

1999-2000 NATIONAL FEDERATION PREGAME CONFERENCE CARD

3-PERSON MECHANICS

1. RULE CHANGES, EDITORIAL REVISIONS, AND POINTS OF EMPHASIS

- A. Head coach must verify player, uniform, and equipment legality
- B. Numbers "1" and "2" are now legal
- C. Effective 2000-01, commemorative/memorial patches will be allowed on jersey
- D. State may determine the number of media time-outs/reduce charged time-outs

Last season's key changes:

- D. Substitutions during multiple free-throw personal fouls
- E. Player or coach may orally & verbally request timeout
- F. Clarifies the thrower must keep at least one foot on/over designated spot until release of ball

2. PREGAME RESPONSIBILITIES

- A. Position on court during warmups -- U-1 and U-2 count players
- B. 12 minutes -- R to table to check book and give instructions to scorers and timers
- C. 5 minutes -- Get captains. U-1 -- home team. Coaches asked to be at meeting
- D. 1 minute -- Greet coaches; visiting coach first
- E. Appoint official Timer and Scorer. Verify that the books are correct, and agree to signal for final approval of score
- F. Remind Scorer about first alternating possession
- G. Remind Scorer about bonus and double bonus
- H. Remind Scorers to check books after each quarter/extra period
- I. Remind Timer no subs after first horn and not to let subs enter the game until beckoned by an official
- J. Positions on floor prior to tip-off
- K. Review tip-off responsibilities
 - 1. U-1 toss and start clock
 - 2. U-2 eight non-jumpers

3. COURT COVERAGE

- A. Normal position review and line responsibilities -- stay wide - double side lines
- B. Off the ball coverage -- blow your area
- C. Know when to sprint, when to stay at home, or go 3/4 when going from trail to lead
- D. Center and Trail protect rear on opposite sideline throw-in
- E. Know keys to new rotation, i.e., lead initiates rotation and ball keys rotation
- F. Lead should not call foul in semicircle
- G. Lead should try to maintain an "outside in" look on the baseline
- H. Lead -- no counts
- I. Lead never handles ball on sideline throw-in
- J. Look for help if needed on out of bounds play
- K. Review press situations
- L. Center and Trail take jumper to corner
- M. Center and Trail coverage of three point shot and shooter
- M. Throw-ins in back court are administered by the new trail

4. MAKING THE FOUL CALL

- A. Preliminary signal to be given at the spot of the foul for all fouls
- B. Calling official must designate throw in spot following common foul
- C. Official making the call informs fouler, shooter and partner
- D. Double whistle. Confer as to what occurred first (violation/foul)
- E. Split whistle -- who has primary responsibility/from whose primary area did play come from
- F. Call your own area, be sure outside of it
- G. Freezing (EYES)
- H. If the ball enters the basket on a foul call, inform your partner that the ball entered the basket. Say nothing if it did not go
- I. New trail tells coach on 5th foul and starts 30-second clock

5. FREE THROW RESPONSIBILITIES

- A. Lead -- Responsible for opposite lane line and player in first lane space same side
- B. Lead -- Bounces to free throw shooter for all attempts
- C. Center -- Always back out opposite the table, watch action there
- D. Center -- Foul shooter and flight of ball
- E. Trail -- Both lanes, flight of ball, 3-point line violations -- be certain of call
- F. On delay after timeout between throws, lead, put ball on floor at foul line. After timeout, it is a technical for delay (unless shooter in free throw circle)
- G. No lane violations until shooter has possession and control
- H. Trail, if needed, go into back court

6. TECHNICAL FOULS

- A. Shots taken in correct order
- B. Calling official will go immediately to division line across from the table
- C. Lead will administer all shots
- D. Lead double teams the throw-in
- E. No free throws for double personals, double technicals, nor simultaneous technicals by opponents

7. TIME OUT RESPONSIBILITIES

- A. Player/Coach request may be oral and/or visual
- B. Coach must specify whether time out is full or 20-second
- C. Calling official goes to table, gives number of requesting player, starts time out clock
- D. **"TIME OUT MEANS TROUBLE!"** --All officials must know the situation to start play following the time out -- especially in the last minute of the game
- E. Do not grant time out until injured, disqualified, or substituted players have been replaced
- F. Official with ball at inbounds spot, others on first lane blocks (Full) or top of keys (20-sec)
- G. Observe teams crossing paths on way to benches

8. SPECIAL SITUATIONS

- A. All officials are responsible for possession arrow at start of game
- B. Held ball: Off officials get arrow while on official stays with the pile
- C. Halftime: meet at circle, go together to change arrow and retrieve jackets
- D. Resuming Play Procedure: In effect at start of all periods except start of game and any OT
- E. Clock mistakes: correct every mistake, no matter how trivial it may seem at the time
- F. Bench decorum: If you warn a bench, notify partner during next dead ball
- G. Taunting and Baiting
- H. Injured player/Blood rule
- I. Hand checking/Post play: stop dribble, re-direct dribble, loses ball, or inferior defender controls superior dribbler, especially in the backcourt
- J. Goaltending/Basket interference -- Trail or Center responsible (official without the shooter)
- K. Closely guarded counts -- stay with it until player gives it up or status changes
- L. Last shot -- Official opposite the table unless specifically discussed
- M. End of game: Give the defense a chance to steal the ball before calling the quick foul
- N. Talk to one coach, invite the other

9. MISCELLANEOUS

- A. Call your primary; trust your partners
- B. Treat coaches, players and table personnel with respect
- C. "Cruise control" -- we must maintain composure while those around us lose theirs
- D. Get the early "walks", "charges", "illegal screens" and "3-seconds"
- E. Good contact at one end, don't ticky-tack at the other (be consistent at both ends)
- F. Be aware of team fouls, possession arrow and time out situation -- don't leave game at the table
- G. Knowing who left the game is more important than knowing who entered the game
- H. Official nearest table must be certain of ten players on the floor, and cue partner -- do not signal all clear until replaced players are across the sideline
- I. If warning the low post, do not warn a specific player. Don't warn swim stroke, hook, or backing into defender towards the goal
- J. First two minutes and last five minutes most important in game
- K. Referee the dead ball periods -- get good flow by telling the players where you are going to inbound or line up for foul shots