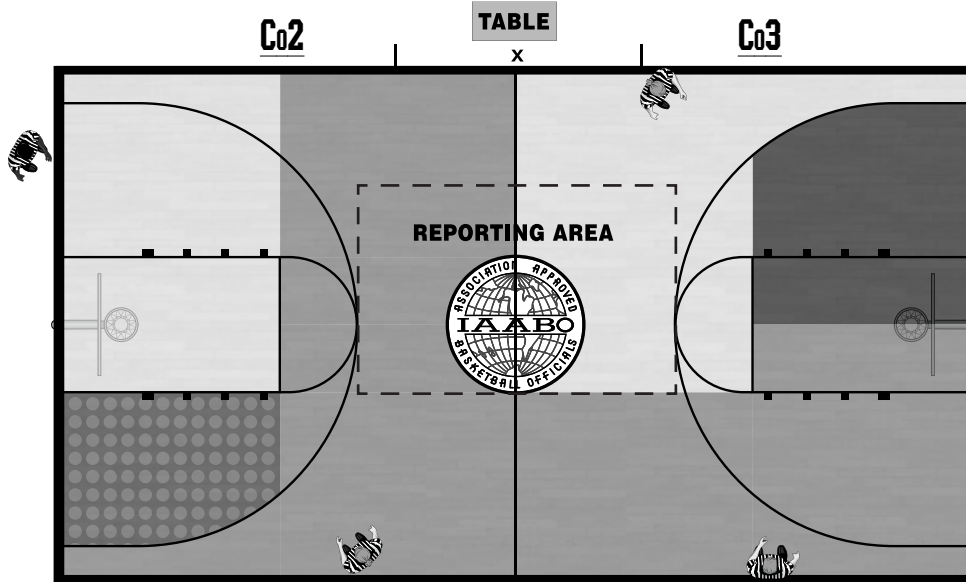


FRONTCOURT PRIMARY COVERAGE AREAS (PCAs) AND INITIAL STARTING POSITIONS (ISPs)



produced by:



1 PREGAME RESPONSIBILITIES

CREW OF TWO (Co2)

Referee: Observe visiting team.

Umpire: Observe home team.

CREW OF THREE (Co3)

Referee: Observe from division line.

Umpire 1: Observe home team.

Umpire 2: Observe visiting team.

CREW OF TWO / THREE (Co2, Co3)

Pregame: Identify site admin.

@ 12 min: Referee checks scorebook.

@ 10 min: Coaches/captains' meeting, identify medical personnel.

2 JUMP BALL RESPONSIBILITIES

CREW OF TWO (Co2)

Tosser: Observe jumpers, proper toss, check arrow.

Non-Tosser: Rule on toss, non-jumpers, start clock.

CREW OF THREE (Co3)

Tosser: Proper toss, check arrow.

Tableside: Rule on toss, observe jumpers, start clock.

Opposite side: Observe non-jumpers.

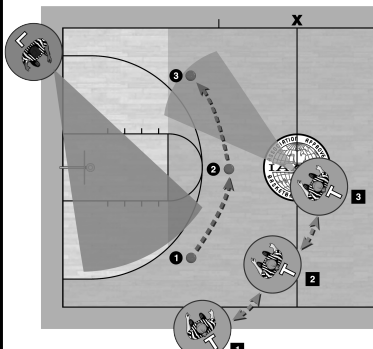
POSITIONING AND COVERAGE RESPONSIBILITIES

3 COURT COVERAGE

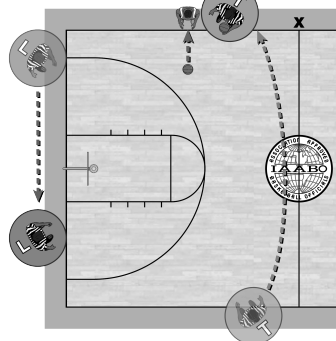
TRAIL: Starting position is 28' mark, sideline-oriented. Be active, position-adjust for open-looks. **Co2:** Work arc to basketline to cover match-ups across the court in PCA, wrap back and close down on tries for goal.

CENTER: Starting position is free-throw line extended, sideline-oriented. Maintain focus on PCA, help in SCA if needed, remain and read before rotating/transitioning. Transition coverage extends across the court.

LEAD: Use A-B-C technique. Obtain depth (4' to 6'), maximize field of vision without watching ball outside PCA. Primary coverage on block/charge in lane. Focus on rebounding action during tries.



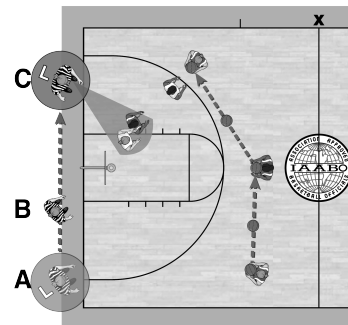
Co2 TRAIL WORKS THE ARC
LEAD EXPANDS PCA



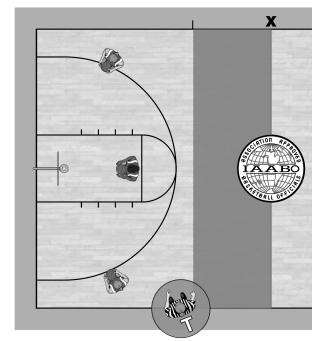
Co2 LINE COVERAGE ABOVE
FREE-THROW LINE EXTENDED

4 PRIMARY COVERAGE AREA (PCA)

- Accept ball when it enters PCA; release when it leaves PCA.
- Start closely guarded counts in PCA; maintain outside PCA.
- Line/throw-in responsibilities: Ensure use of proper spot.
- Three-point try coverage: Only one preliminary signal.
- Avoid/minimize/handle double or multiple whistles.
- Pass/crash coverage: Direction of the pass dictates coverage.
- Ruling outside PCA: Use **three B's - Be late, Be needed, Be right!**
- Stay with shooters! Up, down, next move, then rebound.
- Press coverage (Co2 Lead / Co3 Center): Remain and read; help if two or more competitive match-ups in backcourt.



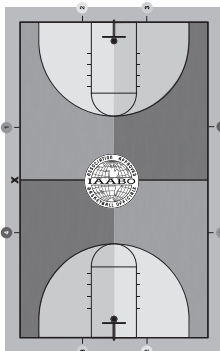
LEAD
BALLSIDE/ROTATION



TRAIL - AVOID MID-COURT AREA
WHEN BALL IS BELOW
FREE-THROW LINE

5 THROW-IN PROCEDURE

- **Out-of-bounds violations:** Nearest spot.
- **Other stoppages:** Go to one of the **eight applicable spots**, based on three-point arc.
- Check table/clocks, visually sweep the floor (five on five), and make eye contact with partner(s) before placing ball at disposal.
- After time-outs and intermissions, make eye contact with timer before placing ball at disposal.
- Bounce or hand the ball as appropriate.
- Backcourt end line: Verbalize/signal type of throw-in.



6 COMMUNICATION

- Maintain eye contact with partner(s) throughout the game.
- Dead-ball efficiency: Visually sweep the floor, ensure five on five.
- Table: Who will beckon subs?
- Indicate throw-in spot.
- Partner help: Help offered/requested procedures (e.g., out-of-bounds, two-point vs. three-point tries, tipped ball, count/cancel the score).
- Check clocks on possession changes and whistles.
- Communicate time and score near the end of a quarter.
- Communicate bonus situation – avoid correctable errors.
- Last-second try – responsibility and communication.

7 TIME-OUT PROCEDURE

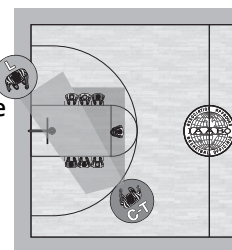
- Each team is allotted three 60-sec. and two 30-sec. time-outs.
- Be sure request may be granted before stopping play.
- Identify throw-in spot or confirm free thrower with partner(s) before reporting to the scorer from the reporting area.
- Positioning: 30-sec., 60-sec., between quarters, injuries.

8 FOUL PROCEDURE

- Ruling official: **Use proper signals!** Don't rush. At site of foul: Stop the clock; count/cancel goal; verbalize: color, number of offender; signal and state type of foul; identify shooter or indicate spot.
- Non-ruling official(s): Make eye contact; "body freeze" (one to two seconds) then visual freeze on players; help identify shooters; initiate switches; check clocks.
- Intentional/flagrant/technical fouls: Brief meeting (keeping eyes on players) to ensure proper procedure.

9 FREE THROW COVERAGE

- Ensure proper shooter and lane alignment.
- Lead: position-adjust as needed.
- Center (Co3) / Trail (Co2):
 - Position halfway between lane and sideline
 - Responsible for the free thrower
 - Flight of ball, close down on release
- Resume normal rebounding coverage on same side of basketline once try is released.
- Penalize distraction and other violations.



10 RULES CHANGES

- **Basket Interference:** Causing the backboard or basket to vibrate while the ball is on or within either basket, touching the backboard, or within the cylinder.
- **Goaltending:** Can only be committed by a defensive player. When the ball contacts the backboard on a try, it is considered to be on its downward flight.
- **Throw-in Spots:** Both frontcourt and backcourt throw-in spots determined by the three-point arc for all stoppages, except out-of-bounds violations.
- **First to Touch:** It is a violation to delay after completing a throw-in and be the first to touch the ball after return to the court.
- **Bench Personnel:** During time-outs, all five players become bench personnel.

11 POINTS OF EMPHASIS

- **Bench Decorum**
- **Contact on the Ball Handler / End-of-Game Contact**
- **Faking Being Fouled**

12 REMINDERS

- Enforce the rules regardless of time, score, game, team or player situation.
- It is critical to maintain composure at all times.
- Be courteous and respectful to all participants.
- Respectfully answer questions from head coaches during dead-ball periods; no need to respond to statements.
- Get it right; confer or request help when needed.

13 RULES REVIEW

- **Alternating Possession:** Confirm direction and monitor arrow.
- **Backcourt:** Three exceptions – jump ball, throw-in, defense.
- **Basket Interference / Goaltending:** Be ready; be patient.
- **Block/Charge:** Did the defender obtain/maintain LGP?
- **Blood/Injury Situations:** Players may stay in game with time-out.
- **Bonus:** Two free throws beginning with 5th foul; reset to 0 every qtr.
- **Carry/Palming:** The dribble ends anytime the ball comes to rest.
- **Concussion:** Signs, symptoms, behaviors – direct player out of game.
- **Contact:** Ensure freedom of movement is not inhibited (RSBQ).
- **Continuous Motion:** May complete customary arm/foot movement; allow plays to start, develop, finish – have a patient whistle.
- **Double Fouls:** Personal/technical; fights; resume play at POI.
- **Handchecking:** One or two hands on, arm bars, jabbing.
- **Held Ball:** Must be held firmly by opponents.
- **Intentional Fouls:** End-of-game contact, contact above shoulders, excessive contact.
- **Offense-Initiated Contact:** Creating space to dribble, pass or shoot.
- **Rebounding:** On the back vs. over the back; displacement.
- **Resumption-of-Play Procedure:** Place ball on floor when necessary.
- **Screening:** Time/distance, wide stance – contact on torso.
- **Team Control:** Loose ball situations – often still team control.
- **Three Seconds:** Enforce; know when to suspend count.
- **Traveling:** Find pivot foot, jump stop, spin move, euro step, step-back.
- **Verticality:** Don't penalize defenders who stay within vertical plane.