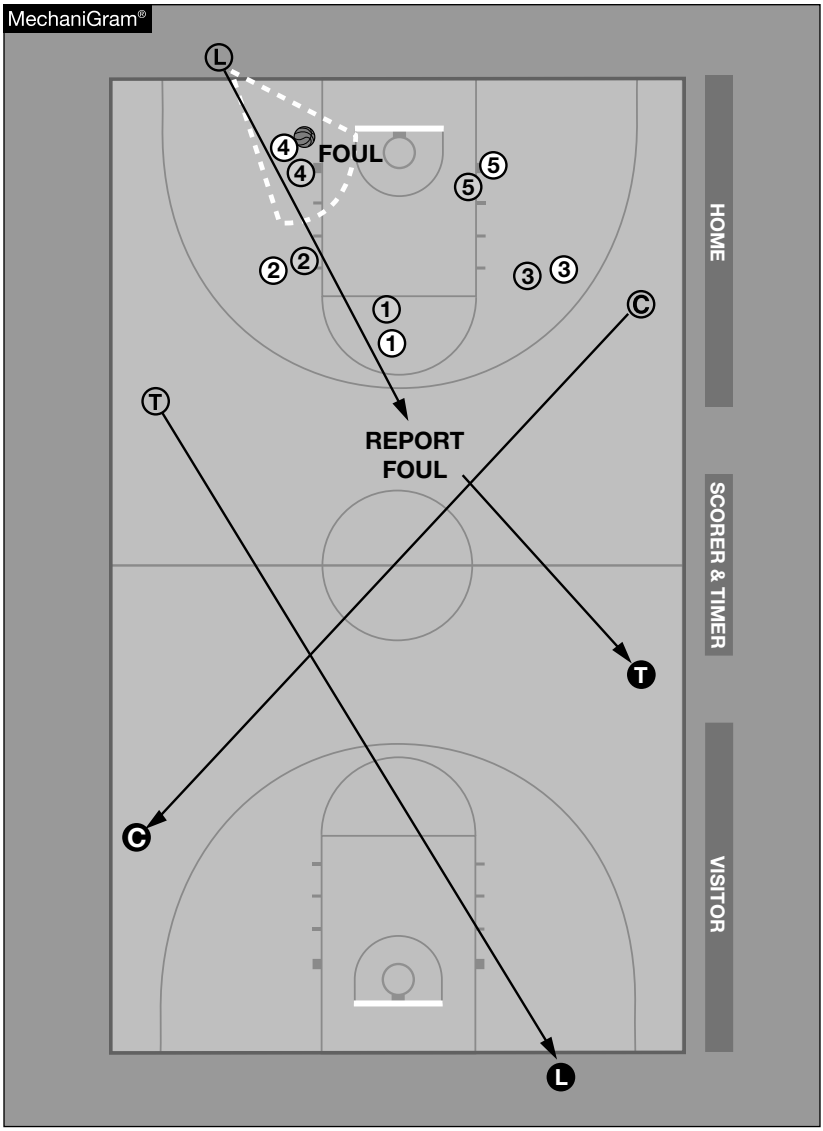


A. L reports foul and stays table side as new T to handle throw-in.

B. C remains as C opposite table.

C. T becomes new L.

Article 8. Foul Called by L With Free Throws at Other End

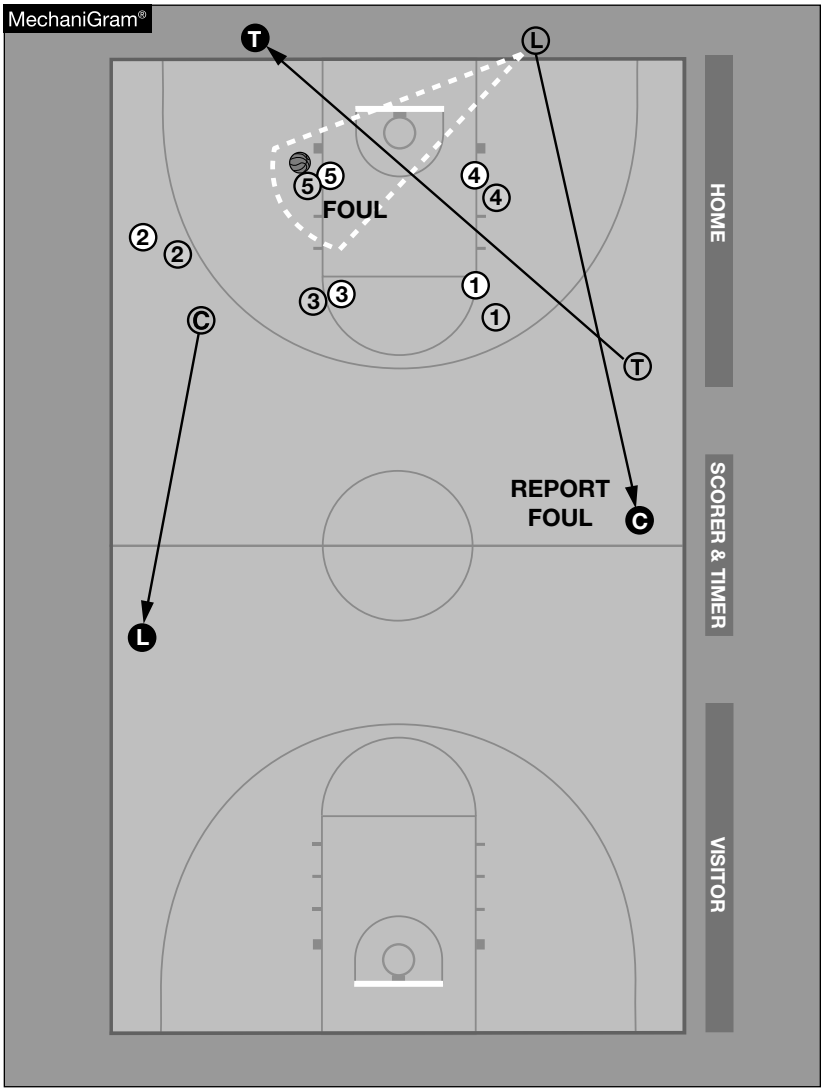


A. L reports foul, goes table side and becomes new T.

B. T to new L. Administers free throw(s) of multiple free throws.

C. C to new C.

Article 9. Foul Called in Frontcourt and Ball Goes From Backcourt to Frontcourt, L Calling Foul Table Side — No Free Throw(s)

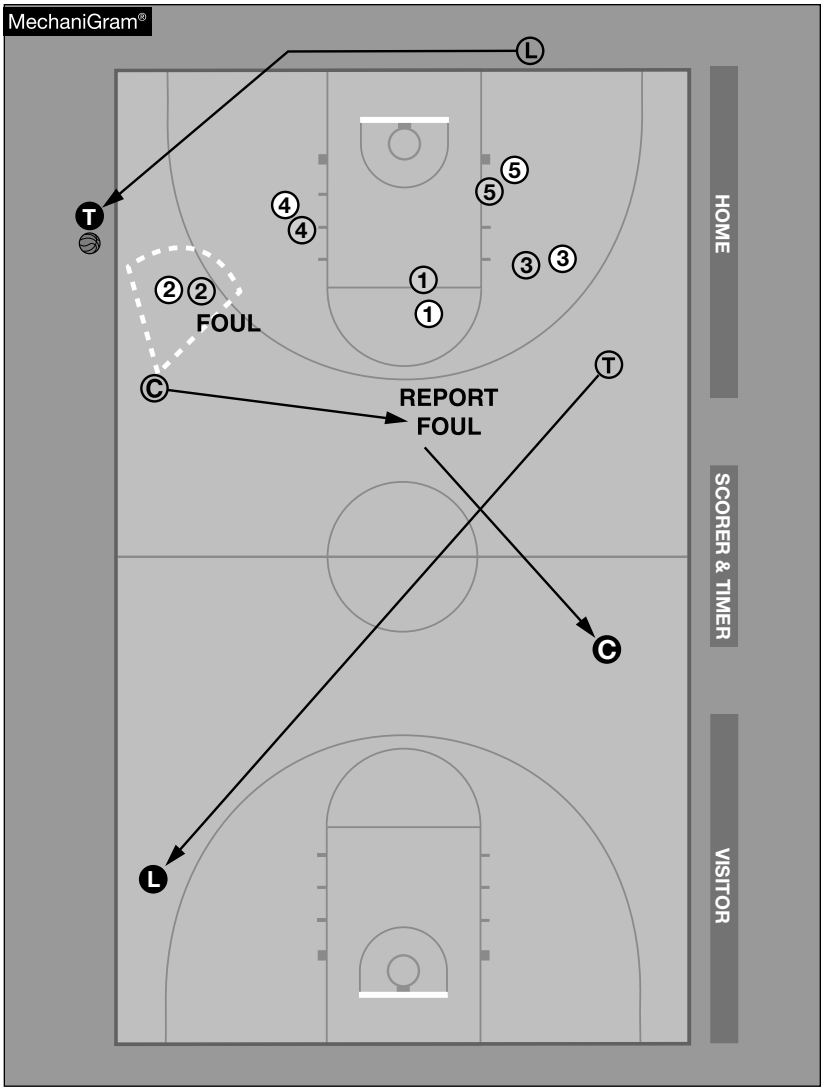


A. L reports foul and becomes new C table side. Note: L has option of reporting and going back to become new T.

B. T moves to handle throw-in and becomes new T.

C. C to new L.

Article 10. Foul Called in Frontcourt and Ball Goes From Backcourt to Frontcourt, C Calling Foul Opposite Side — No Free Throw(s)

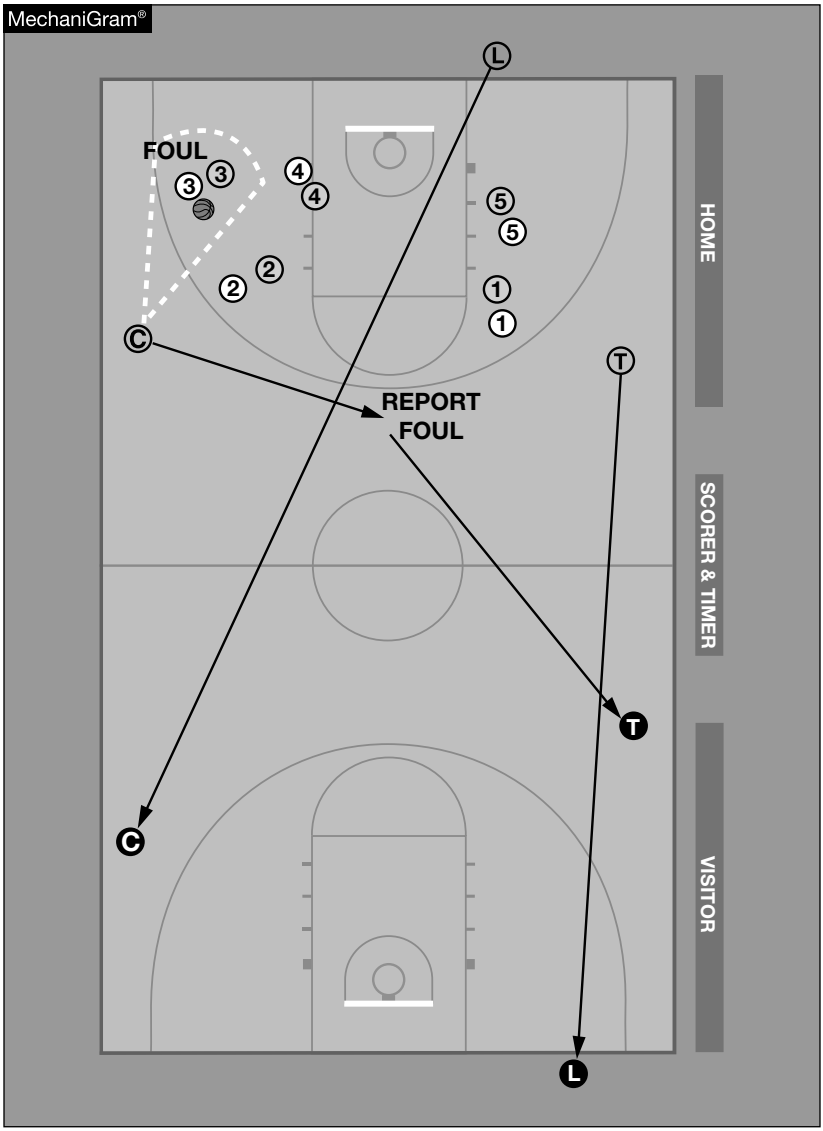


A. C reports foul, goes to frontcourt, opposite, table side to become new C.

B. T goes to new L.

C. L goes to new T, and puts the ball in play in backcourt.

Article 11. Foul Called in Frontcourt, Free Throw(s) At the Other End, C Calling Foul Opposite Side

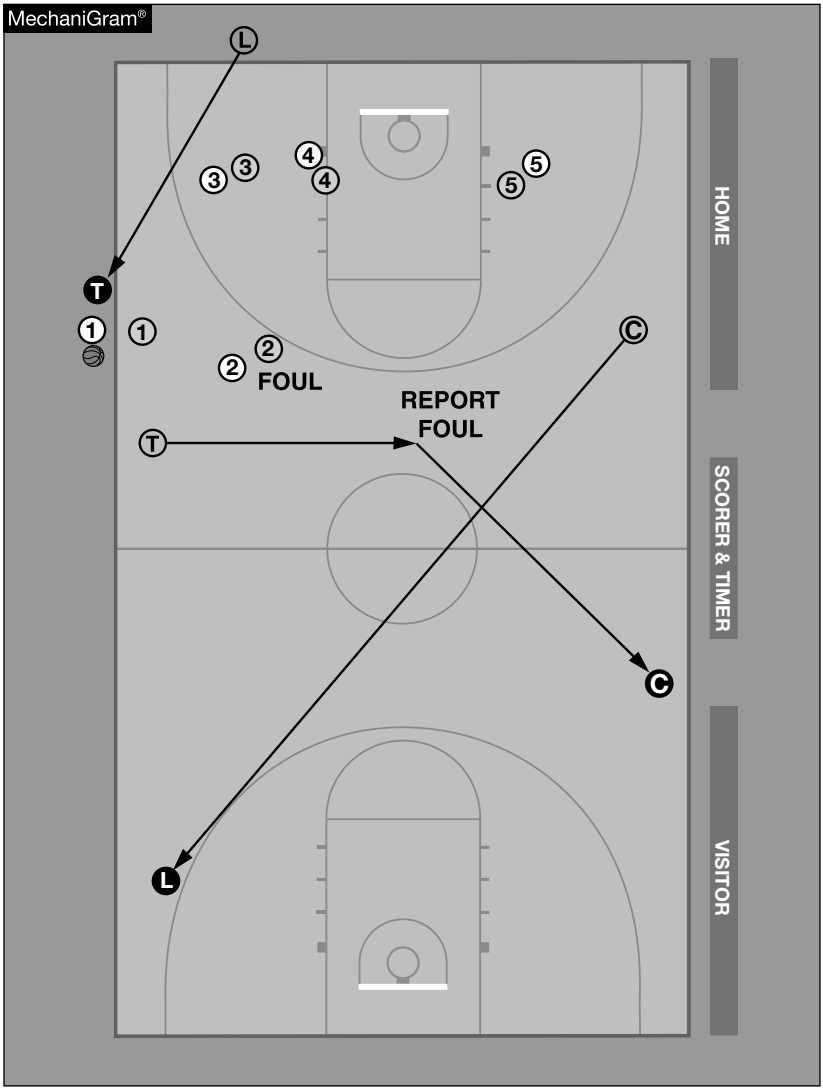


A. C reports foul, goes table side and becomes new T.

B. T to new L and administers free throws.

C. L goes to new C.

Article 12. Foul Called in Frontcourt and Ball Goes From Backcourt to Frontcourt, T Calling The Foul — No Free Throw(s)

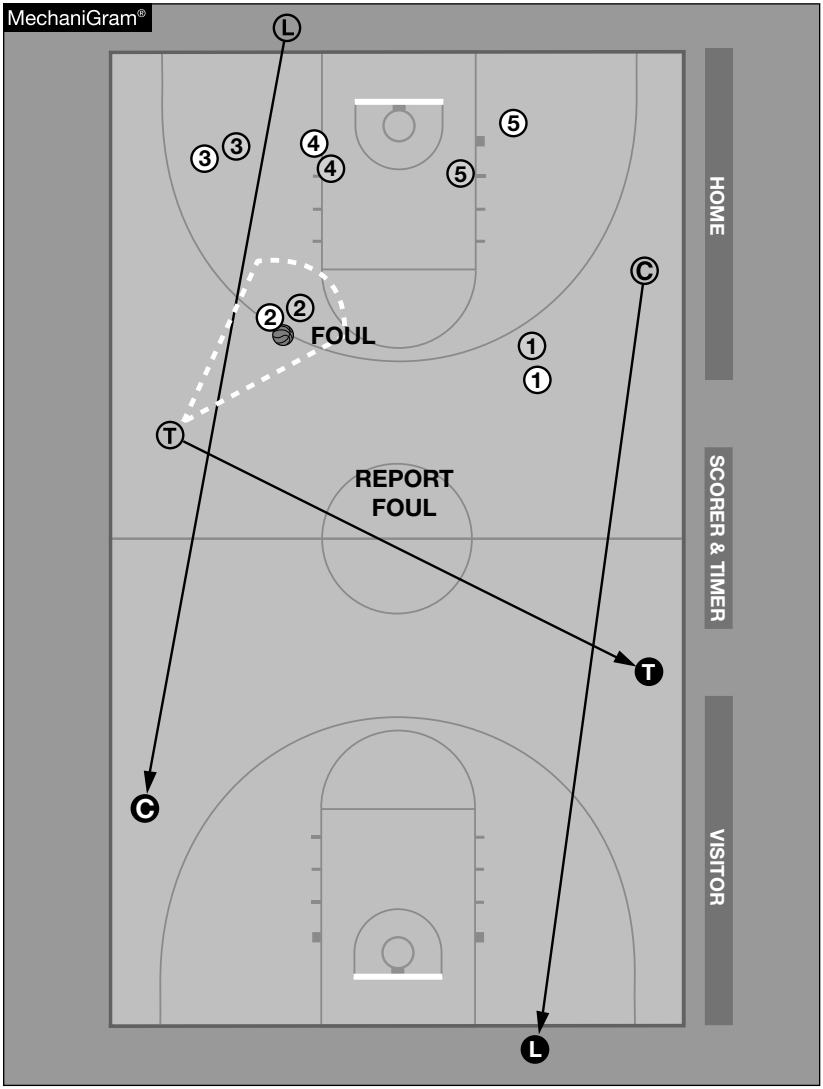


A. T reports foul, goes to frontcourt to become new C.

B. C goes to new L.

C. L goes to new T and puts ball in play in the backcourt.

Article 13. Foul Called in Frontcourt, Shoot Free Throws at Other End, T Calling the Foul Opposite Side

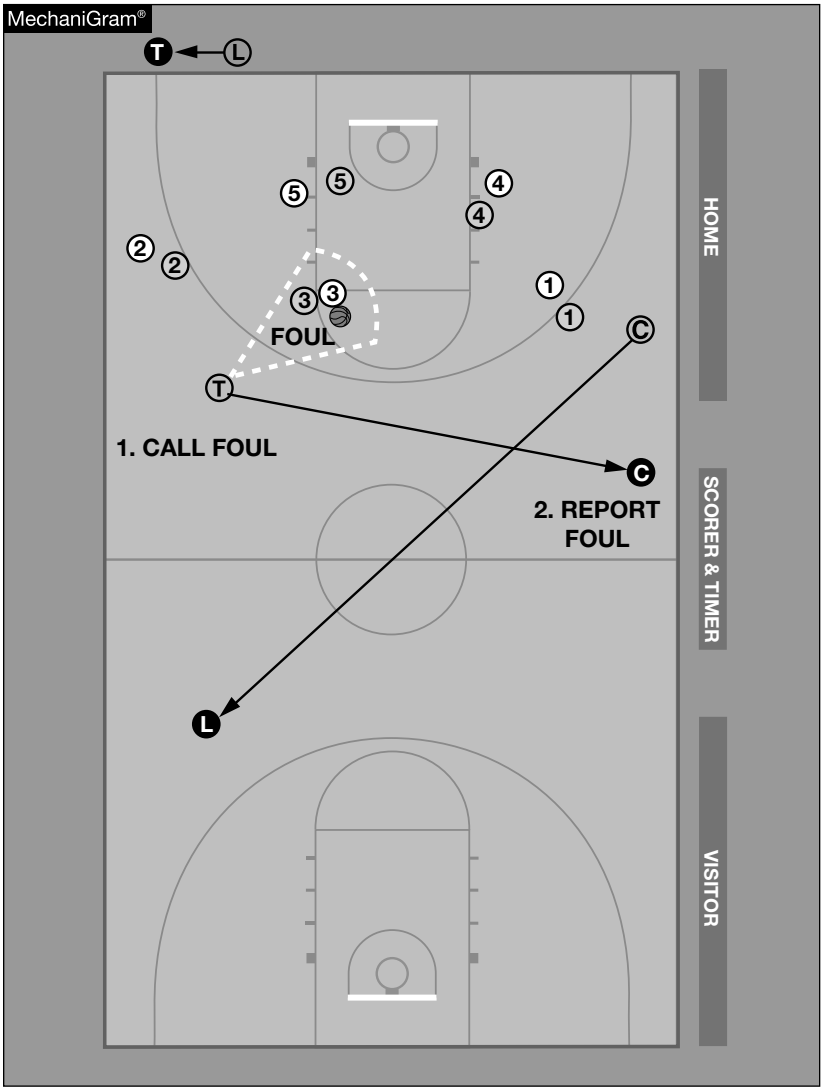


A. T reports foul and goes table side to become new T.

B. C goes to new L and administers free throws.

C. L moves to new C.

Article 14. Foul Called in Frontcourt and Ball Goes From Backcourt to Frontcourt, T Calling Foul Opposite Table — No Free Throw(s)

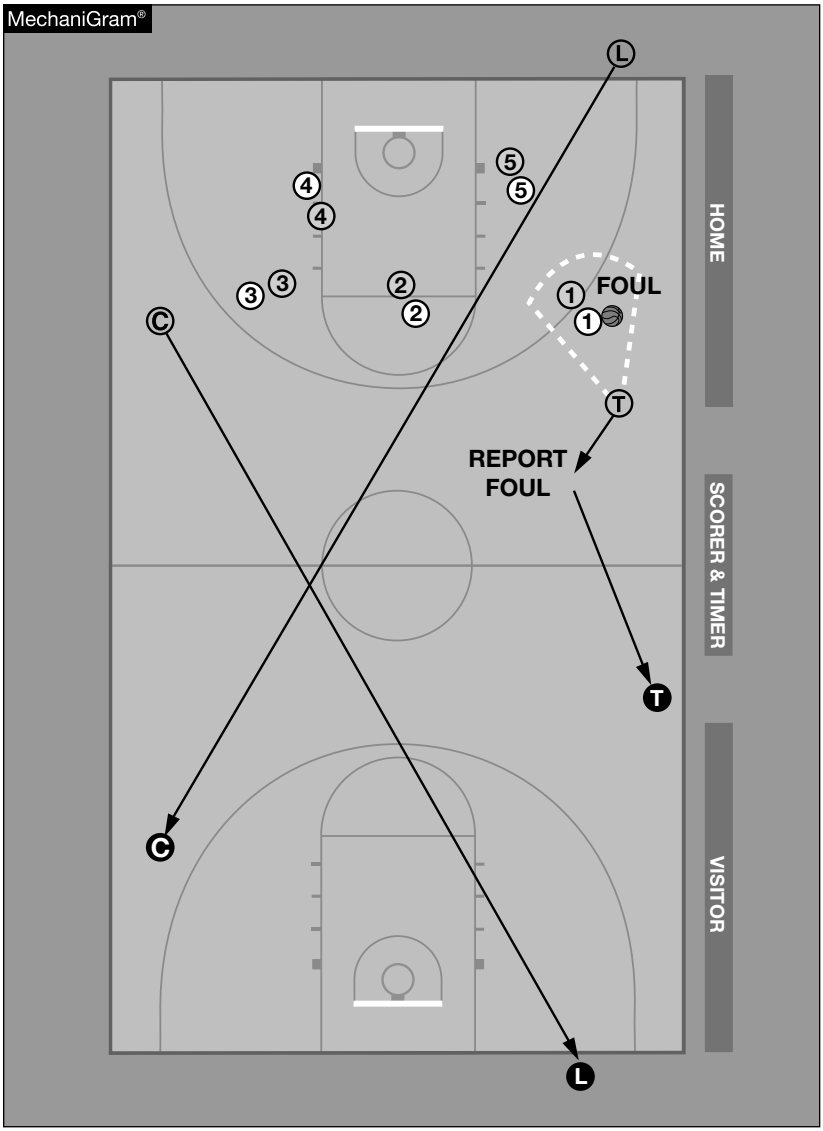


A. T reports foul and becomes new C table side.

B. L remains to handle throw-in and becomes new T.

C. C becomes new L opposite table.

Article 15. Foul Called in Frontcourt, Free Throws at Other End, T Calls Foul On Table Side

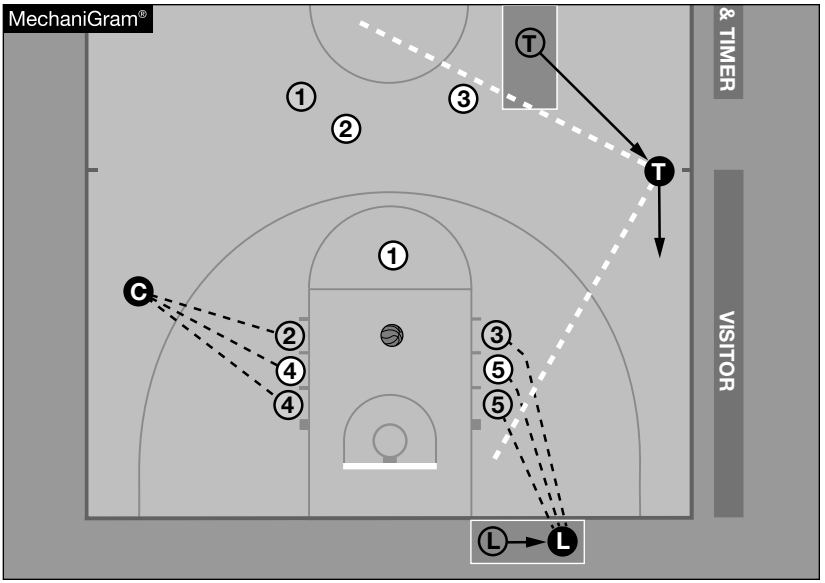


A. T reports foul and stays table side as new T.

B. C goes to new L and administers the free throws.

C. L moves to new C.

Section 17
Administration of Free Throws



A. Officials should work diligently to get all players immediately positioned for free-throw attempts.

B. L official has responsibility for same-side lane space violations.

C. L official has same-side rebounding responsibilities.

D. C official has responsibility for same-side lane space violations, free-throw line/free-thrower and flight of the ball.

E. C official has same-side rebounding responsibilities.

F. T official watches all lane activity to assist Lead and Center, and has primary responsibility for violations by players outside the three-point line.

Article 1:

A. Calling official (C official on all free throws)

1. Take position near and parallel to the sideline at the free-throw line extended area. Adjust position when necessary to observe same-side lane

space activity, free-throw line/thrower and flight of the ball.

2. Communicate the number of free-throw attempts to be attempted verbally and visually to the L, players and the scorer's table.

3. Start visible count on the side from the free thrower after he receives the ball for attempt.

4. When free thrower releases ball, move hand to the do not start clock position, only on bonus & one-shot fouls.

5. After ball is released, move to most advantageous position to observe players on the same side lane spaces. Assume rebounding coverage on your side of the floor.

6. Responsible for scoring on the free throw.

7. If shot is made, immediately lower hand (not in a chopping motion).

B. C official (Second throw of multiple throws):

1. Take same position as on the first free throw. Adjust position when necessary to observe same-side lane space activity, free-throw line/thrower and flight of the ball.

2. Signal the number of free throws remaining during the L's administration of each of the subsequent free throw(s).

3. Lower hand and start visible wrist flick count when thrower receives the ball.

4. If ball is to remain in play, raise hand on release and start clock when legally touched.

5. After free throw is released, signal do not start the clock, assume normal rebounding responsibility on your side of the lane.

6. Responsible for scoring on the free throw.

Note: (1) If first free throw is to be repeated, L will re-administer the free throw. (2) If more than one technical foul is to be administered, officials will administer each as separate multiple free throws.

C. L official: First of two or three free throws.

1. Step into the free-throw lane and inform the players of the number of free throws to be attempted both verbally and visually observing players on both lane lines.

2. Carefully bounce the ball to the free-throw shooter.

3. Communicate the number of free-throw attempts to be attempted visually to the scorer's table.

4. Has responsibility for same-side free-throw lane space violations.

5. Should stand one step behind and down from players in marked lane spaces.

D. L official: Second and third free throws of multiple free throws.

1. Retrieve the ball and step into free-throw lane.

2. See that the lanes are properly occupied.

3. Inform players of the number of free throw(s).

4. Take final look at the scorer's table.

5. Bounce ball to free thrower.

6. Communicate the number of free-throw attempts to be attempted visually to the scorer's table.

7. Has responsibility for same-side lane-space activity. Maintain same-side coverage when shot is released and be wide enough to obtain the most advantageous position for normal rebounding coverage.

8. If the free throw(s) is followed by a throw-in along the end line, signal to start the clock at the appropriate time.

E. T official: All free throws:

1. Take normal position near the center circle for all preliminary free throws. Take a normal position near the 28-foot line for all final free-throw attempts. If there are opposing players in the backcourt, keep them under observation while assisting with free-throw administration. Note: When conditions warrant, adjust to backcourt.

2. Can move closer to bench to communicate. However, do not go there unnecessarily. And when talking to coach, do not cover mouth.

3. Is responsible to see the correct player attempts the free throw(s) and in the correct order if multiple fouls have been called.

4. Assist with all free-throw violations, especially players "breaking the plane" of the three-point line prior to the ball striking the ring, flange or backboard or until the free throw ends.

5. Responsible for substitutions before last free throw attempt. If substitution after made last free throw, the T shall blow the whistle, beckon the substitute on to the floor then turn over process to C.

Note: The T should be near the 28-foot line for all final free-throw attempts and may move onto the floor to help with violations and rebounding.

F. All officials:

1. Always switch according to the manual and diagrams after each foul before the ball is put in play.

2. The non-calling officials are responsible for initiating the change of positions immediately after the foul has been reported.

3. Officials shall always be aware of head coaches and teams requesting a time out at or near the expiration of time.

G. Player-Control Fouls and Non-Shooting Fouls:

1. All officials shall follow the same switching procedures as on all other personal fouls.

Article 2. Following Free-Throw Attempt(s)

A. If defensive team gets ball:

1. T becomes L and moves along the sideline ahead of the ball to the other end of the court.

2. New L must be alert to get ahead of the ball on fastbreak to other end of court, has primary three-point attempt responsibility on fast break if C or T are not in position to make the call.

3. When changing from one end of the court to the other, officials should never turn their back on the players. NEVER BACKPEDAL.

4. L becomes T and after determining sideline responsibility, moves along the sideline while covering backcourt play.

5. C takes normal position.

Article 3. Administration of Technical and Flagrant Fouls

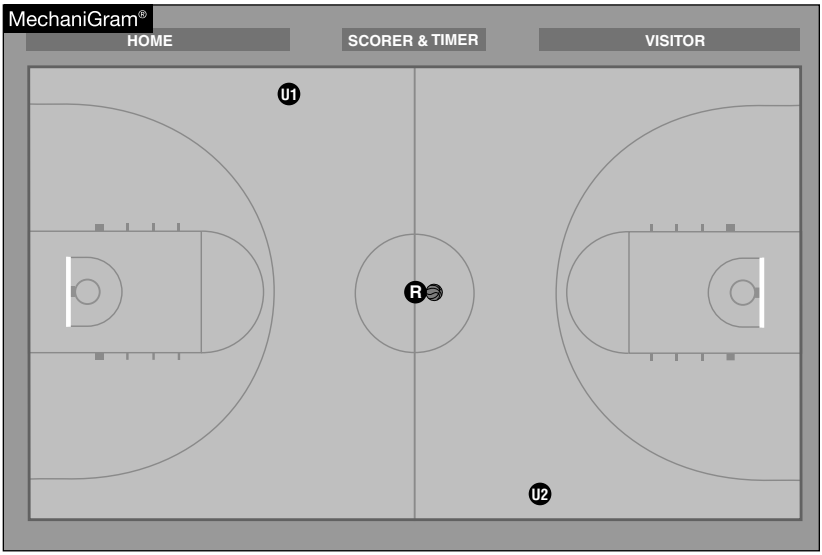
A. The official who calls the technical or flagrant 1 foul will report the foul to the scorer. If the calling official is not C, he will become C. The administering official will always be certain that other officials are properly positioned with 2 officials administering the free-throw attempts while the 3rd official is in a position to monitor all other players on the floor before putting the ball at the disposal of the free thrower.

B. On technical fouls, official will administer the throw-in at the point of interruption.

C. On a flagrant 1 foul, the official responsible for that end line or sideline nearest the spot of the foul will administer the throw-in.

Section 18
Positions For Jump Balls

Article 1: Positions



A. The R (or designated tosser) will face the table and toss the ball to start the game and any extra period(s).

B. U1:

1. Takes a position on the table side of the court 28 feet from the end line to R's left.

2. Is responsible for calling back a poor toss.

3. Gives start the clock signal when the ball is legally tapped.

C. U2:

1. Takes a position on the opposite side of the court from U1, 28 feet from the end line to R's right.

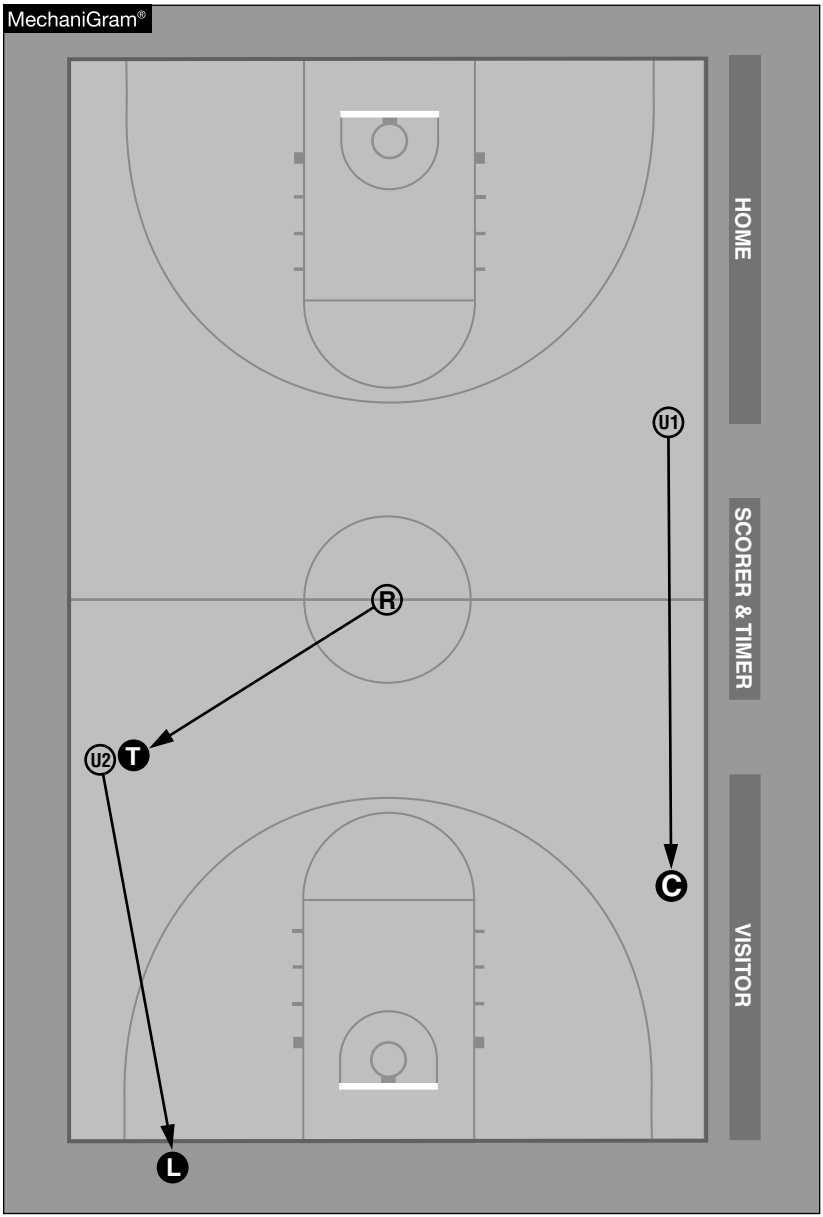
2. Is responsible for the eight non-jumpers.

D. All officials will be aware of the correct position of the alternating possession arrow.

Note: For the alternating process, the official with throw-in responsibility shall administer the throw-in.

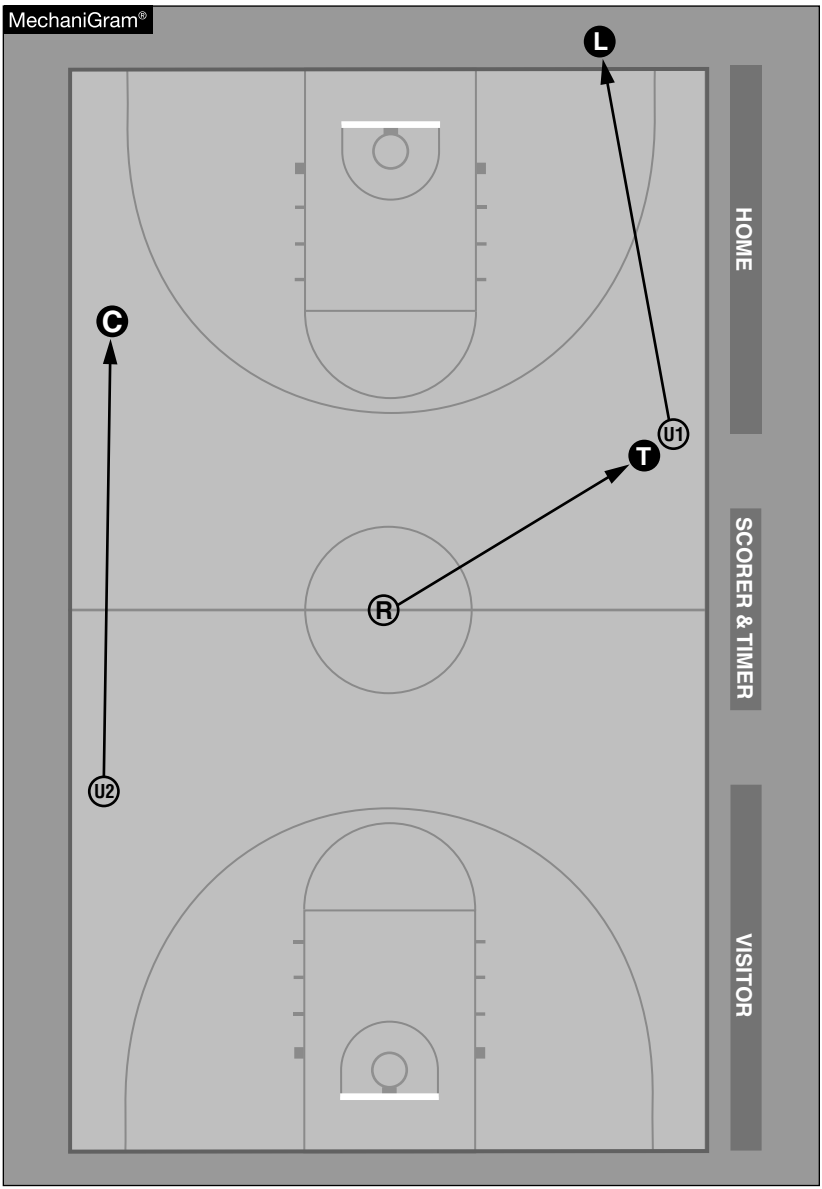
Article 2. When Ball Goes Right:

U2 will move to the right and becomes the L. U1 will move to the left and becomes C. R will hold until players clear and then moves to T. L must be prepared to rule on quick three-point try. R will assume sideline responsibility that U2 had during the jump ball.



Article 3. When Ball Goes Left:

U1 will move right and becomes the L. U2 will move left and becomes C. R will hold momentarily and then will move to the T enabling coverage of the sideline opposite U2. Umpires must be alert to move in either direction should a quick turnover occur, before tossing official becomes free to move. R will assume sideline responsibility that U1 had during the jump ball.



Section 19
Violations

Article 1:

When an official calls a violation:

A. Simultaneously give a single sharp blast of the whistle, stop the clock using straight arm and open hand, then drop whistle from the mouth. More than one blast should be used in unusual situations.

B. Move toward the area of violation, stop, then signal the nature of the violation. Simultaneously call out the color of the team entitled to the ball and point in the direction of their goal. Never turn your back when indicating the direction.

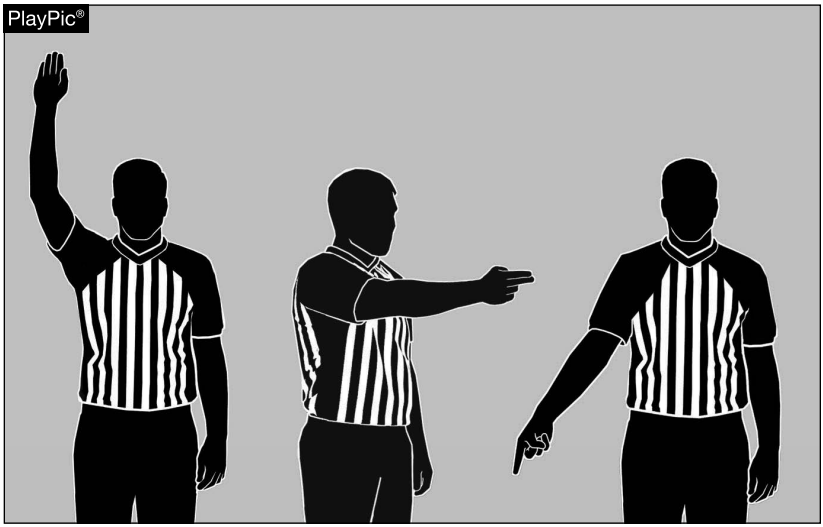
C. Indicate the throw-in spot and inform the player that he may not leave the spot.

D. Make eye contact with your partners prior to placing the ball at the player's disposal for the throw-in or placing it on the floor if the team is not at the spot in time.

E. After boxing in players, hand, bounce or put the ball at the disposal of thrower and begin the visible five second count.

Section 20
Out-Of-Bounds Calls

Three distinct and separate movements may be made for an out-of-bounds call:



Stop the clock, point the direction, then indicate the throw-in spot.

Article 1. Responsibility

A. Primary responsibility for all out-of-bounds calls is with the official whose sideline or end line the ball has crossed. When the ball goes out of bounds and the responsible official needs help, look in the direction of the official sharing that area of responsibility.

B. If the official has definite knowledge, make the call.

C. If necessary, look to the third official for help before calling a held ball.

D. If the correct call cannot be determined by any of the three officials, the possession arrow will be used.

E. When changing a partner's call, use the following sequence:

1. Walk to partner with purpose and get their attention.

2. Avoid running in if possible.

3. No signaling prior to conversation.

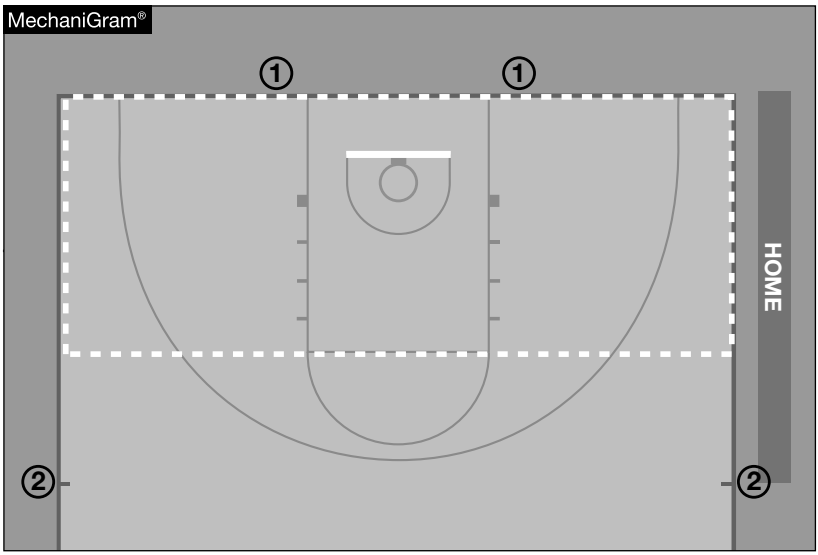
4. Calling official makes the change by blowing whistle and signaling the change.

F. During the entire game, officials may go to the monitor to review a shot-clock violation on a made basket.

Section 21
Throw-ins

Article 1. Throw-in Locations – Fouls and Violations (except out-of-bounds plays): Frontcourt Only

A. On all defensive fouls and violations (except out-of-bounds plays), and offensive team time outs in the frontcourt, there will be only two throw-in locations utilized. If the foul or violation occurs within the dotted area the designated spot will be on the end line three feet outside the nearest free-throw lane line extended (noted by location 1 in the MechaniGram below). If the foul or violation occurs outside the dotted area the designated spot will be on the sideline at the nearest 28-foot line (noted by location 2 in the MechaniGram below).

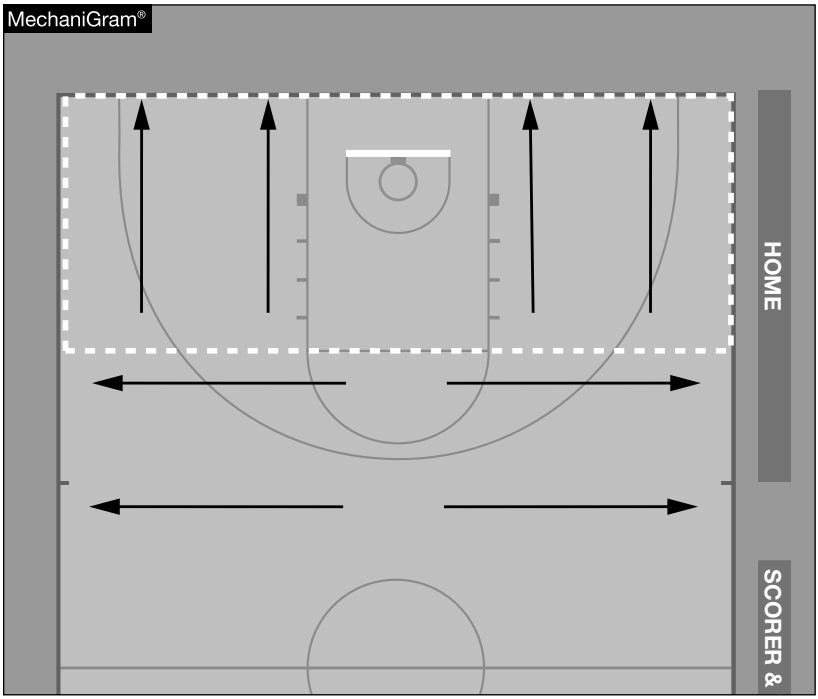


Two designated throw-in spots in the frontcourt only.

Article 2. Throw-in Locations – Fouls and Violations: Backcourt Only

A. On fouls and violations within the dotted area, the designated throw-in spot after the violation will be out of bounds along the end line nearest the spot of the foul or violation.

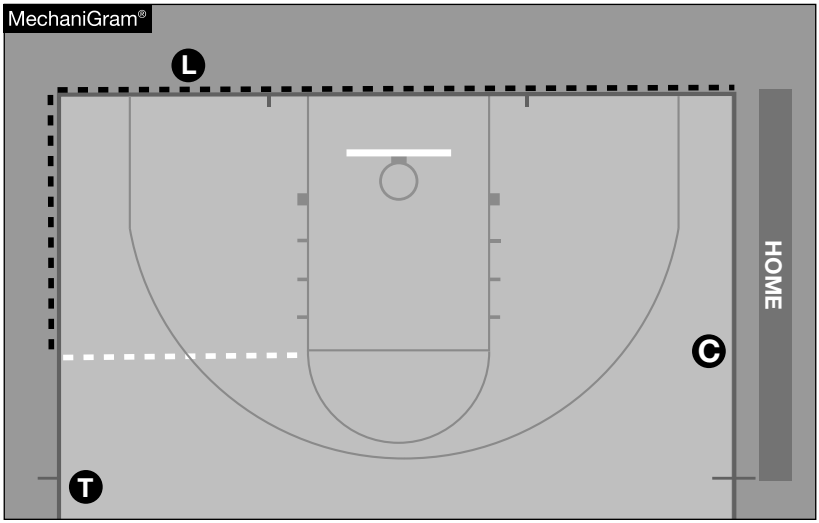
B. On fouls and violations outside the dotted area the designated throw-in spot after the violation will be out of bounds along the sideline nearest the spot of the foul or violation.



Article 3. Throw-ins – Frontcourt

A. The Trail official will administer all throw-ins on the sideline above the free-throw line extended of the offensive team's frontcourt.

1. The Trail should only sound the whistle prior to administering the throw-in when there has been a delay and/or to alert the players that play is about to begin.



The Lead administers throw-ins below the free-throw line extended and along the end line.

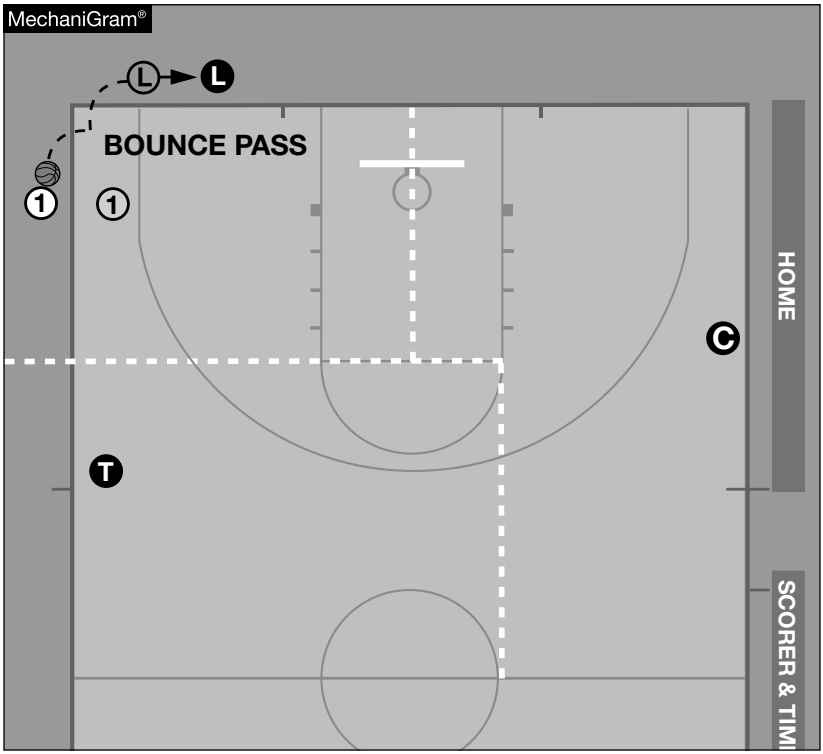
B. The Lead official will administer all throw-ins on the end line or on the sideline below the free-throw line extended of the offensive team's frontcourt. On such throw-ins, the:

1. Lead sounds the whistle prior to bouncing the ball to the thrower along the sideline below the free-throw line extended.

2. Trail is responsible for starting the five-second count and chopping in time on plays that initiate along the sideline below the free-throw line extended.

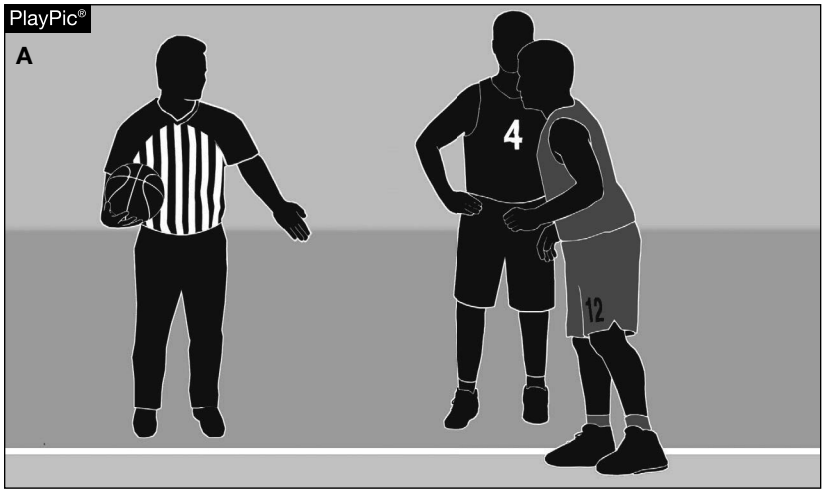
3. Lead, after bouncing the ball to the thrower-in on the sideline, should return focus to primary-coverage area as shown on MechaniGram on the next page.

C. Throw-in Responsibility Frontcourt
The Trail official should mirror the do-not-start-the-clock signal and subsequent chop-in-time signal on plays administered by the Lead official.



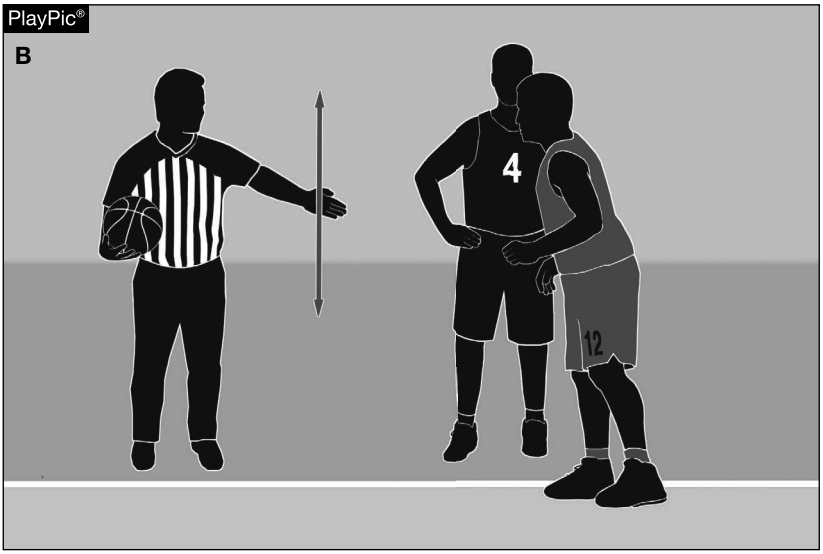
Article 4. Throw-ins – General

A. Officials shall use the mechanic in PlayPic A to indicate the throw-in spot.

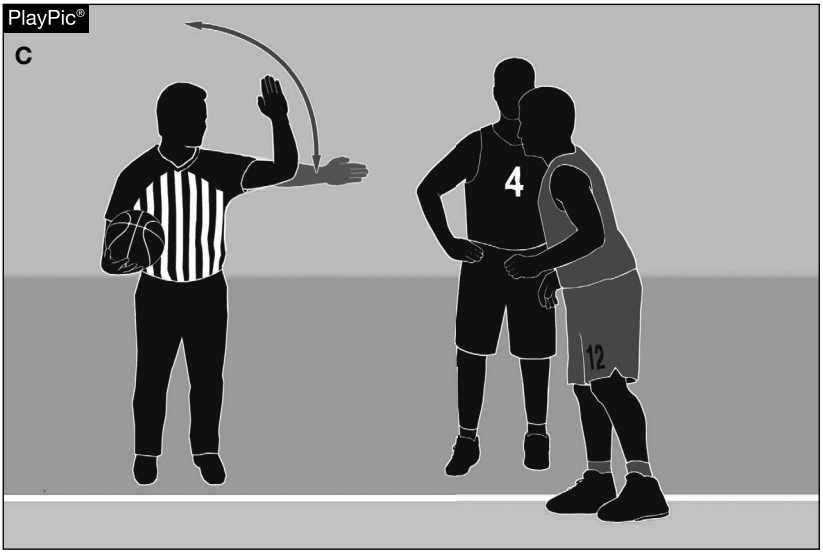


Officials should use an "if you please" gesture to players to identify the throw-in spot.

B. The administering official is allowed to move the defender back three feet on tight throw-ins and may use the mechanic in PlayPic B. The defender is under the same restrictions as any other throw-in.

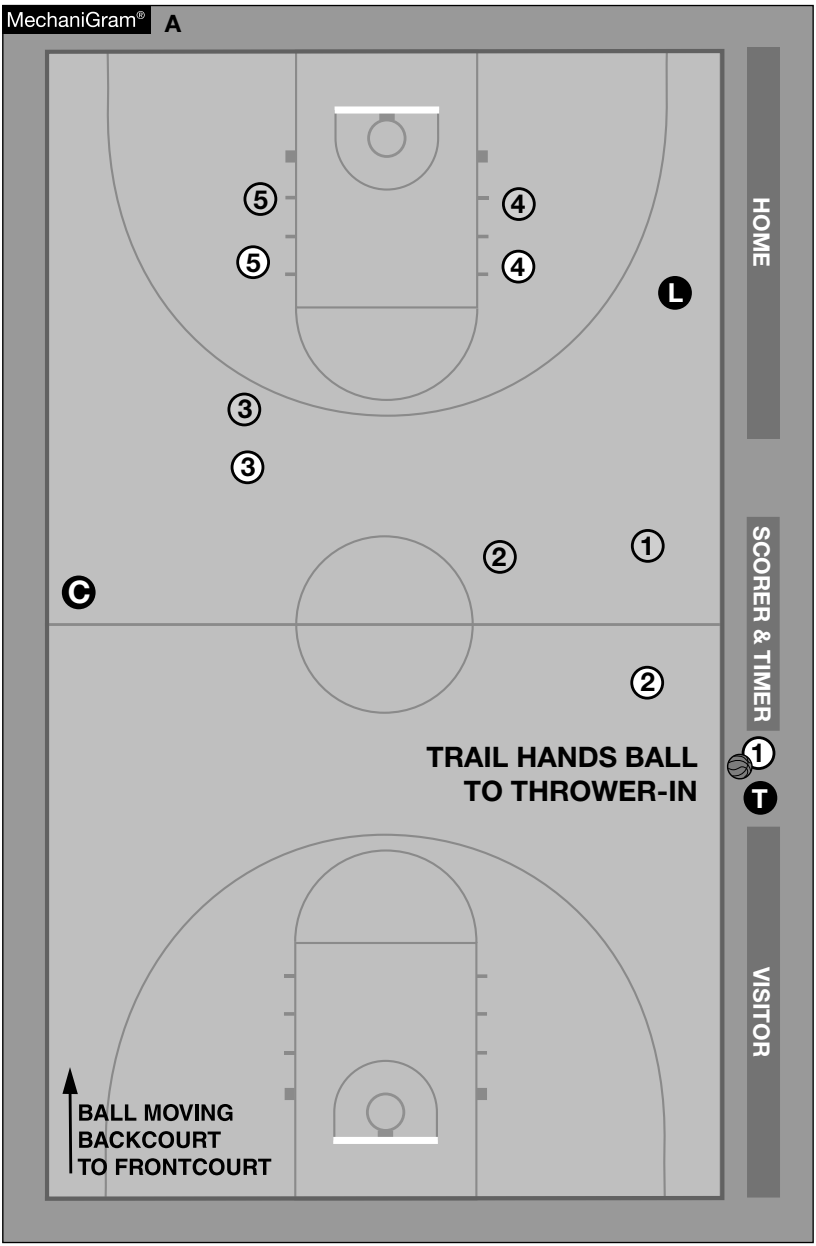


C. Should running of the end line be allowed, give the proper signal to inform the players (as shown in PlayPic C).

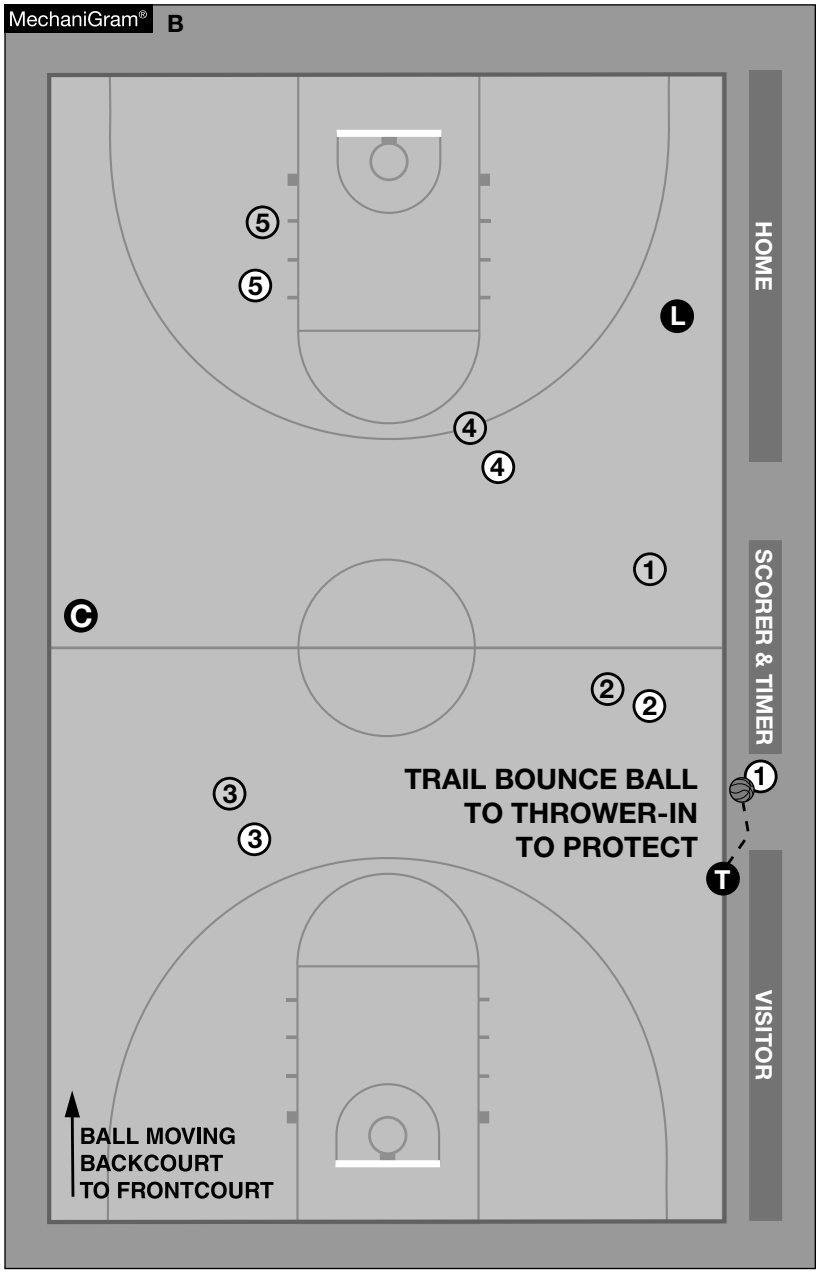


Article 5. Throw-ins by Trail on Sidelines

A. When the Trail official inbounds the ball on the sideline and there is no pressure by the defense, the Trail official shall hand the ball to the thrower-in.



B. When the Trail official inbounds the ball on the sideline and there is pressure by the defense, the Trail official may bounce the ball to the thrower-in to provide protection on the play.



Section 22
Basket Interference and Goaltending

Center and Trail will be responsible for the flight of the ball on a try. The off official (T or C) will be responsible to determine when a violation occurs. If necessary, move to a position to more effectively cover area of responsibility. The other officials will watch for fouls. If the try is in the area of T, T assumes responsibility for contact between the shooter and the defensive player. C is responsible for the flight of the ball and will communicate with the other officials as to whether a basket shall count.

Note 1: When there is an awarded basket because of goaltending or basket interference, the goal shall be signaled by the covering official.

Note 2: In the event a foul is called near the end of the game and another official at the same time has basket interference or goaltending, the official observing the basket violation should hold the whistle and notify the official who called the foul.

Section 23
Ruling on Last-Second Shot

Opposite-side official is primarily responsible for making the call on any last-second shot, unless having given it up by prior agreement. Officials must be aware of the time left in the period. Ruling on the last-second shot becomes the responsibility of the appropriate official. The other officials take over their normal duties. A successful last-second shot shall be properly signaled by the appropriate official.

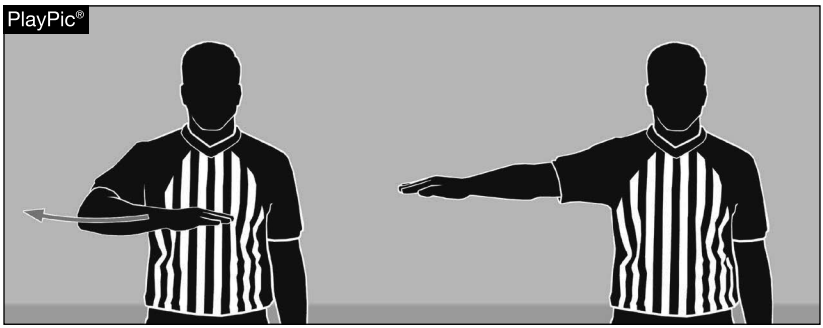
Officials may use replay equipment or television monitoring to determine whether a last-second shot shall count or not count in either half or overtime.

Following a timeout, and prior to any last-second play, the referee may position crew members on the court (L, T, C) to obtain the best possible outcome.

Section 24
Counting

Article 1.

The visible five-second count (arm flick motion) will be given from the waist area up and below the shoulders, to the side as illustrated below.



Five-second Count

A. Officials are required to give a visible count on all time-limit situations except for the three-second count and 10-second backcourt count (unless the shot clock is off, whereby the official must show a visible count).

B. Closely guarded count is in effect while holding the ball.

C. The Trail will assume primary responsibility for the 10-second count in the backcourt by using the shot clock with no visible count. If there is less time on the game clock than the shot clock or if no shot clock is available, a visible count shall be used. *The 'C' official and the new 'L' official will have secondary responsibility for the 10-second backcourt count.*

D. The visible five-second count motion will be changed from one arm to the other when there is a pass from the backcourt to a closely guarded player in the frontcourt while holding the ball.

Article 2. Three-Second Count

A. The Lead has primary three-second responsibility when the ball is above the free-throw line extended.

B. The Trail and Center, when working off the ball, have primary three-second responsibility.

Article 3. Five-Second Count

The Trail and Center have five-second count responsibility for matchups in their primary area of coverage.

Article 4. Ten-Second Backcourt Count:

A. The Trail has primary responsibility for 10-second backcourt counts.

Note: If Trail fails to make the proper call, Center will assume responsibility.

B. The Center and Lead must be ready to assist the Trail with any fouls that occur near the expiration of the 10-second count.

C. Shot clock off
The Trail official must have a visible 10-second count whenever the shot clock is off.

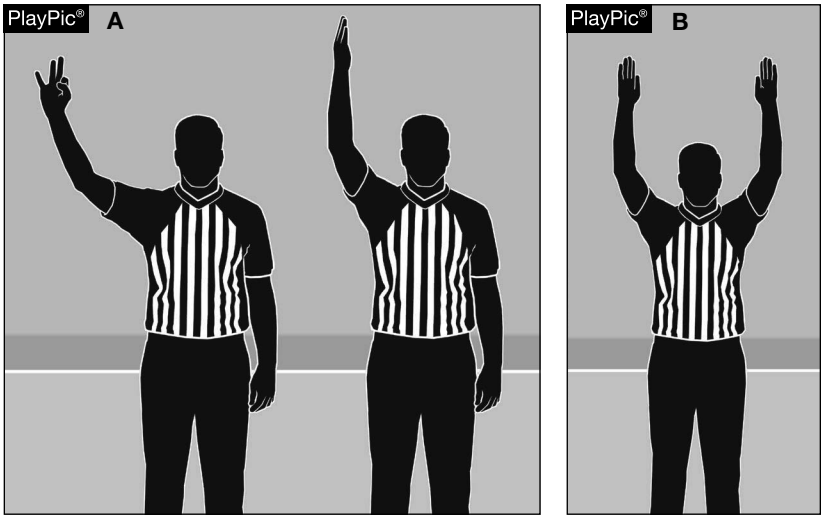
1. When the shot clock is off, the Trail official must have a visible 10-second count for situations where the offense retains possession with no reset of the 10-second count when:
- **a.** The defense causes the ball to go out of bounds.
- **b.** The offense retains possession after a held ball.
- **c.** There is a technical foul assessed to the offensive team.

2. If the offense retains possession with no reset, then the Trail should communicate to individuals listed below where he was at in his count and how much time remains before a 10-second violation will be called both visually and verbally:
- **a.** His partners.
- **b.** The head coaches.
- **c.** The thrower-in.
- **d.** The table crew.

Section 25
Three-Point Field Goal

Article 1. Three-Point Mechanics, Signals and Rule

A. When a three-point attempt is anticipated the officials should adjust their positions to clearly judge the attempt.



Three-Point Field Goal Signal

B. When a player attempts a three-point field goal, the official whose area the player is in will signal by extending one arm. Officials may use either mechanic as shown in the PlayPic A when signaling a three-point attempt. On a made try, officials shall raise both arms as illustrated in PlayPic B.

Note 1: Do not turn back on players and court when signaling!

Note 2: Officials should anticipate a quick fast break immediately after a successful three-point try and be ready to officiate the following play.

C. For a successful three-point field goal, the player must have been airborne or have one or both feet on the floor beyond the three-point line when the shot is attempted. Touching the line places the shooter in the two point area. There is no relation to the plane regarding the position of the shooter.

D. If the three-point attempt is successful the covering official will signal by fully extending both arms above his/her head.

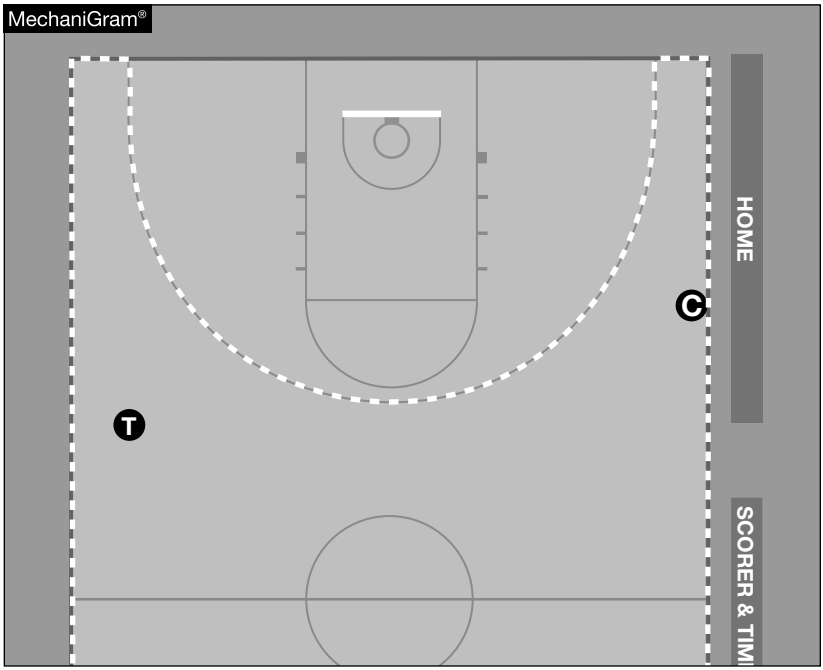
E. When T signals a successful three-point attempt, C must mirror the signal when the C sees the attempt. When C signals a successful three-point attempt, T must mirror the signal when T sees the attempt.

Article 2. Three-Point Area of Responsibility

A. Trail and Center will have primary responsibility for three-point attempts as demonstrated in the MechaniGram. When an official does not have primary coverage on the play, they can assist their partner (when feasible) by checking the feet to veryify a two- versus three-point attempt.

B. Lead will have responsibility to assist on a three-point try on a fast break in transition, when Center and Trail cannot get into a position to see the try.

C. Three-point attempts are two-referee plays. Officials who are not primarily responsible for the try, may assist the primary official with the feet and point of contact.



Section 26
Shot-Clock Procedures

Article 1. Signals After Stopping the Clock

A. If the clock is to be reset, T shall signal the clock to be reset, as shown in PlayPic A. If the clock is to reset following a dead ball, the same procedure will be followed. If T is the administering official and can not be readily seen by the shot-clock operator, the tableside official shall signal the clock is to be reset. If the clock is to be reset, the signal shall be a whirling motion of the hand and arm with a pointed index finger on the extended arm, followed by a pointing motion with the hand and arm in the direction of the offensive team's basket. While clock(s) awareness is the responsibility of all officials, it is the primary responsibility of the T official to check the shot/game clock.

B. Officials share the responsibility for shot-clock violations.

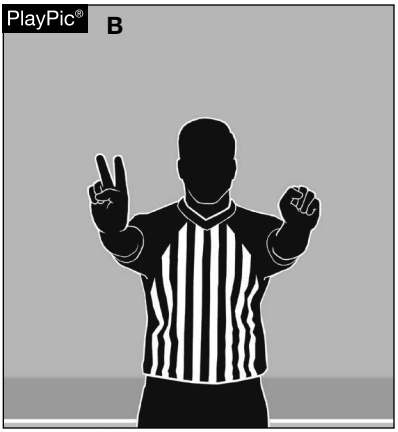
C. On a shot-clock violation, the calling official taps the top of his head with an open palm and then signals the proper direction, as shown in PlayPic C.

D. At all times the official administering the throw-in should check the shot-clock to insure that it is set correctly.

E. On a kicking violation, stop the clock and show PlayPic B to the scorers table if the shot clock is below 20 seconds. If the shot clock is 20 seconds or greater, the time remaining will be left on the shot clock.

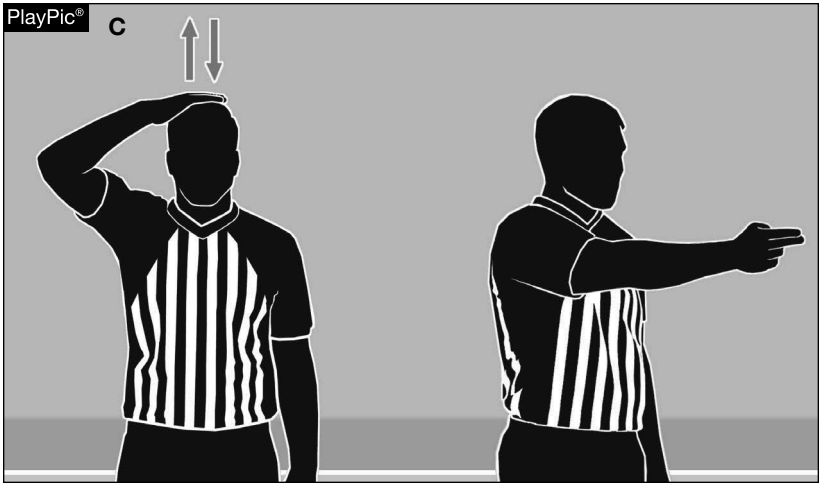
Official's Signals - Shot Clock **20-Second Reset**





Points toward goal of team that gets possession.

Note: Give the reset signal, as shown in PlayPic A, followed by the proper indication of direction — This signal (PlayPic A) should not be used if a kicking violation has occurred.



Shot-Clock Violation

Article 2. Shot Clock Nearing Expiration

A. When the shot clock is nearing 10 seconds, the Center or Trail, whichever is the off-ball official, may (optional) point to the shot clock indicating that the shot clock is nearing expiration, as shown in PlayPic D.

B. The on-ball official should not take his focus off the active matchup.

C. This signal will aid the crew as they prepare to officiate "shot-clock release" plays.



Shot-Clock Near Expiration

Article 3. Duties of the Shot-Clock Operator:

A. The shot-clock operator shall control a separate timing device with a horn that shall have a sound distinct and different from that of the game clock. The shot clock shall be used the entire game, including all overtime periods.

B. The shot clock starts simultaneously with the game clock on throw-ins when a player touches the ball. **Exceptions:** Jump balls and possession occurring after a rebounded try or free throw, in which case the shot clock will start when a player gains control. A team is in control when holding, passing or dribbling a live ball in bounds. Team control ends when there is a try for field goal, an opponent gains possession, or the ball becomes dead.

C. There are 4 scenarios involving shot clock resets (see rule 2-11.6 for all applicable rules):

1. No reset.
2. 20-second reset.
3. 20-second reset or time remaining, whichever is greater.
4. 30-second reset.

D. If during any period there are less than 30 seconds remaining, the official game clock should be used. The shot clock shall not function at this time.

E. The R shall have the authority to reset the shot-clock to cover any unusual situations not covered specifically under the rules.

Article 4. Location of Shot Clocks:

A. A shot clock is one of the two official visible timepieces that display the amount of time the team in control has to release a try for a field goal so that it hits the ring or the flange.

B. Two visible shot clocks, connected to a horn with a sound that is distinctive from the game-clock horn, are required and shall be recessed and mounted on the backboard supports behind each backboard.

C. An alternate timing device shall be available when a visible shot clock malfunctions. If no visible replacement shot clock is available, the shot-clock timer shall use the hand-held stopwatch at the scorers' table and the public address equipment to inform both teams about the time remaining on the shot clock. Public address announcements shall be made at 20, 15, 10, 5, 4, 3, 2 and 1 second intervals. Furthermore, the interrupted game rules set forth in Rule 5-4 shall not be used when there is a shot-clock malfunction.

D. LED lights located around the shot clock may be used, but the lights shall only be activated for a shot-clock violation.

Article 5. Shot-Clock Instant-Replay Usage

A. Rule 11-2.1.b.4 states in part that officials may use instant replay to "determine if the ball was released on a try for goal before the sounding of the shot-clock horn when the try is successful." This rule can result in an instant-replay review in several distinct situations. First, if the official waits until the try is successful and then blows his whistle immediately, he may use instant replay to determine if the ball was released prior to the sounding of the shot-clock horn. Second, if the official blows the whistle immediately following the release of the ball for the try because he/she believes there was a shot-clock violation and the shot is unsuccessful, the ball becomes dead and the violation must stand without further review. However, if the try is successful, the ball also becomes dead when the try in flight ends and the official may use instant replay to determine if the try was released prior to the sounding of the shot-clock horn.

B. This does not alter any other provisions of Rule 11-2.1.b.4 including the statute of limitations for the review or the ability to use instant replay on an unsuccessful try.

C. If a foul and shot-clock violation (release) occur at approximately the same time, officials may use instant replay to determine which occurred first (Rule 11-2.1.b.4).

Section 27
Timeouts and Substitutions

Article 1. Signals

The calling official should give an initial signal that a timeout will occur. The calling official will then wait until both teams are at or near their bench area. The calling official will then signal a timeout (30-second or full), indicate the jersey color of the team and the number of the player or head coach making the request. Lastly, notify the timer to start a timeout clock. Officials should be patient in administering the timeout procedures and let both teams get to their benches before signaling timer to start the clock.

Note 1: Whistles that signal a timeout shall be longer in length than other whistle blasts.

Article 2.

After the completion of a timeout, notify the head coach, if the last timeout has been used.

Article 3.

The signal to indicate a media timeout shall be the same as the stop-the-clock signal, then pointing with full and direction signal to the scorer's table.

Article 4.

The official nearest the ball, gets the ball and holds the position, except if on the table side nearer the scorer or team benches move straight out on the floor. The official who recognizes the timeout request shall report the information to the scorer and then assume a position on the far lane line at the neutral zone marks. When possible, the official who administers the throw-in should move out on the floor to provide an appropriate distance away from fans. Officials should refrain from having conversations with fans, administrators, cheer groups, etc., during timeouts. Officials should present neutrality (see MechaniGram A).

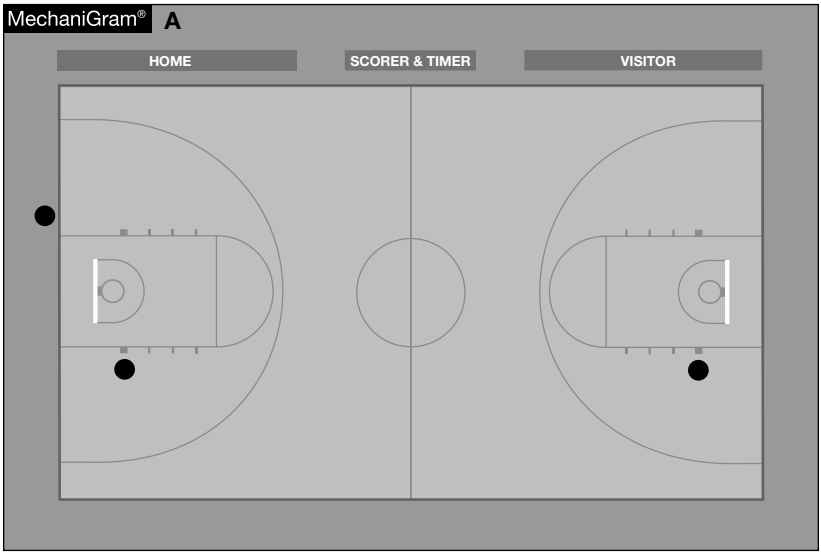
Note: Both officials at the neutral-zone mark, are in position to recognize substitutions and furnish information desired by the team. If activities on the court make it necessary, officials may move to the end line. When a timeout is called just prior to administering a free throw, the administering official will take the correct position on the court (see MechaniGram B).

Article 5. Beckoning Substitutes to Enter Court:

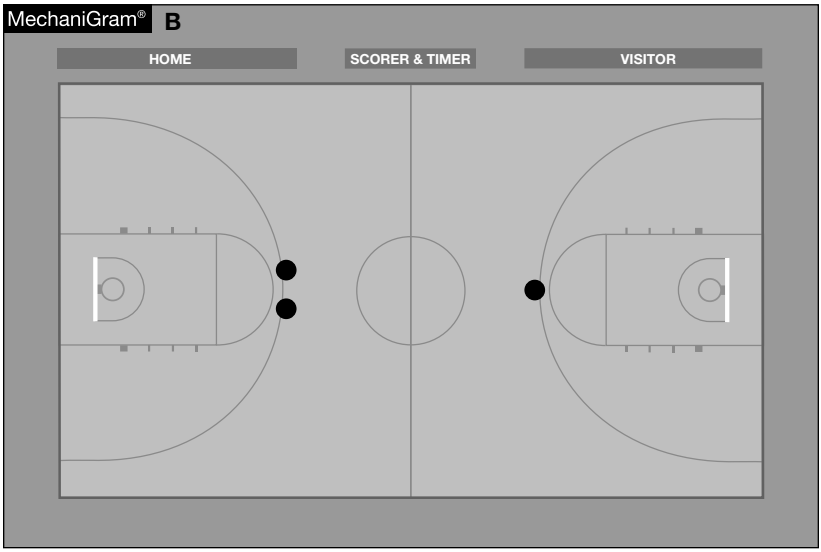
Before beckoning substitutes on to the court, official(s) should insure the ball is not about to become live and the substitute has reported to the scorer and

is ready to enter. In most cases, the official nearest to the table shall beckon the substitutes on to the floor. When the covering official does not recognize a substitute, either off official shall sound the whistle to initiate the sequence. When acknowledged, the process will be turned over to the covering official. In transition, or when the crew is spread, the Center official shall beckon all substitutes. Eye contact with the crew is imperative. The administering official shall ensure their partners and players are ready before putting the ball into play. A "thumbs up" from a partner is always appropriate.

Full Timeout Positions



30-Second Timeout Positions



Article 6. Timeout Positions

A. At the first signal, the responsible official will move toward the bench raising one finger and audibly indicating that the players are to return to the court, then moving to position for the next play.

B. If free throws are to follow a timeout, the administering official shall take a position within the restricted area — indicating a free throw is to follow the timeout.

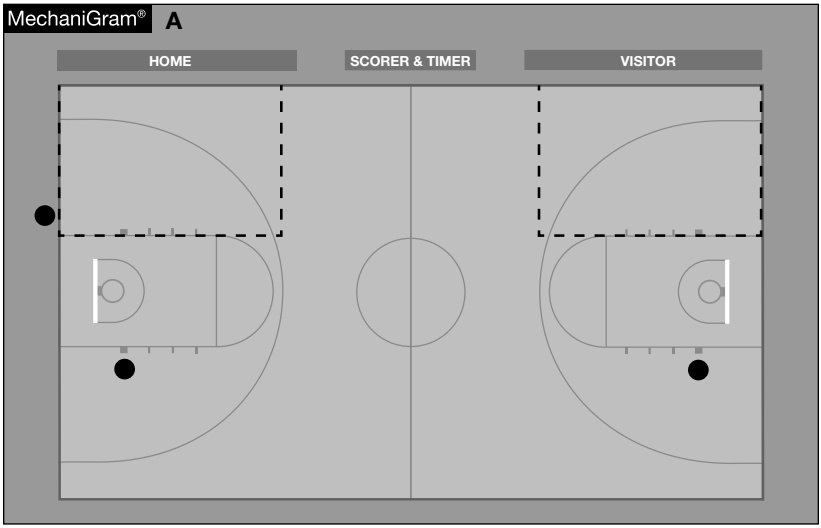
C. When the second signal sounds, the administering official shall sound the whistle, hand the ball to a player or place the ball on the floor and begin the five-second count. **Note:** If play is to be resumed by a free throw, follow the prescribed free-throw mechanics (optional).

D. Officials shall see that each team has five players on the court. The official responsible for putting the ball in play shall be responsible for counting the players on both teams. The administering official shall sound the whistle after a charged timeout. (Also, after an injury or commercial timeout or an unusual delay). The off officials will have secondary responsibility for counting the players.

Article 7. Team Location During Timeouts

A. Rule 5-14.2 says: "During any timeout, bench personnel and players shall locate themselves inside an imaginary rectangle formed by the boundaries of the sideline (including the bench), end line, and an imaginary line extended from the free-throw lane line nearest the bench area meeting an imaginary line extended from the 28-foot line.

Full Timeout and 30-Second Timeout Positions



B. Officials are encouraged to direct teams to this area (MechaniGram A) during all timeouts.

Article 8. Timeout Procedures

A. The timeout must be requested by a player on the court (live ball), any player while his team has the ball during a throw-in or his coach, and/or by the head coach (dead ball only). **Exception:** Head coach may call a live-ball timeout during the last two minutes of the game, if his team has control/possession.

B. The player or head coach requesting the timeout will indicate that the player or head coach desires a 30-second timeout (as opposed to a full timeout) by placing the tips of the fingers of each hand on each of his shoulders.

C. The game official who grants the timeout request will use the same signal (see B above) to inform the official scorer and timer that a 30-second timeout has been granted. The official also will verbally inform the scorer of the number and uniform color of the player or head coach who requested the timeout.

D. The two officials not granting the timeout will move toward the center circle to prevent any midcourt-crossover issues between teams.

E. Once a 30-second timeout is granted to a team in either half of the game, the game officials shall not ignore any subsequent request for a 30-second timeout by the same team during that same half of play.

F. A team which makes an excessive 30-second timeout request, which is granted, will be charged with a full timeout.

G. The 30 seconds will begin when the game official indicates to the scorer that both teams are in the vicinity of their respective benches. Officials are encouraged not to rush the beginning of the timeout process. It is better to allow the teams to get to and in their huddle before signaling to the scorer. The timer shall sound a 15-second warning. At the conclusion of 30 seconds, the timer's signal shall sound indicating the timeout has ended. Both teams must immediately leave their bench area when the signal ending the 30-second timeout has sounded and take their positions to resume play. Any undue delay in players resuming positions on the court shall result in a warning to the head coach (report warning to official scorer). If the same team delays after a timeout again, a class B technical foul will be assessed to the head coach of the delaying team.

H. In games with an electronic media timeout format, when a 30-second timeout is granted within 30 seconds of a scheduled media timeout, the 30-second timeout will become the media timeout.

I. If a team granted a 30-second timeout wants to convert it into a regular timeout, the team may request a regular timeout during the duration of the 30-second timeout.

J. During a 30-second timeout, players must stand inside the boundary line.

K. Neither team may substitute players after the 15-second warning horn.

Section 28
Intermission

A. R should check with scorer for fouls, score and settle any differences which may exist. The official scorebook must remain at the scorer's table during the entire halftime intermission.

B. R shall determine which team is to have possession arrow to start the second half and have the possession indicator set properly. After the players have left the floor, the R will have the timer start the halftime clock.

C. R should arrange with timers to have both teams and the officials warned at proper time before the start of the second half. Officials should be aware of the time so they can report to the court on time.

D. Officials shall assemble on the court nearest the exit to the official's dressing room and leave the floor together.

E. Officials shall return to the playing floor four minutes before time to start the second half. Assume same positions as pregame. R check with the scorer for proper substitutions. With one minute left in the intermission assume a position off court in front of the scorer's table facing the playing floor.

F. To start the second half, officials should assume the same relative positions as at the start of the game. The R shall award the ball to the team due possession at the division-line extended on the side opposite the scorer's table. In televised games notify the head coaches if there will be a commercial break prior to the start of the second half.

Section 29
End of Second Half

A. Officials shall use available monitor replay equipment when there is a reading of zeroes on the game clock (or should have been zeroes on the game clock) at the end of any period, after a call has been made on the floor and there has been a successful shot attempt.

At the end of a game when a winner has been decided, the officials shall still use available monitor equipment to confirm whether the successful goal should count. This is being done to ensure the game concludes with the correct score and statistics. In this instance, officials should not delay the end-of-game protocol (i.e. handshakes, etc.).

B. R checks with the official scorer. When the three officials leave the playing court at the end of the game, the officials' jurisdiction ends and the final score is approved.

C. Officials shall assemble on the court nearest the exit to the official's dressing room and leave the court together.

C. Officials should neither seek nor avoid coaches, nor permit them to enter their dressing room. They should refrain from any discussion regarding judgement during the game. Only the R may issue a clarification of rules statement to the home SID, game administrator or their designated representative.

D. Officials should prepare and email required reports promptly.

E. Discuss any controversial calls and unusual play situations.

Section 30
Overtime

A. R should inform captains, coaches, scorer's and the shot-clock operator of proper procedures.

B. After intermission the R or the designee will toss the ball to start the overtime. Officials should proceed in accordance with prescribed rules pertaining to overtime periods.

C. Officials shall use available monitor replay equipment when there is a reading of zeroes on the game clock (or should have been zeroes on the game clock) at the end of any period, after a call has been made on the floor and there has been a successful shot attempt.

At the end of a game when a winner has been decided, the officials shall still use available monitor equipment to confirm whether the successful goal should count. This is being done to ensure the game concludes with the correct score and statistics. In this instance, officials should not delay the end-of-game protocol (i.e. handshakes, etc.).

Section 31
The Monitor

Knowing as much as possible about the tableside monitor, inspecting it and communicating with any Replay Technicians (RT) and/or TV producers prior to the game will facilitate the use of the monitor during the game.

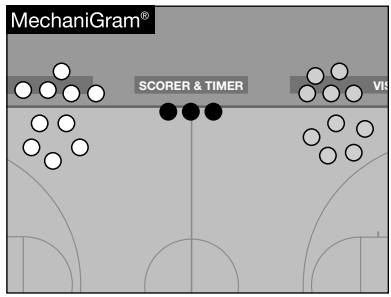
At about the 20-minute mark, the referee should check the location of the monitor, make sure all functions are operating correctly and communicate directly with the replay tech and/or the producer.

If possible, the referee should locate the cameras that are operating and define the number of looks that the crew can expect on any specific play.

When they must use the monitor, the official should talk directly to the RT or producer and tell him or her exactly what he or she is looking for in the play and to show every replay angle available. That will speed up the process. If the tableside monitor is small and the picture is less than clear, try using the TV talent's monitor, if available.

Before going to the monitor, the calling official shall communicate to his/her partners the purpose for review. The crew will determine if the play is reviewable, necessary or both. Once established, the crew chief shall begin the review process. The U1 and U2 shall accompany the crew chief to the monitor. Before beginning the review, it is imperative that both teams be directed to their respective bench areas where they shall remain throughout the entire process. The U1 and U2 shall take a position to observe bench personnel on opposite end of floor during the review.





All three officials will go to the monitor. Before beginning the review, both teams are directed to their respective bench areas and remain there throughout the entire process.

Do not make decisions and/or discuss possible outcomes while at the monitor. After officials have reviewed the play, it is strongly recommended that they conference away from the table before issuing a ruling based on the review. Before leaving the monitor, gather all the relevant information (time, shooter, fouler, POI). This will limit having to go back to the monitor after sharing the results of the review.

When possible:

1. Inform coaches, media and TOC what you are going to monitor to review.

2. Inform coaches, media and TOC the results of the monitor review.

When Push to Talk technology is available, the following protocol shall be used.

Step 1: Signal a review will take place using monitor review mechanic.

Step 2: Verify/determine the call(s) on the floor. (Ex; type of foul, violation called or not called, etc.)

Step 3: Confirm that a review is necessary and/or appropriate. Additionally, confirm what is reviewable on the specific type of play.

Step 4: The referee should communicate the ruling on the floor to the scorer. The U1 and U2 officials should inform both head coaches (and TV talent) for the reason of the review and ensure that both players and bench personnel are at their respective bench areas.

Step 5: The referee (or designee) will go to the table and explain the nature of the review via the push to talk microphone. (**Note: This individual should be the same for all review situations.**)

A. If no call has been made on the floor: "The previous play is under review (for timing, potential flagrant foul, etc.)."

B. If an OOB call has been made on the floor: "The ruling on the floor is Team B ball. That call has been challenged by Team A and is under review."

C. If a coach asks for an appeal (Ex; flagrant foul): "Team A has appealed that the previous call be upgraded to a flagrant foul."

The crew will assume their replay positions and conduct their review. As a reminder, officials should have conversations away from the table before issuing a ruling based on the review.

Step 6: Communicate the decision to the head coaches first, then to the table crew and TV talent.

Step 7: The referee (or designee) will communicate the post-review decision to the crowd and TV broadcast using the push to talk microphone. Explanations should be brief in nature.

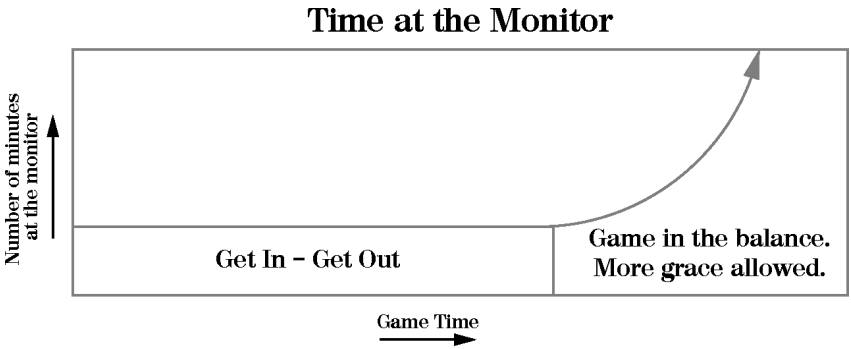
A. If a call has been made on the floor: "After reviewing the play, the ruling on the floor (stands) or (is reversed) _____."

B. If there is no call on the floor: "After reviewing the play, the ruling on the floor is _____."

STANDS = There is not enough evidence to overturn.
REVERSED = The original call is being changed due to evidence.

For clarification, officials may offer a brief explanation of the relevant rule and/or resumption of play.

* Officials should avoid using players' and coaches' names in the announcements. This will cause less confusion and keep the focus on the **play.**



Article 1. Timeliness of Instant Replay

When officials go to the monitor to review plays, they must be cognizant of the amount of time spent reviewing the play. The purpose of reviewing plays is always to get the play right. Officials should always remember that "indisputable evidence" is needed to overturn a call. As it relates to the time at the monitor, the chart above should be prevalent in an official's mind.

Officials must be aware of the desire of the stakeholders of the game to have fewer stoppages and more timely reviews. As it relates to the time at the monitor, the chart (above) should be prevalent in an official's mind.

"Indisputable evidence" is used to describe something that is so obviously true that there is no room for question or debate.

The results of a monitor review are: Stands — The original call was correct, and Reversed — The original call was changed.

Article 2. Stoppages and Reviews for Timing

The impact of the number of stoppages and monitor reviews and the length of those reviews is having a negative impact on our game. The stakeholders of the game desire to have more flow at the end of our games.

Rules without a Monitor:

Rule 5-12.1 allows referees to correct a timing mistake "when an obvious timing mistake has occurred…"

Rule 5-12.2 allows officials to correct a timing mistake "when the referee blows the whistle to signal the game clock be stopped and has definite knowledge that time has elapsed before the game clock stopped.

If the game is inside the last shot clock period, officials should correct all timing mistakes that they are aware of and have definite knowledge. If the game is not inside the last shot clock period, the game should only be stopped when there is definite knowledge of a legitimate timing mistake.

Rules with a Monitor:

Rule 11-2.1.c.1 allows officials under the voluntary use rules to use the monitor "to determine whether a timing mistake occurred in starting or stopping the game clock."

Rule 11-2.1.d allows officials under the voluntary use rules to use the monitor to "determine the correct time to be placed back on the game clock when a referee blows the whistle, signals for the game clock to be stopped, and in his judgment time has elapsed before the game clock stopped.

All of the above rules are intended to make sure the games are fairly and correctly adjudicated. However, officials have now moved to a point where they are stopping the game to put 1 or 2 10ths of a second back on the game clock as a matter of practice in the last 59.9 of the game. This is occurring much too often. It is extremely difficult for officials to see that kind of timing issue with the naked eye.

Therefore, if the game is inside the last shot clock period, officials should correct all timing mistakes that they are aware of "and in his judgment time has elapsed before the game clock properly stopped." If the game is not inside the last shot clock period, officials should be cautious about stopping the game for an indiscernible timing issue.

Article 3. Last Second Shots

When reviewing last second shots, use this sequence at the monitor:

1. Ensure the replay is at live speed.

2. Ensure that the clock started properly.

3. Ensure that no timing errors occurred during the play.

4. Check the ball was released before the reading of zeroes on the game clock.

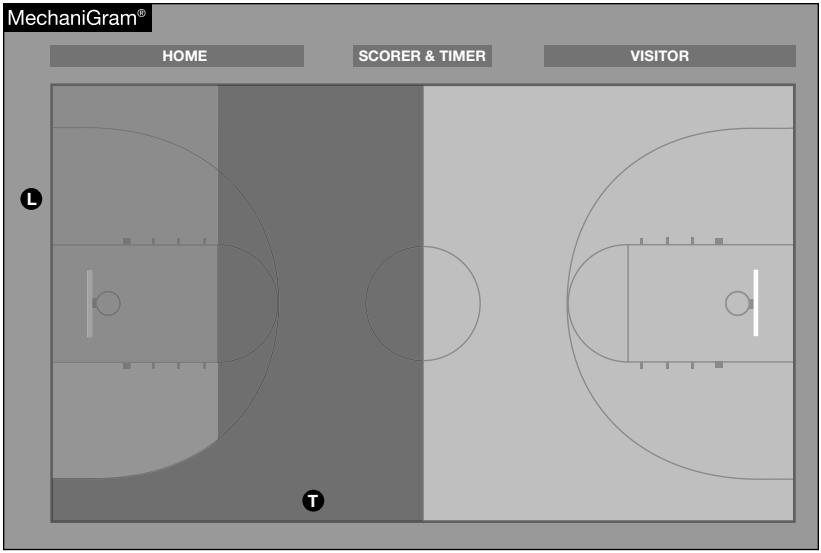
5. Use DVSport stopwatch when available. Otherwise use stopwatch to time play.

Section 32
Two-Person Mechanics

If a crew member is not able to work, the game shall continue with the crew employing a two-person system. The Crew of Two officiating system is built on the philosophy of teamwork, shared responsibility, and consistent court coverage. It requires a commitment to off-ball officiating and situational awareness. Below are basic guidelines for working two-person mechanics.

Article 1. Primary Coverage Area (PCA)

The specific primary coverage areas (PCAs) serve as a guide to ensure that the players and the game are well-supervised by the crew of officials. They must be aware when the ball enters their PCA and when to relinquish ball coverage when it enters their partner's PCA. Trust and teamwork play a vital role in the success of a two-person crew.



Blue, the Trail PCA; Orage, Dual or the Lead Expanded Coverage; Green, the Lead PCA. At times, a play may necessitate a crew member to expand their field of vision.

Article 2. Frontcourt Coverage

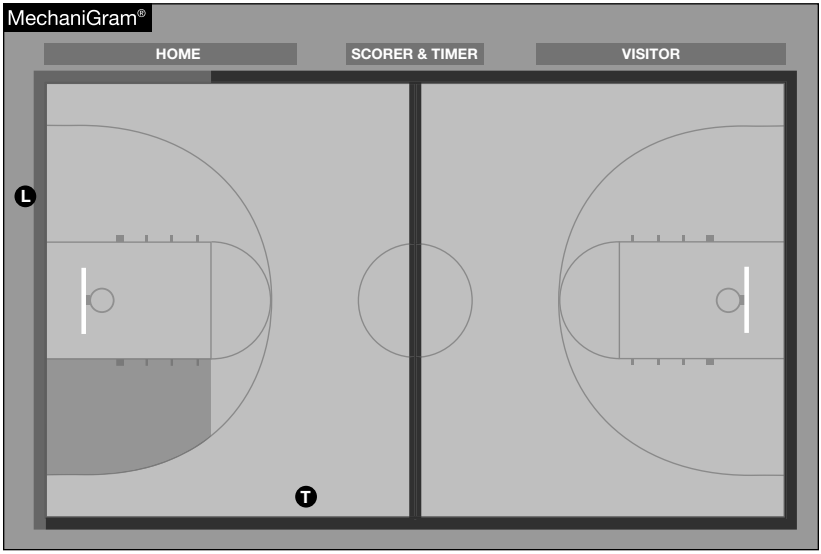
When the ball is in the Lead's PCA, their focus is on the ball and players in their PCA. The Trail should have an expanded field of vision to improve the crew's coverage and focus on the players in their PCA.

When the ball is across the floor in the Trail's PCA, the Trail must focus on the ball and players in their PCA (the Trail works the arc). The Lead's

PCA expands to include the dual-coverage area beyond the free throw lane and below the free-throw line extended, to the 3-point arc. The Lead's focus should be on players in their PCA and on expanding their field of vision to improve coverage.

Article 3. Throw-ins and Line Coverage

Whenever the ball goes out of bounds above the free-throw line extended on the Lead's side of the floor, the Trail moves to the opposite sideline to administer the throw-in. The Lead's position along the end line is dependent upon the coverage needed. In some situations, the Lead may elect to remain ball-side. See the below MechaniGram.



Lines in Blue are the Trail's responsibility. Lines in Green are the Lead's responsibility.

Article 4. Free Throws and Rebound Coverage

The Lead is responsible for fouls and violations on his/her side of the key. The Trail is responsible for fouls and violations committed by players on his/her side.

During a try for goal, the Trail must close down and read the situation. This will improve rebound coverage prior to the Trail beginning transition. The Trail/Lead focus on their respective sides of the floor.

Article 5. Press Coverage

The new Lead should be ready to assist the new Trail on press coverage. The Lead's position will be dictated by the players' positions. The Lead will need to position-adjust to keep an open-look at competitive matchups on both sides of the court while the ball is in the backcourt.

Section 33
Officiating Guidelines

Injured Player – The official nearest to an injured player shall take a position to observe both the ongoing play and the injured player. The official will assess the severity of the injury. When necessary, play shall be suspended immediately to protect and attend to the player. If the injury is determined to be non-severe, play shall be suspended once the opponents complete a play, the ball becomes dead, when there is no immediate shot or drive to the basket, or the injured player's team gains control of the ball. Officials should always error on side of player safety if unsure of the severity of the injury.

Loss of Shoe – When a player loses a shoe during live play, officials shall suspend play once the opponents complete a play, the ball becomes dead, the player's team gains control of the ball, or when there is no immediate shot or drive to basket. However, when there is a potential for injury, officials shall suspend play immediately. If a player purposely takes shoe off during live play it will be considered an unsportsmanlike class A technical foul.

Backdown Post Play – Anytime contact places an opponent at a disadvantage, a foul shall be called. Post players may be allowed one bump, provided the contact is equal. On the second bump, the official shall determine which player initiates the contact. If the defender moves into the offensive player, the foul is on the defense. If the offensive player dislodges the defender by backing down or leading with a shoulder, it is an offensive foul. Reminder that the use of an armbar by defender is legal when applying equal pressure until the offensive player faces up or makes a move to the basket.

Offense-Initiated Contact – When an offensive player initiates contact against a legally vertical defender and that contact causes the defender to double over, any subsequent contact during the offensive player's upward shooting motion shall be ignored unless contact is deemed flagrant. If the defender lowers their arms and initiates contact with the shooter in an attempt to block or prevent a try, the foul is on the defender.

Pointing at Players – Officials shall avoid pointing at players unless doing so to communicate with a partner, such as identifying the shooter. The use of the "Bird Dog" mechanic is discouraged. Officials should utilize an "if you please" mechanic when directing a player to the throw-in spot.

Leg Kick-Out – When an offensive player extends or kicks a leg or foot during a shot and creates contact that disadvantages the defender, a foul shall be called on the offensive player. When a defender moves toward the shooter and creates contact that would have occurred regardless of the leg kick, it is a foul on the defender. If the contact is marginal in either scenario, it shall be disregarded.

Player Delays – Delay the game by players includes interfering with the ball after a made goal by the offense and/or defense, teams huddling on the floor, and not being ready to play in a timely manner. Allow teams one informal or courtesy warning on first violation. Thereafter, a formal player delay shall be assessed. Any subsequent player delay of any kind results in an administrative technical foul. When the ball is at the player's disposal and he delays by not controlling the ball, the five second count shall begin. Verbally notify the players that the count has started.

Timing Errors – Clock awareness is a key component of good officiating. Make it a habit to know the time on the clocks at the start of every possession and to ensure the clocks start and stop properly. Officials should only adjust the time on the game or shot clock when an obvious timing mistake occurs. Good habits and clock awareness will minimize mistakes, and the time spent correcting them.

Coach's Challenge or Appeal – Officials should be ready for a coach's challenge at any point during the game with a heightened awareness in the last two minutes. On plays when there is a high potential for a coach's challenge, officials shall not unnecessarily delay the process of making the ball live. However, they should not be in a hurry either. Take a moment to ensure no challenge is forthcoming then put the ball in play. The off officials should monitor the benches, as well, to identify any challenge requests.

Coaches must first call a time-out (either a 30-second or full) and, in the same interaction, shall instruct officials their desire to challenge the call. Officials shall confirm that the call is one that can be challenged. Once confirmed, the officials shall remind the coach that an unsuccessful review shall result in the loss of their time-out. If the coach insists on a review, the officials shall begin the time-out and the monitor review process. If a review is unsuccessful and takes less time than the time out that was charged, the coach shall get the remainder of the time-out.

When a coach appeals to the officials to review a play, the officials shall first determine if the play is reviewable. Then the officials shall remind the coach that an unsuccessful review shall result in the charging of a time out. If the coach insists on a review, the officials shall begin the monitor review process.

When using push to talk technology, it is important that officials distinguish between a challenge and an appeal when making announcements.

Section 34
Warnings

Officials have the ability to use "courtesy warnings" and "scorebook warnings."

A courtesy warning is typically used when an official wants to let a player or coach to know that they have "had enough" and a penalty is forthcoming. It is also used when a player initially crowds the thrower-in and is asked to allow the thrower-in to have 3 feet of space. This communication is part of the "art" of officiating and should be used as a first effort to resolve issues when appropriate. This type of warning is not an official warning that gets placed in the scorebook.

There are many different types of "official scorebook warnings" and can be found in Rule 4-10 and 10-4.

When an official issues an official warning, he/she should report it to the scorer and must inform the head coach that he or his player has been warned. The coaching community has communicated that it is critically important that they know what warnings have been issued.

There is an official warning for violating the coaching box rules. Officials may stop the game and issue a coaching box warning. Officials should be aware of the status of the ball prior to issuing this type of warning.

There is not an official warning for bench conduct violations. Officials should not stop the game to issue a warning for bench conduct violations. If a coach violates the bench conduct rules found in Rule 10 and Appendix III, the official should issue an unsporting technical foul to that coach.

Section 35
Dead Ball Conflict Resolution

Dead Ball Officiating

Dead ball officiating refers to an official's focus on all game participants while the clock is not running. Generally, it is the time between an officials' whistle to the next action when the ball again becomes live.

Officials need to have a heightened awareness during this time as potential problems between players along with administrative problems can occur.

The following guidelines should be used during dead ball situations:

1. When calling a foul, do not turn away from the play too quickly to signal or report to the table. The calling official should stay with the players involved to prevent an escalation of emotions or actions. Non-calling officials should keep all ten players in view.

2. Following a foul and during player movement, problems may start with a remark to an opponent or a subtle bump. Observe players when they are crossing paths and anticipate potential problems.

3. When players cross paths, for example while going to their benches during a timeout, the potential for unsportsmanlike behavior is very high. Players may use this time as an opportunity to retaliate or send a message verbally or physically if they are harboring animosity toward an opponent.

Know the position and demeanor of all players as they move toward their benches. The reporting official will stand at mid-court and monitor players as they cross paths while the other two officials will position themselves near the free-throw lines at each end until all players are at their respective benches.

4. When two opponents are involved in a verbal altercation and all attention is on those two players. At the same time, a third player takes the opportunity to taunt another player. At least one of the three officials should have an awareness of the remaining players.

5. When a drive to the basket results in an aggressive foul and the player fouled is upset enough to either verbally or physically approach the defender who fouled.

The Lead official on this type of foul should stay with the play until the situation is completely under control.

Initiate your own Dead Ball Officiating on a play you have whistled, and this will bring attention to the members of your crew to become steadily vigilant. Dead ball officiating is about concentration and awareness.

Conflict Resolution

Principles

1. Plan for conflict: Disagreements and conflicts are part of intense competition. Officials should be prepared with the tools needed to resolve conflict.

2. Recognizing conflict: Have an awareness of when a situation is moving toward the disruption level. A keen sense of change in attitudes and body language are common indicators. Preventative actions can stop escalation of the situation.

3. Escalation of conflict: Many times, conflict may lead to further problems and interfere with overall game management.

4. Managing conflict: Six questions:

a. What is the problem? It is important to understand both sides of the conflict. Listening skills are important.

b. Whose problem is it? The entire crew is responsible, and the resolution should involve the entire officiating crew.

c. Are emotions overruling reason? Self-control is the foundation. Selective listening is an effective tool.

d. What could possibly help the situation? Each situation is unique, and our approach should be realistic and balanced. Closure is rare when the conflict is between an official and coach or an official and player.

e. Is your response effective and can it be validated?

f. Do you need to move to Plan B? Having the ability to read the situation and adjust your approach is important.

Summary

Technical fouls are used as a tool to establish discipline on the floor and prevent conflict during a game. Successful officials understand how to interact with the will to win on the floor that drives competitive heat-of-the-moment reactions and intensity.

General Procedures

When possible, the official closest to an existing or potential altercation should quickly identify the players involved and position themselves between the two, immediately, in an attempt to distance them from the altercation area.

The second closest official to an existing or potential altercation should also approach the players involved and help with the separation of opponents.

The third official, if not involved in distancing players or coaches from the altercation area, should survey the entire altercation, keeping all participants in sight. This official should also gather information on other individuals who may become involved and key facts to assist the resolution of the altercation (e.g., punches thrown, persons responsible for escalating the altercation, players leaving the bench area, etc.)

At time of the incident, only call technical foul(s) and/or eject if the crew feels it is necessary to create a peaceful environment. Otherwise, the penalties can be assessed once peace is restored and during replay when available. At the first opportunity, officials should manage the situation by directing players and coaches to their benches.

The officials should then conference to exchange information on the altercation and begin replay review. The officials should recap what they saw and administer all penalties.

On-Court Conflict Resolution

During an on-court altercation, players who are in the game and coaches are allowed to assist to de-escalate the situation. Players or coaches are not allowed, however, to act in a manner contrary to that of a peacemaker and to escalate or otherwise add to the intensity of an altercation, whether or not they engage in any physical contact with either combatant.

Officials are authorized to issue ejections to players who engage in conduct that escalates an on-court altercation. Such conduct may include taunting, other provocative or aggressive language, hostile gestures and/or physical contact with combatants.

Officials may, at their discretion, ask security and/or police officers to enter the court and assist in responding to an altercation between game participants, including but not limited to escorting players from the court. In the event such a request is made, coaches and other team personnel may not impede the work of such security and/or police officers in any way.

Section 36
Suggestions to Coaches and Administrators

Article 1.

See that a good ball is available for the game. If a used ball is provided, see that it is cleaned and in good condition. Inflate and check the pressure and from 6 feet above the floor, the height of the bounce (49"-54"). The ball should be tested on the playing court, several hours prior to the game time. Recommended that the warm-up balls provided are the same manufacturer and model as the game ball.

Article 2.

See that the court is properly marked and of a consistent surface, so student-athlete safety is not compromised. Temporary decals can create a difference on the floor that may cause players to lose their footing. If space out of bounds is limited, a broken line should be painted three feet inside the boundary lines. Baskets should be level, nets in good condition and the backboards clean. Where safety is a factor, adequate mats and padding should be provided. Limit lines are required by rule six feet outside the end lines.

Article 3.

Check proper provisions for the scoring of the game. This includes the appointment and training of a competent scorer. Provision should also be made for a good scoreboard. Provide a signaling device including an arrow to indicate direction when a held ball is declared and a bonus indicator. Only the official Scorer shall wear a black and white striped garment. All assigned table personnel shall conduct themselves within the rules code at all times. It is recommended that the official Scorer be seated next to the official Timer.

Article 4.

Check over the provisions for timing of the game. Secure and train a competent adult Timer. Provide the Timer (clock, electric preferred, a stop watch for timing timeout periods). See that an appropriate signal device is provided for signaling the end of each period (no gun).

Article 5.

Check operation of game and shot clock.

Article 6.

Instruct public address announcer to speak in a professional manner at all times.

Article 7.

Check uniforms of players. In all games teams should wear clearly contrasting uniforms with legal numbers. Enforce the rule regarding undergarments.

Article 8.

Provide for team players numerals of contrasting colors and of proper size, at least four inches high on front and six inches high on back of jersey. **Note:** Numbers 0 and 00 are legal numbers, but rosters cannot include both numbers; teams must choose between a player wearing either 0 or 00. For the convenience of the spectators, a player should use the same number on both light and dark uniforms throughout the season. Shirts are required to be of the same solid color, both back and front. Undershirts, if worn, must be of the same basic color as the game shirts with no decorations or logos. Sleeves of undershirts shall be unaltered (no cut-off sleeves or necklines) and shall be of the same length.

Article 9.

Instruct players regarding proper procedure on substitutions. Substitutes may enter only after being beckoned into the game by an official.

Article 10.

Provide separate dressing rooms (and showers) for competing teams. The dressing rooms provided should be near enough to the playing floor to be convenient as a conference room between halves. Supply visiting team with key for this room. Coaches are busy and the manager should look after some of these details.

Article 11.

Arrange for a dressing room (soap, towels, shower, black board, chalk, and eraser) for officials. Provide separate dressing rooms for women officials. This should be away from entrances used by spectators and should be at a location removed from that used by players and coaches. See that officials are provided with a key so that they may use the room between halves and change promptly after the game. The home management should provide security for the officials coming to and returning from the court. Refreshments should be provided. The privacy of the officials is the responsibility of the home team.

Article 12.

Arrange for proper education of cheerleaders, team mascots, ball people, other floor personnel and bands. These people are a vital part of game management, but at no time should they interfere with the duties and responsibilities of the officials. Many times the acts, words or deeds of these people can be most disconcerting.

Article 13.

Arrange for proper education and control of spectators. Remarks to players may make a game hard to control. Abusive and insulting remarks to officials make it difficult to secure and retain competent officials. Pregame education and obvious support of officials in their decisions are two possibilities.

Article 14.

Arrange and follow a definite time schedule for games. If a doubleheader game is scheduled, due allowance should be made and the time set accordingly, so that the varsity game may start a the scheduled time.

Article 15.

Arrange for proper education of the band, informing them of the rules prohibiting their playing while play is in progress.

Section 37
Appendices

Appendix 1: Electronic Timing Systems

I. Officials

1. The belt pack must be placed on the waistband of the pants where it is easily accessible by hand. Left or right hip is recommended depending on which hand you prefer to use when starting the clock.

2. Place the microphone cord inside your shirt. Be sure to pull enough cord to match the length of your lanyard.

3. Attach the microphone to the microphone holder on your lanyard.

4. Check your equipment when on the playing court, not in the locker room. Officials should go to the scorer's table at approximately 14 minutes to "sync" the timing packs with the electronic timing system.

5. The start button is on the belt pack. It is a little raised button. You must press the button firmly to start the clock. To stop the clock, blow the whistle sharply.

Only the official responsible for chopping in the clock should start the clock:
• To start the game when the ball is legally tapped by one of the jumpers.

• On all throw-ins, when the ball is legally touched by one of the players on the playing court.

• When the ball is legally touched by a player on the court after the last missed free-throw attempt.

• Do not talk to anyone with the whistle in your mouth.

II. Timers

It is important to *start and stop* the game clock as you would do in any game. You are assisting the game officials on the floor, and you are the backup in case the belt pack fails to operate properly. That means *every time* the whistle blows, you must stop the clock.

Do not forget to stop the game clock in the last minute of the 2nd half and in the last minute of any overtime periods after every made field goal.

Appendix 2: NCAA Division I Men's Basketball Conference Office Directory

Conference: **American Athletic**
Name: Mike Eades
Conference City/State: Iving, TX
Phone: (469) 284-5167
Email: eades10@hotmail.com

Conference: **America East**
Name: Michael Stephens
Conference City/State: Boston, MA
Phone: (617) 695-6369
Email: referee23@cox.net

Conference: **Atlantic Coast**
Name: Bryan Kersey
Conference City/State: Charlotte, NC
Phone: (704) 936-0503
Email: bkersey@theacc.org

Conference: **ASUN**
Name: Mike Eades
Conference City/State: Jacksonville, FL
Phone: (304) 952-1440
Email: eades10@hotmail.com

Conference: **Atlantic 10**
Name: Bryan Kersey
Conference City/State: Washington, DC
Phone: (757) 706-3040
Email: bkersey@theacc.org

Conference: **Big East**
Name: John Cahill
Conference City/State: New York, NY
Phone: (646) 663-3444
Email: jcahill1@nycap.rr.com

Conference: **Big Sky**
Name: John Higgins
Conference City/State: Farmington, UT
Phone: (801) 392-1978
Email: diblerb@sbcglobal.net

Conference: **Big South**
Name: Bryan Kersey
Conference City/State: Charlotte, NC
Phone: (704) 341-7990
Email: **bkersey@theacc.org**

Conference: **Big 10**
Name: Terry Oglesby
Conference City/State: Rosemont, IL
Phone: (847) 696-1010
Email: t.o.oglesby@gmail.com

Conference: **Big 12**
Name: John Higgins
Conference City/State: Irving, TX
Phone: (469) 524-1000
Email: diblerb@sbcglobal.net

Conference: **Big West**
Name: John Higgins
Conference City/State: Irvine, CA
Phone: (949) 261-2525
Email: **diblerb@sbcglobal.net**

Conference: **Coastal Athletic**
Name: Michael Stephens
Conference City/State: Richmond, VA
Phone: (804) 754-1616
Email: referee23@cox.net

Conference: **Conference USA**
Name: Mike Eades
Conference City/State: Dallas, TX
Phone: (214) 774-1300
Email: eades10@hotmail.com

Conference: **Horizon**
Name: Donnie Eppley
Conference City/State: Indianapolis, IN
Phone: (317) 237-5622
Email: **tmkbbofficials@gmail.com**

Conference: **Ivy League**
Name: Michael Stephens
Conference City/State: Princeton, NJ
Phone: (609) 258-6426
Email: referee23@cox.net

Conference: **Metro Atlantic Athletic**
Name: Michael Stephens
Conference City/State: Edison, NJ
Phone: (732) 738-5455
Email: referee23@cox.net

Conference: **Mid-American**
Name: Mike Sanzere
Conference City/State: Cleveland, OH
Phone: (216) 566-4622
Email: **msanzerej@fuse.net**

Conference: **Mid-Eastern**
Name: Tony Brothers
Conference City/State: Norfolk, VA
Phone: (757) 951-2055
Email: tonyb@25enterprises.com

Conference: **Missouri Valley**
Name: Eddie Jackson
Conference City/State: St. Louis, MO
Phone: (314) 444-4300
Email: jacksone10@aol.com

Conference: **Mountain West**
Name: Terry Oglesby
Conference City/State: Las Vegas, NV
Phone: (719) 448-4040
Email: t.o.oglesby@gmail.com

Conference: **Northeast**
Name: Dwayne Gladden
Conference City/State: Somerset, NJ
Phone: (732) 469-0440
Email: **gprager44@aol.com**

Conference: **Ohio Valley**
Name: Mike Eades
Conference City/State: Brentwood, TN
Phone: (615) 371-1698
Email: eades10@hotmail.com

Conference: **Pac 12**
Name: John Higgins
Conference City/State: San Ramon, CA
Phone: (415) 580-4200
Email: **diblerb@sbcglobal.net**

Conference: **Patriot League**
Name: Dwayne Gladden
Conference City/State: Center Valley, PA
Phone: (610) 289-1950
Email: **dgladden1@verizon.net**

Conference: **Southeastern**
Name: Mike Eades
Conference City/State: Birmingham, AL
Phone: (205) 458-3000
Email: **eades10@hotmail.com**

Conference: **Southern**
Name: Mike Eades
Conference City/State: Spartanburg, SC
Phone: (864) 591-5100
Email: **eades10@hotmail.com**

Conference: **Southland**
Name: Mike Eades
Conference City/State: Frisco, TX
Phone: (972) 422-9500
Email: eades10@hotmail.com

Conference: **Southwestern Athletic**
Name: Tony Greene
Conference City/State: Birmingham, AL
Phone: (205) 251-7573
Email: rcseed@aol.com

Conference: **Summit League**
Name: Mike Sanzere
Conference City/State: Sioux Falls, SD
Phone: (605) 271-8481
Email: **msanzerej@fuse.net**

Conference: **Sun Belt**
Name: Tony Greene
Conference City/State: New Orleans, LA
Phone: (504) 299-9066
Email: rcseed@aol.com

Conference: **United Athletic**
Name: Olandis Poole
Conference City/State: Jacksonville, FL
Phone: (757) 876-3398
Email: o67p@aol.com

Conference: **West Coast**
Name: John Higgins
Conference City/State: San Bruno, CA
Phone: (650) 873-8622
Email: **diblerb@sbcglobal.net**

Secretary-Rules Editor
Jeff O'Malley
Beaumont, TX
(304) 633-4681
omalley.sre@gmail.com

Regional Advisor (East)
Frank Scagliotta
Easton, PA
(610) 248-9686
frankjs22@aol.com

Regional Advisor (Midwest)
Ted Hillary
Grand Rapids, MI
(616) 540-0113
tedwhill7@aol.com

Regional Advisor (South)
Winston Stith
Wichita, KS
(316) 259-1953
stithref@aol.com

Regional Advisor (West)
Ruben Ramos
Fair Oaks Ranch, TX
(602) 228-5639
br.ramos5@gmail.com

National Coordinator
Chris Rastatter
Tucson, AZ
(520) 991-3817
crastatter@ncaa.org

Division II National Coordinator
Cornell "Moe" Kincaid
Dayton, OH
(937) 609-4291
kincaidreferee@yahoo.com

Division III National Coordinator
Jim Haney
Easton, PA
(610) 428-0388
jlhref@aol.com

Appendix 3: Alternate Official

RESPONSIBILITIES

The alternate official shall be in full officiating uniform, including whistle and jacket and prepared to enter the contest to officiate, if needed.

The alternate official should:

1. Have the following supplies needed: Alternate Official forms, pencil/pen, NCAA Rules Book and stopwatch (provided by the tournament manager).

2. Attend the game officials' pregame conference.

3. Sit between the timeout coordinator and the replay-system technician (or scoreboard-clock operator) and advise game officials of any mistake or malfunction concerning the game clock and/or 30-second clock as soon as possible and be responsible for the stopwatch that will be supplied by the tournament manager. Be prepared to have the timer sound the horn, if the situation allows it.

4. Complete Alternate Official forms during course of the game:

a. Alternate Official Form — document information noted.

b. Postgame Video Breakdown Form — note the half, time on the clock and brief description of plays the crew may want to review after the game.

c. Complete and submit Technical Foul Form.

5. Assist game officials only when asked by the crew, or to bring attention to a play situation that is reviewable by rule. If asked by game officials, be prepared to advise them of or assist with:

a. The number of the player who committed a foul or was fouled;

b. Substitutions – who entered or left the game;

c. Pertinent information concerning matters of officiating and/or rules interpretations (e.g., three-point shot, last-second shot, ball not passing through the basket, scoring mistakes, participants in a fighting situation, bench personnel who enter the court during a fighting situation, etc.).

d. Assist in all replay reviews. If available, pay particular attention to the TV coverage feed. If the TV feed is showing a view, angle or pertinent information that is helpful to the play, notify the crew immediately.

6. Act as a member of the officiating crew. When important information needs to be shared with the crew, it is the responsibility of the alternate official to stand up, which assists in notifying the crew that there is a problem.

7. Notify the timeout coordinator when the game officials have signaled that the timeout has begun. This notification shall be the alternate official's only involvement in the coordination of television timeouts.

8. Instruct the clock operator to stay at the scorer's table after the first game of the afternoon and evening sessions until the basketball committee member has determined the start time of the second game and the clock has been started.

9. Be prepared to assist the game officials, if it is necessary, to review their decision on a last-second try for goal.

10. In all fighting situations, review replays on the television monitor on the official table to determine if additional information about a fighting situation is evident.

11. Follow any other procedures as directed by the referee of the officiating crew.

Appendix 4: NCAA Men's Basketball Shirt

NCAA Men's Basketball Rules Book

RULE 2 – Section 1 – Article 2
The officials' uniform shall be black pants and a black & white striped shirt with black side panel and black raglan style sleeves. No variation in the color or style of this uniform is permitted. A USA flag is permitted on the left sleeve located 2″ above the solid black sleeve trim. (See CCA Mechanics Manual for manufacturers design requirements.)

Manufacture Design Requirements:

Approved NCAA Men's Basketball Shirt

Design of the approved NCAA Men's Basketball shirt will be as follows:

The shirt will have 1″ black and white stripes with a black side panel, solid black set-in sleeves and solid black raglan style shoulders and back. Vector files for each size will be provided if requested by the manufacturers.



The black and white striping for the front and back of each size shirt will be as follows:

Sizes small thru large – middle stripe will be black with a total of 8 white stripes.

Sizes X-Large thru 3XL – middle stripe will be black with a total of 10 white stripes

Size 4XL – middle stripe will be black with a total of 12 white stripes.

The width of the black side panel will vary based on the size of the shirt.

A white border USA flag is permitted to be placed on the left sleeve 2″ above the black 1″ wide black rib knit sleeve trim or black self-hem sleeve end.

Appendix 5: NCAA Men's Basketball Warm-up Jacket

Manufacture Design Requirements:

Approved NCAA Men's Warm-up Jacket



Design of the approved NCAA Men's Basketball warm-up jacket are as follows:

The black jacket will have a 2 ½" wide white shoulder and sleeve panel. No emblems are permitted on the jacket. No variation in color or style is permitted.

The jacket will be made to the following specifications:

- Black jacket with set on sleeves
- 2 ½" wide white shoulder and sleeve panels
- 90% Polyester/10% spandex fabric
- Full length front zipper
- 2" wide self-fabric standup collar
- Self-fabric cuffs

An Excel file showing specific design details for each size will be provided if requested by manufacturers.

Section 38
Signals

Starting and Stopping Clock



Start Clock



Stop Clock

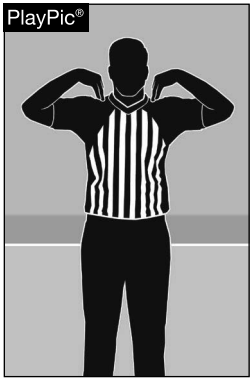


Stop Clock for Foul

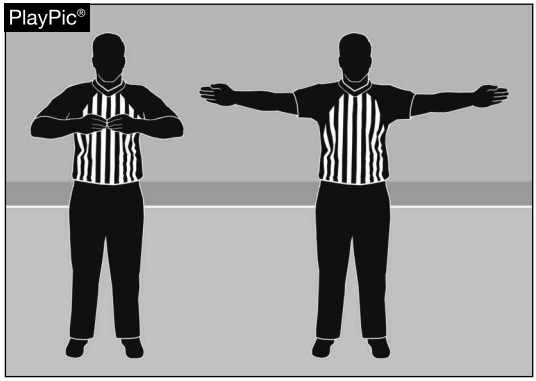


Officials Stoppage

Timeouts



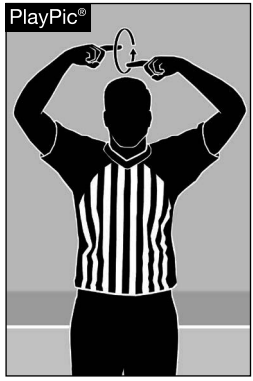
30-Second Timeout



60/75-Second Timeout

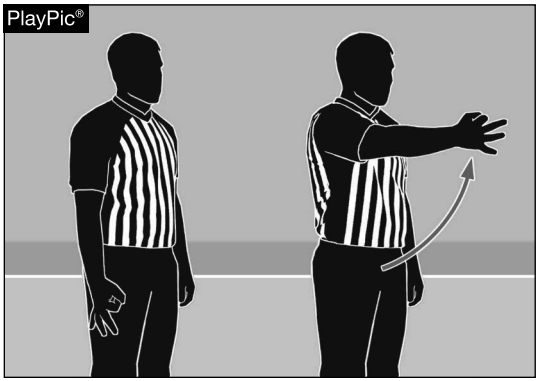


Directional Signal or Media Timeout: Point Toward Table



Shortened timeout has been requested and will occur

Violations



Three-Second Violation



Five-Second Violation



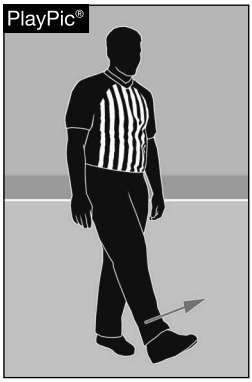
10-Second Violation



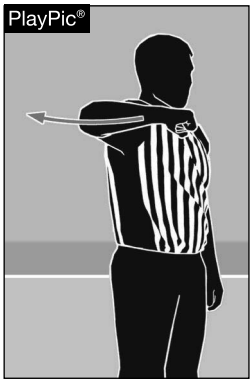
20-Second Reset



Throw-in Spot or Designated Spot Violation



Kicking Violation



Excessive Swinging of Elbows

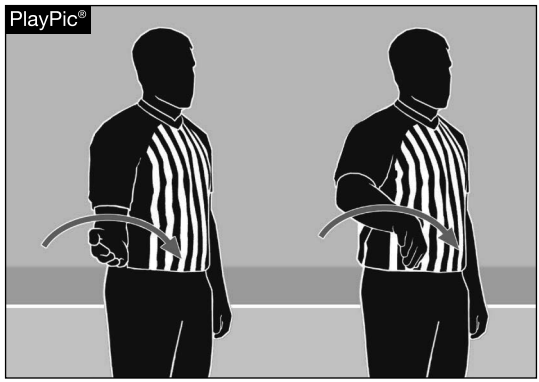


Traveling Violation

Violations



Illegal-Dribble Violation



Backcourt Violation or Palming/Carrying Violation



Shot-Clock Violation

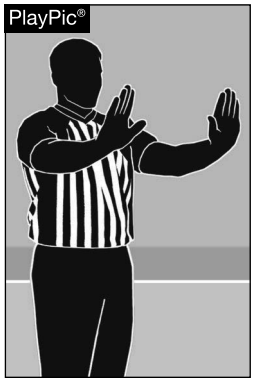


Held Ball

Fouls



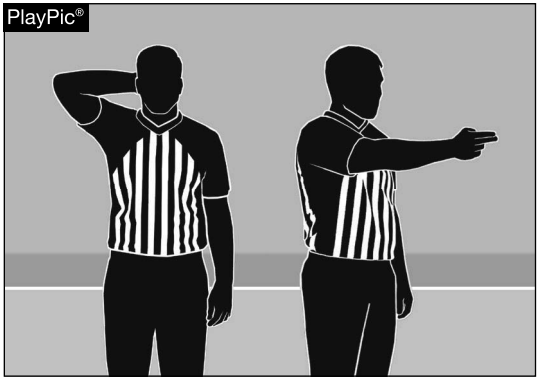
Holding Foul



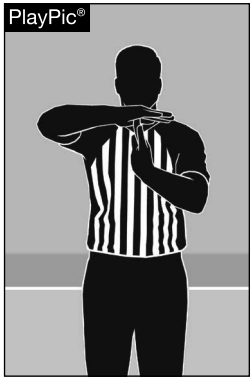
Pushing or Charging Foul



Handchecking Foul



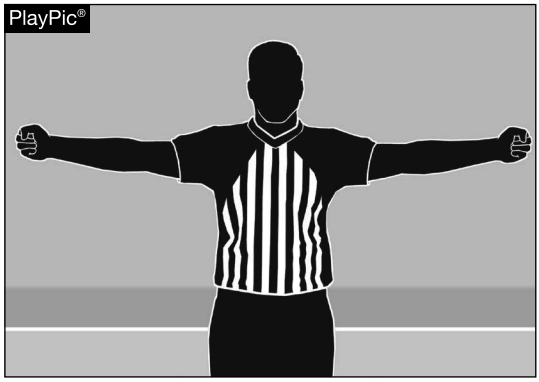
Player-Control Foul/Team-Control Foul Directional Signal



Technical Foul

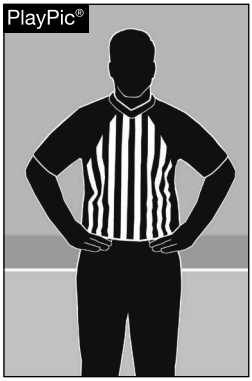


Illegal Use of Hands Foul

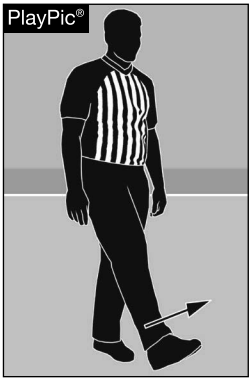


Double Foul/Media Timeout

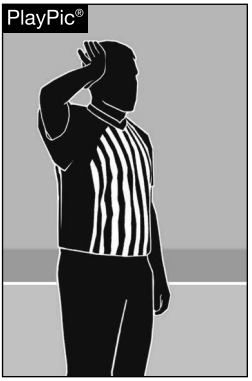
Fouls



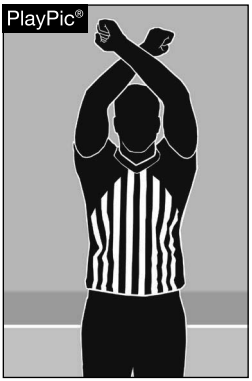
Blocking Foul



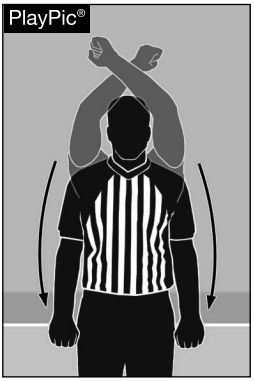
Tripping



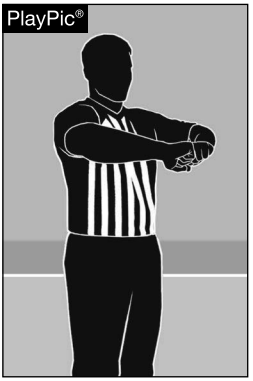
Hit to the Head



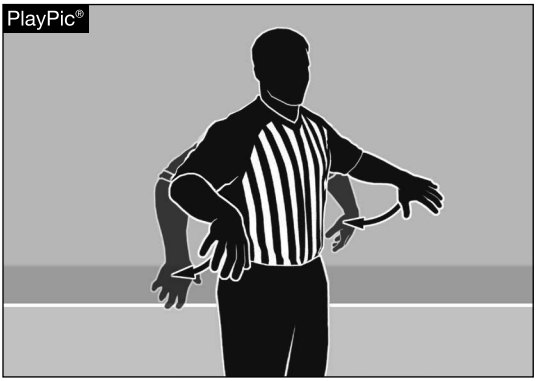
Flagrant 1 or 2 Foul



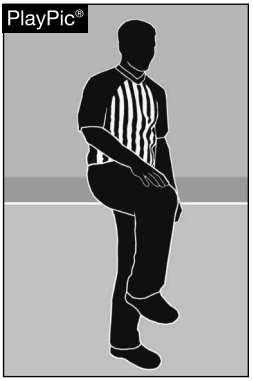
Excessive-Contact Foul (Flagrant 1 or 2)



Chucking

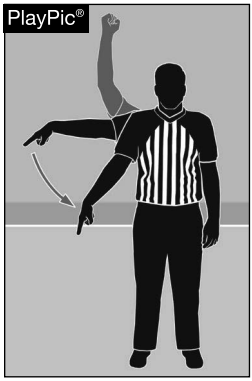


Pinning a Defender

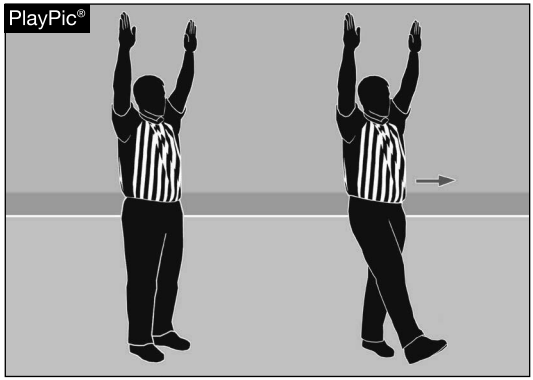


Dislodging with the knee

Fouls



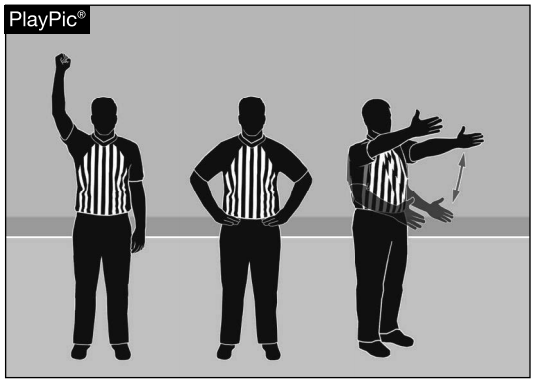
Defensive Foul
"Staying Here"



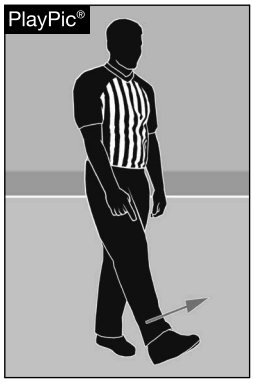
Dislodging with the lower body



Defender Jumped from "A"
to "B"



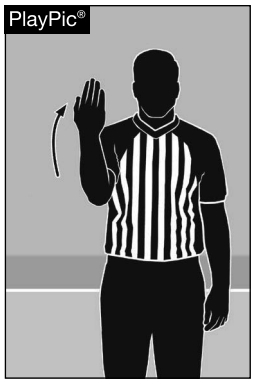
Defensive Foul
Violation of Vertical Cylinder



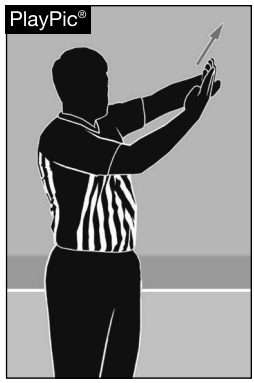
Landing Space



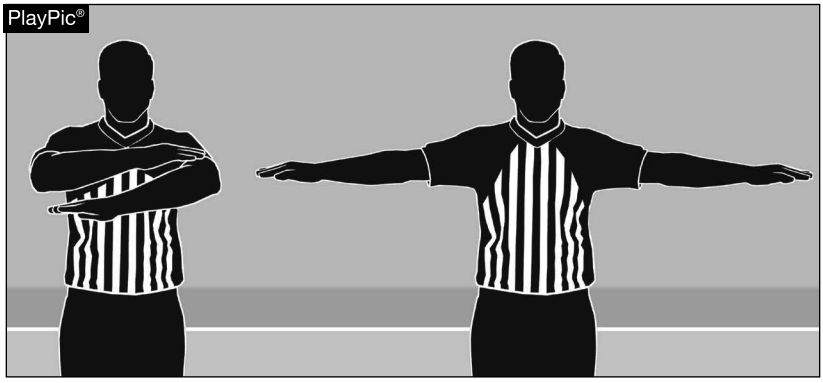
Foul: Optional 'Bird Dog'



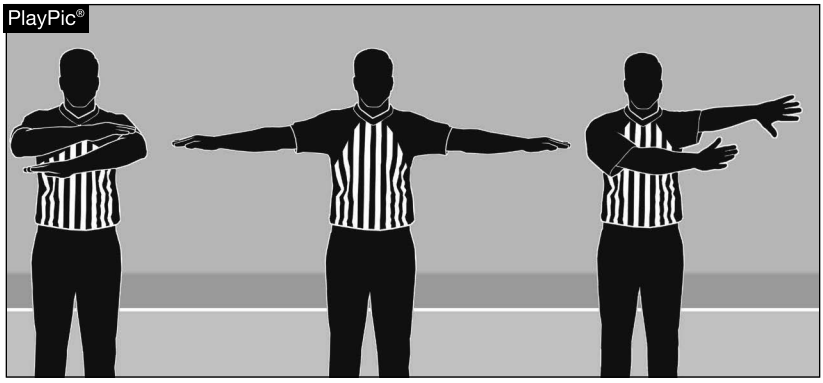
Beckon Substitute



Tipped Ball



No Score



No Shot/Pass Off

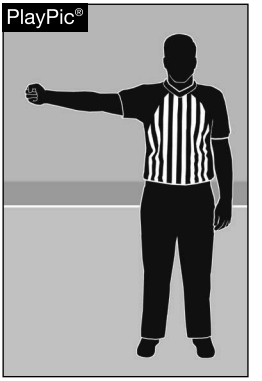
Information



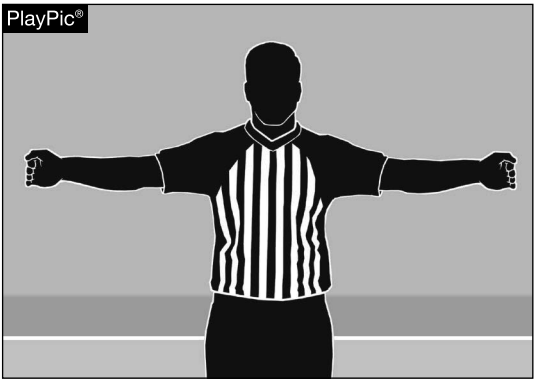
Shot-Clock Reset



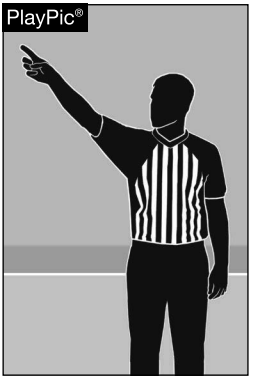
Foul Reporting



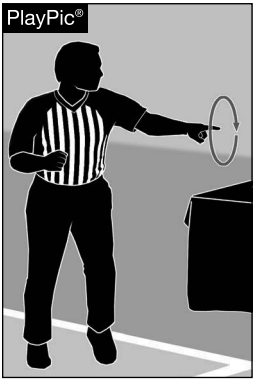
Delayed-Dead Ball: Withheld Whistle



Not Closely Guarded



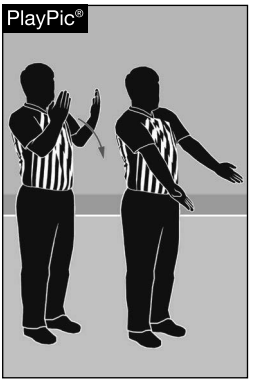
Shot-Clock Near Expiration



Record Game Time "Twirl" Signal

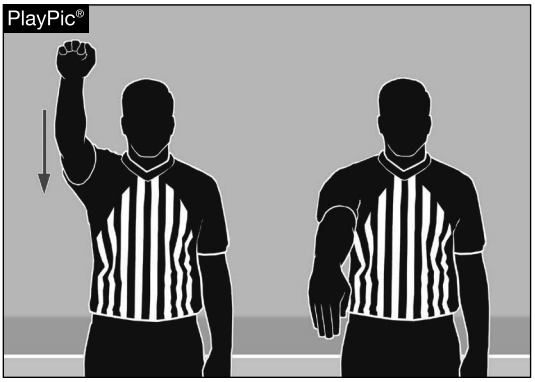


Replay Required/Coach's Challenge

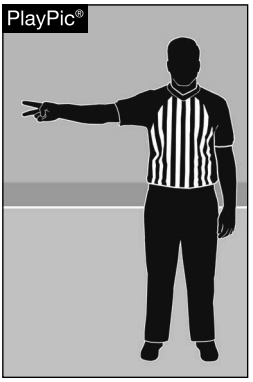


Flopping

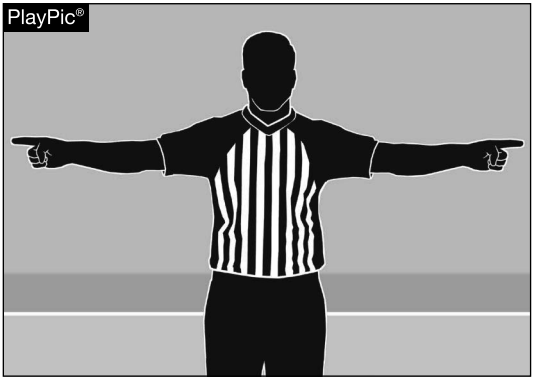
Scoring/Shooting



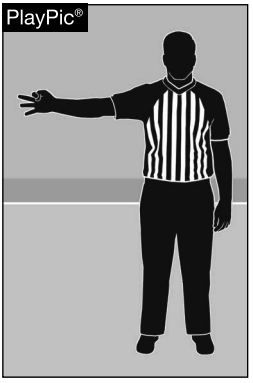
Goal Counts or is Awarded



Two Free Throws



Bonus Free Throw

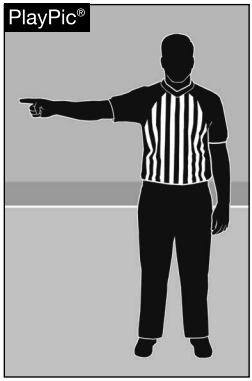


Three Free Throws

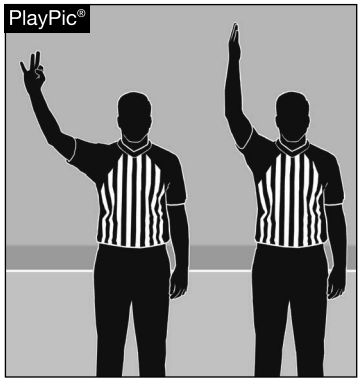


Shooting Foul

Scoring/Shooting



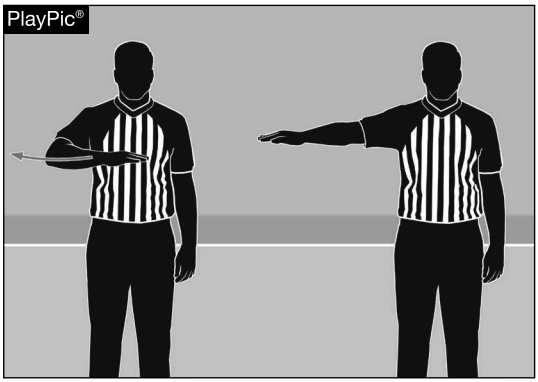
One Free Throw



Three-Point Attempt



Three-Point Successful



Visible Count



COLLEGIATE
COMMISSIONERS
ASSOCIATION

9 781582 086460 90000