



Two Person Mechanics

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Mechanics

1 game

2 referees

MUST EQUAL

1 officiating team

ON the court



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INDIVIDUAL RESPONSIBILITY

- **Stationary & Distance**
 - ahead of the play in Lead
 - just behind the play in Trail
- **Best position**
 - appropriate 45° angle
- **Adjust position**
 - see the gaps
 - Referee the defence
 - Use Cross step
- **Know what to look for**
 - active mindset,
 - mental image and
 - visualising



INDIVIDUAL RESPONSIBILITY

- **Understand what you see**
 - know the game, anticipate plays
- **Throw-in administration**
 - check with your partner and bench
- **FIBA Signals**
 - clear
- **Lead / Trail**
 - Areas of responsibility



STATIONARY & DISTANCE



STATIONARY

- **Be stationary when making a judgment**
 - When you are moving your eyes bounce and concentration decreases
- **Increased focus and concentration**
 - when you are stationary correct decision is more likely
- **If you must move to be in the right position.**
 - Move,
 - Stop,
 - Observe
 - Decide.



STATIONARY & DISTANCE



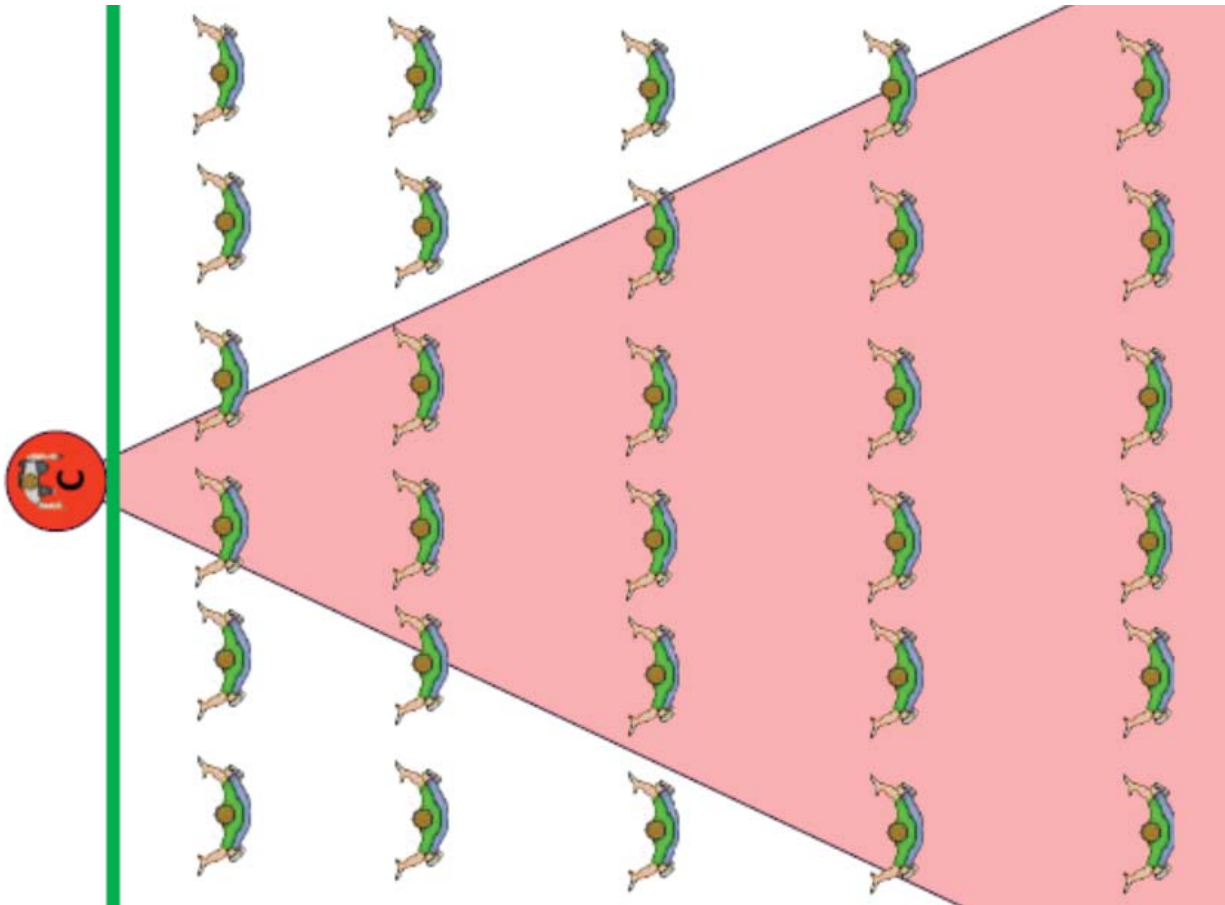
DISTANCE

- **Maintain an appropriate distance from the play**
- **If too close to the play**
 - you lose perspective and it looks too fast
 - the possibility of an “emotional call” or reaction increases
- **See the big picture**

STATIONARY & DISTANCE

See the big picture

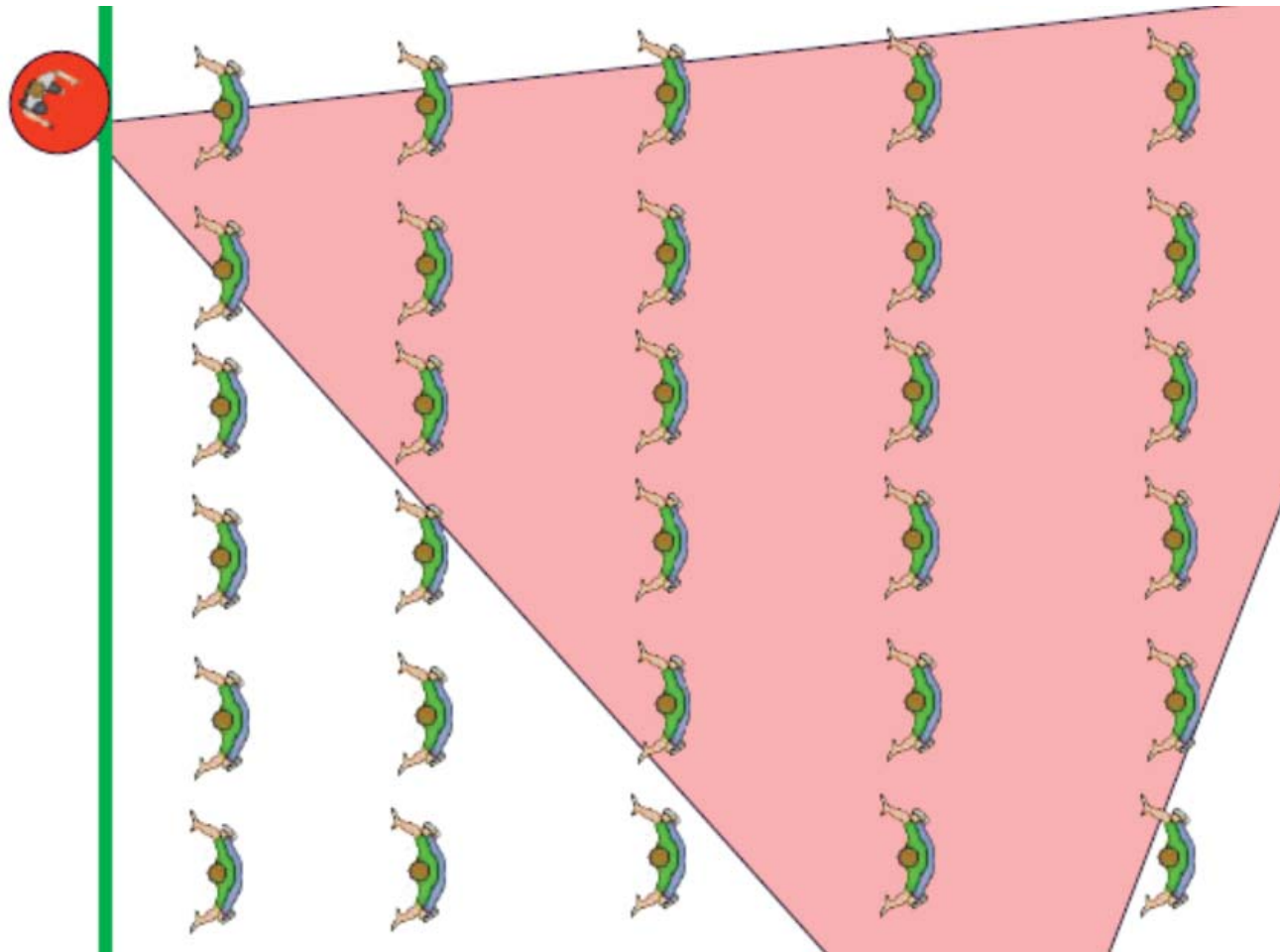
- narrow view limits what you can see



STATIONARY & DISTANCE

See the big picture

- wider view is best to see the whole play

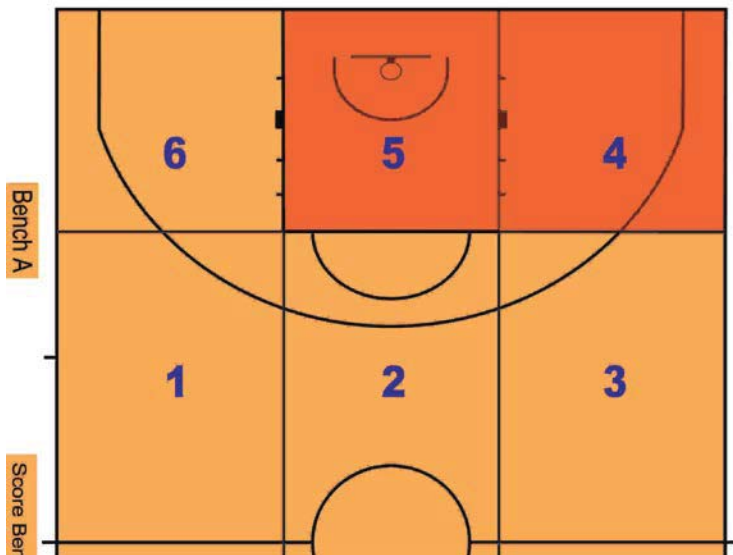


RESPONSIBILITIES OF OFFICIALS



Lead

The **lead official** is responsible for primary on- ball & off- ball coverage when the ball is located in **areas 4 & 5**.



The primary duties for the lead official include:

1. Pivot/post play.
2. Play under the basket.
3. Fouls away from trail official.
4. Drive to the basket on lead's side of the playing court.

Remember the principles of mechanics:

1. Adjust when the ball moves.
2. Box-in all the players between the officials' field of vision.
3. Look for the spaces between the players.
4. Step back from the end-line to get a wider angle of vision.

Area 5 has **dual responsible** for primary on-ball & off-ball coverage by **Lead** and **Trail**.

RESPONSIBILITIES OF OFFICIALS



Trail

The **trail official** is primary responsible for on- ball & off- ball coverage when the ball is located in **areas 1,2,3,4 & 6**



The primary duties for the trail official include:

1. Two- and three-point field goal attempts including judging whether time had expired at the end of playing time for a period or extra period or a twenty-four (24) second violation had occurred.
2. Goaltending and interference.
3. Rebounding situations, especially over-the-back situations.
4. Low post area, especially on weak side (away from the ball).
5. Fouls away from lead official.
6. Travelling violations (trail official has the best angle of vision).
7. Twenty-four (24) second clock.

Remember the principles of mechanics:

1. The trail official must always adjust when the ball moves.
2. Box-in, that is, keep all the players between the two (2) officials.
3. Penetrate when the ball penetrates below the free-throw line extended on a shot, pass or dribble.
4. Look for the spaces between the players.

Area 5 has **dual responsible** for primary on-ball & off-ball coverage by **Lead** and **Trail**.

POSITION & ADJUSTMENTS



POSITION

- On ball primary:
 - Cover the on ball play (refereeing the defence)
- Off ball primary:
 - Cover the play in primary area without ball
- On ball extended:
 - Cover any other play in progress outside primary (possible next play, open angle)
- Off ball extended:
 - Cover as many players as possible outside primary (not focusing all of them)



POSITION & ADJUSTMENTS

ADJUSTMENTS

- **Move to maintain open angle**
 - Anticipate where need to be
 - Adjust to the play (step here, step there)
- **Move with a purpose**
 - go where you need to be to referee the play
- **If initial position is correct**
 - Don't move



KNOW & UNDERSTAND THE GAME

KNOW WHAT TO LOOK AT

- Study and visualise the possible outcomes of various play situations
- Scout and know the players in order to be in correct position (right/left handed, shooter...)
- Know what to expect, identify the second motion to come (expect the unexpected)
- Stay with play in your primary until the end of action (do not release the play too soon)



KNOW & UNDERSTAND THE GAME



UNDERSTAND WHAT YOU SEE

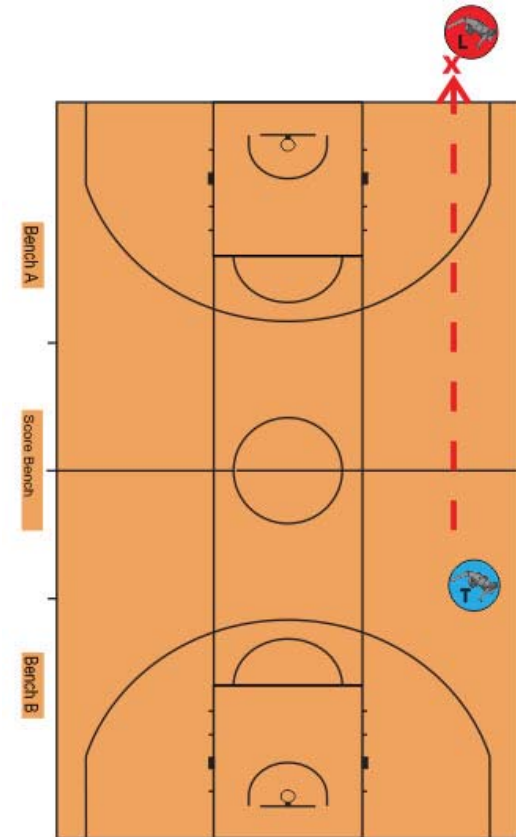
- **Know & feel the game**
 - understand the impact of action
 - expect movement,
- **Anticipate contact and identify a foul.**
 - Don't anticipate a foul.



INDIVIDUAL / LEAD

In transition from *Trail* to *Lead*

- Run as fast as possible in straight line to set-up position (middle of restricted area and three points line) on baseline and looking at the court all the time.
- More time you have on the baseline, more time you have to identify the progress of the play.
- Don't curve or run under the basket.
- Run, stop & referee the play

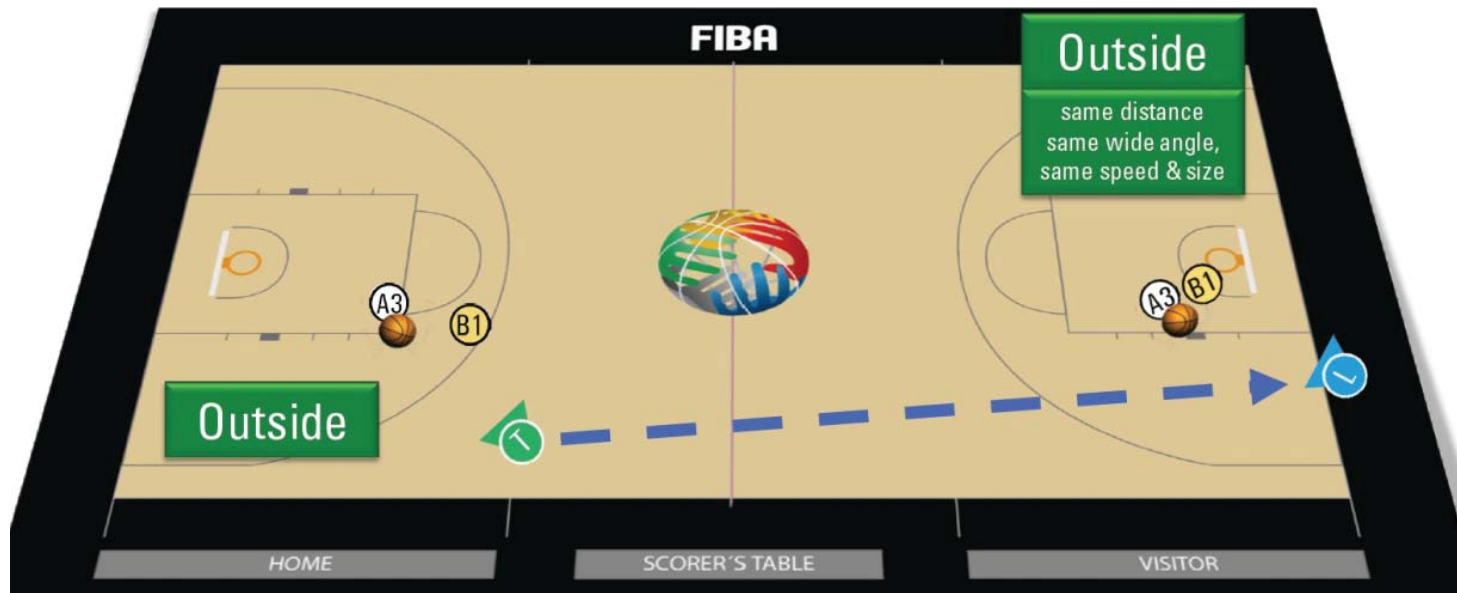


INDIVIDUAL / LEAD

In transition from *Trail* to *Lead*

Correct
4 seconds

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



INDIVIDUAL / LEAD

Working on the baseline

- Keep torso toward front of rim (45°) and adjust position to maintain Open (wide) Angle
- Field of vision should enable you to see horizontally and vertically as clearly as possible (keep distance from play)

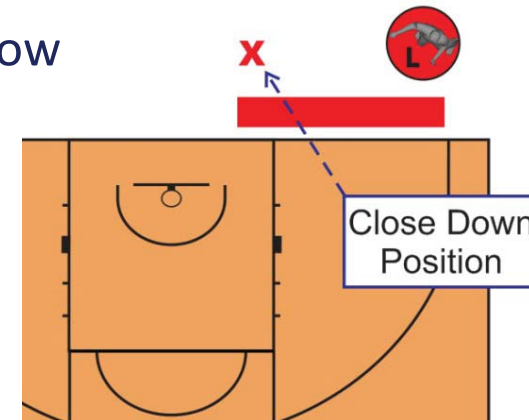


INDIVIDUAL / LEAD



Working on the baseline

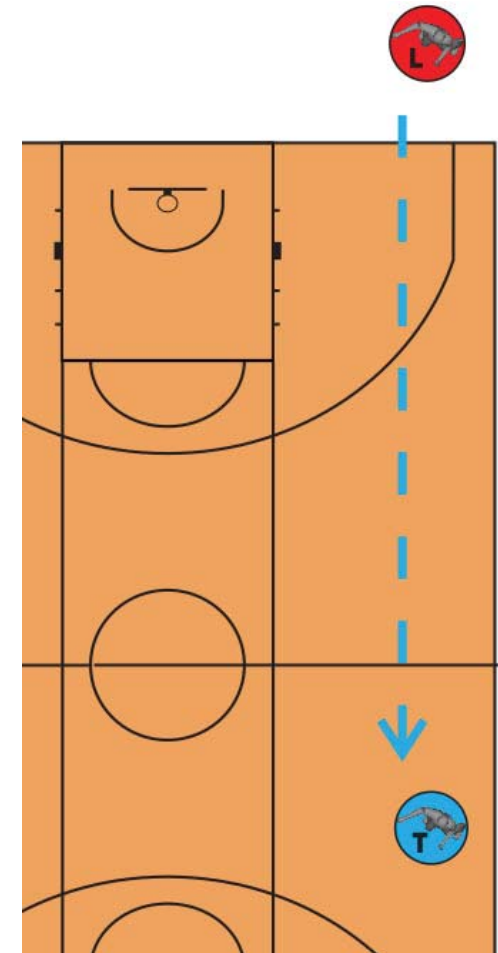
- Find the initial position where you are able to cover the next play situation (anticipate the next play)
- Ready to assist with game & shot clock
- Administer Out of Bounds
- Outside if inbounding in the Red area below
- Inside if inbounding outside the Red area below



INDIVIDUAL / TRAIL

In transition from *Lead to Tail*

- Stay behind the baseline (back court) until the ball has been passed from throw-in
- Trail the play all the time, 2-3 steps (no overrunning)
- Find the initial position where you are able to cover the ball and see possible next play in progress.
- Keep distance from the play
- Control of the game & shot clock



INDIVIDUAL / TRAIL

Half-court coverage

- Find the initial position where you are able to see the defensive player when refereeing on ball
- When the ball is near the sideline, move onto the court to maintain open look
- Find the initial position where you are able to see as many players as possible when refereeing off ball
- Keep distance from the play
- Adjust your position according the play, read the play and react in time (one step ahead of the play)



SUMMARY

Lead

- Run straight to set up position
- Always look at the court in transition
- Sprint, stop and referee
- Maintain open angle (45°)



SUMMARY

Lead

- Adjust your position according to positioning of players and actions on the court
- Stay with your play in coverage until the end of the play
- Be ready to assist with clocks (game and shot)



SUMMARY

Trail

- Stay on baseline until ball is thrown in
- Trail the play in transition
- Step onto court when ball goes near the sideline
- Stay with ball in primary until the end of the play
- Maintain open angle (45°) and look
- Maintain in the position after the shot that you are able to referee perimeter rebounding.
- Goaltending / basket interference
- Control game & shot clock



CLOCK

- **For A Grade Games**
 - New team possession,
 - see the game & shot clock
 - see shot clock on offensive rebounds
- See game clock on every start of possession to check it is running
- Use game clock for shot clock if necessary when teams are stalling in B & C Grades
 - Use maths to solve it



THROW-IN

- Designate a throw-in spot
- Use preventative officiating
 - eg. “on the spot”, “stay” or “don’t move”
- Maintain distance from the play
- Put whistle in mouth while holding ball
- On the Offensive Baseline blow your whistle
- Bounce or hand ball to the player
- Start visual count
- Observe throw-in and action surrounding



SIGNALS

- Use official and authorized FIBA Signals
 - Know the new 2014 signals
- Rhythm (start & stop)
- Strong, Sharp, Visible and Decisive
- Use both hands for direction of play to stay open to court
- Same treatment in every play



SIGNALS



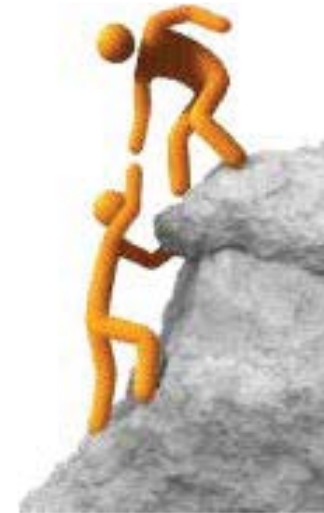
- Reporting foul:
 - Run - Stop - Two feet on the floor - Breathe - Body balance
 - Player Number
 - Nature of the foul
 - must be the same as what really happened in the play
 - Direction of Play or Number of Shots



TEAMWORK & MECHANICS



- *Less guessing*
- *More knowledge*
- *High standard of performance*



IMAGE



- *Be Strong*
- *Be Decisive*
- *Approachable*
- *Body Language*
 - Look like you know what you're doing
 - When you decide a foul, it is foul!



Have a great and enjoyable Tournament

