



**COLLEGIATE
COMMISSIONERS
ASSOCIATION**

**Women's Basketball
Officiating Manual 2023-2024**

For a Crew of Three

**Women's Basketball Officiating Manual 2023-24
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 2023-24 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
2023-24	Charlene Curtis	Coordinator/Coach
2022-23	Nora Lynn Finch	AIAW, NCAA, ACC
2021-22	Susan Nunnely	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





Dedication

Charlene Curtis

Friends and family have no shortage of identifiers when it comes to describing the late Charlene Curtis.

"You could just name so many nouns and I would say, 'Yep,'" said NCAA women's basketball official Dee Kantner. "She did it all so well. She was just a great boss, person, friend, advisor, mentor, all the things."

Perhaps the best label comes from Sharolyn Grant, Curtis' life partner for more than two decades.

"She's always been the unicorn in the room," Grant said. "Rare and highly revered."

In the mid-1970s, while playing basketball at Radford University, Curtis became the school's first 1,000-point scorer — men's or women's — and secured her induction into the school's Hall of Fame.

She transitioned into coaching, and after taking the helm at Radford, moved on to Temple, where she became the school's first African-American women's basketball coach, and then to Wake Forest, becoming the first Black women's basketball coach in the Atlantic Coast Conference.

After a brief foray into broadcasting, Curtis shifted gears one more time, remaining involved in the game in another unique capacity when she became the supervisor of women's basketball officials for multiple conferences including the ACC, the Big South, the Colonial Athletic Association and the Southern Conference.

"We're thinking, 'What?' A coach as the coordinator of officials?" said Kantner with a laugh. "We had our doubts. ... And there was nobody better."

"She always brought that coaching mentality to us, that she was our coach and biggest fan. She was a great teacher," said



NCAA women’s basketball official Joe Vaszily. “I think having that broad experience in the college basketball world, it really helped her transition into a new role.”

The officials who worked under Curtis’ watchful eye didn’t just receive tutelage in the best way to perform on the basketball court. Even more important was the example she set away from the bright lights of the basketball arena.

“She was such an encourager to everyone she was around. She brought light,” Vaszily said. “Everything she did was how could she be a servant leader? Everything was about what the Lord was calling her to do. She wasn’t afraid to show it and she wasn’t afraid to talk about it.”

“I think her legacy is that this is a business that can be done and done well by leading with your heart and faith and spirit,” Kantner said. “She cared about people. I don’t know that we’ll ever have another one like her.”

Curtis’ one-of-a-kind nature even extended to the disease that would ultimately take her life. She was first diagnosed with an extremely rare form of endometrial cancer in 2014, which she fought valiantly to the point where she was declared N.E.D. — no evidence of disease — for nearly five years. Tragically, the cancer returned in 2022, having spread to other parts of her body, and she died Aug. 18, 2022, at the age of 67.

“She handled it gracefully, as she always does,” said Grant, using the present tense to convey that her partner lives on in the thousands of players, coaches and officials who were fortunate to come into her inspiring orbit.

A celebration of life service was held two weeks after Curtis’ passing, at Centenary United Methodist Church in Winston-Salem, N.C., near the area Curtis and Grant called home. From the words spoken to the memories shared, it highlighted everything that made Curtis such a beloved figure in the lives of so many.

“She chose faith over fear. She chose purpose over position,” Grant said. “That’s the beauty of Charlene. It was always personal and she never met a stranger.”

The 2023-24 CCA Women’s Basketball Officiating Manual is dedicated to Charlene Curtis.



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 Manual Committee

Patty Broderick — Division I

Missy Brooks — Division III

Violet Palmer — Division I

Tommy Salerno — Division II

Taiqua Stewart — Division I

Debbie Williamson — Division I

Penny Davis — NCAA National Coordinator

Connie Perkins — NCAA DII National Coordinator

TBA — NCAA DIII National Coordinator

Jon M. Levinson — NCAA Secretary-Rules Editor ex-officio



Tip Off

Q&A with Penny Davis

NCAA National Coordinator
of Women's Basketball Officiating



Q: You have now completed four seasons as the NCAA's national officiating coordinator. Please talk about your evolution in the role and how you see things now compared to when you took over the position prior to the 2019-20 season?

A: As I reflect on the past four years, I recognize that each year has been dynamic in so many ways. From an introductory canceled championship, a delayed season set in a pandemic, followed by two seasons where the introduction of a transfer portal, student-athletes with a "Covid year" of eligibility and most recently NIL added into the mix. Through all of the adversity and changes, the game is growing and evolving at a rapid pace which brings more attention to the officiating as well. It's been a whirlwind thus far with no changes predicted in the forecast.

Q: In what areas do you feel NCAA officials had the most success during the 2022-23 season?

A: Officials are resilient! They travel from place to place through all types of weather, road conditions and adverse circumstances. They make the games go, all the while enduring a high level of criticism. I feel that officials improved in the area of enforcing the rules as written and allowing freedom of movement with the ball handler/dribbler per the POE.

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



A: The defense has adjusted to not placing their hands on the BHD, but at times they are moving into or creating contact that impacts the rhythm, speed, balance and/or quickness (RSBQ) of the dribbler. This is an area where we can improve at all levels to ensure freedom of movement.

Q: Viewership numbers took off during the NCAA Division I 2022-23 postseason, fueled in large part by some charismatic coaching and playing personalities in the women's game. As such, that meant a much larger public being invested in the game and subsequently critiquing the work of the officials. How do you feel your officiating staff performed under this spotlight, and do you worry about this newfound interest having a negative impact on officiating moving forward?

A: Unfortunately, we fell short in our enforcement of our conduct rules in our championship, which created added criticism in other areas of the game. Many of those new fans were not aware of our points of emphasis and what the game looked like throughout the regular season. There is work to do to improve in this area. Starting with the regular season, our officials must enforce all the rules as written, penalize misconduct, and be supported by the coordinators and conferences to maintain the goals of decorum as outlined by our rules. I am hopeful that many of those same fans will tune in well before March to learn and observe the free-flowing game that is a byproduct of our rules and POEs.

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

A: In postseason games, both play calling and game management skills are crucial. It is imperative that officials demonstrate a high level of play-calling accuracy; that will get an official noticed. Officials who can also showcase their ability to effectively run and manage a game, especially in intense situations, will likely get them nominated by their conferences and put into a position to be selected. By consistently displaying strong play calling and effectively managing the game, officials prove their qualifications to handle critical moments.



Q: The women’s game has made the decision to address flopping with a new rule change that calls for a warning on the first offense and a technical foul for any subsequent infractions. How do you educate your officiating staff about what constitutes a flop, and how do you try to ensure the rule is officiated consistently throughout the entire season?

A: It’s my plan to use a great deal of video clips to highlight examples of players faking being fouled when there is no illegal contact. Like with any change, I anticipate some growing pains as the rule is rolled out and all stakeholders become familiar with it. Our officials will adjust, just like the players will be expected to adjust. When there’s an obvious exaggerated action that is an attempt to deceive the referee into calling a non-existent foul, our officials will need to identify it and respond accordingly.

Q: Another key rule change is the elimination of the restricted-area arc, with defenders now prohibited from establishing legal guarding position directly under the basket. What is the re-education process for officials when it comes to these collision plays in the lane and understanding the new rule?

A: One of the goals of this change was to simplify these plays for all stakeholders, and this rule change does accomplish that by eliminating the LDB and shrinking the RA to just below the rim. Almost all officials start off officiating these plays near the basket without a restricted area, so this adjustment should be relatively seamless. I do expect more block/charge decision plays at the basket initially and there may be a resurgence of mid-range shots by the offense. Coverage of both of those play types will be a training focus this year. □

“

It is imperative that officials demonstrate a high level of play-calling accuracy; that will get an official noticed. Officials who can also showcase their ability to effectively run and manage a game, especially in intense situations, will likely get nominated by their conferences and put into a position to be selected.

”



Part 2023-24 Focus Areas

1.1 Mechanics Changes

1.2 Mechanics Fundamentals



1.1 Mechanics Changes

Changes Summary

All 2023-24 mechanics and editorial changes are shaded throughout the manual.

- ▶ Terminology change: eliminate "secondary defender(s)" and refer to as "help defender(s)."
- ▶ Reporting numbers 0-99.
- ▶ R will choose a backup ball in addition to the game ball before the start of the game.
- ▶ No visible count for the 10-second backcourt violation when the shot clock is turned off and more than 10 seconds remain in the quarter/overtime.
- ▶ Whistle blast added to facilitate resumption of play from a timeout.
- ▶ Potential option to advance scenarios: as needed, confirm the option is available.
- ▶ Fake/Flop warning signal and technical foul.
- ▶ Warning hand required to communicate warning visually.
- ▶ Conflict resolution: guidance added to facilitate preventing, ending, and adjudicating an altercation.



1.1.1 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 4.7 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.



1.1.2 Replay Review Reminders

A. The referee should first:

1. **Expediently 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, the umpire who is not viewing the replay may briefly tell the talent the topic of the review for clarification and quickly return to observing the benches. After the review, inform broadcast talent 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 4.8 for additional guidance.

C. One umpire should be involved in viewing the replay with the referee. The third official should stand in alignment with the replay, halfway between the center court and the sideline with the replay system to observe the table and players in their bench areas. If the opinion of the third official is desired, that official should replace the umpire that was reviewing the play. On critical plays – all three officials should view the replay at some point and have an opinion. Ensure coaches and players are in the bench area (28') and continue to observe during review.

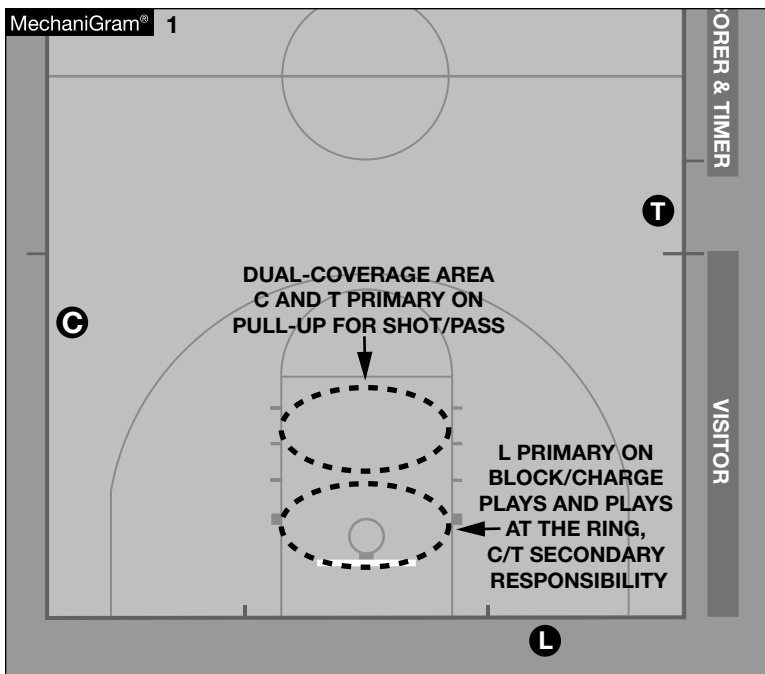


1.1.3 Court Coverage/Positioning Fundamentals

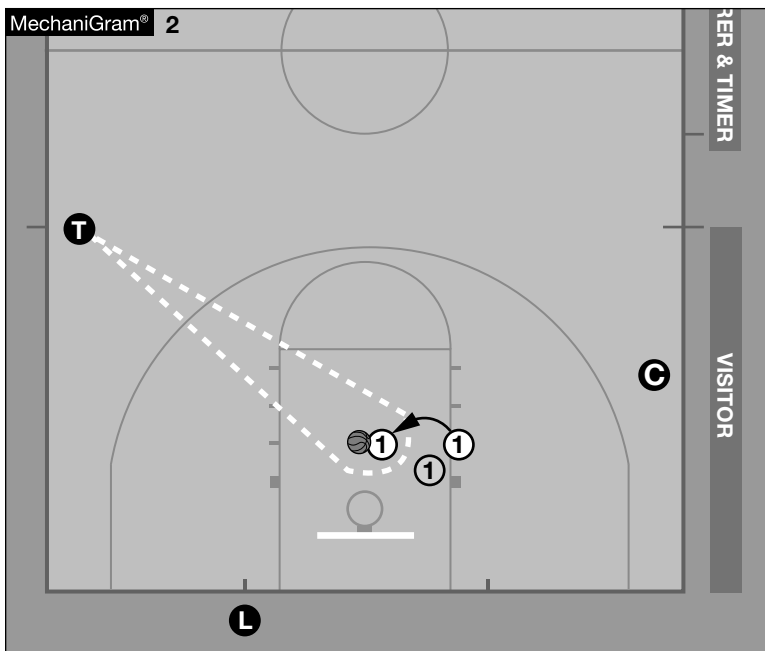
To ensure that all players are observed always, officials must officiate their respective areas of responsibility. The primary official should have the only whistle when a foul/violation occurs in their primary. When the primary official does not have a whistle on a foul/violation that is OBVIOUS, then 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.

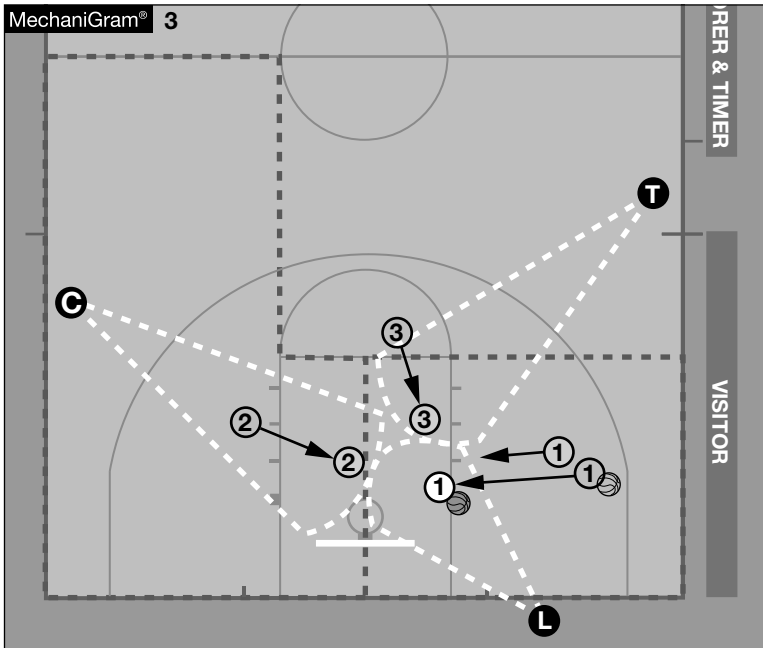
A. Frontcourt coverage on drives to the basket.

1. Drives down the free-throw lane and below the free-throw line:
 - a. The L is responsible for the play all the way to the basket.
 - b. The L has primary responsibility for block/charge plays. The C and T have secondary responsibility.
 - c. The L has primary responsibility for plays at the ring with the C and T having secondary responsibility (MechaniGram 1).
 - d. Expect the L will make the call. No need for a double whistle from the C.
 - e. The C and T have dual-coverage responsibility when a player pulls up for a shot or a pass (MechaniGram 1).
2. When a player with the ball curls towards an official – that official should make the necessary call (MechaniGram 2).

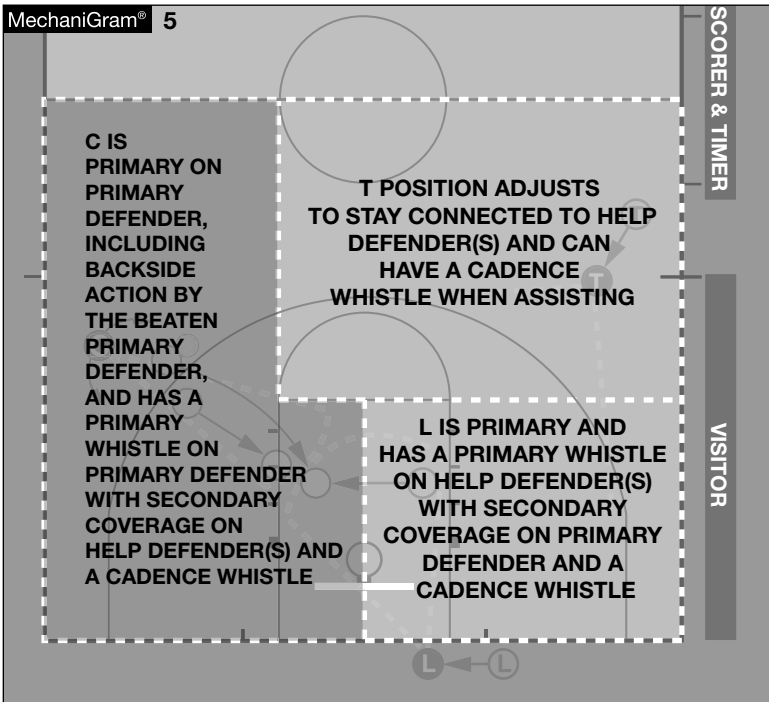
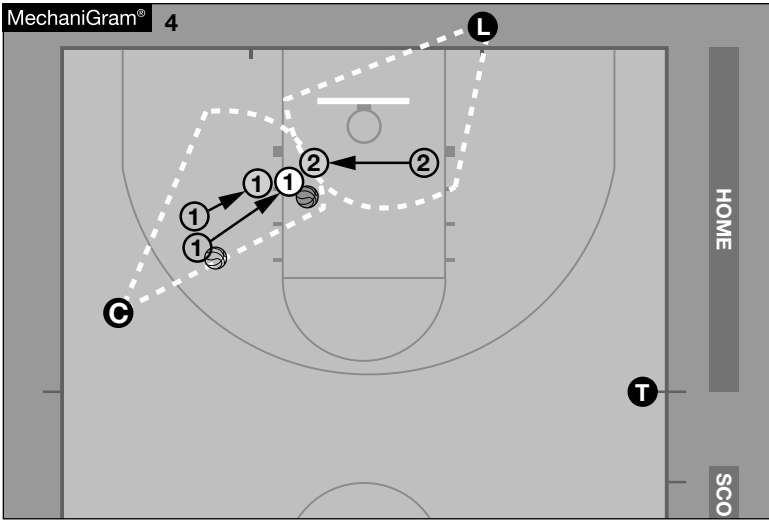


1.1.3





3. Drives originating from the T toward the L:
 - a. The L is responsible for the play when the ball enters their primary area of responsibility.
 - b. When there are multiple defenders, the T will continue to officiate the primary defender and the L will officiate the help defender(s).
4. 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).
5. Drives originating from the C position to the basket (MechaniGram 4 and 5).
 - a. 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.
- b. 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).
 - c. 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.
 - d. 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.
6. 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.
7. Cadence — the timing or rhythm of the whistle in an official's secondary coverage.
8. The L tends to not be wide enough when refereeing strongside 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.

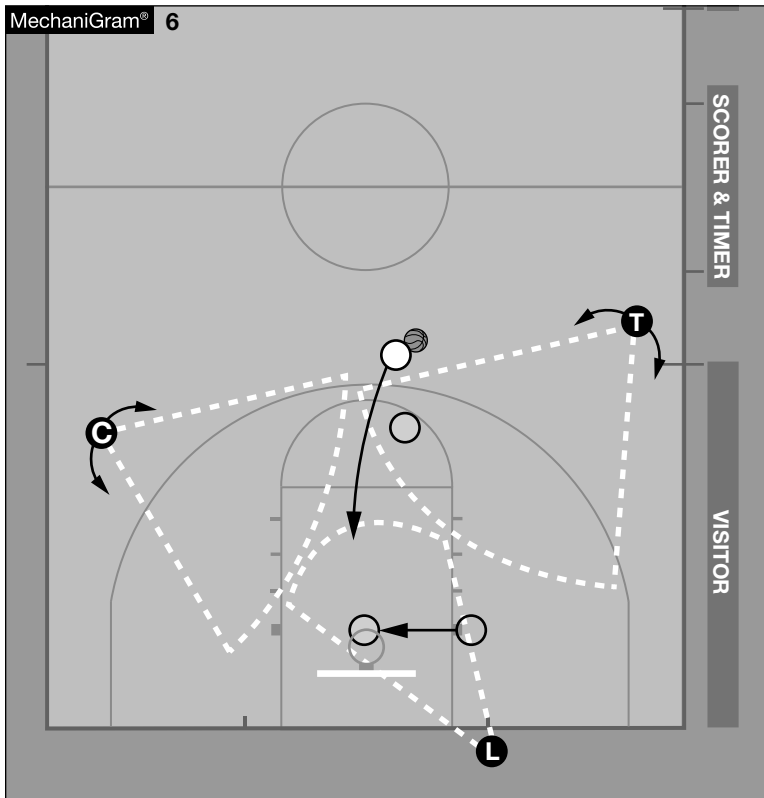


1.1.4 Restricted Area/Help Coverage

C and T MUST be ready to execute RA help coverage. The primary official must first referee the legal guarding position of the defender.

A. When a dribble-drive play goes down the free-throw lane:

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).



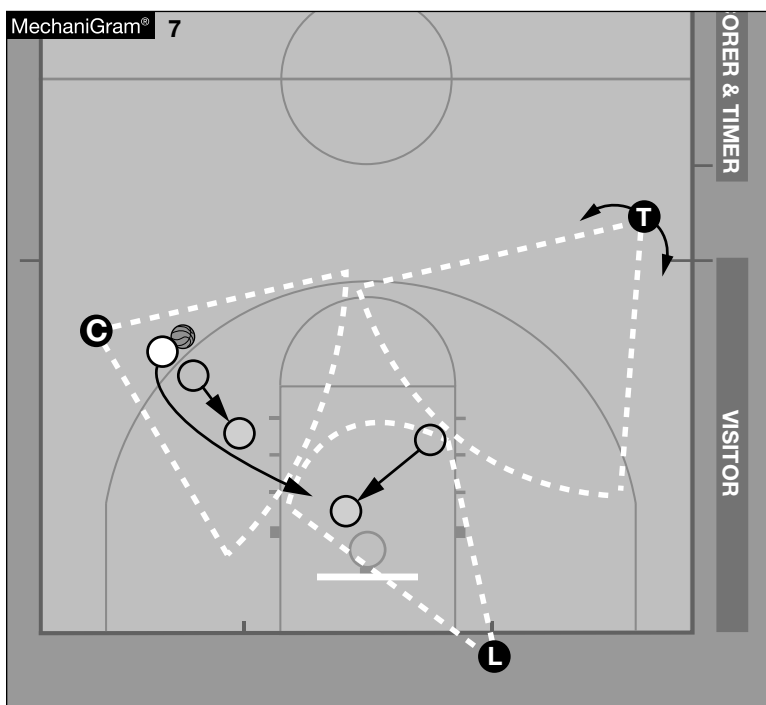
1.1.4



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).

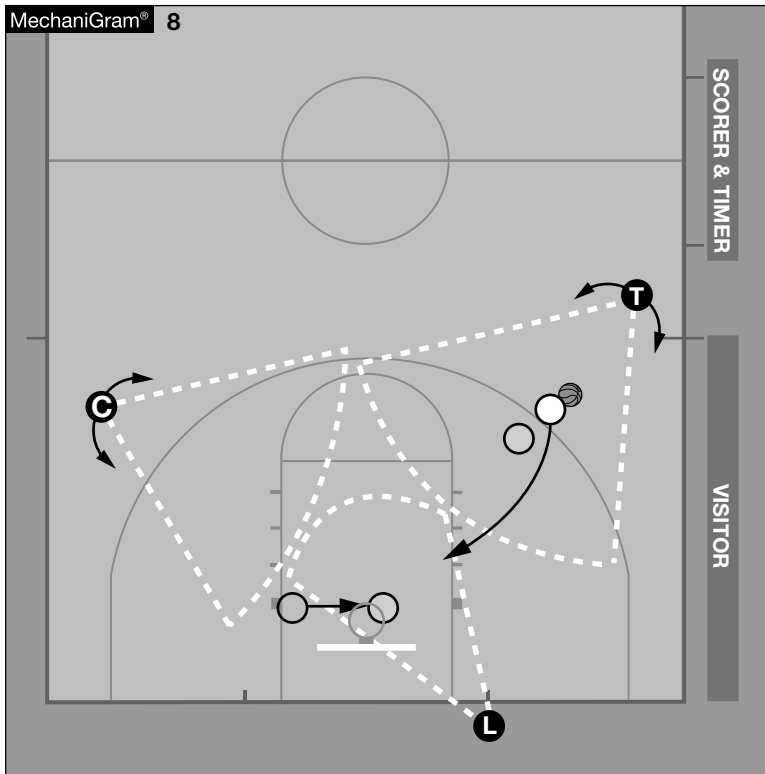
1.1.4



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.



1.1.4



1.1.5 Rebounding Officiating

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 intentional or disqualifying fouls 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.

1.1.5



1.1.6 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.

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 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.

(continued on page 28)

(continued from page 27)

- F.** 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.

 - G.** 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. No jewelry shall be worn.

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. **Rulebook, Casebook & CCA 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.
- 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 endline 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. 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.
- I. Fill:** The T moving to C position and finding a lane of vision to referee a competitive matchup.
- J. 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.
- K. Help Calls:** Providing information to a crew member so that they may make the correct call.
- L. 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 endline that is on the strongside two to three steps inside the three-point arc line extended off the court mirroring the ball; one to two steps off the endline.
 - b. **Close-Down Position:** The position of the L official on



the endline that is one step outside the lane line extended off the court; one to two steps off the endline.

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

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

N. Mirroring the Ball: The position of the L moving along the endline, 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.

O. 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.

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

Q. 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.

R. 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.

S. 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.



- T. RSBQ:** Abbreviation for rhythm, speed, balance and quickness. This term is used as one of the criteria for judging contact by opponents.
- U. 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.
- V. 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 areas of concern and court coverage.
- W. Strongside:** 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 strongside officiating.
- X. Switch:** Dead-ball movement of officials to new positions after a foul or violation is called.
- Y. 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.
- Z. Weakside:** The side of the basket which is opposite the strongside is referred to as the weakside.



Part 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 Half/Game OT



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 4.6 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.

3.1.1



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 4.4.



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.
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.
4. 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 then go over to check the scorebook to assure that the lineup and starters are designated before the 10:00 mark. 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 exchange a brief and distanced greeting (i.e. nod or wave) as they walk towards the visitors bench and then the home bench.
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.

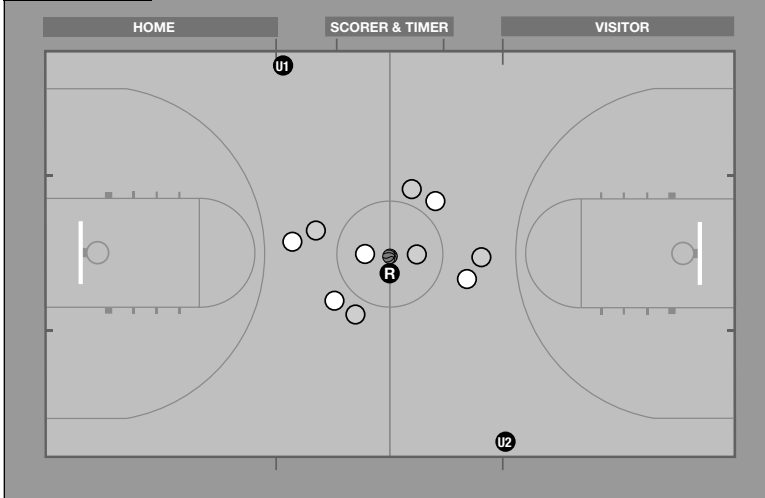


3.2 Putting the Ball in Play

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 endline 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 endline 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.



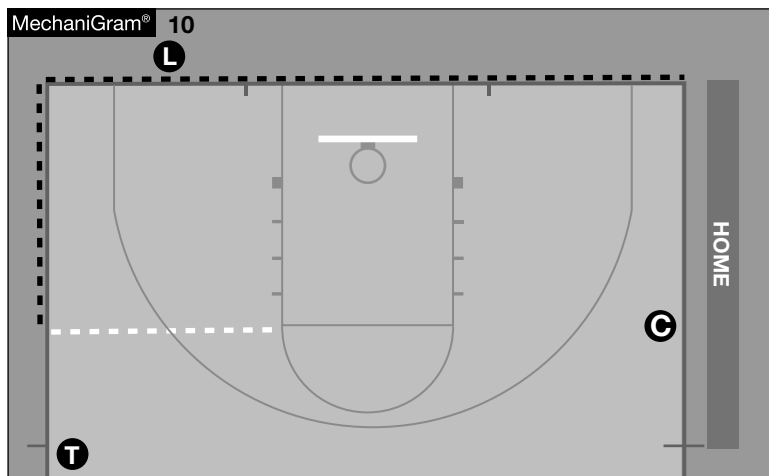
3.2.2 Throw-ins

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.

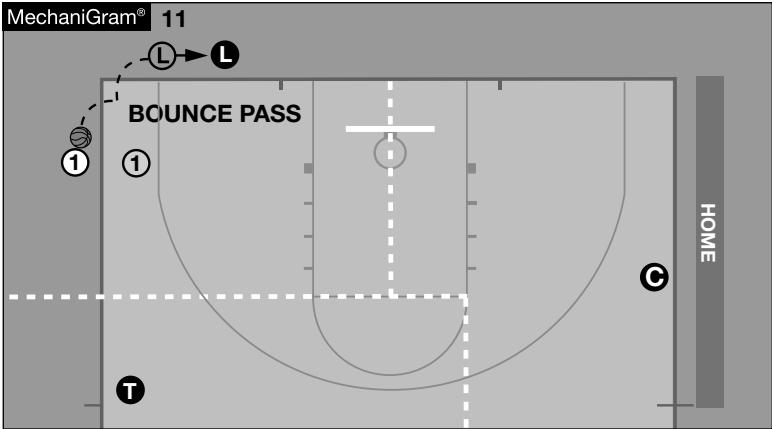
B. Throw-in Coverage: Frontcourt Below the Free-Throw Line Extended

The L official will administer all throw-ins on the endline 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):



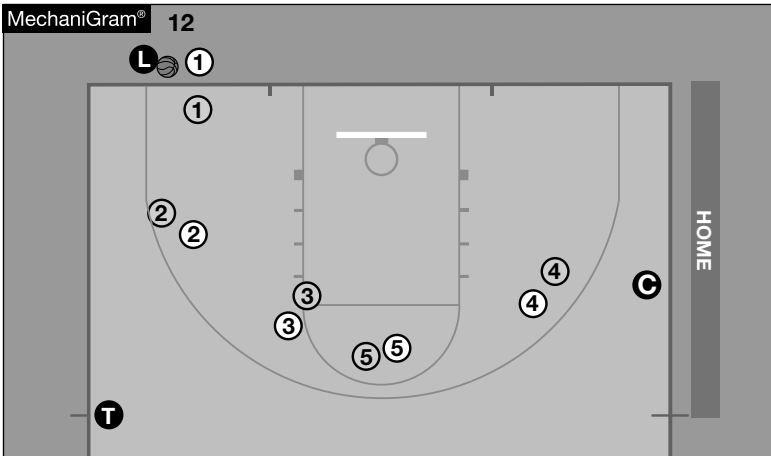
The L administers throw-ins below the free-throw line extended and along the endline.

1. Sounds their whistle prior to administering the ball to the thrower along the frontcourt endline and administering the ball to the thrower along the sideline below the free-throw line extended. When the thrower muffs the handoff/

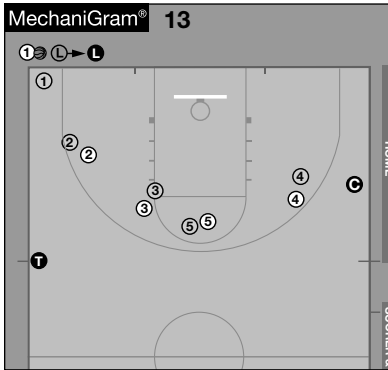


bounce/toss, the throw-in should be re-administered (MechaniGram 11).

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 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 themselves accordingly:

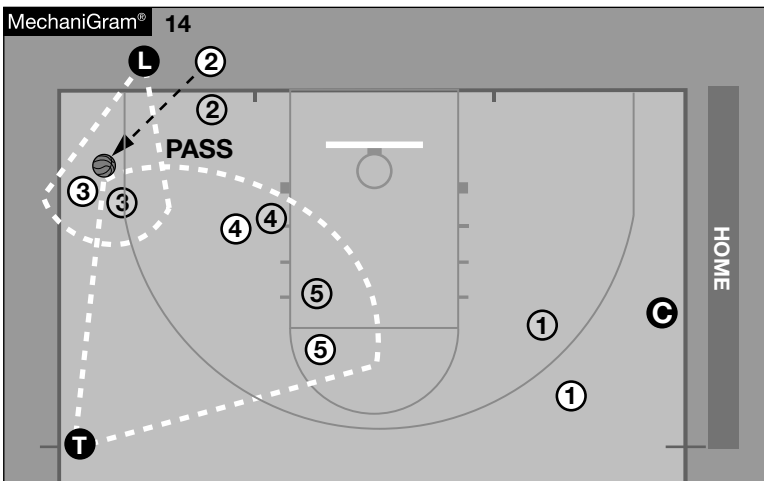


a. The L is on the outside between the player and the sideline if the inbound spot is inside the three-point line (MechaniGram 12).

b. The L is on the inside between the player and the basket if the inbound 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).
2. If the ball is passed into T's primary, the T will look directly at the 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 chops in time when the throw-in is in the L's coverage area.



The T and C officials will observe all players who are not involved in the throw-in and within the area nearest to them.

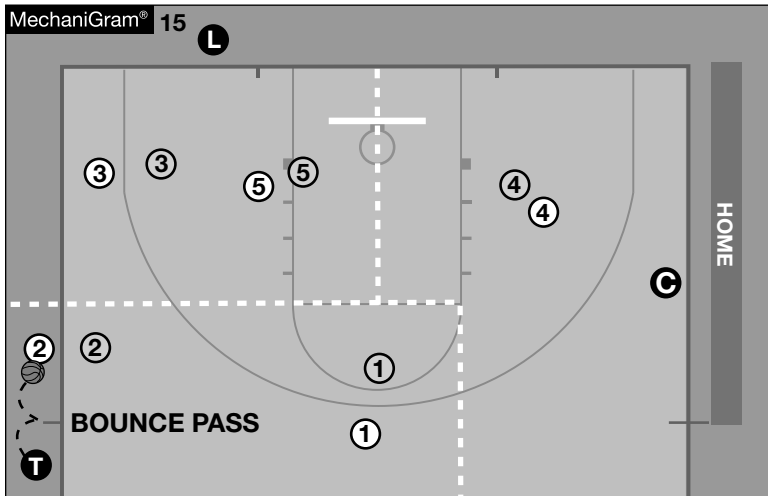
The T and C will observe the game clock and shot clock to ensure they are properly started on a legal touch.

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).



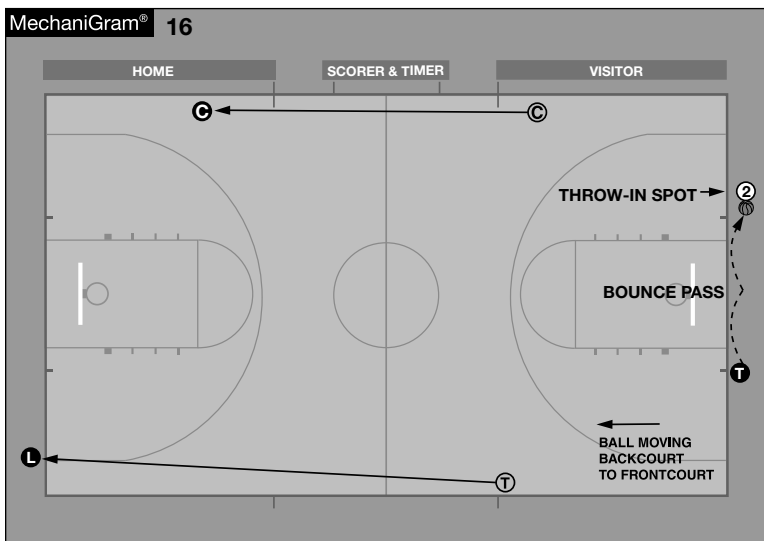
3.2.2

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.



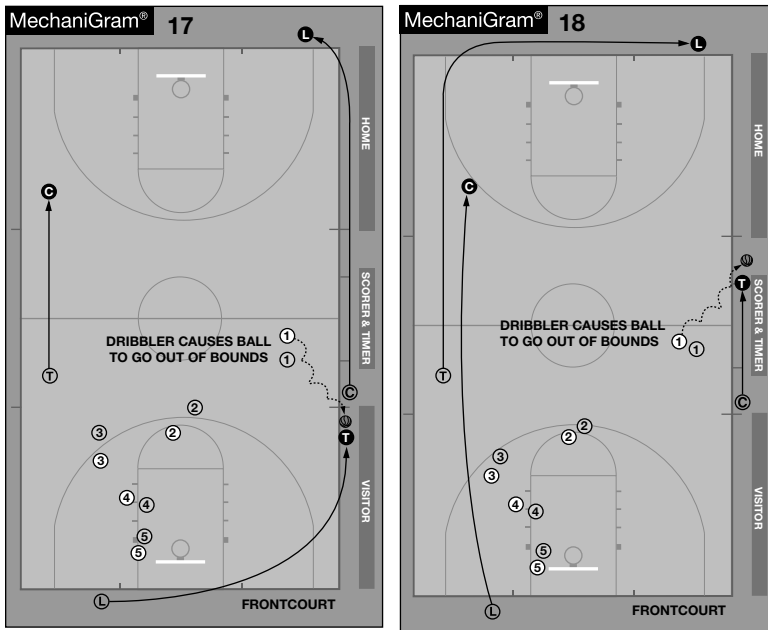
E. Throw-in Coverage: Backcourt

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 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 endline 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 inbounder, the T bounces the ball across the lane to the inbounder, 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).



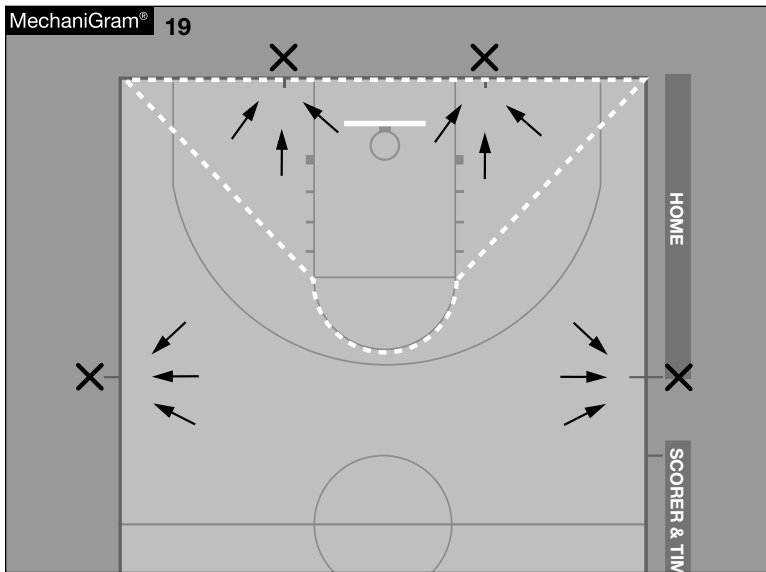
3. If the ball goes out of bounds in the backcourt (MechaniGram 18), the C will slide downcourt to administer the throw-in and become the new T. The old T will move to become the new L and the old L will move downcourt to become the new C.

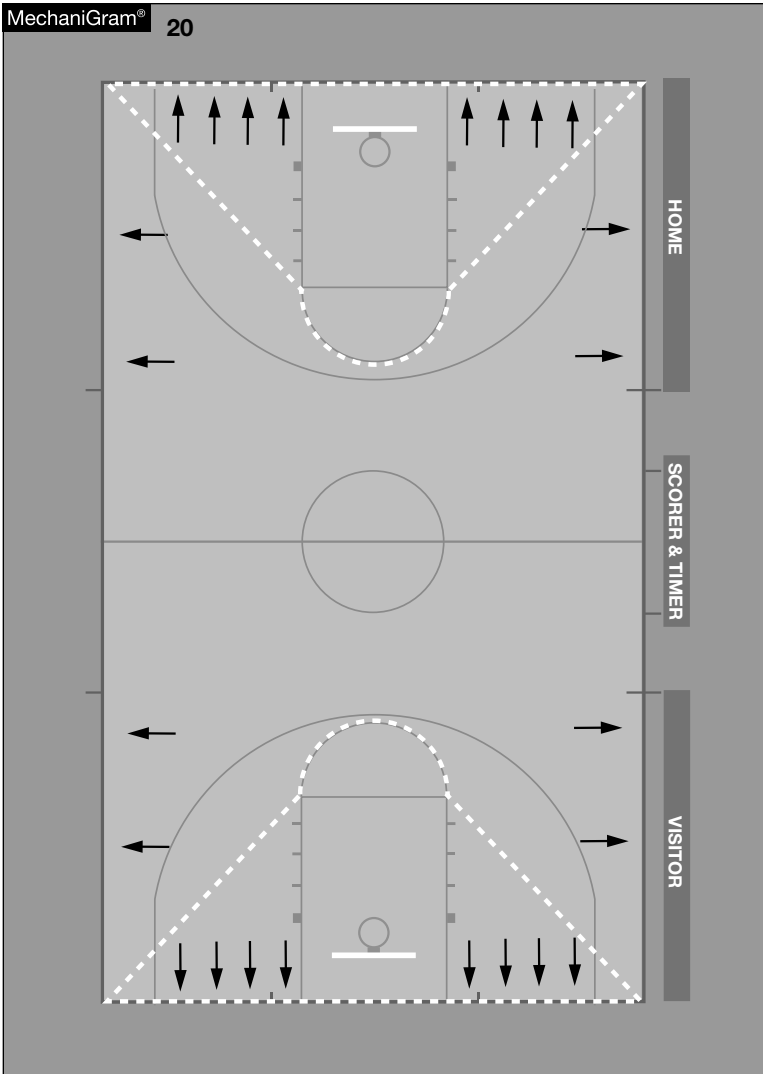


G. Throw-in Spot

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.

3.2.2





3.2.2

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).

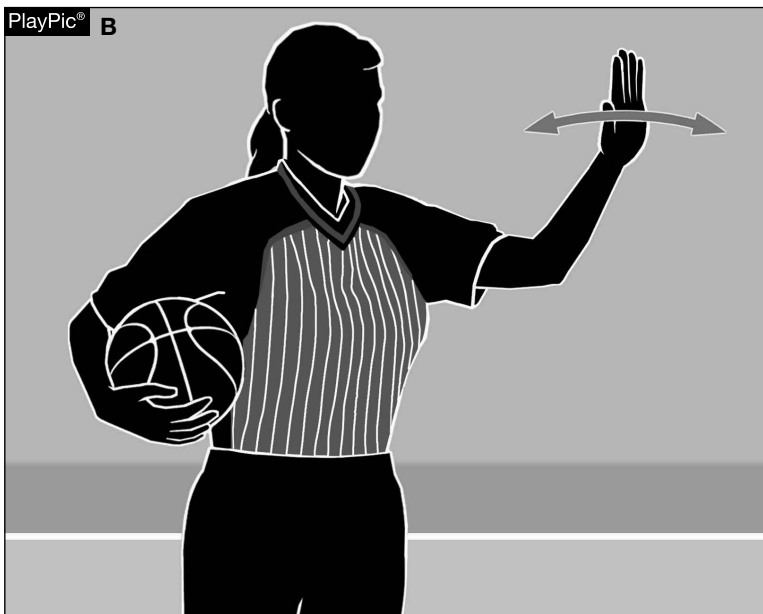
Give the designated spot signal when necessary, as seen in the signals section of the book (Appendix 4.9). In addition, verbally indicate that it is a designated-spot throw-in.



1. Officials must be accurate in designating the throw-in spot as to whether it is a sideline or endline 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 endline is allowed, give the proper visible signal and inform the players (PlayPic B).



Running the Endline



3.2.3 Free Throws

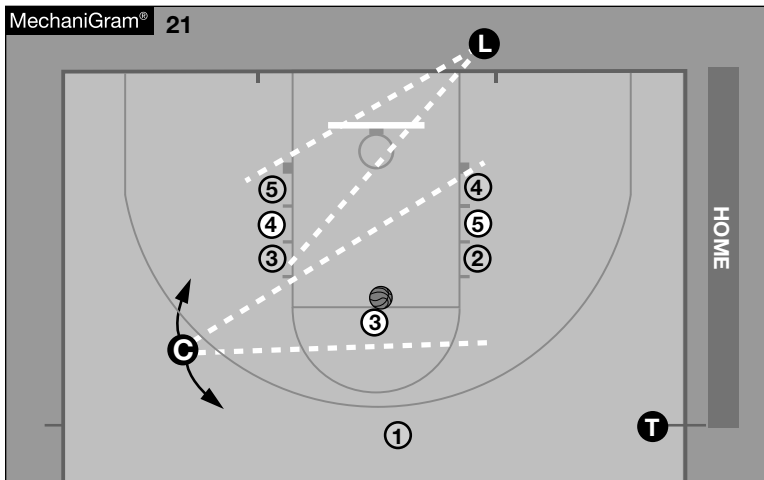
A. General Free-Throw Administration

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 new 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

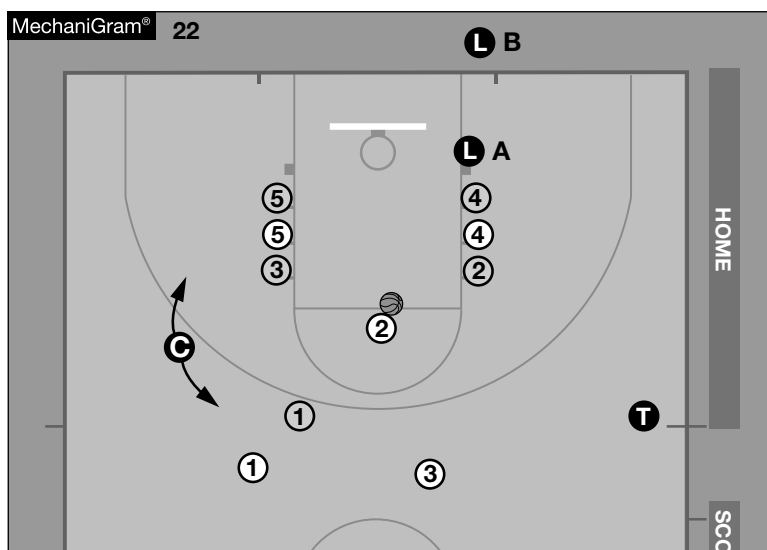
- a. Secure the ball to expedite administering the free throw.
- b. Both partners receive eye contact from the T official who



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).

3.2.3



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 21 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 endline 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.

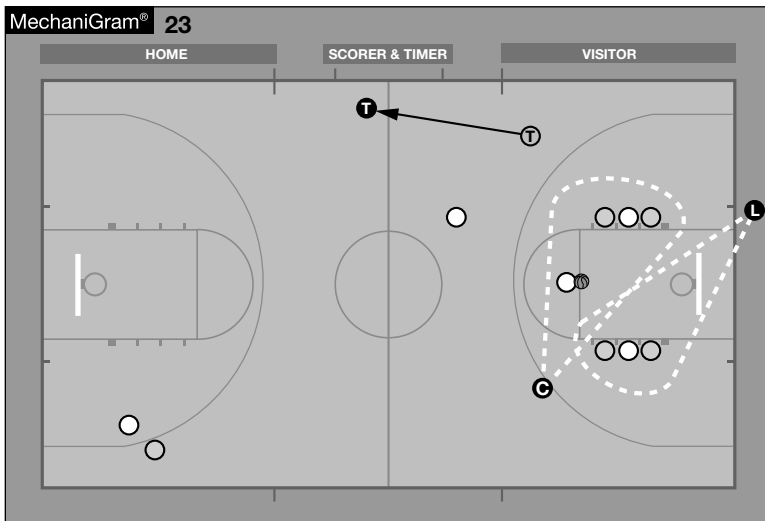


6. Trail Official

- 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 endline 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).





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.
 - 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

3.3.1



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.

3.3.1



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 down the free-throw lane and below the free-throw line, the L is responsible for the play all the way to the basket.
 1. The L has primary responsibility for block/charge plays. The C and T have secondary responsibility.
 2. The L has primary responsibility for plays at the basket with the C and T having secondary responsibility.



3. The C and T have shared coverage responsibility when a player pulls up for a shot or pass.
- 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 strongside 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.



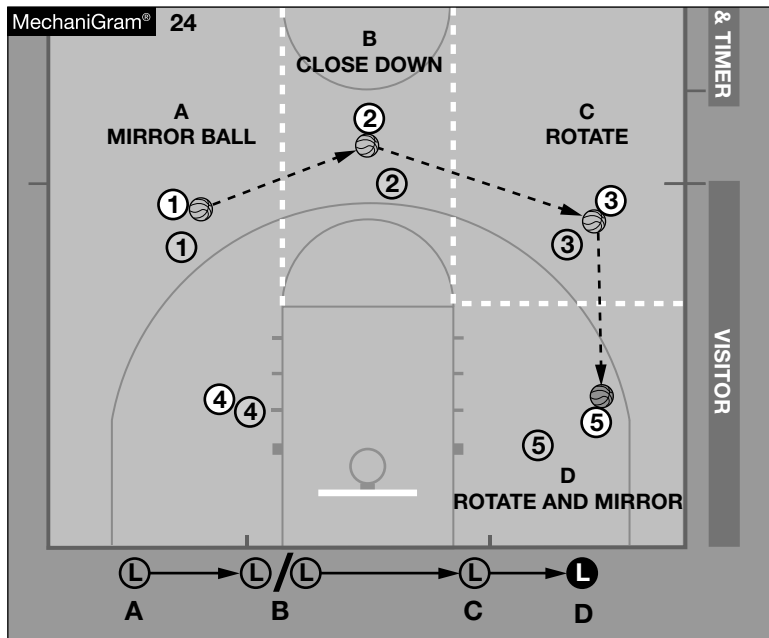
3.3.2 Positioning, Coverage Areas and Rotations in the Frontcourt

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.

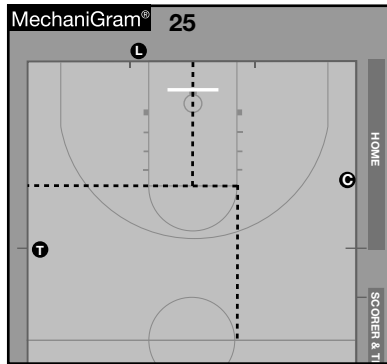
1. When the L is strongside and the ball is wide, the L is to assume a wide-angle position (Position A in MechaniGram 24).
2. When the ball is in the middle of the court or on the C's side of the court, the L is to assume the close-down position or pinch-the-paint position (Position B in MechaniGram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

3.3.2

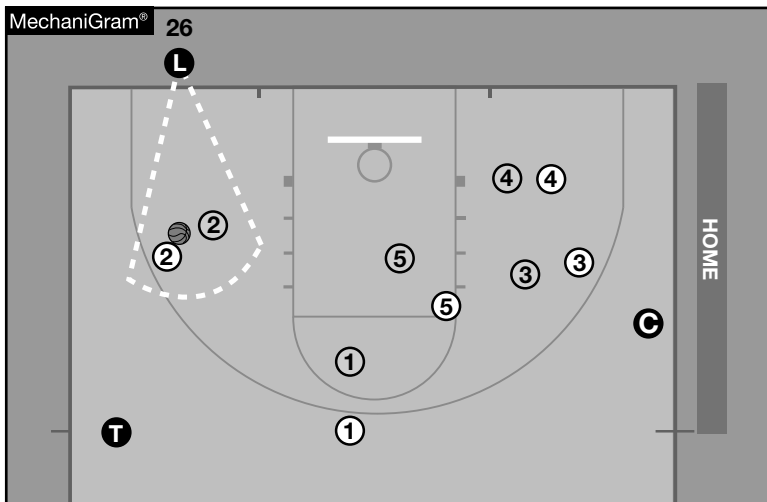


B. Lead Court Coverage Area

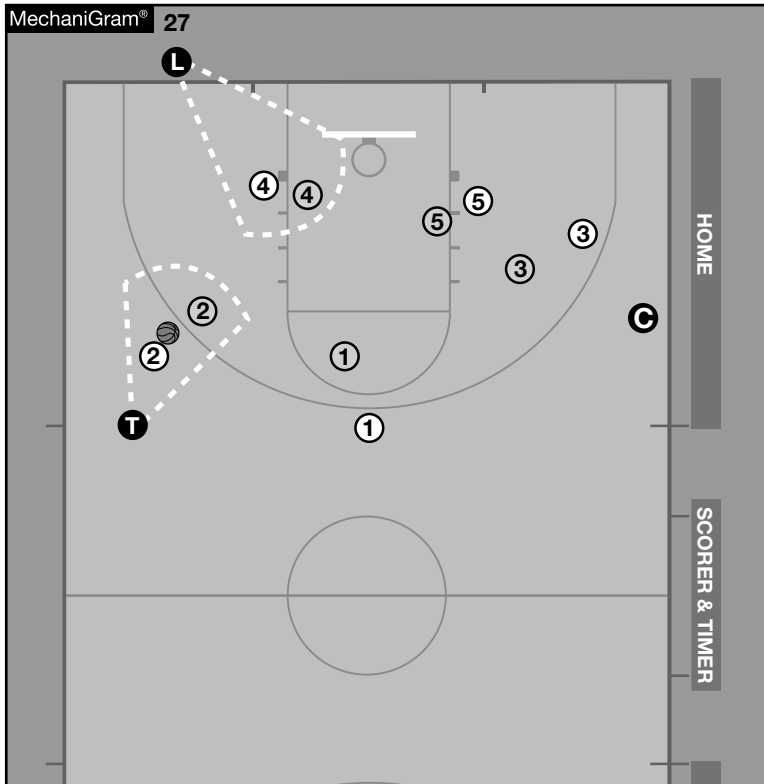
1. The primary coverage areas are shown in MechaniGram 25. The L and the T positions will normally referee all the play on the strongside in a halfcourt game. If the official has no competitive match-up in their primary area, they may extend to their secondary area to make an obvious call. The ball must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

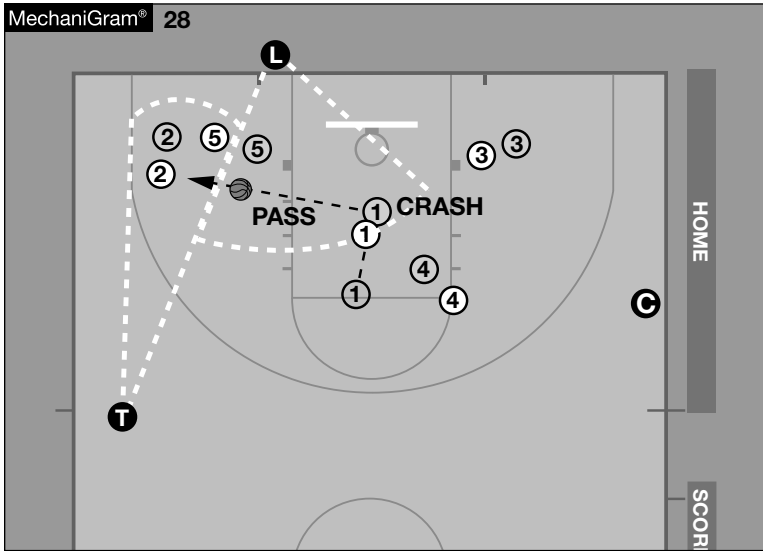


Note: The L tends to not be wide enough when refereeing strong side post play. The L needs to mirror the ball in the frontcourt and position adjust to have an open angle to referee the competitive matchup in the post.

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



- 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).



3.3.2

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

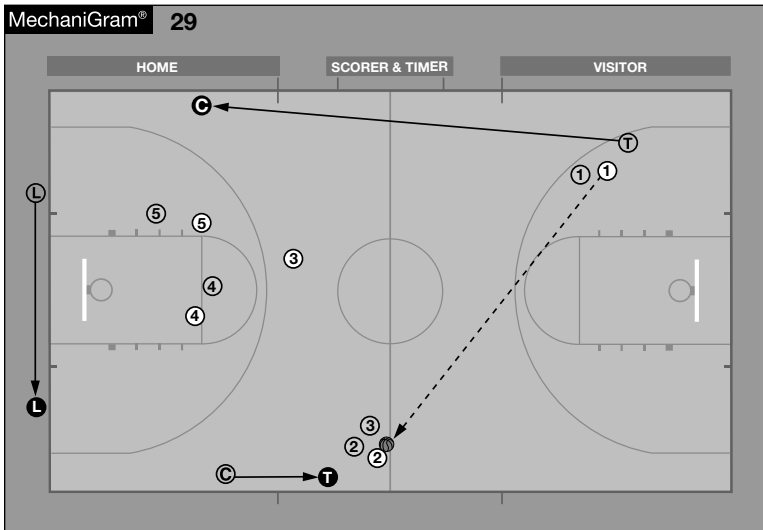
C. Lead Rotation

- 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.
- 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.
- Once the ball is nearer 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.

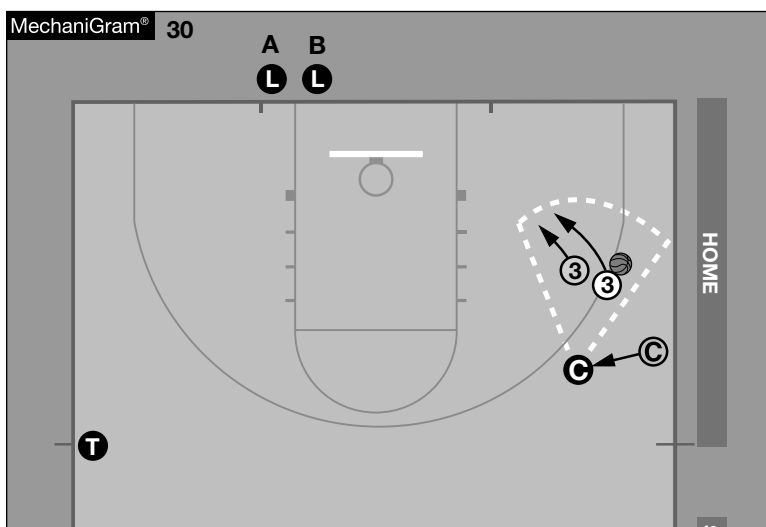
4. When the ball is under pressure or trapped in the frontcourt near the division line on the C side, the L will initiate the rotation prior to the T being in the frontcourt. The C will not wait for the L to initiate the rotation, but will immediately recognize the trap or ball pressure at or near the 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.



3.3.2

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.

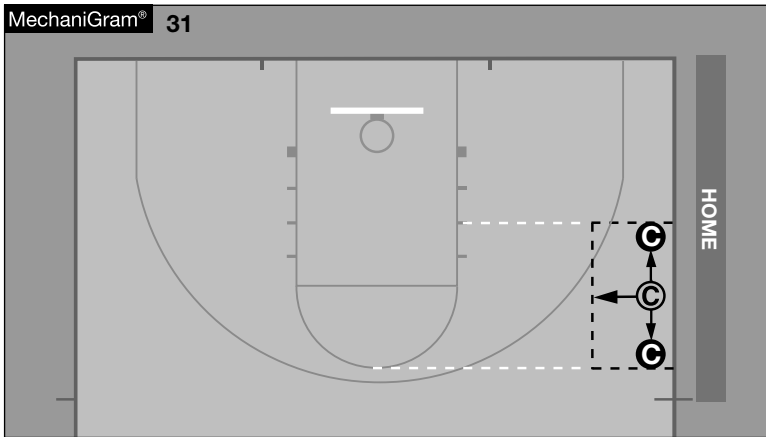
D. Center Position

1. Take the home position standing on the court near the sideline. The C official can and should move to maintain

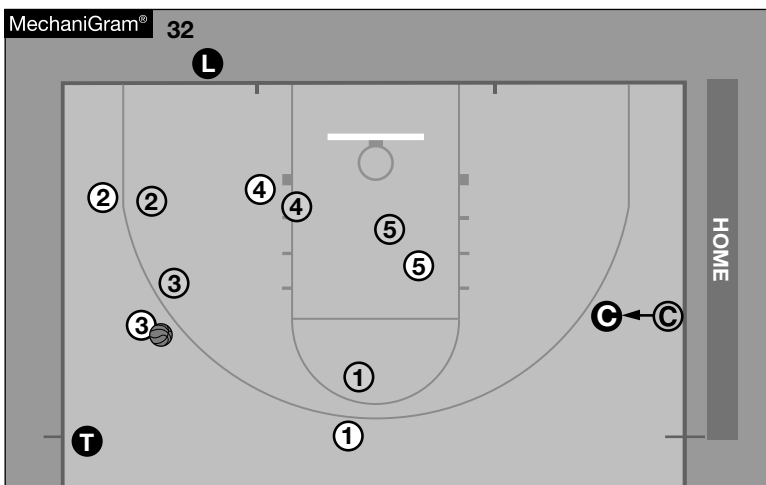


an open angle. The C can step up toward the division line, down toward the endline, step onto the court or have no movement at all depending on the proximity and angle of the play. Find a lane of vision and maintain an open angle to referee competitive match-ups. The C's movement range is generally from 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).

3.3.2



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).

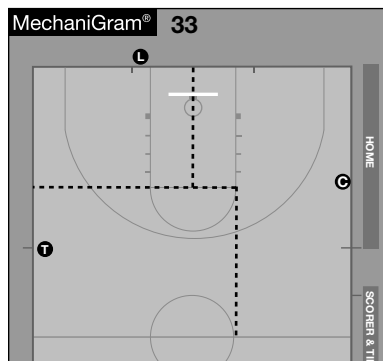


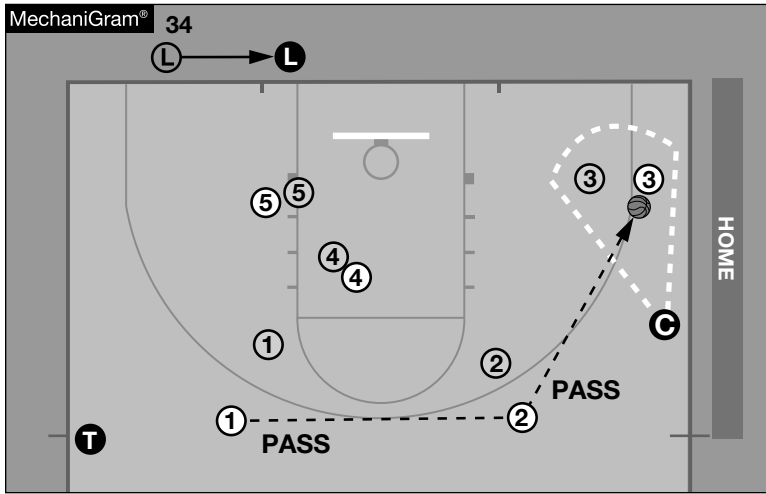
E. Center Court Coverage Area

1. The C's primary coverage area is shown in MechaniGram 31. 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.

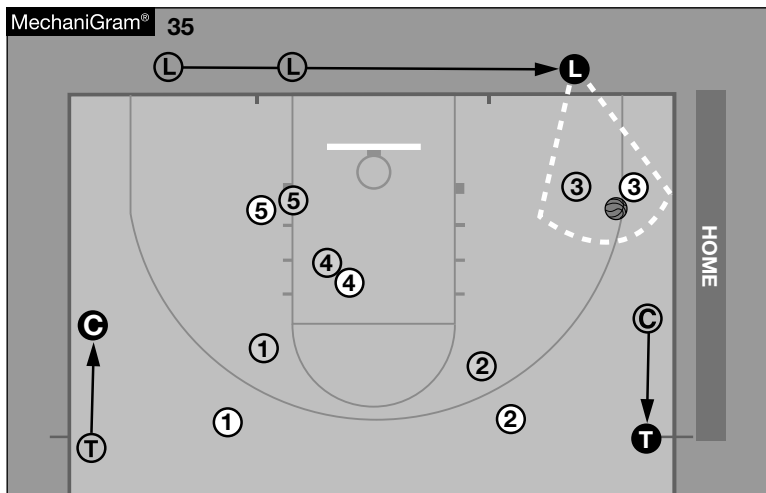
F. Center Rotation

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.
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 33).
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



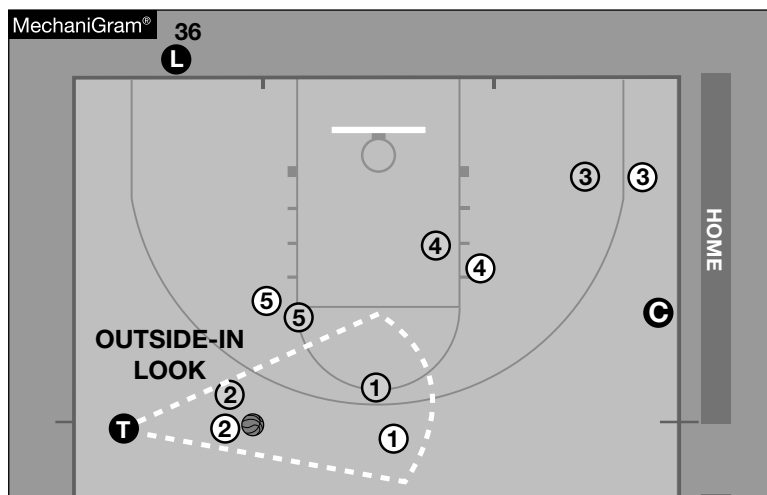
picked up by that official. Your movement as the new T will be dependent on whether the L rotates again.

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).

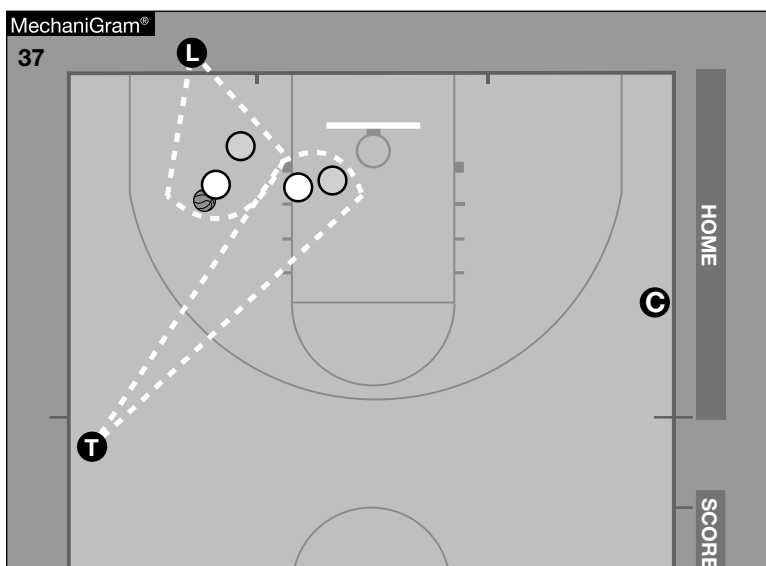
3.3.2



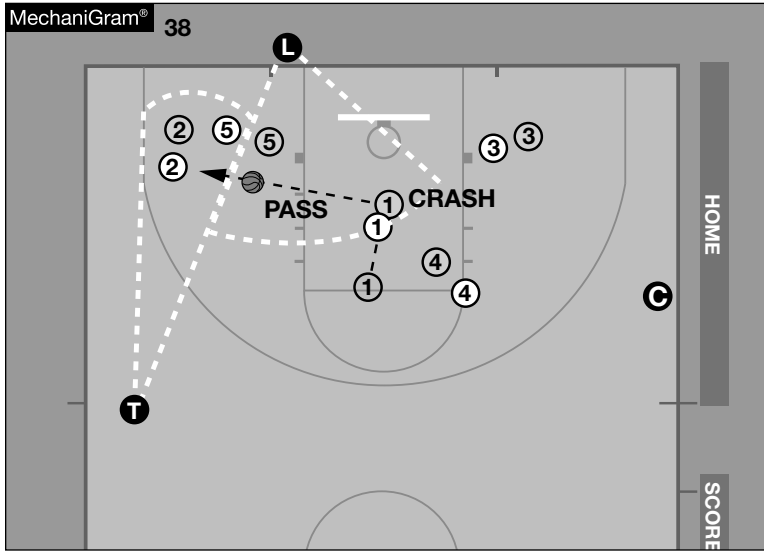
3. When there is defensive pressure on the perimeter, before the ball clearly crosses the lane line closest to the C, the T will step onto the court a few steps to get a better angle/ open look on the play. Go where you need to go to see the play, but be aware of passing lanes. Once that play is over, 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).



3.3.2

I. Trail Rotation

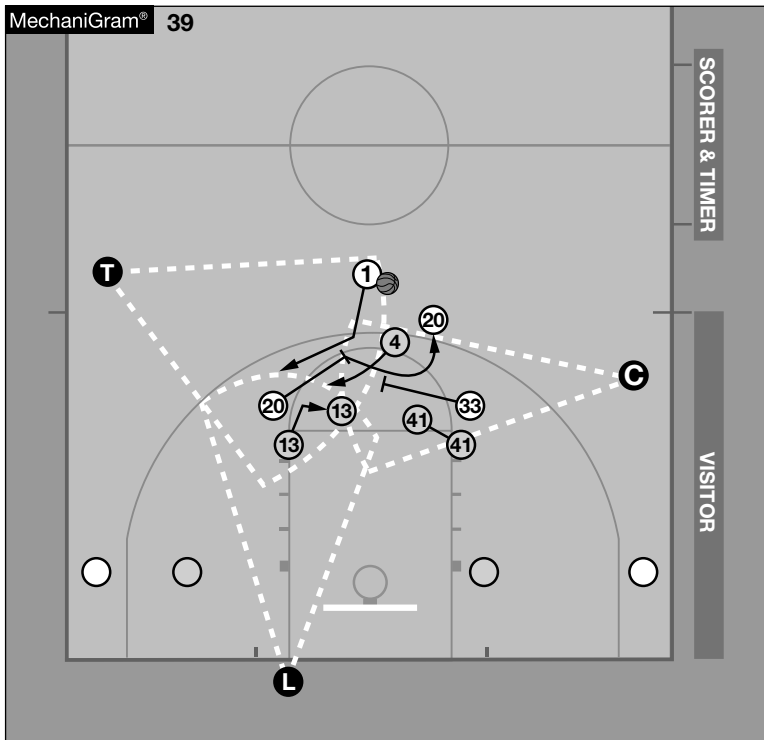
1. Maintain T responsibilities until the L official moves laterally to the opposite side of the floor and completes their rotation. When the L completes the rotation by crossing the opposite lane line extended and picks up the action in their new area, the T will rotate to the free-throw line extended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

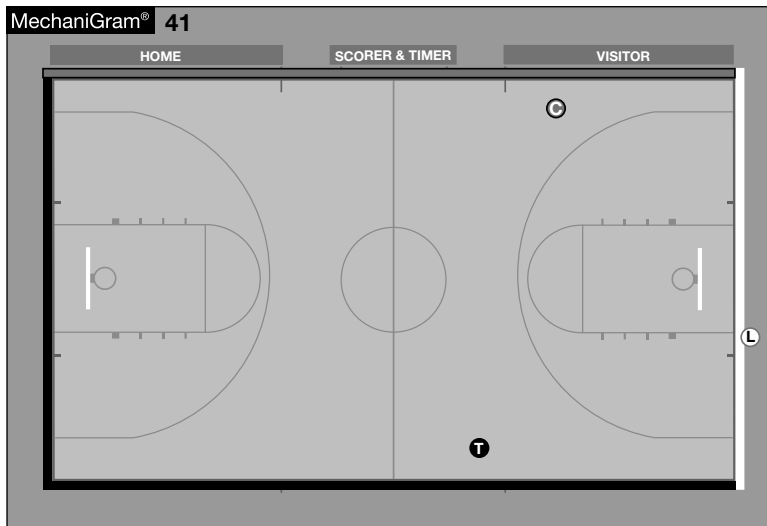
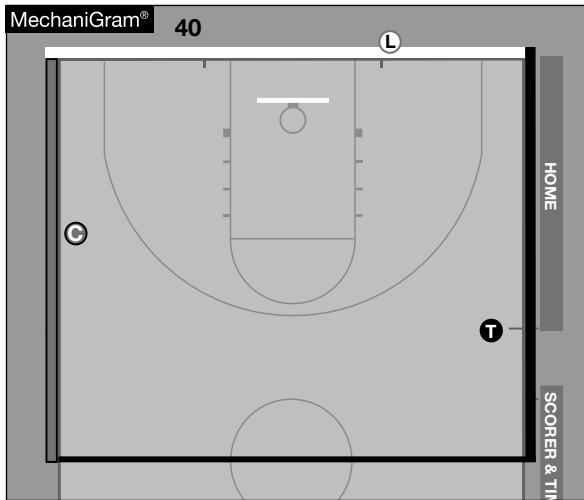
3.3.2



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 endline. The C official is responsible for the sideline nearer their position (MechaniGrams 40 and 41).



3.3.3

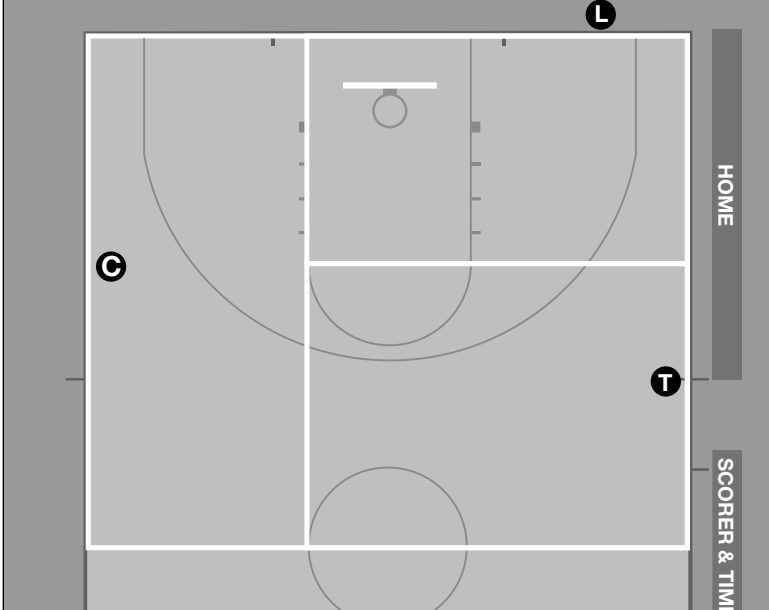


2. Although the boundary responsibility is clearly defined, there are occasions when the official responsible cannot determine which team caused the ball to go out of bounds. When that occurs, refer to 3.5.3.C.
3. If the non-calling official has definite information regarding an out-of-bounds call that 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.

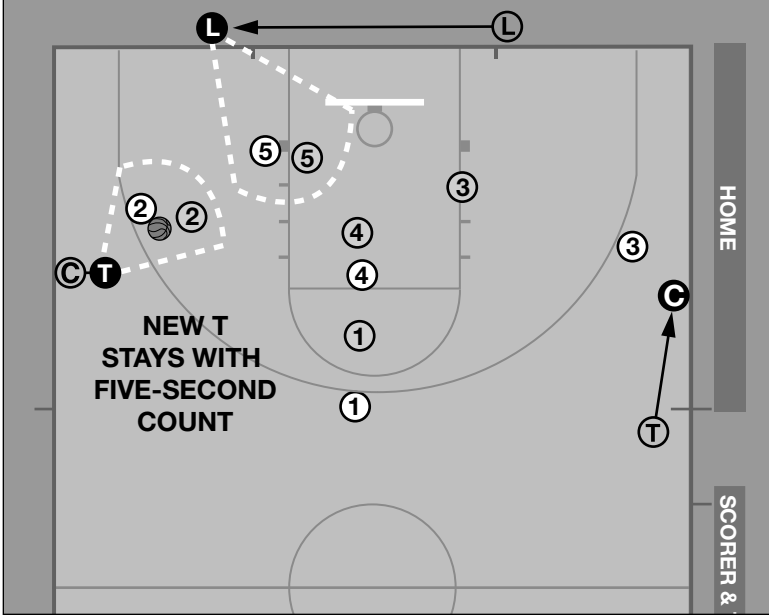
B. Counts

1. Officials are required to give a visible count on all time limit situations except for the three-second lane 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.





3.3.3



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, 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 visual-count signal 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.

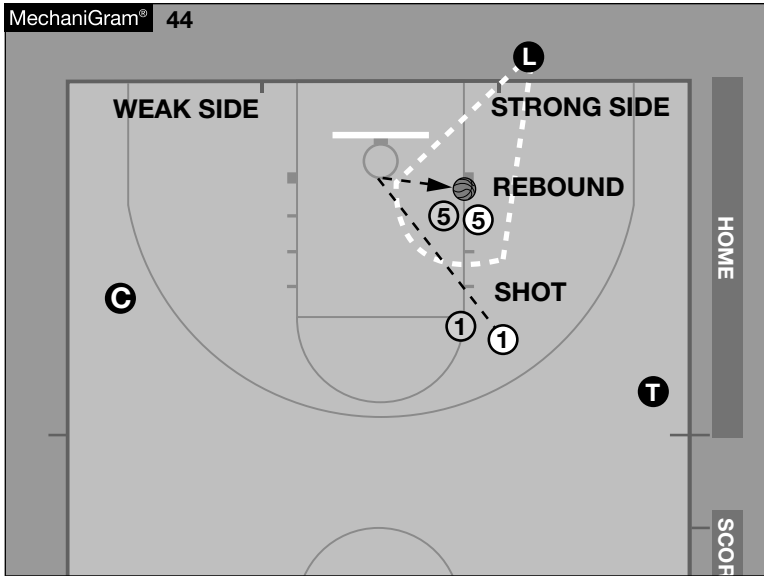
B. Rebounding responsibilities are designated as follows:

1. Strongside, weakside and perimeter rebounding are determined by the following factors:
 - a. The side of the basket that the L occupies is referred to as the strongside.
 - b. The side of the basket which is opposite the strongside is referred to as the weakside.
 - 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.

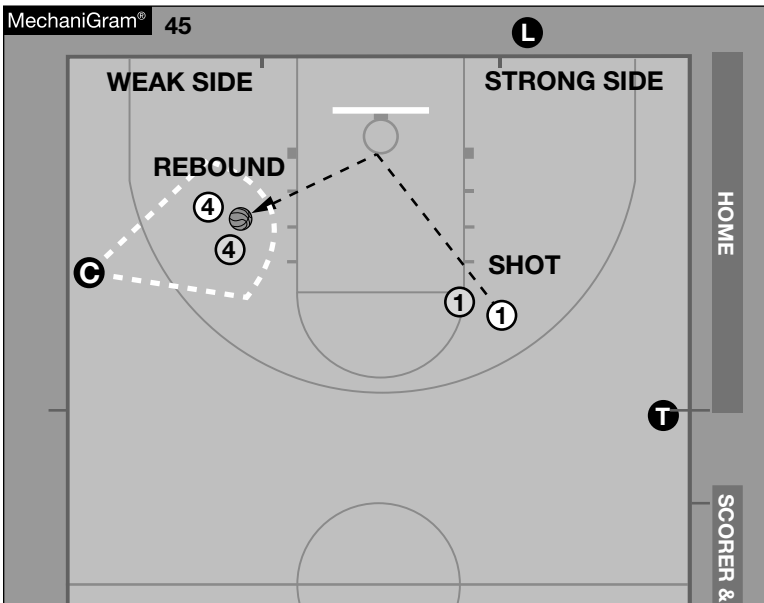
NOTE: Call the first foul. The potential for intentional or disqualifying fouls increases if we miss calling the first foul after the rebound has been secured.

2. The L has strongside 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 weakside and some perimeter responsibilities (MechaniGram 45).
5. The T must be ready to officiate plays near the perimeter as well as plays on the strongside and the weakside (MechaniGram 46).





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

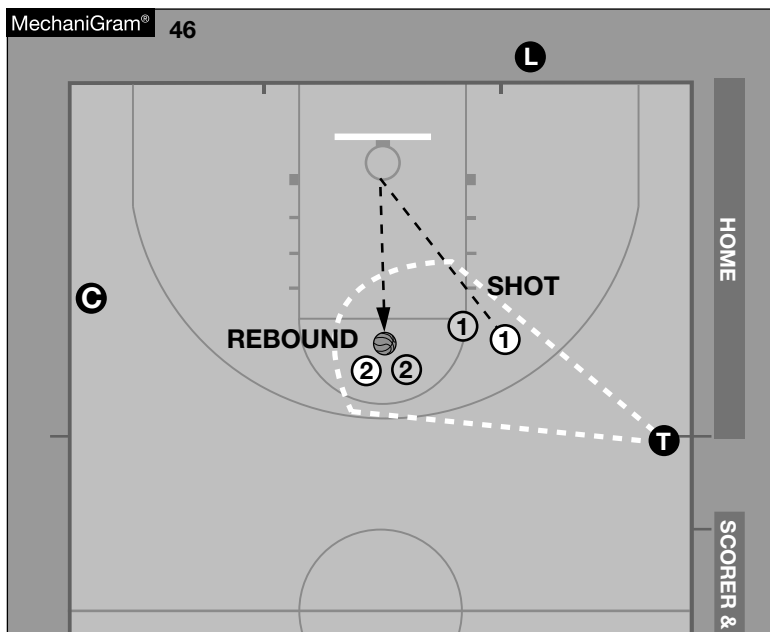


The side of the basket that is opposite the strongside is referred to as the weakside.





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



3.3.4

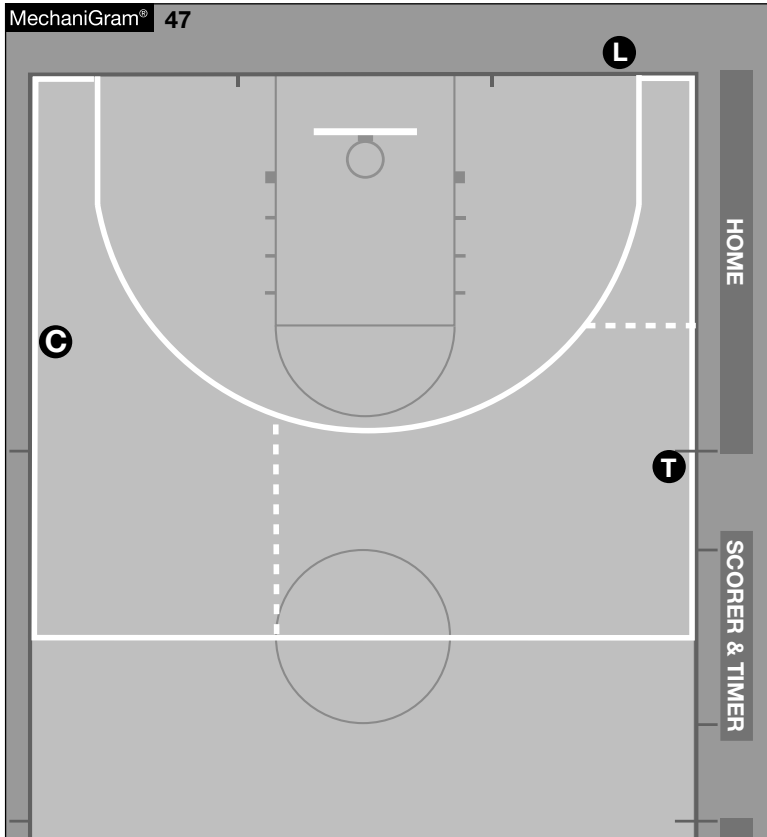
The T must be ready to officiate plays near the perimeter as well as plays on the strongside and the weakside.



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 endline on the C's side (MechaniGram 47).

3.3.4



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.

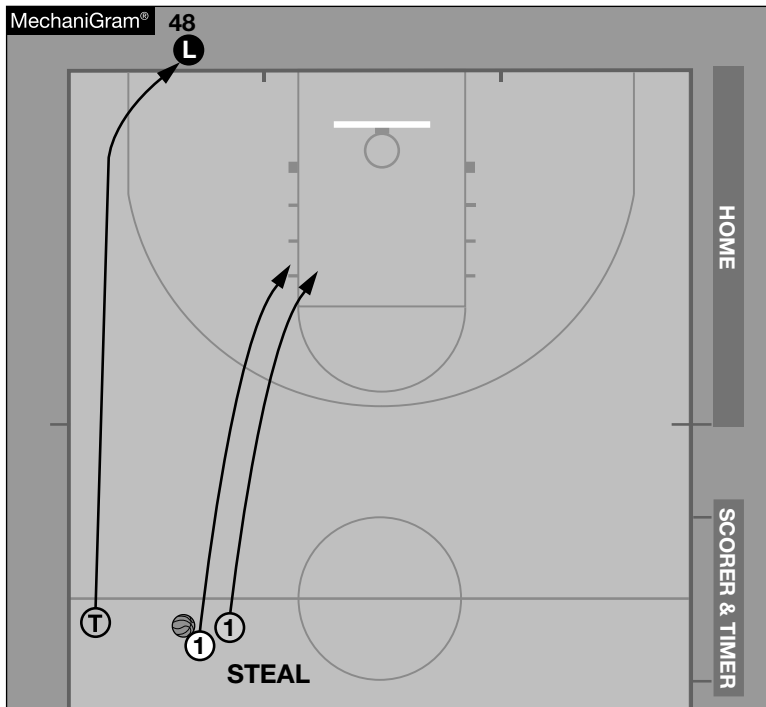


3.3.5 Transition Coverage

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 endline 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).

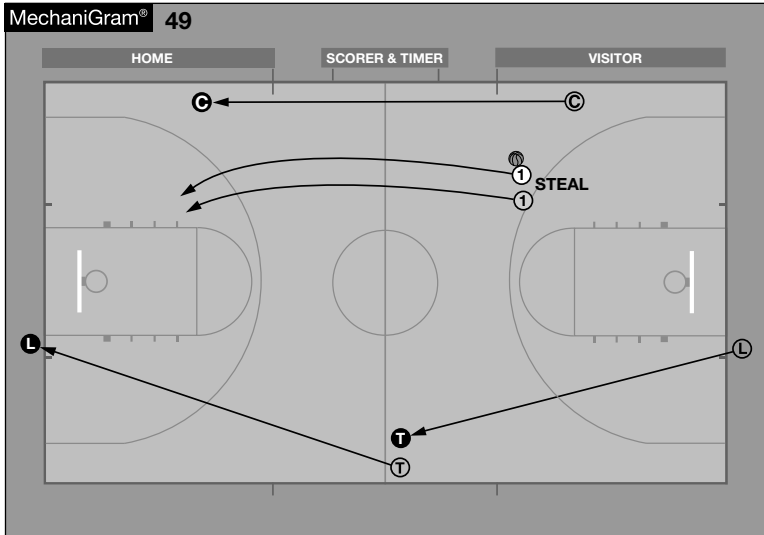
3.3.5



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



- 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).

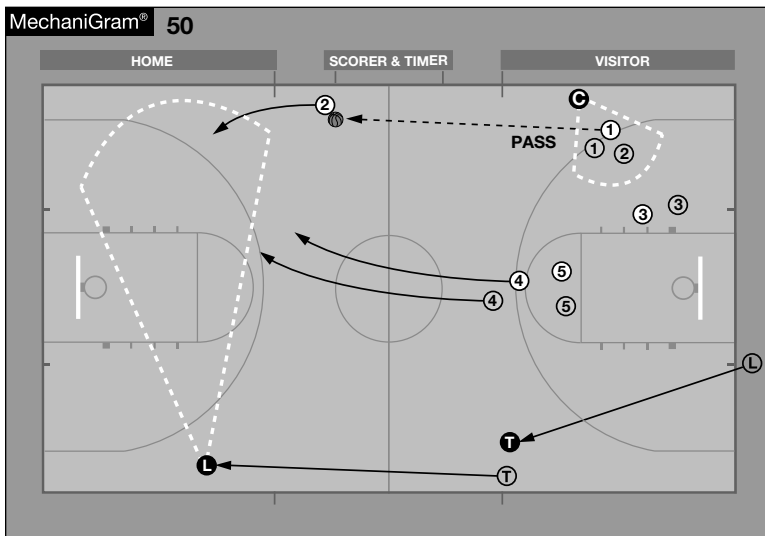


As the L, move to the close-down position when the ball is on the C's side.

Lead Helps When Center is in the Backcourt

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





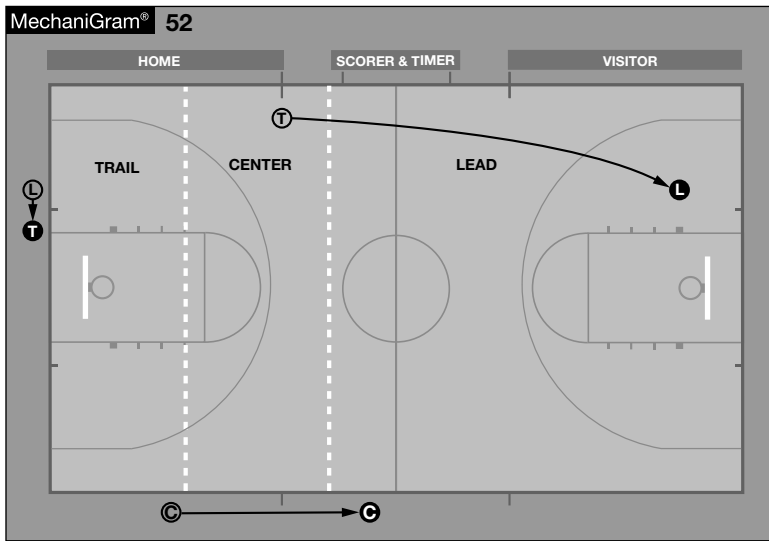
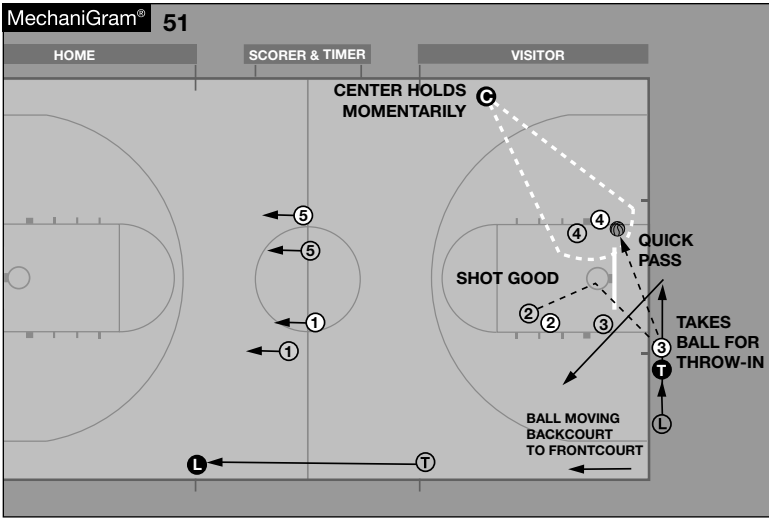
3.3.5

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 endlines 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).

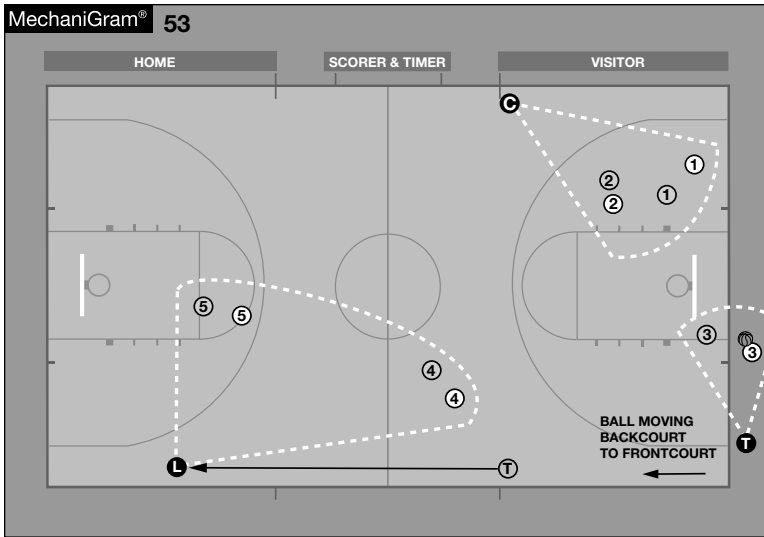




3.3.5

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



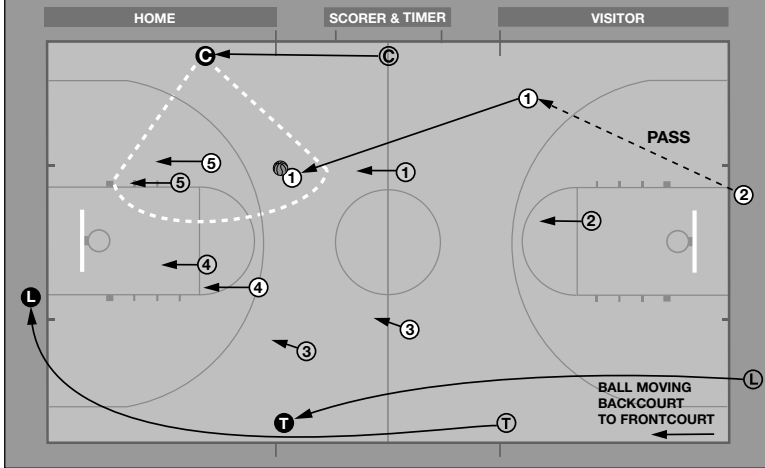


- When defensive pressure is applied in the backcourt, the official in transition from C to C must be prepared to hold their position near the division line or be positioned in the backcourt, preferably no closer than the top of the circle, depending upon the position of players on the court (MechaniGram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

Ball Moves Into Frontcourt

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

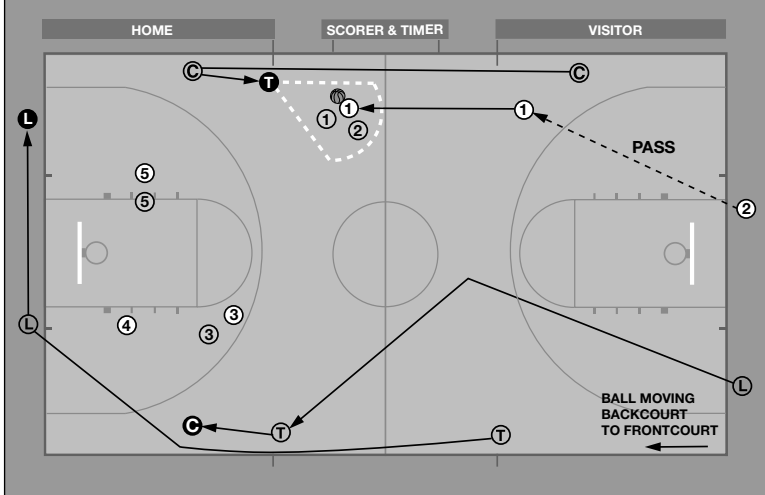
MechaniGram® 54



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

3.3.5

MechaniGram® 55



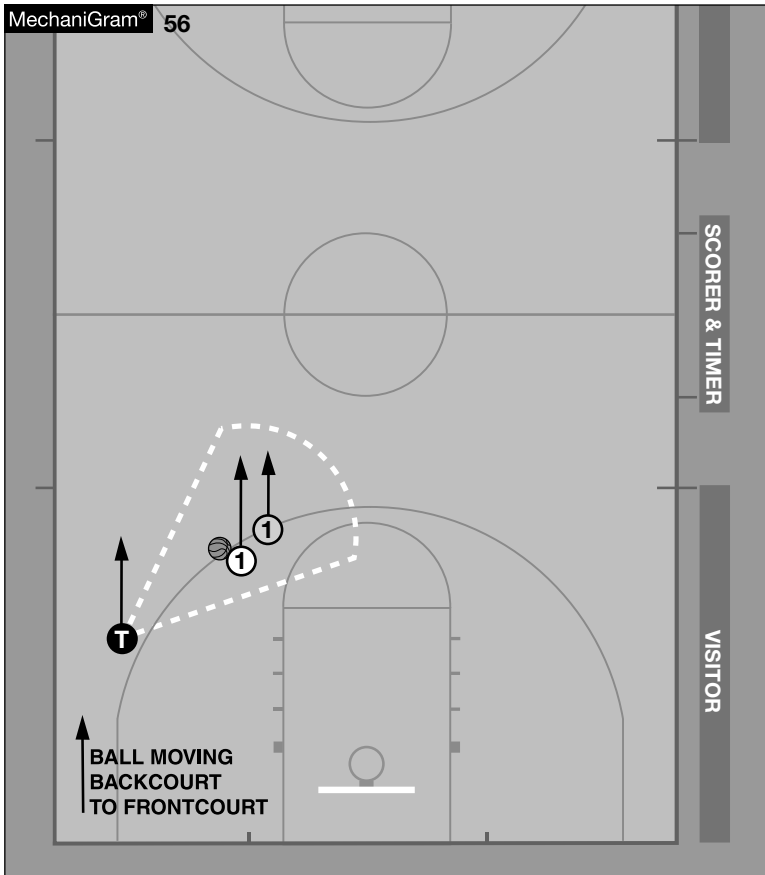
If there is defensive pressure (trap) near the division line, the C must move toward the division line to officiate.



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).

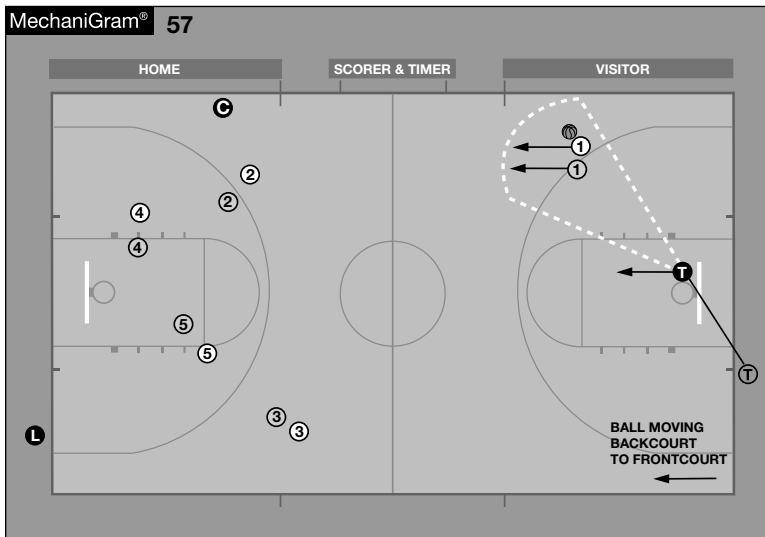
3.3.5



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).



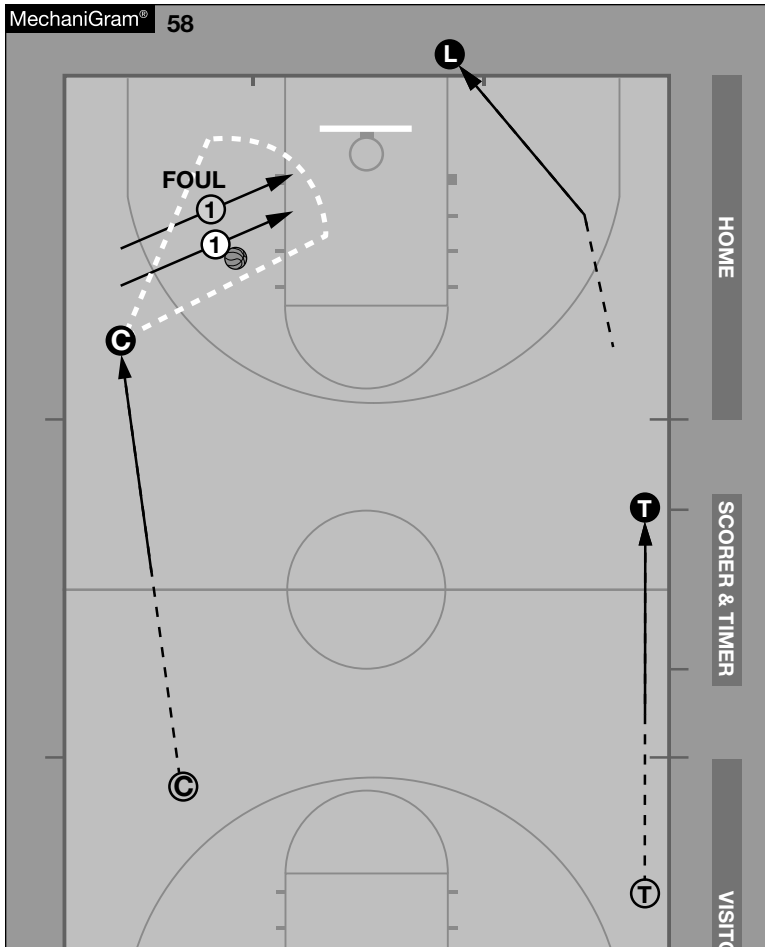
3.3.5

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.



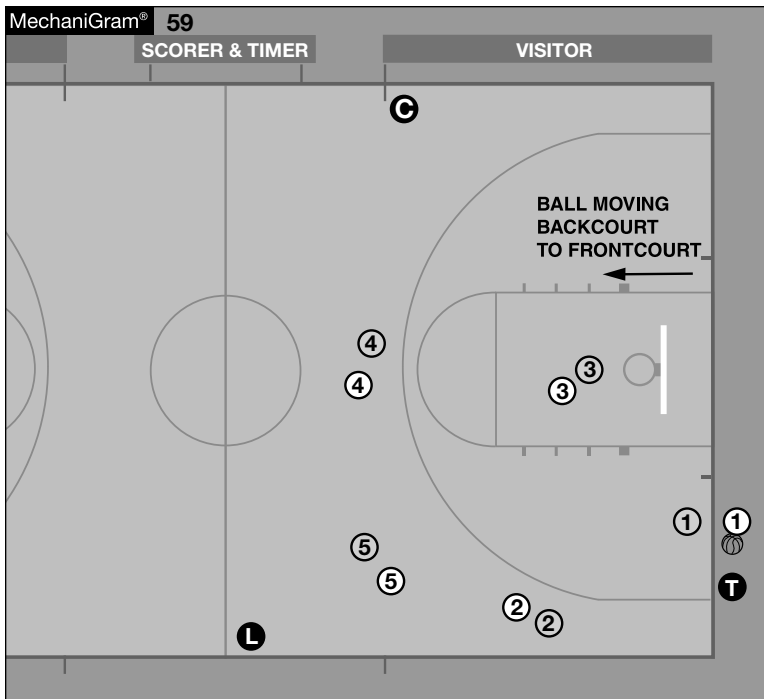


3.3.5

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.

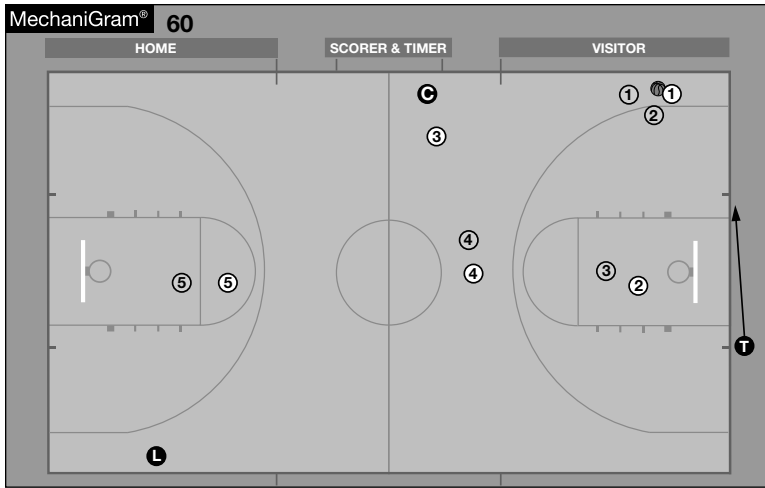
Players in Frontcourt and Backcourt

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).



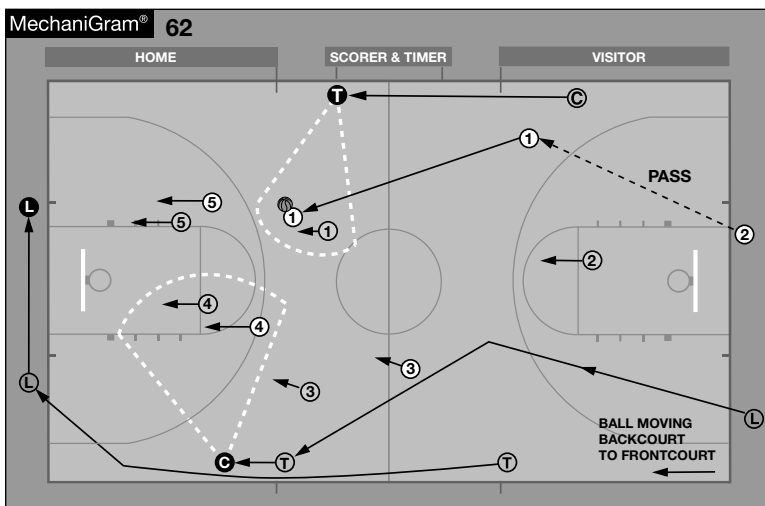
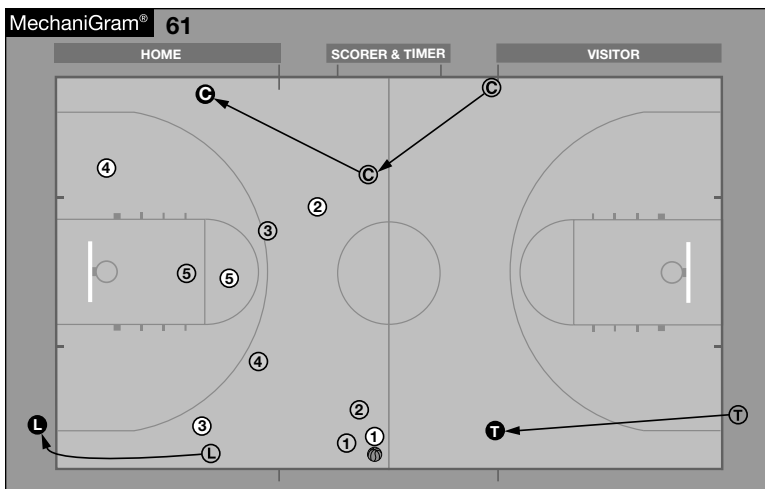


6. When the ball is inbounded in the backcourt against a press and a trap occurs, the officials must adjust as necessary based on the positioning of the players.
7. The C would not usually come down any closer into the backcourt than the top of the circle (depending on positions of other players).
8. 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.



3.3.5

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

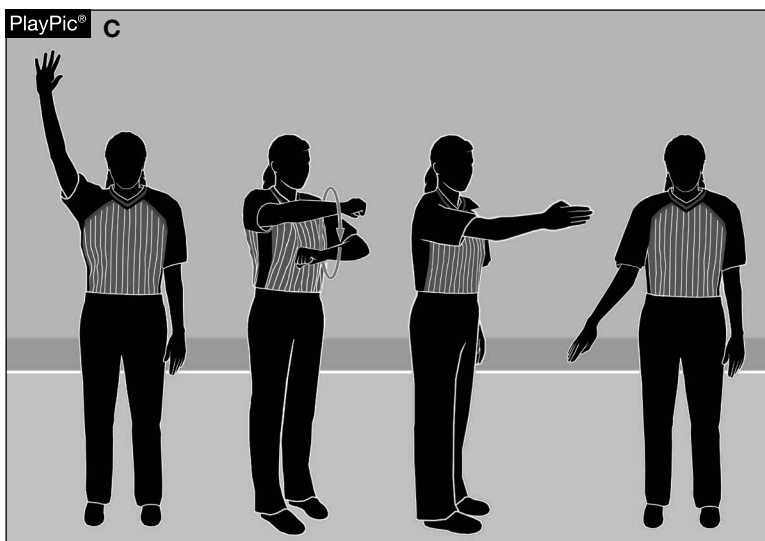
3.4.1 Violations

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 players when signaling the violation and indicating the



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

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

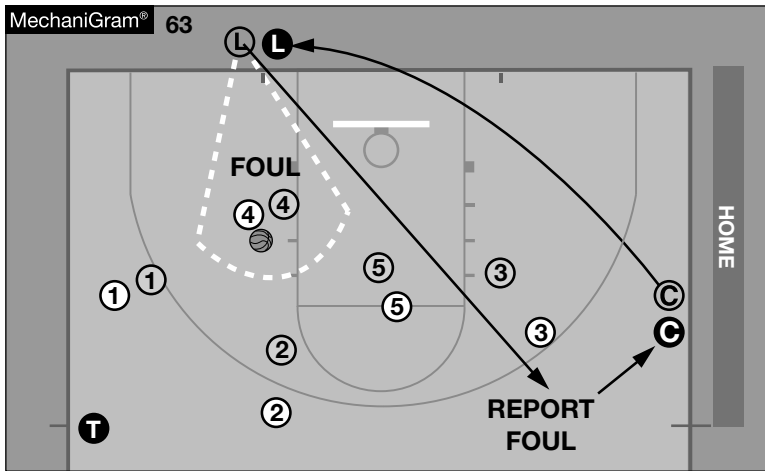
3. Indicate the throw-in spot and inform the player that they may not leave the spot. **Exception:** The offense retains the right to run the endline following a made or awarded field goal or free throw on an endline throw-in during certain situations.
 4. Visually sweep the floor and make eye contact 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).



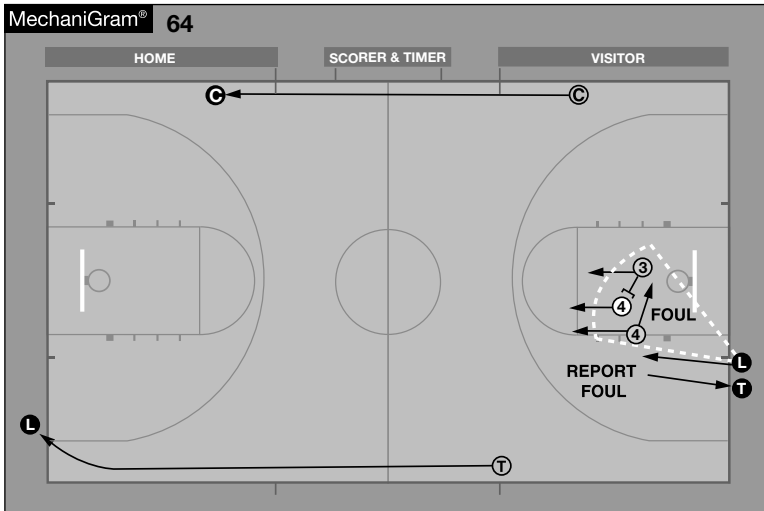
After the L calls the foul, the L reports the foul while moving toward the table. In that case, to become the new C.

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).

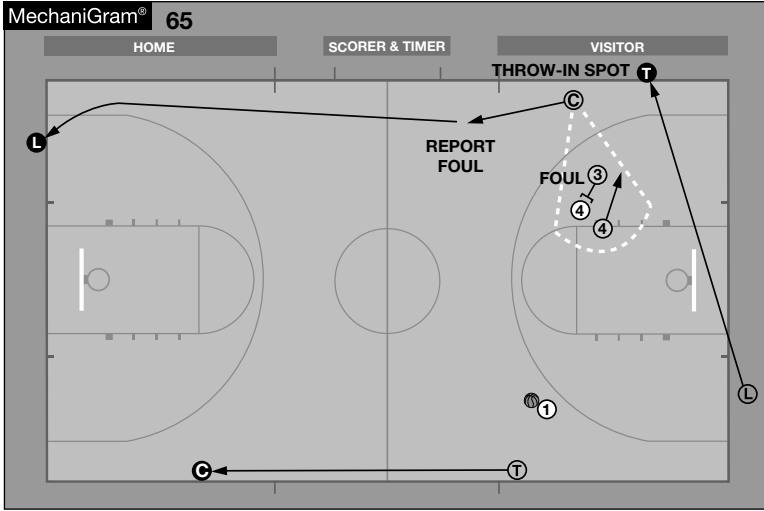


3.4.2

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 inbound 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 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.





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.

3.4.2

C. Calling the Foul



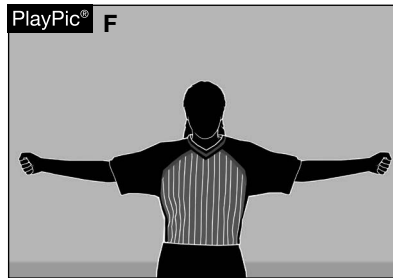
1. Sound the whistle (one blast only) and raise one hand, fist clenched, above head (PlayPic D) and take a step(s) toward the fouler, if necessary. Be patient, stay at the spot of the foul until all players have separated. If the foul is an intentional foul (PlayPic E) or double foul (PlayPic F), hold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



Stop clock for foul



Intentional foul

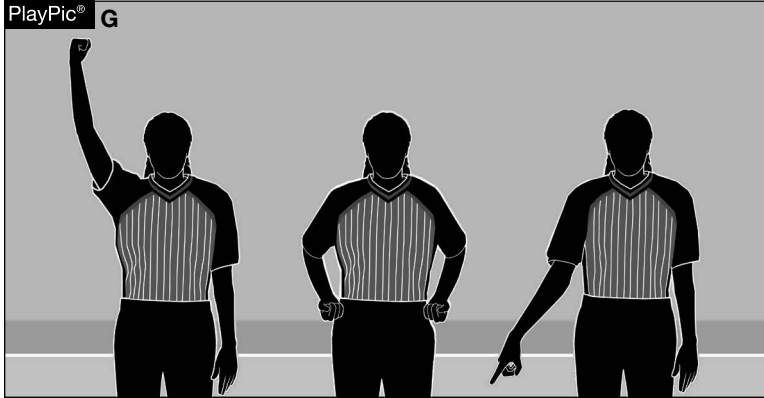


Double foul

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

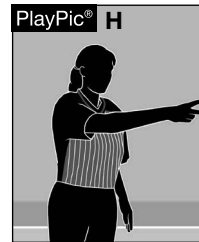


clenched, above head, show a blocking signal then point to the RA (PlayPic G). Note: Avoid turning away from the players when signaling an offensive foul.



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.
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



Count goal

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.

3.4.2



This reads "24" to the scorer.



This reads "67" 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, 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, Intentional Fouls and Disqualifying 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 intentional 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

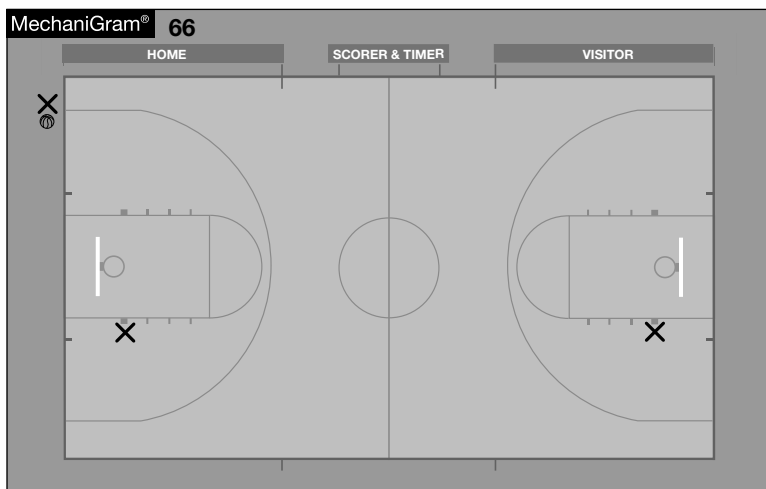
A. Full and 30-Second Timeouts

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

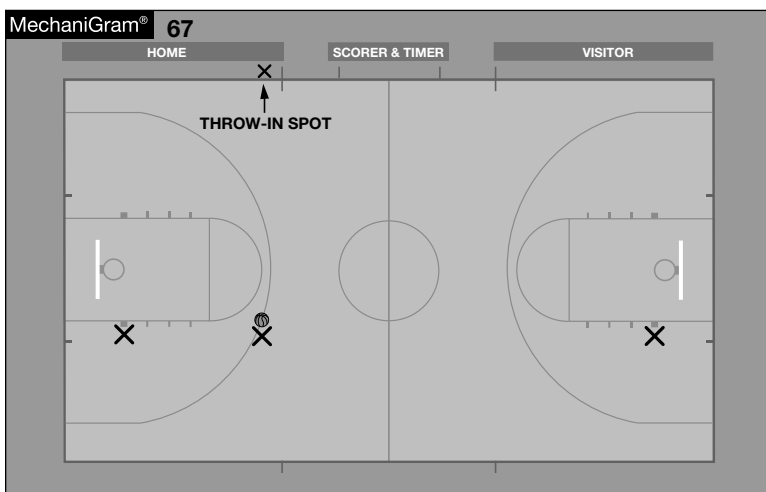


of the way (if necessary) and go back to the inbound spot when the activity is over and/or the warning horns sounds. When officials choose to huddle during a timeout, the huddle must take place at the throw-in spot/location with at least one official facing the benches. When the official who

3.4.3



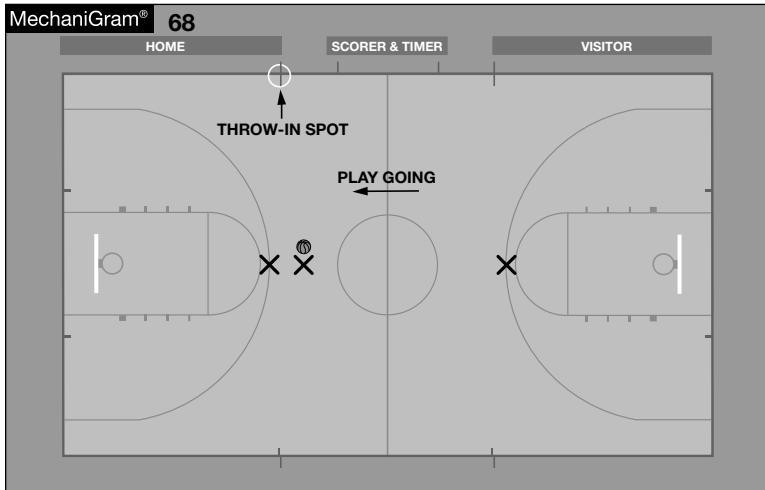
The two officials not responsible for the throw-in go to their closest block opposite the benches for full timeouts and media timeouts.



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

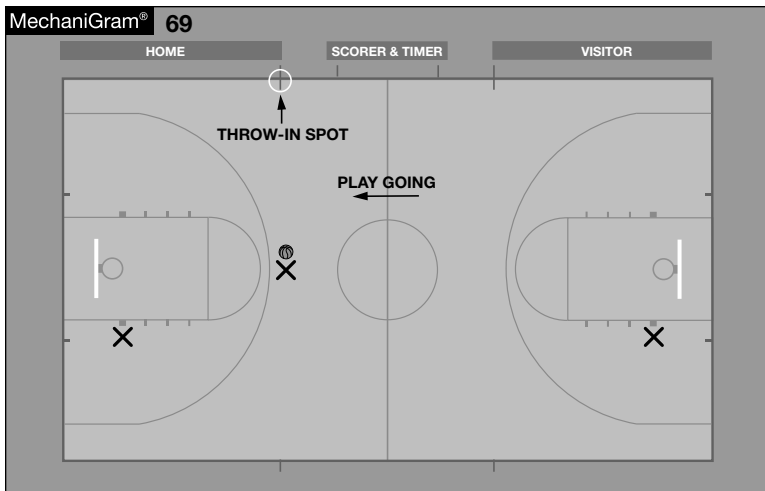


will administer the throw-in must leave the throw-in spot, the ball must not be placed on the floor. If the game will resume with a free throw, the administering official (L) will be positioned on the appropriate free-throw line or under the basket.



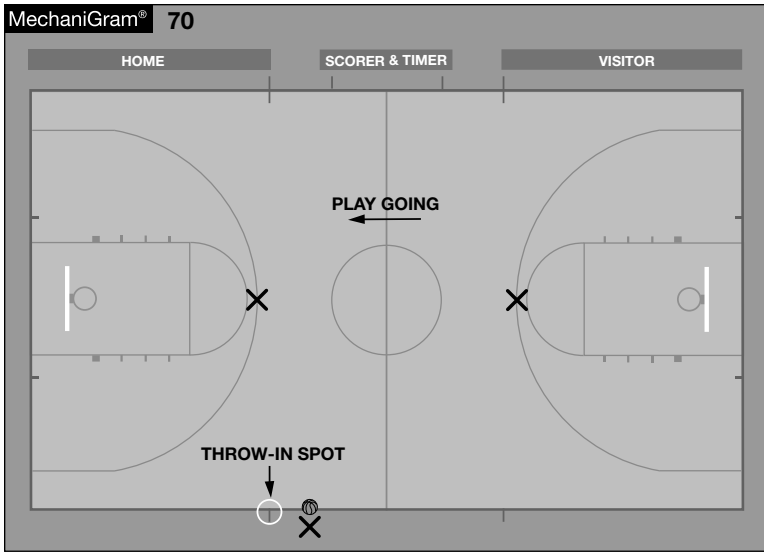
3.4.3

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

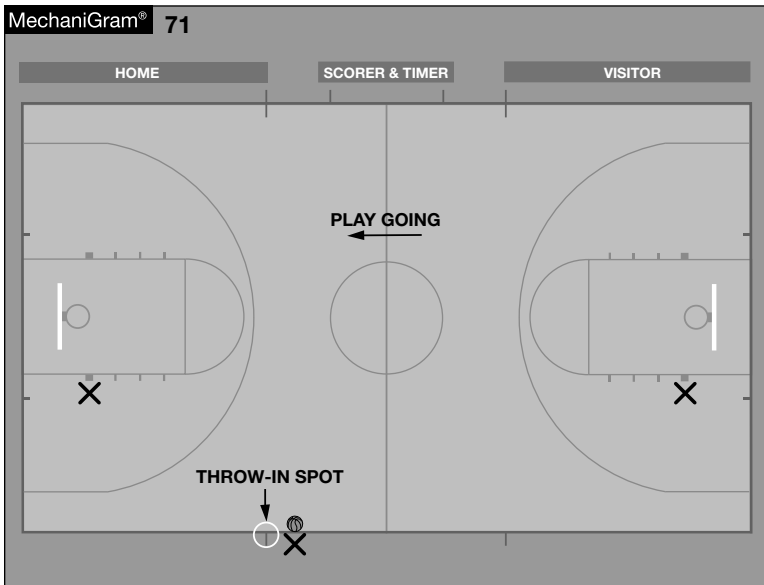


Displaying the positioning for a full option-to-advance timeout (tableside) taken by the offense (possible the timeout could become a media length).





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-administering 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-administering 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.

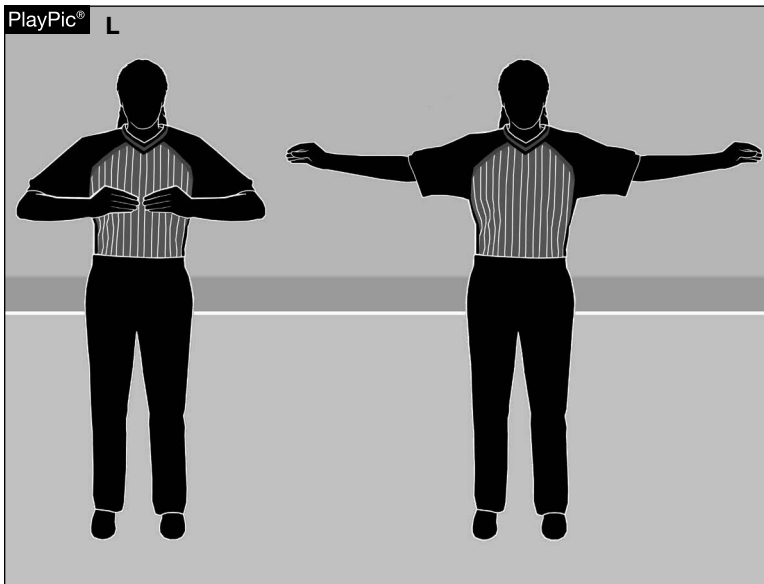


3.4.3



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.

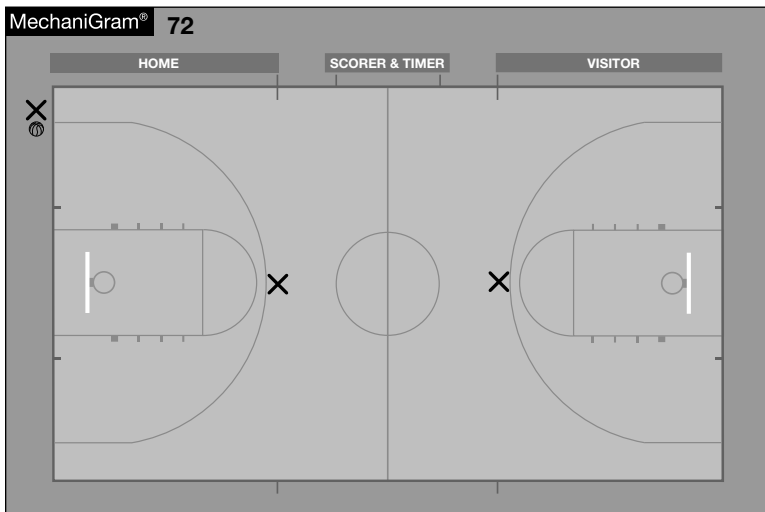
6. The administering official shall sound the whistle prior to inbound after a charged timeout, after an injury or media timeout or an unusual delay. If play is to be resumed by a free throw, no whistle is necessary and follow prescribed free-throw mechanics.
7. The signal for a full timeout is to place the fingertips (including thumbs) of both hands together in front of the chest, away from the body and then spread the hands out to shoulder width 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 (PlayPic L, page 120). 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).



3.4.3

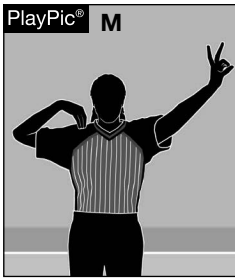
The two officials not responsible for the throw-in go to the nearest top of the circle for 30-second and two successive 30-second timeouts.

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 PlayPic M.

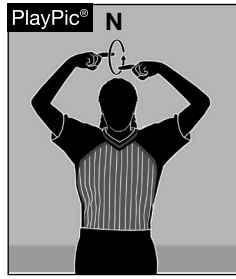
B. Media Timeout

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

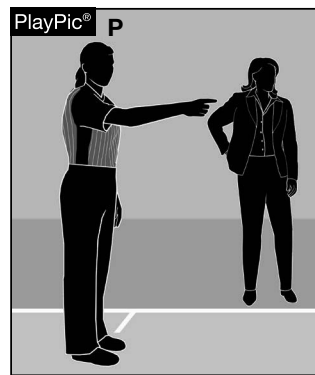
immediately recognize the timeout) shall give a long blast of the whistle and signal the media-timeout. That action indicates the media-timeout has begun. There is no need to wait until the players are near the bench to give the media-timeout signal.

- 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

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).

- 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



Option-to-advance



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 an administrative 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 put the ball back in play at the point of interruption to the team that did not call the excessive timeout.
3. The team that did not call the excessive timeout is always awarded a throw-in.

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 endline.
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. On a dead ball after a foul or violation where a throw-in spot is utilized, the official nearest the table will blow the whistle and beckon the substitutes onto the court and hold the stop clock signal until all substitutes are on the court and players leaving the court are off. Then by dropping the stop the clock signal, the official is letting partners know to put the ball at the disposal of the inbounder.
- B. If the subsequent play will go from backcourt to frontcourt, the new L will recognize the substitutes, blow the whistle and then give responsibility to the C official to complete the substitution procedures.
- C. On a dead ball after a foul with one free throw to be administered, the T will recognize substitutes, blow the whistle and complete the substitution procedures.
- D. Prior to a multiple free-throw opportunity when a substitute(s) approaches the table, the T official will recognize the substitute(s), blow the whistle, bring them onto the floor, and complete the substitution procedure.
- E. Substitutions may be made if the final merited free throw is successful. The new L will recognize the substitutes, blow the whistle and then give responsibility to the C official to complete the substitution procedures described above.
- F. When the T is on the table side and is about to inbound the ball and a substitution occurs, the C will handle the substitution by blowing the whistle and beckoning the substitute(s) on to the floor.



- G.** Before beckoning substitutes onto the court, officials should ensure the ball is not about to become live and the substitute has reported to the scorer and is ready to enter.

- H.** If substitutes have reported and are at the table when a foul is called that results in DQ, the substitute for DQ player must enter the game prior to any other subs being beckoned onto the court.



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 (next page) 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.

3.4.8



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 4.7 for approved NCAA signals. Signals are required by the rulebook. 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 (4.7 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 and player (if applicable) for a particular type of delay. For example, "Warning on red No. 12 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, player (if applicable), 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, player, 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.



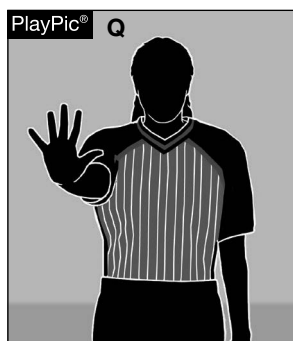
3. A member of the crew must then inform the head coach of the specific warning. It is preferred that the closest official inform the head coach, unless detailed information from the administering official is essential to convey.

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).



3.5.2



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 T and C provide help (if necessary) on such calls. If the non-calling officials can provide definitive information to the calling official (i.e., defender was legally positioned outside of the restricted area), the L will then determine if the call shall be switched. If the ruling is switched, the calling official should 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 equality 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 4.5 for a guide on postgame content.

3.5.4





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, or a timer's digital stopwatch can be used to correct a timing mistake.

3.6.1



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 direct technical foul shall be assessed 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 technical or disqualifying 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, intentional fouls, disqualifying 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 disqualifying or technical foul has been called.

C. Bench Decorum

3.6.2

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 an intentional or disqualifying 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 4.13 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 4-4.2), 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 4.6 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.

3.7.1



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 endline).
 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 period.
- B. Each team is entitled to one additional 30-second timeout per overtime period. 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 Appendix

4.1 CCA Commissioners/Coordinators

4.2 Standby Procedures

4.3 Correctable-Error Procedures

4.4 Officials' Pregame Conference

4.5 Officials' Postgame Conference

4.6 Table Crew Pregame

4.7 Replay Review Protocol

**4.8 Replay Protocol with Communication/
Push-to-Talk Technology**

4.9 Official Basketball Signals

4.10 NCAA Women's Basketball Warm-Up Jacket

4.11 NCAA Women's Basketball V-Neck Shirt

4.12 Standby Form

4.13 Fight/Altercation Form



4.1 CCA Commissioners/Coordinators

CONFERENCE	COMMISSIONER	COORDINATOR
American Athletic	Mike Aresco	Debbie Williamson
America East	Brad Walker	Michael Schmidt
Atlantic Coast	Jim Phillips	Debbie Williamson
Atlantic Sun	Jeff Bacon	Lisa Mattingly
Atlantic 10	Bernadette McGlade	Debbie Williamson
Big East	Val Ackerman	Debbie Williamson
Big Sky	Tom Wistrill	Violet Palmer
Big South	Sherika Montgomery	Debbie Williamson
Big Ten	Tony Petitti	Patty Broderick
Big 12	Brett Yorkman	Patty Broderick
Big West	Dan Butterly	Violet Palmer
Colonial Athletic	Joe D'Antonio	Debbie Williamson
Conference USA	Judy MacLeod	Patty Broderick
Eastern College Athletic	John Rollins	No D-I Basketball
Horizon	Julie Roe Lach	Patty Broderick
Ivy League	Robin Harris	Debbie Williamson
Metro Atlantic Athletic	Travis Tellitocci	Debbie Williamson
Mid-American	Jon Steinbrecher	Patty Broderick
Mid-Eastern	Sonja Stills	Taiqua Stewart
Missouri Valley	Jeff Jackson	Patty Broderick
Mountain West	Gloria Navarez	Marty Fletcher
Northeast	Noreen Morris	Jon Levinson
Ohio Valley	Beth DeBauche	Lisa Mattingly





CONFERENCE	COMMISSIONER	COORDINATOR
Pac-12	George Kliavkoff	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	Jeff Fenton	Patty Broderick
Sun Belt	Keith Gill	Lisa Mattingly
West Coast	Gloria Nevarez	Violet Palmer
Western Athletic	Brian Thorton	Violet Palmer



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Pacific West Conference	Andrea Osborne	760-844-2033	ahouseofoz@gmail.com
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Pennsylvania State Athletic Conference	Tim Ebersole	717-360-0534	tmeber@me.com
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NCAA Division III Women's Basketball Coordinators of Officials Roster

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American Rivers Conference	Ralph Edwards	515-975-5000	bbedwards01@msn.com
American Southwest Conference, Southern Collegiate Athletic Conference	Tony Stigliano	254-744-8542	tonystig@aol.com
Atlantic East Conference, Centennial Conference, Colonial States Athletic Conference	Ashlee Goode	267-784-0136	ashleegoode519@gmail.com
City University of New York Athletic Conference, Landmark Conference	Jon Levinson	201-693-7705	jonlevinson@verizon.net
Coast to Coast Athletic Conference	Tim Ebersole	717-360-0534	tmeber@me.com
College Conference of Illinois & Wisconsin	Patty Broderick	317-409-4875	patty14broderick25@gmail.com
Commonwealth Coast Conference, Great Northeast Athletic Conference, New England Collegiate Conference, North Atlantic Conference, Little East Conference	Dan Picard	617-470-4707	danpicardwbbref@gmail.com
Empire 8, State University of New York Athletic Conference, Liberty League, Skyline Conference, North Eastern Athletic Conference, Middle Atlantic Conference, Commonwealth, Middle Atlantic Conference Freedom	Michael Schmidt	315-750-0181	mschmi72@gmail.com

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New England Small College Athletic Conference, Massachusetts State Collegiate Athletic Conference, New England Women's & Men's Athletic Conference	Ken Nosek	508-769-5022	knosekbb@charter.net
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North Coast Athletic Conference, Ohio Athletic Conference, Presidents Athletic Conference	Diane Plas	216-533-7521	jplas@prodigy.net
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St. Louis Intercollegiate Athletic Conference	Missy Brooks	573-590-0685	missybrooks@charter.net
University Athletic Association	Dick Rasmussen	585-771-7507	dick_rasmussen@uaa.rochester.edu
USA South Athletic Conference	Tommy Salerno	336-339-1049	tsalerno@triad.rr.com
Wisconsin Intercollegiate Athletic Conference	Scott Doberstein	608-406-9176	sdoberstein@uwlax.edu



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. NCAA Standby Forms (2), pencil/pen, NCAA Rulebook, 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 4.12 — 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.
 8. Start time of following game. Instruct the clock operator to stay at the scorer's table after the first game of the session until the basketball committee member has determined the start time of the second game and the clock has been started.





4.3 Correctable-Error Procedures

A. WHERE to put the ball in play after a correction:

When an error is corrected, play shall be resumed from the point of interruption to correct the error, UNLESS the correction involves awarding merited free throw(s) and there has been NO change of team control since the error was made. In that case, play shall resume as after any normal free throw.

B. WHO can request a correction and HOW to administer the request:

The following persons may recognize an error and take procedural steps to correct the error **provided it is still correctable**:

1. Official (on the floor): When the correctable error is recognized by the official, the official should stop play and correct the error. It is preferred that play is stopped once the ball becomes dead. The officials shall correct the error and resume play at the point of interruption unless play is to be resumed as after any normal free throw.
2. Official (at the table): When the correctable error is recognized by a table official, the scorer or timer should immediately signal the floor officials once the ball becomes dead. The officials shall correct the error and resume play at the point of interruption unless play is to be resumed as after any normal free throw.
3. Head Coach: The head coach may appeal for an error to be corrected by the official. The coach should approach the table and request the table officials to notify the floor officials at the next dead ball that they want an error to be corrected. Once the ball is dead, the horn shall be sounded and the floor officials shall be informed of the coach's appeal and honor that appeal. When the error is correctable, it shall be corrected and play shall resume immediately at the point of



interruption. However, when the error is not or is no longer correctable, a timeout shall be charged to the coach's team. If any portion of the timeout remains after the review of the appeal for the correctable error has been conducted, the team is entitled to use it. After the use of the timeout, play shall resume immediately. If the review requires a full timeout or more, play shall resume immediately.

A head coach is permitted to make an appeal to the floor official when that official is accessible to the bench area. In such a case, the previously stated recommended procedure shall be followed.

*Note: A coach requesting a replay review to determine whether a basket is a two- or a three-point field goal is a correctable error appeal under 2-12.1.e. When there is no error or the error is no longer correctable, a timeout shall be charged to the coach's team.





4.4 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. Restricted Area
- 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. Communication Tools and Situations
- K. Double Whistles, Challenging Calls and Atypical Situations
- L. Bench Decorum and Misconduct





4.5 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.



4.6 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, intentional or disqualifying 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. 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 intentionally 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.





4.7 Replay Review Protocol

A. Timeliness of Replay

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

Officials must be aware of the desire of the stakeholders of the game to have fewer stoppages and more timely reviews.

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

The results of the replay review are:

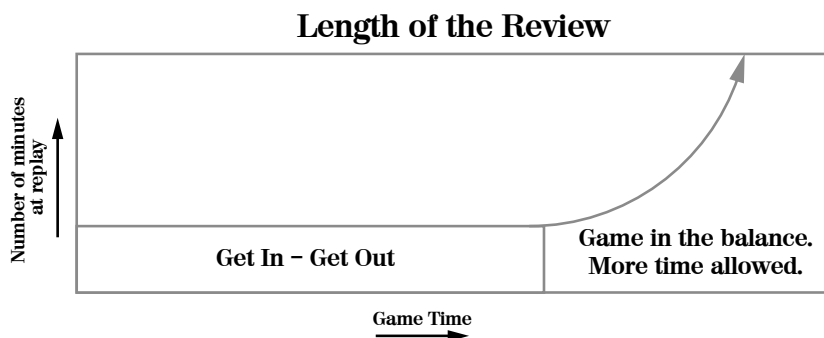
Confirmed – The original call was correct.

Stands – Not enough evidence to overturn.

Reversed – The original call was incorrect.

B. Pregame:

1. **Availability.** When the referee arrives at the game site, ascertain



if a courtside replay equipment is available. There may be replay available for the sole purpose of providing game replay to the officiating crew. If this is the case, the officials may be responsible for operating the equipment (rewinding, forwarding, etc.).



2. Location. When the officials get to the floor, identify the location of the replay equipment and if a headset is available. Put on the headset and become familiar with how it works. Verify that a digital stopwatch will be available at the table; run it once or twice to become familiar with how it works.

3. Communication.

- a. Confer with the person responsible for providing any requested video replay. This conference should take place just after the referee has checked the official scorebook. Recommended items to discuss with the producer/replay technician can be found below.
- b. Before the start of the game, the referee should inform both coaches that replay equipment is available and if a review is necessary at any time, especially at the end of the game, both coaches shall be responsible for keeping their respective teams in the team-bench area until the situation has been resolved.

C. Referee-Producer Pregame Discussion Items:

- 1. Introductions.** Get the producer's and/or replay technician's first name and make sure they know yours.
- 2. Camera angles.** Ask how many camera angles you will have to review. Also, stress the importance of angles that have the game clock (above the backboard) in view.
- 3. Game audio.** Ask the producer or replay technician if you will have game audio on the replay. You may need this if the clock is not visible and/or you need to hear when the whistle blew. Ask if the volume can be increased.
- 4. Timing.** Let the producer or replay technician know that you may need to go back 10 to 15 seconds (or to the last dead ball) before the play actually being reviewed to verify that the game clock is correct. This is especially important to determine if the play occurred in regulation or after zeroes on the game clock. Make sure you know if you are looking at the live feed during this process.



D. Using the Replay Equipment:

1. **Communicate your decision on the play to the scorer before you go to replay for your review. Determine what is being reviewed.**

The referee should first expeditiously discuss the situation being reviewed with both partners to determine what has transpired, verify the call made on the court (it is imperative that the crew agree to a preliminary on-court ruling), efficiently discuss any applicable rules and determine exactly what will be reviewed at replay. Anytime the crew huddles, be mindful of player location and activity. After the crew conference, the umpire who is not at replay may briefly tell the talent the topic of the review for clarification and quickly return to observing the benches.

When communication technology is available near the replay system, the referee will communicate the topic of the review before going to replay and will follow up with the outcome of the review after communicating their decision to the coaches, scorer and PA announcer.

2. **Inform head coaches and have players and coaches move to their respective bench area.** Each umpire should inform a head coach of the reason for the review and ensure that players and all bench personnel move to their respective bench areas.

3. **Timeout or intermission considerations.** If it is halftime or the end of the game, security personnel should be available if needed.

4. **Obtain information.** View replay after acquiring as much information as possible.

- a. The referee should go to the scorer's table to gather and use all information possible to help resolve the situation. Use game-time references (official game time, play by play, etc.) to determine time of possession. Anyone at the scorer's table (scorer, timer, shot-clock operator, timeout coordinator, play-by-play, etc.) may be consulted to gather appropriate information. If a standby is present, seek out information from that individual first, and then consult the other sources. Information obtained from the other sources may, in fact, negate the necessity to view replay.



- b. When going to replay for a possible missed intentional or contact disqualifying foul, obtain as much information as possible from the requesting party, such as: approximate time in which the foul may have occurred, who may have committed the foul, who was the foul committed against, on what end of the court did it occur, etc. These details will help the production crew/replay technician find the play in question.

5. Review the play.

- a. The replay monitor shall be turned to face the playing court to prevent fans and other unauthorized personnel from having access to the image displayed. No one else – table personnel, coaches or players – should be near the replay when the play is being reviewed.
- b. The referee then puts on the headset, when available, to review the play and ask the production crew/replay technician or have the referee use the equipment available, to show the play in question from all possible camera angles. If the referee’s headset doesn’t work – ask to use the timeout coordinator’s headset.
- c. When a critical timing error/malfunction is involved, you may utilize the information on the replay, including the use of a stopwatch or timing feature that is embedded in the replay equipment as long as the video is unaltered and is played at normal game speed. You may also use the timer’s digital stopwatch.
- d. Be aware that headset or television microphones may pick up your conversation – speak with a purpose and don’t say anything you don’t want repeated.
- e. Take your time with the review process – don’t let anyone rush you into a decision.
- f. The crew is looking for indisputable video evidence that the call on the floor was incorrect. If the replay isn’t clear, the camera angles are inconclusive or there is any type of uncertainty as to what is being viewed – the ruling made on the court will stand.

- 6. **Umpire responsibilities.** While the referee is reviewing the play, one umpire should also view the replay with the referee. The third



official should stand halfway between the center circle and the sideline facing the table and ensure that coaches and players are in the bench area (28') and continue to observe during review. If the opinion of the third official is desired, that official should replace the umpire that was reviewing the play. On critical plays – all three officials should have viewed the replay at some point and have an opinion.

7. **Make a decision.** After consulting ALL necessary resources, the referee shall make the appropriate decision. The decision should also include the correct point from which to resume play and any other rules affected (e.g., if a timeout shall be assessed for a correctable error).
8. **Confer with partners.** Once a decision is reached, the referee should reconvene with both partners and share the decision. This is the last opportunity for the crew to discuss any and all issues.
9. **Communicating the decision.** The referee and one umpire will bring both head coaches together and inform them of the decision. The referee will inform the table crew and then inform the public-address announcer of the decision for an announcement. One official will accurately and concisely inform the broadcast talent of the decision before play resumes. When communication technology is available near the replay system, the referee will communicate the outcome of the review. If the decision is to count/cancel a goal at/near the expiration of time in any quarter, determine a two- or three-point goal, out-of-bounds violation in the last two minutes of the game, timing issues or to determine whether the ball left the shooter's hands before the sounding of the shot-clock horn on successful tries only, coaches need not be brought together and informed of the decision. A visual signal at the table communicates the decision. The officials always have the option to bring both head coaches together to communicate or clarify a decision.

Note: If an adversarial situation could occur, the officials have the option to communicate the decision to head coaches separately. Together, the referee and one umpire will briefly visit with each head coach. The other umpire will notify the TV talent.
10. **Exiting at halftime/end of game.** If it is halftime or the end of the game, the officials shall leave the floor with security personnel after the public-address announcer has been informed. If overtime is to be played after the decision, officials shall remain and perform appropriate overtime duties.





4.8 Replay Protocol With Communication/ Push-to-Talk Technology

As broadcast partners wish to enhance the presentation and viewing experience during women's basketball games using direct communication from the officiating crew, the following guidance is provided to officials.

When making announcements to the TV talent and/or the audience, speak naturally, but also use language consistent with the rule book and mechanics manual. If a camera is filming your announcement, make "eye contact" with the camera as if you were speaking to someone directly.

NOTE: This resource has been developed to compliment the replay protocols found in section 4.7.

5 Step Replay Review Procedure with Communication/ Push-to-Talk Technology

Step 1: The crew should conference briefly to:

1. Verify/determine the call(s) on the floor (ex. type of foul, violation called or not called, restart - counting a basket, number of free throws, etc.)
2. Confirm that a review is appropriate
3. Confirm what is reviewable for this type of play

The referee should gather the needed information to prepare a pre-review statement.

Step 2: The referee should communicate the ruling on the floor to the scorer. Each umpire should inform a head coach the reason for the review and ensure that players and bench personnel move to their respective bench areas.

Step 3: The referee will use the communication technology near the replay system to make the pre-review statement. This statement will provide information on the reason for the review in a concise and brief manner. See the Announcement Examples chart.



Step 4: The crew will assume the replay review positions, with the referee leading the process. The crew will conference and will make a decision after review based upon the evidence provided from replay.

Step 5: Communicate the decision to the coaches, then the table crew, including the public-address announcer.

The referee will then communicate the post-review decision using the communication technology. The post-review statement will convey the decision following the review and the details on how play will resume.

Decision Terminology:

After review, the ruling on the floor of _____ is:

Stands = Not enough evidence to overturn.

Reversed = The original call is being changed due to video evidence.

Confirmed = The original call was correct, (supported by video.)

NOTE: Caution should be exercised in using the "confirmed" decision, as judgment is involved and the potential for additional angles being provided following the review could show evidence to the contrary.

If needed, details to communicate the reason for the decision can be included (ex. "... we determined the contact was unnecessary", "... by rule the penalty is disqualification"). See the Announcement Examples chart.



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 ruling on the court is confirmed.
Successful goal with shot clock violation (stopped immediately after Q4 media)	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 ruling on the court is reversed. The basket is canceled, and the game clock should be adjusted to 1:42.
Potential upgrade	The ruling on the floor is a personal foul; this play is under review.	<p>1) After review, the ruling on the floor is reversed. An intentional foul will be assessed due to WHITE #15 due to the severity of contact.</p> <p>2) After review, the ruling on the floor is confirmed, the contact did not rise to the level of an intentional or contact disqualifying foul.</p> <p>3) After review, the ruling on the floor is reversed. An intentional foul will be assessed to RED #20 as the contact was unnecessary.</p>
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 at the division line.
Coach's Appeal	The previous play is under review. The RED coach (can mention team name instead of color) has made an appeal for the review of an unobserved intentional or disqualifying foul.	After review, the ruling on the floor is confirmed. The contact did not rise to the level of an intentional or disqualifying foul. The RED team is charged a timeout.



Additional Information:

- ▶ Officials should avoid using players' or coaches' names in the announcements.
- ▶ Announcements are only needed for on-air reviews. Reviews that occur during timeouts or intermissions do not require this communication; the referee will coordinate with the producer/ talent.
- ▶ The referee should confer with the producer before the game to gain instruction on the use of the equipment and any other coordination.
- ▶ When using the "Push-To-Talk" type of system, the referee should **PUSH AND HOLD** the button during the entire time of the announcement and release only when they are done speaking.



4.9 Official Basketball Signals

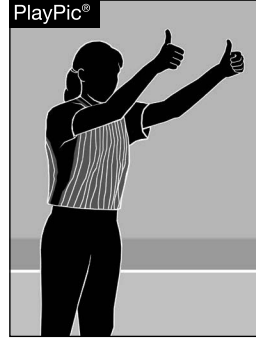
Starting and Stopping Clock



Start Clock



Stop Clock



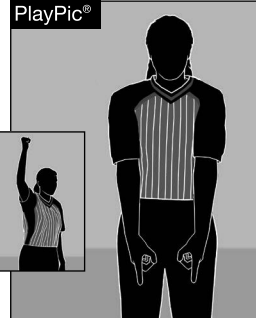
Stop Clock for Jump/Held Ball



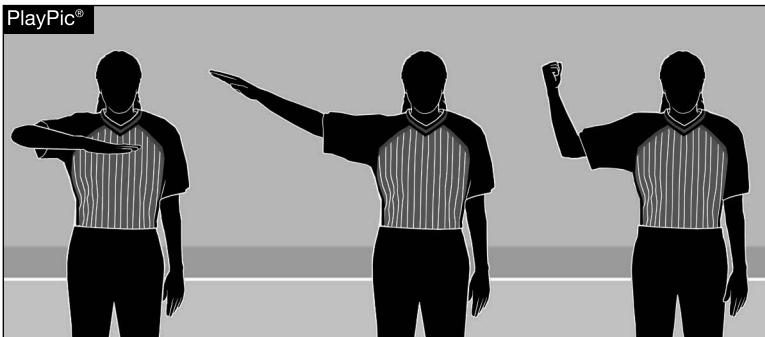
Stop Clock for Foul



**Stop Clock for Foul:
Going Other Direction**



**Rebounding Foul
"Staying Here"
(for clarification)**



Count and Start Clock

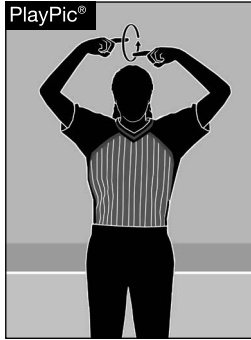
4.9



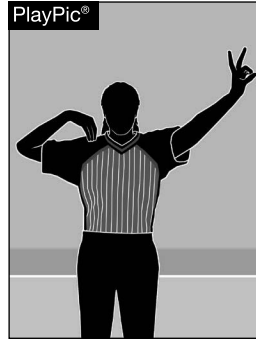
Timeouts



30-second Timeout

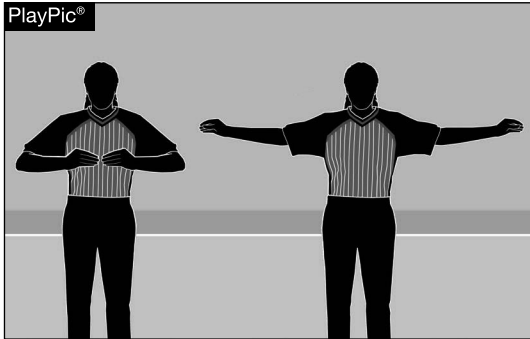


30-second Timeout for Substitution



Successive 30-second Timeouts

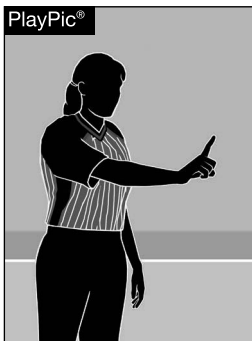
4.9



Full Timeout



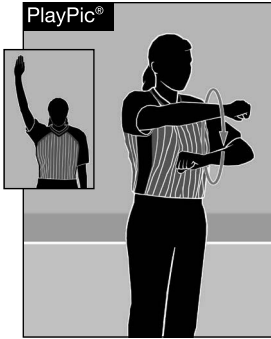
Media Timeout: Point Toward Table



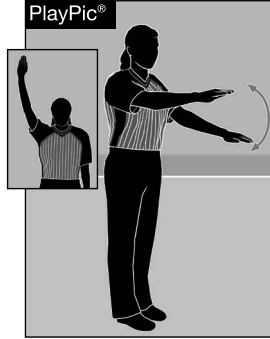
First Horn



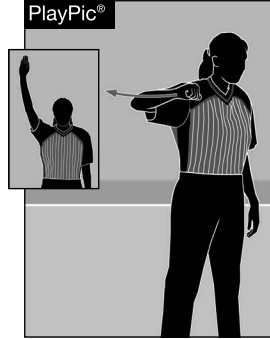
Violations



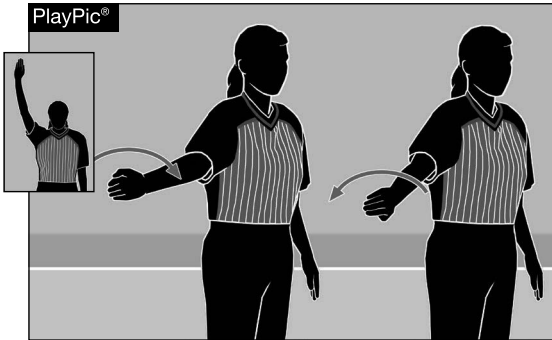
Traveling Violation



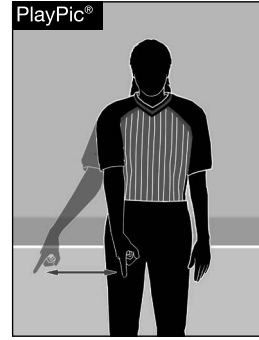
Illegal-Dribble Violation



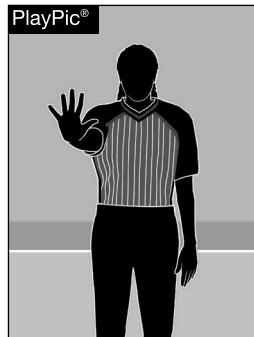
Excessive Swinging of Elbows Violation



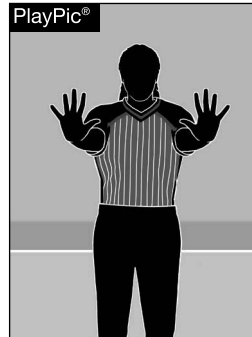
Over and Back or Palming/Carrying Violation



Free Throw, Designated Spot or Other Violation



Five-Second Violation

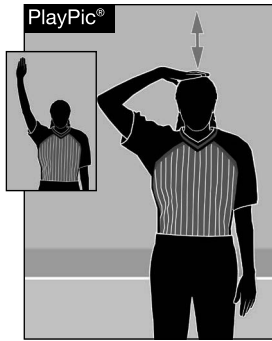


Ten-Second Violation

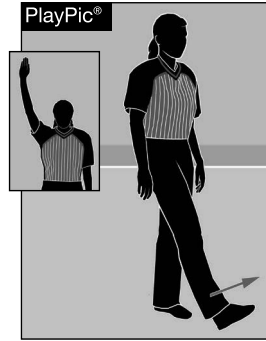
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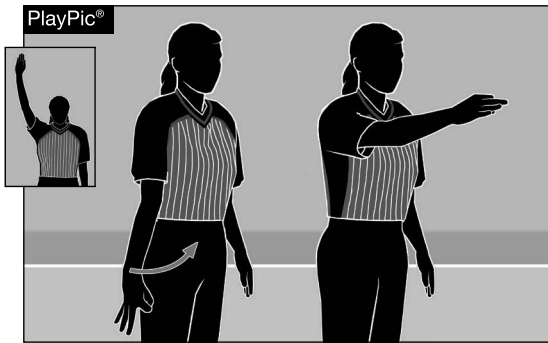
Violations



Shot-Clock Violation



Kicking Violation



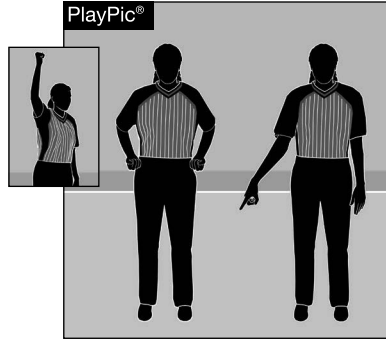
Three-Second Lane Violation

4.9

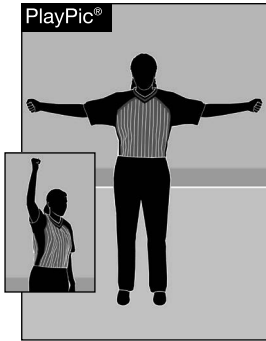
Fouls (Signals at the Spot of Foul and When Reporting)



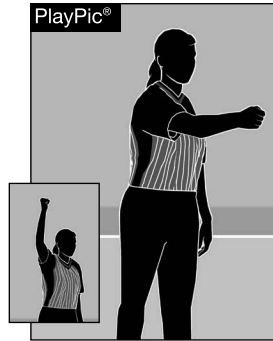
Blocking Foul



Blocking Foul in Restricted Area



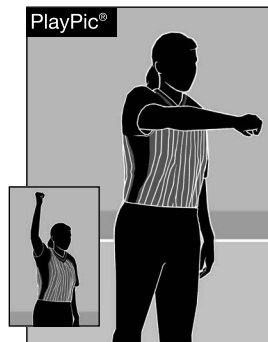
Double Foul



Punch: Offensive Foul



Intentional Foul

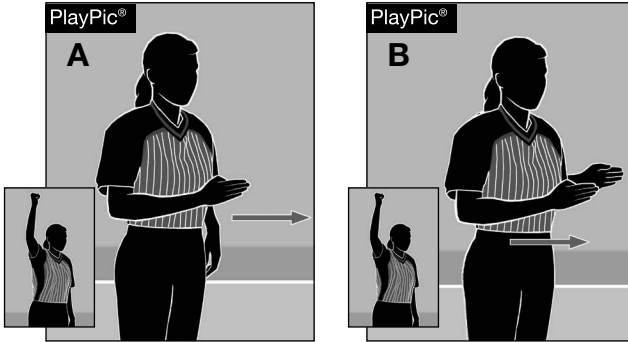


Arm Bar

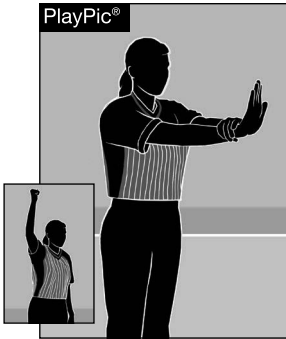
4.9



Fouls (Signals at the Spot of Foul and When Reporting)



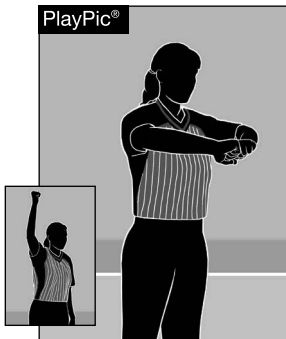
Multiple Touches on BHD



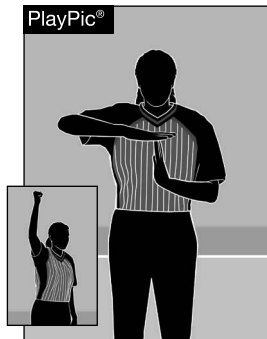
Handchecking Foul



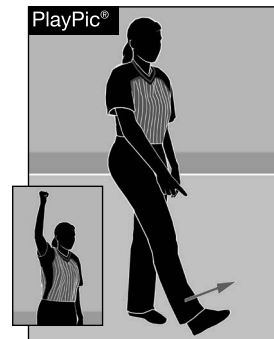
Two Hands on the
Ball Handler/Dribbler



Chucking the Cutter/
Displacing Post Player
with Forearms



Technical Foul

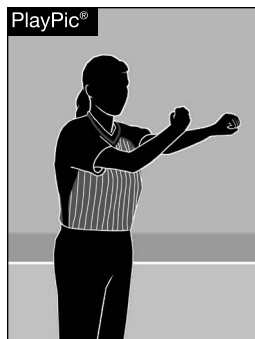


Trip

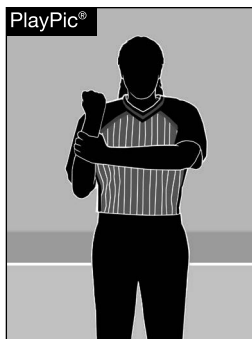
4.9



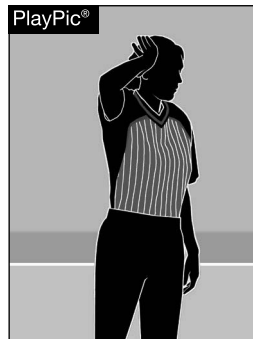
Fouls (Signals When Reporting)



Hack/Hit on Arm Foul



Holding Foul



Hit to the Head



Hook/Wrap



Knee

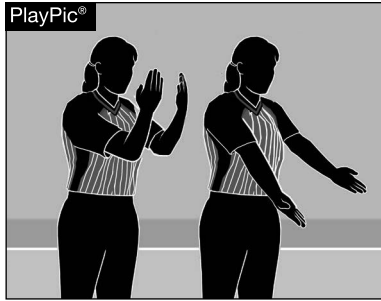


Pushing Foul

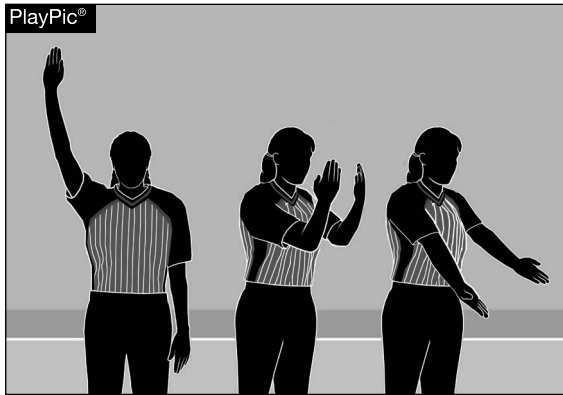
4.9



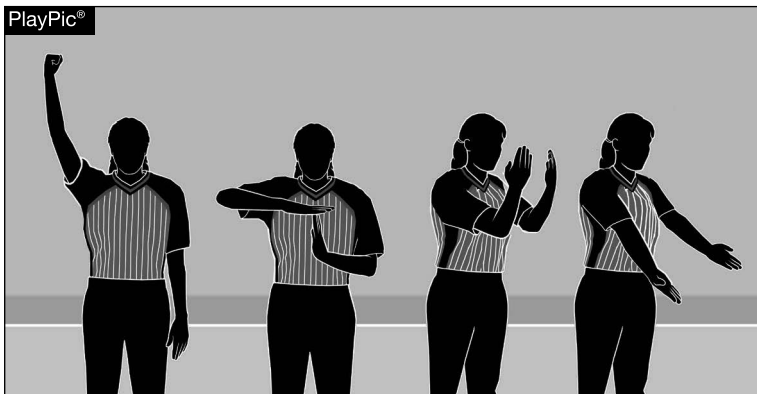
Faking/Flopping



Faking/Flopping

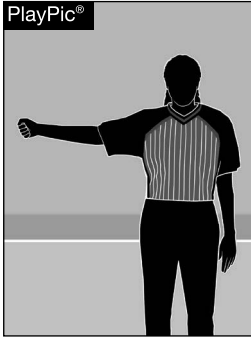


Stop clock. Faking/Flopping



Stop clock for foul. Technical. Faking/Flopping

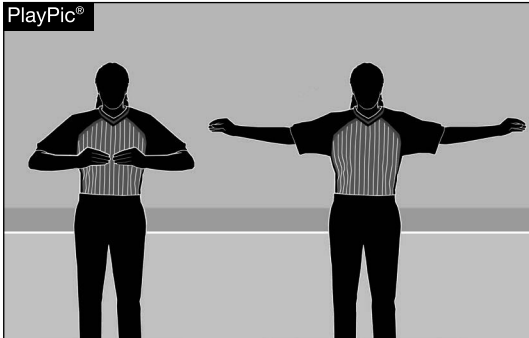
Scoring/Shooting



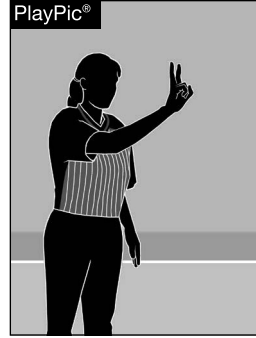
**Delayed-Dead Ball:
Withheld Whistle**



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**

4.9



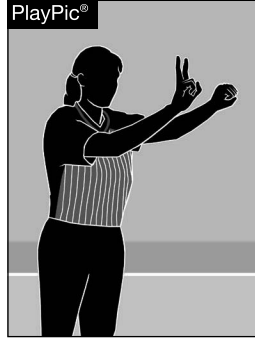
Information



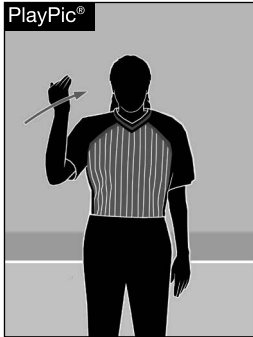
Shot-Clock Reset to 30/20 Seconds



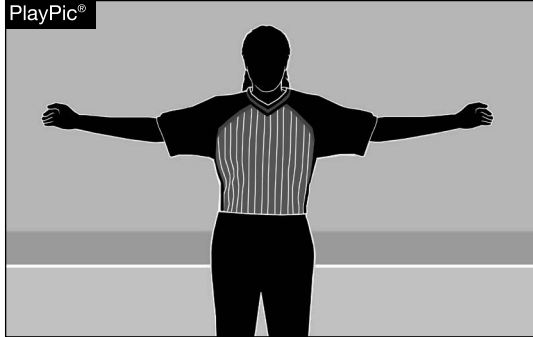
**Last-Second Shot/
Lock Down Near Five
Seconds - No Rotation**



Set Shot Clock to 20 Seconds



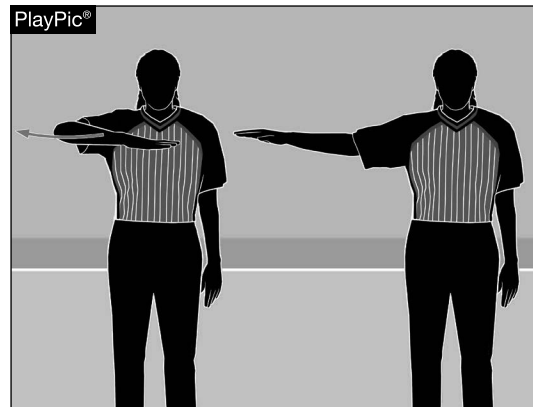
Beckon Substitute



Not Closely Guarded



**10-Second Visible
Free-Throw Count**

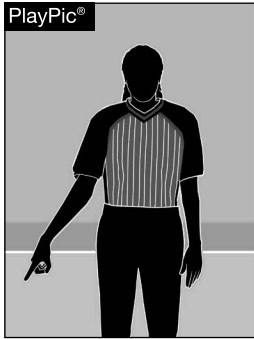


**5-Second Closely Guarded/10-Second Visible
Backcourt Count**

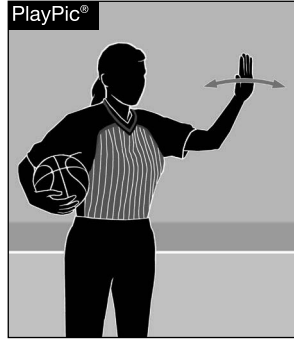
4.9



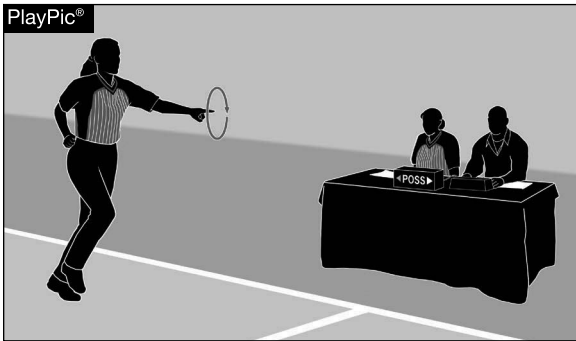
Information



Throw-In or Designated Spot



Running the Endline



Replay Review (Live Ball and Dead Ball)



Option to Advance



Directional Signal

4.9



4.10 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.

4.11 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



4.12 NCAA Women's Standby Form

4.12

Home Team _____ Uniform color _____

Player #	Fouls	Team Fouls – First Period
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	Team Fouls – Second Period
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	Team Fouls – Third period
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	Team fouls – Fourth Period
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	Team-Called Timeouts
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	30 ____ 30 ____ 30 ____ Full ____
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	

Visiting Team _____ Uniform color _____

Player #	Fouls	Team Fouls – First Period
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	Team Fouls – Second Period
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	Team Fouls – Third period
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	Team fouls – Fourth Period
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	Team-Called Timeouts
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	30 ____ 30 ____ 30 ____ Full ____
_____	1 ____ 2 ____ 3 ____ 4 ____ 5 ____	

Media Timeouts:

First Half: _____ Second Half: 1st Team Called: _____

Quarter 1: _____ Quarter 2: _____ Quarter 3: _____ Quarter 4: _____

Possession Arrow:



4.13 NCAA Women's Fight/Altercation Form

Play stopped with: _____ Penalty: _____

Home: _____ Visitor: _____

Players in the game.

Player #	Fighting act?	Intentional?	Disqualifying?	Technical?

Player #	Fighting act?	Intentional?	Disqualifying?	Technical?

(2 FTs for each who participated in the fight and ejected.)

Substitutes.

Substitute #	Fighting act?	Disqualifying?	Technical?

Substitute #	Fighting act?	Disqualifying?	Technical?

(2 FTs for each who left the substitute area and ejected.)

Bench personnel.

Player # / Name	Fighting act?	Intentional?	Technical?

Player # / Name	Fighting act?	Intentional?	Technical?

(2 FTs for each who committed fighting acts + 2 FTs max for multiple players leaving the bench area but did not fight. All ejected.)

4.13



