2026-27 CCA WOMEN'S BASKETBALL OFFICIATING MANUAL

CCA

COLLEGIATE COMMISSIONERS ASSOCIATION

2026-27

(updated 10/1/2026)

# WOMEN'S BASKETBALL OFFICIATING MANUAL



**IN FOCUS THIS YEAR**

- Proper Signals
- Replay Review
- Positioning

**FOR CREWS OF THREE**




COLLEGIATE
COMMISSIONERS
ASSOCIATION

# Women's Basketball
# Officiating Manual 2026-27

## For a Crew of Three

**Women's Basketball Officiating Manual 2026-27**
**For a Crew of Three**

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Manuscript prepared by Penny Davis, NCAA National Coordinator of Women's Basketball Officiating, and edited by the 2026-27 Mechanics Committee.

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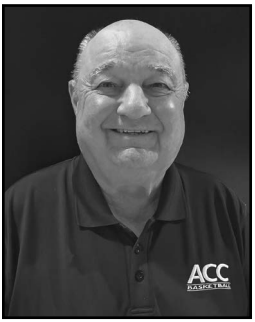
# Roster of Honor

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 2015.

**CREW OF THREE MANUAL DEDICATIONS**

| Date | Name | Conference |
|---|---|---|
| 2025-27 | Tommy Salerno | Official/Coordinator |
| 2024-25 | Sally Bell | Official/Coordinator |
| 2023-24 | Charlene Curtis | Coordinator/Coach |
| 2022-23 | Nora Lynn Finch | AIAW, NCAA, ACC |
| 2021-22 | Susan Nunnelly | AIAW, SEC |
| 2020-21 | Yvette McKinney | ACC, Big East |
| 2019-20 | Kaye Garms | Western Athletic |
| 2018-19 | Dr. Bette L. Harris | AIAW |
| 2017-18 | Darlene May | Official/Coach |
| 2016-17 | Louise Albrecht | AIAW |
| 2015-16 | Marcy Weston | NCAA, Big Ten |




# A Lifetime on the Line: Tommy Salerno's Half-Century of Dedication to Women's Basketball

Tommy Salerno never needed a marquee matchup to give his best. From small gyms to Final Fours, he showed up — and helped generations of officials learn how to do the same.

For more than five decades, Salerno has been a steady and respected presence in the women's basketball officiating community — a mentor, supervisor and educator whose influence spans generations of referees across all levels of the game.

"One of the things that stands out to me is he was refereeing women's basketball when very few people wanted to referee women's basketball," said Debbie Williamson, the women's basketball supervisor of officials at the Atlantic Coast Conference. "He was giving it his best, and he's been in the women's basketball game for 57 years, and he has trained thousands of women's basketball officials."

His timeline in the game tells its own story: 29 NCAA tournaments, six regionals, the 1984 Final Four and nearly every major conference under his belt in 45 years as an on-court official. He was on the whistle for the first NCAA tournament in 1980 and previously officiated three Association for Intercollegiate Athletics for Women tournaments, including the 1978 national championship game. He has served in a variety of coordinator roles the past 39 years and continues today as a supervisor for multiple conferences in Divisions II and III, while also serving as assistant supervisor in the ACC.

"Who can say they've done all of that?" Williamson said. "He's never stopped."

Salerno credits his earliest opportunities in women's basketball to pioneers like Louise Albrecht and Dr. Bette Harris, among many others, who saw something in him. Their impact shaped a philosophy that guided Salerno throughout his career.

"I remember Louise telling me, 'The game you work today is the most important game you'll ever work,'" he said. "I've tried to take that attitude every time I went on the floor, whether it was a regular-season game or a small college game or the national finals."

That mindset carried him to the highest stages — and motivated him to create opportunities for others. This included serving as one of the directors of the very first women's basketball officiating camps.

"That gives me great pleasure to think about over 40 years of running camps how many people we've been able to expose to our game, to bring in new people and help them get started," he said. "There's been thousands."

As the game evolved and officiating modernized, Salerno was in the forefront. Notably, he served on the NCAA Mechanics Committee, helping standardize court positioning and rules application across the country.

"When the Mechanics Committee was established to make sure we had people using the same floor positioning all over the country … we didn't have that in the early days," he said. "Everybody was going in a different direction."

Now more than a decade removed from his final game on the floor, Salerno still assigns thousands of games for hundreds of officials each season. He mentors referees, travels to camps and offers what Williamson says stands out most — honest feedback.

"The number of years in so many capacities as a referee, supervisor — he has served long and hard and well in many areas of this game," she said. "I don't think we could even begin to count the number of officials and their careers that have been impacted by his training and his honesty."

For Salerno, the game has always been personal.

“I was not a very good player, but officiating gave me an avenue to do something in the game I loved,” he said. “I really love the game. I love the people. I love the coaches and just the whole environment.”

That love, he said, only grew stronger through the relationships he has made and the opportunity to bring new people into officiating.

“The relationships that I’ve made over the years are the main thing that I’ve enjoyed,” he said. “I have relationships with retired officials all over the country. … That’s been a true blessing.”

Through it all, Salerno has remained grounded by the people closest to him.

“I had some great coordinators with good support and a good family support system, which really helped and allowed me to travel all over the country and be gone as much as I was gone,” he said. “I’ve been very fortunate.”

In 2008, he received the prestigious Naismith Women's College Official of the Year Award.  Now, with his name etched into the 2025-26 Women’s Basketball Mechanics Manual dedication, Salerno joins a list of legends he once admired.

“I’m so humbled to get this recognition,” he said. “I look at the people that have been given this in the past, and it’s a who’s who list of officials and leaders. I’m just bewildered about my name being included in that group.”

## Introduction

The integrity of women's college basketball games is entrusted to its officials. The efforts of college basketball officials are appreciated by the NCAA, its member conferences and game participants. The NCAA and the CCA member conferences have worked to develop this system of mechanics that is simple, consistent and offers the very best court coverage for women's college basketball officials.

The growing popularity of women's basketball and public interest in the sport throughout the United States has made uniformity of performance and rules interpretations by all officials an absolute necessity. This manual supports uniformity. Conferences may have policies in place that are not listed in this manual. Conference officials need to review their respective conference policies and procedures to follow the directives in this manual.

Knowledge of the procedures outlined in this manual must be supplemented by a thorough understanding of the materials and statements of the NCAA. Intelligence, perspective and good judgment must be combined with study and interpretation of both the rule book and mechanics manual.

– Collegiate Commissioners Association




**NCAA Mechanics Committee**

Patty Broderick — Division I

Lisa Mattingly — Division I

Violet Palmer — Division I

Tommy Salerno — Division II

Michael Schmidt — Division I

Pualani Spurlock-Welsh — Division I

Judy Stroud — Division I

Jennifer Washo — Division III

Joe Vaszily — Active Official *

Penny Davis — NCAA National Coordinator*

Connie Perkins — NCAA DII National Coordinator*

Donnie Souders — NCAA DIII National Coordinator*

Brad Schmidt — NCAA Secretary-Rules Editor *

*Notes non-voting member

# Tip Off

## Q&A with Penny Davis

**NCAA National Coordinator of Women's Basketball Officiating**



**Q: You have now completed seven seasons as the NCAA national coordinator of women's basketball officiating. How would you describe the current state of officiating?**

**A:** Women's basketball continues to grow in visibility, investment and competitive intensity, and officiating must grow with it. The game is faster, the margins are smaller and every decision receives greater attention. That creates pressure, but it also creates opportunity. We have more educational resources, better technology and stronger collaboration across divisions than ever before. Our responsibility is to use those resources to improve accuracy, consistency and service to the game. We should be proud of our progress while recognizing that continued growth requires honest evaluation and a commitment to getting better.

**Q: There are no new Points of Emphasis this season. What opportunity does that provide for officials?**

**A:** A non-rules-change year gives us an opportunity to focus on clarity, consistency and execution. We can spend less time introducing something new and more time strengthening the fundamentals that determine success on every play: positioning, angles, court coverage, mechanics, communication and sound judgment. It is also an opportunity to reinforce established Points of Emphasis and apply them more consistently. Familiarity should never lead to complacency. The standard is not simply knowing what to do—it is doing it correctly, consistently and under pressure.

**Q: What areas of play require continued attention this season?**

**A:** Every game and matchup has it's own dynamics so it's challenging to pick a few key areas as they could be different in another setting. Overall, we must remain focused on the established Points of Emphasis and the standards that define NCAA women's basketball. Our game is skilled, athletic and not intended to be overly physical — qualities our stakeholders value and want us to preserve. Consistent officiating requires recognizing the first illegal action, identifying displacement and often evaluating how contact affects a player's rhythm, speed, balance or quickness. Officials must allow a play to start, develop and finish before making a decision, evaluating the entire play rather than reacting only to its outcome.

**Q: With the NCAA Division I tournament expanding to 76 teams in 2027, what does that growth mean for officiating?**

**A:** Expansion creates additional championship opportunities for teams, student-athletes and officials. It also increases our responsibility to ensure that the standard of officiating remains consistent throughout the tournament. Every team entering the championship deserves officials who are prepared, focused and ready for the moment. As the stage grows, our preparation, evaluation and training must grow with it. Expansion is exciting, but the opportunity must be supported by excellence.

**Q: Replay continues to evolve. What should officials prioritize during a review?**

**A:** The goal remains to reach the correct decision as efficiently as possible. There are pressures to be more efficient in this area and the Mechanics Committee addressed this with a small procedural change this year. After sending teams to their benches, officials will identify the reviewable question and then go to the review. This year, on critical or subjective plays, all three officials may review together when their collective input will assist the decision. More objective reviews may be handled by two officials while the third monitors the court and bench areas. The rationale is that this will be more efficient than having only two at replay and then exchanging positions so the third can view and contribute to the decision.

**Q: How should officials approach communication with coaches and players?**

**A:** Communication is an important part of serving the game. Officials should be professional, composed and willing to provide concise information when the situation allows. Listening does not require agreement, and explaining a decision does not mean debating it. Respectful communication can reduce confusion and build trust, but it must be balanced with appropriate boundaries. When conduct crosses the line, officials must recognize it and address it properly. It is not personal; it is a consequence to an action. It's a duty and a key part of the job given our standards for conduct and the importance of protecting the image of the game.

**Q: How do you define success for an official?**

**A:** Success isn't just about accuracy in calls—it's about composure, communication, professionalism, and the ability to manage high-stakes moments with integrity. Officials who do all of those things with a high level of aptitude and show courage in situations where doing the right thing may be unpopular are successful. Success is also in serving the game and being the best at the level you are at – you don't have to be a Division I Final 4 officials to be considered success. An official who is an asset to their organization is successful. Being a mentor, being a reliable official, being willing to enforce the rules as written including conduct issues are all representations of success.

**Q: What role does leadership play within the officiating community?**

**A:** Leadership is not limited to a title or position. Officials demonstrate leadership through preparation, accountability and the way they treat others. Experienced officials have a responsibility to model professional standards and help develop the next generation. Developing officials also lead when they ask thoughtful questions, accept coaching and commit to improvement. Our profession is strongest when we share knowledge, support one another and place the good of the game above individual interests.

**Q: What message would you like to share with coaches and student-athletes?**

**A:** Officials are committed partners in the game. They are trying to get every play that they can, just like every player tries to make every shot. While officiating will never be perfect, our commitment is to fairness, accuracy, preparation and continuous improvement. We understand the time, preparation and emotion that coaches and student-athletes invest in every competition – our officials are doing this too! Respectful dialogue and a shared understanding of the rules help all of us provide the best possible experience for everyone and grow the game together.

**Q: What is your message to NCAA women's basketball officials entering the season?**

**A:** Thank you for your commitment to the game and to one another. The work you do requires preparation, sacrifice, resilience and courage, much of which occurs outside the public view. This season, embrace the opportunity to strengthen your fundamentals and become more consistent in the standard areas of our work. Stay open to feedback, support your partners and approach every assignment with purpose. There may not be a new rule to learn, but there is always another level of excellence to pursue.

# Part 1 2025-26 and 2026-27 Focus Areas

**1.1 Mechanics Changes**
**1.2 Proper Procedures After Calling Fouls/Violations**
**1.3 Replay Review Reminders**
**1.4 Court Coverage/Positioning Reminders**
**1.5 Help Coverage**
**1.6 Officiating Rebounding**
**1.7 Captains' Meetings**

# 1.1 Mechanics Changes

## Changes Summary

All 2025-26 and 2026-27 mechanics and editorial changes are shaded throughout the manual.

- Pregame communication for compliance issues with jewelry/uniforms/supplement apparel.
- Pregame introductions with team coaches.
- Appeal and Correctable Error Procedure
- Replay Review and Communication Protocol
- Pregame Timing Script
- Flagrant 2/Ejection signal

# 1.2 Proper Procedures After Calling Fouls/Violations

Officials must slow down at the spot after calling a foul or violation in order to better communicate to their partners. Carefully assess the situation, continue to referee during deadball scenarios, and pause to recognize double whistles.

**A. Use proper signals at the spot of the foul/violation.**

**1.** As a reminder, the official must get the fist up first on all fouls or show an open hand for all violations except, out-of-bounds, 10-second backcourt and five-second violations.

2. Use the proper signal and verbally communicate at the spot the type of illegal contact called. See spot signals and table signals (Appendix 4.8 Official Basketball Signals, CCA Manual). Identify the shooter at the spot on shooting fouls and when in the bonus. Be fundamentally sound with signals and use consistent language.

**3.** After getting the fist up to stop the clock, use the punch signal at the spot when signaling an offensive foul. Do not point.

4. When the whistle blows, all three officials must be engaged.

   a. Keep your eyes on players and position yourself so all players are in view.

   b. Know the status of the ball when the whistle sounds.

   c. As a reminder, the calling official must designate the throw-in spot.

# 1.3 Replay Review Reminders

A. The referee should first:

1. **Expeditiously discuss** with both partners the situation being reviewed to determine what transpired;

2. **Verify the ruling** made on the court (it is imperative that the crew agree to a preliminary on-court ruling); and

3. **Efficiently discuss** any applicable rules and determine exactly what will be reviewed on replay.

Anytime the crew huddles, be mindful of player location and activity. Communicate your decision on the play to the scorer before you go to replay for your review. Each umpire should inform each head coach of the reason for the review and ensure that players and all bench personnel move to their respective bench areas.

B. After the crew conference, one umpire may tell the broadcast team the topic of the review for clarification and quickly return to the monitor to participate in the review process. After the review, inform the broadcast team of the decision with accurate and concise verbiage. When a direct line of communication is available (ex. push-to-talk microphone) near the replay system, the referee will communicate the pre-review and post review information to the broadcast. See Appendix 4.7 for additional guidance.

C. On critical plays, all three officials should review the replay to provide input on the decision. In the interest of expediting the review process, it is permissible for all three officials to be at the replay monitor simultaneously. Prior to beginning the review, the crew should ensure that all team personnel are in their bench area. When all three officials are participating in the review, the crew must remain aware of bench activity, substitutions, and any potential disruptions during the review process.

D. In instances when the crew feels it is not necessary for all three officials to simultaneously view the replay, it is permissible for only two officials to conduct the review and render the decision. These situations include, but are not limited to, obvious plays (e.g. 2 vs 3, timing malfunctions, identify fouler or free throw shooter), the use of collaborative replay, or circumstances in which the crew believes bench activity should continue to be monitored. In these instances, one umpire may view alongside the referee while the other umpire positions themselves a few paces behind the partners at replay to observe both benches, prevent substitutions, and help avoid disruptions to the review process.

# 1.4 Court Coverage/Positioning Fundamentals

To ensure that all players are observed always, officials must officiate their respective areas of responsibility. The primary official should have the only whistle when a foul/violation occurs in their primary. When the primary official does not have a whistle on a foul/violation that is OBVIOUS, then another official should make the call when it occurs in their secondary. The only time there should be a double whistle is when there is uncertainty in whose primary the foul/violation occurred.

On drives to the basket, a player may pass through multiple primary coverage areas which requires team officiating from the crew. The trail, center and lead need to recognize which defender they will be responsible to officiate.



A. Frontcourt coverage on drives originating from the T toward the C, C is responsible for the play. When there are multiple defenders, the C will officiate the primary defender and the L will officiate the help defenders. These can be dual coverage plays (MechaniGram 1).

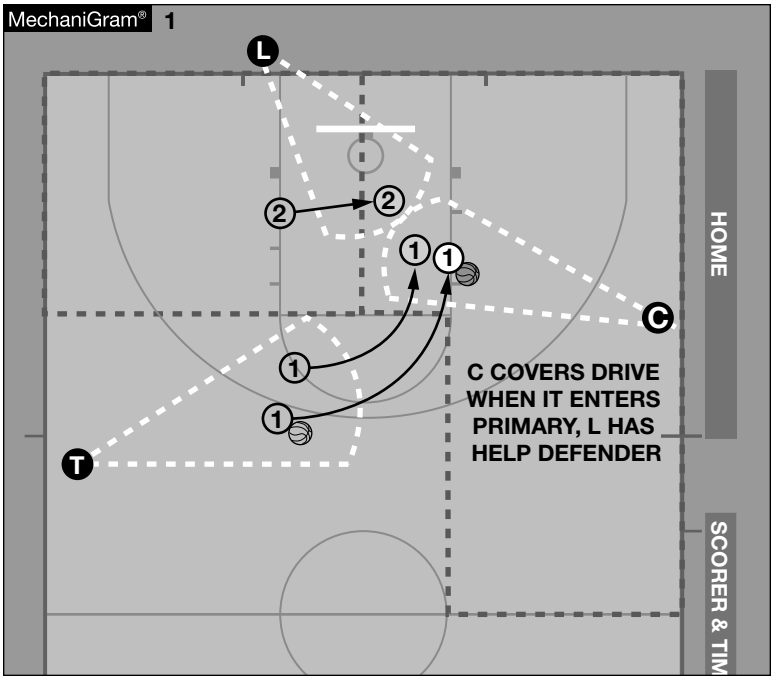
B. When a player with the ball curls towards an official – that official should make the necessary call (MechaniGram 2).

C. Drives originating from the T toward the L:

1. The L is responsible for the play when the ball enters their primary area of responsibility.

2. When there are multiple defenders, the T will continue to officiate the primary defender and the L will officiate the help defender(s).

D. When the dribble-drive play originates in the L's primary, the L will be responsible for primary coverage of the primary defender and the C and T officials will share primary responsibility for help defenders based on who has an open look at the play (MechaniGram 3).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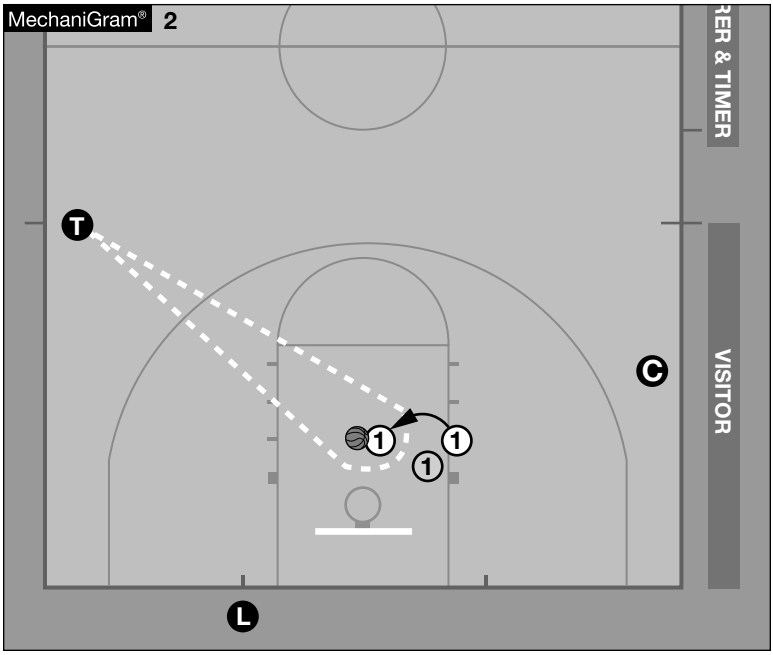
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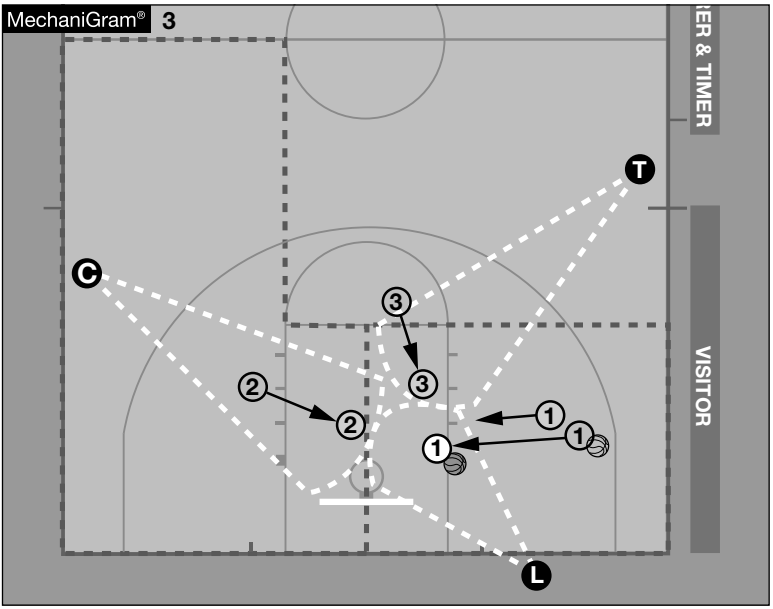
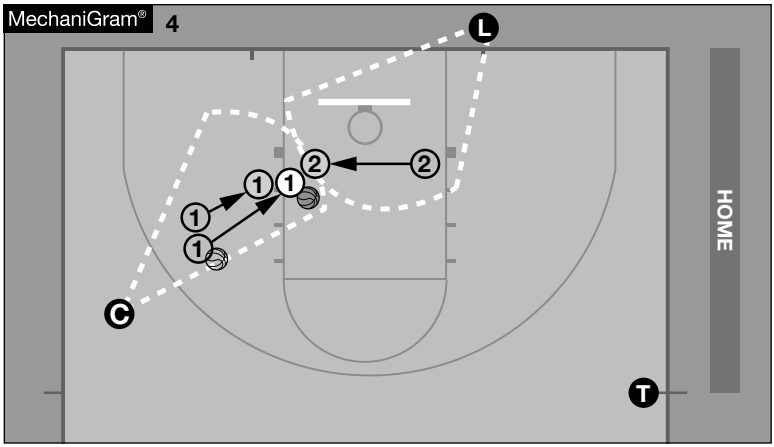



E. Drives originating from the C position to the basket (MechaniGram 4 and 5).

1. The C is responsible for the primary defender. The C will have a primary whistle on plays involving the primary defender and will have a cadence whistle on the help defender. Position adjust to create the best angle possible to maintain an open look on the primary defender for block/charge or point-of-contact fouls such as hits to the elbow, arm and wrist.

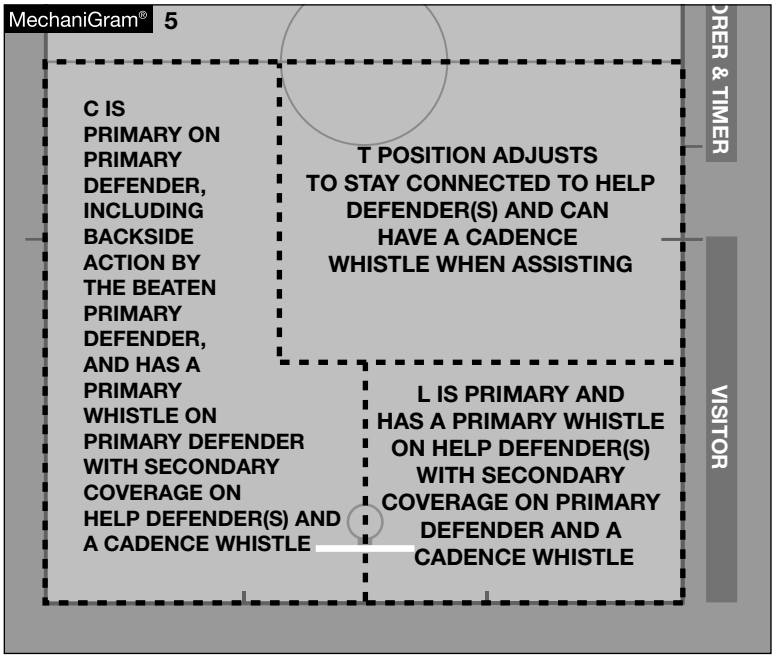
2. Once the primary defender is beaten, the C will continue to officiate this defender from the backside to watch for trips, pushes, hits and swipes from behind (provided the matchup remains competitive).

3. The L will have primary coverage responsibilities for refereeing the help defender. The L will pinch the paint and pick up the A to B movement and restricted-area position involving any help defenders. The L will have a primary whistle on plays involving the help defender and a cadence whistle on plays involving the primary defender.




4. The T should move one to two steps onto the floor and stay connected to the help defender, as often the T may have the only open look on the play. The T should have a cadence whistle when ASSISTING in this situation.





F. Primary officials must be given the first opportunity to make the call in their primary area. Obvious contact in your secondary area must be called with a cadence whistle. NOTE: If the cadence whistle occurs at the same time as the primary whistle, then the cadence whistle was blown too soon.

G. Cadence — the timing or rhythm of the whistle in an official's secondary coverage.

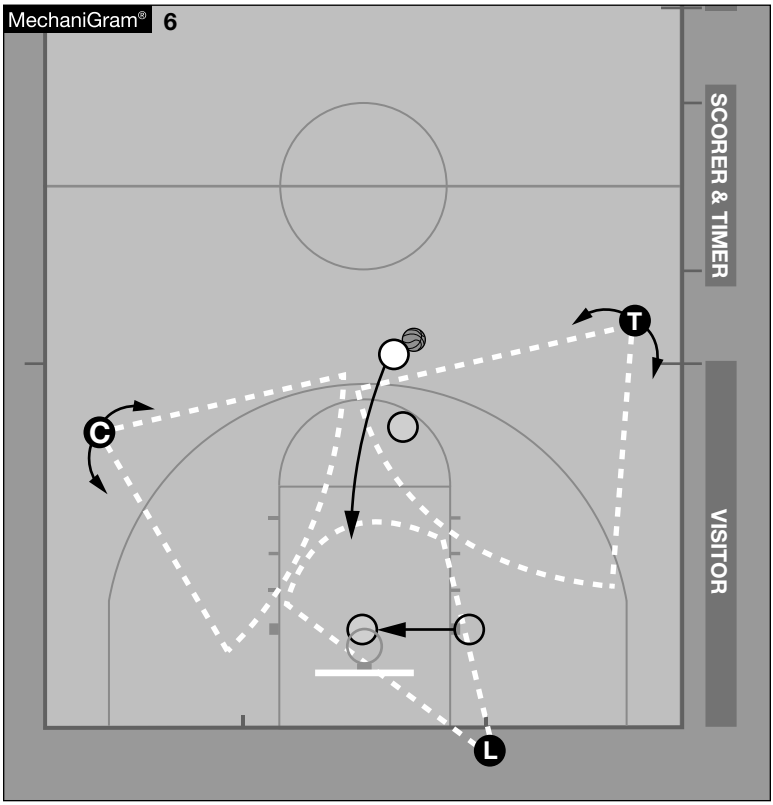
H. The L needs to mirror the ball in the frontcourt and position adjust to have an open angle to referee the competitive matchup in the post.

# 1.5 Help Coverage

All officials MUST be ready to execute RA help coverage. The primary official must first referee the legal guarding position of the primary defender in their coverage area. Multiple defender plays will require team officiating.

**A.** When a dribble-drive play starts with T and goes into C's primary:

**1.** The L needs to be no nearer than the close-down position to referee the legality of the help defender.



**2.** The T and C must position adjust to provide help when needed as to the legality of the defender (MechaniGram 6).

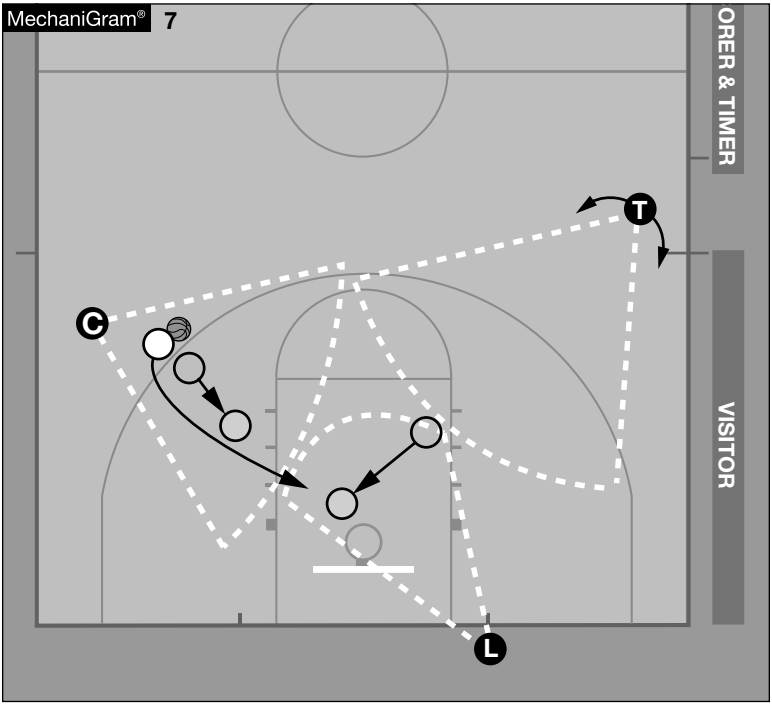
**B.** When a dribble-drive play originates from the C's side:

**1.** The L has primary coverage of the help defender.

**2.** The C has secondary coverage of the help defender.

**3.** The T must position adjust one to two steps onto the floor and stay connected to the help defender as many times the T will have the only open look to judge the legality of the help defender. The T will provide help when needed as to the legality of the help defender. (MechaniGram 7).

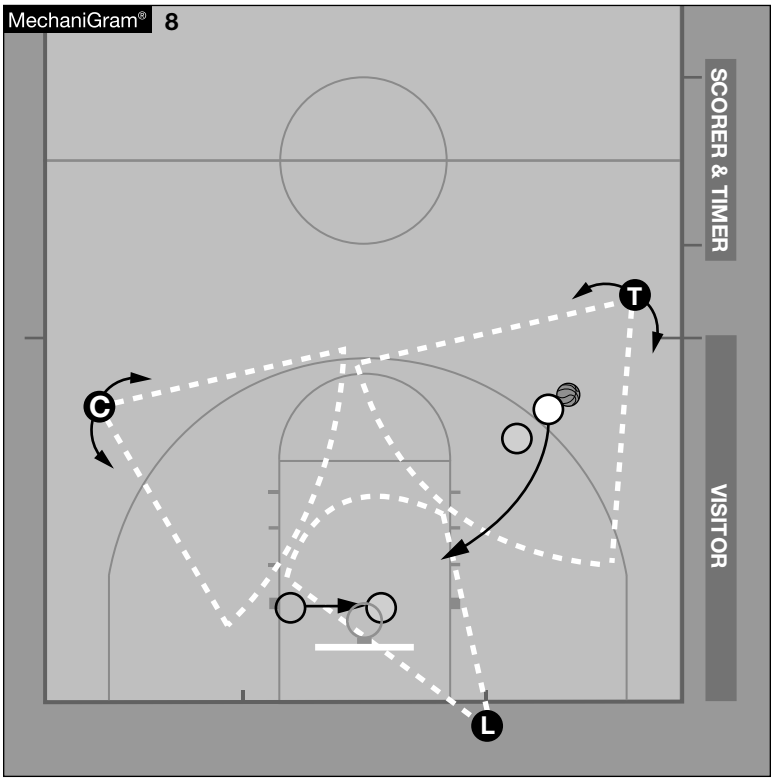




**C.** When a dribble-drive play originates from the T's primary:

**1.** The C and T must position adjust to provide help when needed as to the legality of the help defender (MechaniGram 8).

**D.** When a dribble-drive play originates from the L's primary the C and T will have primary responsibility for defenders, knowing the legality of these defenders and their status with respect to the RA.



# 1.6 Officiating Rebounding

Get the first foul – clamps, hooks, holds, hacks.

**A.** When the ball is in the air on the way to the basket.

**B.** When the ball is coming off the ring.

**C.** When the rebound is secured.

**D.** Call the first foul. The potential for a flagrant 1 foul or flagrant 2 foul increases if we miss calling the first foul after the rebound has been secured.

**E.** Locate the players in your area as they move for rebounding position.

# 1.7 Captains' Meeting

The R will conduct the captains' meeting at center court immediately after the umpires perform their duties (approximately 14:30 on clock). The captains' meeting will be for introductions, to identify the speaking captains from each team, give a brief explanation, answer any questions and visibly inspect the legality of the uniforms and to request the removal of jewelry from all team players.

Note: Here is some suggested language for officials to use to assist with uniform inspections.

1. Are you wearing your jersey?

2. If yes,
   a. Could you please let us see your jersey? (and undershirt)
   b. Is anyone on your team wearing anything different?

3. If no,
   a. Can you direct me to a teammate who is wearing their jersey?

# Part 2 General Principles

**2.1 Code of Conduct**
**2.2 Philosophy of Officiating**
**2.3 Referee Responsibilities and Expectations**
**2.4 Uniform and Equipment**
**2.5 Terminology**

# 2.1 Code of Conduct

Ethics: The principles of conduct governing an individual or a group... A guiding philosophy. – *Merriam Webster Dictionary.*

As the interest in women's basketball continues to grow in media coverage and fan interest, the scrutiny of officiating increases. The official's charge is to act in an ethical and responsible manner at all times. The integrity of officiating rests in the integrity and conduct of its officials.

**A.** The official shall not have an affiliation with any parties in the contest. Without equivocation, game decisions must be free of personal bias.

**B.** The official must recognize that anything which may lead to a conflict of interest, either real or perceived, must be avoided. Any privileges, employment or personal relationships with an institution, team, or conference which can compromise the perceived impartiality of officiating must be avoided.

**C.** The official must be responsible for continued self-improvement through study of the game, the rules, the mechanics and the principles of game management.

**D.** Officials shall treat partners, coaches and players with respect before, during and after the contest. One must have an appreciation of diversity in skill, gender, ethnicity and race and shall not criticize partners, coaches or players in a public forum. Officials shall refrain from making disparaging statements or committing acts of prejudice. That includes making comments based upon economics, race, creed, color, age, gender, sexual orientation, physical handicap, country or national origin.

**E.** The official must use good judgment and caution in the use of social media platforms and will not make inappropriate, negative, or counter-productive comments regarding institutions, institutional administrators, coaches, players, referees, coordinators or the media.

**F.** The official must use sound judgment and follow all NCAA and conference policies related to legal and illegal sports wagering.

**G.** It is the responsibility of each official, coordinator, and conference to effectively monitor and address officiating ethics throughout the regular season. Breach of these principles must be acted upon immediately to maintain the integrity of officiating in the game of women's basketball.

**H.** Officials shall strive to uphold the officiating code of conduct, not out of fear of penalty, but rather out of personal character and conviction. This conduct is the foundation of personal pride and respect for self and the game.

– Excerpts taken from Officiating Development Alliance/ National Association of Sports Officials Code of Ethics.

# 2.2 Philosophy of Officiating

The definition of philosophy in Webster's dictionary is, "A system of principles for conducting an activity." A philosophy, as used in the field of officiating basketball, would be the "Principles followed by a referee to make judgments/decisions on actions that occur in the game." In order for officials to make consistent judgments, it is necessary for a philosophy to guide the official in their application of the rules. The rules, or laws, of the game are necessary, but how those rules are applied to the game requires judgment. Judgment will be more consistently applied if a philosophy, or a system of principles, is available to assist the official in conducting the game.

Pregame this philosophy of officiating with your partners prior to taking the court in every game. Make warranted adjustments during the game when provided the opportunity to discuss those adjustments with your partners (timeouts, halftime, etc.). During postgame, discuss each point and evaluate yourself as an individual and as a member of the crew to see if you maintained your focus on the philosophy throughout the game. Each official in a three-person crew cannot referee to their own individual philosophy. The crew must be on the same page to give the players the most consistent game possible. Attention to that aspect of game preparation will enhance your performance as an official and will give the players, coaches and your partners the best "principles to make the proper judgment in the game."



The philosophy of officiating women's basketball follows these guidelines:

**A. Allow freedom of movement.**

The women's basketball rules committee and other stakeholders continue to believe that freedom of movement is one of the most important elements to our game and must be maintained. The ball handler, dribbler, post player, cutter, rebounder or shooter must be able to move without being illegally impeded, re-routed or displaced. When there is contact by an opponent that changes a player's rhythm, speed, balance and/or quickness (RSBQ), a foul has been committed.

**B. Call obvious violations, and obvious fouls.**
Basketball is a game of contact, both legal (incidental) and illegal. Illegal contact that is obvious in nature must be called regardless of the score, time remaining or foul count. Obvious fouls take precedence over everything! In addition, a team's or an individual's style of play may be aggressive and/or physical, and when it meets the criteria for illegal contact, a whistle must be blown with the appropriate penalty assessed. Each official must concentrate on their primary area and make quality calls on obvious illegal plays. Eliminate guessing and be certain that the play was clearly viewed by the calling official. If a play must be called regardless of primary or secondary, then the official who viewed the play must make the call. Each official must work hard to make position adjustments and develop angles in order to see the entire play. Getting open angles and seeing the entire play will result in high quality play calling.



**C. Incidental contact is not a foul.**
Officials must know, understand and apply the principles of incidental contact. Contact that results when opponents are in equally favorable positions and does not hinder normal defensive and offensive movement is incidental and is not a foul.

**D. Consistent application of the rules and mechanics.**
Fairness and balance must be maintained in each game that is played. Every official and crew should strive for consistent application of the rules, and execute the court coverage and mechanics as prescribed in the CCA Women's Basketball Officiating Manual.

# 2.3 Referee Responsibilities and Expectations

Each official will have a complete understanding of the CCA Basketball Officiating Manual: Women's Crew of 3. The referee's day-to-day professional and personal qualities will demonstrate (1) an expert knowledge of the game/NCAA rules and points of emphasis; (2) a genuine concern and respect for officiating partners; (3) an endless pursuit of self-improvement.

The referee must:

1. Have a complete understanding of the rules and mechanics of the game.

2. Be a highly effective play caller in their primary, dual and secondary coverage areas throughout the course of the game and strive for high accuracy in play calling.

3. Be a proactive official.

4. Possess the ability to manage players and coaches by being an effective communicator, **using appropriate measures to maintain respect for the game.**

5. Communicate with and lead the crew.

6. Professionally and diligently prepare for each crew so that all coordination and game preparations result in a game-ready crew.

   a. Coordinate travel plans.

   b. Mentor less experienced officials during pregame meetings.

      - Model the professionalism and skills of NCAA officiating.
      - Be a trainer/teacher/coach. You must be capable of observing and clearly communicating both strengths and weaknesses.

- Lead by example and create a vision for success for your crew.
- Encourage your partners. Believe in the system and the abilities of your partners.
- Have a plan and prepare for each game.
- Serve the role, but in no way consider yourself an evaluator. The evaluation process is the responsibility of the coordinator of officials and the conference office.

c. Use every resource including video, NCAA bulletins and interpretations and specific rule questions for each pregame meeting.

7. Conduct a thorough pregame discussion.

8. Be a consistent leader that others will readily follow.

9. Demonstrate a strong work ethic that is driven by a passion for the game and the increased productivity of your partners.

10. Have a total respect for their partners while taking responsibility for the entire crew's effectiveness.

11. Be in total compliance with administrative demands. Reports will be thorough, concise, accurate and prompt. Responses to emails, texts, telephone calls and other forms of communication must be prompt.

**SUMMARY**

In conclusion, the referee is a leader. An NCAA referee is driven by a strong desire to improve the game and the officiating roster. The position has nothing to do with seniority or the official's tournament experience. Referees are committed to the professional development of every NCAA official. A referee enthusiastically invests time with other officials with the goal of helping to improve the effectiveness of officiating.

# 2.4 Uniform and Equipment

**A. Uniform**

All officials must be dressed the same. Officials may not wear any jewelry, with the exception of a wedding band (smooth bands only, no protrusions).

1. **Shirt.** The uniform shirt for all games shall be a CCA-approved V-neck shirt having a dark grey base with white pin stripes, black side panels, and black ragland short sleeves accented by an NCAA blue stripe. There shall be no variation in color or style. A national flag is permitted on the sleeve. One manufacturer's logo is permitted but must not exceed 2 1/4 square inches. Patches are not permitted except for an NCAA patch during the tournament. Any additional memorial or commemorative patch must be approved by the Secretary-Rules Editor.



2. **Pants.** Solid black pants; no belt or belt loops.

3. **Socks.** Solid black.

4. **Shoes.** Solid black with solid black shoe strings.

5. **Undershirt.** If an undershirt is worn, it shall not be visible.

6. **Whistle.** Black plastic whistle with a solid black lanyard. Carry a spare in your pocket or sock. A pink whistle is permitted during the month of February. It is recommended all three officials on the crew use whistles that sound the same.



7. **Jacket**. It is not mandatory that officials wear the basketball black jacket. However, when one official wears the basketball black jacket, the entire crew must wear the jacket.

**B. Equipment**

Suggested items to include in your travel bag:

1. **NCAA Rules Book, Case Book & CCA Mechanics Manual.** Carry these items in your bag. Have a second set to keep at home.

2. **Extra Uniform.** It helps to have spare uniform items (above) packed in case of emergency.

3. **Schedule, Contact Information.** Bring phone numbers for schools, partners, coordinators and all individuals you would need to contact in case of emergency or travel difficulties.

4. **Electronic Devices.** Bring electronic devices to access the game.

# 2.5 Terminology

**A. Accelerated Pace:** A faster than normal pace (i.e., a walk to a fast walk or run; run to sprint) to get a better angle on a play, to be in position to accept a play that is coming into your primary area or to result in an official improving their field of vision in an action area.

**B. Action Area:** An area on the court where there is activity involving a competitive match-up. Action Areas may involve players with or without the ball. Concept: Officials are charged with the responsibility to judge each competitive match-up in their primary area of responsibility. Officials should be knowledgeable of playing concepts that allows them to anticipate action areas (i.e., post player changes sides of lane; ball screen set at the high post or three-point line; baseline cutters moving across the court assisted by screens; rebounding).

**C. Cadence:** The timing or rhythm of the whistle in an official's secondary coverage area. NOTE: If the cadence whistle occurs at the same time as the primary whistle, then the cadence whistle was blown too soon or the primary whistle was delayed.

**D. Competitive Match-up:** Opponents who are working/competing against each other as opposed to two opponents six or more feet apart.

**E. Completed Rotation:** The fact that a rotation is completed when the L has crossed the lane line extended nearest C official.

**F. Curl Play:** When a player with the ball in the lane turns (curls) away from the L official on the end line and moves to the middle of the lane toward the C official.

**G. Double/Triple Whistles:** A situation in which two or more officials may blow their whistles at about the same time on a foul or violation.

**H. Dual Coverage:** Primary coverage areas on the floor where at least two officials have overlapping coverage responsibilities.

**I. Field of Vision:** An official's view that includes the location of your officiating partners, a sense of their area of primary and secondary coverage as well as the benches and scorer. All players should be observed at all times. While an official will certainly have primary focus on the competitive matchup in their primary area of coverage, the field of vision can and should be expanded to include general play of action areas when there is no competitive match up in an official's immediate primary.

**J. Fill:** The T moving to C position and finding a lane of vision to referee a competitive matchup.



**K. Heightened Awareness:** Being mindful of situations when players are most volatile and may engage in misconduct through contentious matchups, taunting, baiting, tempers flaring and non-basketball plays. Officials must observe players at all times (live and dead balls) and move closer to plays when opponents are in close proximity to one another. Inappropriate behaviors must not be ignored and must be assessed the proper penalty to avoid further escalation.

**L. Help Calls:** Providing information to a crew member so that they may make the correct call.

**M. Home Positions:** the proper starting position for each official when the ball is in the frontcourt.

**1. Trail (T):** At the 28-foot line and one to two steps off the sideline.

**2. Center (C):** Straddling the free-throw line extended and one to two steps off the sideline.

**3. Lead (L):**

**a. Wide-Angle Position:** The position of the L official on the end line that is on the strong side two to three steps

inside the three-point arc line extended off the court mirroring the ball; one to two steps off the end line.

**b. Close-Down Position:** The position of the L official on the end line that is one step outside the lane line extended off the court; one to two steps off the end line.

**c. Pinch the Paint:** The position of the L official on the end line that is at the lane-line extended or one to two steps in the lane off the court, one to two steps off the end line.

**N. Lock Down:** When the game clock or shot clock is near five seconds, the L will not rotate.

**O. Mirroring the Ball:** The position of the L moving along the end line, one step wider than the position of the ball to maintain an open angle to referee the defense. Generally, while mirroring the ball the L should not go beyond the wide-angle position.



**P. Open Angle:** An official's position adjustment that prevents being straightlined or stacked, thereby creating an open angle to officiate in primary/secondary coverage areas.

**Q. Pass and Crash:** A play in which an offensive player passes the ball and **immediately** crashes into a defender.

**R. Point of Interruption (POI):** Point of interruption is the point in the game in which a stoppage of play occurs. The point of interruption is based on both the location of the ball and the team in control. It is used to determine where to resume play for numerous situations defined in the rule book.

**S. Position Adjustment:** An official's movement to create or maintain open angles of the action area in their primary coverage area(s) based on player and/or ball movement.

**T. Primary Coverage:** The location on the court as designated by existing mechanics standards for which each official is responsible. Officials shall make quality position adjustments

to officiate fouls, violations and penalties, which may occur in the action area in their primary.

**U. RSBQ:** Abbreviation for rhythm, speed, balance and quickness. This term is used as one of the criteria for judging contact by opponents.

**V. Secondary Coverage:** The extension of an official's coverage area (when there is no action area in that official's primary) into another official's primary coverage area to assist on an obvious foul or violation that was not addressed by the primary official.

**W. Set the Tempo/Tone:** The crew will set and maintain the tempo/tone of the game with quality foul and violation calls by following the NCAA guidelines discussed in the pregame regarding points of emphasis and court coverage.



**X. Strong side:** Officiating by the L and the T on the same side of the court that the ball is located. Rotation of the L plays a critical role in establishing strong side officiating.

**Y. Switch:** Dead-ball movement of officials to new positions after a foul or violation is called.

**Z. Team Officiating:** The crew's approach to work together as a team with an emphasis on (1) refereeing plays in one's primary and (2), assisting in secondary areas of coverage, with a common goal of getting the play right, without focus on any individual performance.

**AA. Weak side:** The side of the basket which is opposite the strong side is referred to as the weak side.

# Part 3 Game Procedures

**3.1 Pregame**
**3.2 Putting the Ball in Play**
**3.3 Court Coverage**
**3.4 Stoppage in Play**
**3.5 Communication**
**3.6 Game Management/Awareness**
**3.7 Starting/Ending a Quarter/Game Overtime**

# 3.1 Pregame

## 3.1.1 Arrival At Game Site

**A.** Officials should arrive at least 90 minutes in advance of the game time or in accordance with conference policy.

**B.** If an institutional representative has not met you at the door, immediately notify game management of your arrival.

**C.** If a pregame timing sheet is not made available, the officials shall request one.

**D.** Determine if a replay system is present. If so, incorporate Appendix 4.7 into your pregame discussions/meetings.

**E.** Officials are not to engage in conversations with the media (except D above) prior to, during or after the game. Adhere to conference or institutional policies regarding media communications.

**F.** Conduct before, during and after the game should always be dignified, businesslike and professional.

## 3.1.2 Officials' Pregame Conference

### A. Pregame Conference

**1.** The pregame conference will be conducted by the R with input from the U1 and U2. The referee is responsible for conducting the meeting in a private and secure location.

The NCAA pregame outline can be found in Appendix 4.3.

## 3.1.3 Table-Crew Conference

**A.** It is imperative that the officials have a pregame conference with the table crew. The R will conduct the pregame with input from the U1 and U2. The table crew should know that they play an integral role for insuring that the game is administered correctly. If any situations or problems should arise during the game, they need to let the officials know at the first dead ball so that those issues can be resolved as soon as possible.

**B.** The pregame conference should be held at a mutually agreeable time and location when the table-crew has arrived on-site. Ideally, this conference will occur prior to the 15-minute mark on the pre-game clock. Ample time should be allowed to cover new rules and other pertinent game information.

If applicable, the timeout coordinator (TOC) shall attend this meeting and coordinate a conference with the R and the television producer. When precision timing/replay is used during the game, discuss with the timer/replay technician the proper operation of the equipment.

A sample pregame conference with the table-crew members can be found in Appendix 4.5.

## 3.1.4 On Court

### A. Arrival on the Playing Court

**1.** Officials will always be aware of the time prior to game time. The fact that officials are not notified by the timer/ designee, game management personnel or security escort is not a valid excuse for being late.

**2.** At least one official shall arrive on the floor 15 minutes before the start of the game. It is recommended that all officials arrive on the floor at the same time to enhance crew unity. Officials must adhere to the following procedures:

**a.** Pregame: At least one official shall arrive on the floor 15 minutes before the start of the game and at least one official must remain on the floor once jurisdiction begins as long as there is a team member (bench personnel who are in uniform and eligible to become a player) on the court. Regardless of whether team members are present, all officials are to return to the court with three minutes remaining on the game clock.

**b.** Intermission: At least one official must be on the floor when team members (bench personnel who are in uniform and eligible to become a player) are on the floor. Regardless of whether team members are present, all officials are to return to the court with three minutes remaining on the game clock. Note 1: Playing rules do not specify which official must remain on the floor, nor do they prohibit officials from alternating during pregame and intermission. Note 2: It is recommended that all officials remain on the floor to enhance crew unity.

### B. Position On Court

Upon entering the playing floor, officials will be positioned as follows:

**1.** The R stands at the division line across the court opposite the table.

2. The U1 stands at the 28-foot line opposite the table to observe the home team warmup. The U1 will count the number of players on the home team and inform the R. They will also inspect uniforms, equipment and check for jewelry of the home team and inform the R of any issues.

3. The U2 stands at the 28-foot line opposite the table to observe the visiting team warmup. The U2 will count the number of players on the visiting team and inform the R. They will also inspect uniforms, equipment and check for jewelry of the visiting team and inform the R of any issues.

4. Officials are required (see A.R. 2-5) to inform the head coach (or an assistant if the head coach is not present) of any issues with compliance to uniform/jewelry/ supplemental apparel matters.

**5.** Officials are permitted to stretch/run on the court when done in a professional manner. Officials are never to prop their feet/legs on the scorers tables or chairs surrounding the court.



**C. Captains' Meeting**

The R will conduct the captains' meeting at center court immediately after the umpires perform their duties above (approximately 14:30 on clock). The captains' meeting will be for introductions, to identify the speaking captains from each team, give a brief explanation, answer any questions and visibly inspect the legality of the uniforms.

**D. Officiating Duties**

**1.** The R will inspect the court and all facility equipment. Court markings, court decals and bench areas should be evaluated upon arrival at the facility. **Note:** That includes making sure the court area is free from obstructions, there is a properly marked restraining line and the center circle and division line are clearly marked. If not, the R will have game management mark the coaching boxes and division line with strips of tape two-inches wide.

**2.** Following the captain's meeting, the U1 and U2 will return to the side of the court farthest from the benches to observe

the teams. The R will verify with the scorer that both teams supplied the names and numbers of team members who may play and starters by the 10-minute mark. The R may request each team to review and sign off on the information with the scorekeeper in the scorebook. The R will also select a legal game ball and a backup game ball, confirming the size, checking air pressure and verifying that all timing devices, scoreboards, possession indicator and replay equipment function properly.

**3.** When the R has verified that the line-ups and starters have been submitted before the 10:00 mark and there are no team members present, the officials may exit to the locker room. When there are team members present on the court, one official must remain on the court. Officials may take this opportunity to stretch and warmup. If jackets are worn, officials will leave their jackets in the locker room at this time.

**Note:** When using timing equipment, all officials must verify their whistle stops the clock; and when you press the belt-pack button, the clock restarts.

**4.** Regardless of whether team members are present, the officials will return to the court with three minutes remaining on the game clock and assume their pregame positions.

**5.** With 1:30 remaining on the game clock, officials will go to the visiting team head coach and then to the home team head coach to introduce themselves. This introduction should be brief and professional.

**6.** The officials will then proceed to the scorer's table and assume the pregame positions facing the court off the floor while lineups are announced. There will be no player interaction with officials during introductions. If on the court when the National Anthem is played, the crew may decide on a uniform stance.

**7.** During media games, the R will inform the coaches if there is one minute or more before tip-off. When the timeout coordinator gives the signal, officials will assume their jump-ball positions to start the game.

# 3.2 Putting the Ball in Play

## 3.2.1 Jump Ball

**A.** The R will determine which member of the crew has the best jump ball toss and have that official administer the jump ball to start the game or overtime.

**B.** In non-media games, after the line-up has been announced, officials will immediately assume their jump-ball positions to start the game. In media games, the officials go to their jump-ball positions on the court when the timeout coordinator gives them the signal.



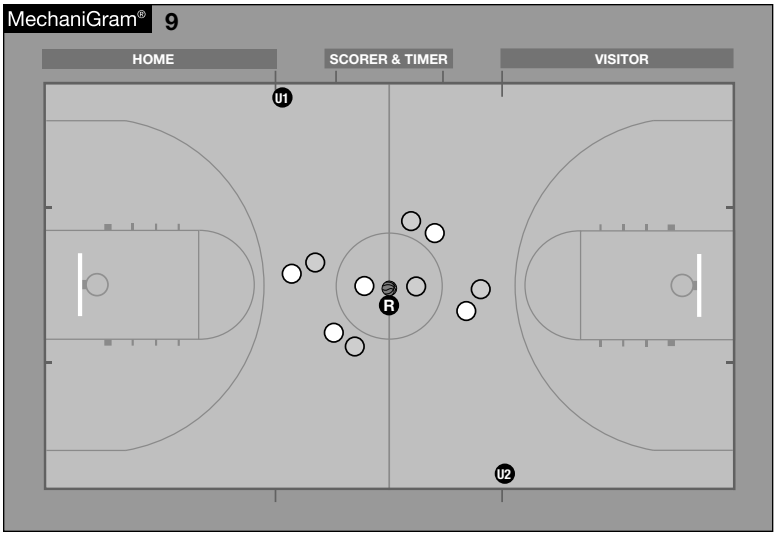
**C.** The official responsible for administering the jump ball will confirm the crew is ready, the captains are ready to play and the players are lined up properly for the jump ball. The official then gives a blast of the whistle to indicate the ball is about to be tossed.

**D.** The official responsible for tossing the ball to start the game should face the table and separate the jumpers. They must have room to get between the jumpers to make the toss. The toss should be high, at least rim height, straight and in one continuous motion. Do not back out, as you will have a tendency to pull the ball toward you, producing a poor toss. After the jump ball, violations and personal fouls are secondary responsibilities.

**E.** The other crew members position themselves on the sidelines in the U1 and U2 positions. If the tapped ball is controlled by the team that is to the right of the U1 or U2, and stays in that team's frontcourt, that official will become the L official, with the other umpire becoming the C. The official that tossed the ball will move to T (MechaniGram 9).

**F.** Responsibilities of the Umpire 1:

**1.** Prior to the toss, take a position on the table side of the court 28′ from the end line to the tossing official's left.




**The administering official must check with partners prior to the toss.**



**2.** Judge the accuracy of the toss, legality of the tap and determine whether fouls and/or violations which occur on their side of the floor.

**3.** On a legal tap, signal the official timer to start the game clock.

**G.** Responsibilities of the Umpire 2:

**1.** Prior to the toss, take a position on the opposite side of the court from the U1, 28' from the end line to the tossing official's right.

**2.** Determine if any players enter the restraining circle prior to the ball being tapped and whether fouls and/or violations which occur on their side of the floor.

**H.** Officials will glance at the clocks to make sure they have started and at the arrow to make sure it is correct.

**I.** All officials are responsible for calling back a bad toss.

## 3.2.2 Throw-ins

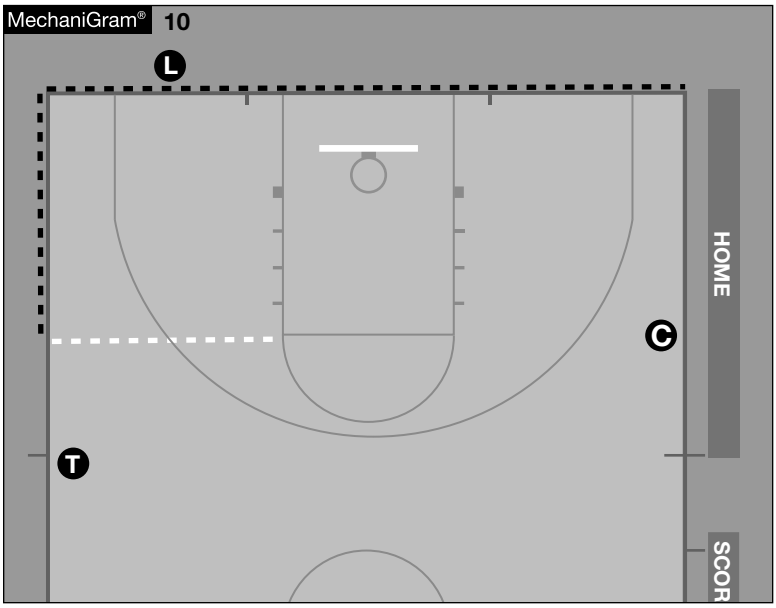
### A. Check the Floor Before Placing Ball At Thrower's Disposal

Officials must sweep the floor with their eyes before putting the ball at the disposal of the thrower-in. Making eye contact with partners, checking the table and the clocks, counting players and looking across the floor before putting the ball into play is critical. Sweeping the floor with your eyes will eliminate the possibility of putting the ball into play while substitutions are still taking place. Officials must be patient and look to see that play is ready to resume before they give the ball to the thrower-in.

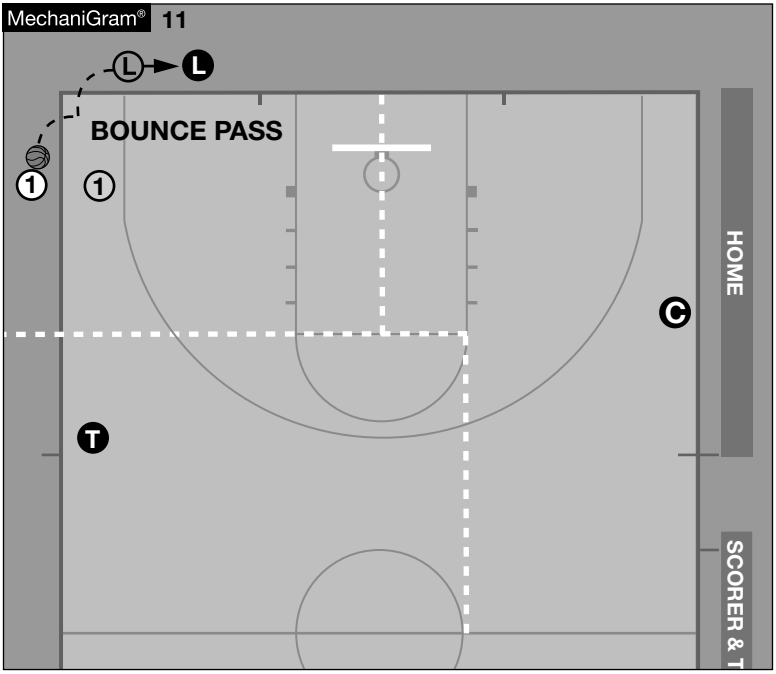
### B. Throw-in Coverage: Frontcourt Below the Free-Throw Line Extended

The L 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 L official: (MechaniGram 10):






**The L administers throw-ins below the free-throw line extended and along the endline.**




**1.** Sounds their whistle prior to administering the ball to the thrower along the frontcourt end line and administering the ball to the thrower along the sideline below the free-throw line extended. When the thrower muffs the handoff/bounce/toss, the throw-in should be re-administered (MechaniGram 11).

**2.** Start a visible five-second count at shoulder level, using the arm farther from the thrower-in.

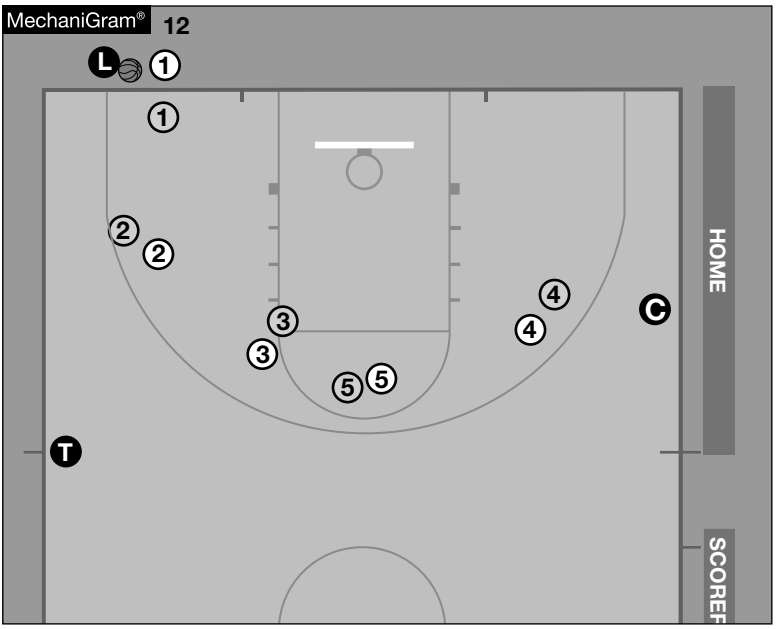
**3.** Use the counting hand to chop in time when the ball is legally touched by any player on the court.

**4.** Observe the game clock and shot clock to ensure they are properly started on a legal touch.

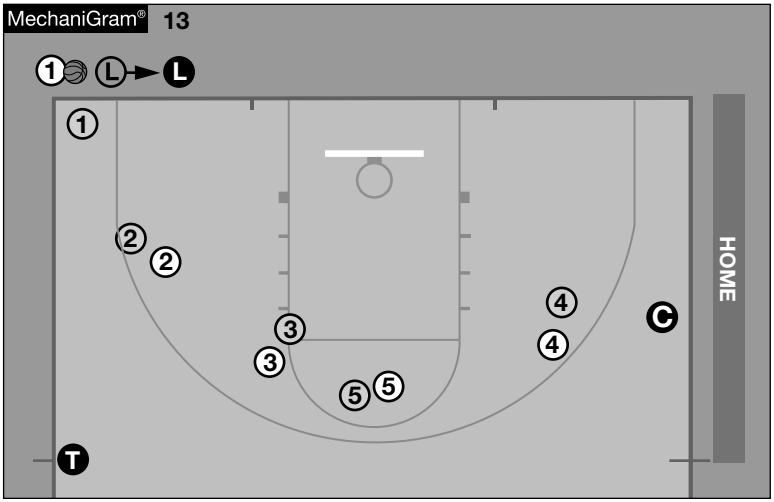
**5.** Yield to the T on sideline responsibilities. If help is needed, T looks to L and asks for help on who last touched the ball.

**6.** Position themself accordingly:

**a.** The L is on the outside between the player and the sideline if the throw-in spot is inside the three-point line (MechaniGram 12).

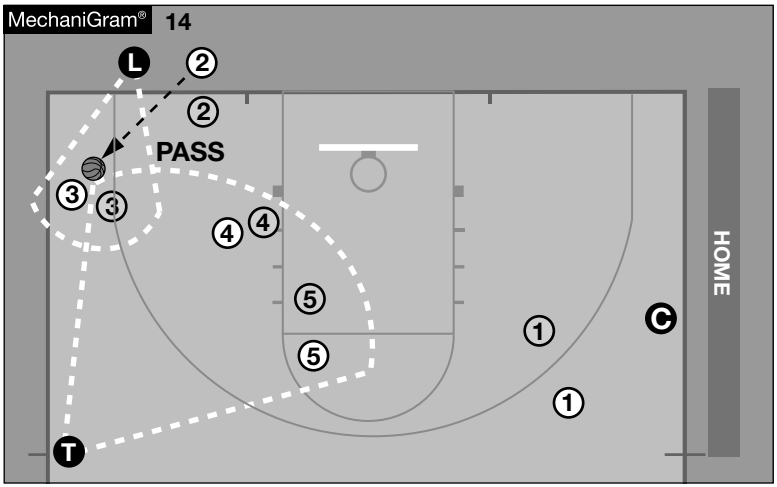



**b.** The L is on the inside between the player and the basket if the throw-in spot is outside the three-point line (MechaniGram 13).




### C. Chop in Time

**1**. The T will raise their arm to chop in time when the L blows the whistle to inbound the ball. Be sure to keep an open view to see the legal touch and observe players in your coverage area (MechaniGram 14).




**The T chops in time when the throw-in is in the L's coverage area.**

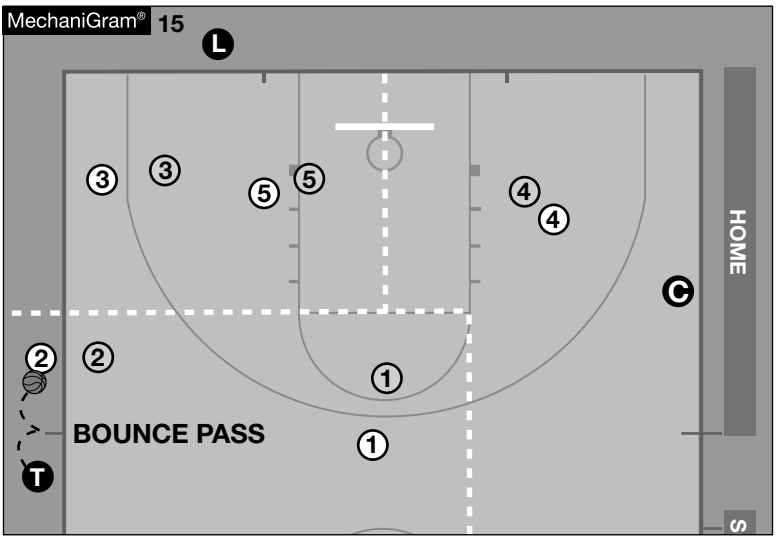
**2.** If the ball is passed into T's primary, the T will look directly at the legal touch and chop in time. If the ball is passed into L's primary, T should be able to see either the L chopping in the time or the touch peripherally and chop in time. The T and C officials will observe all players who are not involved in the throw-in and within the area nearest to them.

The T and C will observe the game clock and shot clock to ensure they are properly started on a legal touch.

**D. Throw-in Coverage: Frontcourt: Above Free-Throw Line Extended**

The T official will administer all throw-ins on the sideline, above the free-throw line extended.
The T official will:

**1.** Administer the ball by bouncing or tossing the ball to the thrower (MechaniGram 15).




**2.** Start a visible five-second count at shoulder level, using the arm farther from the thrower.

**3.** Use the counting hand to chop in time when the ball is legally touched by any player on the court. The L and C officials will observe all players not involved in the throw-in and who are within the area nearest to them. All officials will observe the game clock and shot clock to ensure they are properly started on a legal touch.

**E. Throw-in Coverage: Backcourt**

**1.** The T official will handle all throw-ins in the backcourt. They will:

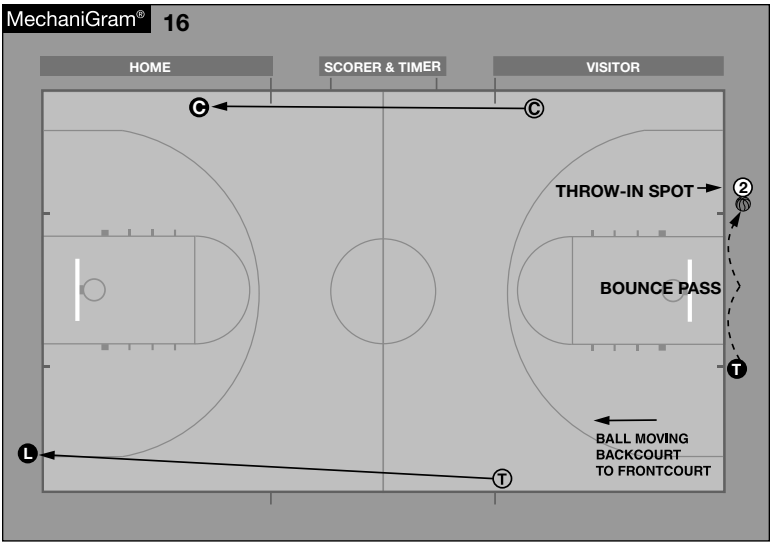
**a.** Bounce or toss the ball to the thrower.

**b.** Start a visible five-second count at shoulder level, using the arm farther from the thrower.

**c.** Use the counting hand to chop in time when the ball is legally touched by any player on the court. Observe the game clock and shot clock to ensure they are properly started on a legal touch.

**2.** When the ball is put into play on the end line in the backcourt, the T official will stay out of bounds until the ball is inbounded.

**3.** If the T is the administering official on the opposite side of the lane from the thrower-in, the T bounces the ball across the lane to the thrower-in, even if defensive pressure is applied (MechaniGram 16). **Exceptions:** If the throw-in is outside the arc on the far side, balance the court.



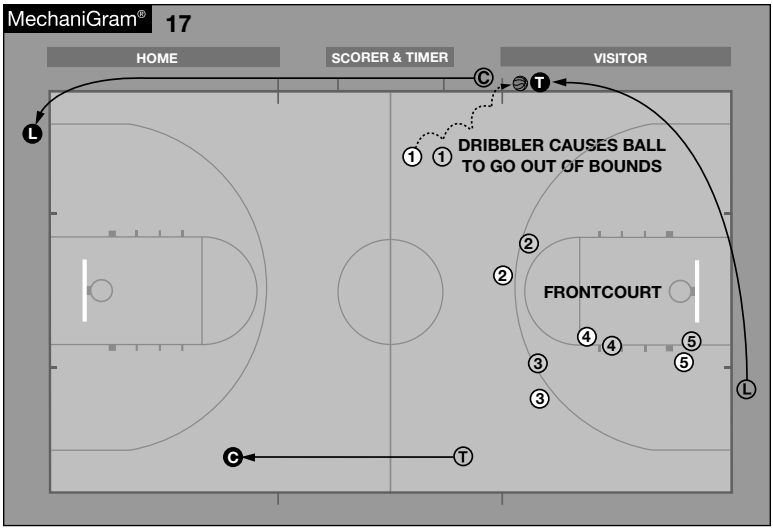


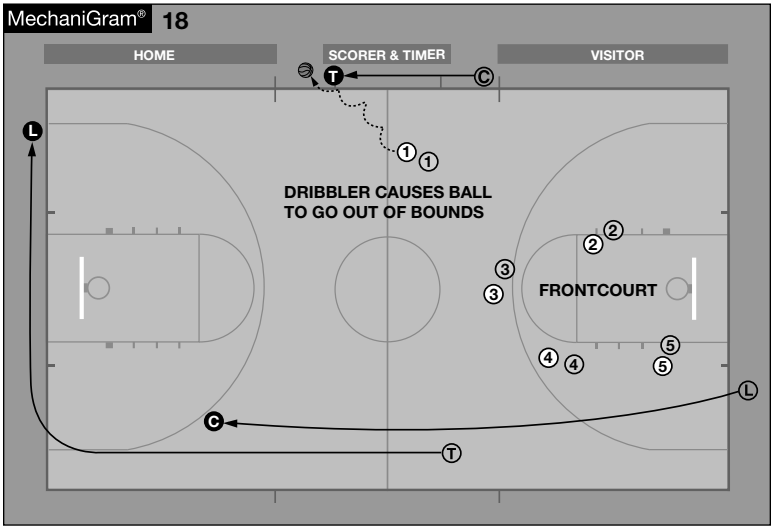

**F. Frontcourt to Backcourt: Center's Sideline**

**1.** As the C official, when an out-of-bounds violation occurs on your boundary line, signal the direction then point to the spot for the throw-in.

**2.** If the ball goes out of bounds in the frontcourt and there is a change of possession, sprint downcourt to become the new L official (bump and run). If you were the L before the change of possession, eye the C's signal, move toward the throw-in spot and administer. The old L is now the new T. The old T becomes the new C (MechaniGram 17).

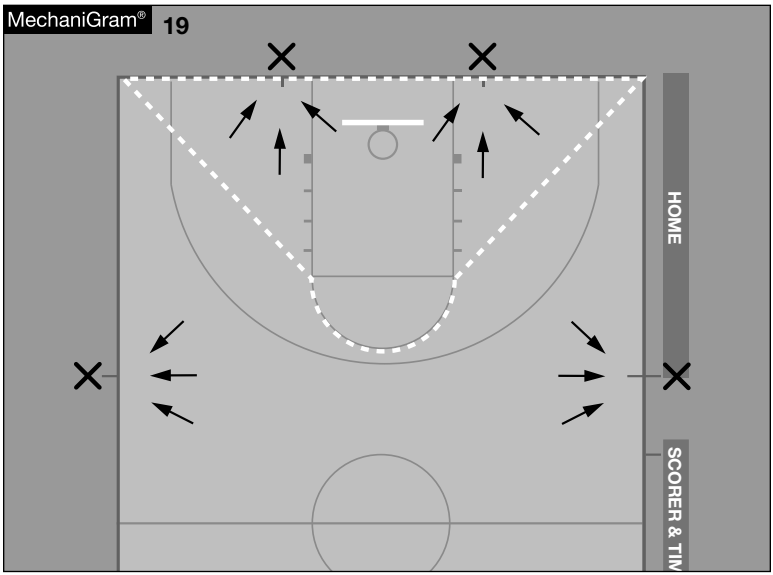
**3.** If the ball goes out of bounds in the backcourt (MechaniGram 18), the C will slide downcourt to administer the throw-in and become the new T. The old T will move to become the new L and the old L will move downcourt to become the new C.


MechaniGram® 17
HOME
SCORER & TIMER
VISITOR
DRIBBLER CAUSES BALL
TO GO OUT OF BOUNDS
FRONTCOURT

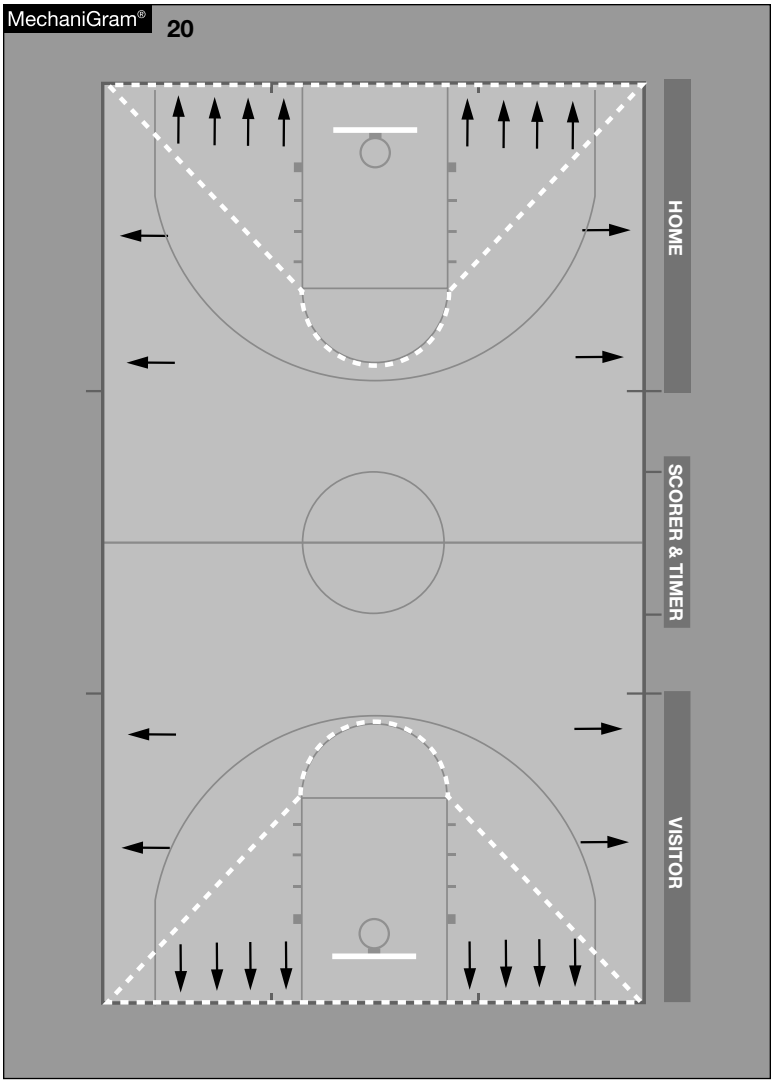

MechaniGram® 18
HOME
SCORER & TIMER
VISITOR
DRIBBLER CAUSES BALL
TO GO OUT OF BOUNDS
FRONTCOURT

## G. Throw-in Spot

If there is a designated throw-in spot after a single personal foul by the defense prior to the bonus or an intentionally kicked/fisted ball violation by the defense in the offensive team's frontcourt, the throw-in spot will be at the nearest of the four designated spots (MechaniGram 19). When this type of foul or violation occurs inside the dotted line, the throw-in spot will be the nearest tick mark. When the foul or violation occurs outside the dotted line, the throw-in spot will be the nearest 28-foot mark.




CORRECTED 10/1/2026






For all other personal fouls or violations, the designated spot will be at the out-of-bounds spot nearest to where the foul or violation occurred (MechaniGram 20).

Give the designated-spot signal when necessary, as seen in the signals section of the book (Appendix 4.9). In addition, verbally indicate that it is a designated-spot throw-in.

1. Officials must be accurate in designating the throw-in spot as to whether it is a sideline or end line spot.

2. See MechaniGram 20 to know where the nearest spot for the throw-in will be when a foul or violation occurs.

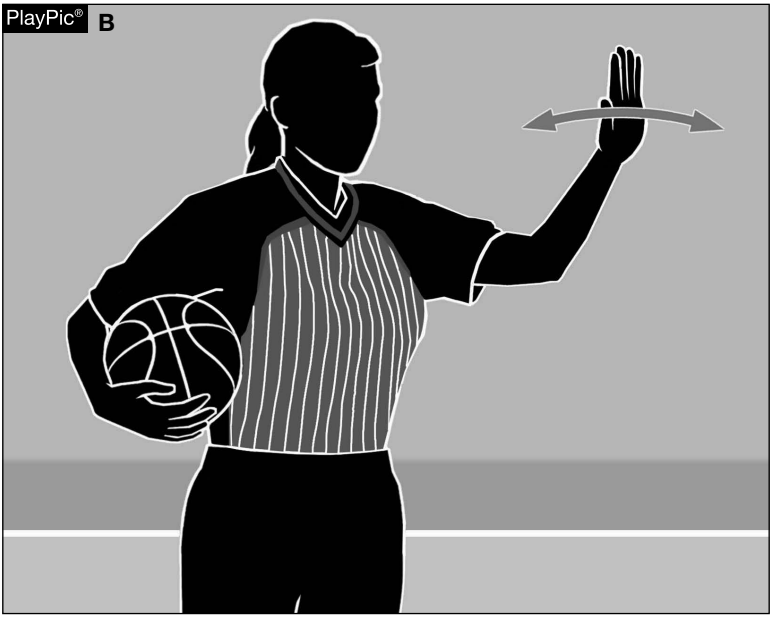
3. The three-point arc is not used to determine the nearest spot.

4. Officials must adhere to the guidelines in 3.4.3 so that teams know where the throw-in will be following a timeout.

Be exact with throw-in spots. The spot can dramatically impact the type of offensive or defensive set.



When running the end line is allowed, give the proper visible signal and inform the players (PlayPic B).




**Running the End Line**

## 3.2.3 Free Throws

### A. General Free-Throw Administration

**1.** For media games, when a foul is called at one of the specified times for a media timeout and a free throw(s) is/are to be awarded, the calling official will ensure the proper shooter is identified and then allow the teams to go to their respective benches for the media timeout. See section 3.4.3 for proper timeout positions.

**2.** On all free throws that are awarded, officials need to confirm that the proper free-throw shooter is on the line.

**3.** Each official must visually confirm with one another the number of free throws to be attempted. That is especially important between the T and the L.

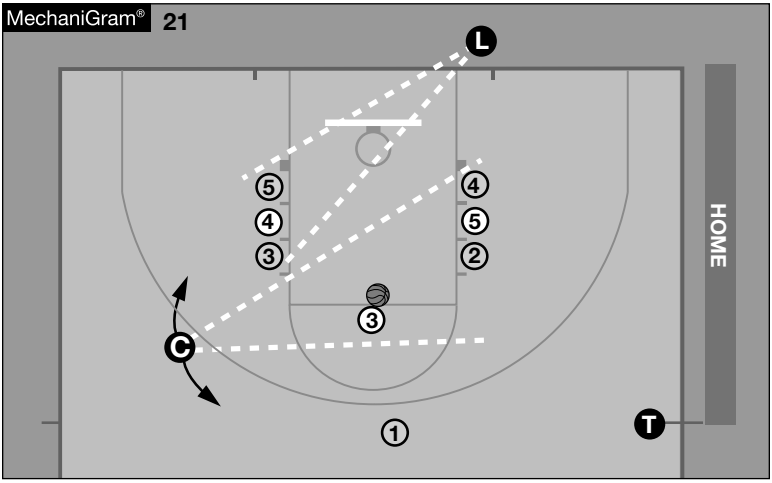
**4.** After calling a foul and reporting it to the scorer's table, the table side T shall verbally and visually indicate the number of free throws to both partners, who then mirror the signal. That communication must be done before any dialogue begins with a coach.

**5.** The L will not administer any free throws before visual communication is confirmed from the T.

**B. Free-Throw Responsibilities**

**1.** The L official is responsible for all spaces opposite them.

**2.** The C official is responsible for players in all lane spaces opposite them and the shooter. The C official assumes a "home" position, but steps toward the shooter to obtain an open look to referee the players that the C is responsible for (MechaniGram 21).




**3.** The T official is responsible for players outside the three-point line and moves where necessary to officiate the competitive match-up(s) in the backcourt. This movement may range from observing them using peripheral vision, minimal adjustment to the backcourt or positioning close to the competitive match-up. Go where you need to go to see the play.

REMINDER: L,C,T MUST HAVE THE WHISTLE IN THEIR MOUTH WHEN THE BALL IS LIVE DURING ALL FREE THROW ATTEMPTS.

**4.** Lead Official

**a.** Secure the ball to expedite administering the free throw.

**b**. Both partners receive eye contact from the T official who

will also give a verbal and visual signal to indicate the number of shots to be administered.

**c.** See that the correct player attempts the free throw(s). If multiple fouls have been called, be sure they are administered in the correct order.

**d.** Step into the free-throw lane to see that the lanes are properly occupied.

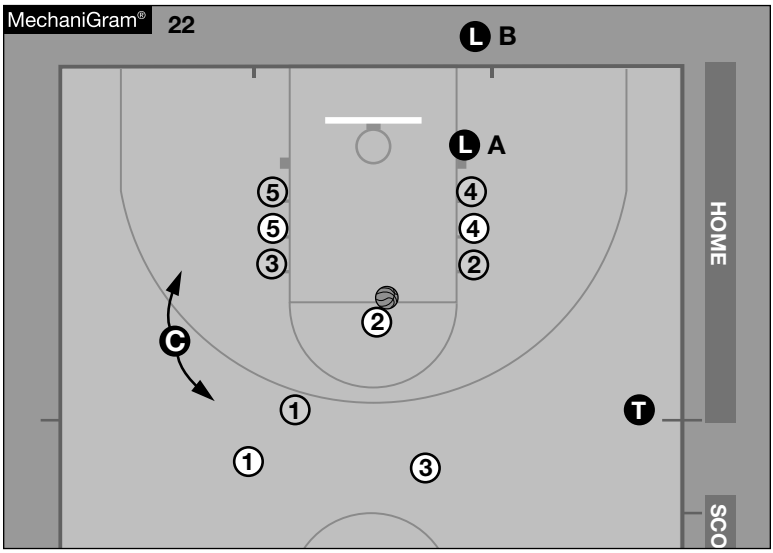
**e.** Inform players of the number of free throws to be attempted, both verbally and by a one-hand signal. Those signals should be given at chest level.

**f.** Take a final look at the scorer's table.

**g.** Bounce the ball to the free thrower or put it at their disposal.

**h.** Take a position next to the player in the first lane space on the first of two and the first two of three free throws. Be responsible for opposite lane space activity. (MechaniGram 22 Position A).






**Position A is for the first of two or first two of three free throws. Position B is for a last free throw.**

i. On the last free throw adjust to a close-down position off the court to observe violations and/or fouls before, during and after the shot on possible rebound situations (MechaniGram 22 Position B).

**j.** After the last free throw is released, visually release the opposite lane line and pick up primary area coverage and normal rebounding responsibility.

**5. Center Official**

**a.** Adjust position to see the opposite lane spaces for violations and/or fouls and be in position to see the free-throw shooter, flight of the ball and the rebound. (A few steps off the sideline toward the lane, in between the free-throw line and below the apex of the arc.) Go where you need to go to referee the opposite lane space activity and the free-throw shooter.



**b.** Make eye contact with the L official and give a visual signal to indicate the number of shots to be administered.

**c.** Signal the number of free throws prior to the L's administration of each free throw(s).

**d.** Silently and visibly count to enforce the 10-second rule.

**e.** If the ball is to remain in play if missed after the free throw is released, raise hand and step down toward the end line and chop to start the clock when the ball is legally touched.

**f.** After free throw is released, assume primary area coverage and normal rebounding responsibility. Make sure an open angle is maintained to get the best position for weak-side and perimeter rebounding.

**6. Trail Official**

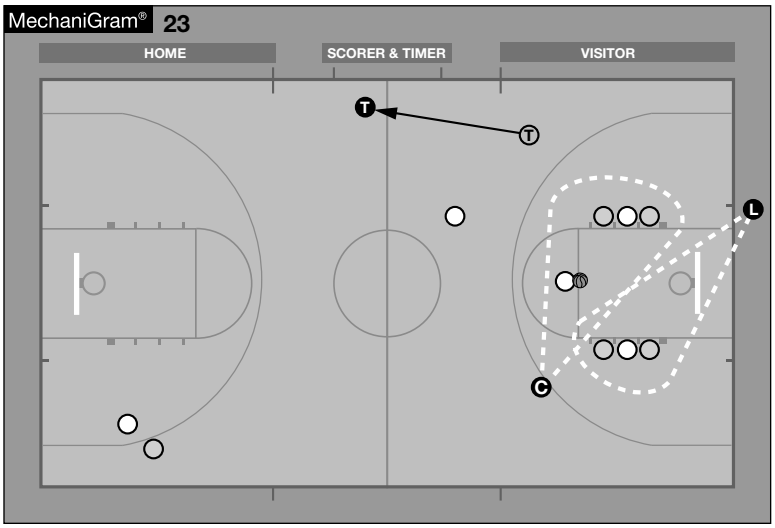
**a.** Make eye contact with the L official and verbally and visually indicate the number of shots to be administered.

**b.** See that the correct player attempts the free throw(s), the correct order of administration if multiple fouls have been called and the flight of the ball.

**c.** Take normal T position near the 28-foot line on all free throws. If there are opposing players in the backcourt, the T will adjust movement if needed. When needed means when there are opponents who present competitive matchups in the backcourt. The position adjustment could be none at all and just opening up to observe peripherally or physically moving to the midcourt line (as shown in MechaniGram 23) or even further.

**d.** Assist with free-throw violations and/or fouls and all lane activity.

**e.** Observe that players behind the three-point arc do not break the plane until the ball hits the ring, flange or backboard. Those players have the same restrictions as the shooter.



**f.** Step down toward the end line on the shot release to officiate primary area coverage and normal rebounding activity.

**C. Following Free-Throw Attempt(s)**

**1.** When the defensive team gets ball:

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

**b.** When transitioning from one end of the court to the other, officials should never turn their back on the players. Be aware of opposing players in the backcourt.

**c.** The L becomes T after determining sideline responsibility and moves along the sideline while covering backcourt play.

**d.** The C takes normal position.

## 3.2.4 Resumption-of-Play Procedure

**A.** Resumption of Play (ROP) is the method of putting the ball in play by placing it at the disposal of a player. This procedure is in effect for the entire game except to start the second half or any overtime. A warning is required before using the resumption-of-play procedure following the final horn to end a timeout or the intermission following the first or third quarters.

**B.** When either team is not ready to play when the second horn sounds to end a timeout or intermission following the first or third quarters, a resumption-of-play warning shall be issued to that team and recorded in the scorebook for the first offense (as in 3.5.2.B). The warning is administered as follows:

**1.** The administering official shall blow the whistle.

**2.** The administering official shall verbalize that a ROP warning is being issued to the specific team.

**3.** The closest official shall inform the head coach and the official scorer that a warning has been issued.

**C.** After a team has received a ROP warning and is moving slowly toward the resumption area or making NO movement whatsoever to resume play, the following resumption-of-play procedure will be administered. The administering official adheres to the following, slowly and deliberately:

**1.** Make good eye contact with your partners.

**2.** Give a long, sharp blast of the whistle to indicate play is about to begin.

**3.** Verbally indicate the color of the team awarded the ball.

**4.** Signal the direction of the team awarded the ball.

**5.** Put the ball at the disposal of the thrower (put the ball on the floor if the offensive team is delaying or give the ball to the thrower if the defense is delaying).

**Note:** Teams tend to move a bit faster when the administering official performs the actions that precede putting the ball at a player's disposal. Be patient and deliberate when the situation would give the offensive team the ball with no team to defend.

**D.** When play is delayed after a timeout due to chairs or water being on the floor, the resumption-of-play procedure is not used for safety reasons. When that occurs, the team is assessed a delay-of-game warning (first offense), followed by a team technical foul (second offense).

# 3.3 Coverage Area

## 3.3.1 Coverage Area Principles

### A. On-the-Ball Coverage

**1.** The position of the ball dictates whether an official referees on the ball or off the ball.

**2.** An official will referee on the ball when the ball is in their primary area of responsibility. The official's overall vision of their primary area may be decreased considerably, since the official is directly responsible for the action immediately surrounding the ball when refereeing on the ball.

**3.** After locating the pivot foot of the player with the ball and when defensive pressure does not exist, the official will extend their view of the surrounding players to officiate further action. This allows the officials to view activity of more players.

**4.** The greater the number of players an official can see, the more effective and successful the official will become. To accomplish that, an official must utilize peripheral vision.

**5.** To ensure that all players are observed, officials must officiate the players who are in their respective areas of responsibility at all times. The primary official should have the only whistle when a foul/violation occurs in their primary. When the primary official does not have a whistle on a foul/violation that is obvious, then another official should have a cadence whistle and make the call in their secondary. The only time there should be a double whistle is when there is uncertainty as to whose primary the foul/violation occurred. A triple whistle may occur when there is shared coverage in the free-throw lane.

**6.** Frontcourt coverage on drives to the basket. On drives to the basket, a player may pass through multiple primary coverage areas which requires team officiating from the crew. The trail, center and lead need to recognize which defender they will be responsible to officiate. These can be dual coverage plays.

**a.** Drives originating from the C position to the basket:

**1.** The C is responsible for the primary defender. The C will have a primary whistle on plays involving the primary defender and will have a cadence whistle on the help defender. Position adjust to create the best angle possible to maintain an open look on the primary defender for block/charge or point-of-contact fouls.

**2.** Once the primary defender is beaten, the C will continue to officiate the beaten-primary defender from the backside to watch for trips, pushes, hits and swipes from behind (provided the matchup remains competitive).

**3.** The L will have primary coverage responsibilities for refereeing the help defender. The L will pinch the paint and pick up the A to B movement and restricted-area position involving any help defenders. The L will have primary whistle on plays involving the help defender and a cadence whistle on plays involving the primary defender.





NOTE: The L official, who has primary coverage responsibility, must first referee the legal guarding position of the defender.

**4**. The T should move one to two steps onto the floor and stay connected to the help defender, as often the T may have the only open look on the play. The T should have a cadence whistle when ASSISTING in this situation.

**b.** Drives originating from the T toward the L, the L is responsible for the play when the ball enters their primary area of responsibility. When there are multiple defenders, the T is responsible for the primary defender and the L is responsible for the help defender(s).

**c.** Drives originating from the T toward the C the C is responsible for the play when the ball enters their primary. When there are multiple defenders, the C will officiate the primary defender and the L will officiate the help defenders. These can be dual coverage plays.

**d.** When a dribble-drive play originates from the L's primary, the L will be responsible for primary coverage of the primary defender and the C and T official will share primary responsibility for help defenders based on who has an open look at the play.

**e.** When a player with the ball curls towards an official, that official may make the necessary call.

**B. Off-the-Ball Coverage**

**1.** The position of the ball dictates whether an official referees on the ball or off the ball.

**2.** An official must always attempt to be in a position where they can see all players who are not directly involved with play on the ball.

**3.** An official must know the position of the ball and the location of their partners at all times, without having to look directly at either of them. That is absolutely essential because it enables them to change floor coverage immediately when the ball enters their primary area of responsibility. To accomplish that, an official must utilize peripheral vision.

**4.** Officials in rotation must be aware of competitive match-ups while rotation is in progress. Be prepared to officiate your new area of responsibility.

**5.** It is important at areas of intersection to know when your partner assumes on- and off-ball responsibilities. Those areas of intersection occur between the T and C when the ball is above the free-throw lane line extended, between T and L when the ball is on strong side and between C and L when L completes a rotation. Non-verbal communication, eye contact and body language are key in recognizing when a partner assumes responsibility to accept a play. Pregame those concepts in detail.

**6.** There are situations when all officials may referee on the ball when coverage areas intersect.

## 3.3.2 Positioning, Coverage Areas and Rotations in the Frontcourt

### A. Lead's Frontcourt Positioning

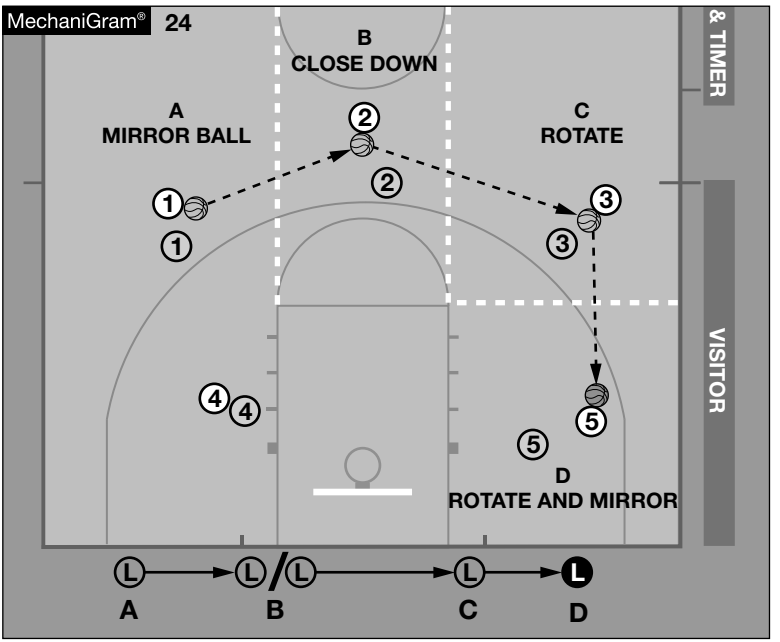
The court positioning of the L when the ball is in the frontcourt is determined by the position of the ball. There are three appropriate starting positions for the L on the endline: wide-angle position, close-down position and pinch-the-paint position.

1. When the L is strongside and the ball is wide, the L is to assume a wide-angle position (Position A in MechaniGram 24).

2. When the ball is in the middle of the court or on the C's side of the court, the L is to assume the close-down position or pinch-the-paint position (Position B in MechaniGram 24).

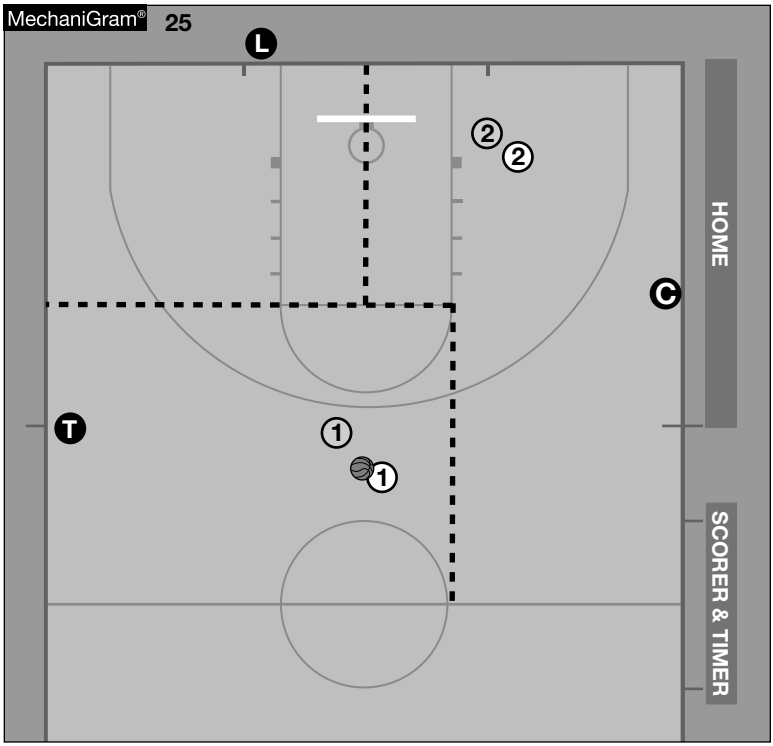
3. On a quick drive to the basket or a shot from the C side of the court, the L may assume a pinch-the-paint position.





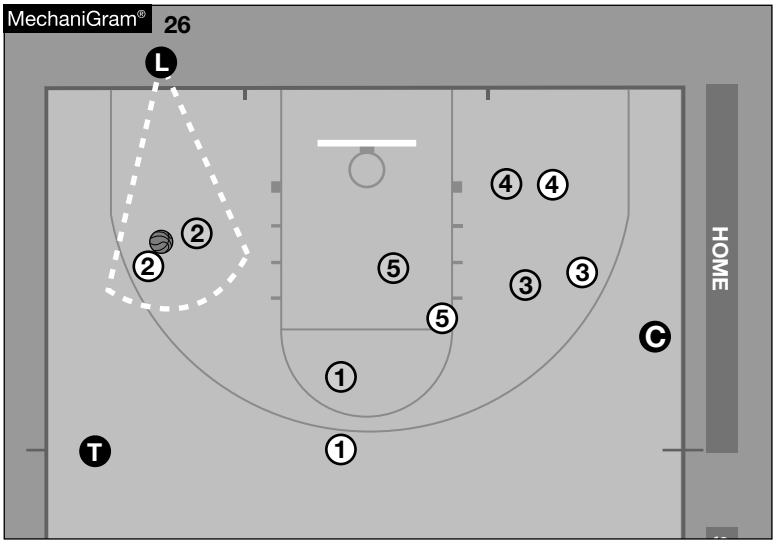
**B. Lead Court Coverage Area**

**1.** The primary coverage areas are shown in MechaniGram 25. The L and the T positions will normally referee all the play on the strongside in a halfcourt game. If the official has no competitive match-up in their primary area, they may extend to their secondary area to make an obvious call. The ball must be clearly below the free-throw line extended for the L to go on ball.

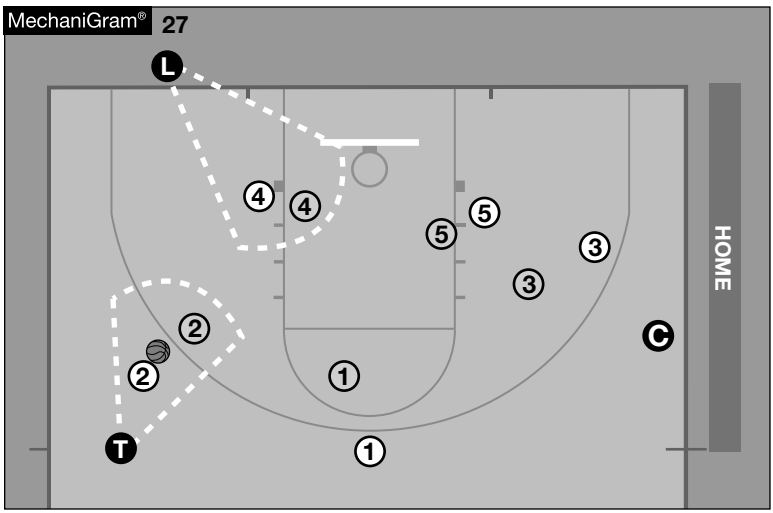



**2.** On drives down the lane and below the free-throw line, the L is responsible for the play in their primary coverage area all the way to the basket. The T and C must work for open looks on these types of plays and be prepared to referee/call the illegal infraction if needed. Be aware of what your partners can and cannot see.

**3.** With the ball clearly below the free-throw line extended, the location of the ball dictates L's coverage, since they must referee on the ball. Acquire an open look and make certain to observe the defensive player (MechaniGram 26).



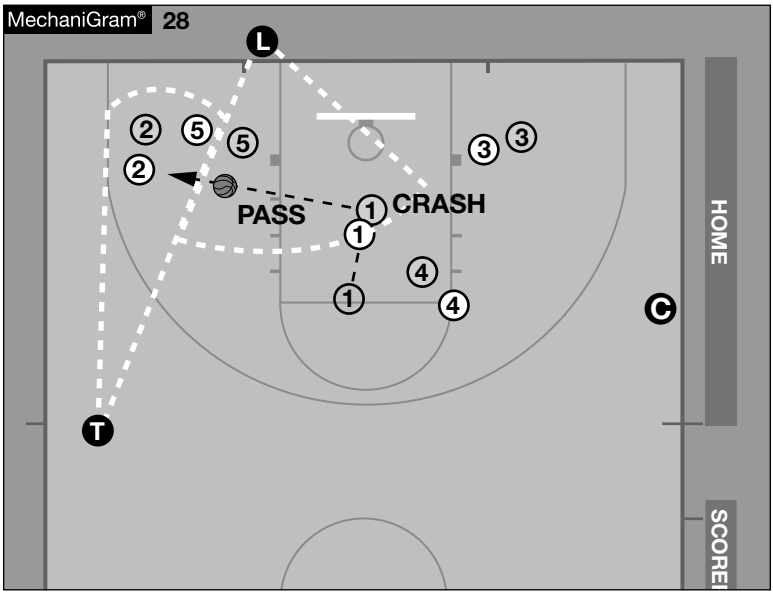

**4.** If the ball is at the free-throw line extended and there is a competitive match-up in or near the lane, the L will referee that competitive match-up (MechaniGram 27).



**Note:** The L tends to not be wide enough when refereeing strong side post play. The L needs to mirror the ball in the frontcourt and position adjust to have an open angle to referee the competitive matchup in the post.

**5.** The L should pick up any help defenders that set up for a potential crash situation on the drive to the basket.

**6.** On a strong side pass and crash play down the lane, the L is responsible to referee the defender and the T will pick up the ball (MechaniGram 28).




**7.** When the ball is above free-throw line extended and being officiated by T, L must referee competitive match-ups in the lane.

**C. Lead Rotation**

**1.** Once the L official assumes the wide-angle or close-down position, all guidelines of rotation will be followed until a new possession is obtained.

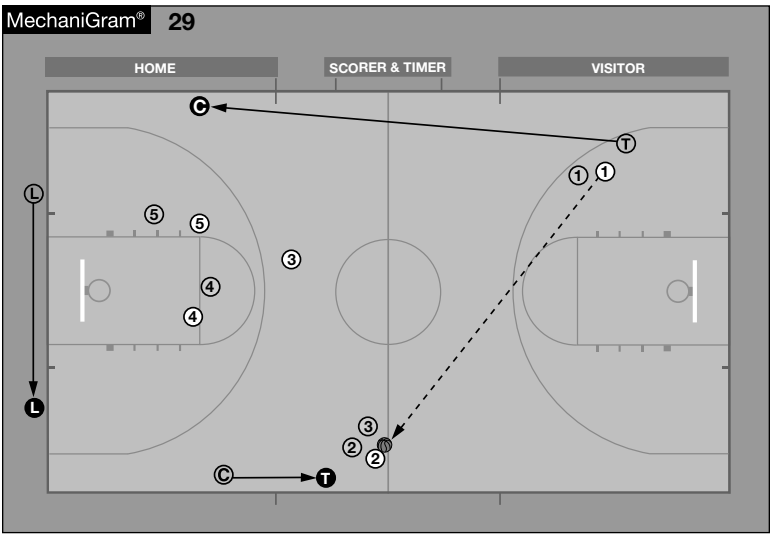
**2.** Rotation is dictated by the position of the ball and the

movement of the L official. Rotation normally will not commence until the ball crosses the division line, all officials are in the frontcourt and the ball is in the frontcourt near the C official.

**3.** Once the ball is nearer the lane line closest to the C official and the L determines a rotation is in order, the L will move laterally across the endline mirroring the ball, at an accelerated pace if necessary, while officiating any competitive match-up in the lane. While moving across, the L should only pick up play outside the lane, in their new area of responsibility, when there are no competitive match-ups in the lane.

**4.** When the ball is under pressure or trapped in the frontcourt near the division line on the C side, the L will initiate the rotation prior to the T being in the frontcourt. The C will not wait for the L to initiate the rotation, but will immediately recognize the trap or ball pressure at or near the division line and move up to referee the play. The T needs to move/fill to the frontcourt, find a lane of vision to referee competitive match-ups and assume the C position when this occurs (MechaniGram 29).

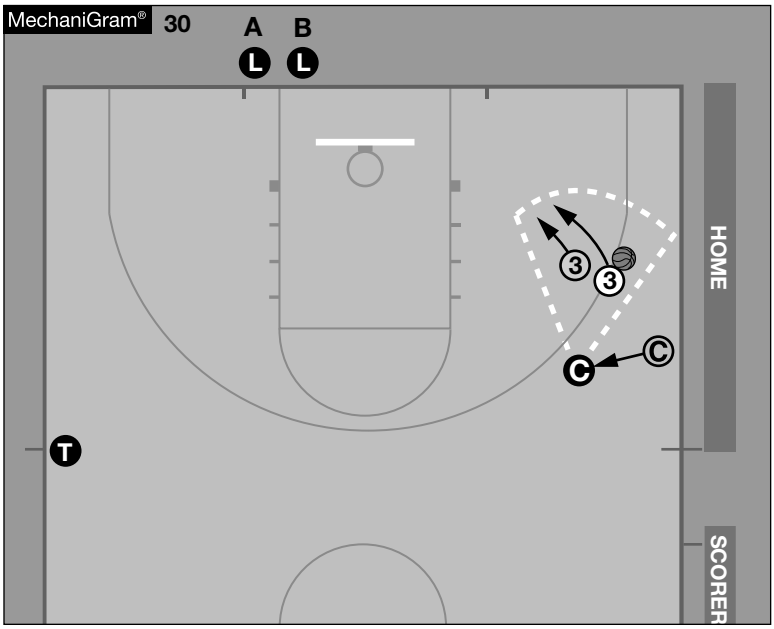




**5.** Once the L has crossed the far lane-line extended, the rotation is complete and the L has completed officiating competitive match ups in the lane during rotation, the L should attempt to pick up the on-ball action in their primary both inside and outside the lane and clearly below the free-throw line extended. The use of appropriate body language will now cue the T to pick up the action in the lane. The L and T must communicate with body language to know who is on the ball.

**6.** The L official will go no further than the wide-angle position except for a trap or ball pressure outside the three-point arc.

**7.** If the ball is passed around the perimeter above the free-throw line extended or a play starts on the C side before the L has rotated and it appears that the offensive player will immediately attempt a shot or execute a quick drive to the basket, the L will move to a close-down position (MechaniGram 30 Position A) or pinch the paint (MechaniGram 30 Position B), allowing the C to officiate their primary. The L will not complete the rotation.



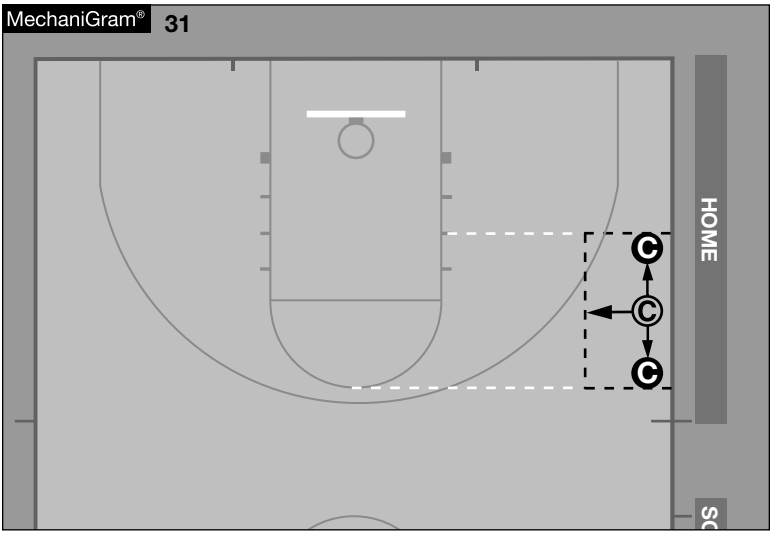
**8.** Anticipate the next pass while adjusting to the close-down or wide-angle positions.

**9.** When the game clock or shot clock is near five seconds, lock down, as the offense will aggressively look for a scoring opportunity.

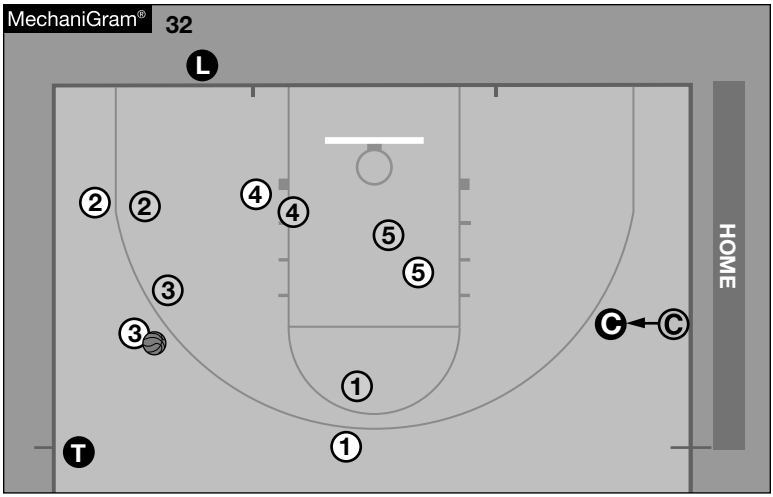
### D. Center Position

**1.** Take the home position standing on the court near the sideline. The C official can and should move to maintain an open angle. The C can step up toward the division line, down toward the endline, step onto the court or have no movement at all depending on the proximity and angle of the play. Find a lane of vision and maintain an open angle to referee competitive match-ups. The C's movement range is generally from the upper tip of the circle to the second lane space below the free-throw line and a few steps onto the court. However, the C should readjust back to the home position when possible (MechaniGram 31).






**2.** When the majority of the players are on the far side of the lane, the C may need to move one or two steps onto the court (MechaniGram 32).

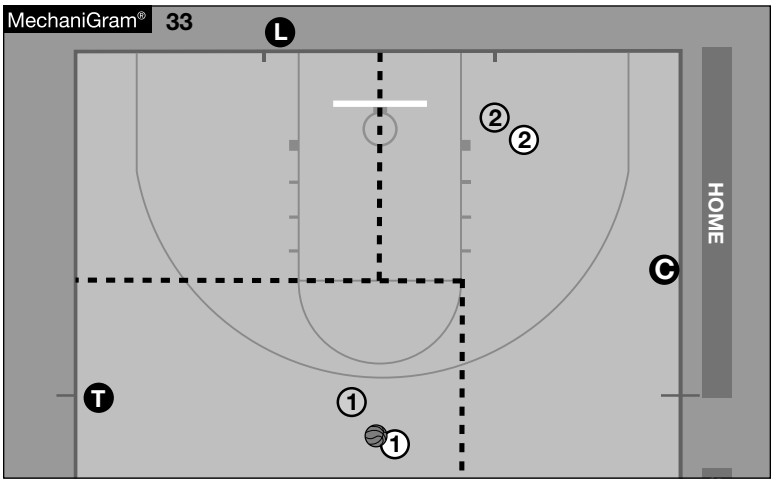



**E. Center Court Coverage Area**



1. The C's primary coverage area is shown in MechaniGram 33. If the official has no competitive match-up in their primary area, they may extend to their secondary area to make an obvious call. Exception, drives down the lane are the L's responsibility.

2. On the release of a try, the C should step down towards the endline to be in position to officiate weakside and perimeter rebounds.



**F. Center Rotation**

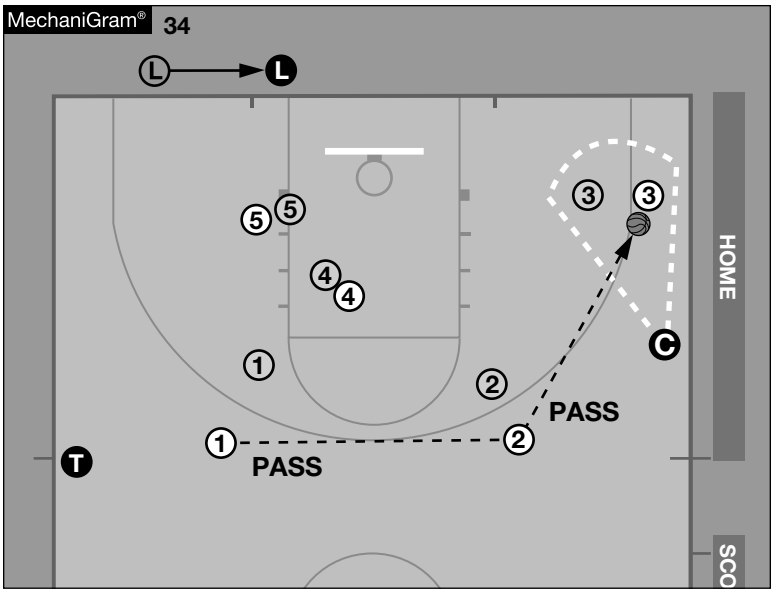
**1.** Once you determine you are in the C position, the guidelines for rotation will be followed until a new possession has occurred.

**2.** The position of the ball dictates where an official referees. Also, the movement of the official in the L position dictates when the official in the C position will rotate to the T position (MechaniGram 33).

**3.** When the ball is not in C's primary, the C official's primary responsibility is off-the-ball coverage until the ball clearly crosses the free-throw lane line nearest the C's position at which time the ball becomes the C's primary responsibility.

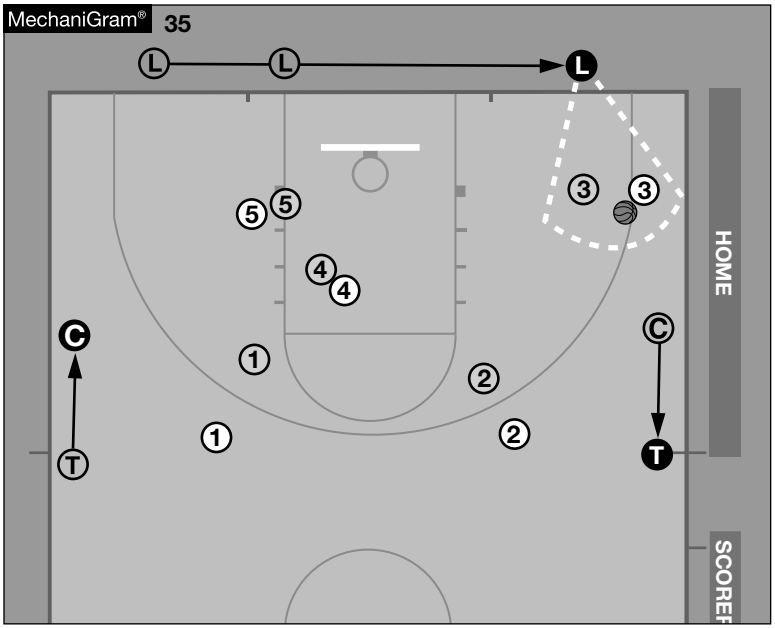
**4.** Referee all action when the ball is in the C's primary coverage area (MechaniGram 34).






**5.** The C could be officiating on the ball prior to any rotation for a brief period of time.

6. While refereeing on the ball and during a rotation, the C may need to pause while rotating to T in order to maintain a better lane of vision. Do not adjust to the T position until L's body language indicates acceptance of the play when the ball is in the L's primary. If you have an open look, there is no reason to rotate just position adjust. Complete the rotation when play permits (MechaniGram 35).




7. Prior to a completed rotation, when a quick pass or dribble results in the ball immediately going back across the free-throw lane line nearest the new C (old T), the ball will be picked up by that official. Your movement as the new T will be dependent on whether the L rotates again.

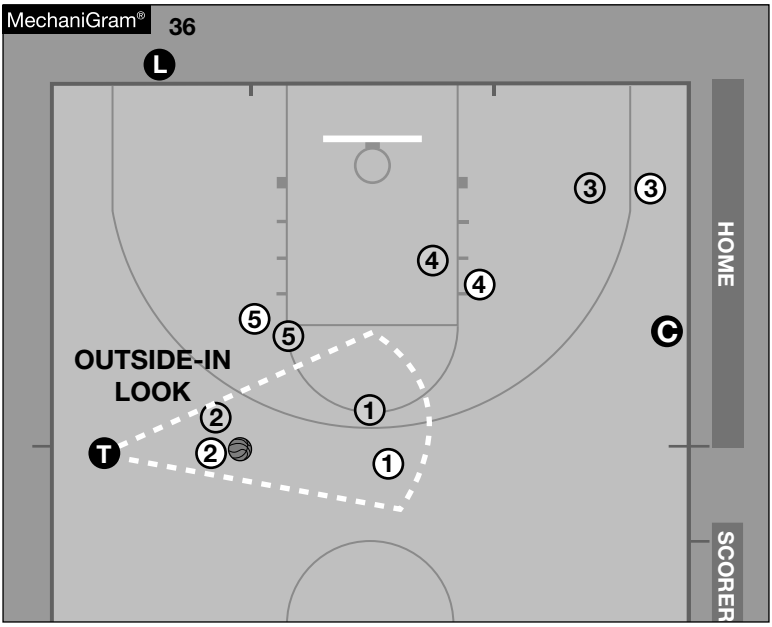
8. Do not ignore the ball when it is clearly in your primary even though a rotation may not have occurred.

9. When the game clock or shot clock is near five seconds, lock down, as the offense will aggressively look for a scoring opportunity.

**G. Trail Position**

**1.** The T's home position is at the 28-foot line one to two steps off the sideline. The officials in the T and L positions will normally referee all play in a halfcourt game on the strongside. With the ball in the frontcourt above the free-throw line extended and up to the opposite lane line extended to midcourt, the official in the T position is responsible for on-the-ball coverage.

**2.** The T will referee from the outside-in, assuming a position to the left/right of the ball whenever possible. Refereeing from the outside-in allows an official to see as many of the 10 players as possible while refereeing on the ball. It allows the official to dictate their angle instead of taking the angle given to them by the players (MechaniGram 36).




**3.** When there is defensive pressure on the perimeter, before the ball clearly crosses the lane line closest to the C, the T will step onto the court a few steps to get a better angle/open look on the play. Go where you need to go to see the

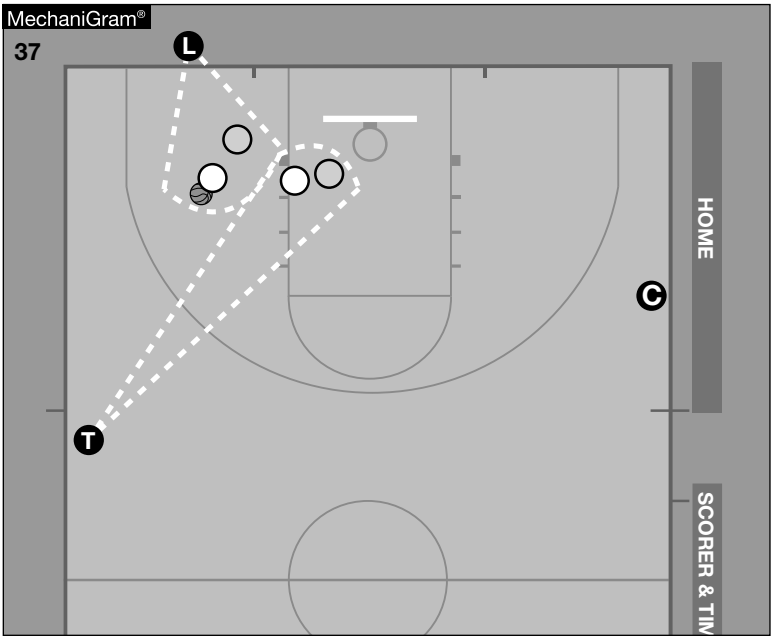
play, but be aware of passing lanes. Once that play is over, the T should re-adjust back to the home position. When the ball is near the sideline, the official will move onto the court and referee from the inside-out.

4. Anticipate when a player is preparing to attempt a field goal. Acquire a position to referee the defense and any illegal contact on the shooter as well as whether a two- or three-point shot was attempted.

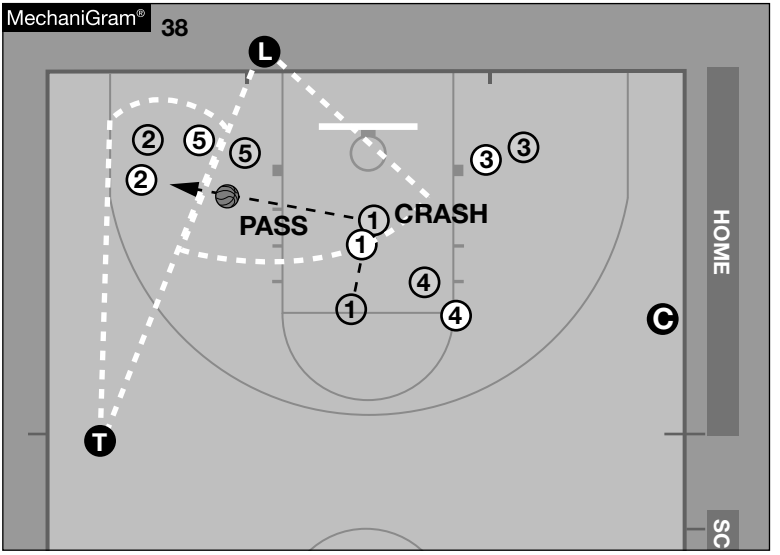
**H. Trail Court Coverage Area**

1. With the ball clearly below the free-throw line extended on a pass or a drive, the official in the T position is responsible for off-the-ball coverage in their area and may extend into the lane area. That includes low post play as well as screening/cutting plays in the lane, especially near the free-throw line (MechaniGram 37).





**2.** On a strong side pass and crash play down the lane, the T will be responsible for the ball. The L will referee the defender. (MechaniGram 38).






**I. Trail Rotation**

**1.** Maintain T responsibilities until the L official moves laterally to the opposite side of the floor and completes their rotation. When the L completes the rotation by crossing the opposite lane line extended and picks up the action in their new area, the T will rotate to the free-throw line extended and assume the C position (fill).

**2.** While rotation is in progress, find a lane of vision and be aware of competitive match-ups. In order to maintain a better lane of vision, the T may need to pause while rotating to C. Finish rotating when the play permits.

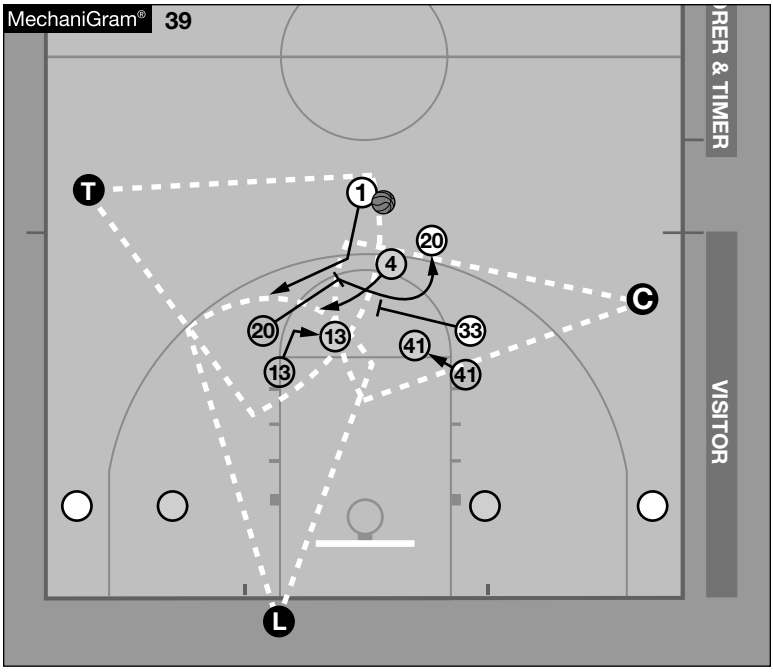
**3.** When the game clock or shot clock is near five seconds, lock down, as the offense will aggressively look for a scoring opportunity.

## J. Multiple Players in Screening Situations

**1.** In screening situations involving as many as four to six players at the elbow and free-throw line area, this is a two-official play that will need coverage by the T and the C officials.

**2.** The T official has the BHD (Ball Handler/Dribbler), their defender and the front side of the screener who is attempting to set a screen on the BHD. The C official visually picks up the second screener at the free-throw line area and stays with that player as they attempt to set a screen on a player who may be attempting to switch on the play. The L official with no competitive match-up in their primary area visually goes to the next action area and picks up the backside of the screener on the strong side (MechaniGram 39).

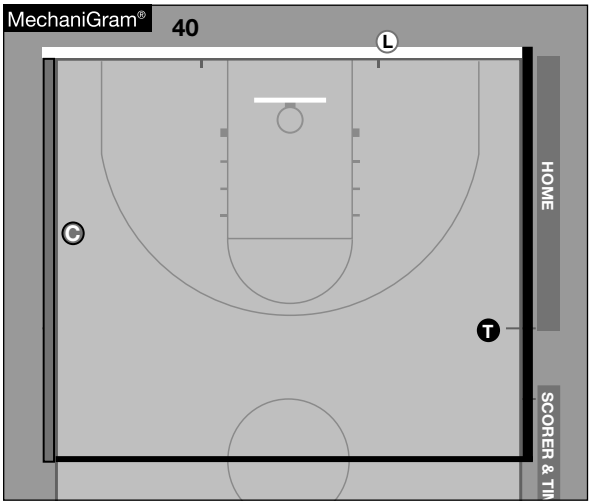


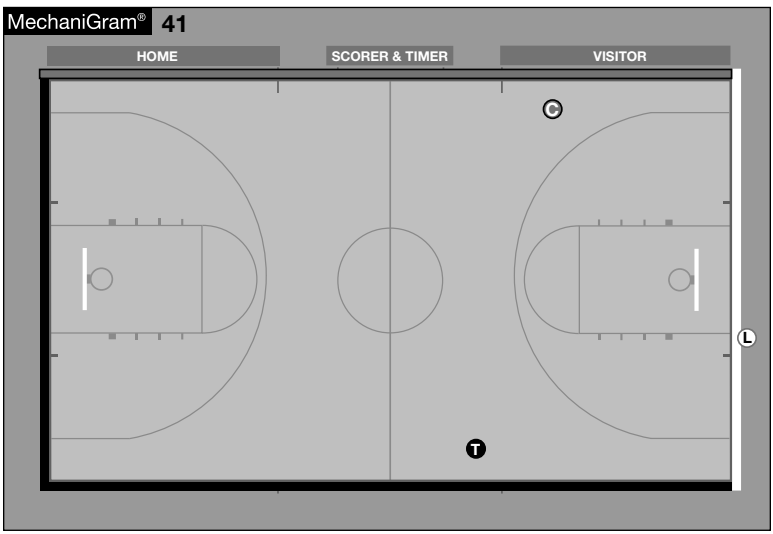


## 3.3.3 Violations Coverage

### A. Out of Bounds/Lines

**1.** In a halfcourt setting, the T official is responsible for the division line and the sideline nearer their position. The L official is responsible for the end line. The C official is responsible for the sideline nearer their position (MechaniGrams 40 and 41).



**2.** Although the boundary responsibility is clearly defined, there are occasions when the official responsible cannot determine which team caused the ball to go out of bounds. When that occurs, refer to 3.5.3.C.

**3.** If the non-calling official has definite information regarding an out-of-bounds call that has been made by the partner, refer to 3.5.3.B and 3.5.3.C.

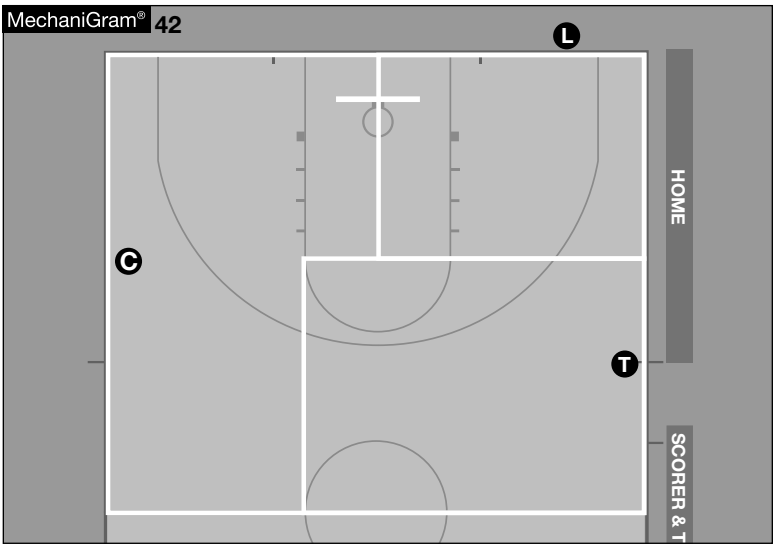
**4.** If the correct call cannot be determined by any of the three officials, and when instant replay rules do not apply, the alternating-possession arrow is used.

**B. Counts**

**1.** Officials are required to give a visible count on all time limit situations except for the three-second violation count and the 10-second backcourt violation count.

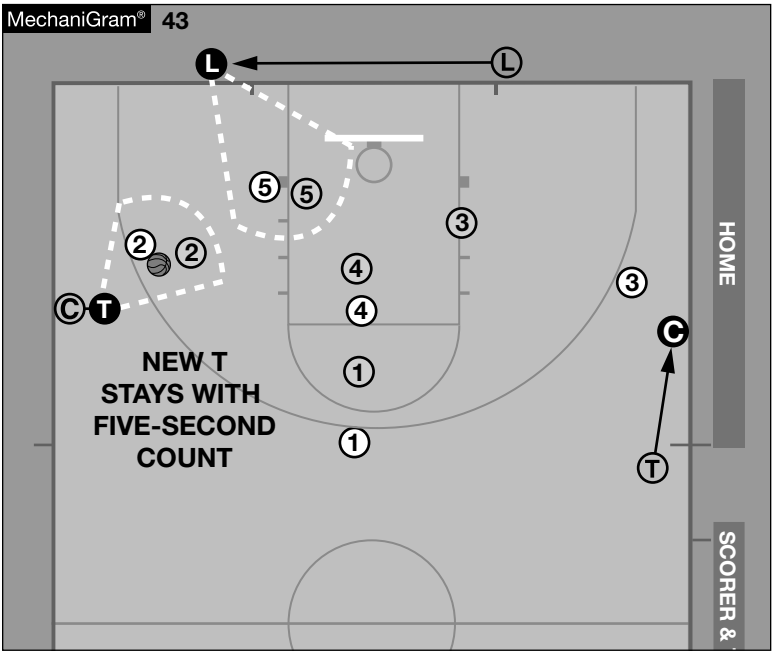
**2.** Five-second counts. The visible five-second closely guarded (within six feet) count (arm-flick motion) is in effect while holding the ball in the frontcourt and will be given from the chest up to head level, away from the body.

**a.** As shown in MechaniGram 42, the officials will divide the court for five-second count responsibility.



**b.** When a five-second count has started, the official stays with it until it ends, regardless of the normal coverage areas.

**c.** If C has started a five-second count before L has completed their rotation, C will keep the five-second count (MechaniGram 43).




**d.** The L has a visible five-second closely guarded count when the ball handler is holding the ball in their primary area.

**e.** When the L has completed the rotation and the C to T has started a five-second count, the L will referee off the ball. When there is no longer a five-second count, the L's primary area will be on the ball.

**3. Three-second counts**

**a.** The L has primary three-second responsibility on offensive players in the lane without the ball when the ball is in that team's frontcourt and the ball is above the free-throw line

extended. This responsibility will extend to the ball handler when the ball handler is in the L's primary in the lane.

**b.** The T and C have primary three-second responsibility when they are either refereeing off ball in the lane or when the ball handler enters the C's primary area in the lane when the ball is in that team's frontcourt.

**4. Ten-second backcourt count**

**a.** There will be no visible count for the 10-second backcourt violation. The officials will use the shot clock when available, and the game clock when the shot clock is turned off and more than 10 seconds remain in any quarter or overtime when the new possession begins to determine when a violation has occurred.

**b.** The T has primary responsibility. The C has secondary responsibility. The L is permitted to assist only when necessary.



**c.** Officials are to recognize and communicate verbally and by pointing to the shot clock, that a new number on the shot clock will be used anytime a new 10-second count begins.

**d.** When the shot clock is turned off, the T will use the game clock to count the time remaining for the ball to achieve frontcourt status. When the throw-in results from a timeout charged to the team in control, a defensive deflection out of bounds, a held ball where there is no change in team control, the T will communicate verbally and visually to both coaches, players and partners the time remaining for the ball to achieve frontcourt status. Depending on where the ball is to be inbounded, the T may need to relay to their partners for them to inform the coaches (i.e., throw-in opposite the bench in the backcourt). Inform coaches that the count starts on the official's count and NOT the clock.

**e.** To indicate a 10-second violation, the official will blow the whistle and show 10 fingers with arms shoulder height.

## 3.3.4 Rebounding and Three-Point Shot Coverage

**A. Rebounding illegal contact such as displacement, hooks, holds and hacks occur:**

**1.** When the ball is on the way to the basket.

**2.** When ball is coming off the ring.

**3.** When the rebound is secured.

**B. Rebounding responsibilities are designated as follows:**

**1.** Strong side, weak side and perimeter rebounding are determined by the following factors:

**a.** The side of the basket that the L occupies is referred to as the strong side.

**b.** The side of the basket which is opposite the strong side is referred to as the weak side.

**c.** The area located directly in front of the basket beginning at the second lane-space area and above the free-throw line is referred to as perimeter.

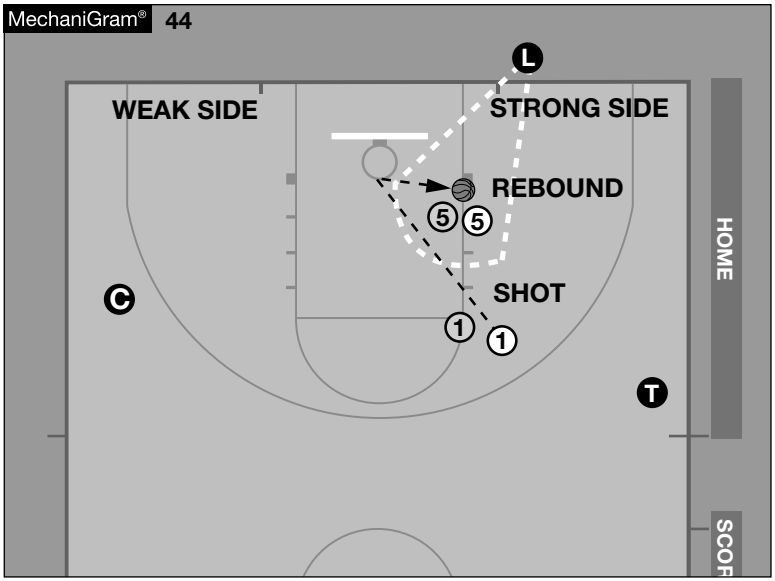


NOTE: Call the first foul. The potential for flagrant 1 or flagrant 2 fouls increases if we miss calling the first foul after the rebound has been secured.

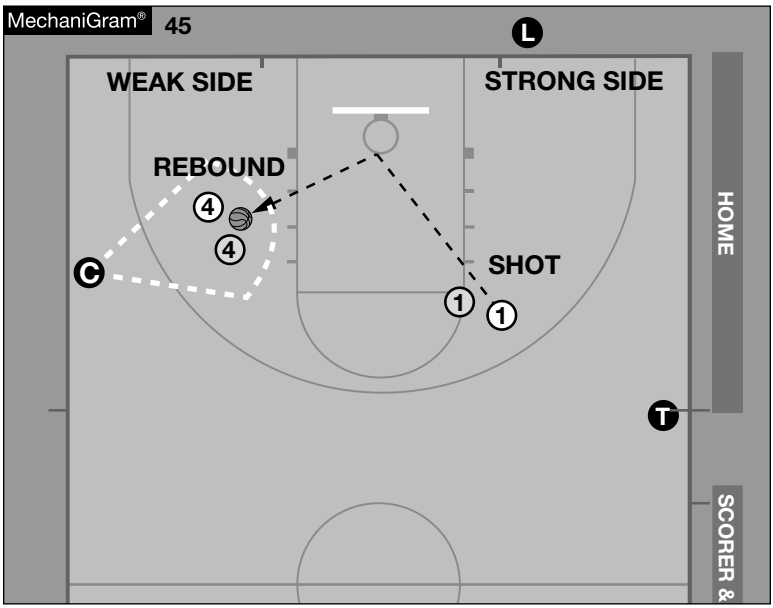
**2.** The L has strong side responsibilities and should assume a position for the best rebound coverage and avoid watching the flight of the ball (MechaniGram 44).

**3.** If the L is in close-down position, wait until shot is taken or drive to basket is complete before moving to assume a position to referee the players in your rebounding coverage area.

**4.** The C has weak side and some perimeter responsibilities (MechaniGram 45).



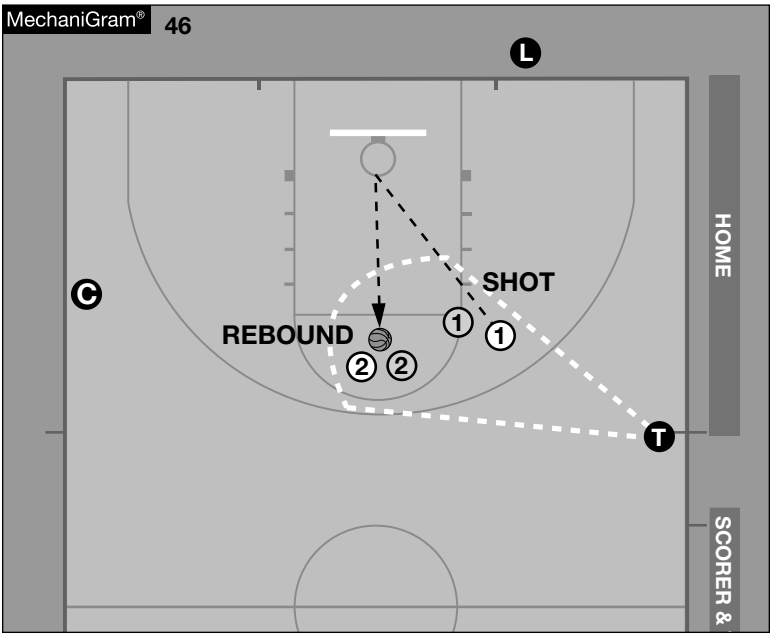

**The side of the basket that the official in the L position occupies is referred to as the strong side.**




**The side of the basket that is opposite the strongside is referred to as the weak side.**

**5.** The T must be ready to officiate plays near the perimeter as well as plays on the strong side and the weak side (MechaniGram 46).

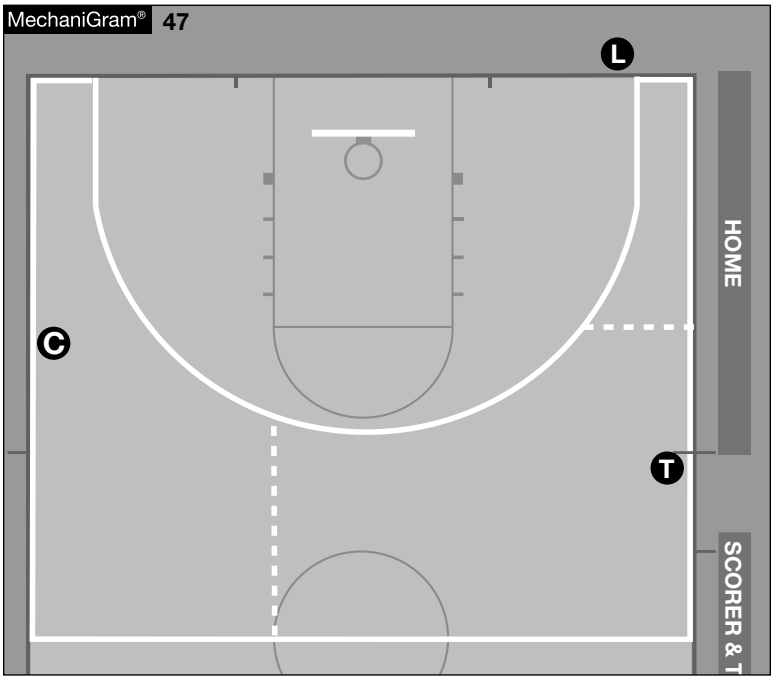
**6.** Locate the players in your area as they move for rebounding position.




**The T must be ready to officiate plays near the perimeter as well as plays on the strongside and the weakside.**

**C. Three-point shot responsibilities:**

**1.** The L has three-point coverage below the free-throw line extended on the L side. The T has three-point coverage above the free-throw line extended on the T's side all the way to the C's side lane line extended. The C has three-point coverage from the C's lane line extended down to the end line on the C's side (MechaniGram 47).




**2.** If the three-point shot is attempted in the L's primary coverage area, the L official will signal the attempt. The T will mirror the attempt and, if successful, the T will give the successful three-point shot signal. The C and T should use their peripheral vision while mirroring those situations; continuing to officiate in their primary coverage areas. It is permissible for the L to signal a successful three-point shot if the C and T have not given the signal.

**3.** If the three-point shot is attempted in the L's primary coverage area the L will signal the attempt and the T will mirror the attempt. If the shooter is fouled on the play the L will call the foul by blowing the whistle and change the open hand to a clenched fist. If the shot is successful the L will give the successful three-point shot signal and the T will mirror the L's successful three-point shot signal.

**4.** In areas of intersection such as the lane line extended nearest the C or free-throw line extended, the official in the adjacent area can assist if needed and indicate that a three-point shot has been attempted.

**5.** The T and C will mirror each other's successful three-point signal.



**6.** Coverage of the three-point shot requires the official to position adjust, if needed, to referee the defender and screening action in their primary area. Create an open angle between the shooter and the defender to be able to see illegal hits on the arm and the elbow. Keep the head up to referee illegal contact. Use peripheral vision to locate the three-point line. Take the shooter up and down in the landing space and then adjust for rebounding coverage.

**7.** On a field-goal attempt which is very close to being a three-point attempt but is not, the officials may display two fingers pointing to the floor at a 45-degree angle.

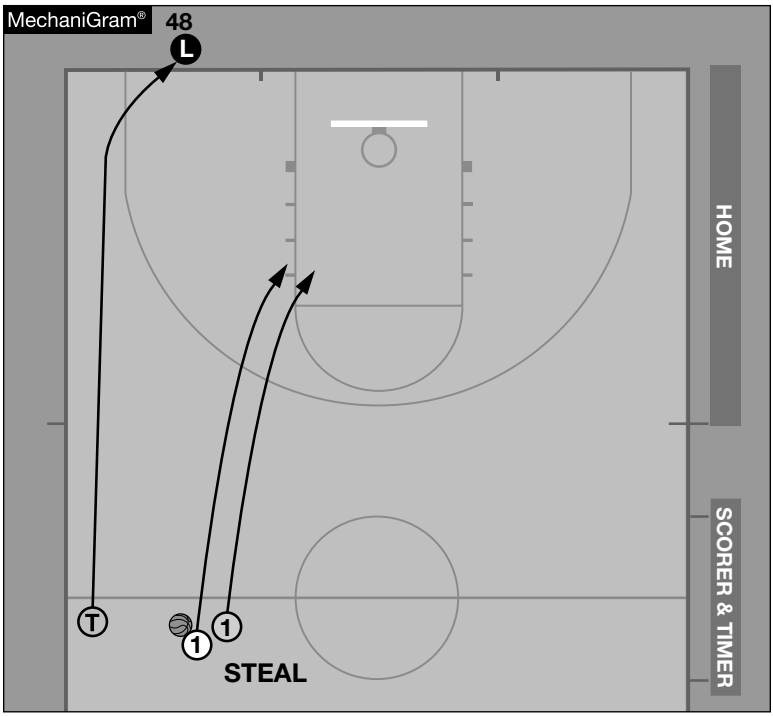
## 3.3.5 Transition Coverage

### A. Lead Transition Court Coverage

**1.** As soon as a new possession by the defensive team is imminent, the T official must move quickly toward the opposite end line and become the new L.

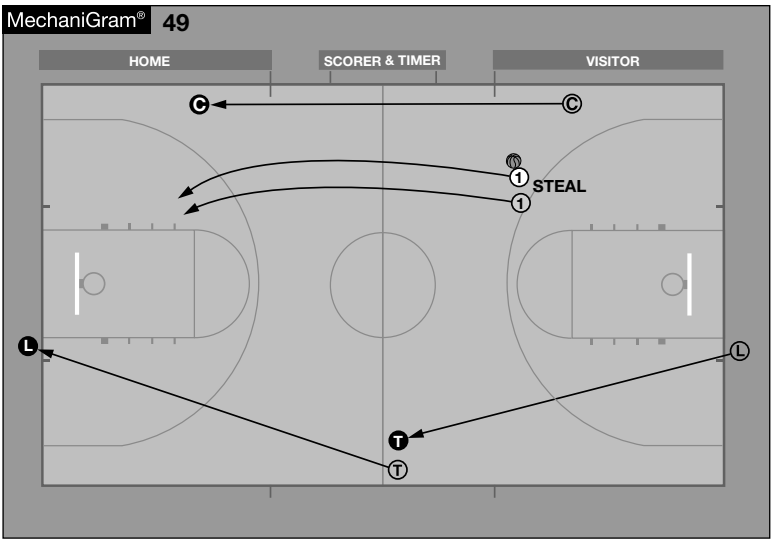
**2.** The new L must look back over their shoulder and observe the status of the game clock, 30-second clock, the ball and players as the play comes toward the new L.

**3.** When the ball is coming down the L and T side of the court, the L assumes the wide-angle position (MechaniGram 48).




**As the L, stay wide when the ball is coming down your side of the court.**

**4.** When the ball is coming down the middle of the court or on the C side of the court, the L assumes the close-down position to receive the play (MechaniGram 49).




**As the L, move to the close-down position when the ball is on the C's side.**

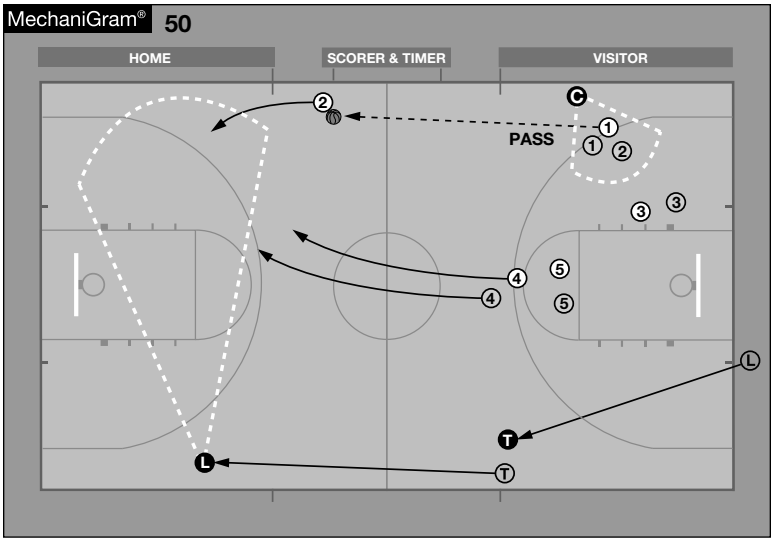


### Lead Helps When Center is in the Backcourt

**5.** When defensive pressure is applied, which causes the official in the C position to assist in the backcourt, the official in transition from T to L must hesitate near the free-throw line extended or higher if necessary and assist with any action (see MechaniGram 50).

**6.** Do not relax and turn your head away from the play during transition. Be alert, concentrate and be prepared to assist at all times. Know where the ball is and referee the play in transition.

**7.** Once pressure dissipates, the L official will establish either a wide-angle or close-down position on the end line depending on the position of the ball. The speed of that transition shall be as quick as possible.






**8.** Make certain eye contact is established with the official in transition from C to C. That will avoid the possibility of having two officials occupying the L or the C position in the frontcourt.

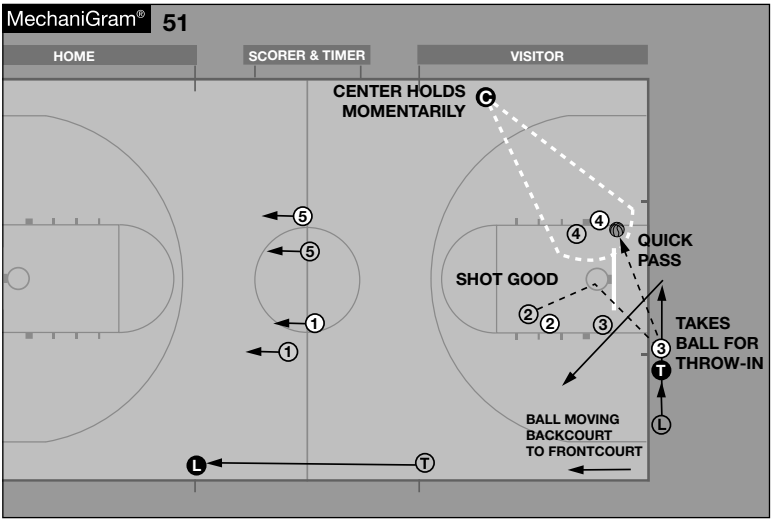
**9.** Once an official has assumed a position on the end line in the L position, they will not rotate until the ball pauses or comes to a stop and a halfcourt game has been established.

**B. Center Transition Court Coverage**

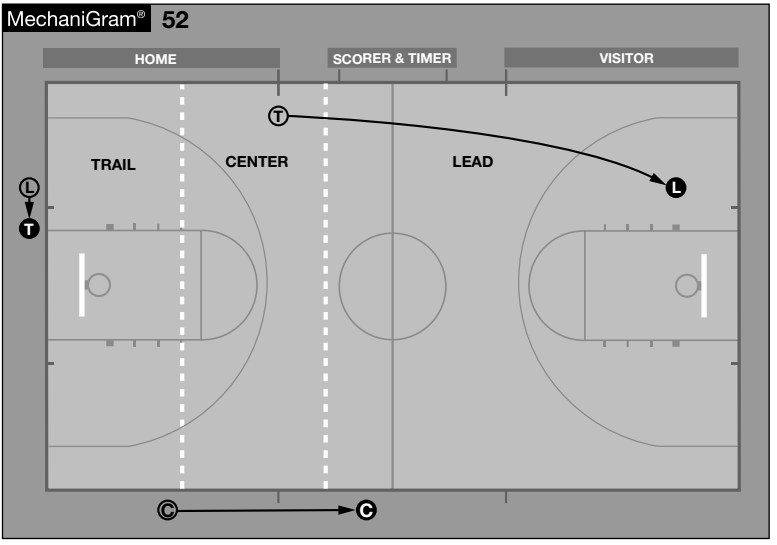
**1.** The official in transition from C to C must hold their position momentarily near the top of the circle extended after a field-goal/free-throw attempt or on any change of possession (see MechaniGram 50).

**2.** The C must be in position to observe all activity which may occur.

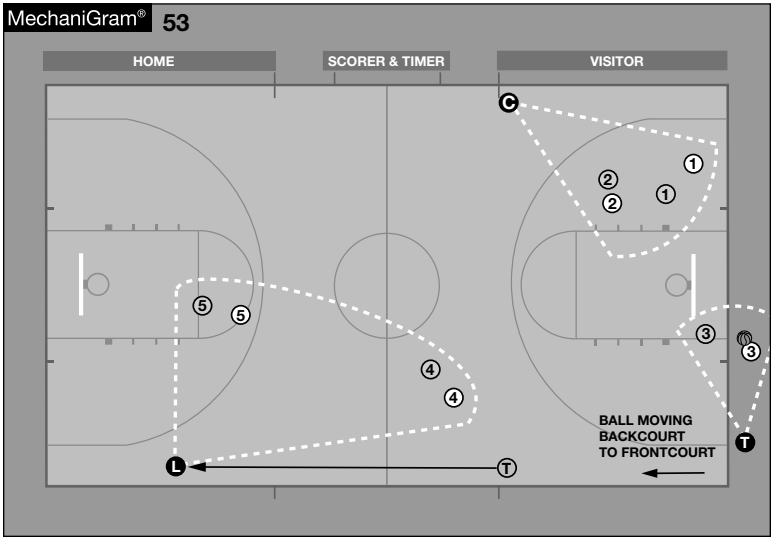
3. In transition, officiate the middle third of players regardless of where the players are on the court (MechaniGram 51).






**In transition the coverage is dictated by the movements of the players the cutoff lines will adjust based upon where the players are.**



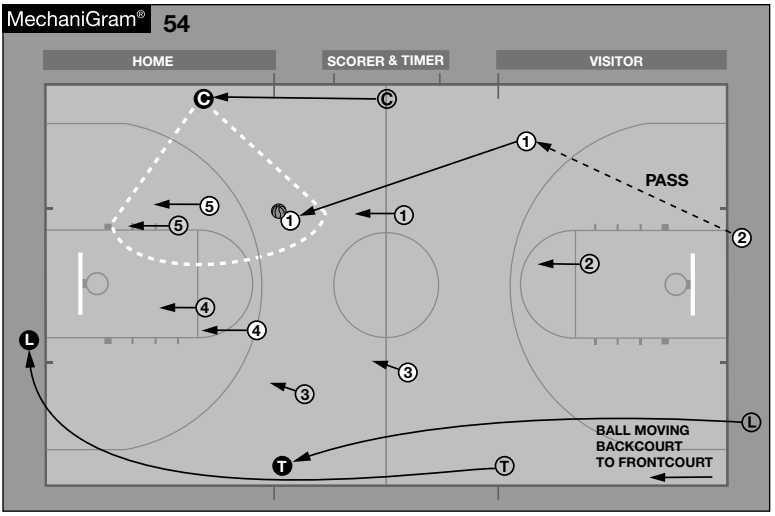



**4.** When defensive pressure is applied in the backcourt, the official in transition from C to C must be prepared to hold their position near the division line or be positioned in the backcourt, preferably no closer than the top of the circle, depending upon the position of players on the court (MechaniGram 53).

**Ball Moves Into Frontcourt**

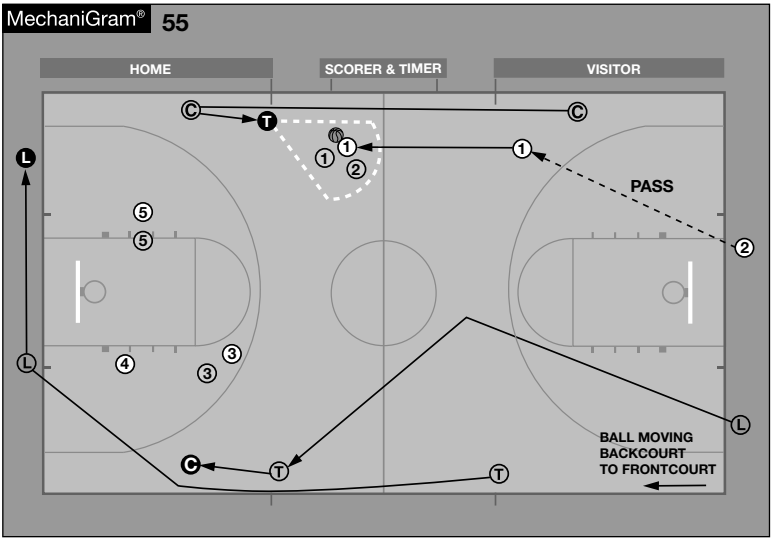
**5.** When the ball is in the frontcourt at the free-throw lane line extended nearer their position, the official in transition from C to C is responsible for on-the-ball coverage as soon as the ball crosses the division line. Do not ignore the ball! You may referee that type of play all the way from the division line to the basket if the ball never slows down or comes to a stop, allowing the official in the L position to rotate. That will assure backside coverage is maintained (MechaniGram 54).

**6.** When the ball is under pressure or trapped near midcourt, move to referee the play (MechaniGram 55).




**If there is no defensive pressure near the division line, the C can referee back toward the ball from a normal C position.**

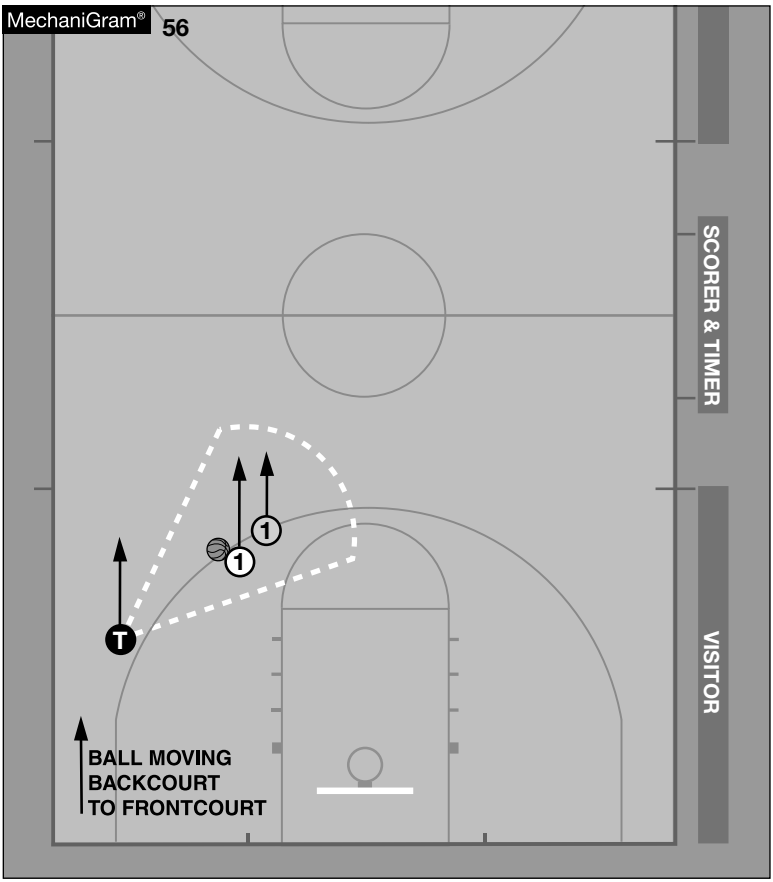





**If there is defensive pressure (trap) near the division line, the C must move toward the division line to officiate.**

### C. Trail Transition Court Coverage

**1.** Following a change of possession, the new T maintains a position two to three strides to the left/right and rear of the ball, away from the official in the C position (MechaniGram 56).

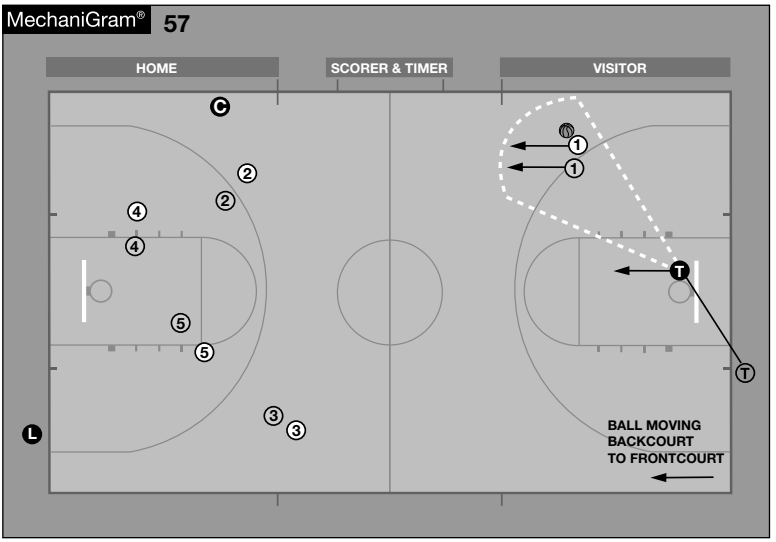


**2.** Do not overrun the ball. Be prepared to retreat immediately in the event of a sudden change of possession.

**3.** The new T is responsible for the ball in all one-on-one situations until it reaches the frontcourt.

**Trail Moves onto Court**

**4.** If defensive pressure exists, the T will move onto the court to have a clear view of the play (MechaniGram 57).

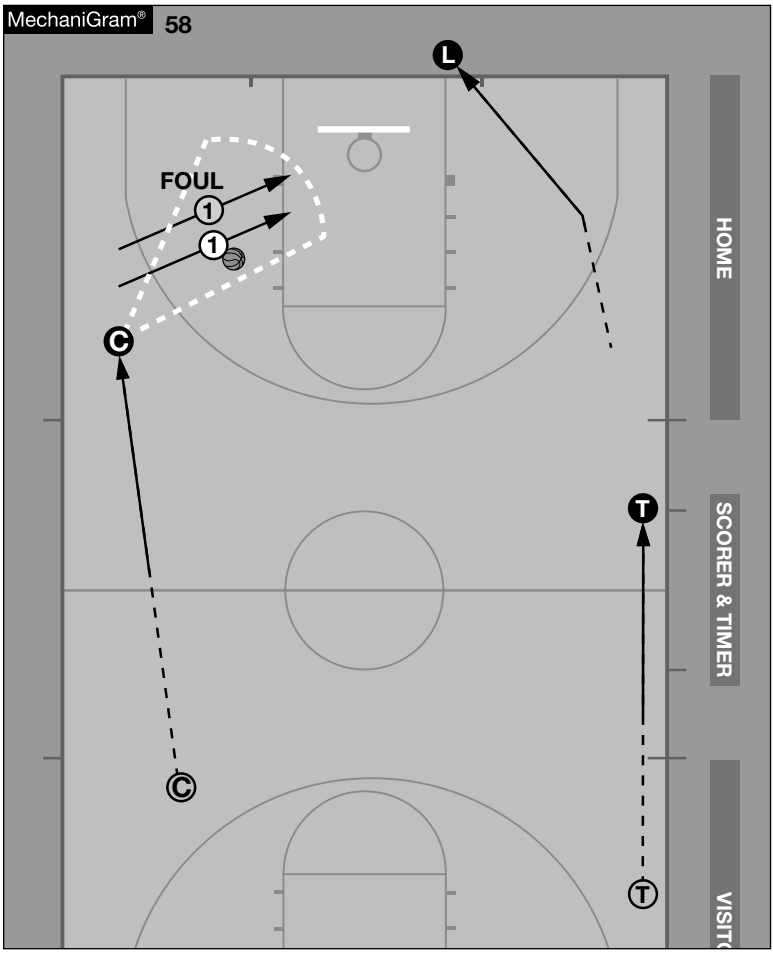



**5.** This may necessitate the T moving beyond the middle of the court toward the C side to get "a panoramic view" of the play.

**D. One-on-One Situations**

During a fastbreak in transition, the L and C must apply the information noted below to more clearly define responsibilities. In one-on-one situations, with the play originating in C's area and a foul committed on the drive to the basket, C makes the call (MechaniGram 58) and the L should be prepared to have a cadence whistle on this play if needed. L will be primarily

responsible for drives originating on L's side of the court, including those down the lane in their coverage area, and the C should be prepared to have a cadence whistle on this play if needed.

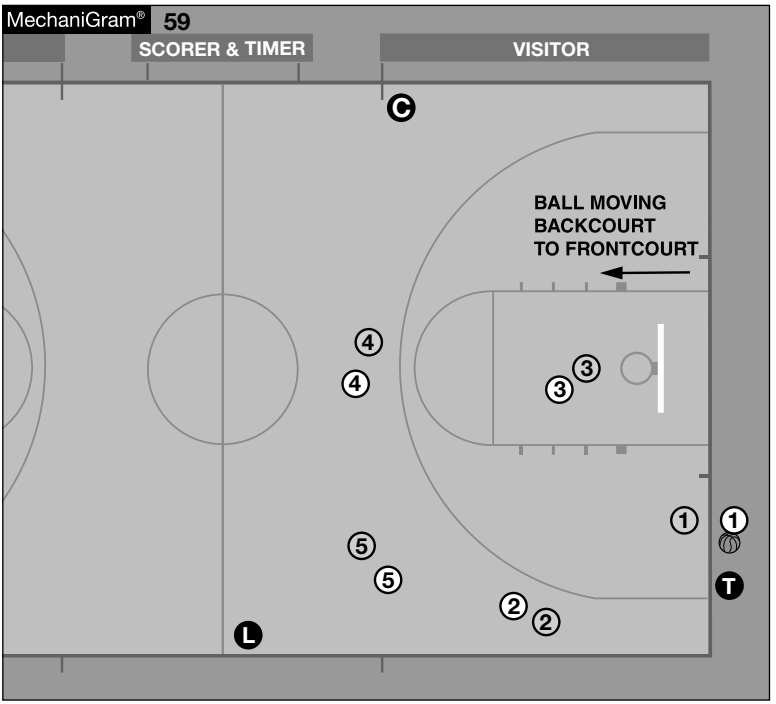





**E. Press Coverage**

**All Players in Backcourt**

**1.** Officials must keep the play covered using the wide triangle coverage. Once the ball is legally inbounded and





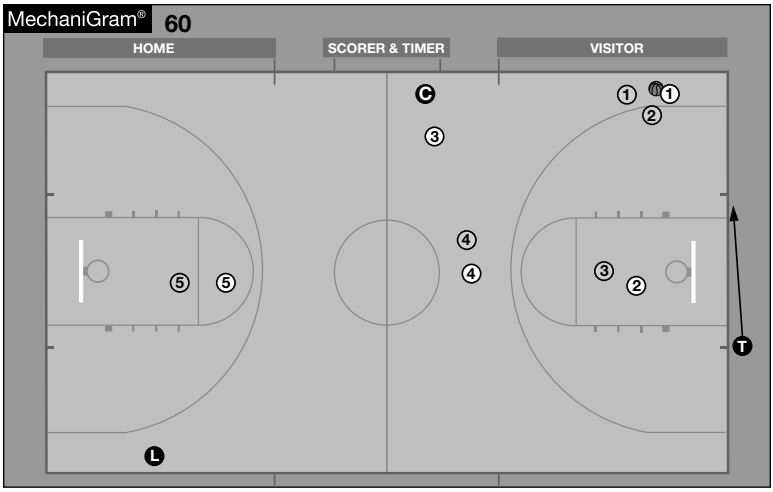

possession is established in the backcourt, the C should be in position to assist the T with backcourt violations. The L, who is positioned near the division line, will cover the quick fastbreak or long pass down court and will ensure all players are boxed in. All officials must adjust positions to avoid being blocked out or straightlined.

**2.** When all players are in the backcourt, the C and T officiate action in the backcourt. The L takes a position near the division line, keeping players boxed in (MechaniGram 59).

**3.** On a throw-in from the backcourt that is immediately tipped out of bounds, all out-of-bounds responsibilities remain the same. Ask for help if needed.

**Players in Frontcourt and Backcourt**

**4.** When players are in the frontcourt and backcourt on a press, the C and T officiate action in the backcourt. The




L takes a position where they can observe the players in frontcourt and assist with play in backcourt.



**Pressure in Backcourt**

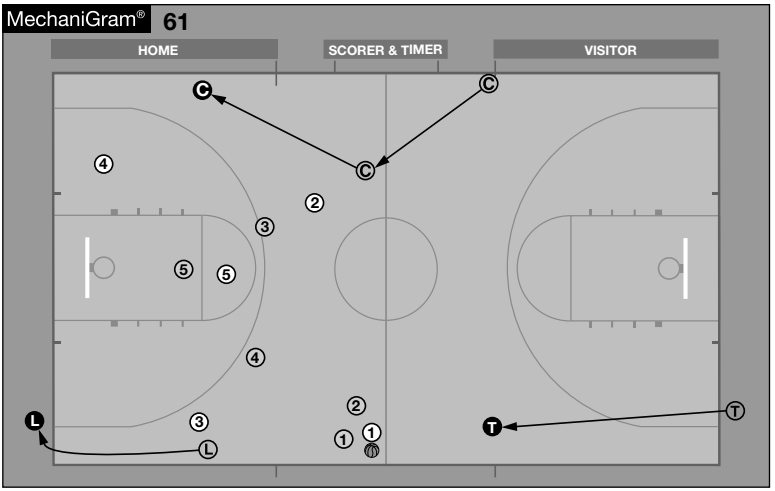
**5.** The new T stays out of bounds until the ball is inbounded. The T can move toward the center of the court or beyond to observe play, as necessary (MechaniGram 60).

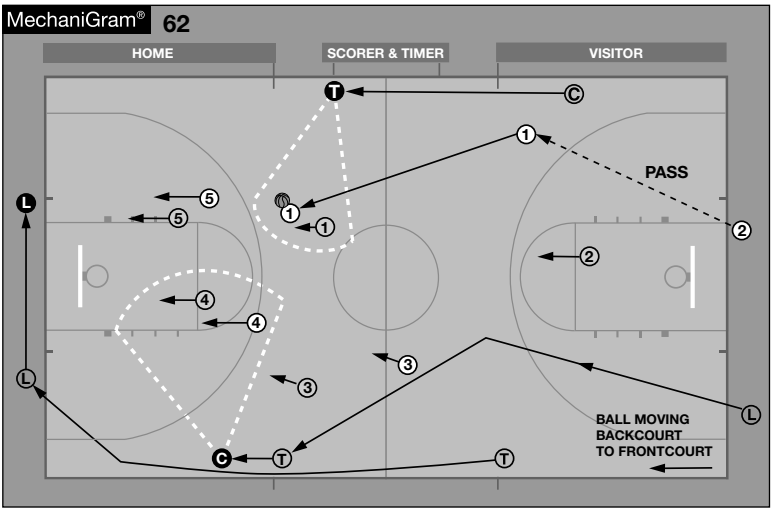
**6.** When the ball is inbounded in the backcourt against a press and a trap occurs, the officials must adjust as necessary based on the positioning of the players.

**7.** The C would not usually come down any closer into the backcourt than the top of the circle (depending on positions of other players).

**8.** The T moves toward play to see the play.

**9.** The L observes players in the frontcourt.






## F. Traps Near Division Line

### 1. Opposite Center

**a.** The T moves up the sideline to referee trap play.

**b.** The C can assist with the trap from across the court when obvious foul is not called by the T or L (MechaniGram 61).

**c.** The L observes players in the frontcourt, staying ahead of the first player, with adjustments as players move into their halfcourt offense.

**2. Center Side**

**a.** When the ball is under pressure or trapped near midcourt, the C must move (position adjust) to referee the play.

**b.** The L needs to rotate to ball side (MechaniGram 62).

**c.** The T will move to C position and assume off-the-ball coverage and visually go to next action area if needed.

# 3.4 Stoppage in Play

## 3.4.1 Violations

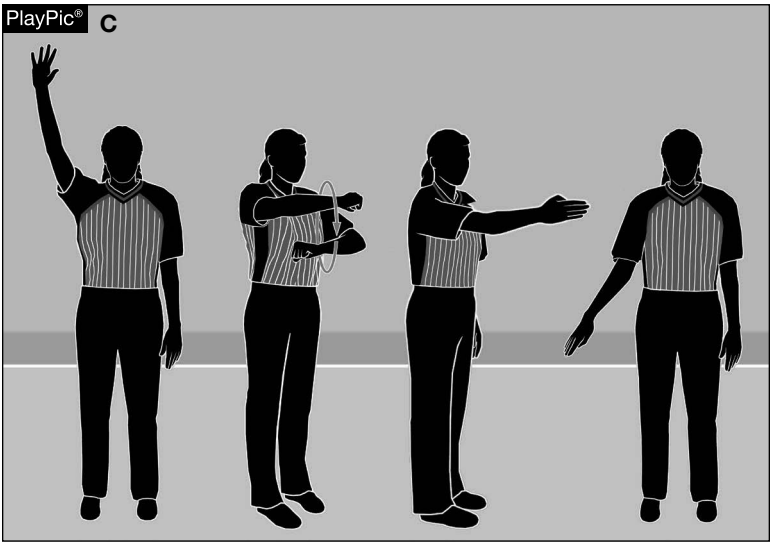
**A. When an official calls a violation:**

**1.** Simultaneously give a single sharp blast of the whistle and stop-clock signal, then drop whistle from the mouth. More than one blast may be used in unusual situations (PlayPic C).

Note: There is no stop-clock signal prior to out-of-bounds violations, 10-second backcourt violations and five-second violations.

**2.** Signal the nature of the violation. Call out the color of the team entitled to the ball and simultaneously point in the direction of their goal. Note: Avoid turning away from the






**The sequence on most violations: Stop the clock, give the violation signal, point the direction and indicate the throw-in spot.**

players when signaling the violation and indicating the direction. Know the status of the ball when the whistle sounds.

**3.** Indicate the throw-in spot and inform the player that they may not leave the spot. **Exception:** The offense retains the right to run the end line following a made or awarded field goal or free throw on an end line throw-in during certain situations.

**4.** Visually sweep the floor and 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.

**5.** Box in players, hand/bounce or put the ball at the disposal of the thrower-in and begin the visible five-second count.

**6.** On all out-of-bounds violations, the official will blow their whistle, call out the color of the team entitled to the ball and simultaneously point in the direction of the goal of the team who will be inbounding the ball.

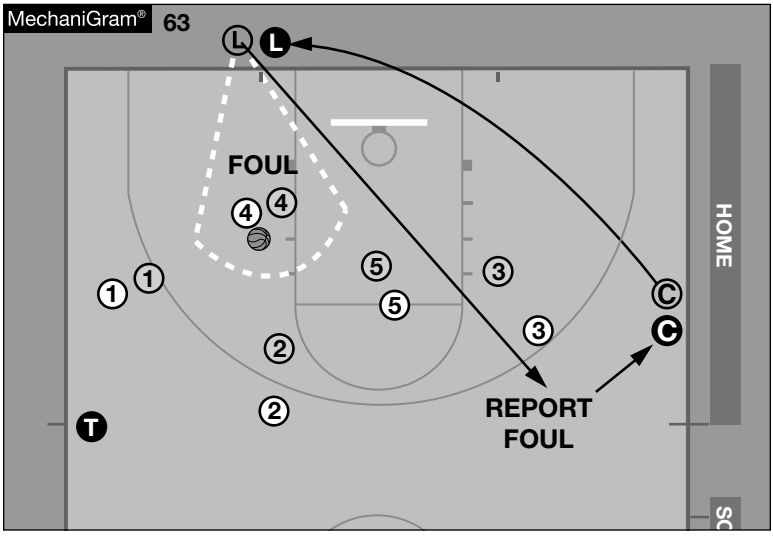
**B.** The C and T will be responsible for the flight of the ball on a try. The off official (T or C) will determine when a violation occurs. When necessary, move to a position to more effectively cover the area of responsibility. The other officials will watch for fouls. When the try is in the area of the 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 should count.

**C.** When there is an awarded goal because of goaltending or basket interference, the goal shall be signaled by the covering official. In the event a foul is called near the end of the game and at the same time another official has basket interference or goaltending, the official observing the basket violation should not blow the whistle, but notify the official who called the foul.

## 3.4.2 Fouls

### A. Fouls/Free Throws in the Frontcourt

**1.** The official who calls the foul will go table side. That will include a foul called in the backcourt with free throws to be attempted. The calling official always has the option to go opposite the table if an adversarial situation has or could occur. When there is a foul called, the officials will make the appropriate switch. When the calling official vacates their position, the non-calling official that is being replaced by the calling official moves to that position. The other official holds their position (MechaniGram 63).



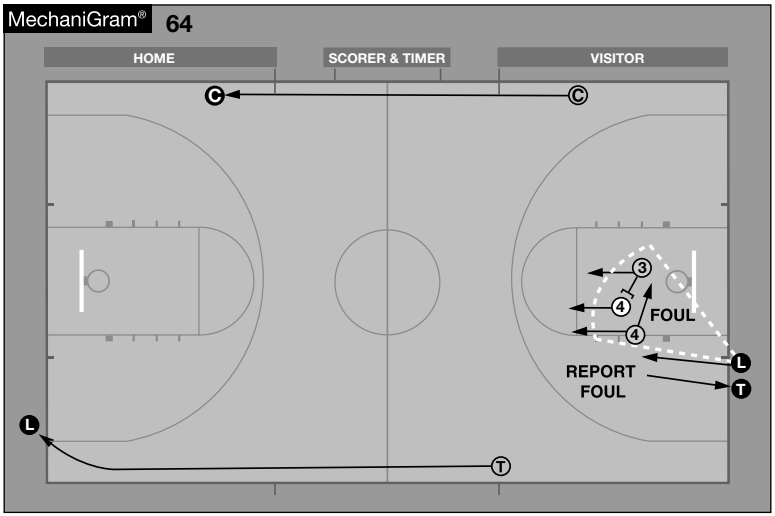

**After the L calls the foul, the L reports the foul while moving toward the table. In that case, to become the new C.**

**2.** When reporting the foul, the official will move to clear the players, while still moving toward the table, make eye contact with the scorer before giving the appropriate visual signals and verbal communication to the scorer.

**B. Fouls in the Backcourt**

1. To report the foul, the official will:

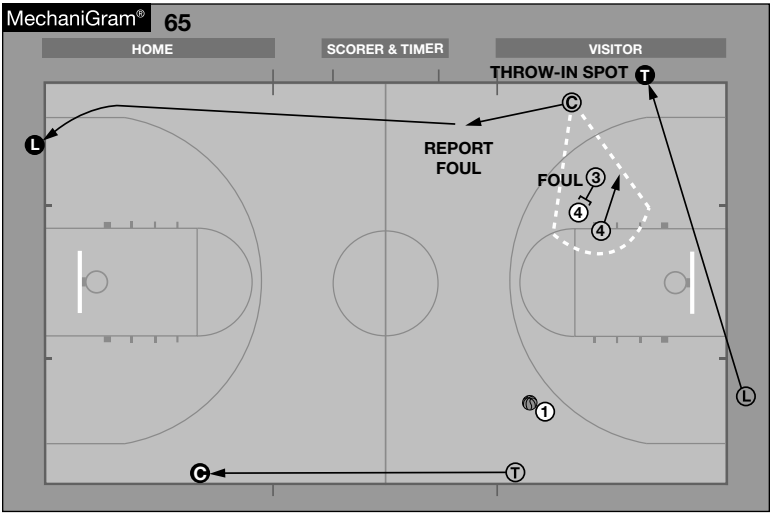
   Let the players clear, making eye contact with the scorer, visually and verbally report the foul, then return to the spot as the new T when no free throws are awarded (MechaniGram 64).




**When moving from backcourt to frontcourt, there is no switch. The L lets the players clear, visually and verbally reports the foul, then returns to the spot as new T.**

2. There is no switch when a foul with no free throws occurs in a team's backcourt. Bump and run or slide, depending on the throw-in spot. The calling official always has the option to go opposite if an adversarial situation has or could occur (MechaniGram 65).

**3.** When a foul in the backcourt results in free throws, the calling official will go table side. When the calling official vacates their position, the non-calling official that is being replaced by the calling official moves to that position. The other official holds their position.




**After the C calls the foul, the C reports the foul while moving toward the table. In that case, to become the new L. That is a bump and run.**



## C. Calling the Foul

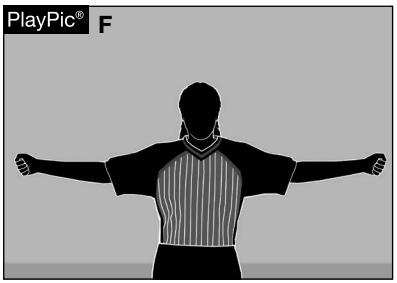
**1.** Sound the whistle (one blast only) and raise one hand, fist clenched, above head (PlayPic D) and take a step(s) toward the fouler, if necessary. Be patient, stay at the spot of the foul until all players have separated. If the foul is an flagrant 1 foul (PlayPic E) or double foul (PlayPic F), hold the signal momentarily. Know the status of the ball when the whistle sounds.




**Stop Clock for Foul**



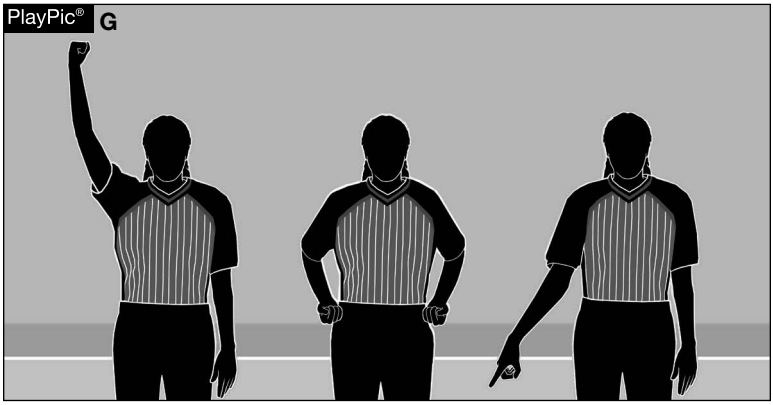

**Intentional Foul**




**Double Foul**

**2.** When calling a blocking foul on a defender because they were located in the restricted area, the calling official must

sound the whistle (one blast only) and raise one hand, fist clenched, above head, show a blocking signal then point to the RA (PlayPic G). Note: Avoid turning away from the players when signaling an offensive foul.




**Blocking Foul in Restricted Area**



**3.** Point with the other hand, palm down, to the player that fouled, only if clarification is needed.

**4.** When the ball goes through the basket, stop and signal to count (PlayPic H) or signal no score as soon as you know the ball has gone through the basket.




**Count Goal**

**5.** When the foul occurs before the shot, it is permissible to say: "On the floor."

**6.** Continue to hold, pause (if necessary) and observe the action to see if any unnecessary contact or misconduct occurs. Stay alert; do not look away from the play in your haste to report to the scorer. Move several steps (if necessary) towards the fouling player and stop.

**7.** Verbally state jersey color and player's number for clarification or to avoid confusion.

**8.** After calling a foul, be sure to notify your partner(s) of who was fouled when the foul is a shooting foul or the foul results in free throws. The calling official will inform

partner(s) either verbally by stating the number or visually by briefly pointing to the shooter. The non-calling official(s) can also assist by recognizing the shooter for the calling official. The non-calling official(s) should not state the shooter's number to the calling official.

### D. Reporting the Foul

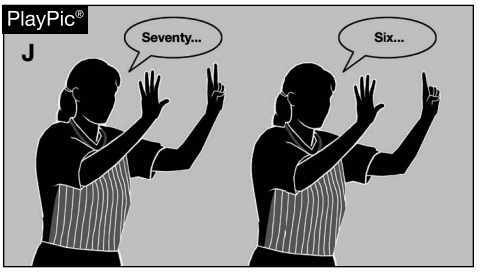
**1.** Signal a two- or three-point field goal or no score if the ball went through the basket during play and shall be cancelled.

**2.** 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 clearly verbalizing the number to the scorer. The palms of the hands showing the numbers should always face the scorer.






**This reads "35" to the scorer.**




**This reads "76" to the scorer.**

**3.** Verbally and visually communicate the type of foul. When the foul is a blocking foul because of the restricted area, indicate a block then point to the floor in front of the official. When no free throws are awarded, indicate the throw-in spot and direction.

**4.** When free throw(s) are to be attempted, indicate the number of throws awarded by using only one hand.

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

**6.** Complete all communication with the table prior to admitting a substitute or acknowledging a request for a timeout.

**7.** Verbally and visibly indicate to the partners the number of free throws (if applicable) before addressing a coach or other bench personnel.

**E. Non-Calling Officials**

**1.** Ignore the ball while foul is being reported. Keep your eyes on players and position yourself so all players are in view.

**2.** Know the team fouls, status of game clock, shot clock, personal fouls, arrow position and number of timeouts. Keep your eyes on the players during the dead-ball period. Stay alert for misconduct.

**3.** If the T is not the calling official, move slowly toward new position while observing players.

**4.** If the C and/or L is not the calling official, move slowly to observe players until the reporting official turns to observe the players.

**5.** If one or more free throws are to be taken, ensure the proper free-throw shooter is on the line. The calling official, who is now the new T, must have verbal and visual communication with their partners as to the number of free throw(s) to be awarded. Do not be distracted by coaches and players before that communication is confirmed with your partners. The L will not administer any free throws before verbal and visual communication is confirmed from the T.

**6.** When the ball goes in the basket and the calling official has not counted the goal, it is the responsibility of a non-calling official to communicate that to the calling official. That 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 goal or, if the foul occurred before the shot, disallow the goal. That should be done immediately. Note: Continue to observe all players.

## F. Technical Fouls, Flagrant 1 Fouls and Flagrant 2 Fouls

Administration of Penalty:

**1.** The calling official will designate the spot where the subsequent throw-in following the administration of free throws will occur and go tableside while reporting the foul to the scorer. The calling official may consult with their partners prior to reporting the technical foul.

**2.** For all technical and flagrant 1 fouls charged to a player, instruct the scorer that they do count toward a player's five fouls for disqualification and toward the team-foul total. Inform scorer that administrative technical fouls do not count toward the team-foul count. Inform the scorer that team technical fouls for the second offense of delaying the game or faking being fouled are charged to the offending team and are not charged to a player but do count toward the team-foul total.

**3.** Non-calling officials observe players until the calling official has completed their report. Stay alert for acts of misconduct. The head coach shall designate the shooter.

**4.** The calling official always has the option to go opposite the table if an adversarial situation has or could occur. The C and T must be in position before the L bounces the ball to the free thrower.

**5.** No players shall line up on the free-throw lane. Players must remain on the court behind the three-point arc and above the free-throw line extended.

**6.** After completing the free throws, play will resume with a throw-in at the appropriate location.

**7.** When a player, coach or bench personnel are ejected they must report to the locker room until the game is over.

## 3.4.3 Timeouts

### A. Full and 30-Second Timeouts

**1.** The official that recognized the timeout called by the head coach or player may take the timeout to the table or the information may be relayed to another official. The reporting official will ask the head coach for the type of timeout requested and notify the coach how and where play will be resumed. Partners will mirror the type of timeout requested. Report to the scorer the jersey color of the team and the number of the player or head coach making the request. Notify the timer to start the timeout clock when both teams are near the benches.

**2.** While the official is reporting the timeout to the table, the other two officials secure the ball and go to their timeout positions on the court. Officials should not change positions during a timeout. They should return to positions held before the timeout was called (i.e., T, L or C). Officials always have the option to change position if an adversarial situation has or could occur.

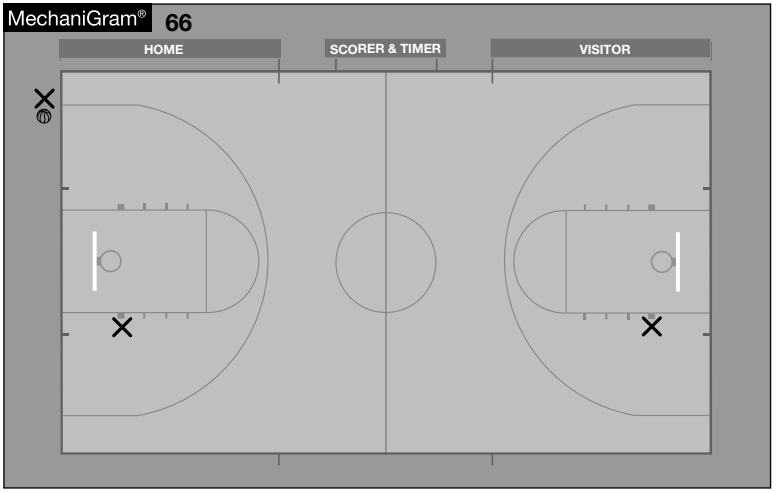
**3.** The official administering the throw-in will stand with the ball at the spot/location of the throw-in or free throw. If it is the reporting official the ball will be secured by one of the other officials who will stand at the throw-in spot/location until the reporting official has finished reporting then everyone will return to their appropriate positions as follows:

**a.** MechaniGram 66 and 67 shows the full/media-timeout positions.

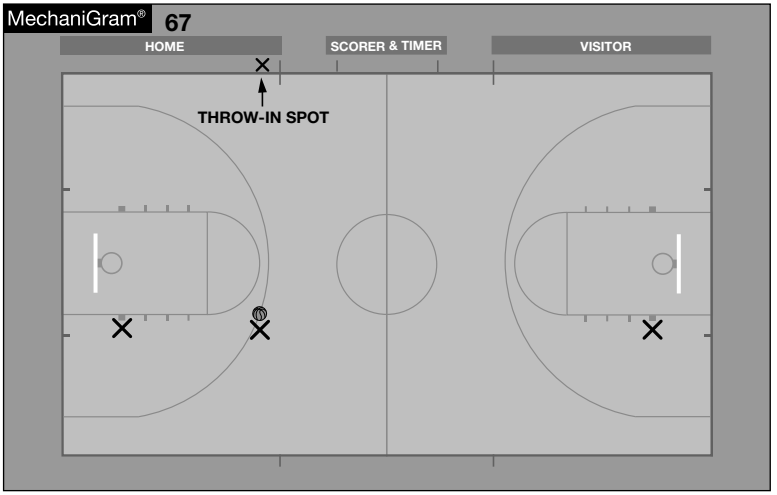
**b.** MechaniGram 68 shows the 30-second and successive 30-second timeout positions.

**c.** The option-to-advance timeout positions are shown in MechaniGrams 68 (tableside) and 67 (opposite) for a 30-second timeout and in MechaniGrams 66 (tableside) and 68 (opposite) for a full timeout. One official must stay with the ball at the throw-in spot/location until the administering official returns. When there is activity on the floor, move out

of the way (if necessary) and go back to the throw-in spot when the activity is over, when the players leave the bench area, and/or the warning horns sounds. When officials choose to huddle during a timeout, the huddle must take place at the throw-in spot/location with at least one official

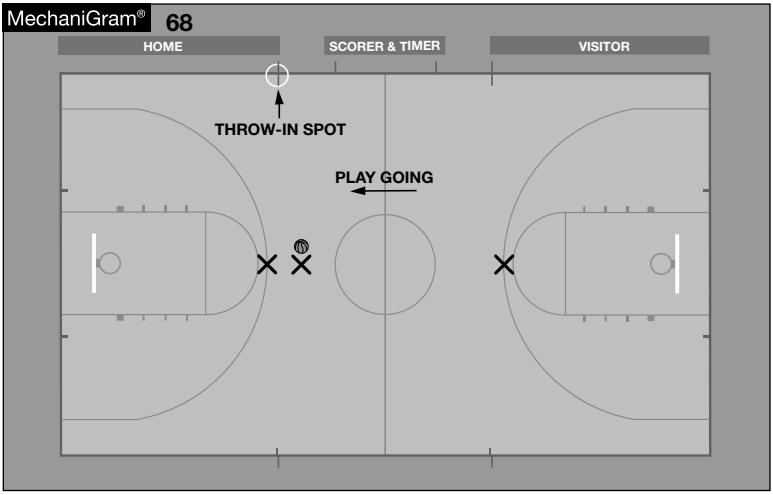



**The two officials not responsible for the throw-in go to their closest block opposite the benches for full timeouts and media timeouts.**

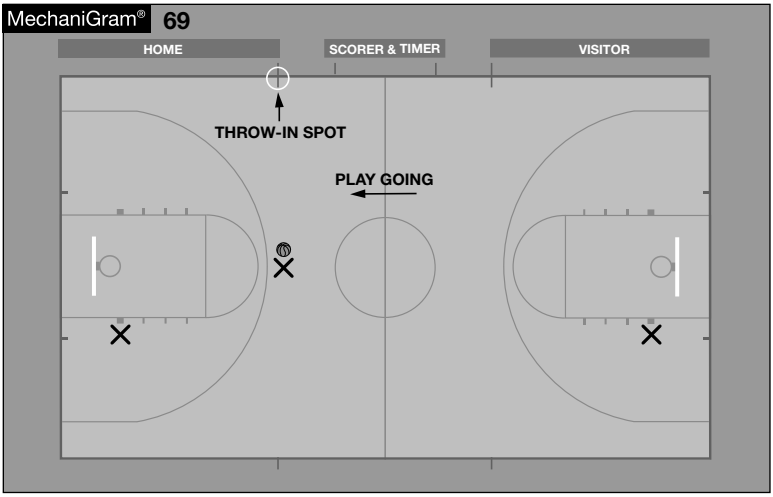



**When the throw-in spot is near the bench area, stand on the floor directly across from the inbound spot.**

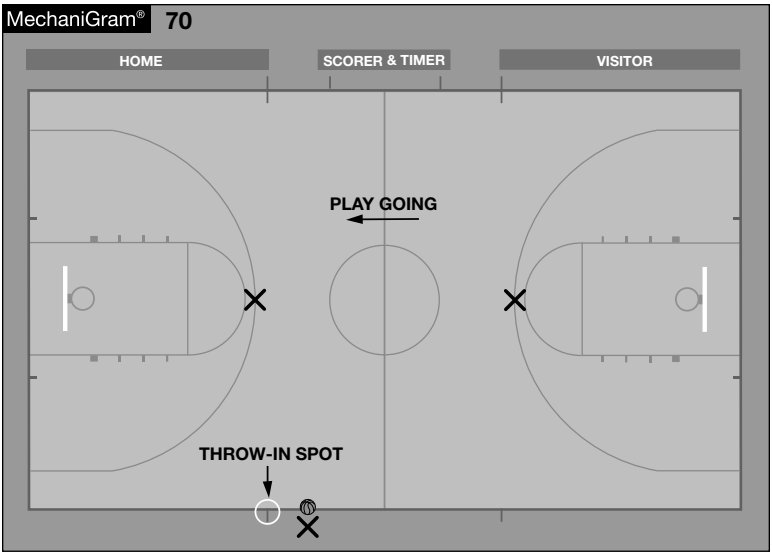
facing the benches. When the official who will administer the throw-in must leave the throw-in spot, the ball must not be placed on the floor. If the game will resume with a free throw, the administering official (L) will be positioned on the appropriate free-throw line or under the basket.



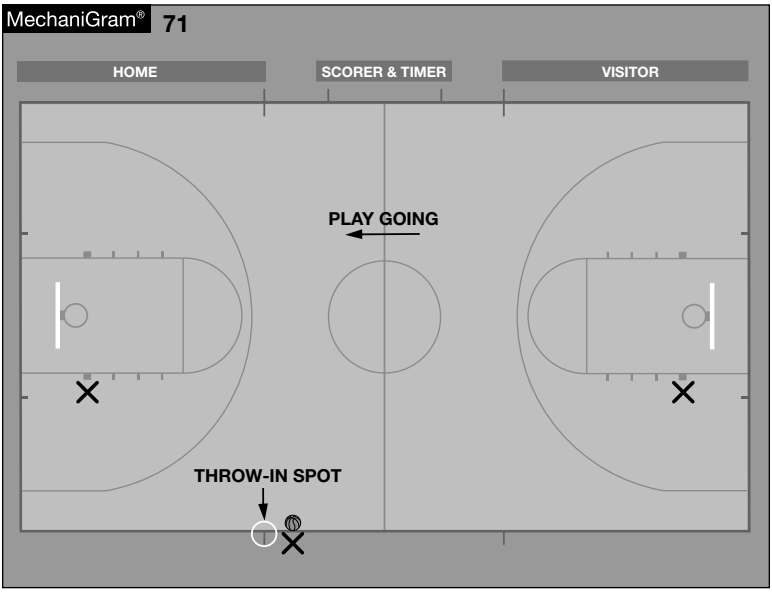

**Displaying the positioning for a 30-second option-to-advance timeout (tableside) taken by the offense.**




**Displaying the positioning for a full option-to-advance timeout (tableside) taken by the offense (possible the timeout could become a media length).**




**Displaying the positioning for a 30-second option-to-advance timeout taken by the offense with play to resume opposite the table.**




**Displaying the positioning for a full option-to-advance timeout taken by the offense with play to resume opposite the table (possible the timeout could become a media length).**

**4.** Non-adminstering officials are in position to recognize substitution(s) and furnish information desired by the timer or benches.

**5.** When the warning horn sounds, the non-adminstering officials will move from their spots toward the nearest team huddle maintaining a distance of 10-15 feet away, sound the whistle with one sharp blast, raise the index finger and verbalize "first horn" (PlayPic K). If possible, get the attention of the designated assistant or the head coach by making eye contact, and reinforce that the first horn has blown. From this position make your presence known and do something to encourage teams to break and to prepare for play. Clap your hands and verbalize what you want — "Let's go, first horn." "Your ball white," etc… Be ready to resume play at the second horn.

When either team is not ready to play following the final horn sounding, follow the resumption-of-play warning and procedures in 3.2.4.



PlayPic® K

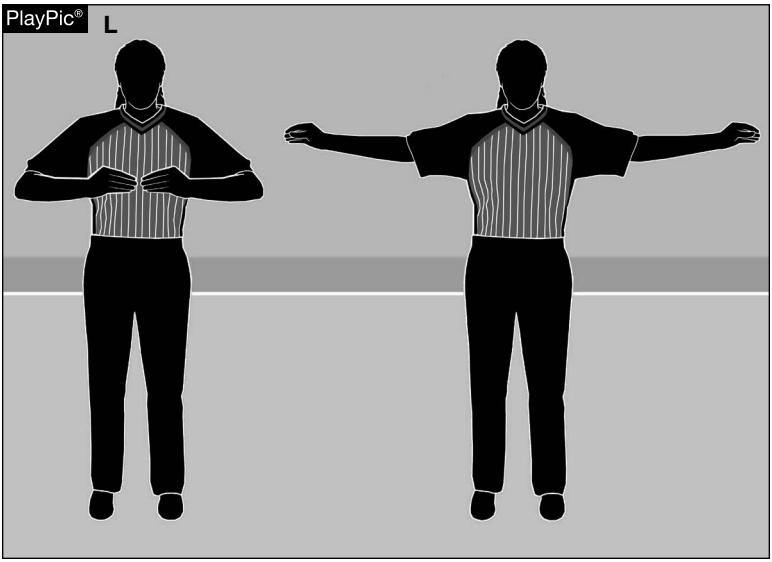


Notify the head coach of the team that has called its final timeout. Count the number of players leaving the huddle and are preparing to participate upon resumption of play.

**6.** The administering official shall sound the whistle prior to inbounding after a charged timeout, after an injury or media timeout or an unusual delay. If play is to be resumed by a free throw, no whistle is necessary and follow prescribed free-throw mechanics.

**7.** The signal for a full timeout is to place the fingertips (including thumbs) of both hands together in front of the chest, away from the body and then spread the hands out wide to indicate a full timeout (PlayPic L).



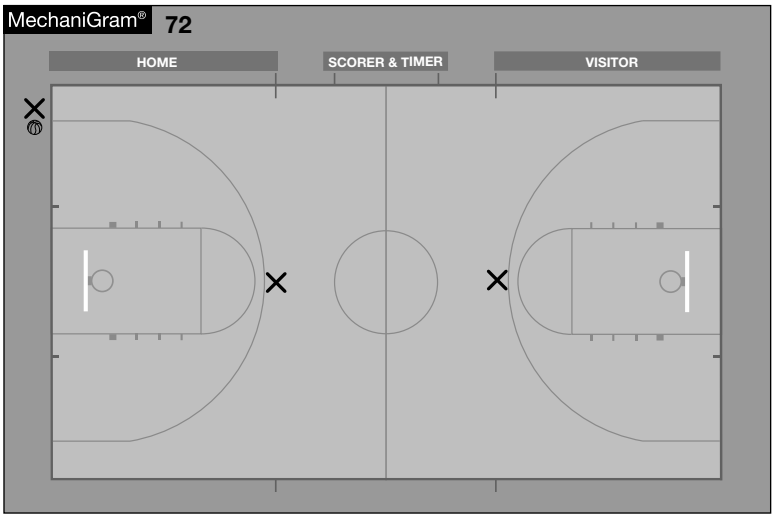



**8.** The signal for a 30-second timeout is to place the tips of the fingers of each hand on the official's shoulders.

**9.** The signal for successive 30-second timeouts is putting the finger tips of one hand on the shoulder and holding two fingers up on the other hand (MechaniGram M). Head coaches may call consecutive 30-second timeouts in order to allow players to sit during the timeout, provided the head

coach indicates the desire for two consecutive timeouts when the first timeout is called.

**10.** Officials will follow the same protocol in reporting the 30-second timeout to the table as they do in a full timeout (see 3.4.3.A1), except the officials not responsible for administering the throw-in will be positioned at the top of each free-throw circle (MechaniGram 72).



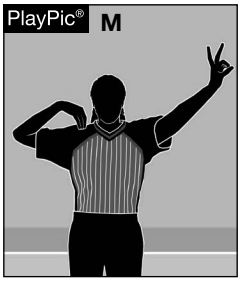

**The two officials not responsible for the throw-in go to the nearest top of the circle for 30-second and two successive 30-second timeouts.**

**11.** The timeout mechanic for a substitution is to report the type of timeout to the scorer, followed by a small traveling signal done with the index finger of each hand lifted above head and away from the body, as seen in MechaniGram N.

### B. Media Timeout

**1.** The signal for a media-timeout is the stop-clock signal and point with the other hand toward the score's table (MechaniGram O).

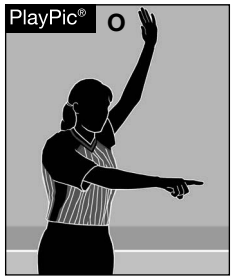
**2.** Immediately upon recognition of a media-timeout, the official nearest the table (or partner if the nearest official fails to




Successive 30-second Timeout




Substitution Timeout



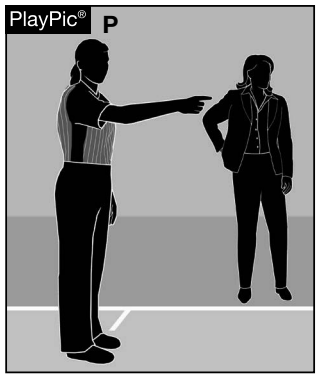

Media Timeout

immediately recognize the timeout) shall give a long blast of the whistle and signal the media-timeout. That action indicates the media-timeout has begun. There is no need to wait until the players are near the bench to give the media-timeout signal.

3.4.3

**3.** When an official recognizes a team called timeout that is called in the media timeout window, the calling official or official closest to the scorer's table will first signal the media timeout and then report the type of timeout requested. This timeout will then be charged to the team that called the timeout.

### C. Option to Advance




Option-to-Advance

The signal for option to advance the ball is to point to the 28-foot line tableside in the frontcourt while keeping the arm at least shoulder height (PlayPic P).

1. When a timeout is called by the offensive team during the last 59.9 seconds of the fourth quarter and/or any overtime, the official that recognized the timeout will confirm with the crew (if necessary) that the option to advance is available and will then ask the head coach if they want a full or 30-second timeout, if they want to advance the ball to the

throw-in spot at the 28-foot line tableside or opposite the table in the frontcourt. If the head coach says, "Yes," the calling official will use the option to advance signal to notify the opposing coach, players, partners and the media that the ball will be advanced. The nearest official will also verbally communicate to the opposing coach that the ball will be advanced. After the timeout has been reported to the scorer, notify the timer to start the timeout clock when both teams are near their benches.

2. When the timeout is called in the backcourt and the "option to advance" is exercised, the T who would have inbounded the ball in the backcourt, if the option was not exercised, will also inbound the ball in the frontcourt if the "option to advance" IS exercised. The other officials will assume their proper timeout positions.



**D. Excessive Timeout Procedure**

**1.** If a team requests a timeout after they have used all of their allotted timeouts, grant the timeout and immediately call a team technical foul on the team.

**2.** After the timeout, the officials will administer two free throws to the team that did not call the excessive timeout and then award the ball at the division line opposite the table to the team that did not call the excessive timeout.

**E. Intermission Between Quarters**

The intermission between first and second, and third and fourth quarters.

**1.** The R is at the division line opposite the table holding the ball in the hand to indicate the direction of play.

**2.** The U1 and U2 will stand at the blocks.

### F. Crew Communication During Timeouts

Officials should communicate the following to one another:

**1.** How play will be resumed. If by free throws — communicate the shooter and number of free throws. If play is resumed by a throw-in — communicate whether it is a spot throw-in or running the end line.

**2.** When a team has one or no timeouts remaining.

**3.** The number of fouls in relation to the bonus situation for each team.

**4.** Substitutions, if there are any.

**5.** A brief discussion about competitive match-ups, rotations, call selection, primary/secondary areas or any other concerns.

**6.** The new shot-clock number in which a 10-second violation could occur on throw-ins into the backcourt.

### 3.4.4 Held Ball

**A.** While the primary official is more likely to make the call, any official may recognize and sound the whistle for a held ball.

**B.** Give the held ball signal OR the stop-clock signal followed by the held ball signal.

**C.** The closest official moves in and toward the action; use your voice or whistle to ensure players' stop their activity; this may help prevent dead-ball contact or rough play.

**D.** The non-calling officials supervise other players and bench activity — move in and toward the action if necessary.

**E.** Only after ensuring that all play has stopped and players are separated, the official(s) will then check the possession arrow. When checking the arrow avoid turning away from players. The calling official then verbalizes the color and signals the proper direction.

**F.** After completion of the throw-in, ensure the possession arrow is switched.

## 3.4.5 Substitutions

**A. Substitution procedure:**

**1.** The official responsible for the substitution blows the whistle, beckons substitutes onto the court, and holds the stop-clock signal until all substitutes have entered and all replaced players have exited. By dropping the stop-clock signal, the official is indicating to partners the ball may be placed at the disposal of the thrower-in or shooter.

**2.** Before beckoning substitutes onto the court, officials shall ensure the ball is not about to become live, substitutes have reported to the scorer, and the substitutes are ready to enter.

**3.** If substitutes have reported to the table prior to a foul that results in disqualification, the substitute for the disqualified player must enter before other substitutes are beckoned onto the court.



**B. Substitutions prior to a frontcourt throw-in or free throw(s):**

**1.** When play resumes with a throw-in, the official nearest the table (T or C) administers the substitution procedure.

Exception: When the T is tableside and will administer the throw-in, the C administers the substitution procedure.

**2.** When play resumes with free throw(s), the T administers the substitution procedure prior to the first free throw.

**C. Substitutions prior to a backcourt throw-in (following a foul, violation, or successful final free throw):**

**1.** The C administers the substitution procedure.

Exception: When the new L (old T) is tableside and near the division line, the new L blows the whistle and hands off responsibility to the C to complete the remainder of the substitution procedure.

## 3.4.6 Injury/Blood/Contacts

The following information is intended to assist in administering situations in which a player is injured, is bleeding, has blood on their uniform/person or a lost/irritated/displaced contact.

**A. Injury:** The following procedure is used whether the official stops play for the injury or play has been stopped for another reason.

**1.** Officials are instructed to stop play immediately when it is necessary to protect an injured player. Otherwise, officials should stop play when the ball is being controlled by the injured player's team or when the opponents complete a play (ceasing an attempt or no longer advancing the ball to score). Officials must use their judgment to determine when a player is injured and if it is necessary to stop play immediately or wait to stop play.

**2.** When a player is injured, the official must then determine if they are ready to play immediately. If so, they may remain in the game without being charged a timeout.

**3.** When they are not ready to play immediately, and bench personnel have been beckoned onto the court, allow as much time as needed to treat the player. (Note: DO NOT start the 20-second timer while the player is being attended to.)

**4.** Once the player leaves the court, the official will inform that player's head coach that they may exercise one of two options:

**a.** Request a timeout. If the head coach chooses this option, the injured player must be ready to play when the final horn sounds ending the timeout. If the player is not, the coach must immediately choose option (b) below. See 3.4.6.A.5 for more timeout information.

**b.** Replace the player with a substitute. When the coach provides an immediate substitute, there is no need to start the timer. If there is any delay, the official shall

direct the timer to begin the 20-second interval. If a substitute is not provided at the end of the interval a direct technical foul shall be charged to the head coach. The injured player may not re-enter the game until the next legal opportunity to substitute after the clock has started.

**5.** Timeouts. When a team-called timeout is granted for an injured player, the following are in effect:

**a.** The player shall be permitted to resume play only when their team was granted the timeout.

**b.** If the player is not ready to resume play at the end of the timeout and a substitute is required, the opponents are permitted to counter with a substitution.

**c.** If an opponent is also injured at the same time, to the extent that bench personnel are beckoned on to floor, both players are permitted to remain in the game if either team requests, and is granted, a timeout.

**d.** Media Timeout. When a player is injured in a media-timeout window, the above procedures should be followed. If the player is not ready to play immediately, the head coach has the same two options (be charged with a timeout or substitute). If the coach wants to call a timeout, it shall be charged and will run concurrently with the media timeout. If it is the first called timeout of the second half, it shall be a media timeout. The media timeout alone DOES NOT "buy" any player back into the game. If they don't want to use a timeout, a substitute must report to the scorer before the media timeout begins.



**B. Blood or Lost/Irritated/Displaced Contact**

**1.** When a player is bleeding, has blood on their person/uniform (see B.2) or has a lost/irritated/displaced contact lens (see B.3), the official will inform that player's head coach that they may exercise one of three options:

**a.** Keep the player in the game. If the situation can be remedied in 20 seconds, the player may remain in the game. If the coach chooses this option, the official shall inform the timer to start the 20-second interval. A warning horn will sound five seconds into the 20-second interval. The affected player must be ready to play when the final horn sounds ending the 20-second interval. If they are not, the coach must immediately choose option 1.b or 1.c below.

**b.** Request a timeout. If the head coach chooses this option, the affected player must be ready to play when the final horn sounds ending the timeout. If they are not, the coach must immediately choose option 1.c below.

**c.** Replace the player with a substitute. The affected player may not re-enter the game until the next legal opportunity to substitute after the clock has started.



**2.** Blood Saturated Uniform. A player with blood on their uniform shall have the uniform evaluated by medical personnel. When medical personnel determine that the blood has not saturated the uniform, that player may immediately resume play if within the 20-second interval. When medical personnel determine that the blood has saturated the uniform, the affected part of the uniform must be changed before the player shall be permitted to return. If this can be done within the 20-second interval, the player may immediately return. If not, the coach must immediately choose option 1.b. or 1.c. above.

**3.** Lost Contact. If a coach wants to keep a player in the game with a lost contact, they may only look for the contact for a maximum of 20 seconds. If they want to continue to look for longer than 20 seconds, the coach only has two options: a) call a timeout to keep that player in the game, or b) replace that player with a legal substitute. The contact may continue to be looked for during the timeout period and, just as with a bleeding player, if the lost-contact player is not ready to play at the

conclusion of the timeout, an immediate substitution must be made.

**4.** Timeouts. When a team-called timeout is granted for any of the above conditions, the following are in effect:

**a.** The player shall be permitted to resume play only when their team was granted the timeout.

**b.** If the player is not ready to resume play at the end of the timeout and a substitute is required, the opponents are permitted to counter with a substitution.

**c.** If opponents incur one of the above conditions at the same time, both players are permitted to remain in the game if either team requests and is granted a timeout.

**d.** Media Timeout. When a player is bleeding or has a blood/contact issue in a media-timeout window, the head coach has the same three options. If they want to keep the player in the game, the situation must be remedied in 20 seconds. If it is remedied in the 20-second interval, the media timeout may then begin. If the situation can't be remedied, they still have options 1.b and 1.c above (be charged with a timeout or substitute). If they want to call a timeout, it shall be charged and will run concurrently with the media timeout. If it is the first called timeout of the second half, it shall be a media timeout. The media timeout alone DOES NOT "buy" any player back into the game. If they don't want to use a timeout, a substitute must report to the scorer before the media timeout begins.

## 3.4.7 Double Whistles

Double whistles should only occur in areas where coverage intersects, such as in the lane, near the free-throw lane line and near the free-throw line extended. A triple whistle could occur in the lane. Follow the guidelines listed when handling double or triple whistles.

**A. Pregame.** Thoroughly discuss this issue in the officials' pregame conference so that all crew members know that double whistles should not occur when a foul or violation clearly occurs in another official's primary. The primary official should always have the only whistle on an obvious foul or violation in their primary. When the primary official fails to put a whistle on an obvious foul or violation, then the secondary coverage official may call what is an obvious foul or violation. When a double whistle occurs in a transition area where officials are not sure when the ball is in their primary, officials are to discuss how the double-whistle situations will be handled as stated in the following section.

**B. Recognition.** Officials must first recognize that your partner(s) has blown the whistle. Expect double whistles, especially on plays in transition areas or where all coverage areas intersect. On a violation, the calling official(s) should give the "stop the clock" signal, but if at all possible, DO NOT give an immediate preliminary signal. On a foul, the calling official(s) are to show the foul signal first, but do not show a preliminary signal. Officials are to make eye contact and communicate who will take the call.

**C. Releasing to primary.** When the double whistle unnecessarily occurs in one official's primary, is immediately recognized and officials are confident they have the same calls, the call is then released to and taken by the official with primary area responsibilities. Don't bounce the call back and forth to one another. If it is your primary, say "I've got it" and take it! Only one official should be giving the appropriate signal.

**D. Areas of Intersection.** When the action may have occurred in an intersecting coverage area and primary is not obvious and officials mistakenly do not show a foul signal first and the

result is that both a block and a charge or a foul and violation are signaled on the floor simultaneously, the officials shall get together and agree to give the call to the official who had the best look at the play in order to get the call correct. It is important to slow down, have eye contact with partners and not give a preliminary signal when more than one whistle may be involved.

**E. Partner communication.** Communication with the other calling official(s) is essential. At times, it may be appropriate to verbalize the situation from where you are standing. That occurs when it is fairly obvious what has transpired. Other times, it is appropriate to come together and have a brief discussion between just the two (or three) of you away from players, to determine what happened first and who is taking the call.

**F. Official taking the call.** Once a decision is made between the officials, the official taking the call should give the appropriate signal.

### 3.4.8 Inadvertent Whistle

**A.** When an inadvertent whistle occurs, the officials must identify the status of the ball (player control, team control, location of the ball) at the time of whistle and administer the situation appropriately in accordance with the point of interruption rule.

**B.** If the scorer's horn is sounded while the ball is live, or when it is about to become live, the official may ignore it or honor it. The horn has no effect; but the official's whistle shall cause the ball to become dead or to remain dead unless a try is in flight.

## 3.4.9 Appeal and Correctable Error Procedure

A head coach can appeal a potential correctable error, mistake, or a call or non-call by the game or table officials. A head coach can initiate this through one of the following two methods:

**A. Method A – Reporting to the Official Scorer**

1. Purpose and Permissibility
   a. The head coach may report to the official scorer to request a review of a specific play (e.g., unobserved flagrant 1 foul, incorrect free-throw shooter).
   b. Leaving the coaching box for this purpose is permitted.

2. Procedure When the Ball Is Dead
   a. The scorer shall instruct the timer to sound the game-clock horn.
   b. The referee shall be beckoned to the scorer's table.

3. Procedure When the Ball Is Live
   a. The scorer shall instruct the timer to withhold the horn until the next dead ball (e.g., goal, foul, violation, timeout, or official's whistle).
   b. If the appealing team gains control of the ball, the timer shall sound the horn immediately.

**B. Method B – Direct Appeal to an Official**

1. Conditions for Use - A head coach may initiate an appeal directly to an official who is easily accessible from the bench area.

2. Official's Response
   a. The official shall stop play at the next dead ball when in control by the opposing team or immediately when the appealing team is in control of the ball, unless the applicable rule requires the review to occur at the next electronic-media timeout.
   b. In such a case, the official shall signal the scorer that the review will take place at the designated time.
   c. If the appealing team gains control of the ball, the official shall stop play immediately.

**C. Administrative or Correctable Errors**

1. Recognition of Correctable Errors and Mistakes
   a. Correctable errors and mistakes involving timing, scoring, bookkeeping, or the alternating-possession arrow may be recognized by any table official.

2. Table Procedure
   a. The scorer or timer shall immediately signal the officials when the ball becomes dead.

**D. Conducting the Review**

1. Presentation of Appeal
   a. Once the officials are notified of the request for an appeal at the scorer's table, the appeal shall be communicated to the officials by the head coach.
   b. The opposing head coach may be present during this process. If not present, the officials will relay to the opposing head coach the details of the appeal before going to review at replay.
   c. Officials will follow the replay review protocol as outlined in section 4.7 as efficiently as possible.

2. Outcome and Resumption of Play
   a. If the appeal is upheld, play shall resume in accordance with the result of the review.
   b. If the appeal is not upheld, play shall resume at the point of interruption.
   c. The appealing team shall be charged a timeout (see Rule 5-14.15 for timeout type).
   d. If no timeouts remain, the team shall be assessed a technical foul for excessive timeouts.

# 3.5 Communication

## 3.5.1 Signaling/Reporting

**A.** Signals are verbal and non-verbal means of communication by officials to scorer's and timers, players and coaches, as well as spectators and the media. See Appendix 4.8 for approved NCAA signals. Signals are required by the NCAA Rules Book. Each time the whistle is blown there is an accompanying signal. Be fundamentally sound with signals and use consistent language.

**B.** Mechanics are methods or procedures used by officials while officiating the game that help put the official in the best possible position to provide proper court coverage and to provide effective communication to the table.

**C.** Adherence to prescribed NCAA signals and mechanics enhances communication, demonstrates uniformity among all NCAA officials and presents an environment where the officials are in charge and the game is under control.

**D.** Officials should be professional in the use of signals and use the foul signal which best corresponds to the illegal act committed. Additionally, use the proper signal at the spot to communicate the type of illegal contact called. See spot signals and table signals (4.8 Official Basketball Signals).

## 3.5.2 Warnings

### A. Warnings for Delay

**1.** The administering official shall blow the whistle and, near or on the spot of the infraction, verbalize that a warning is being issued to the specific team for a particular type of delay. For example, "Warning on the blue team for interfering with the ball after a goal."

**2.** Inform the official scorer of the warning to be noted in the scorebook. The information recorded should include the team, type of delay warning, quarter and game time. That information may be relayed to the official closest to the table, who then communicates it with the scorer and has the public address announcer communicate the warning.

**3.** A member of the crew must then inform the head coach of the specific warning. It is preferred that the closest official inform the head coach, unless detailed information from the administering official is essential to convey.

### B. Faking Being Fouled

**1.** When the official recognizes a player has faked being fouled, the official will give the fake/flop signal during live play and wait for the appropriate time to report the warning.

**2.** Following the official's signal for a player having faked being fouled, at the next clock stoppage the official shall inform the scorer that a warning for faking being fouled had been issued during play. The information recorded should include the team, that a warning for faking being fouled was issued, the quarter and the time on the game clock. That information may be relayed to the official closest to the table, who then communicated it with the scorer and has the public address announcer communicate the warning.

**3**. A member of the crew must then inform the head coach of the specific warning. It is preferred that the closest official inform the head coach, unless detailed information from the administering official is essential to convey.

**C. Resumption-of-Play Warning**

When a team is not ready to play following the final horn to end the timeout or the intermission following the first and third quarters, officials will blow the whistle, announce the warning, report it to the scorer and inform the offending team for the first offense. For any subsequent offense by the same team, the official shall make the ball ready for play by following the resumption-of-play procedure as outlined in 3.2.4.C.



**D. Stop Sign/Warning Signal**




The stop sign has two uses: stopping substitutes from entering the game too quickly and letting a coach, bench personnel or player know they have been warned. For handling a coach who is clearly and completely out of the coaching box or dealing with a dispute, the official shall use the stop sign signal to warn the coach or call a technical foul. When the warning signal is displayed the official will say, "Coach, this is your warning." Using the warning signal will provide visual proof that the offender was warned. If the misconduct continues and a technical foul follows you have visual proof (possibly on video) that the offender was warned. When a warning has been issued, it should be communicated to the entire crew. Behavioral and location warnings do not get recorded in the scorebook (PlayPic Q).

## 3.5.3 Help Calls

**A.** Help calls extend beyond out-of-bounds calls and can include helping a co-official on a ball that goes through the basket when a foul occurs (count it or cancel it), help on a shot from near the three-point arc (two or three), help on a ball going into the backcourt (was it tipped), help on restricted-area rulings (in or out) and help on a last-second shot (good or no good).

**B. Needing Help**

**1.** When a typical out-of-bounds situation occurs, the official responsible for that line sounds the whistle (there is no stop-clock signal prior to an out-of-bounds violation) and then simultaneously calls out the color of the team entitled to the ball and points in the direction of their goal.

**2.** The primary official sounds the whistle and gives the stop-clock signal. When needing help, they will look in the direction of the nearest non-calling official and verbalize "help."

**3.** When the nearest non-calling official has definitive knowledge, they will sound the whistle, call out the color of the team entitled to the ball and give the direction signal. The primary official will then mirror this information.

**4.** When the nearest non-calling official does not have definitive knowledge, the third official should be consulted. If the third official does not have definitive knowledge, they should give the held-ball signal. This signal is then mirrored by the calling official.

**C. Providing Help**

**1.** *Out of Bounds/Backcourt*. If the non-calling official has definitive information regarding an out-of-bounds or backcourt call that has been made by a partner, the non-calling official goes to the calling official and gives the additional information, the calling official makes the decision to change the call, then whistles and emphatically

signals the change. Out-of-bounds violations on T's sideline below the free-throw line and not recognized by T can be called by the L when obviously missed.

**2.** *Made Basket*. If the non-calling official sees the basket go in when a foul has been whistled, that official should move toward the calling official. Provide the following information, "the ball went in." The calling official will then decide to count or cancel the goal and signal appropriately. Do not say "the basket is good," in case a player or coach hears "basket is good" then the calling official decides to wave the basket off.

**3.** *Two or Three*. If you have definitive information that a three-point goal was signaled a two or vice-versa and there are media timeouts remaining in regulation, signal the scorer with the Replay Review signal and review the goal at the next media timeout. When there is uncertainty about whether a goal was a two- or a three-point goal and there are not media timeouts remaining in regulation and in all of overtime, stop the game immediately with a whistle. Go to the official whose primary area of responsibility is where the shot originated. Provide the information to the official and determine if the call was accurate or needs to be changed.

**4.** *Restricted-Area*. It is encouraged and recommended that the non-calling officials provide help (if necessary) on such calls. If the non-calling officials can provide definitive information to the calling official (e.g., defender was legally positioned outside of the restricted area), the calling official will then determine if the call shall be switched. If the ruling is switched, the calling official should blow the whistle and emphatically signal the change.

a. When a dribble-drive play goes down the free-throw lane to the basket the L needs to be no nearer than the close-down position to referee the legality of the defender. The T and C must position adjust to provide help when needed as to the legality of the defender.

b. When a dribble-drive play to the basket originates from the C's side, the L has primary coverage of the help defender. The C has secondary coverage of the help defender. The T must position adjust one to two steps onto the floor and stay connected to the help defender as many times the T will have the only open look to judge the legality of the help defender. The T will provide help when needed as to the legality of the help defender.

c. When a dribble-drive play originates from the T's primary, the C and T must position adjust to provide help when needed as to the egality of the help defender.

d. When a dribble-drive play originates from the L's primary, the L will be responsible for primary coverage of the primary defender and the C and T official will share primary responsibility for defenders based on who has an open look at the play.



**5.** *Last-Second Shot.* Although the C is primarily responsible for the last-second shot, it can be very difficult to handle alone. The T and L officials should always be prepared to provide assistance to the C official on the release.

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

## 3.5.4 Postgame Crew Discussion

**A.** It is essential that the crew have an honest and productive postgame discussion.

**B.** The crew's postgame evaluation should include a review of any applicable rules, crew consistency in calls and any unusual situations that may have occurred. The evaluation may include reviewing game video.

**C.** Some games may also include a postgame critique from an observer or coordinator.

**D.** Complete any required verbal or written reports to game administrators, coordinators or league offices.

Please see Appendix 4.4 for a guide on postgame content.

# 3.6 Game Management/Awareness

## 3.6.1 Clocks

**A.** Be aware of the clocks at all times.

**B.** Work to look at clocks on any whistle to ensure that the clocks are properly stopped.

**C.** Work to know the time of possession at the start of every possession to correct any timing mistakes, and at the end of each quarter and overtime to assist with the 10-second backcourt count.

**D.** Similarly, when the ball is put back in play, all officials should ensure that the clocks are properly started.

**E.** Clock malfunctions occur. Know the rules regarding those unusual situations and apply them appropriately.

**F.** Remember an official's count (throw-in, etc.), an embedded timing device/clock within a replay system (only when synced with the game clock), or a timer's digital stopwatch can be used to correct a timing mistake.

## 3.6.2 Team Personnel/Followers

### A. Disqualification and Ejection

When a player commits their fifth foul and is disqualified:

**1.** The calling official will inform the coach it is the player's fifth foul and a substitute is necessary.

**2.** The calling official will tell the player they have five fouls.

**3.** The calling official should tell their partners that the player has five fouls.

**4.** When a player has been disqualified, the calling official will tell the clock operator to start a 15-second clock with the first horn sounding immediately and the second horn sounding when the interval is complete and a substitution hasn't been made. Even if there is a substitute at the table, the calling official will point to the timer and request the horn that coincides with the start of the 15-second time limit. When the legal substitute reports before the second horn, the second horn will not be sounded.

**5.** A bench technical foul assessed directly to the head coach if the player has not been replaced within the appropriate time frame.

**6.** The calling official always has the option to go opposite the table if an adversarial situation has or could occur.

### B. Ejection

When any team member is ejected from the game:

**1.** The calling official will designate the spot of the subsequent throw-in and go tableside while reporting the foul.

**2.** The calling official will instruct the coach and/or player(s) to leave the playing court and go to the locker room until the game is over.

**3.** The proper notations must be clearly marked in the scorebook for technical, flagrant 1 fouls, flagrant 2 fouls, and ejections. For reporting accuracy, the stat crew should also be informed of the type of foul reported.

**4.** Follow the NCAA rules regarding fighting if the player(s) is involved in a fight.

**5.** The calling official always has the option to go opposite the table if an adversarial situation has or could occur.

**6.** Communication to partners and coaches must be clear when a foul resulting in ejection has been called.

**C. Bench Decorum**

**1.** Head coaches are expected to set an example for players and bench personnel in words and in actions. If the coach is unwilling to set a positive example or deal with the unacceptable behavior, the officials should penalize accordingly.

**2.** The head coach should be the only person on the bench communicating with the officials and should remain in the coaching box at all times.

**3.** Officials need to glance at the bench areas to make sure players, coaches, or additional team personnel do not continue to stand after reacting to an outstanding play. The T or C official must work with coaches to communicate unacceptable behavior.

## 3.6.3 Dead-Ball Officiating and Conflict Resolution

**A.** Dead-ball officiating is about concentration and awareness when the ball is dead. The following are guidelines for officiating during dead ball situations:

**1.** Keep all 10 players in view.

**2.** Heighten your awareness. Look for potential problems after a foul is called.

**3.** Know the position and demeanor of all players when they cross paths as they move toward their benches for a timeout or end of quarter.

**4.** At least one of the three officials should have an awareness of the remaining players when the focus is on a few other players.

**5.** The calling official must stay in position until they know a situation is under control after a foul has been committed.



**B. On-Court Conflict Resolution**

Disagreements and conflicts are inevitable in an intense game such as ours. Officials should be prepared with the tools needed to resolve conflicts successfully. Recognizing and managing conflict is the responsibility of the entire crew. Having the ability to read the situation, adjust your approach and resolve conflict is important. Officials should use their voice and/or their whistle to discourage the conflict. Multiple whistle blasts are recommended.

**1.** The official closest to an existing or potential altercation should quickly identify the player or coach that is likely to instigate conflict or retaliate (e.g., the player against whom a flagrant 1 or flagrant 2 foul was committed) and direct them away from the altercation area.

**2.** The second closest official to an existing or potential altercation should approach the player or coach that

initiated the last physical contact and direct them away from the altercation area.

**3.** The third official should survey the entire altercation, keeping all participants in sight, and should gather information on other individuals who came off the bench or who were otherwise involved in misconduct. They should also gather key facts to assist the resolution of the altercation (punches thrown, persons responsible for escalating the altercation, players leaving the bench area, etc.)

**4.** When a standby official is present, they must be aware of both benches and record the names or numbers of individuals violating rules.

**5.** At their first opportunity, officials should manage the situation by directing players and coaches to their benches or stepping between players before the altercation escalates if necessary. Officials should use their voice and/or their whistle to discourage the conflict. Multiple whistle blasts are recommended. Officials should also immediately administer technical fouls and/or ejections for the most obvious participants in the physical altercation and any other parties involved in the altercation. Technical fouls are used as a tool to penalize misconduct in an effort to establish discipline on the floor. Technical fouls are fouls. They enable a referee to manage a game in order to prevent it from getting out of control. NCAA basketball rules regarding fighting and misconduct shall be followed.

**6.** The officials should then conference to exchange information on the altercation and begin replay review when available. When reviewing fight/altercation situations, take the review one piece at a time. Start with the "how" and "who started" parts of the incident. These players make up the inner ring of the situation. The outer ring, or next wave, is made up of the players on the court who move to either become escalators or peace makers. The last piece would be to review the benches and who left the bench or substitution area. Don't forget to count the number of players on the

court in this review piece. Don't try to see and judge the whole pie; take it in pieces and you will increase your likelihood of seeing all the action and making accurate decisions on this challenging review. The officials should recap what they saw and properly administer all penalties. The standby official and table personnel may be used to assist with this information. All fights must be reported in the scorebook and recorded as a fight so that subsequent penalties are administered following the game. Please see the Fight/Altercation Form in Appendix 4.12 for a guide to assess the proper penalties.

**7.** Keep in mind that the head coach and any number of assistant coaches are permitted to leave the bench area to assist when a fight has broken or may break out. No one else is permitted to leave the bench area without penalty. It is recommended that coaches not touch opponents. It is recommended that officials not touch players or coaches. Officials should use their voice and/or multiple blasts of their whistle to dissuade the altercation from occurring and/or continuing to escalate. Officials are permitted to request the assistance of security and/or game management when necessary.



**C. Spectator Conflict Resolution**

**1.** All game participants (including players, coaches, athletic trainers and other team personnel) are prohibited from engaging in inappropriate behavior directed towards spectators. Such behavior includes, but is not limited to vulgar, obscene, and/or abusive language or gestures; hostile or confrontational actions directed towards spectators; throwing or projecting objects at fans, (e.g. ball, spit, gum); and/or physical contact with fans (other than incidental contact). Officials are reminded that they are authorized to issue technical fouls and/or ejections to game participants who engage in such misconduct.

**2.** Spectators are precluded from engaging in excessive verbal abuse or other inappropriate behavior directed toward game participants and officials. Excessive verbal abuse can

include obscene, profane, racial or otherwise objectionable language, or verbal harassment that interferes with play or with the coach's ability to communicate with their players during game play or huddles. Other inappropriate behavior can include entering the playing court or throwing objects on the court or at game participants.

**3.** Before penalizing a team follower(s) for misconduct, the officials shall have knowledge as to which team's follower(s) committed the misconduct.

**4.** When the misconduct by spectators is extreme or excessive, the official shall request game management to take corrective or appropriate action. Game management can reasonably be expected to control the spectators and has the responsibility of providing a site where the game can proceed in a sporting manner. If the conduct of spectators prohibits the orderly continuance of a game, the officials should have a representative of game management take whatever action is necessary. That may require the removal of a team follower(s). This can be done without charging the supporters' team with a technical foul. The advised procedure is for the official to notify game management as to which follower(s) must be removed from the site. The officials may stop the game until game management resolves the situation.

When official's have positive knowledge that team supporters have thrown debris, paper, coins, ice or other items on the floor and which supporter(s) threw the items, the official should instruct game management to have the supporter(s) removed from the site. As in the previous case, that can be done without charging the supporters' team with a technical foul. If the official does not have positive knowledge, the official should instruct game management to make a public address announcement stating that the next time debris is thrown on the floor, it will result in a technical foul charged to that supporters' team and will also result in the supporter(s) being removed from the facility. If after the announcement, the situation is not brought under control, the officials may also stop the game

until game management resolves the situation. In most situations, after an announcement has been made, game management is very aware of the problem and will usually have positive knowledge as to which supporter(s) threw the items on the floor. If the disruption is not brought under control and the contest cannot safely continue, rather than assess several technical fouls, officials are advised to suspend the game.

**D. Sporting Behavior: Coaches**

**1.** While it is desirous for officials to address coaches' behavior with good game-management philosophy by attempting to defuse situations, warn and then issue a technical foul, this may not always be possible. After the coach has been verbally and visually warned as outlined in 3.5.2.C a technical foul must be assessed for misconduct. A technical foul should be issued without progression steps for any egregious behaviors.

**2.** It is necessary to have heightened awareness on the bench area at the end of the game, during timeouts, and when opposing players cross paths on and off the court in and out of timeouts. By definition (Rule 4-5.2), the bench area extends from the sideline to the near free-throw lane line during a timeout; however, it does not extend beyond the 28-foot line. Players on the bench who come out to greet their teammates should not be going beyond the imaginary line that extends from the 28-foot line to the free-throw lane line.

**3.** Remind coaches to manage and control their benches in the pregame meeting, or if necessary, during deadballs in tight game situations or celebrating toward the end of a close game.

# 3.7 Ending/Starting a Quarter/Half/ Game/Overtime

## 3.7.1 End of Quarter

**A.** When a shot is taken and the try is successful, the official will sound their whistle, followed by the proper signal counting the basket using only the goal-counts signal for a two-point goal or the successful three-point signal. Do not use the end-of-quarter signal after the goal-counts signal.

**B.** When no shot is taken the official will blow their whistle followed by the end-of-quarter signal.

**C.** When a shot is taken and the try is unsuccessful, the official will blow their whistle followed by the end-of-quarter signal.

**D.** If a shot is taken near the end of the quarter and/or involves a possible violation of the 30-second clock and/or if a foul is called near the end of the quarter, the official shall:

**1.** Make a call on the floor from on-court knowledge.

**2.** Go to replay if permitted by rule. See Appendix 4.7 for replay review guidelines.

**3.** Make a final decision and inform all necessary parties.

**E.** At the conclusion of the second quarter, officials will retrieve the ball, meet in the C circle and wait for the teams to leave the court. The R will proceed to the scorer's table, leave the ball and assume responsibility for the following:

**1.** Change the possession arrow.

**2.** Make sure the book is correct.

**3.** Arrange with game management personnel or security for officials to be notified when five minutes remain in the half and/or when a team is preparing to return to the floor.

**4.** Have the timer start the halftime clock. Officials will remind the timer to notify the teams when three minutes remain in halftime.

**F.** At the end of the first and third quarter, once both teams have reached their respective bench areas, the official nearest to the table will instruct the timer to start timing the end-of-quarter intermission using the digital stopwatch.

## 3.7.2 Start of Second Half

**A.** At least one official will return to the court whenever there are team members present and all three officials will return to the court with three minutes left on the halftime clock regardless of whether there are teams present. It is the timer's responsibility to notify teams at the three-minute mark prior to either half. The fact that officials are not notified by the timer, game management personnel or security escort is not a valid reason for being late. Assume the same responsibilities as pregame. With one minute remaining in the halftime, the new C will retrieve the ball from the scorer's' table and toss it to the R (new T) opposite table to administer the throw-in at the division line. The R will:

**1.** Make sure the ball is awarded to the proper team.

**2.** Indicate to the thrower-in that the throw-in is a designated spot.

**3.** Make sure there are five players from each team on the court.

**4.** Get eye contact from the C that the table is ready.

**5.** Get eye contact from the L.

**6.** Blow the whistle.

**7.** Administer the ball by bouncing, tossing or handing it to the thrower-in for the start it of the second half.

### 3.7.3 Last-Second Shot

**A.** The last-second shot is very difficult for the C to handle alone. Officials should discuss in the pregame that the C is primarily responsible to determine if the ball is released before zeroes on the game clock. Officials need to communicate during any full or 30-second timeout taken during the final minute of any quarter or overtime.

**B.** All three officials must confirm with one finger (index finger) extended that one minute remains in the game. That will help partners confirm with one another that the clock will stop on all made baskets during the last 59.9 seconds remaining in the game.

**C.** The R must meet with the partners to discuss the following:

**1.** The number of timeouts, plus the possibility of a coach or player requesting a timeout.

**2.** Team fouls, bonus, and whether or not a team has a foul to give.

**3.** Game and shot clocks.

**4.** Throw-in (spot or run end line).

**5.** Alternating-possession arrow.

**6.** Rotations.

**7.** Goaltending and basket interference.

**8.** Who has the last-second shot.

**9.** Fouls and unusual play scenarios.

**10.** Clocks starting and stopping. Officials must chop in time after a made basket under one minute.

**11.** If free throw(s) are to be taken, know the number of the shooter and number of free throw(s).

**12.** Play resuming by a throw-in or free throw(s) with three-tenths of a second or less on the game clock, player can only tap the ball.

**13.** The T and L must provide assistance to determine if the shot was a two- or three-point attempt on a last-second shot. The T and L should always be prepared to provide assistance to the C on the release.

**D.** The C official will communicate with partners by signaling with the hand-on-chest signal when the game clock or shot clock is near five seconds, confirming acceptance of the last-second shot in each quarter.

**1.** If the game clock is under 30 seconds in any quarter or overtime when a reset situation occurs, the shot clock is turned off.

**2.** The responsibility of counting or canceling the last-second shot is the primary responsibility of the C official.

**3.** When the game clock or shot clock is near five seconds, the L will not rotate (Lock Down). That mechanic should be discussed thoroughly in the pregame.

**4.** The official may need to assume a position on the floor to be able to see the defender, shooter, clock and light. The official must put their self in the best position to have all the information needed to get the play correct.

**5.** The C official may seek assistance from their partners who can provide definite knowledge to the C official. If the T official has a three-point attempt signal on a last-second shot scenario, it is imperative that the T does not give the successful three-point signal.

**6.** When the ball is in flight on a last second shot attempt and the red light/LED lights are activated to end the quarter, the official's whistle will sound when the goal is successful or unsuccessful and then immediately follow with the proper signal counting the basket and/or ending

the quarter. On a successful basket, use only the goal-counts signal for a two-point goal or the successful three-point signal. Do not use the end-of-quarter signal after the goal-counts signal. On an unsuccessful goal, use the end-of-quarter signal. When no shot is taken, use the end-of-quarter signal.

**7.** The T and L must provide assistance to determine if it was a two- or three-point shot attempt. The T and L should always be prepared to provide assistance to the C on the release.

**8.** If replay is available, look/listen for 0:00, red light and then horn. If the release cannot be determined, the call made on the floor stands. If there is no replay available, use the red light and then horn to determine if the shot was released before the end of the quarter.



**9.** If the end of the game try for field goal involves a possible violation of the 30-second shot clock, a foul before the end of the quarter or will determine the outcome of the game (win, lose, or send the game into overtime) the officials shall:

**a.** Have the C make the call on the floor. Count or do not count the goal. Make sure a signal is given and then go to replay if applicable.

**b.** Huddle together at center circle. T and L can give additional information, if applicable.

**c.** Have the U1 and U2 make sure their respective teams stay on the court until the final decision is made about the shot.

**d.** For replay review procedures, review Appendix 4.7.

## 3.7.4 End-of-Game Procedures

**A.** End of quarter and approval of score: In a game without replay, the quarter ends when the red light(s) are activated and when the light fails or is not visible, the quarter ends on the game-clock horn. In a game with a replay system, the quarter ends when the game clock shows zeros. When the game clock is not visible, then use the red light(s). When the lights are not visible, use the game-clock horn. At the end of the game the officials shall make eye contact with the scorer, who will give a thumbs-up signal to confirm that no problems are evident. Upon receiving such confirmation, the officials will meet the security escort and immediately exit the floor to their locker room(s).

**B.** When a problem is evident, the following end-of-game procedures shall be followed:

**1.** If an official(s) has information that a game or shot clock error has/could have occurred in the last few seconds of the game, that official(s) shall communicate such information with the R in a concise manner.

**2.** The officiating crew shall go to the scorer's' table where they will be met by the security escort.

**3.** The R shall use actual knowledge and other available information (timer, scorer(s), alternate official, statistician and review of replay) to resolve the situation. Replay may be used as noted in Appendix 4.7.

**C.** In the locker room after the game, the officials will:

**1.** Not permit coaches to enter their locker room(s) at any time. After the game the home sports information director, game administrator or designated pool reporter may request a clarification of a rules interpretation from the R. The R may make a statement regarding a clarification of a rule but will refrain from any discussion regarding judgment during the game per conference rules and guidelines.

**2.** Have a postgame conference discussing controversial calls, unusual play situations, good calls/no-calls, calls they would like to have back, rotations, player/bench decorum and positive/negative experiences, etc.

**3.** Complete required postgame reports or telephone conference coordinators as required by conference policies.

### 3.7.5 Overtime

The R will instruct the official scorer, timer and coaches of the following overtime procedures:

**A.** There will be a one minute intermission before the start of the overtime.

**B.** Each team is entitled to one additional 30-second timeout per overtime. The first timeout called by either team may become an electronic media timeout if stipulated by the media agreement.

**C.** The length of the overtime will be five minutes without teams changing baskets and team foul totals are not reset to zero.

**D.** Officials will assume the same positions they did to start the game.

**E.** The overtime will start with a jump ball administered at the center circle by the official who administered the jump ball to start the game.

# Part 4 Appendix

**4.1 CCA Commissioners/Coordinators**

**4.2 Standby Procedures**

**4.3 Officials' Pregame Conference**

**4.4 Officials' Postgame Conference**

**4.5 Table Crew Pregame**

**4.6 Timing Equipment Compliance Testing Script**

**4.7 Replay Review and Communication Protocol**

**4.8 Official Basketball Signals**

**4.9 NCAA Women's Basketball Warm-Up Jacket**

**4.10 NCAA Women's Basketball V-Neck Shirt**

**4.11 Standby Form**

**4.12 Fight/Altercation Form**

# 4.1 CCA Commissioners/Coordinators

| CONFERENCE | COMMISSIONER | COORDINATOR |
|---|---|---|
| American | Tim Pernetti | Pualani Spurlock-Welsh |
| America East | Brad Walker | Michael Schmidt |
| Atlantic Coast | Jim Phillips | Pualani Spurlock-Welsh |
| Atlantic 10 | Dan Leibovitz | Kristi Vera |
| Big East | Tim Brosnan | Pualani Spurlock-Welsh |
| Big Sky | Tom Wistrcill | Violet Palmer |
| Big South | Sherika Montgomery | Judy Stroud |
| Big Ten | Tony Petitti | Patty Broderick |
| Big 12 | Brett Yorkman | Patty Broderick |
| Big West | Dan Butterly | Violet Palmer |
| Coastal Athletic | Joe D'Antonio | Judy Stroud |
| Conference USA | Judy MacLeod | Patty Broderick |
| Horizon | Jill Bodensteiner | Patty Broderick |
| Ivy League | Robin Harris | Tasha Smith |
| Metro | Travis Tellitocci | Tasha Smith |
| Mid-American | Jon Steinbrecher | Patty Broderick |
| Mid-Eastern | Sonja Stills | Tony Brothers |
| Missouri Valley | Jeff Jackson | Patty Broderick |
| Mountain West | Gloria Navarez | Violet Palmer |
| Northeast | Noreen Morris | Jon Levinson |
| Ohio Valley | Matt Wilson | Lisa Mattingly |




| CONFERENCE | COMMISSIONER | COORDINATOR |
|---|---|---|
| Pac-12 | Teresa Gould | Violet Palmer |
| Patriot League | Jennifer Heppel | Michael Schmidt |
| Southeastern | Greg Sankey | Lisa Mattingly |
| Southern | Michael Cross | Lisa Mattingly |
| Southland | Chris Grant | Lisa Mattingly |
| Southwestern Athletic | Dr. Charles McClelland | Lisa Mattingly |
| Summit League | Josh Fenton | Patty Broderick |
| Sun Belt | Keith Gill | Lisa Mattingly |
| Unisun Sports | Jeff Bacon | Lisa Mattingly |
| West Coast | Stu Jackson | Violet Palmer |

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| Bruce Mason | 515-577-4140 | bmasonbb@aol.com | Great Lakes Valley Conference |
| Brad McMillion | 304-320-6763 | bradtheref@hotmail.com | Mountain East Conference |
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| Diane Plas | 216-533-7521 | jplas@prodigy.net | Great Midwest Athletic Conference |
| Tommy Salerno | 336-339-1049 | salernotommy39@gmail.com | Conference Carolinas |
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| Greg Small | 660-864-3029 | Gsmallref@gmail.com | Great American Conference, Mid-American Intercollegiate Conference |
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| Judy Stroud | 828-388-0707 | jlstroud1313@gmail.com | South Atlantic Conference |
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| Jennifer White | 512-695-4998 | jennwhite177@gmail.com | Lone Star Conference |

# NCAA Division III Women's Basketball Coordinators of Officials Roster

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| Mary Day | 334-467-0380 | maryhday@yahoo.com | Collegiate Conference of the South, Southern Athletic Association |
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| Rob Doss | 740-586-7840 | robdoss12@hotmail.com | Michigan Intercollegiate Athletic Association |
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| Bryan Enterline | 260-740-6884 | enterlinebryan@gmail.com | Heartland Collegiate Athletic Conference |
| Ashlee Goode | 267-784-0136 | ashleegoode519@gmail.com | Atlantic East Conference, Centennial Conference |
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| Mary Toberman | 651-491-9359 | mary.toberman@hotmail.com | Minnesota Intercollegiate Athletic Conference, Upper Midwest Athletic Conference |
| Jennifer Washo | 773-621-7156 | jenniferwasho@gmail.com | Midwest Conference, Northern Athletics Collegiate Conference |

# 4.2 Standby Procedures



### Standby Official Responsibilities

The standby official shall be in full officiating uniform, including whistle and jacket and prepared to enter the contest to officiate, if needed.

**1.** Supplies needed. Standby Forms (2), pencil/pen, NCAA Rules Book, Caso Book, stopwatch (supplied by tournament manager).

**2.** Officials' pregame meeting. Attend the officials' pregame meeting.

**3.** Position at scorer's table. Sit between the scoreboard clock operator and the timeout coordinator 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.

**4.** Complete forms. During the course of the game:

**a.** Standby Official Form in Appendix 4.11 — Document information noted.

**b.** Postgame Review Form — Note the half, time on the clock and brief description of plays the crew may want to review in the locker room after the game.

**c.** Per policy of assigning coordinator, complete and submit any additional items requested.

**5.** Assist game officials. If asked by the game officials, be prepared to advise them of or assist them with:

**a.** The number of the player who committed a foul or was fouled;

**b.** Substitutions – who entered or left the game;

**c.** Replay review — be prepared to facilitate getting audio and video feeds from the television truck for review; keep headset on to hear what the talent is saying and watch the TV monitor to know what they are showing to the broadcast audience.

**d.** Pertinent information concerning any matter 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.).



**6.** Television timeouts. Notify the timeout coordinator when the game officials have signaled that the timeout has begun. That notification shall be the standby official's only involvement in the coordination of television timeouts.

**7.** Follow any other directions by the referee of the officiating crew.

# 4.3 Officials' Pregame Conference

Review the following:

**A.** Rule Changes, Points of Emphasis and Video Bulletins

**B.** Teaching Points: Mechanics Changes, Signal Changes and Points of Emphasis

**C.** NCAA Officiating Philosophies

D. Coaches' Appeals

**E.** Throw-In Situations

**F.** Signals (including new ones)

**G.** Replay Situations and Procedures

**H.** Game Management and Clock Management Situations

**I.** Basic Rotation, Floor Coverage and Position Adjustments

J. Coverage on Drives to the Basket

**K.** Double Whistles, Challenging Calls and Atypical Situations

L. Bench Decorum and Misconduct

# 4.4 Officials' Postgame Conference

**A.** Enforcement of Points of Emphasis

**B.** Plays of interest / Pertinent situations

**C.** Areas of improvement, adjustments for future games.

**D.** Content to be included in game reports

**E.** Things your assigning coordinator could be asked about.

# 4.5 Table-Crew Pregame

**A. Official Scorer**

1. The scorer must make good eye contact with the calling official on every foul.

2. Review the signals that they will give the calling official on the fifth team foul (visually display two fingers and verbally state the team is in the bonus); stress that it is important to keep giving the signal for all common fouls after five. Remind the PA announcer not to announce the number of team fouls after the fifth foul. In a game with replay equipment, review the Replay Review signal for the scorer.

3. On a disqualified player, the scorer needs to inform the officials as soon as possible by displaying five fingers with an open hand and verbally state that this is the fifth foul on the number of the disqualified player.

4. On a technical, flagrant 1, or flagrant 2 foul, one of the officials will come to the table to ensure the foul is properly recorded in the scorebook. For reporting accuracy, the stat crew should also be informed of the type of foul reported.

5. If a player is ejected for fighting, the scorer will record it in the scorebook and one of the officials will initial it.

6. The official scorer should keep the substitutes seated and not allow them to enter until beckoned by the official.

7. The official scorer is responsible for not allowing subs to re-enter the game without time running off the clock.

8. At the end of the game, the officials will look for the thumbs up approval from the scorer that everything in the book is correct. The official scorer should stand up and make eye contact with the officials. At that time, if there is a problem, the official scorer should notify the officials.

9. If officials must review a last-second field-goal attempt on replay, the official scorer should be informed of any decisions.

**B. Official Timer**

1. Find out if there will be media timeouts. Determine when they will be taken. Remind the timer not to sound the horn when signaling a media timeout unless the officials fail to recognize the media-timeout window. Also, the timer must not sound the horn for a disqualified player until the reporting official notifies the timer to start the DQ clock.

2. Review the signals for all timeouts.

3. The official timer is responsible to let teams know when there are three minutes remaining on the clock prior to the beginning of the game or second half.

4. The timer should sound two horns on every timeout, one 15 seconds prior to the end of all timeouts and one at the expiration of all timeouts.

5. The official calling the timeout will start the timeout and the 15-second period for replacing a disqualified player by pointing to the timer.

6. For a bleeding player, injured player or a lost/displaced contact lens, the timer should give the officials two horns, one at five seconds and one at 20 seconds if a substitute has not yet reported.

7. For a disqualified player, the timer should give the officials one horn when the official starts the 15-second period and one horn at 15 seconds if a substitute has not yet reported.

8. The timer should stop the clock in the last 59.9 seconds of the game after each made basket when the ball has completely passed through the net. The officials will, if possible, remind the timer as the 1:00 mark nears.

9. If there is an error made, the timer should notify the officials at once so that it may be corrected.

10. Discuss procedures for the use of timing devices when they are being used.

11. Ask the timer to confirm that the game clock is operating properly which includes tenths showing under a minute, horn is operating and the red lights are working. The timer needs to perform the tests before coming to the pregame meeting with the officials. If this procedure has not been conducted instruct the timer to do so after the pregame meeting.

**C. Official Shot-Clock Operator**

1. The shot-clock operator should be cautious in resetting the shot clock. If not sure, they should not reset the clock. It is easier to reset the clock, than try to put time back on the clock.



2. Every time the shot-clock operator resets the clock, they should know how much time was left on the clock prior to resetting it. If there is an error made, it should be corrected as soon as possible.

3. When the defense commits a personal foul or an intenionally kicked/fisted ball violation in the offensive team's frontcourt:
- When the shot clock is at 20 or above — no reset
- When the shot clock is at 19 or below — reset to 20
- When there are free throws — reset to 30

4. When the offensive team secures a rebound in their frontcourt of an unsuccessful try which contacts the ring or flange the shot clock will be reset to 20 seconds.

5. On a held-ball situation, do not reset the clock until possession is determined.

6. On a double personal foul, do not reset the clock until the official signals for a reset. When there is team or player control or the offensive team has possession of the ball out of bounds, there will not be a reset and the ball will return to the offense.

7. The shot-clock operator should start the clock on a legal touch, except on a jump ball, free throw or rebound.

8. When the game clock shows less time than the shot clock, the shot-clock operator should turn off the shot clock.

9. Ask the shot-clock operator to confirm that the shot clocks are operating properly which includes the horn sounding at zero and the red lights connected to the game clock do NOT engage at zeroes on the shot clock. The shot-clock operator needs to perform the tests before coming to the pregame meeting with the officials. If this procedure has not been conducted instruct the shot-clock operator to do so after the pregame meeting.

# 4.6 Timing Equipment Compliance Testing Script

The timing equipment must be tested before the start of the game to ensure compliance to the rules and to avoid an administrative technical foul being assessed to the home team. This script was created to provide a roadmap to identify, correct and provide awareness to the requirements related to timing equipment.

1. The mandatory backboard LED lights or the red light behind the backboard are only activated when the game clock expires (Rule 2-10.14).

2. When shot clock LED lights (not mandatory) are being used that they are only activated when the shot clock expires (Rule 1-19.4). These lights may be disabled to avoid a penalty if not functioning properly.

3. The game-clock and shot-clock horns be distinctly different sounds as required by rule (Rule 1-19.2).

4. For shot clocks that display tenths of a second (optional), they only display tenths when there is less than 5 seconds remaining in the shot-clock period (Approved Ruling 1-5). Furthermore, the shot clocks clearly denote tenths of a second by means such as a decimal point, the use of a distinct color to depict tenths, or by depicting tenths of a second using a smaller number than the whole seconds. This tenths of a second feature may be disabled to avoid a penalty if not functioning properly.

Officials are strongly advised to perform these checks upon immediate arrival at the game site or when personnel is available to demonstrate that their equipment is in proper working order to ensure the pregame timing stays on schedule. Please do not wait until first taking the court at 15 minutes or when the pre-game clock runs to zero to validate that the equipment complies with the rules. Do not delay the start of a game to repair equipment if it is not working; assess an administrative technical foul.

How to test this efficiently:

Test 1: Request that 11 seconds be placed on the game clock and 10 seconds on the shot clock and both clocks to start simultaneously.

Observe and confirm that:

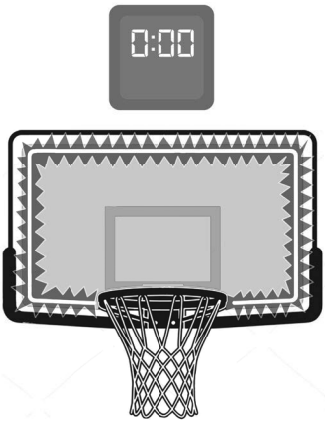
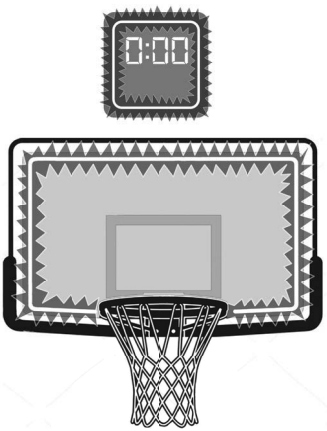
- If tenths of a second are displayed on the shot clock, confirm that the tenths of second (optional) begin to be displayed only at 4.9 and below. If they cannot be displayed only at 4.9 and below, ask that the tenths-of-a-seconds feature be turned off. If they cannot, DO assess an Administrative Technical Foul and note it in your game report.
- There is a red light behind the white box on the backboard or red LEDs around the backboard. If there is neither when it is time to start the game, DO assess an Administrative Technical Foul.
- The red light behind the backboard or red LEDs around the baskets illuminate on the expiration of game time and not on the shot clock expiration. If the shot clock LED lights activate when the game clock expires and backboard LED lights activate, simply ask if they can turn off the shot clock LED lights. If they cannot, DO assess an Administrative Technical Foul and note it in your game report.
- The horns representing the expiration of the shot-clock and game clock have different sounds. If they do not, ask if it is possible to make them different. If there is no option to make them different, DO assess an Administrative Technical Foul and note it in your game report.
- If tenths of a second are displayed on the shot clock, confirm that the tenths are clearly defined with a visible decimal point, a visual cue such as alternate color or sizing.

Test 2: If the shot clock has lights to display the end of the shot clock period, request that 5 seconds be placed on the game clock and the shot clock turned off, run the clock to expiration.

Observe and confirm that:

*The optional lights around a shot clock only display upon the shot clock expiration and not on the expiration of the game clock. If the shot clock LED lights activate when the game clock expires and backboard LED lights activate, simply ask if they can turn off the shot clock LED lights. If they cannot, DO assess an Administrative Technical Foul and note it in your game report.*

**Visual Examples:**

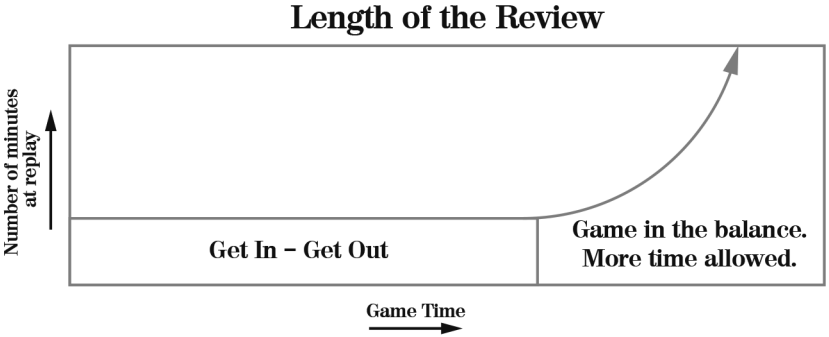
| CORRECT | INCORRECT |
|---|---|
|  |  |
| **Legal**<br>**Tenths shown at 4.9 or below** | **Illegal**<br>**Tenths cannot be shown above 4.9** |
|  |  |
| **Legal**<br>**Tenths clearly denoted** | **Illegal**<br>**Tenths are not clearly defined visually** |
|  |  |
| **Legal**<br>**LED illuminates on game clock expiration only** | **Illegal**<br>**Shot clock lights illuminate on game clock expiration** |

# 4.7 Replay Review and Communication Protocol



**A. Core Principles**

1. The purpose of replay is to get the call right while keeping reviews as brief as possible. Officials must weigh the need for accuracy against the significance of the decision and its impact on the game. Stakeholders also expect fewer interruptions and greater efficiency in the review process.




2. "Clear and conclusive evidence" is required to overturn a ruling. If the replay review is inconclusive, the call on the floor shall stand.

3. Replay outcomes are:
   a. Confirmed – The original call was correct.
   b. Stands – Not enough evidence to overturn.
   c. Reversed – The original call was incorrect.

**B. Pregame Responsibilities:**

**1. Equipment & Location**

a. Upon arrival, the referee confirms availability and location of replay equipment, stopwatch, push-to-talk microphone, etc. The replay monitor should be positioned toward the playing court to prevent unauthorized viewing.

b. Test all equipment to confirm it is functioning properly and ensure familiarity with the operating instructions and features.

c. When clock(s) are inset in the video, determine if they are synced.

d. When push-to-talk equipment is present, perform a voice test to be aware of appropriate speaking volume level needed.

**2. Communication with Replay Technician/Producer**

a. Obtain first names for clear communication. Confirm the number of available camera angles, emphasizing those with the game clock and shot clock visible.

b. Ask if game audio will be provided and whether volume can be adjusted.

c. Confirm if push-to-talk is available and that the announcement alert signal (e.g., raised hand and pause by the referee) will indicate the announcement is forthcoming.

**3. Coach Notification**

a. Inform the head coaches of both teams that replay is available.

b. Remind coaches that teams must remain in the bench area during reviews, especially for reviews at the end of a game.

**C. Replay Review Procedure**

**1. Secure the Court:**

a. Direct players to their respective benches while monitoring interactions to ensure all activity is observed as opponents cross paths.

b. Security and game management should be on hand when necessary, especially during halftime or end-of-game reviews. Access to replay equipment must be limited to the officiating crew—coaches, players, cheerleaders, and others are not permitted near the area during a review.

**2. Crew Conference**

a. Confirm the call(s) on the floor

b. Verify that the situation is reviewable.

c. Gather information from key sources (e.g., the appealing coach, standby official, scorer, timer, or play-by-play) to determine the need for a review and to help expedite the process before going to replay.

d. Agree on a preliminary ruling prior to review.

**3. Pre-Review Communication**

a. Referee informs scorer of the review and the ruling on the floor.

b. If push-to-talk technology is in use, the referee provides a concise pre-review announcement. See Announcement Examples at the end of this section.

c. Each umpire informs a head coach of the reason for the review and ensures players and bench personnel remain in the bench area.

d. One umpire will briefly inform the courtside talent of the topic of the review.

**4. Conducting the Review**

a. The referee leads the review at replay, using all available camera angles and audio.

b. One umpire may view alongside the referee while the other umpire positions themselves a few paces behind the partners at replay to observe both benches, prevent substitutions, and help avoid disruptions to the review. For more subjective reviews (e.g., potential upgrades, unobserved fouls, or altercations), officials should rotate viewing positions as needed to allow all three officials the opportunity to provide input on the decision. In the interest of expediting the review process, it is permissible for all three officials to be at the replay monitor simultaneously. Even when all three officials are participating at the monitor, the crew must remain aware of bench activity, substitutions, and any potential disruptions during the review process.

On critical plays, all three officials should review the replay and provide input on the decision. These situations include, but are not limited to, more subjective reviews such as potential upgrades, unobserved fouls, and altercations. In these instances, officials may view the replay together or rotate viewing positions as needed to ensure all three officials have the opportunity to contribute to the final decision.

When the crew determines it is not necessary for all three officials to simultaneously view the replay, it is permissible for only two officials to conduct the review and render the decision. These situations include, but are not limited to, obvious plays (e.g. 2 vs 3, timing malfunctions, identify fouler or free throw shooter), the use of collaborative replay, or circumstances in which the crew believes bench activity should continue to be monitored. In these instances, one umpire may view alongside the referee while the other umpire positions themselves a few paces behind the partners at replay to observe both benches, prevent substitutions, and help avoid disruptions to the review process.

c. Timing errors and clock malfunctions may be corrected using the replay system's timing feature or a digital stopwatch. Officials must verify that the video feed used to correct the issue is unaltered and recorded at live speed.




Announcement alert signal.




Referee makes announcement.

**5. Decision and Crew Confirmation**

a. The crew will conference to reach a decision on the court, remaining mindful of both the overall length of the replay review and the possibility that microphones may capture their conversation.

b. The decision must include how play will resume, any additional rule implications, and administrative impacts (i.e., timeout charged for an unsuccessful appeal).

c. The referee makes the final decision after consulting partners, including a standby official if present.

**6. Communicating the Decision**

Once the decision is reached and resumption of play is determined,the crew will follow these procedures:

a. For reviews for counting or canceling a goal near the end of a period, confirming a two- or three-point goal, the ruling on an appeal for an out-of-bounds violation, a backcourt violation, timing issues, or whether the ball left the shooter's hand before the shot clock horn (on successful tries only)—coaches do not need to be brought together. In these instances, the referee communicates the decision with a visual signal at the table.

b. As needed, for reviews where explanations and further information should be provided, the referee and one official will bring both head coaches together and communicate the decision. If there is potential for an adversarial situation, the crew may choose to meet with head coaches separately to communicate the decision.

c. The referee will then inform the scorer and table crew.

d. An umpire will accurately and concisely convey the decision to broadcast talent if courtside.

e. The referee will then inform the public-address announcer and/or deliver the decision and resumption of play through push-to-talk technology.

f. With push-to-talk, the referee will first raise their hand and pause briefly to indicate the announcement is forthcoming and then step to the microphone. This signal and communication should be made when all marketing activities have ceased and all performances have concluded (i.e., band, cheerleaders, etc.)



This statement must clearly convey both the ruling and how play will resume.

The announcement should begin with, "After review, the ruling on the floor of _____ [is confirmed / will stand / is reversed]," followed by how play will resume.

- **Is confirmed** – Original call supported by video.
- **Will stand** – Not enough evidence to overturn.
- **Is reversed** – Original call changed by video.

If appropriate, officials may include details explaining the factors that led to the decision (e.g., "We determined the contact was severe; therefore, by rule, the penalty is disqualification.").

**7. Exiting or Continuing Play**

a. At halftime or end of the game, officials exit with security after announcing the decision.

b. If overtime follows, officials remain to administer appropriate duties.

**D. Best Practices for Announcements**

1. Speak naturally, clearly, and concisely; enunciate for clarity. Use rulebook-consistent phrasing.

2. Push and hold the push-to-talk button for the entire announcement, releasing only when finished.

3. If a referee camera is in use, make eye contact with the lens.

4. Avoid using player or coach names—use team designations only.

**Announcement Examples:**

| Reason for Review | Pre-Review | Post-Review |
|---|---|---|
| Shot released before 0:00 | The ruling on the court is the basket counts. We are reviewing the play to determine if the shot was released before time expired. | After review, the shot was released before the expiration of time, therefore, the basket shall count. The ruling on the court is confirmed. |
| Successful goal with shot clock violation | The ruling on the court was to score the basket. We are reviewing the play to confirm the shot was released before time expired on the shot clock. | After review, the shot was not released before the time expired on the shot clock, therefore, the ruling is reversed. The basket is cancelled, and the game clock will be adjusted to 1:42. |
| Potential upgrade (personal to flagrant) | The ruling on the floor is a personal foul; this play is under review. | After review, the contact by White 15 meets the criteria for a flagrant foul due to the unnecessary and hard contact. White 15 will be assessed a Flagrant 1 foul. Any player for Blue will shoot two free throws and Blue will be awarded the ball for a throw-in at the division line. |
| Potential fight | The previous situation is under review. | After review, Blue 13 and White 14 are disqualified for fighting. White 10 is also ejected for leaving the bench area. Two free throws are awarded to Blue and then Blue will be awarded the ball for a throw-in at the division line. |
| Coach's Appeal (unobserved flagrant) | The previous play is under review. The RED coach has made an appeal for the review of an unobserved flagrant 1 or flagrant 2 foul. | After review, the contact by White 7 did not rise to the level of a flagrant foul. As a result, the appeal by the Red team is unsuccessful and they will be charged a 30 second timeout. |

# 4.8 Official Basketball Signals

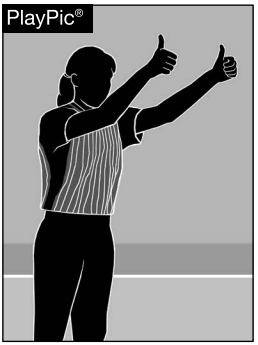
## Starting and Stopping Clock




**Start Clock**




**Stop Clock**



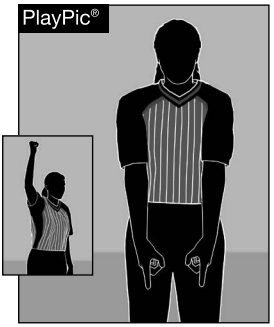

**Stop Clock for Jump/Held Ball**



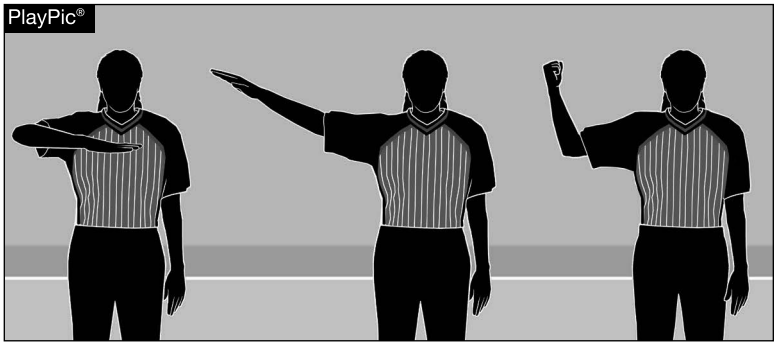

**Stop Clock for Foul**




**Stop Clock for Foul: Going Other Direction**




**Rebounding Foul "Staying Here" (for clarification)**




**Count and Start Clock**

## Timeouts



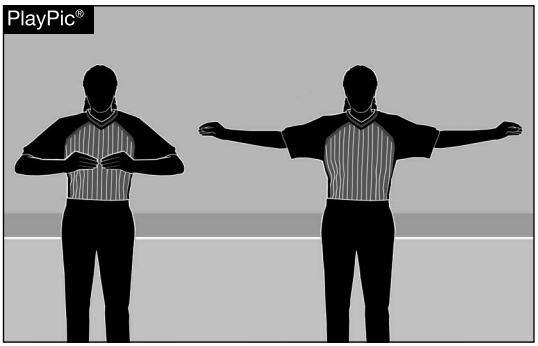

**30-second Timeout**




**30-second Timeout for Substitution**




**Successive 30-second Timeouts**




**Full Timeout**

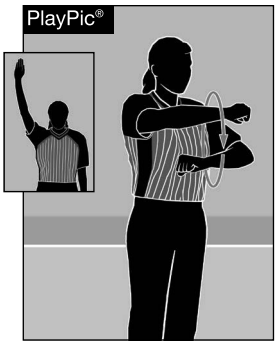



**Media Timeout: Point Toward Table**

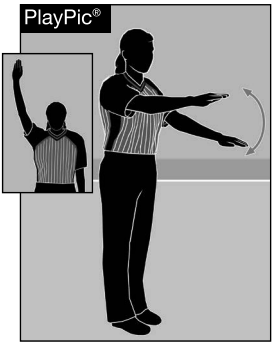



**First Horn**

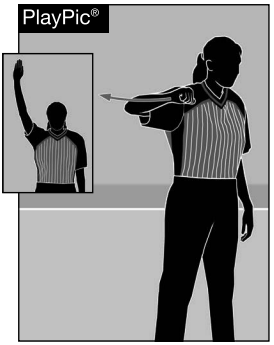
## Violations




Traveling Violation

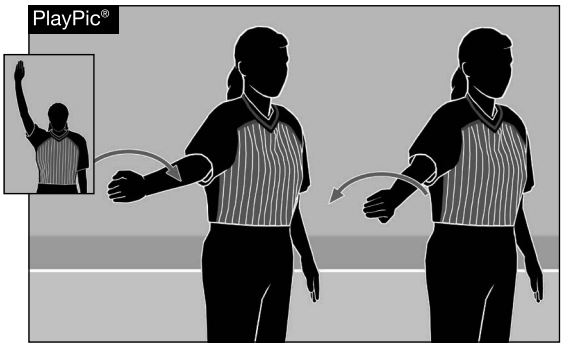



Illegal-Dribble Violation

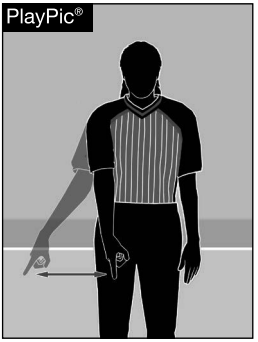



Excessive Swinging of Elbows Violation






Over and Back or Palming/Carrying Violation




Free Throw, Designated Spot or Other Violation

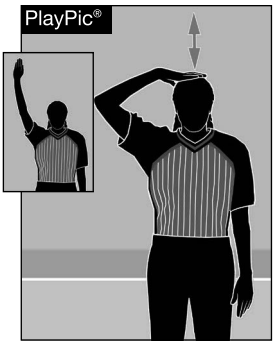



Five-Second Violation

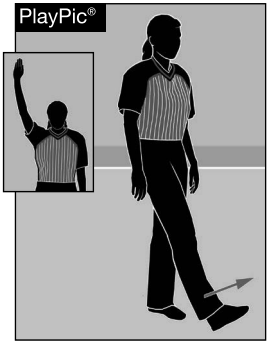



Ten-Second Violation

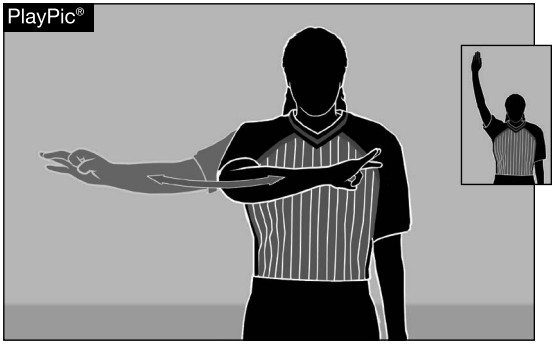
## Violations




Shot-Clock Violation




Kicking Violation

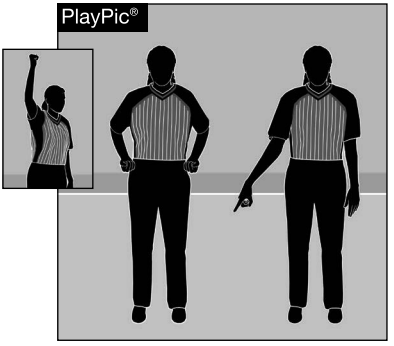



Three-Second Lane Violation

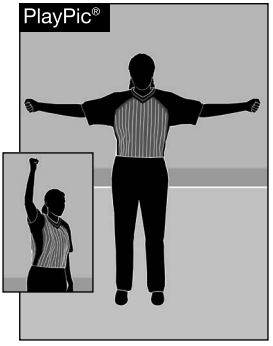
## Fouls (Signals at the Spot of Foul and When Reporting)




**Blocking Foul**




**Blocking Foul in Restricted Area**



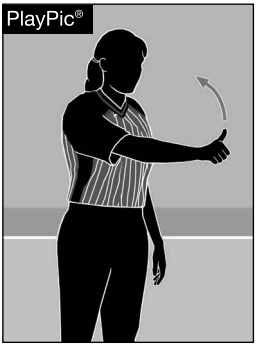

**Double Foul**




**Punch: Offensive Foul**

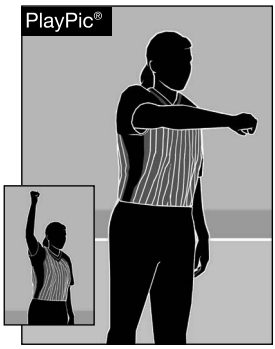



**Flagrant 1 Foul**

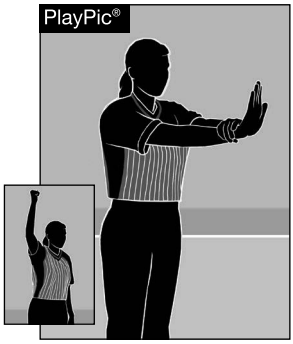



**Flagrant 2 / Ejection**

## Fouls (Signals at the Spot of Foul and When Reporting)



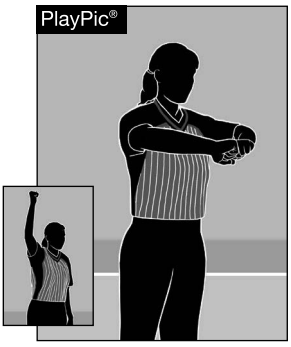

**Arm Bar**



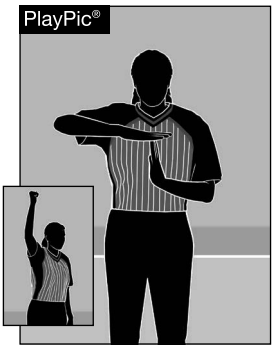

**Handchecking Foul**




**Two Hands on the Ball Handler/Dribbler**




**Chucking the Cutter/ Displacing Post Player with Forearms**

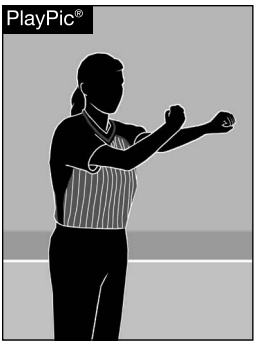



**Technical Foul**




**Trip**

## Fouls (Signals When Reporting)




**Hack/Hit on Arm Foul**




**Holding Foul**




**Hit to the Head**




**Hook/Wrap**

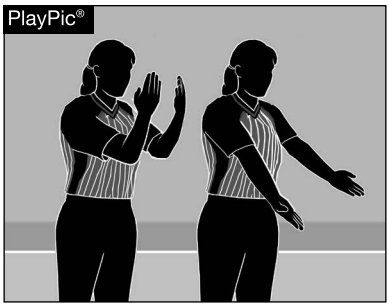



**Knee**

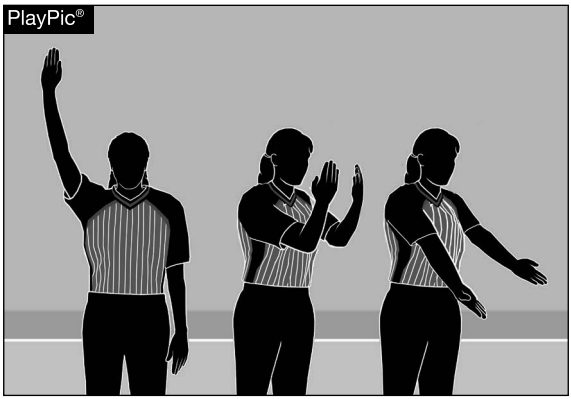



**Pushing Foul**

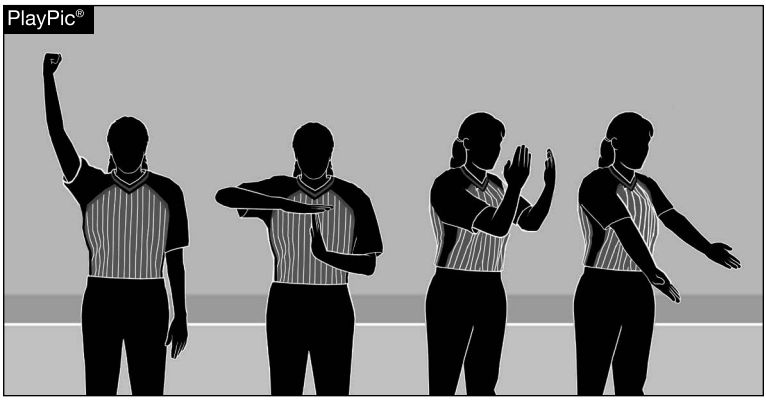
## Faking/Flopping




**Faking/Flopping**

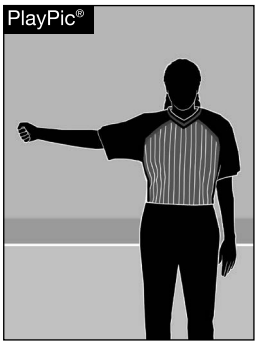



**Stop clock. Faking/Flopping**




**Stop clock for foul. Technical. Faking/Flopping**

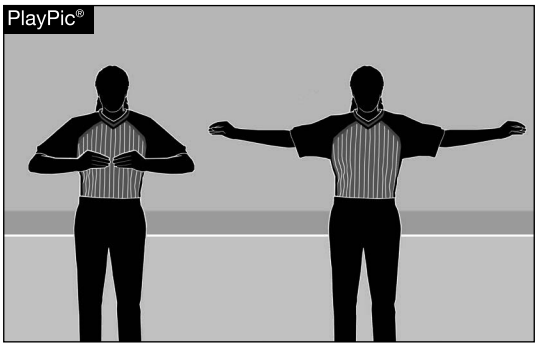
## Scoring/Shooting




**Delayed-Dead Ball: Withheld Whistle**




**Three-Point Field-Goal Attempt and Successful**




**No Score/End of Quarter**




**Bonus Free Throws/ Two Free Throws**




**Three Free Throws**




**One Free Throw/ One Minute at End of Game**



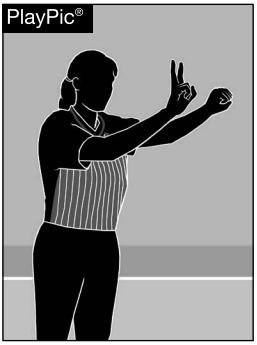

**Goal Counts or is Awarded**




Shot-Clock Reset to 30/20 Seconds



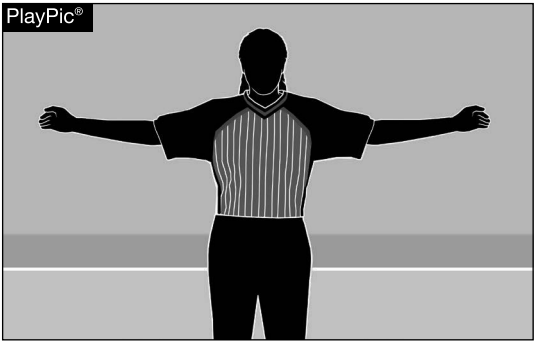

Last-Second Shot/ Lock Down Near Five Seconds - No Rotation



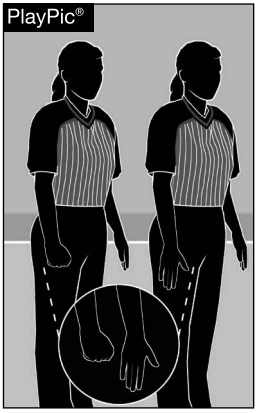

Set Shot Clock to 20 Seconds



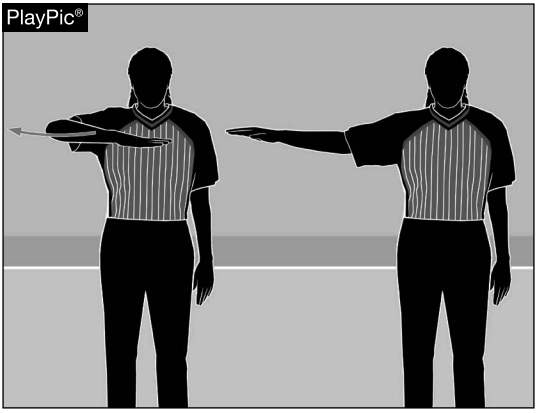

Beckon Substitute




Not Closely Guarded



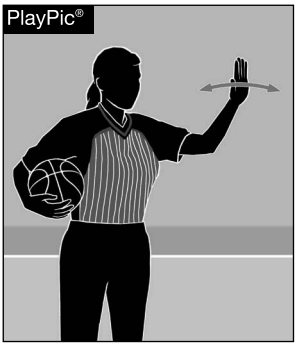

10-Second Visible Free-Throw Count




5-Second Closely Guarded

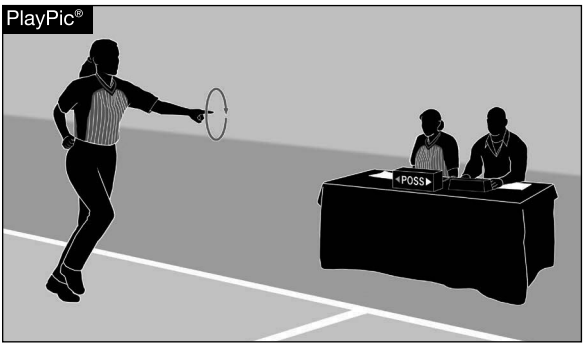



Throw-In or
Designated Spot




Running the Endline

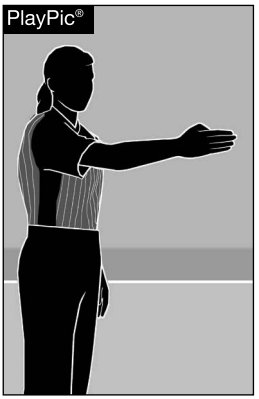





Replay Review (Live Ball and Dead Ball)




Option to Advance




Directional Signal

# 4.9 NCAA Women's Basketball Warm-up Jacket

**Manufacturers Design Requirements:**

Approved NCAA Women's Warm-up Jacket

Design specifications of the new approved NCAA Women's Basketball warm-up jacket are as follows:

The black jacket will have white panels on the upper chest area with a 1 1/2" wide "NCAA BLUE" stripe below the white panels. No emblems are permitted on the jacket. No variation of color scheme or style is permitted.

The new jacket will be made to the following specifications:
- Jacket will be available in both Women's and Men's styles
- Black jacket with set on sleeve
- White panels in the upper chest area of the jacket
- NCAA BLUE stripe below the white panel
- 90% Polyester/10% Spandex fabric
- Full Length Zipper
- Front Slash Pockets
- 2" wide self-fabric standup collar
- Self-fabric cuffs





Specific design details for each size will be provided if requested by manufacturers.

# 4.10 NCAA Women's Basketball V-Neck Shirt

Design specifications of the new approved NCAA Women's Basketball shirt are as follows:

- Dark grey front and back with 1/16-inch pinstripes
- Set in raglan sleeve style with 3/8-inch wide NCAA blue stripe separating the black shoulders and dark grey front and back
- Black rib knit collar with 3/8-inch wide NCAA blue stripe in the middle of the collar
- 3-inch wide black side panels
- Black self-fabric sleeve ends
- A white-border USA flag is permitted to be placed on the left sleeve 3 inches above the end of the sleeve
- One manufacturer's logo no larger than 2 square inches can be placed on the back of the shirt
- Specific design requirements can be provided as requested by manufacturers



# 4.11 NCAA Women's Standby Form

Home Team_____ Uniform color_____

Player # Fouls

_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____

Team Fouls – First Quarter
1_____2_____3_____ 4_____5_____
Team Fouls – Second Quarter
1_____2_____3_____ 4_____5_____
Team Fouls – Third Quarter
1_____2_____3_____ 4_____5_____
Team fouls – Fourth Quarter
1_____2_____3_____ 4_____5_____
Team-Called Timeouts
30_____30_____30_____Full_____

Visiting Team_____ Uniform color_____

Player # Fouls

_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____
_____ 1 ____ 2____ 3 ____ 4 ____ 5____

Team Fouls – First Quarter
1_____2_____3_____ 4_____5_____
Team Fouls – Second Quarter
1_____2_____3_____ 4_____5_____
Team Fouls – Third Quarter
1_____2_____3_____ 4_____5_____
Team fouls – Fourth Quarter
1_____2_____3_____ 4_____5_____
Team-Called Timeouts
30_____30_____30_____Full_____

Media Timeouts:

First Half:

Quarter 1:_____ Quarter 2:_____

Second Half: 1st Team Called:_____

Quarter 3:_____ Quarter 4:_____

Possession Arrow:

____ ____ ____ ____ ____ ____ ____ ____ ____ ____ ____ ____ ____

# 4.12 NCAA Women's Fight/Altercation Form

FIGHT/ALTERCATION FORM

Play stopped with: _____ Penalty: _____

Home: _____ Visitor: _____

Players in the game.

| Player # | Fighting act? | Flagrant 1? | Flagrant 2? | Technical? |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

(2 FTs for each who participated in the fight and ejected.)

| Player # | Fighting act? | Flagrant 1? | Flagrant 2? | Technical? |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

NOTE: EACH FOUL IS A TEAM FOUL

Substitutes.

| Substitutes # | Fighting act? | Flagrant 2? | Technical? |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

(2 FTs for each who left the substitute area and ejected.)

| Substitutes # | Fighting act? | Flagrant 2? | Technical? |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

NOTE: EACH FOUL IS A TEAM FOUL

Bench personnel.

| Player # / Name | Fighting act? | Flagrant 2? | Technical? |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

2 FTs for each who committed fighting acts. All ejected. EACH ONE IS A TEAM FOUL

2 FTs max for any players leaving the bench area but did not fight. All ejected. ONE TEAM FOUL FOR ALL

| Player # / Name | Fighting act? | Flagrant 2? | Technical? |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

**Suspensions:** **One game for anyone who commits a fighting act or makes disrespectful contact with an official.**

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