**Pregame Warm-Up:**

Referee- at center

U-1 visiting team---hash mark get count of visiting players

U-2 home team---hash mark get count of home players

IAABO follows above NFHS is opposite if working NFHS mechanic

**Jump Ball:**

Referee tosses

U-1 to right of scorer’s table – chops in time

U-2 on side of stands at right of referee

**Starting Positions in Front Court with Live Ball**

**Remember where we should START in THREE whistle mechanics**

* + **Lead starting point is in ‘A’ position about 4 feet from edge of paint**
  + **Center starting point is straddling free throw line extended, both heels on sideline**
  + **Trail – starting point is at the 28’ mark**

**Calling/Reporting Fouls**

----go to table and report call and stay table side. Official who is at table will trade spots with the official who called the foul...  (NFHS mechanic)

---- go to table and report call and calling official goes opposite table. Official who is opposite table will trade spots with the official who called the foul...

(IAABO mechanic)

When there is a mix of NFHS and IAABO mechanics members on a Three Whistle crew the mechanic that should be followed is the one common to the majority of officials. If two officials use the NFHS mechanic then that is what should be used by ALL officials for that game and vice-versa.

**Foul Shots**---

* Center is alone opposite table side-responsible for shooter and two spaces closest to shooter on far side. Center counts and chops in missed try (STEP DOWN to officiate rebounding action on try)
* Lead is on same side as trail—on table side and responsible for all players far side and first player near end line his side (officiate rebounding and violations)
* Trail is at 28 foot line on table side and is responsible for substitutes.

**Three Point Try**

Only **trail and center** signal three point try (except on quick transition when everyone is not in position, new lead can assist – lead should be running back with eyes looking over inside shoulder to watch players as they transition.

C is responsible for three point try in his PCA all the way to the end line

T is responsible for three point tries in his PCA from far side of foul shot line to end line on his side

**Timeouts** **or Intermission**

The calling official reports the timeout and then goes with ball to spot where it will come in.

The other two officials are on the blocks away from table at each end of the court

On first horn-----both officials on blocks notify teams of first horn. They stay at each bench for second horn to make sure teams come out of timeouts appropriately and without delay and then go to appropriate spots for throw in...

If the spot is in front of a bench, then the official with ball stays at center in line with the other two officials and moves to spot when first horn sounds

**End of Quarter Try**

The opposite official----trail or C is responsible for last second try---WE NEED TO COMMUNICATE who has it during dead ball prior to it happening but this needs to be covered in pregame conference…the person who is opposite the table C or T makes this call

**Rotations Initiated by Lead**

* All officials need to work off the lead...if the lead comes down court on one side but the ball is rotated to the other side, the lead is the one who initiates the rotation on court.
* This rotation must not occur prior to all three officials and the ball settling into the front court.
* Officials should not rotate just because the ball is rotated. The lead must wait for the ball to settle in order to initiate a rotation.
* If the official is in the ‘A’ position they should move to a ‘close down’ position, wait then rotate if the ball stays on the opposite side of the court.
* DO NOT ROTATE IF THE BALL IS IN THE MIDDLE OF THE COURT.
* As a point of reference, allow the ball to go past the lane line extended before initiating a rotation).. If the lead changes sides----***GO...do not hesitate and start and then come back!!!***
* The trail moves to become the C
* The C moves to become the trail
* Never should all three officials be on the same side of the court.
* Do not change with 10 seconds or less on shot clock.

**Rotations Initiated by C**

* If there is pressure at the mid court on the C’s side they may initiate a rotation.
* The C will move out to the mid-court to officiate play and becomes the new Trail.
* The Lead rotates across the lane line ball side.
* The former trail slides down to become the C on the opposite side

**During Game Notes to be Aware Of**

* The trail cannot cheat into the middle of the court as he could get caught on a quick change and then be out of position. (The trail should remain the TRAIL, behind the play, when the ball is moving up the court. As a point of reference, allow the ball to be at the free throw line before moving more than two steps from the baseline. This will allow the trail not to get beat back and he can officiate any turnovers)
* Trail can mirror time in chops from baseline by lead (especially when the ball is in the corner table side)….lead handles all throw ins on end line.
* Check on anything above basket that can interfere with a try (trail and center should referee basket interference and goal tending, lead should not make those calls UNLESS it is in transition)
* Double whistles go to the primary coverage area official (Ex - a drive from the C into the lane is still the C’s primary coverage area and the C should be making this call. This is a change from standard Two Whistle mechanics where the Lead would normally take this). Be sure to spend time during pre-game discussing these situations and agree on how we will administer double whistles.
* One minute left in quarter------everyone responds by signaling one minute (one finger raised and all officials acknowledge)
* Important that we must signal last shot with flat hand over head when there is no shot clock. Officials should identify last shot official per above if the ball is live and there is no opportunity to discuss during a timeout. The person who is opposite the table, C or T, makes this call
* C needs to be responsible for rebounding fouls from behind.
* When teams press C needs to begin coverage at foul line to support contact/reach calls from pressure.

Coach’s box----head coach only may stand

**Scorekeeper/Timers Pre-Game Activity**

* During warm-ups all officials should check the players for the following:
  + No jewelry (take care of while watching warm up)
  + Undershirts – primary team color ONLY – Sleeve length must be the same for both arms. Not defined for players on same team.
* Headbands, Wrist Bands, and Sleeves (arm or leg) allowable colors – primary team color, beige, black, or, white – ALL players must be the SAME. Only one logo, one color, and cannot be tied behind head with knot (Pre-wrap is the exception).
  + Knee braces are not considered sleeves
  + Knee pads are considered sleeves and must follow restrictions above.
  + Referee: Check book prior to 10 minutes and talk with timer/ 30 second operator – shot clock resets, 20 second disqualified/replace injured player, etc.
  + Get captains when done.
  + Introductions and game captains numbers
  + Taunting rule
  + Shirts tucked in when checking in
  + Listening to officials warnings
  + Officials introduce selves to visiting coach then home coach at 2 minute mark…. stay at table.

**Points of Emphasis**

* Hand Check Enforcement
  + Two Hands on ball handler.
  + Arm Bar on ball handler
  + Alternating hands on ball handler.

**NOTE:**

Concussion headwear needs a doctor’s note

Religious coverings should have an MIAA waiver accompanying.

**END of GAME/HALF**

Meet at midcourt – Referee validates score ---- all officials observe end of game handshake.