



2015-2016



## National Federation 3 Person Basketball Pre-Game Conference

### RULE CHANGES

**3-5-3:** Arm sleeves, knee sleeves, lower leg sleeves and tights are permissible. Medical verification of arm and leg compression sleeves has been eliminated:

- a. Anything worn on the arm and/or leg is a sleeve, except a knee brace, and shall meet the color restrictions.
- b. The sleeves/tights shall be black, white, beige or the predominant color of the uniform and the same color sleeves/tights shall be worn by teammates.
- c. All sleeves/tights shall be the same solid color.
- d. Meet the logo requirements in 3-6.

**10-6-12:** The following acts constitute a foul when committed against a ball handler/dribbler. A player becomes a ball handler when he/she receives the ball. This would include a player in a post position.

- a. Placing two hands on the player.
- b. Placing an extended arm bar on the player.
- c. Placing and keeping a hand on the player.
- d. Contacting the player more than once with the same hand or alternating hands.

**Officials Signal Chart and Officials Manual:** Establish a signal to be used after a basket is made and there is a stoppage in play. The signal is used by the officials to indicate the team inbounding the ball may run the baseline.

The signal will be executed by extending the arm laterally, bending the elbow at a 90-degree angle, moving the hand and forearm from the elbow in a waving motion horizontally along the end line. A new picture will need to be added to the signal chart.

### MAJOR EDITORIAL CHANGES

**3-4-2c:** By state association adoption one commemorative/memorial patch may be worn on the jersey. The patch shall not exceed 4 square inches, shall not be a number and must be located above the neckline or in the side insert.

**3-5-3c:** All sleeves/tights shall be the same solid color and must be the same color as any headband or wristband worn.

**3-5-4a:** Headbands and wristbands shall be black, white, beige or the predominant color of the jersey and the same color for each item and all participants. They must be the same color as any sleeve/tights worn. See 3-6 for logo requirements.

- Pre-wrap is NOT considered a headband but a *hair control device* so it is legal. It does not fall under the headband rule.

### POINTS OF EMPHASIS

1. **Post Play:** Clean it up.
2. **Rebounding:** Any activity to illegally gain rebounding position on an opponent must be properly enforced and penalized.
3. **Free Throw Shooter:** On release of the ball by the free thrower, the defender boxing out shall not cross the free-throw line into the semicircle until the ball contacts the ring or backboard.
4. **NFHS Signals and Mechanics:** Use only NFHS approved mechanics.

## ARRIVAL ON THE FLOOR

- ✓ Get captains at **13:00** minute mark (if head coach attends, ask if player's equipment & uniform are legal and worn properly). **U1** and **U2** count players.
- ✓ Greet coaches at **1:30** mark (if they didn't attend captains meeting)

## WORK ON THE FOLLOWING / BE CONSISTENT

- ✓ Same calls at both ends: If we make a call at one end, look for it at the other. Contact at one end and no call; let the same degree of contact go at the other end
- ✓ Contact: Be able to distinguish between "incidental" contact and "illegal" contact. Use the advantage/disadvantage principle. Apply freedom of movement to the contact (Does contact affect *speed, rhythm, quickness* or *balance* of player?)
- ✓ Rough Post Play: Talk, then whistle, clean it up early...hands, hooking & using elbows, knee in butt. Remember, if a player is displaced, it is a foul.
- ✓ Verticality: Officiate the defense
- ✓ Intentional Fouls: Make the call if there is **excessive** contact
- ✓ Screening: Use screening guidelines
- ✓ Block/Charge: Be consistent; one player on the floor...suspect; two players on the floor, we probably need a call
- ✓ Hand Checking: Both on & off the ball ...**clean up early**...talk, then whistle...on a drive or locked arm to steer opponent, call a foul.
- ✓ Bench Decorum: Talk, then technical (out of box or integrity questioned). Keep bench personnel (other than head coach) seated.
- ✓ Palming the Ball: Get it at both ends if possible

## COURT COVERAGE

- L Get ball side as quickly as possible
- L Will initiate rotations (in most cases)...don't rotate if shot is eminent
- L If a rotation is made and **C** fails to recognize, you as the new **T** should fill a spot.
- L Always get to ball side *as soon as possible*. Don't guess if you're not in good position
- L Help on fast break 3's, just give the preliminary signal, and then drop when partner picks it up
- L The area inside the arc, below the free-throw line extended becomes primary area for the L.
- T Don't bail out, step down when shot is taken
- T Move quickly from T to C
- T Divide court 2/3 (T's responsibility) and 1/3 (C's responsibility), this allows **C** to concentrate on the lane area
- T Officiate from slightly behind the dribbler coming up the court
- T Come in & *sell calls*
- T Help **L** with travel close to baseline
- C Get deep (FT line extended); work hard in the middle, on a bust out, get down court quickly to help cover the fast break
- C Clean up the "over the back" rebounding fouls
- C Stay with the passer on the "pass & crash"; if we have a double whistle, communicate before making a call; have a call
- C Make the call on a drive into lane from **C** side if lead is not on ball side
- C Don't run away from action (even if a rotation has occurred)
- C Don't leave early (if there is pressure in back court, stay back to help)
- C Be alive at the division line, ready to help if there's a *trap* or a *violation*, and fouls/violations in the mid-court area
- ALL Don't guess if you're not in good position
- ALL Don't get straight-lined on shots and drives
- ALL Know the time, score, game situation at all times
- ALL Move to get a good look into the "slot" (the area between the defensive and offensive player)
- ALL Block/Charge...Double whistles...If **play is coming to** you, *take it!* (Exception: if the lead hasn't gotten to ball-side, **C must take the call**)
- ALL Changing a 3 to 2 or 2 to 3...be 100 % positive, sound whistle immediately when the ball enters the basket, official who sees error will correct with scorer
- ALL Free throws; **L** has responsibility for all spaces on opposite lane side & the first lane space on near side

## OUT -OF-BOUNDS

- ✓ Eye contact on all throw-ins; all of us must be ready
- ✓ Call your own line(s)...1 whistle only...communicate on corner calls
- ✓ Transition calls on L/T sideline; we may have 2 whistles...new L has call in front court, new T has call in back court; communicate and be ready to help each other
- ✓ If you don't know and help is needed, make eye contact and **verbally** ask for help, the helping official must **sell it**, no discussion!
- ✓ Be positive if changing a call (100% sure)...inform the calling official and let the *calling* official change the call
- ✓ Ball goes out of bounds in the paint; take it out on T side (we don't want to rotate if we don't have to)

## SUBSTITUTES

- ✓ During multiple free personal fouls, substitutions may be made only before the final attempt in the sequence and after a final attempt has been converted. This does not apply during technical foul administration, disqualification, injury, or bleeding. *Time-out*→ *O.K. to enter*.
- ✓ T or new L (if going down to the other end) will beckon; sub must be **ready** to enter...I'll review this in pre-game with the timer and scorer
- ✓ One policeman directing traffic (T or L beckons, then C takes over stop sign)

## LET'S GET OUR SHOOTERS

- ✓ Establish good habit early: Calling official is responsible for identifying the shooter, let somebody know who it is before you leave the scene
- ✓ Shooters: Follow shooters back down to the floor (especially important on 3 pt attempts)
- ✓ "Off-ball" call: Get your own shooter; let somebody know who it is before you leave to report to the table

## MISCELLANEOUS

- ✓ Basket interference/goal tending: (C & T are primary)...be 100% sure or no call...if it trips your trigger, get it!
- ✓ Good "visible" counts: Make sure counts (backcourt, three seconds, closely guarded) are for the **full** time allowed
- ✓ Double Whistle: Communicate with each other before making a call, yield to the "primary official"
- ✓ Held balls: Assume the worst; one or two of us need to quickly get in the middle of it...off official stay back, observe action and then get the arrow direction
- ✓ Possession arrow: *It's everyone's responsibility*
- ✓ Technical fouls: Calling official administers...if necessary, off official may explain to coach or diffuse; also will direct administering official with which end to shoot at.
- ✓ Successful goal: If calling official doesn't signal, nearest official *verbally* let them know them ball went in

## TIME-OUTS

- ✓ Three (3) full and two (2) 30-second time-outs (they can be used at any time during the game)
- ✓ Do **not** relay time-outs to the official nearest to the scorer's table, take it to the table yourself
- ✓ Visually indicate to timer when to start *all* time outs
- ✓ After warning horn (1st horn); step in and beckon team to come out, then proceed to position(s) for resuming play
  - ✓ Wait for 2nd horn to resume play; for a team not coming out to resume play, get concurrence from partners before placing ball on the floor
  - ✓ Positions are at the blocks for full & top of the key for 30, and one official at the spot were play will be put into play at the end of the time out
  - ✓ *Disqualified/Injured Player*: Sound a warning horn 15 seconds before the expiration of the 20-second time limit to replace a disqualified or injured player. The signal shall also be sounded at the end of the 20-second time out.

## 30 SECOND TIME-OUTS

1. Verify with the coach as to the type of time-out the team wants. Once it's reported to scorer, it stands!
2. Players *must stand in the vicinity of their bench*. No cheerleaders are allowed to perform.
3. If a 30-sec. is requested and they have none; a full time-out must be charged
4. Can go from 30 sec. to full, but if a 30 has already been reported, they lose both a 30 and a full (a total of 90 seconds will elapse)
5. There will be a warning horn 15 seconds before the expiration of the time out

## GAME CLOCK AWARENESS

- ✓ *Last second shot*: the official that is *opposite table* is responsible...continue to rotate...you may give it up (to **C**) if the situation warrants, but be sure that the **C** acknowledges and accepts it.
- ✓ Dead ball becomes live with .3 second or less on game clock, player can only score on a *tip or tap*; cannot catch & score

## GAME MANAGEMENT

- ✓ Let's be ready from the opening tip!
- ✓ Get the plays RIGHT!
- ✓ Head off disruptive situations
- ✓ Rotate away from coaches who are angry if possible (during time outs, etc.). Remember, "*Silence can never be misquoted*"!
- ✓ Communicate with players and coaches and each other. If you need to speak with a coach, don't go often and don't stay long!
- ✓ If you warn a coach or player, let your partners know.
- ✓ If you talk to one coach, invite the other.
- ✓ Know and communicate when the team fouls are at **6** and **9**. Also be aware of possession arrow and time out situations.
- ✓ **Disqualification t procedure**: The new table side official (C) shall notify the coach, request the timer to begin the 20-second replacement interval, and then notify the disqualified player. The officials not administering the disqualification should assume proper positioning for the subsequent throw-in or free throw. The official administering the disqualification should take a position on the division line half way between the center circle and the sideline nearer the table to administer the substitution.
- ✓ **20** seconds to replace a disqualified player: warning horn 15 seconds before the expiration of the time out.
- ✓ Don't acknowledge a time-out while a partner is reporting a foul. No 5th foul player disqualification? Then go ahead and grant the time-out.
- 🚫 **Dead ball**: Keep officiating! Usually "bad" things happen during dead ball situations. Watch players and be alert!
- ✓ All 3 officials are equal...
- ✓ Be business-like...stay calm; stay on "cruise control". We need to maintain our composure while those around us lose theirs!
- ✓ Hustle to get in position and move to improve your position!
- ✓ Work to get **good angles**. See the whole play from the beginning and call the "1st" foul...anticipate the *play*, not the call.
- ✓ **Call the obvious**. When in doubt, it may be better to have a call than not
- ✓ **Judgment**: When in doubt, it may be better to have a call.
- ✓ Withhold whistle when possible...**let them play if we can**, let them block shots
- ✓ Officiate your **primary** area; **TRUST YOUR PARTNERS**
- ✓ Take care of business, don't leave the game knowing you should have handled a situation differently
- ✓ Be perfect in the last three minutes of the game!
- ✓ Concentrate, work hard, and have FUN!

