
NATIONAL REFEREE



THREE-PERSON OFFICIATING MANUAL

version 1.0, 2025

NATIONAL REFEREE

THREE-PERSON OFFICIATING MANUAL



THREE-PERSON OFFICIATING MANUAL

1. INTRODUCTION AND GENERAL	03
2. THREE-PERSON OFFICIATING (3PO)	09
3. SUPPORTING MATERIAL	41

This Three-Person Officiating Manual is based on FIBA Official Basketball Rules 2024.

In case of discrepancy between different language editions on the meaning or interpretation of a word or phrase, the English text prevails.

CHAPTER 1

INTRODUCTION AND GENERAL



CHAPTER 1

INTRODUCTION AND GENERAL

1.1	FOREWORD	05
1.2	BASKETBALL OFFICIATING	06
1.3	PROCESSING THE PLAY – QUALITY DECISION	07

1.1 FOREWORD

The dynamic nature of basketball demands a continuous evolution of the game's officiating. FIBA has created the Three-Person Officiating (3PO) Manual for National Federation curriculum, a guide designed to empower referees and elevate the standard of officiating in the global game.

This manual provides updated guidelines and strategies specifically tailored for Three-Person Officiating (3PO).

Our objective is to equip referees with the tools and knowledge necessary to effectively manage the complexities of modern basketball within the 3PO framework. By optimizing court coverage, decision-making, and communication, referees can ensure fair play, enhance game flow, and ultimately contribute to a more enjoyable experience for players and fans alike.

Building upon the foundation of the established Individual Officiating Techniques (IOT), this manual serves as a complementary resource, providing specific guidance for the unique challenges and opportunities presented by 3PO. Referees are encouraged to seamlessly integrate the principles of IOT with the 3PO mechanics outlined in this guide. By doing so, referees can cultivate a holistic approach that not only enhances individual skills but also fosters collaborative effectiveness, ultimately elevating the overall quality of officiating.

As you embark on this journey of discovery and refinement, remember that officiating is both an art and a science. While this manual provides a foundation, the true mastery of 3PO lies in your dedication to continuous learning, adaptation, and the unwavering pursuit of excellence. Think of yourselves as service providers, ensuring a fair and enjoyable game for players and fans alike. Your role extends beyond simply enforcing the rules; it's about facilitating the game's flow, upholding its integrity, and contributing to the overall positive experience for everyone involved.

1.2 BASKETBALL OFFICIATING

Generally, sports officiating is challenging and more so in the game of basketball – especially where ten athletic players are moving fast in a restricted area. Naturally the game has changed and the court has actually become larger, not in actual court size but in the playing and refereeing sense. Play situations are spread all over the court with every player able to play in almost every position. Naturally this sets a new requirement for basketball refereeing. It is good to remember that improving daily should not be considered as actual progress but rather is only designed to keep pace with the game’s development – this is called evolution and this will occur regardless if we want it or not.

Sometimes there is a tendency to define basketball officiating as a very complex combination of various skills. It is true it requires many abilities by the referee, but the bottom line is that all these skills aim to achieve one thing - being ready to referee the play or handle situations that may arise during the game.



REFEREEING IS:

Anticipate what will happen — Active mindset

Understand what is happening — Basketball knowledge

React properly for what has happened — Mental Image Training

1.3 PROCESSING THE PLAY – QUALITY DECISION

In the modern basketball game the referees are making approximately 700 decisions each game. Only 10% of those decisions are 'visible' i.e. when the whistle is blown. Basketball is an extremely fast paced game nowadays and the speed of the game adds a great challenge to decision making.

Decision making in basketball refereeing

It is a perceptual and cognitive process.

1. See - Gather all relevant information.
2. Process - Organise the relevant information.
3. Decide - Define the needed action.

Referees are expected to make decisions based on the observations and facts they have collected of the play situation. Before blowing their whistle, referees should process the entire play from the start - through the development - until the end of the play, before making a decision to call or not to call. This will produce more analytical decision making instead of only seeing the end of the play and then reacting to it (this is called an emotional decision).

See the whole play before making a decision.



CHAPTER 2



THREE-PERSON OFFICIATING (3PO)

CHAPTER 2

THREE-PERSON OFFICIATING (3PO)

2.1 INTRODUCTION	11	2.15 SHOT COVERAGE (GENERAL & 3 POINTS ATTEMPTS)	39
2.2 SYMBOLS USED	12	2.16 3-POINT SHOT	40
2.3 GENERAL COURT POSITIONS	14	2.17 TIME-OUTS	41
2.4 PRE-GAME / HALF-TIME POSITIONS	16	2.18 SUBSTITUTIONS	43
2.5 JUMP BALL & START OF THE QUARTERS	17	2.19 EIGHT SECONDS & BACKCOURT VIOLATIONS	44
2.6 COURT COVERAGE	20	2.20 SHOT CLOCK COVERAGE	44
2.7 BASIC POSITIONING	22	2.21 BASKET INTERFERENCE & GOALTENDING	45
2.8 ROTATION	28	2.22 REPORTING FOULS & SWITCHING	45
2.9 TRANSITION / LEAD	32	2.23 FREE-THROW COVERAGE	48
2.10 TRANSITION / TRAIL	33	2.24 REBOUNDING COVERAGE	50
2.11 TRANSITION / CENTRE	34	2.25 LAST SHOT	52
2.12 FAST BREAK	35		
2.13 PRESS DEFENCE	36		
2.14 OUT-OF-BOUNDS & THROW-INS	37		

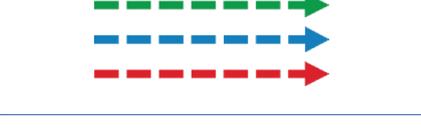
2.1 INTRODUCTION

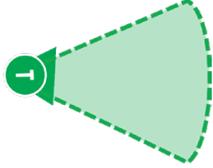
Three Person Officiating (3PO) is a great tool to implement correct IOT principles and to provide more time to actually process the play analytically (start-middle-end of the play) before making a decision. The analyses show that correct “no calls” are higher with 3PO than 2PO, and first illegal actions are called rather than reactions.

The key to successful 3PO is one simple word: trust. You must trust your partners. Only then can you concentrate on your primary area of coverage, and not have to worry about what is going on in your partner’s area.

2.2 SYMBOLS USED

Basic symbols you have to know before studying the material:

	<p>Trail referee or "T", in green colour on diagrams. Lead referee or "L", in blue colour on diagrams. Centre referee or "C", in red colour on diagrams. The base of the triangle represents the facing direction of the referee.</p>
	<p>Previous positions of Trail, Lead and Centre.</p>
	<p>Crew Chief (CC), Umpire 1 (U1), Umpire 2 (U2)</p>
	<p>Direction of the play</p>
	<p>Direction of the Trail (green), Lead (blue) and Centre (red) referee</p>
	<p>Referee blowing the whistle</p>
	<p>Action Spot - Foul Called</p>

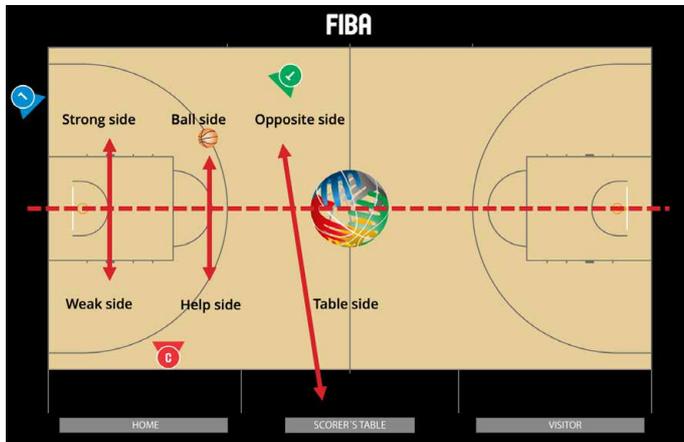
	Coverage area
	Reporting referee indicated by the frame colour (T=green, L=blue, C=red)
	Player A1 (offensive player), B1 (defensive player)
	Dribble

2.3 GENERAL COURT POSITIONS

The basic court positions of Trail, Lead and Centre in 3PO.

Basic court positions you have to know before studying the material:
Let's start with some key terms regarding the court positions.

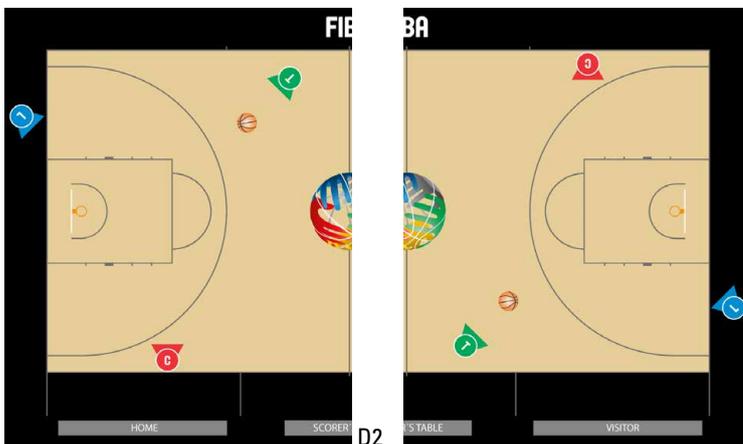
TERM	EXPLANATION
STRONG SIDE –REFEREEING (SSR)	Side of the court where the Lead & Trail referees are located (in 3PO).
WEAK SIDE – REFEREEING (WSR)	Side of the court where the Centre referee is located (in 3PO).
BALL-SIDE (BS)	This refers to the position of the ball. When the playing court is divided by an imaginary line extending from basket to basket, the side of the playing court on which the ball is located is called the "ball-side".
HELP SIDE (HSB)	The half of the front court opposite to where the ball is located.
TABLE SIDE (TS)	This refers to the side of the playing court which is closest to the scorer's table.
OPPOSITE SIDE (OPS)	This refers to the side of the playing court which is furthest away from the scorer's table.
TRAIL (T)	The Trail is the referee who is positioned approximately at the edge of the team bench area nearer to the centre line and on the same side as the L (always strong side) and who stands behind the play.
LEAD (L)	The Lead is the referee who is positioned at the endline. The Lead should be always on the ball-side as much of possible (strong side).
CENTRE (C)	The Centre is the referee who is positioned on the opposite side of the frontcourt from the L (usually opposite ball-side) at the free-throw line extended (set-up position). Depending on the location of the ball, C may be on either side of the frontcourt. Standard working area for C is on the court.



D1 -
Trail, Lead, Centre, Strong side,
Weak side, Ball side, Help side,
Table side and Opposite side.

The whole idea of 3PO is based on the concept that two referees (T & L) are on ball side as much as possible. This gives them at least two different angles on ball side play situations and analyses has demonstrated that this leads to higher decision making accuracy.

To achieve this during the game the referees need to adjust their triangle by rotating (see "2.8 Rotation").



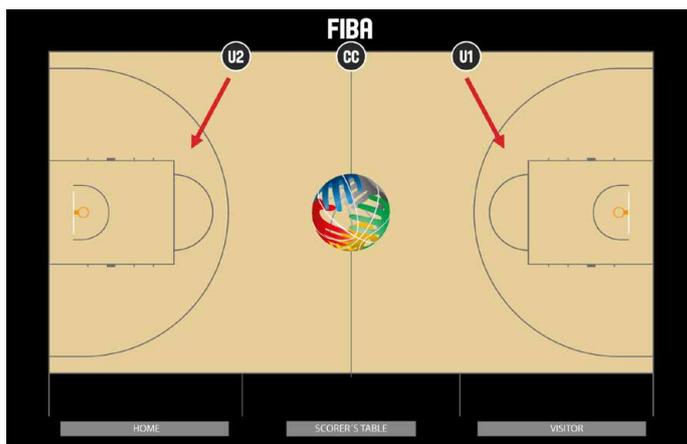
D2 -
Front court basic positions for
Trail, Lead and Centre when the
L is located on opposite-side.

D3 -
Front court basic positions for
Trail, Lead and Centre when the
L is located on the table-side.

2.4 PRE-GAME / HALF-TIME POSITIONS

The standard positioning before the game and during the half-time is described in diagram D4.

If the referees are warming-up properly, one referee observes the court while the other two warm up on the outside of the sideline (diagram D5). The referees should rotate into different positions in order to have a proper warm-up and to observe the teams. More on this subject in "Improve Your... Game Warm Up & Stretching" publication.



D4 -
Standard pre-game position.



D5 -
Optional pre-game position
when two referees can warm up
all the time.

2.5 JUMP BALL & START OF THE QUARTERS

The procedures during the opening jump ball and start of the quarters.

The position of the referees during the opening jump-ball:

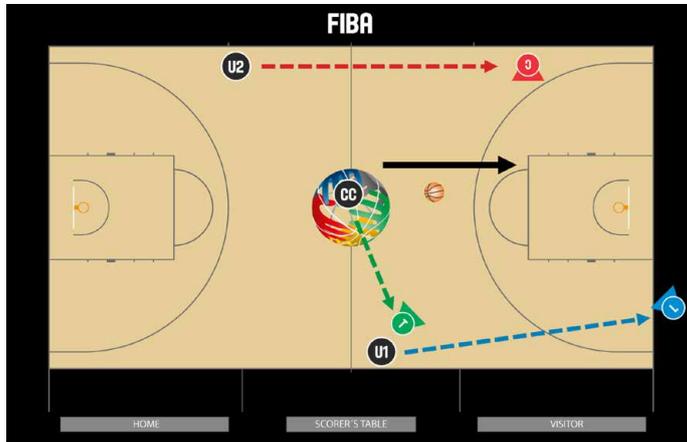
1. The Crew Chief (CC) is responsible for tossing the jump ball from a position facing the scorer's table.
2. The umpires take positions on the opposite sidelines. U1 is table-side close to midcourt line and U2 is opposite side, near the edge of the team bench area.
3. U1 responsibilities:
 - a. Calling for a re-jump on a poor toss or a jumper violation.
 - b. Giving the time-in signal to start the game clock when ball is legally tapped.
4. U2 responsibility: observing the eight (8) non-jumpers for possible violations and fouls.
5. All referees are responsible for verifying that the table officials have set the alternating possession arrow correctly after the initial jump-ball.



D6 -

The Crew Chief administers the toss and U1 is located close to midcourt line to observe possible poor toss and violations by jumpers, U2 is located opposite site observing the possible violations by non-jumpers.

JUMP BALL – PLAY GOES TO CREW CHIEF'S LEFT



D7 -
1) U1 becomes L, 2) U2 becomes C, 3) The Crew Chief moves to the sideline where was U1 and become T.

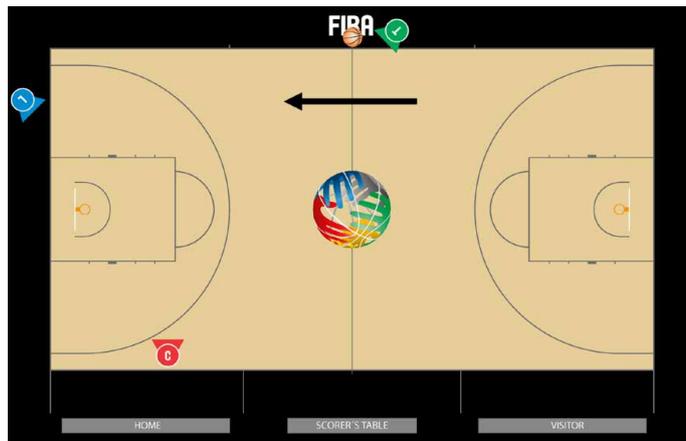
JUMP BALL – PLAY GOES TO CREW CHIEF'S RIGHT



D8 -
1) U2 becomes L, 2) U1 becomes C, 3) The Crew Chief (CC) moves to the sideline where was U2 and become T.

START OF THE 2ND, 3RD & 4TH QUARTER AND OVERTIME:

The positioning of the referees is 1)
The Crew Chief (CC) administers the
throw-in at midcourt and becomes T 2)
U1/U2 position themselves in L position
opposite-side and in C position table-
side.



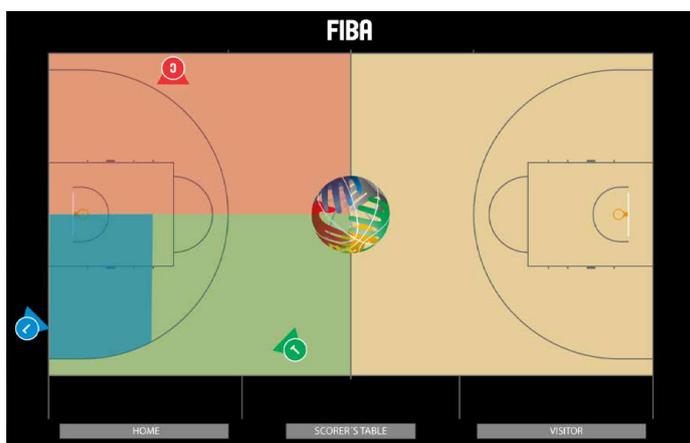
D9 -

The Crew Chief will always be the administering referee for the throw-in opposite-side to start the quarters. U1 and U2 will place themselves either in L or C position.

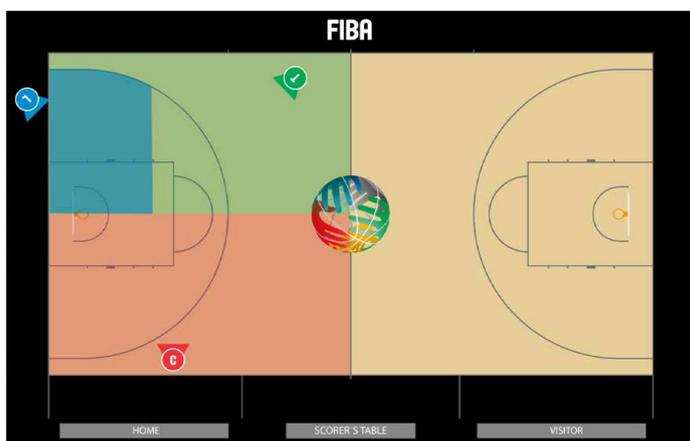
2.6 COURT COVERAGE

The basic principle of 3PO is that each referee has responsibility for their own area. Trust with partners has to be built to achieve this. As a basic rule, however, it is critical to have two

referees on the same side as the ball as much as possible in order to make sure there is effective coverage during act of shooting situations.



D10 - Court coverage in principle by all T, L and C when the L is located on the table-side.



D11 - Court coverage in principle by all T, L and C when the L is located on opposite-side.

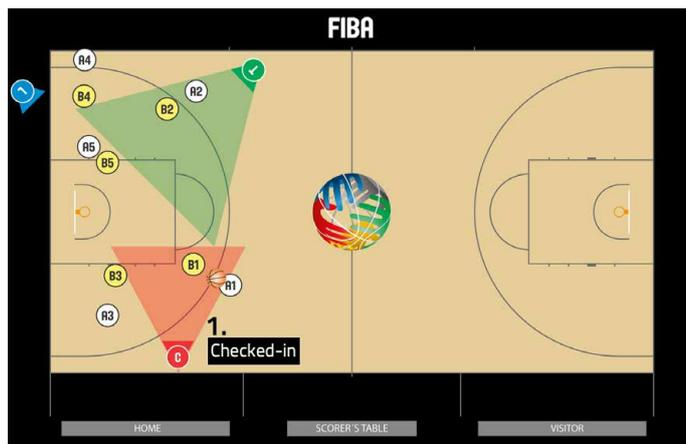
In the diagrams above, the Lead has the smallest area of coverage by size, but the analyses clearly indicate that the Lead still makes about 50-60% of all foul calls in the game. This is the result of the so called "action area" (also known as "bus-station") which is the post on the ball-side. In other words, most of

the plays end up in the action area and if Lead is on ball-side, as Lead should be, they have the best angle to cover any play in the action area. This is why it is critical to have two referees (T&L = strong side) on ball side as much as possible.

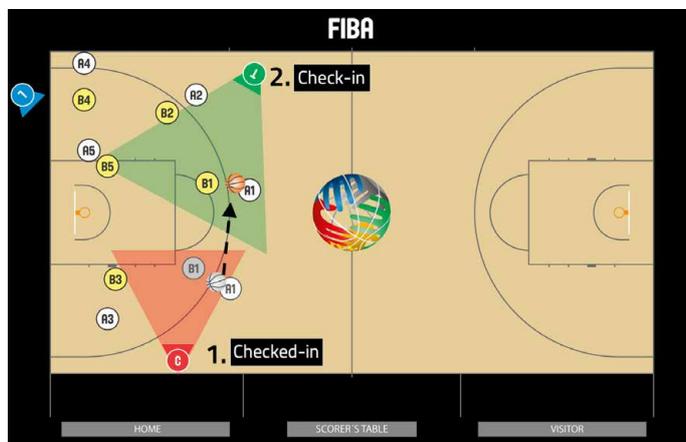
CHECK-IN – CHECK-IN – CHECK-OUT PRINCIPLE (TRIPLE-C)

In order not to leave play situations involving the ball uncovered at any time and also not to have two referees unnecessarily covering the same on-ball play situation there is a basic procedure to be followed. To make the on-ball coverage switch

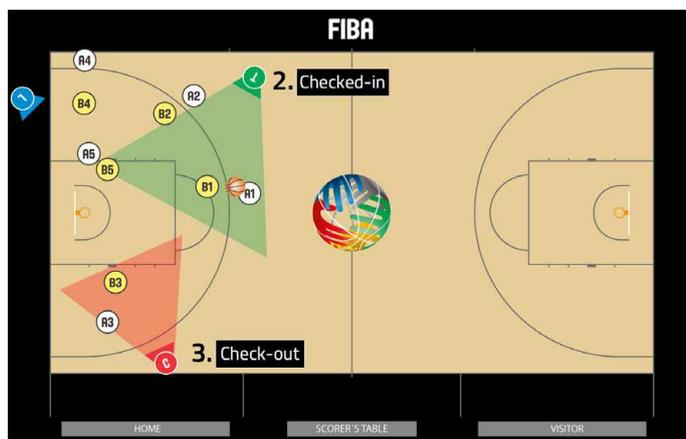
as smooth and efficient as possible between two referees (Trail-Centre or Trail-Lead), a Check-in – Check-in – Check-out principle is used (also referred as triple-C).



D12 -
In this example, the on-ball play situation is on C side and, C is covering the play.



D13 -
When ball crosses over from C to T side, the C shall follow the play situation until T has started (checked-in) to cover the situation. C then turns the attention to off-ball play in their primary area.



D14 -
After T has started to cover (checked-in) the situation the C checks-out of the situation and turns the attention to off-ball play in their primary area.

2.7 BASIC POSITIONING

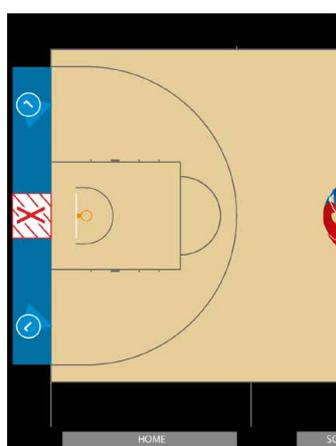
The proper working areas and coverage in all positions.

LEAD POSITION

Lead works on the endline on a 45° angle facing the basket. Position should be not more than 1 metre from the endline and normally outside the paint. The Lead's working area is from three-point line to the edge of the backboard.

The normal set-up point for Lead is between the lane line of the key, and the three-point line. The Lead should move on the endline according to the movement of the ball, ensuring they have position on the edge of the play. The Lead should work off-the court.

The Lead should normally make all violation/foul calls on the strong side of the court below free-throw line. Studies have proved that when the Lead makes calls on the weak side (other side of the court), especially on a drive (high contact), the decisions are incorrect, and in many cases, fantasy calls occur with guessing (foul called where contact was legal or no contact at all). This type of call is called "Lead cross call" and should not happen. The Lead must trust that the Centre will make the call if there is illegal contact (trusting Lead & active Centre). On weak side drives Lead may call low and front swipes and illegal hand contacts from Lead's side and which Centre is unable to see. Lead must have an open angle to make the call.



D4

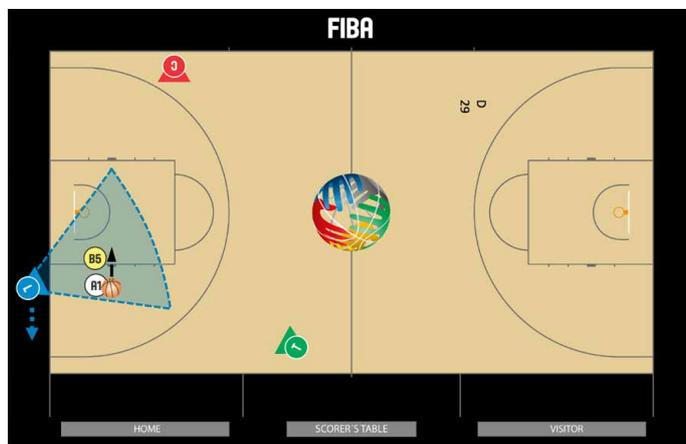


D5

D15 - Lead working area is between 3 point line and edge of the board. To find out if you have the correct position is to check that you will see the front of the rim.

D16 - Lead must trust the Centre who has to be active and ready cover their primary. The diagram demonstrates the "cross call" by Lead which is incorrect.

When ball comes to the strong side post Lead should prepare for a possible drive to the basket by taking few steps wider. This is called "Lead cross step". This allows Lead to see a possible drive to the basket, identify the possible help defence from the weak side, and implement the same "Distance & Stationary" principle as in transition.



D17 -
When ball comes to the strong side low post, Lead prepares for the next play and by taking cross steps to have wider angle covering the next possible play.

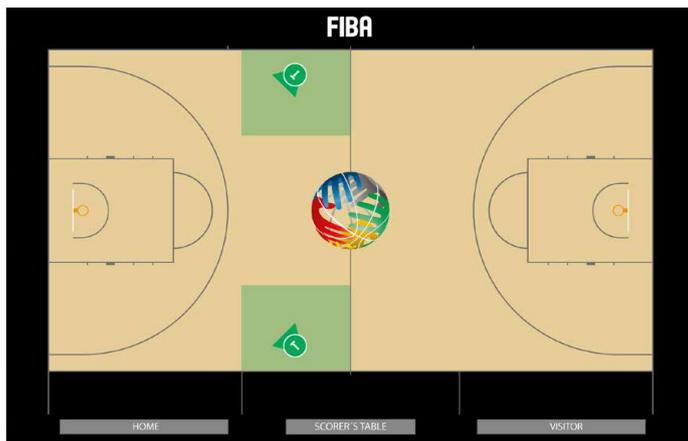


D18 -
L has taken the cross steps and turned slightly towards the basket. This new angle allows to referee the defence in the drive and prepare for the help defense.

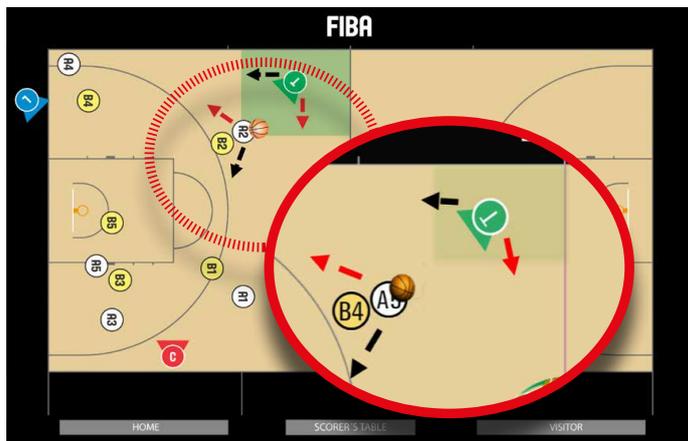
TRAIL POSITION

Trail working area is between team bench area line and centre line. The Trail should be able to control a wide area if they are keeping a proper distance from the players with an active mindset to analyse the next movements of the players. Trail normally works on the court.

When the ball moves closer to the Trail's sideline, Trail should move further into the court to maintain the open angle. Whenever a dribbler is positioned in front of Trail, the Trail should be assessing which direction the dribbler will move next. Whenever a player moves in one direction, the Trail should move to the other direction - this is called "Trail Cross Step". When the play is over, the Trail should return closer to the sideline in the standard working position.



D19 - Trail working area is between team bench area line and centre line. If ball moves to close to strong side sideline, T should take one-two steps on the court to maintain wide angle.

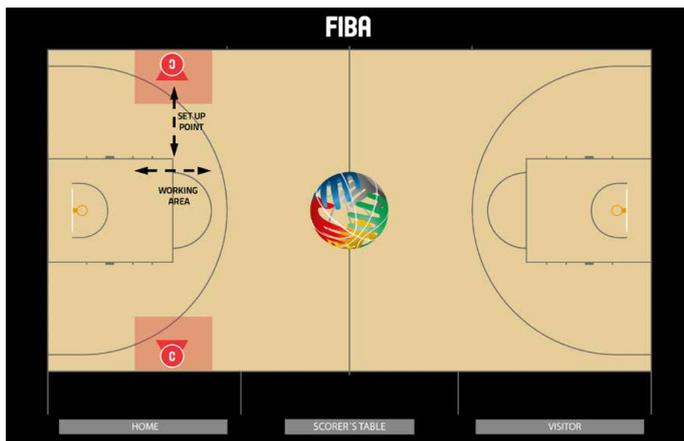


D20 - Whenever T is straight-lined, assess which side the player will move next. When player moves T should react and take cross step to the opposite direction of the players.

CENTRE POSITION

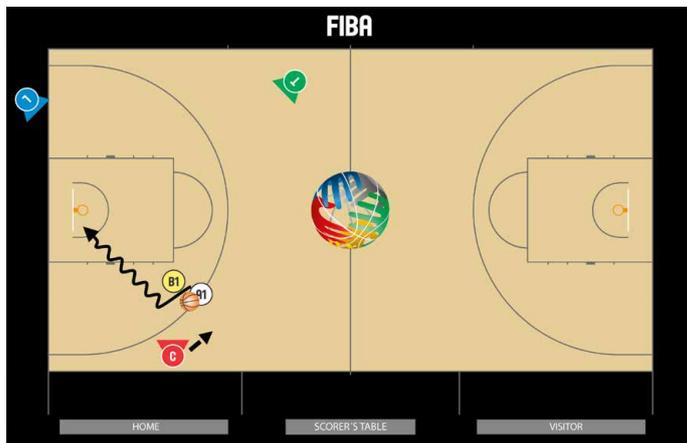
Centre working area is between top of the free-throw circle and the imaginary "bottom of the free-throw line circle". Practically speaking, this means the free-throw line extended, a couple steps up, a couple steps down. The Centre working area is normally always on the court.

Any play on the weak side towards the basket is the Centre's primary. The Centre has to remember to be ready to make the call when there is illegal contact or action. If the Centre misses the illegal contact and is passive, this will force the Lead to be more active and in the worst case scenario, will result in "Lead cross calls" (trusting Lead & active Centre).

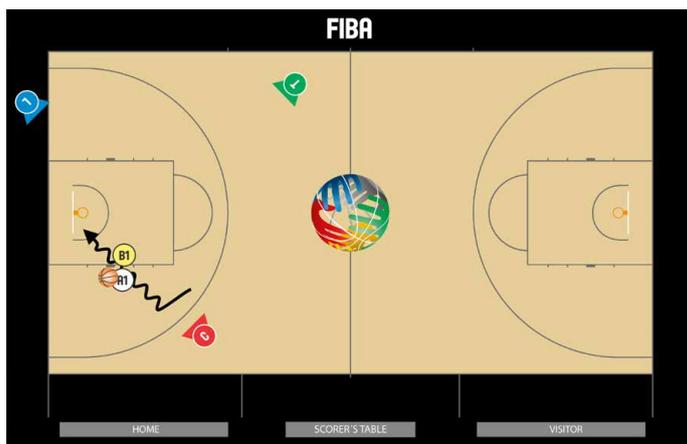


D21 - Centre's set-up position is at free-throw line extended and working area from top of the free-throw circle to the imaginary bottom of the free-throw circle.

When there is a weak side drive to the basket, the Centre should take a step(s) on the court diagonally towards the centre line, or the same principle as with the Trail. Whenever a player moves in one direction, the Centre should move in the other direction. This is called "Centre cross step". There will always be a moment when the C is straight lined at the start of the drive, but this is only momentary and is minimized with the cross step.

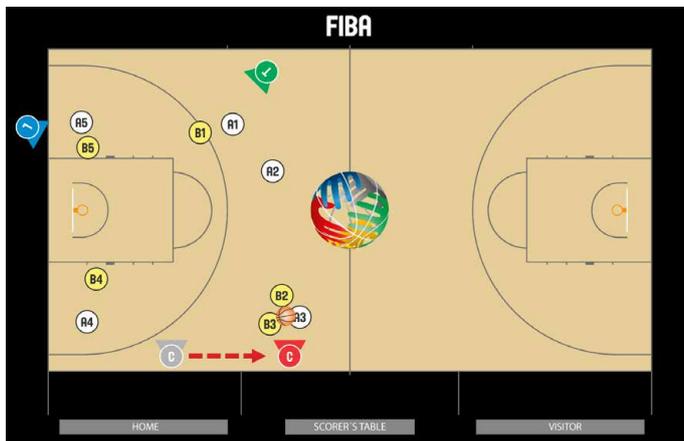


D22 - Ball on the weak side and C prepares to referee the drive to the basket (mentally ready to take cross step).



D23 - Dribbler moved to the left and C correctly cross step(s) to the right and maintains the open angle.

In case of trap situation in the frontcourt on the weak side and close to the centre line, C moves closer to the centre line to referee the play (“go wherever you need to referee the play”). After the trap situation is over Centre will return to the normal position at the free-throw line extended, unless Lead has rotated during the trap (although should have rotated before the trap).



D24 -
When there is a trap close to the centre line on the weak side of the court C needs to move closer to the centre line in order to cover the play properly, but this is not rotation (unless L is rotating).



D25 -
After the trap is over C will return to initial position and working area at the free-throw line extended (unless L has rotated during the trap – first option).

2.8 ROTATION

The successful outcome of 3PO depends on how many of the play situations involving the ball are covered by the strong side referees (L & T). For that reason, 3PO has rotational movements that allows the Lead to change the position (rotate) on the endline to the other side of the court.

Lead always initiates and dictates the rotation. It is very important that Lead is always looking for reasons to rotate (not reasons not to rotate). This active mindset keeps 3PO coverage active in the frontcourt ensuring two referees are on ball side as much as possible.

Following techniques will assist with a successful rotation: (1) proper distance to rotate (close down), (2) proper timing to rotate (when ball moves to the weak side), and (3) proper technique (assess, move sharply, no hesitation).

ROTATION IN SUMMARY:

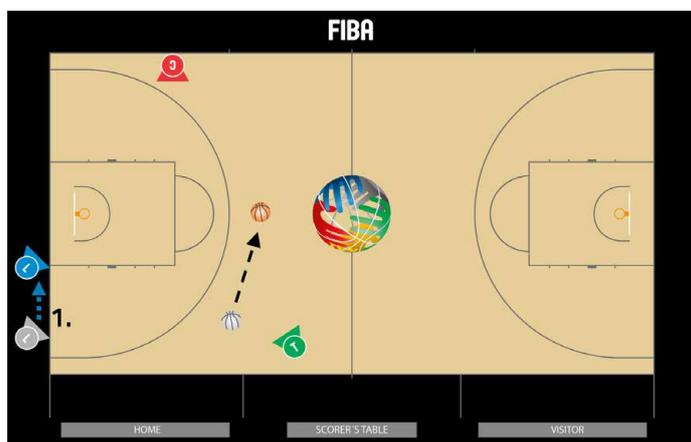
1. Ball moves to the middle of the court (Zone/Rectangle 2) -> Lead closes down
2. Ball moves to the weak side (outside Zone/Rectangle 2) -> A) Lead rotates to the weak side and B) Trail rotates to the new Centre position.
3. Lead has completed the rotation and is ready to referee the play -> Centre rotates to the new Trail position. Rotation is completed.
4. When there is a quick shot or a drive from the weak side, there should be no rotation initiated by Lead.
5. When rotating, Lead walks sharply (never runs). This allows Lead to abort the rotation in the case of a quick shot or drive from the weak side, or a change in the direction of the play.

ROTATION HAS 3 DIFFERENT PHASES:

1. **Phase 1: Close Down** When the ball is in the middle of the court (rectangle 2), Lead should move to the close down position in order to be ready to rotate when the ball moves to the weak side (outside of rectangle 2).

If ball returns back to the strong side, Lead will kick out to the normal set-up position.

Note: Close down position is not the position to referee the play. If there is a drive to the basket or a shot, Lead in close down position should move out in order to have proper distance and angle for the play.



D26 -
Ball moves and remains at rectangle 2 – Lead moves to close down position.

2. Phase 2: Rotation by Lead & Trail

When the ball moves to the weak side, Lead starts the rotation as soon as possible. At the same time, Trail moves into the new Centre position.

a. Rotation by Lead – Scan the Paint

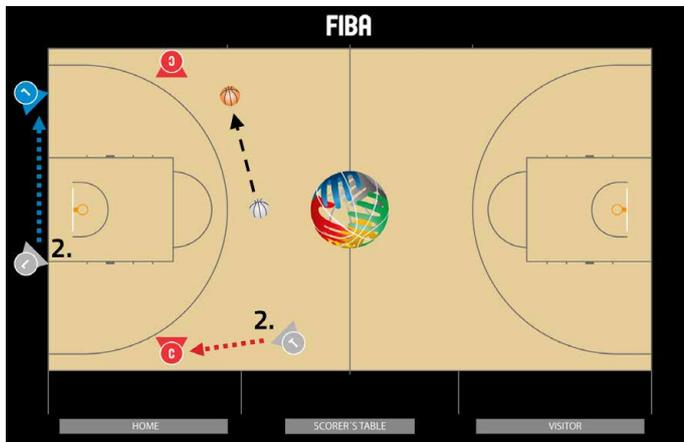
During rotation Lead should walk swiftly, scanning the paint (actively refereeing all the time). If there are players in the paint, they are normally Lead’s primary.

b. Rotation by Trail to Centre position

As soon as the Trail has ensured that the Centre has picked up the ball on the weak side, the Trail should re-focus their vision and pick up the new weak side post play before starting the rotation. Studies have indicated that this is one of the weakest links during the rotation procedure, because often Trail remains locked in with the ball whilst rotating and without first refocusing vision onto the weak side action.

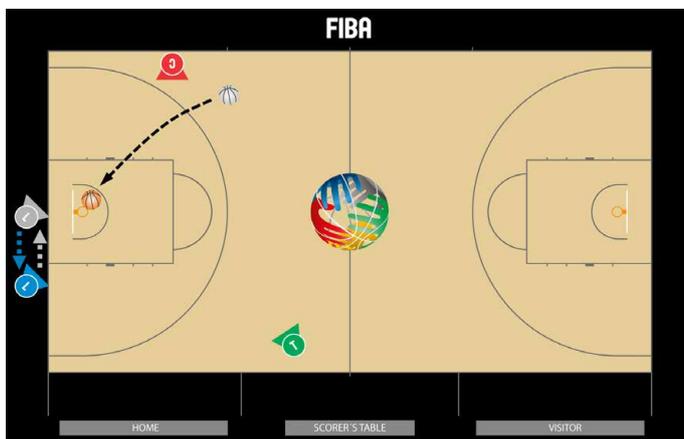
c. Rotation “not completed” by Lead

When Leads uses the proper technique to rotate (early start, walking sharply), Lead will be able to stop the rotation any time and return back to the initial position (quick drive/shot from weak side).



D27 -

Ball moves to the weak side, L rotates and scans the paint or closest match-up. As soon as Centre has picked-up the ball, Trail shall pick up the new weak side post play asap.



D28 -

Quick drive/shot from the weak side and Lead is able to abort and return back to referee.

3. Phase 3: Lead arrives at the ball side and Centre rotates to new Trail position

After Lead has completed the rotation, Centre is the last person to rotate to the new Trail position.

- a. **Coverage by Centre & Lead**
Centre will stay in centre position and referee the ball and any play around it until Lead has completed the rotation and is ready to referee

the play, and the play is no longer active. Only after this Centre will move to the new Trail position (rotate). As a result, there will always be two Centres momentarily.

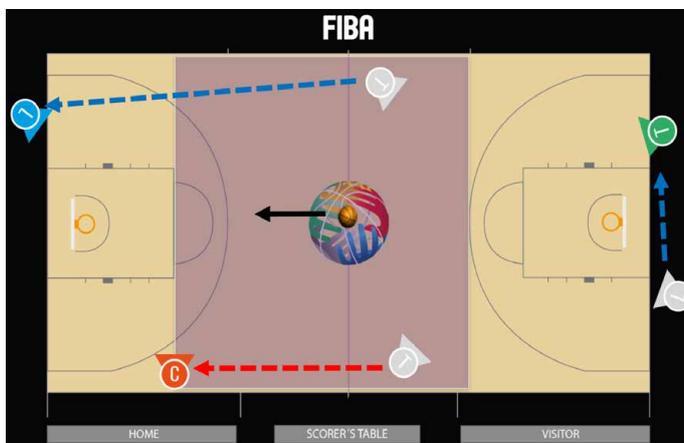
- b. **Rotation by Centre to the Trail position** When Centre moves up to the Trail position, this movement should be backwards and facing the basket at all times (45*).



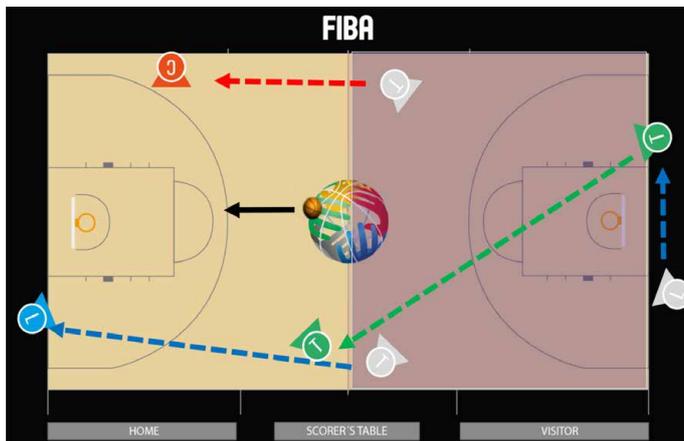
D29 -
C will stay with the play until L has completed the rotation and is ready to referee. Old C is always the last one to move to the new T position (moving backwards) and now the rotation is completed.

4. **Misbalance – “partners do not pick-up” the rotation** While it should be avoided, there will be times when not all of the referees will be aware that there is a rotation in progress, and then a change in the direction of play occurs. Where this occurs, the referees should not panic as there are two options to adjust properly during a breakdown in the rotation while in transition.

- a. **Option 1: New Lead & Centre** to look across at each other and use voice to correct the imbalance (diagram D30).
- b. **Option 2: New Trail** looks up and fills the gap. This may mean running diagonally across the court (diagram D31).



D30 -
New C & L should always control the court in transition, before they arrive at the free-throw line extended on the frontcourt.

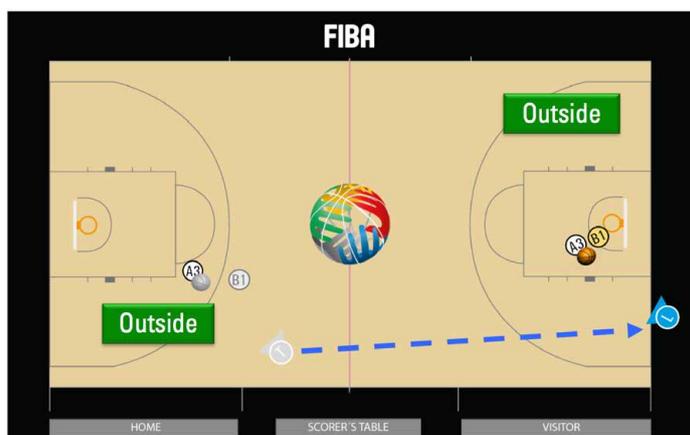


D31 -
Second option is that new T balances the court coverage by crossing the court diagonally, on the backcourt.

2.9 TRANSITION / LEAD

During transition, the new Lead should be ahead of the play and arrive at the endline in four seconds or less, and should be in a position ready to referee. The new Lead should also be in good position to referee the play throughout transition down the floor. This is only possible when the following correct techniques are applied:

- Stay with the previous play before the new transition – namely, wait until the ball has entered the basket in the case of a successful shot for goal or when a defensive player has gained control of a rebound;
- After turning with a power step, be sure to face the court all the time (when done properly, the referee should also be able to pick-up the game clock);
- Start transition with full speed and maintain it until arriving at the endline;
- Face the court during the entire transition (actively looking for next play to come and refereeing the defence);
- Run straight to the endline to set-up position (keeping same distance from the play all the way) – “out-side/out-side” angle;
- Stop on the endline with “one-two” count in a stationary position, and be ready to referee the play when it starts.



D32 -

L moves correctly with straight line to the endline maintaining the same distance from the play – speed and size of the players remains same from the start to the end.



D33 -

L curves incorrectly close to the basket and the play is coming at L. The angle changes completely because players look bigger and faster.

2.10 TRANSITION / TRAIL

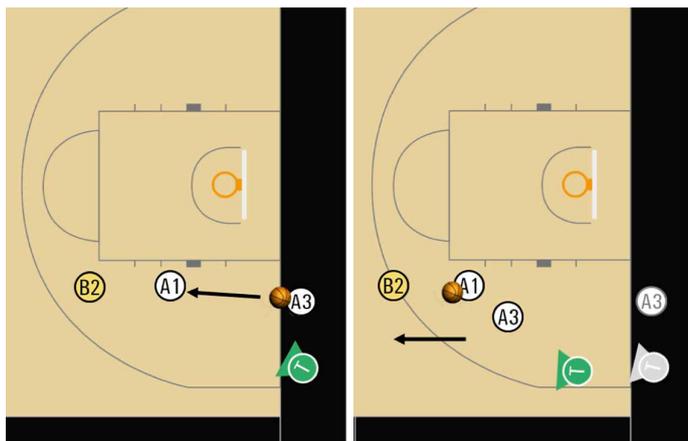
During transition, the new Trail should always trail the play (behind the play – not in line or in front of the play). This way the Trail is able to easily control the clocks and analyse the next possible plays to come. This is only possible when the following correct techniques are implemented:

Wait behind the endline until the ball is either passed to a teammate on the court after a made basket and the thrower-in has advanced on to the court

(the new Trail should wait to have a minimum of 3 meters distance from the ball before they step on to the court);

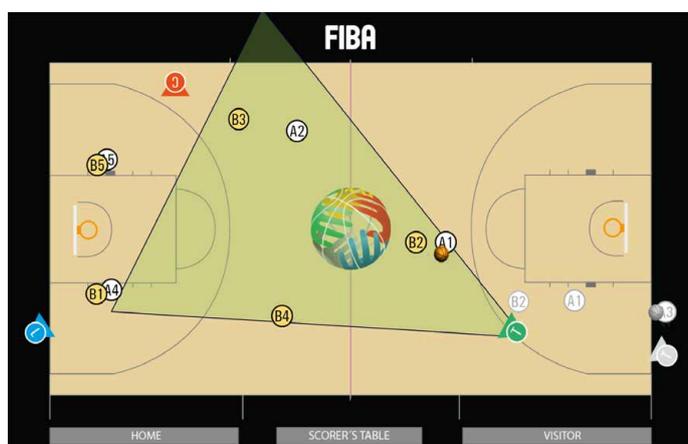
Always maintain a proper distance behind the play – 1-2 steps (no yo-yo running);

Be the last to arrive in the front court, and have a 45° angle facing the basket (all players should be between straight arms extended = right/left side sideline & left/right side centre line).



D34 -

New T applies correct techniques by waiting behind the endline that ball is passed to the team mate after the basket and the thrower-in has advanced to the court.



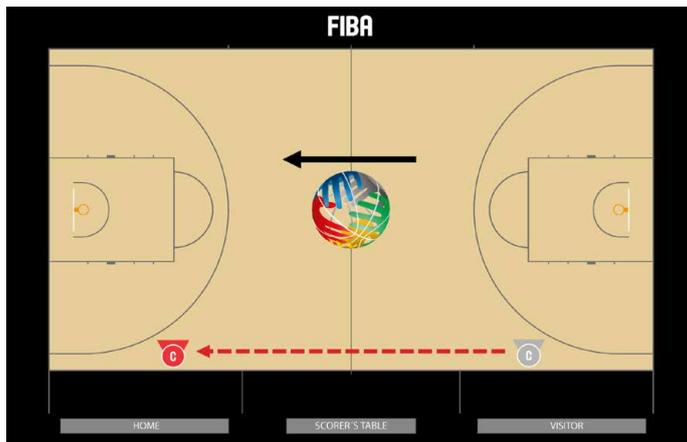
D35 -

T maintains the proper distance always behind the play (no yo-yo running) facilitating the steady wide angle and T is able to control the clocks and see the set-ups on the frontcourt.

2.11 TRANSITION / CENTRE

During the transition from Centre to Centre, the referee in question has to follow these techniques:

- a. Stay with the previous play before the new transition. Namely, wait until the ball has entered the basket in the case of a successful attempt for goal, or until a defensive player has gained control of a rebound;
- b. Face the court during the entire transition (actively looking for next play to come and refereeing defence);
- c. Run straight to the frontcourt free-throw line extended (set-up position);
- d. When a transition play is advancing on the weak side, Centre might need to stop momentarily and referee the play (keep distance from the play – anticipate).



D36 -
Centre normally moves in the transition from backcourt to frontcourt free-throw line extended facing court covering possible any weak side transition.

2.12 FAST BREAK

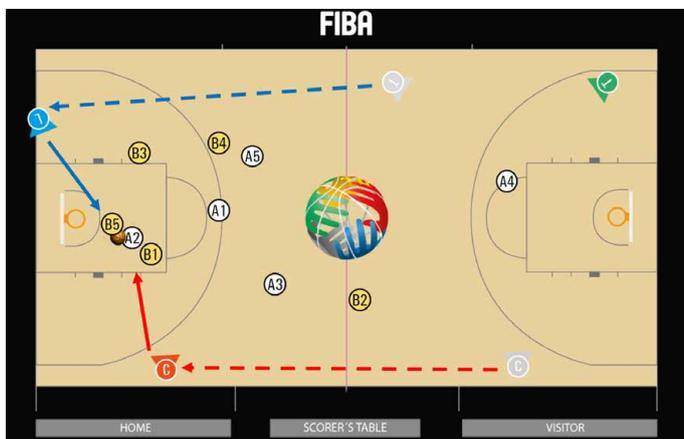
During the fast break, it is important to understand that the Centre has to be active and has 50% of the coverage (weak side).

Any action or contact on the weak side should be covered by Centre, and any action on the strong side by Lead. This is the beauty of 3PO when it works properly.

It is good to practise when running from Trail to Lead in transition to automatically identify where the Centre is on the other side of the court. When this becomes a standard procedure, it will also automatically happen during the fast break when time is more limited.

The Lead and Centre need to run at full speed, analyse when the play will start, and then stop and referee the play by focusing on the defence (referee defence). The weak point in coverage during the fast break is when the new Lead curves under the basket and tries to referee the action on the weak side. This destroys the concept of 3PO as each referee is responsible for their own primary and there should be no need for secondary.

It is important that the Centre quickly arrives at the front court free-throw line extended to have the best coverage for a possible basket interference or goaltending (see also "2.21 Basket interference & goaltending" for more details).



D37 -

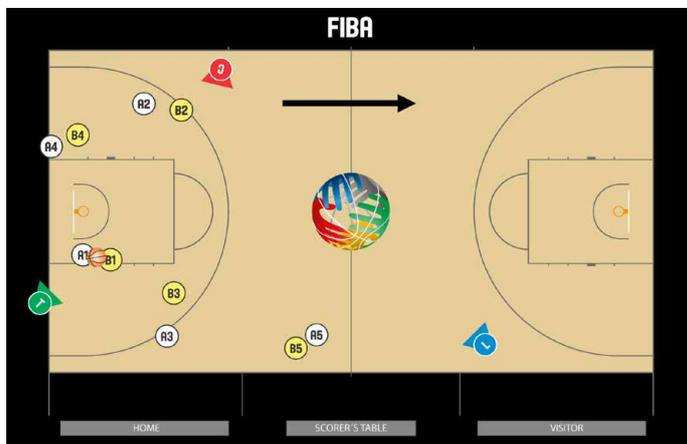
C has to run fast in every fast break. It is important that both L & C are able to have a stationary position to referee when the play starts. This is normally a dual coverage situation.

2.13 PRESS DEFENCE

When there is more than two matchups in the backcourt the Centre has to be active and help Trail to cover the play. If all the players are in the backcourt also the Lead has to adjust their position

closer to the play ready to cover any potential long passes.

ALL PLAYERS IN THE BACKCOURT



D38 -
T and C referee the action in the backcourt.

MORE THAN 4 OPPONENT PLAYERS IN THE BACKCOURT



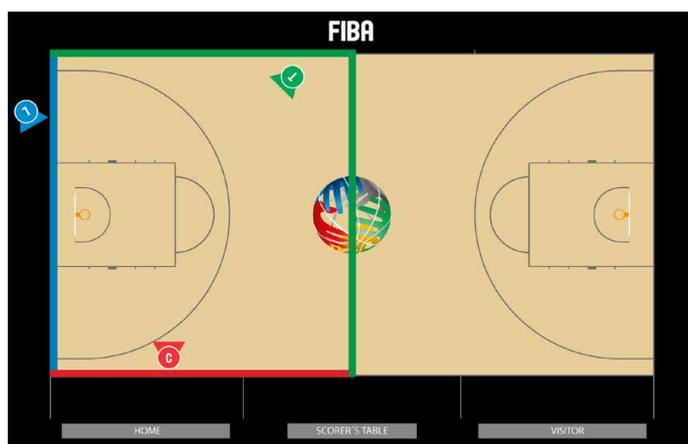
D39 -
T referees behind the play. C takes a position close to centre line to referee players in front or backcourt. L takes position on the endl ine to referee players in frontcourt.

2.14 OUT-OF-BOUNDS & THROW-INS

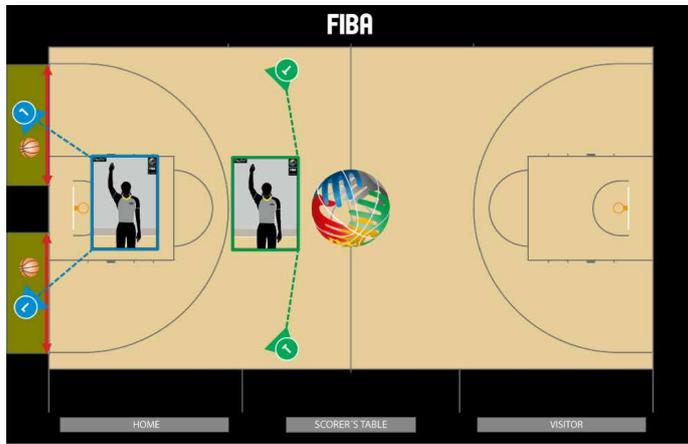
3PO covers all of the boundary lines in the frontcourt. Only the Trail has two lines to cover. The goal is to ensure that only one referee always makes the “out-of-bounds” call.

The basic rule is that Lead covers the endline, Centre covers the weak side sideline, and Trail covers the strong side sideline and centre line.

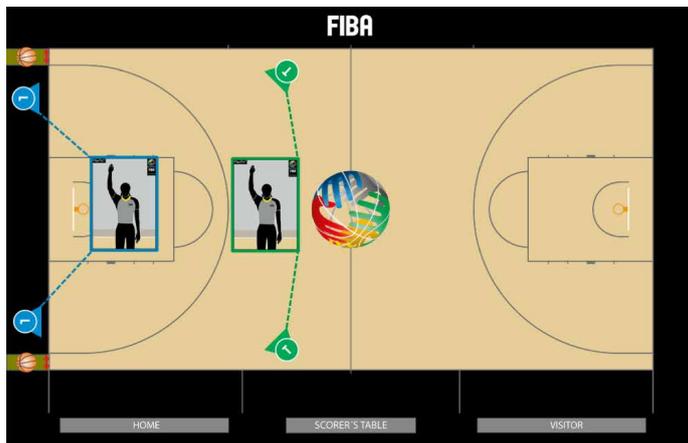
When the game continues with a throw-in there should always be two referees (Lead & Trail) on the side of a throw-in.



D40 -
L & C has one boundary line to cover, while T has two lines (sideline and centreline).



D41 -
 When the throw-in is on the frontcourt's endlines between 3-point line and edge of the backboard, L's position is outside of the throw-in spot (C has to be ready to cover weak side). T mirrors the "time-in" signal to the table.

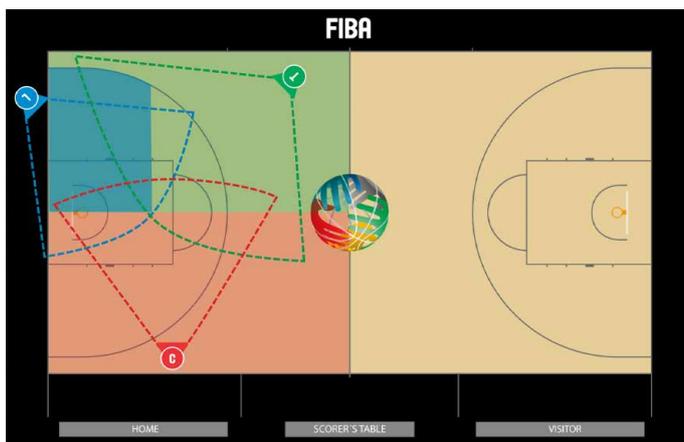


D42 -
 When the throw-in is on the frontcourt's endlines between 3 point line and sideline, L's position is between basket and throw-in spot. T mirrors the "time-in" signal to the table.

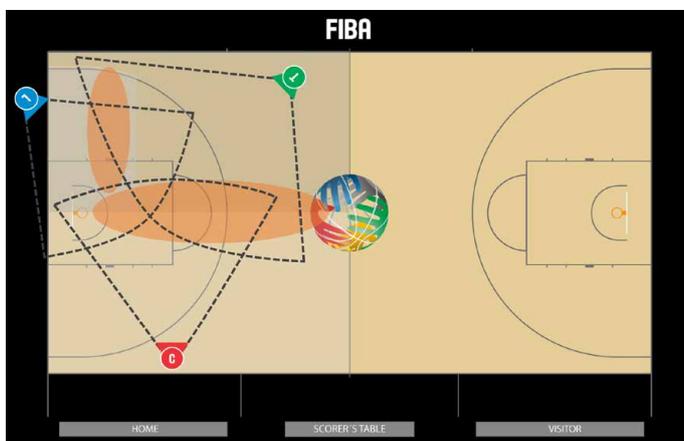
2.15 SHOT COVERAGE (GENERAL & 3-POINTS ATTEMPTS)

The basic principle is that the Lead has primary coverage on 2-point shots on the strong side in their primary area (as demonstrated below, blue area) and the Trail has primary coverage for all 3-point shots, and 2-point shots on the strong side. The Centre has primary coverage on all shots on the weak side.

Whenever there is dual coverage (restricted area, rectangle 2), the basic principle is that the respective referee covers their side of the play.



D43 -
L has normally the primary coverage in blue area, T in green area and C in red area.



D44 -
In dual coverage areas it is important that both referees have the discipline to process the entire play and try to focus only for their side of the defensive players.

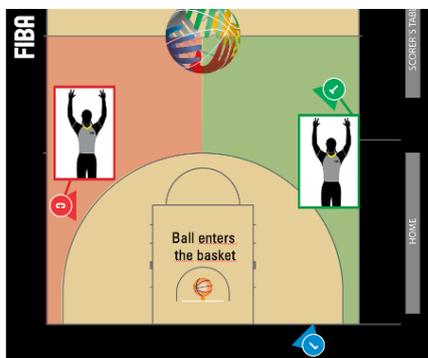
2.16 3-POINT SHOT

On a 3-point attempt only the referee primarily responsible for the play will signal the attempt. The other outside referee will stay focused on their primary area and do not need to signal the attempt. There is of course the dual coverage area between Trail and Centre. If the shot is taken from the dual area it is normal for both (T & C) to signal the attempt.

When the ball enters the basket both outside referees will signal the successful 3-point basket. The referee opposite the shot is primarily responsible for goaltending and thus is the first one to score the basket (Official FIBA signal no. 6). The referee covering the shot attempt will also score the 3-point basket after they have finished covering the shot attempt (1-2-3 protocol).



D45 -
When a 3-point shot is taken, the referee whose primary play it is (Trail or Centre) will raise the hand to signal a 3-point attempt. If the shot is taken from the dual area (rectangle 2) both referees can have their hand raised.

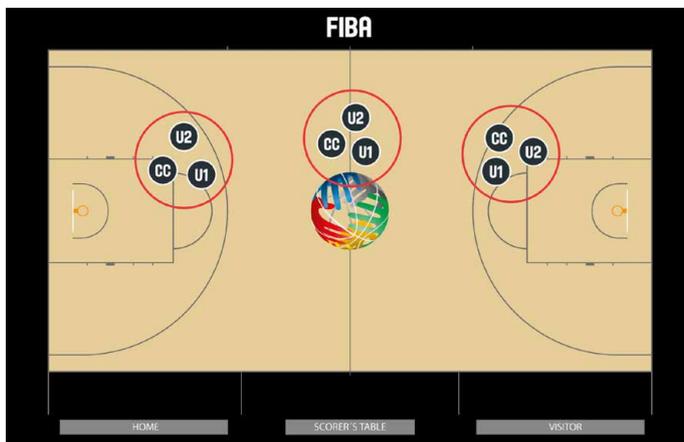


D46 -
When the ball enters the basket, both the Trail and Centre referee will signal the successful 3-point basket

2.17 TIME-OUTS

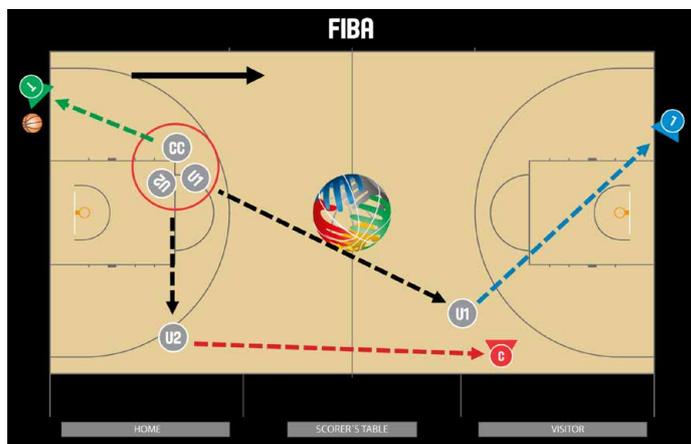
After the Table Officials have notified the referees about the time-out request, normally the Trail or Centre closest to the table will signal the time-out.

Referees have three standard positions during the time-outs (always on the opposite side). They can select any of the three positions they feel are the most appropriate (Note: leave the ball on the court where the game will be resumed).



D47 -
The three standard time-out positions, always in the opposite side.

When a time-out has 20 seconds remaining, two referees will move close to the team bench areas in order to be ready to activate the teams to return back to the court when the 50 seconds warning signal sounds. Referees should not interfere with a team's time-out until the 50-second mark.



D48 -
When 20 seconds remaining of the time-out, two referees move close to the team bench areas.

LAST 2:00 MINUTES (L2M) TIME-OUT PROTOCOL

(where a team has the opportunity to advance the ball to the frontcourt)

When the clock shows 2:00 minutes or less in the fourth quarter and in overtime when the team requesting the time-out is entitled to possession of the ball from its backcourt:

Referees have three standard positions during the time-outs (always on the opposite side). They can select any of the three positions they feel are the most appropriate.

During the time-out, the ball should be placed at the original throw-in spot to signal the throw-in location (table side or opposite side).

When a time-out has 20 seconds remaining, the Crew Chief and the one of the umpires will move close to the team bench areas. The Crew Chief will go to the team that is entitled to possession of the ball.

When the 50 seconds signal sounds the officials will activate the teams to return back to the court.

The Crew Chief will ask the Head Coach to decide whether the throw-in will remain in the backcourt or whether it will advance to the frontcourt (and the side of the court, in case the Head Coach is entitled to choose it). The Crew Chief will verbally confirm the decision with the Head Coach (e.g. "The throw-in will be in the back / front court and table/opposite side"). The Crew Chief will show a signal to the location of the throw-in by pointing to and moving to that location for the throw-in. Verbal support of this will accompany the signal.

The Crew Chief will normally administer the throw-in, with the other two referees adjusting their positions accordingly.

The referees shall ensure that the shot clock is appropriately set (reset/remain) before the throw-in.

2.19 EIGHT SECONDS & BACKCOURT VIOLATIONS

Normally Trail has the primary responsibility to count the 8 seconds. On all press situations Centre should be ready to assist the Trail (physically and mentally engaged with the play).

Trail also has the primary responsibility

on all centre line violations. Sometimes the Centre can also help with possible backcourt violations when the ball is played on the weak side before returning to the backcourt.

2.20 SHOT CLOCK COVERAGE

Normally it is the outside referees (Trail and Centre) who have primary responsibility for shot clock violations. Also the Lead should be aware of the time on the shot clock and to be ready to assist Trail / Centre in their decisions.

It is vital for referees to know when the shot clock period is nearing its end to be able to make correct decisions in shot clock situations.

At all times the active referee administering the throw-in should check the shot clock to be sure it is set correctly. This must be done before referee passes the ball to the thrower-in.



Note: When the backboard is equipped with yellow lighting along its perimeter at the top, the lighting takes precedence over the shot clock signal sound.

2.21 BASKET INTERFERENCE & GOALTENDING

Normally the Trail or Centre referee is responsible to determine if a basket interference or goaltending violation occurs. The referee opposite the shot has the primary responsibility for the flight of the ball and goaltending / basket interference violations.

If a basket is awarded due to basket interference or goaltending the calling referee shall stop the clock and count the goal by showing the correct official signal.

2.22 REPORTING FOULS & SWITCHING

Principle for the switches:

Free-throws

(ball remains in the frontcourt):

- a. Referee who reports the foul, moves to the opposite side in T position
- b. Other 2 fill up the empty spots

Throw-in

(ball remains in the frontcourt):

- a. Referee who reports the foul, moves to the opposite side in T or C position
- b. Other 2 fill up the empty spots

Minimize distance – walk sharp – think where is your next position after reporting. If two referees call the same foul, the referee who is on the opposite side will report the foul.

In all situations referees should try to minimize switches. Sometimes there is no switching needed, sometimes all three referees need to move in order for the above rules to be implemented.

Reporting:

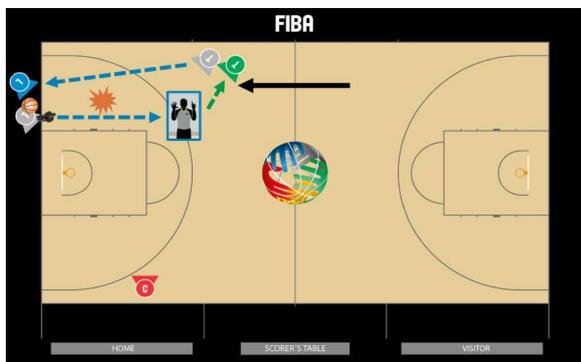
- a. Use clear voice
- b. Sharp signals
- c. Rhythm

See also “2.8.1. Reporting” in FIBA Referee Manual –Individual Officiating Techniques (IOT) for reporting technique and procedures.

BASIC SWITCHES

Below you find the switches explained in some of the basic foul situations. At the end of this manual in "3.2 Switches after foul calls" you can find more comprehensive list of examples.

PLAY REMAINS IN FRONT COURT, CONTINUED BY THROW-IN



D50 -
Defensive foul, frontcourt opposite side by L – ball remains in the frontcourt (throw-in)



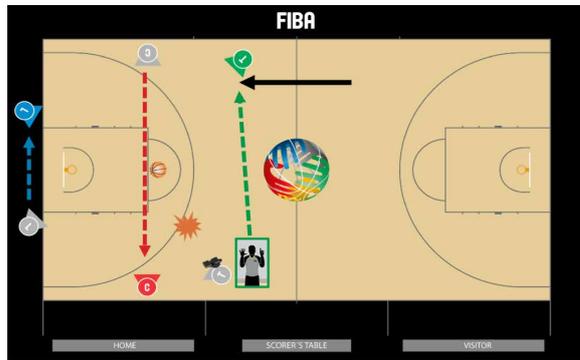
D51 -
Defensive foul, frontcourt opposite side by T – ball remains in the frontcourt (throw-in)



D52 -
Defensive foul, frontcourt opposite side by C – ball remains in the frontcourt (throw-in)



D53 -
Defensive foul, frontcourt table side by L – ball remains in the frontcourt (free-throws)



D54 -
Defensive foul, frontcourt table side by T – ball remains in the frontcourt (free-throws)

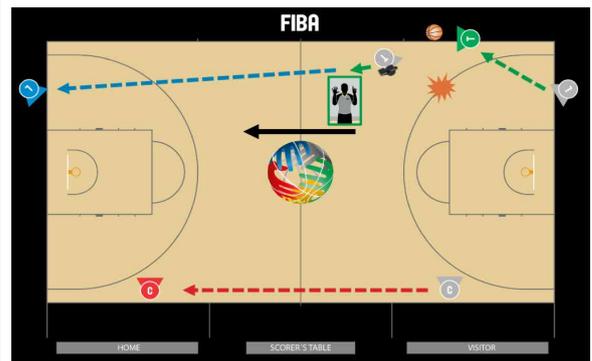


D55 -
Call frontcourt table side by C – ball remains in the frontcourt (free-throws)

PLAY CONTINUES FROM NEW BACKCOURT BY THROW-IN



D56 -
Call backcourt opposite side by L – ball moves new direction (throw-in)



D57 -
Call backcourt opposite side by T – ball moves new direction (throw-in)

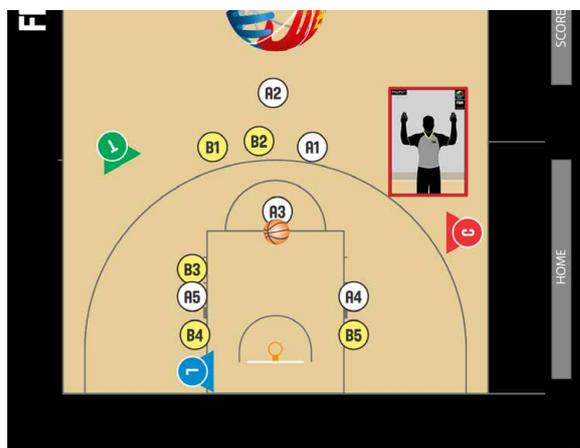
2.23 FREE-THROW COVERAGE

In 3PO the Lead is the active referee in all free-throw situations. Lead will administer all the free-throws. During last free-throw Lead is responsible for the players in rebound places on table side of the restricted area. For the last free-throw, the Lead should be positioned in the normal Lead set up position.

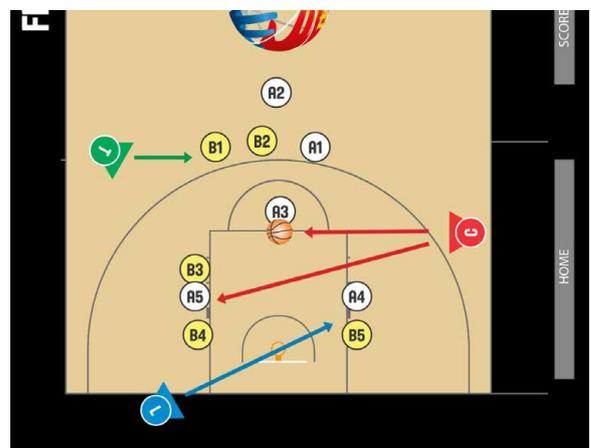
Centre indicates the number of free-throws using the official signals. This is only required from the moment immediately prior to the Lead entering the restricted area to administer each free-throw – and only until the ball is put in the free-throw shooter's disposal. Once the ball is live, the Centre may release (drop) the relevant signal and

have their arms by their sides, in a normal stance. There is also no need to indicate a successful free-throw (1-point) or to start the clock after an unsuccessful free-throw, when play continues. On all free-throws, Centre is responsible for checking that there is no violation from the shooter. During last free-throw Centre is responsible for the players in rebound places on opposite side of the restricted area. During the free-throws, the Centre is to be positioned near the side line in the normal Centre position.

Trail is responsible for the rest of the players behind the free-throw line extended and behind the 3-point line during all free-throws.



D58 -
Only Centre indicates the number of free-throws using the official signals. Once the ball is live, Centre may release (drop) the relevant signal and have their arms by their sides, in a normal stance.



D59 -
Primary responsibilities during last or only free-throw.

VIOLATION DURING FREE-THROWS

When a violation occurs during the free-throw and the ball is in the air, the referee should immediately blow the whistle to indicate the violation (exception: fake by free-throw shooter). This is to minimize any unnecessary escalation of physical contact between players after a violation occurs. There is no need to wait if the ball enters the basket or not.

If the ball enters the basket:

- a. violation by free-throw shooter - basket is not valid
- b. violation by other players – basket is valid, whistle is to be ignored and play will continue with throw-in as after any successful last free-throw.

2.24 REBOUNDING COVERAGE

In rebounding situations each referee should pick up 1-2 active matchups the moment a shot has been attempted. Generally best way is to pick up those closest to you. Use the pre-game conference to discuss the correct plan, methods and execution.

Shot from the strong side: Lead covers the match-up close to the basket (holding and clamping fouls), Trail & Centre focus on perimeter rebounds (pushing, crashing and “over-the-back”) on their respective sides. Centre has primary coverage on goaltending or basket interference as Trail has shot coverage (diagram D60).

Shot from the weak side: Lead covers the matchup close to basket (holding and clamping fouls), Trail & Centre focus on perimeter rebounds (pushing, crashing and “over-the-back”) on their respective sides. Trail has primary coverage on goaltending or basket interference as Centre has shot coverage (diagram D61).



If there are no active matchups on your side, you need to move to the next active matchup!

(not engaged with mechanics but the play & active mindset)

2.25 LAST SHOT

Normally, either the Trail or Centre decide if any shot close to the end of a quarter or game is a valid basket or if the ball was not released before the LED light/signal.

If any of the referees not covering the last shot have information regarding the last shot and the clock, they are required to go immediately to the calling referee who is responsible for the last shot and share this information with the crew (assist mode).

In the event there is disagreement amongst the crew, the Crew Chief always makes the final decision.



D62 -

Last shot on opposite side:

- the Trail or Centre on table side (Trail or Centre) is primarily responsible for the clock (primary mode)
- the Trail or Centre (who is covering the shooting situation) on opposite side is secondarily responsible for the clock (assist mode)



D63 -

Last shot on table side:

- the Trail or Centre on opposite side (Trail or Centre) is primarily responsible for the clock (primary mode)
- the Trail or Centre (who is covering the shooting situation) on table side is secondarily responsible for the clock (assist mode)

CHAPTER 3



SUPPORTING MATERIAL

CHAPTER 3

SUPPORTING MATERIAL

3.1 REFEREE SIGNALS 55

3.2 ADVANCED SWITCHES
AFTER FOUL CALLS 79

3.1 REFEREE SIGNALS

GAME CLOCK SIGNALS	STOP THE CLOCK Signal: Open palm	 A male referee in a white and black uniform with a yellow collar is shown from the waist up. He is holding his right hand up, palm facing forward, with fingers spread. The background is plain white. D64 -
	STOP THE CLOCK FOR FOUL Signal: One clenched fist	 A female referee in a white and black uniform with a yellow collar is shown from the waist up. She is holding her right hand up, clenched into a fist, with the thumb pointing up. The background is plain white. D65 -
	START THE CLOCK Signal: Chop with hand	 A male referee in a white and black uniform with a yellow collar is shown from the waist up. He is holding his right hand out to the side, palm facing down, with fingers slightly curled. A black curved arrow above his hand indicates a downward chopping motion. The background is plain white. D66 -

<p>SCORING</p>	<p>1 POINT</p> <p>Signal: 1 finger, 'flag' from wrist</p>	 <p>D67 -</p>
	<p>2 POINTS</p> <p>Signal: 2 fingers, 'flag' from wrist</p>	 <p>D68 -</p>
	<p>3 POINTS</p> <p>Signal: 3 fingers extended</p> <p>One arm: Attempt</p> <p>Both arms: Successful</p>	 <p>D69 -</p>

<p>SUBSTITUTION AND TIME-OUT</p>	<p>SUBSTITUTION</p> <p>Signal: Cross forearms</p> <p>Preceding signal:</p> 	 <p>D70 -</p>
	<p>BECKONING-IN</p> <p>Signal: Open palm, wave towards the body</p>	 <p>D71 -</p>
	<p>CHARGED TIME-OUT</p> <p>Signal: Form T, show index finger</p> <p>Preceding signal:</p> 	 <p>D72 -</p>

	<p>MEDIA TIME-OUT</p> <p>Signal: Open arms with clenched fists</p> <p>Preceding signal:</p> 	 <p>D73 -</p>
<p>INFORMATIVE</p>	<p>CANCEL SCORE, CANCEL PLAY</p> <p>Signal: Scissor-like action with arms, once across chest</p>	  <p>D74 -</p>
	<p>VISIBLE COUNT</p> <p>Signal: Counting while moving the palm</p>	  <p>D75 -</p>

	<p>COMMUNICATION</p> <p>Signal: Thumb up</p>	 <p>D76 -</p>
	<p>SHOT CLOCK RESET</p> <p>Signal: Rotate hand, extend index finger</p>	 <p>D77 -</p>
	<p>DIRECTION OF PLAY AND/OR OUT-OF-BOUNDS</p> <p>Signal: Point in direction of play, arm parallel to sidelines</p>	 <p>D78 -</p>

	<p>HELD BALL / JUMP BALL SITUATION</p> <p>Signal: Thumbs up, then point in direction of play using the alternating possession arrow</p> 	 <p>D79 -</p>
<p>VIOLATIONS</p>	<p>TRAVELLING</p> <p>Signal: Rotate fists</p> <p>Preceding signal:</p> 	 <p>D80 -</p>
	<p>ILLEGAL DRIBBLE: DOUBLE DRIBBLING</p> <p>Signal: Patting motion with palm</p> <p>Preceding signal:</p> 	 <p>D81 -</p>

	<p>ILLEGAL DRIBBLE: CARRYING THE BALL</p> <p>Signal: Half rotation with palm</p> <p>Preceding signal:</p> 	 <p>D82 -</p>
	<p>3 SECONDS</p> <p>Signal: Wave arm, show 3 fingers</p> <p>Preceding signal:</p> 	 <p>D83 -</p>
	<p>5 SECONDS</p> <p>Signal: Show 5 fingers</p> <p>Preceding signal:</p> 	 <p>D84 -</p>

	<p>8 SECONDS</p> <p>Signal: Show 8 fingers</p> <p>Preceding signal:</p> 	 <p>D85 -</p>
	<p>SHOT CLOCK</p> <p>Signal: Fingers touch shoulder</p> <p>Preceding signal:</p> 	 <p>D86 -</p>
	<p>BALL RETURNED TO BACKCOURT</p> <p>Signal: Wave arm front of body</p> <p>Preceding signal:</p> 	 <p>D87 -</p>

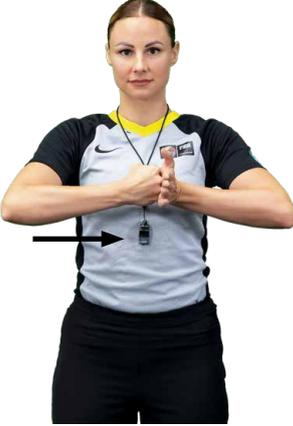
	<p>DELIBERATE KICK OR BLOCK OF THE BALL</p> <p>Signal: Point to the foot</p> <p>Preceding signal:</p> 	 <p>D88 -</p>
	<p>GOALTENDING / BASKET INTERFERENCE</p> <p>Signal: Rotate finger, extend index finger over the other hand with a circle</p> <p>Preceding signal:</p> 	 <p>D89 -</p>
<p>NUMBER OF PLAYERS</p>	<p>No. 00 and 0</p> <p>Signal: For 00, both hands show number 0 For 0, right hand shows number 0</p>	  <p>D90 -</p>

	<p>No. 1 - 5</p> <p>Signal: Right hand shows number 1 to 5</p>	 <p>D91 -</p>
	<p>No. 6 - 10</p> <p>Signal: Right hand shows number 5, left hand shows number 1 to 5</p>	 <p>D92 -</p>
	<p>No. 11 - 15</p> <p>Signal: Right hand shows clenched fist, left hand shows number 1 to 5</p>	 <p>D93 -</p>

	<p>No. 16</p> <p>Signal: First reverse hand shows number 1 for the decade digit then open hands show number 6 for the units' digit</p>	 <p>D94 -</p>
	<p>No. 24</p> <p>Signal: First reverse hand shows number 2 for the decade digit, then open hand shows number 4 for the units' digit</p>	 <p>D95 -</p>
	<p>No. 44</p> <p>Signal: First reverse hand shows number 4 for the decade digit, then open hand shows 0 for the units' digit</p>	 <p>D96 -</p>

	<p>No. 62</p> <p>Signal: First reverse hands show number 6 for the decade digit then open hand shows 2 for the units' digit</p>	 <p>D97 -</p>
	<p>No. 78</p> <p>Signal: First reverse hands show number 7 for the decade digit then open hands show number 8 for the units' digit</p>	 <p>D98 -</p>
	<p>No. 99</p> <p>Signal: First reverse hands show number 9 for the decade digit then open hands show number 9 for the units' digit</p>	 <p>D99 -</p>

<p>TYPE OF FOULS</p>	<p>HOLDING</p> <p>Signal: Grasp wrist downward</p> <p>Preceding signal:</p> 	 <p>D100 -</p>
	<p>BLOCKING (DEFENSE) ILLEGAL SCREEN (OFFENSE)</p> <p>Signal: Both hands on hips</p> <p>Preceding signal:</p> 	 <p>D101 -</p>
	<p>PUSHING OR CHARGING WITHOUT THE BALL</p> <p>Signal: Imitate push</p> <p>Preceding signal:</p> 	 <p>D102 -</p>

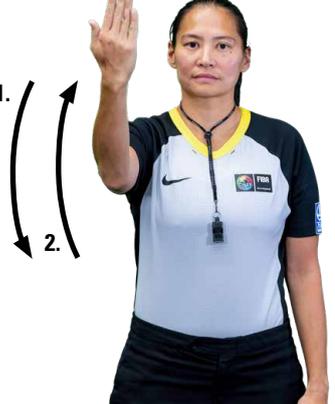
	<p>HANDCHECKING</p> <p>Signal: Grab palm and forward motion</p> <p>Preceding signal:</p> 	 <p>D103 -</p>
	<p>ILLEGAL USE OF HANDS</p> <p>Signal: Strike wrist</p> <p>Preceding signal:</p> 	 <p>D104 -</p>
	<p>CHARGING WITH THE BALL</p> <p>Signal: Clenched fist, strike open palm</p> <p>Preceding signal:</p> 	 <p>D105 -</p>

	<p>ILLEGAL CONTACT TO THE HAND</p> <p>Signal: Strike the palm towards the other forearm</p> <p>Preceding signal:</p> 	 <p>D106 -</p>
	<p>HOOING</p> <p>Signal: Move lower arm backwards</p> <p>Preceding signal:</p> 	 <p>D107 -</p>
	<p>ILLEGAL CYLINDER</p> <p>Signal: Move both arms with open palm vertically down and up</p> <p>Preceding signal:</p> 	 <p>D108 -</p>

	<p>EXCESSIVE SWINGING OF ELBOW</p> <p>Signal: Swing elbow backwards</p> <p>Preceding signal:</p> 	 <p>D109 -</p>
	<p>HIT TO THE HEAD</p> <p>Signal: Imitate the contact to the head</p> <p>Preceding signal:</p> 	 <p>D110 -</p>
	<p>FOUL BY TEAM IN CONTROL OF THE BALL</p> <p>Signal: Point clenched fist towards basket of offending team</p> 	 <p>D111 -</p>

	<p>FOUL ON THE ACT OF SHOOTING</p> <p>Signal: One arm with clenched fist, followed by indication of the number of free throws</p> 	 <p>D112 -</p>
	<p>FOUL NOT ON THE ACT OF SHOOTING</p> <p>Signal: One arm with clenched fist, followed by pointing to the court</p> <p>Preceding signal:</p> 	 <p>D113 -</p>
	<p>PASS-OFF AFTER FOUL</p> <p>Signal: Move both arms with open palm to the side</p> <p>Preceding signal:</p> 	 <p>D114 -</p>

<p>SPECIAL FOULS</p>	<p>DOUBLE FOUL</p> <p>Signal: Wave clenched fists on both hands</p> <p>Preceding signal:</p> 	 <p>D115 -</p>
	<p>TECHNICAL FOUL</p> <p>Signal: Form T, showing palms</p> <p>Preceding signal:</p> 	 <p>D116 -</p>
	<p>UNSPORTSMAN-LIKE FOUL</p> <p>Signal: Grasp wrist upward</p> <p>Preceding signal:</p> 	 <p>D117 -</p>

	<p>DISQUALIFYING FOUL</p> <p>Signal: Clenched fists on both hands</p>	 <p>D118 -</p>
	<p>FAKE A FOUL</p> <p>Signal: Lower the forearm twice</p>	 <p>D119 -</p>
	<p>ILLEGAL BOUNDARY LINE CROSSING ON A THROW-IN</p> <p>Signal: Wave arm parallel to boundary line (in last 2 minutes of the fourth quarter and overtime)</p>	 <p>D120 -</p>

<p>INSTANT REPLAY SYSTEM</p>	<p>IRS REVIEW</p> <p>Signal: Rotate hand with horizontal extended index finger</p>	 <p>A male referee in a white and black uniform with a yellow collar, pointing his right index finger forward. A black circle with a curved arrow around it is superimposed on his hand, indicating a rotation.</p> <p>D121 -</p>
	<p>HEAD COACH'S CHALLENGE</p> <p>Signal: Referee confirms head coach's challenge request</p>	 <p>A male referee in a white and black uniform with a yellow collar, forming a triangle with his hands above his head. A black rectangular box is superimposed over his torso, with two black arrows pointing inward from the sides.</p> <p>D122 -</p>
<p>FOUL PENALTY ADMINISTRATION – REPORTING TO TABLE</p>	<p>AFTER FOUL WITHOUT FREE-THROW(S)</p> <p>Signal: Point in direction of play, arm parallel to sidelines</p>	 <p>A female referee in a white and black uniform with a yellow collar, pointing her right arm horizontally to the right.</p> <p>D123 -</p>

	<p>AFTER FOUL BY TEAM IN CONTROL OF THE BALL</p> <p>Signal: Clenched fist in direction of play, arm parallel to sidelines</p>	 <p>A female referee in a grey and black uniform with a yellow collar and a whistle around her neck. She is standing with her right arm extended horizontally to the right, with her hand clenched into a fist.</p> <p>D124 -</p>
	<p>1 FREE-THROW</p> <p>Signal: Hold up 1 finger</p>	 <p>A female referee in a grey and black uniform with a yellow collar and a whistle around her neck. She is standing with her right hand raised, pointing her index finger upwards.</p> <p>D125 -</p>
	<p>2 FREE-THROWS</p> <p>Signal: Hold up 2 fingers</p>	 <p>A female referee in a grey and black uniform with a yellow collar and a whistle around her neck. She is standing with her right hand raised, showing two fingers.</p> <p>D126 -</p>

	<p>3 FREE-THROWS</p> <p>Signal: Hold up 3 fingers</p>	 <p>D127 -</p>
<p>ADMINISTRATING FREE THROWS – ACTIVE REFEREE (LEAD)</p>	<p>1 FREE-THROW</p> <p>Signal: 1 finger horizontal</p>	 <p>D128 -</p>
	<p>2 FREE-THROWS</p> <p>Signal: 2 fingers horizontal</p>	 <p>D129 -</p>

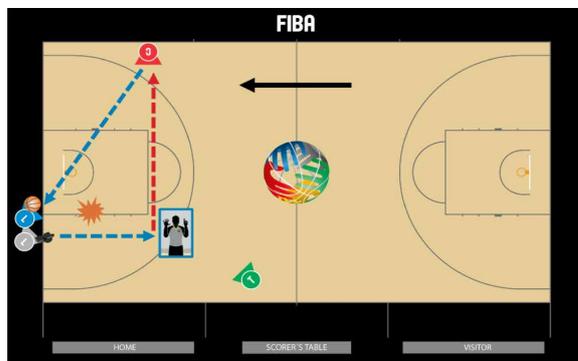
	<p>3 FREE-THROWS</p> <p>Signal: 3 fingers horizontal</p>	 <p>D130 -</p>
<p>ADMINISTRATING FREE THROWS – PASSIVE REFEREE (TRAIL IN 2PO & CENTRE IN 3PO)</p>	<p>1 FREE-THROW</p> <p>Signal: Index finger</p>	 <p>D131 -</p>
	<p>2 FREE-THROWS</p> <p>Signal: Fingers together on both hands</p>	 <p>D132 -</p>

	<p>3 FREE-THROWS</p> <p>Signal: 3 fingers extended on both hands</p>	 <p>D133 -</p>
--	--	--

3.2 ADVANCED SWITCHES AFTER FOUL CALLS

Here is more comprehensive list of switches after foul calls.

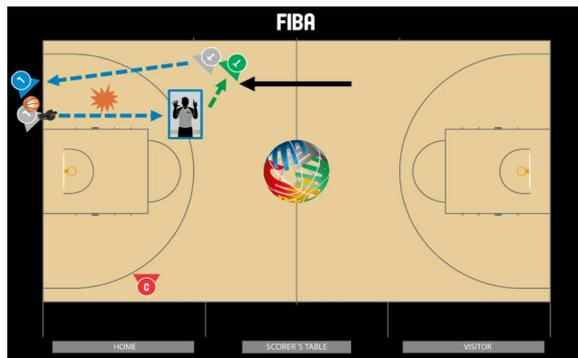
PLAY REMAINS IN FRONT COURT, CONTINUED BY THROW-IN



D134 -
Call frontcourt table side by L – ball remains in the frontcourt (throw-in)



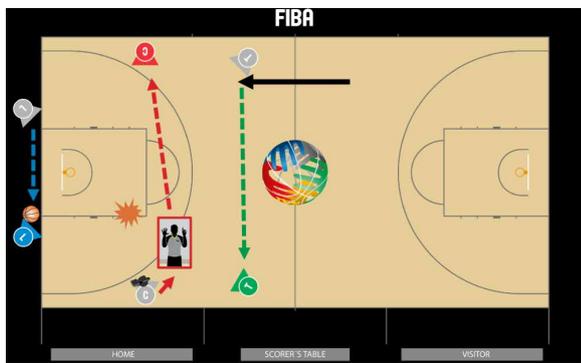
D135 -
Call frontcourt table side by T – ball remains in the frontcourt (throw-in)



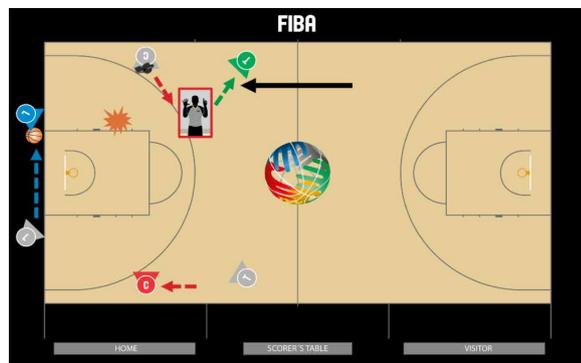
D136 -
Call frontcourt opposite side by L – ball remains in the frontcourt (throw-in)



D137 -
Call frontcourt opposite side by T – ball remains in the frontcourt (throw-in)



D138 -
Call frontcourt table side by C – ball remains in the frontcourt (throw-in)



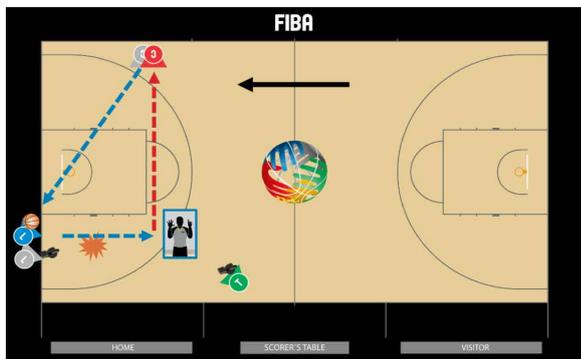
D139 -
Call frontcourt opposite side by C – ball remains in the frontcourt (throw-in)



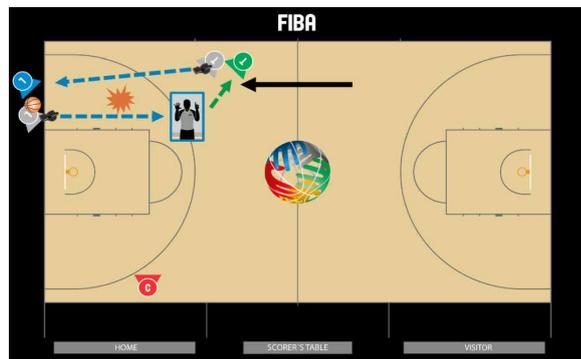
D140 -
Double call frontcourt by T & C – ball remains in the frontcourt (throw-in)



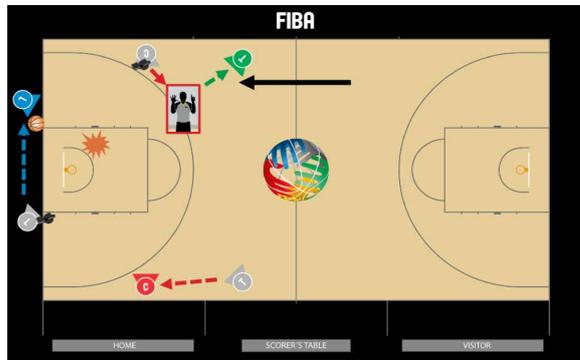
D141 -
Double call frontcourt by T & C – ball remains in the frontcourt (throw-in)



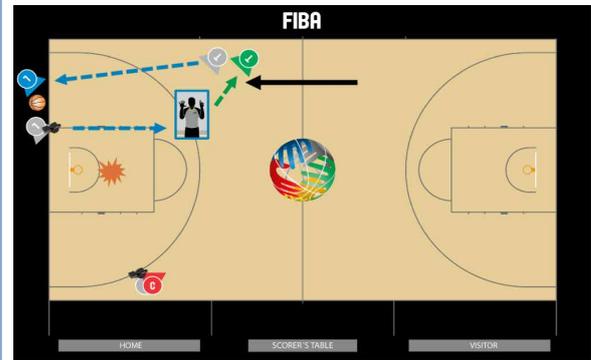
D142 -
Double call frontcourt table side by T & L – ball remains in the frontcourt (throw-in)



D143 -
Double call frontcourt opposite side by T & L – ball remains in the frontcourt (throw-in)

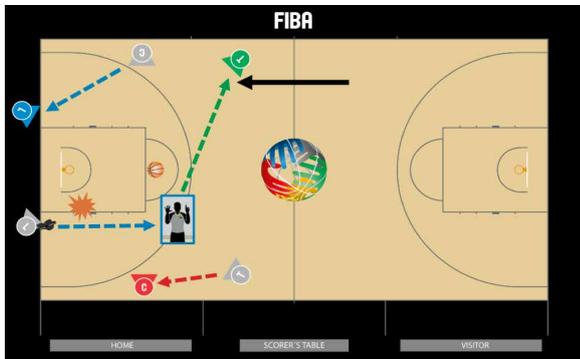


D144 -
Double call frontcourt by L & C – ball remains in the frontcourt (throw-in)

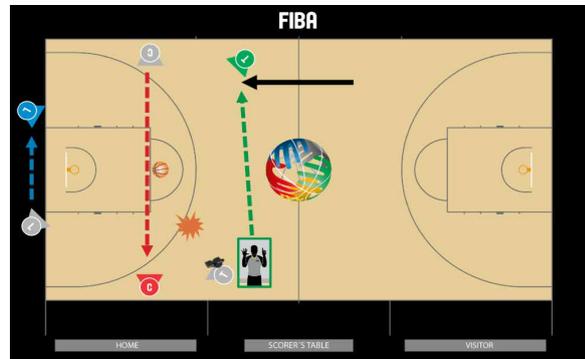


D145 -
Double call frontcourt by L & C – ball remains in the frontcourt (throw-in)

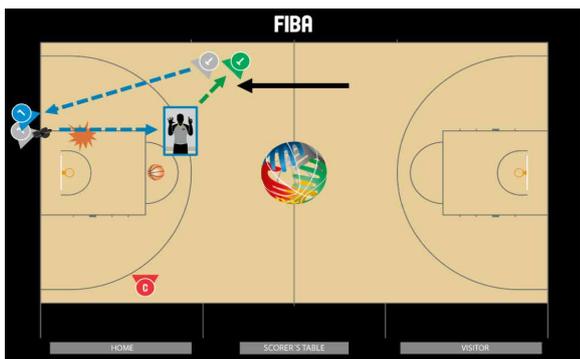
PLAY REMAINS IN FRONT COURT, CONTINUED BY FREE-THROW(S)



D146 - Call frontcourt table side by L – ball remains in the frontcourt (free-throws)



D147 - Call frontcourt table side by T – ball remains in the frontcourt (free-throws)



D148 - Call frontcourt opposite side by L – ball remains frontcourt (free-throws)



D149 - Call frontcourt opposite side by T – ball remains in the frontcourt (free-throws)



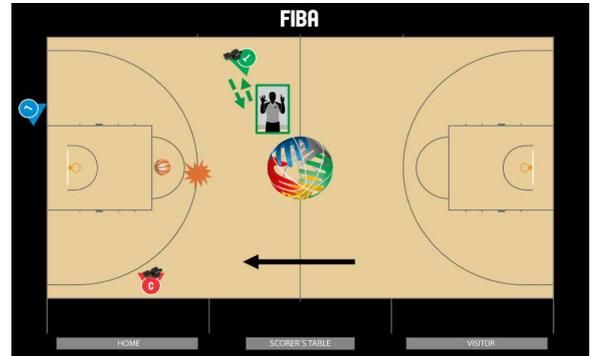
D150 - Call frontcourt table side by C – ball remains in the frontcourt (free-throws)



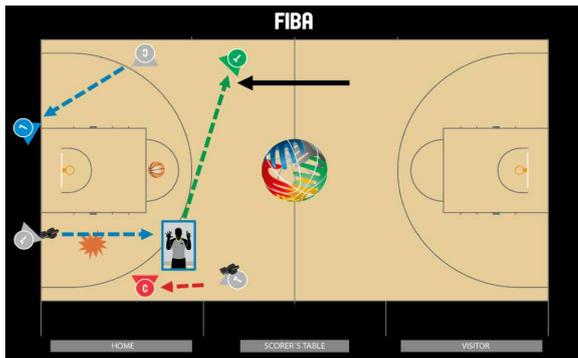
D151 - Call frontcourt opposite side by C – ball remains in the frontcourt (free-throws)



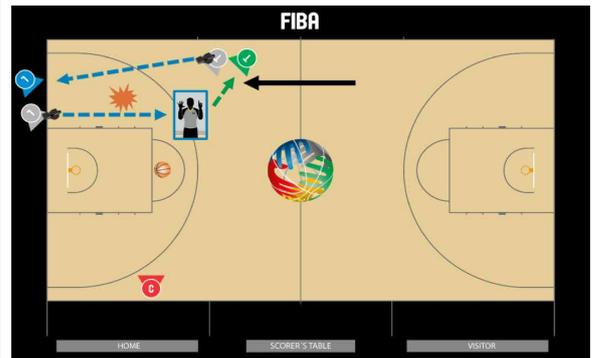
D152 -
Double call frontcourt by T & C – ball remains in the frontcourt (free-throws)



D153 -
Double call frontcourt by T & C – ball remains in the frontcourt (free-throws)



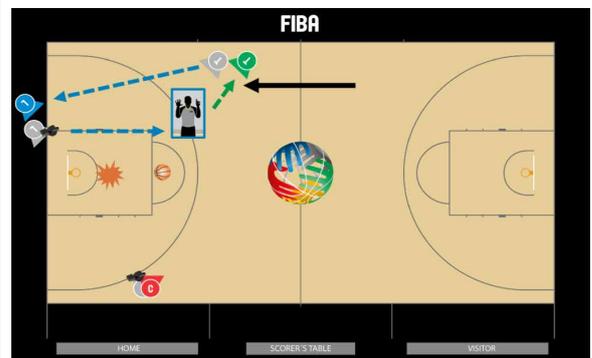
D154 -
Double call frontcourt table side by T & L – ball remains in the frontcourt (free-throws)



D155 -
Double call frontcourt opposite side by T & L – ball remains in the frontcourt (free-throws)



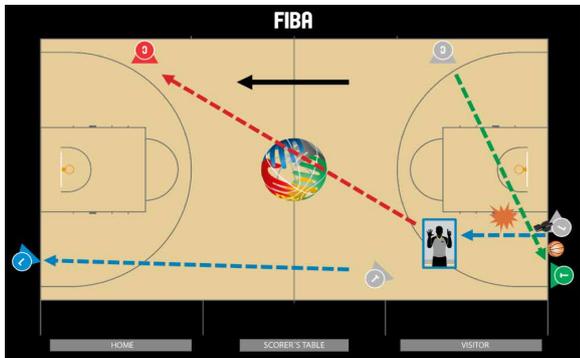
D156 -
Double call frontcourt by L & C – ball remains in the frontcourt (free-throws)



D157 -
Double call frontcourt by L & C – ball remains in the frontcourt (free-throws)

PLAY CONTINUES FROM NEW BACKCOURT BY THROW-IN

Note: When a foul is called in the backcourt or there is an offensive foul in the frontcourt, there is no switch unless it is necessary to facilitate the new position of the reporting referee on the opposite side (no long switches).



D158 -
Call backcourt table side by L – ball moves new direction (throw-in)



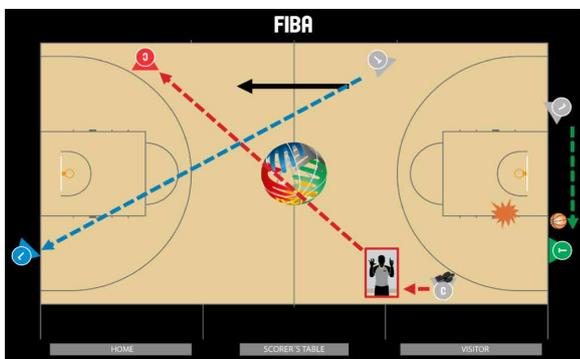
D159 -
Call backcourt opposite side by L – ball moves new direction (throw-in)



D160 -
Call backcourt table side by T – ball moves new direction (throw-in)



D161 -
Call backcourt opposite side by T – ball moves new direction (throw-in)

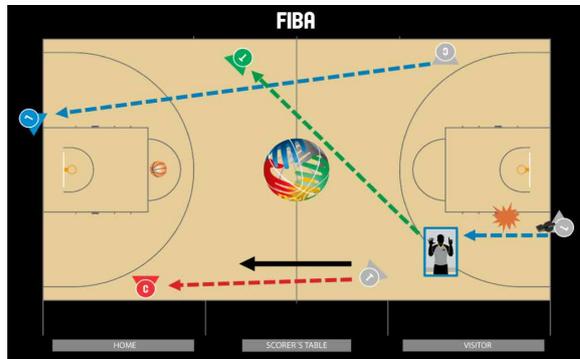


D162 -
Call backcourt table side by C – ball moves new direction (throw-in)



D163 -
Call backcourt opposite side by C – ball moves new direction (throw-in)

PLAY CONTINUES FROM THE OPPOSITE END OF THE COURT BY FREE-THROW(S)



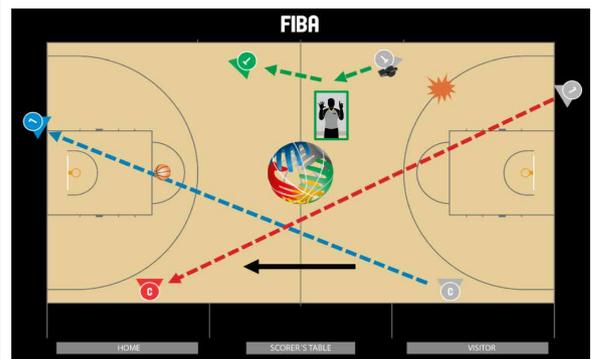
D164 - Call backcourt table side by L – ball moves new direction (free-throws)



D165 - Call backcourt opposite side by L – ball moves new direction (free-throws)



D166 - Call backcourt table side by T – ball moves new direction (free-throws)



D167 - Call backcourt opposite side by T – ball moves new direction (free-throws)



D168 - Call backcourt table side by C – ball moves new direction (free-throws)



D169 - Call backcourt opposite side by C – ball moves new direction (free-throws)

