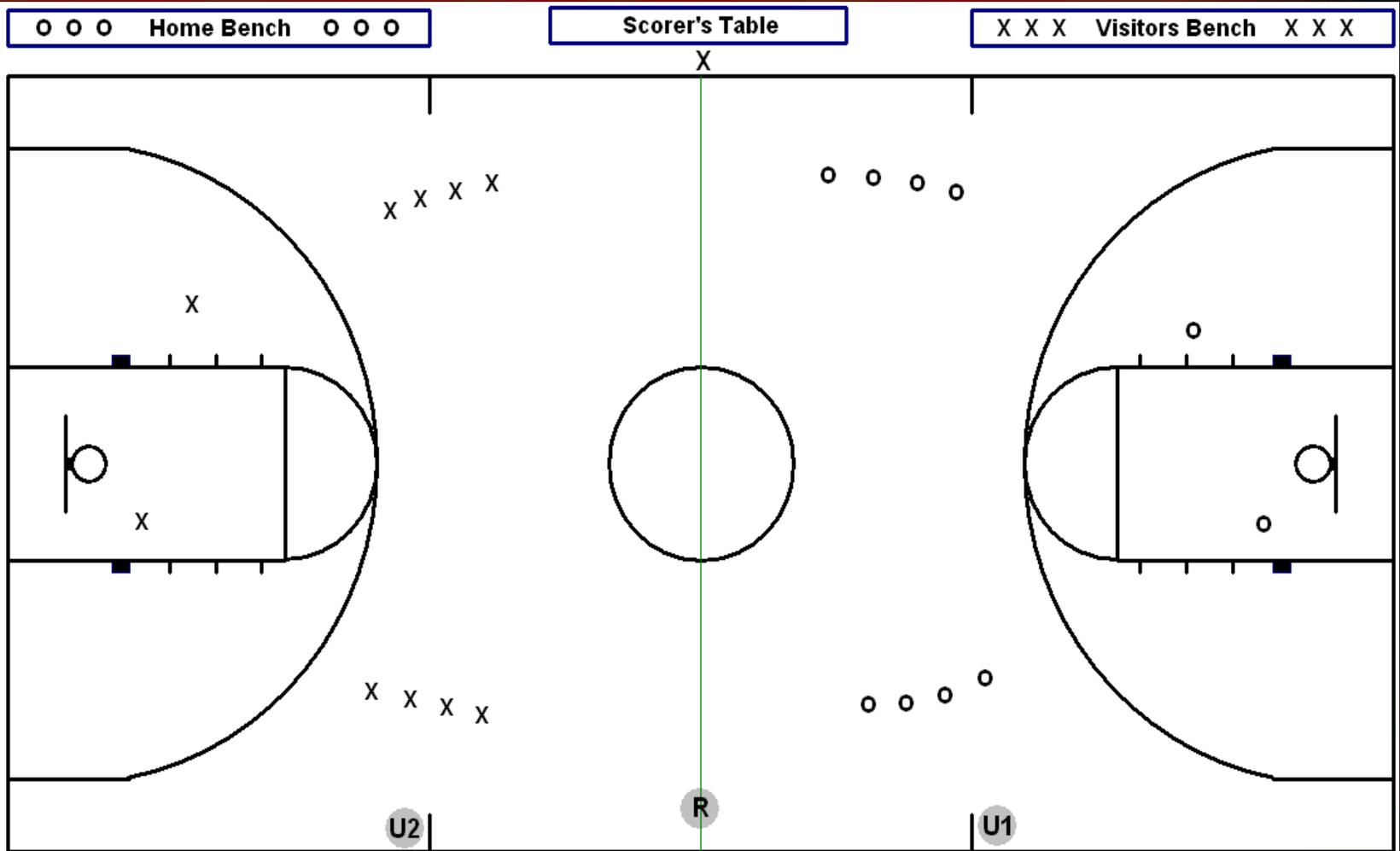


OCBOA THREE PERSON CLINIC

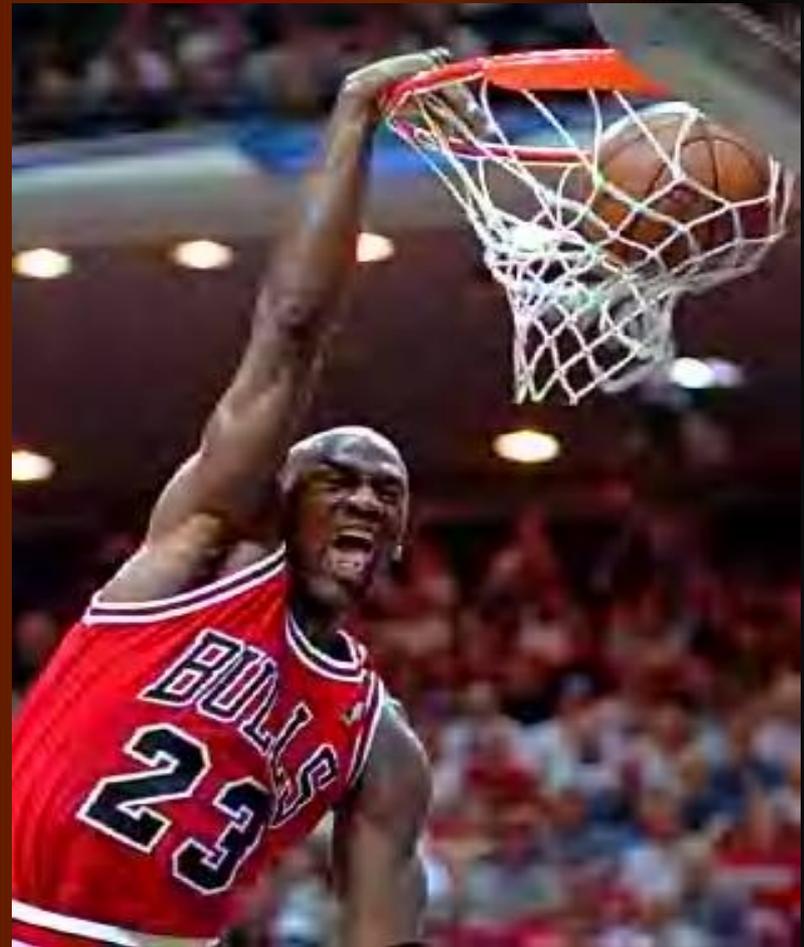
By Daryl Gelinas & Kevin Smith

PREGAME WARM UP POSITIONS



PREGAME RESPONSIBILITIES

- **ARRIVE ON FLOOR 20 MINUTES PRIOR TO TIP-OFF**
- **REFEREE - DIVISION LINE**
- **U1 - HOME TEAM**
- **U2 – VISITORS**
- **OBSERVE PLAYERS**
 - **DUNKING**
 - **JEWELRY ETC.**



PREGAME RESPONSIBILITIES

- **12:00 MIN - CAPTAINS**
- **10:00 MIN - REFEREE TO SCORERS TABLE**
- **AROUND 2:00 - MEET COACHES**

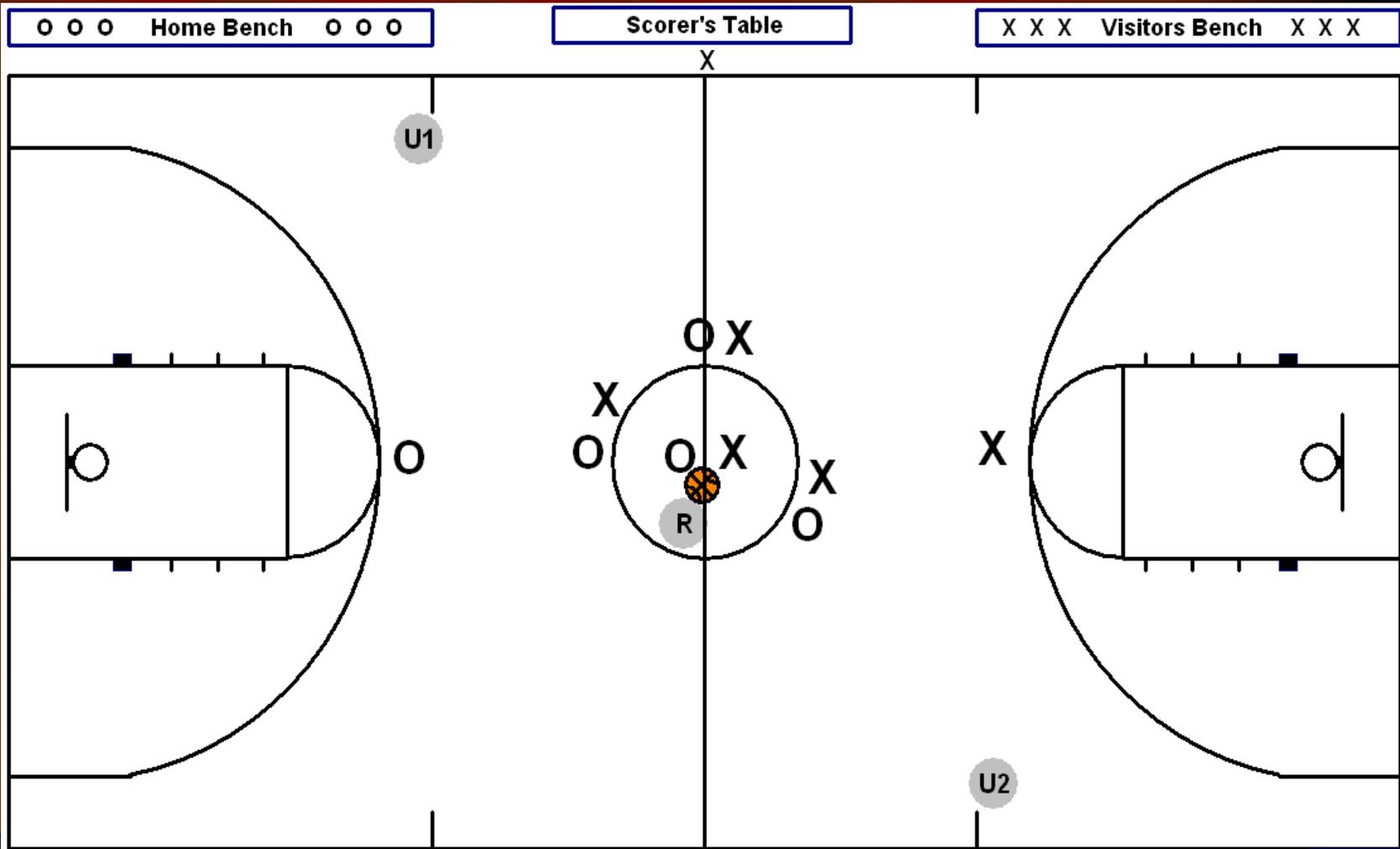


JUMP BALL

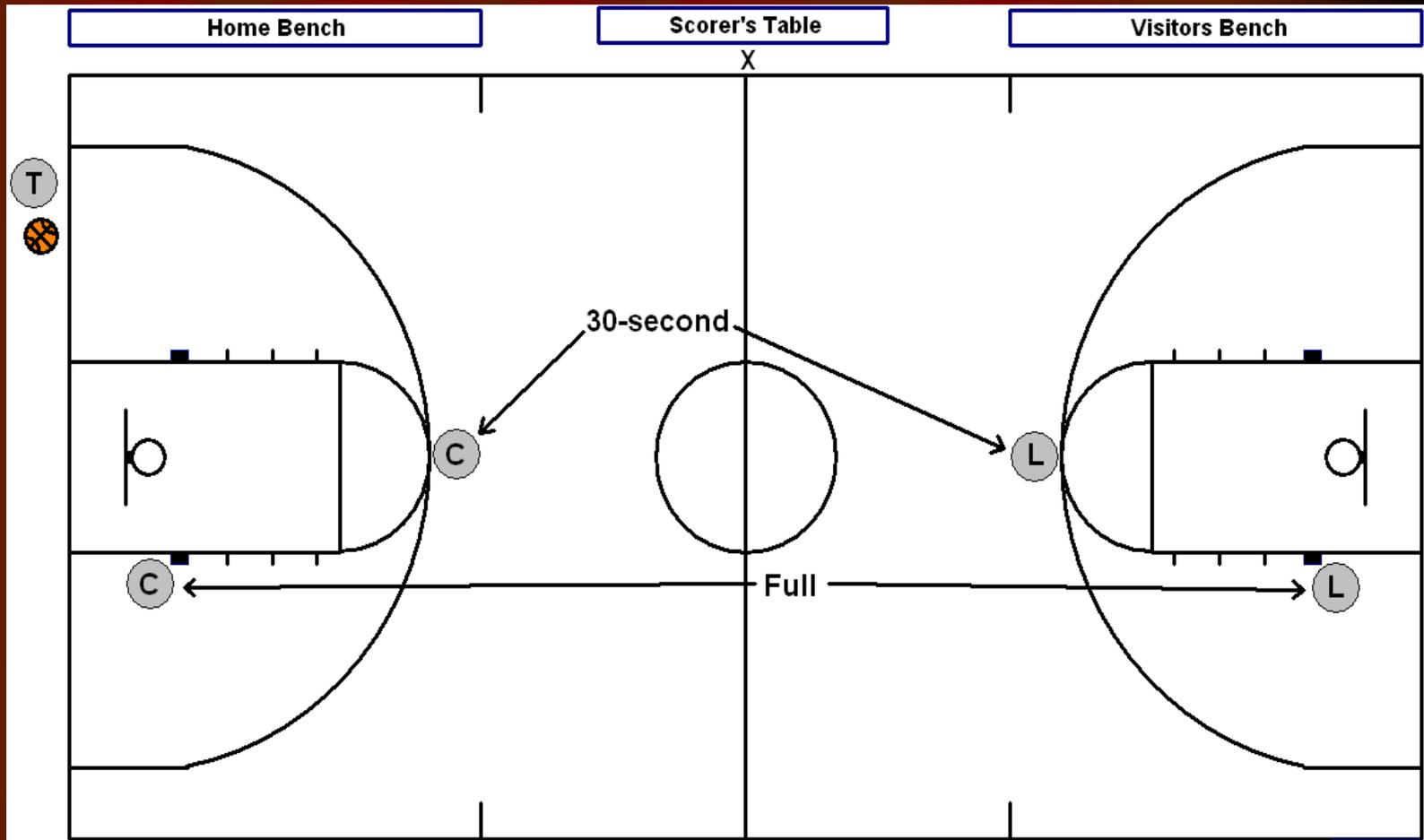


- **REFEREE – TOSS**
- **U1 - CHOP CLOCK**
- **U2 - OPPOSITE TABLE**

JUMP BALL

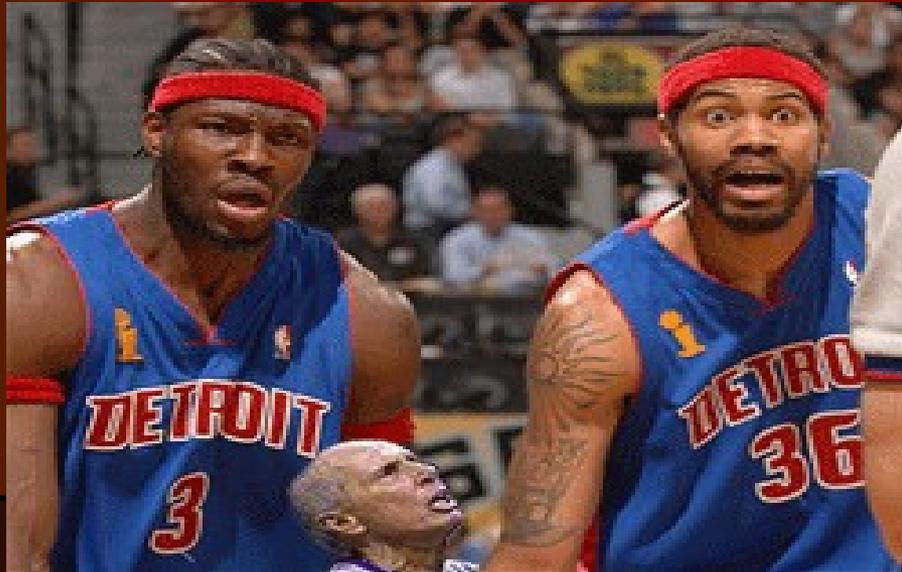


TIMEOUT POSITIONS

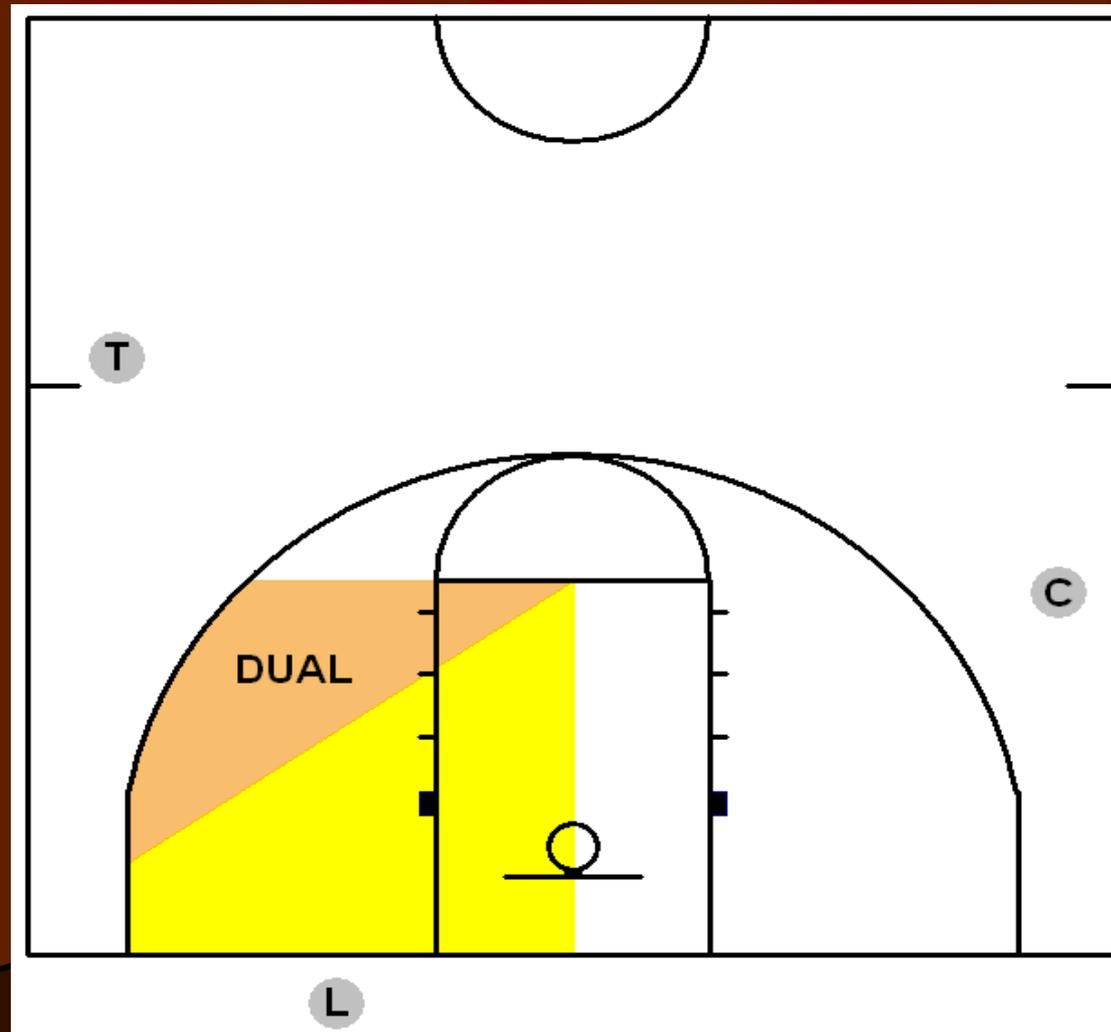


THREE THINGS OFFICIALS MUST ALWAYS BE AWARE OF:

- LOCATION OF BALL
- LOCATION OF OTHER OFFICIALS
- LOCATION OF PLAYERS



COURT COVERAGE - LEAD



LEAD TRANSITION

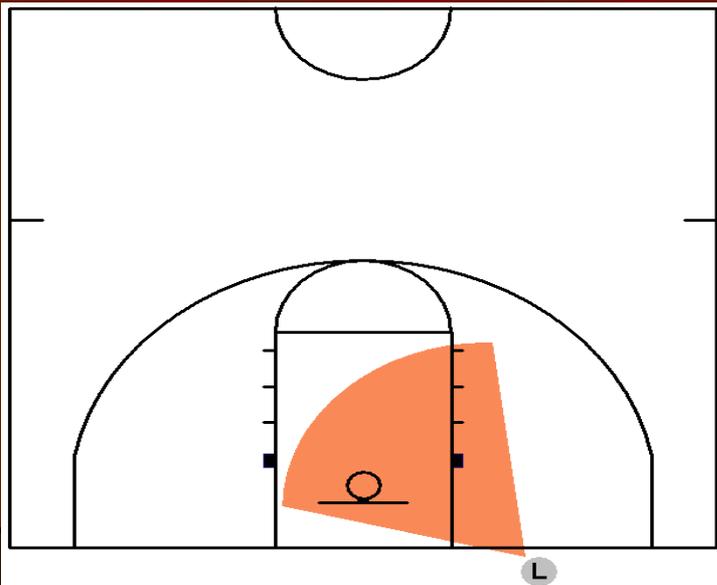
- **DON'T BAIL FROM TRAIL**
 - STEP IN - THEN GO
- **DON'T TURN BACK**
 - SHOULDERS OPEN
 - HEAD LOOKING BACK
- **HUSTLE TO LEAD**
 - BE THERE TO ACCEPT THE PLAY
 - BETTER TO MAKE CALLS WHEN YOU ARE STATIONARY



FLOOR COVERAGE - LEAD

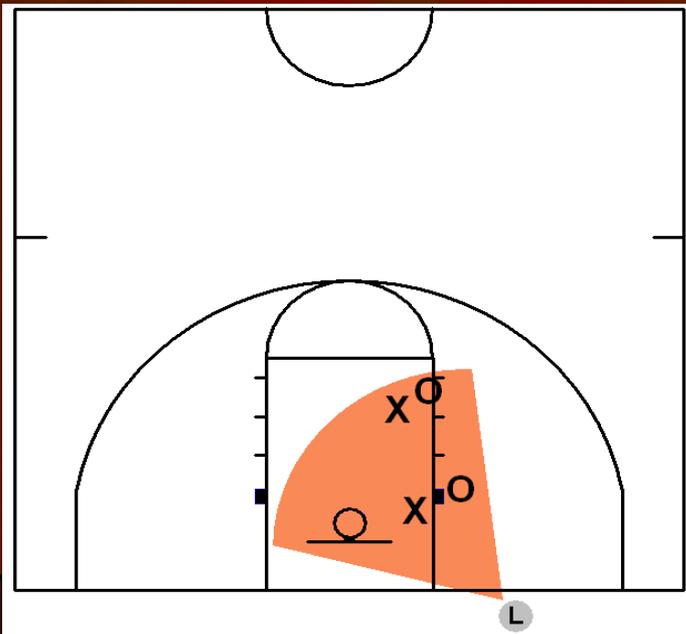
- **SET-UP**

- **MIDWAY BETWEEN 3 PT. ARC AND LANE LINE**
- **UNLESS BALL DICTATES OTHERWISE**
- **DON'T SQUARE UP TO BASELINE**
- **SLIGHTLY TURNED**
- **REFEREE FROM AN OUTSIDE-IN POSITION WHEN POSSIBLE**



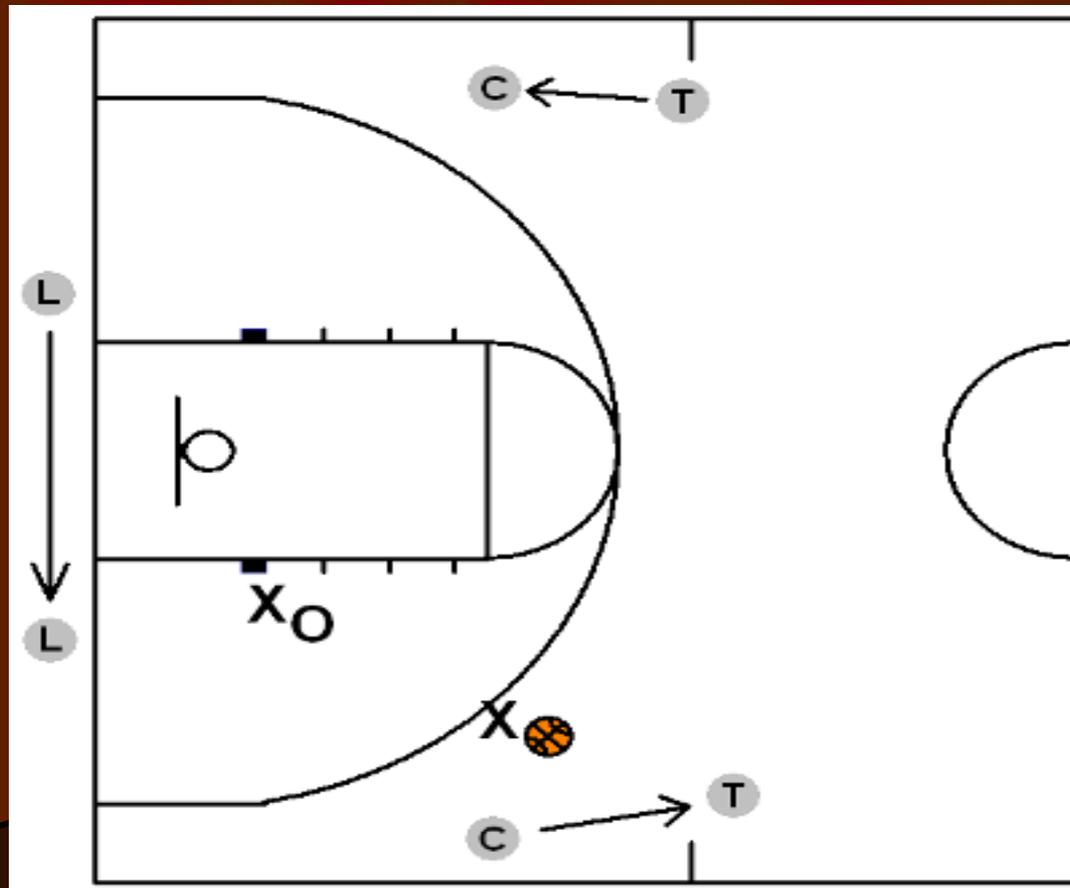
FLOOR COVERAGE - LEAD

- **FIND COMPETITIVE MATCH-UPS**
 - **POST PLAY**
- **BIG PICTURE MENTALITY**



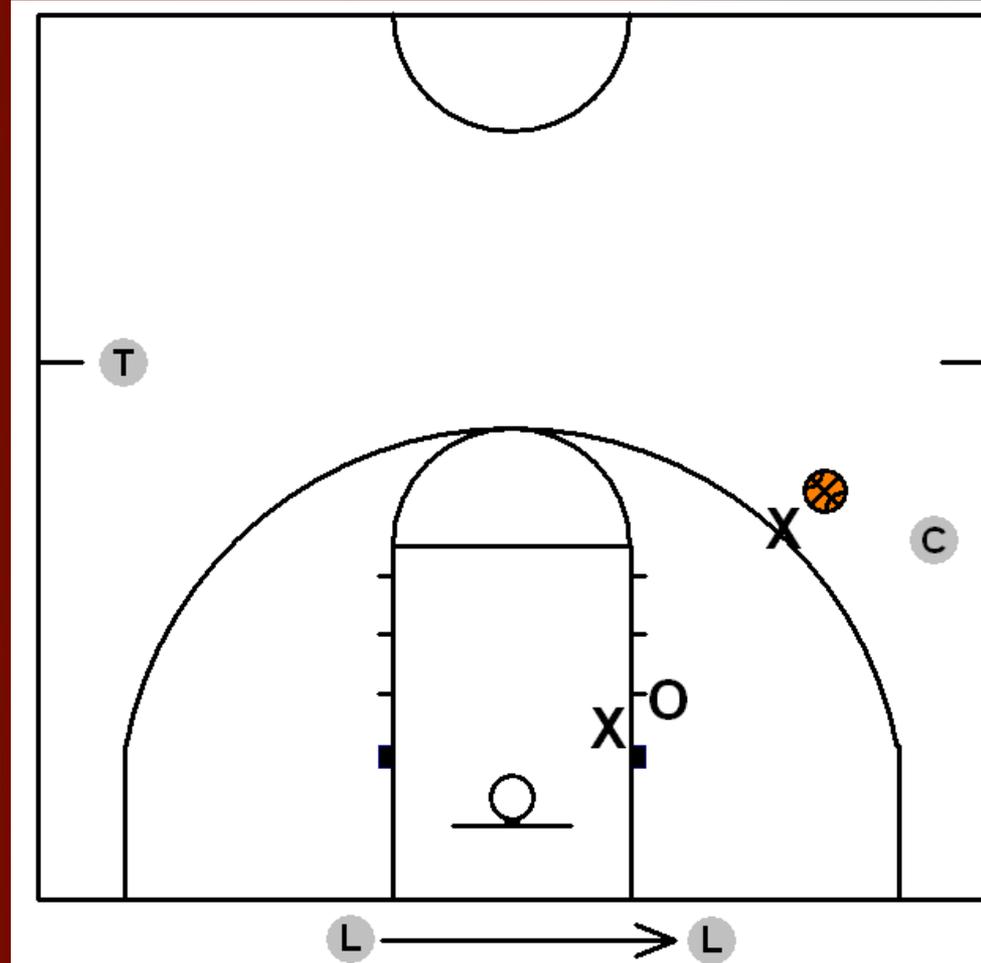
ROTATION

- REFERS TO A LIVE BALL SITUATION WHEREBY THE LOCATION OF THE BALL KEYS THE L TO INITIATE A ROTATION.



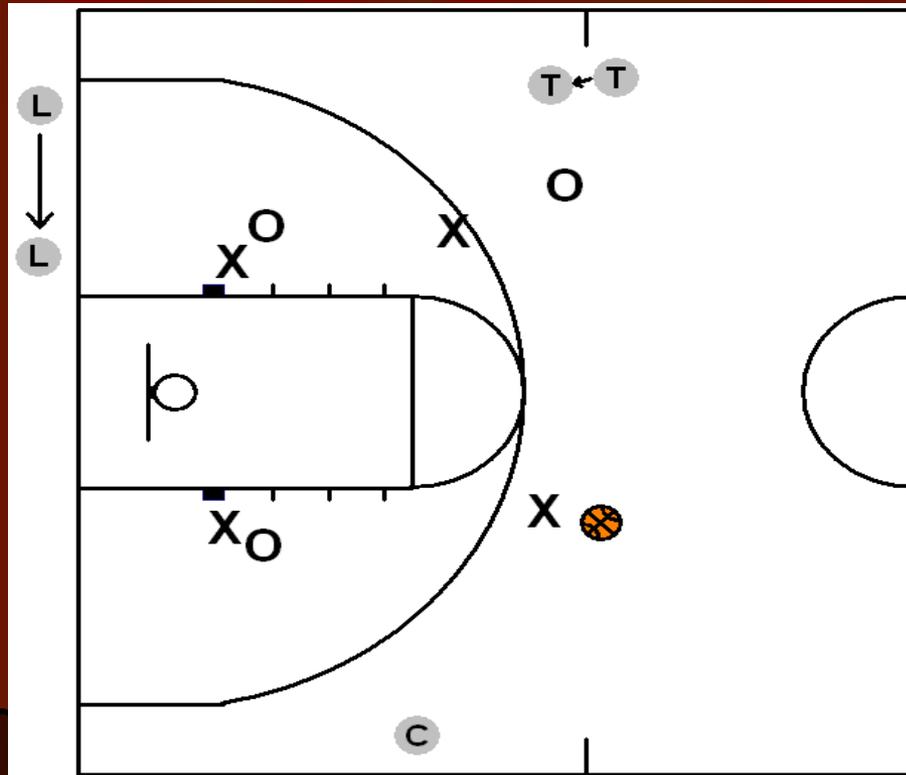
LEAD ROTATION

- **LEAD OFFICIAL DICTATES ROTATION**
- **LOCATION OF BALL DICTATES THE ROTATION OF THE LEAD OFFICIAL**
- **LOOK FOR REASONS TO ROTATE**
 - **BALL**
 - **POST PLAY**



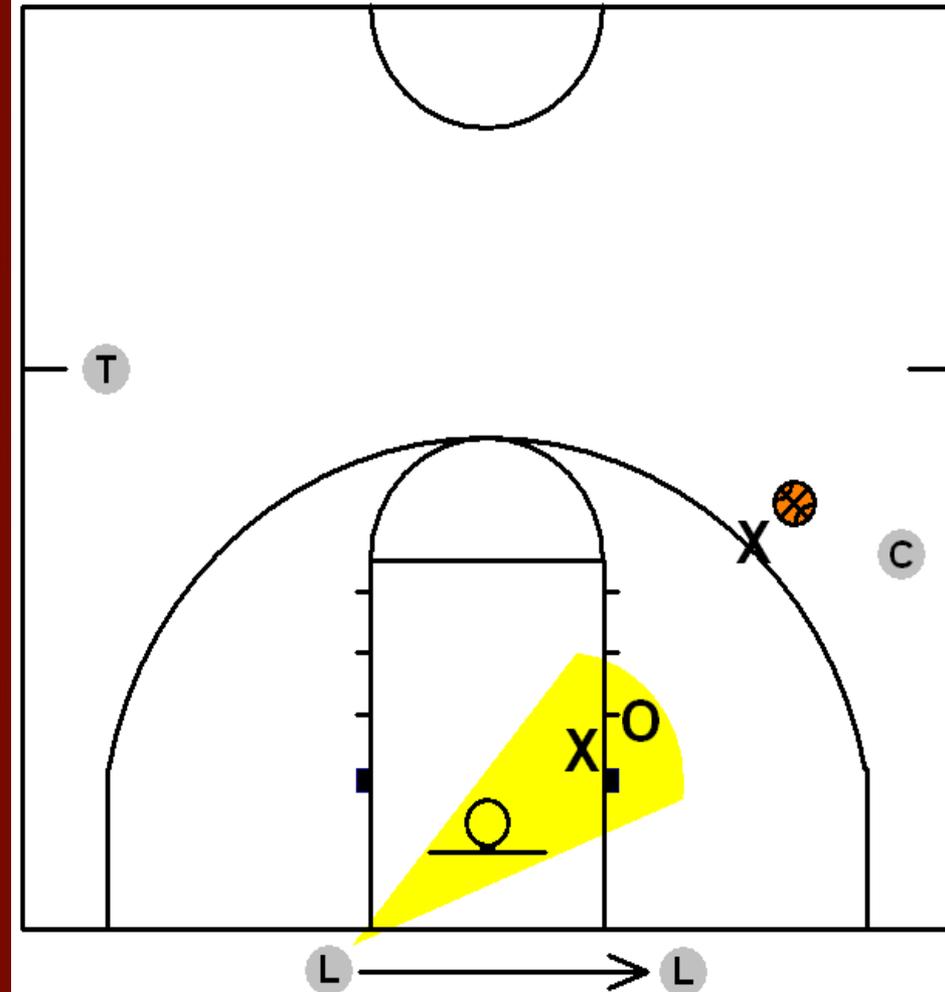
CLOSE DOWN

- REFERS TO OFFICIALS MOVEMENT BY MOVEMENT OF THE BALL
 - TRAIL TOWARD ENDLINE (STEP OR TWO)
 - LEAD TOWARD LANE LINE EXTENDED (STEP OR TWO)

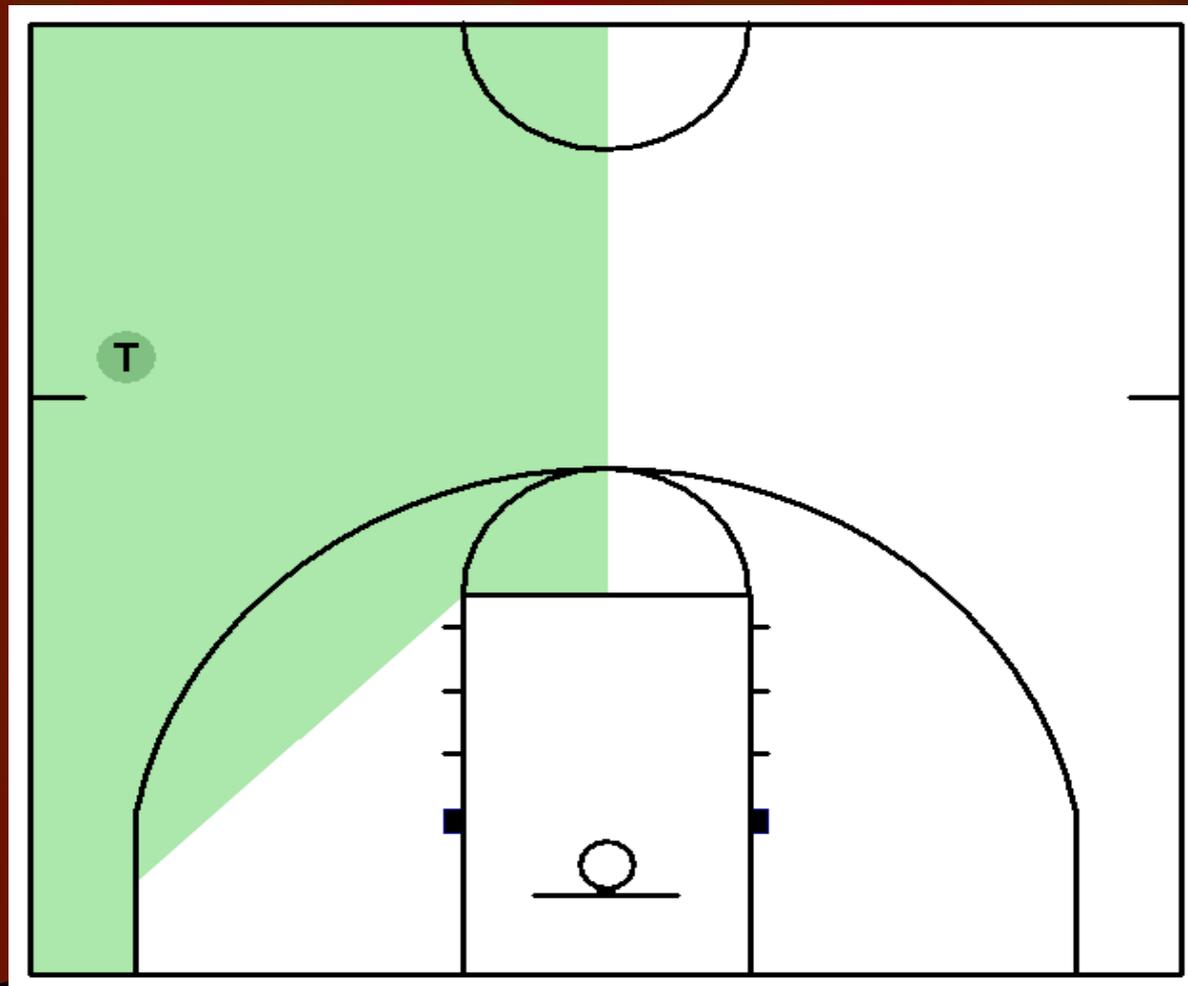


LEAD ROTATION

- CLOSE DOWN
- ROTATE WITH PURPOSEFUL MOVEMENT
 - 50%
 - 75%
 - 90%
- OK TO STOP AT LANE LINE
- REFEREE NEXT COMPETITIVE AREA WHILE IN ROTATION

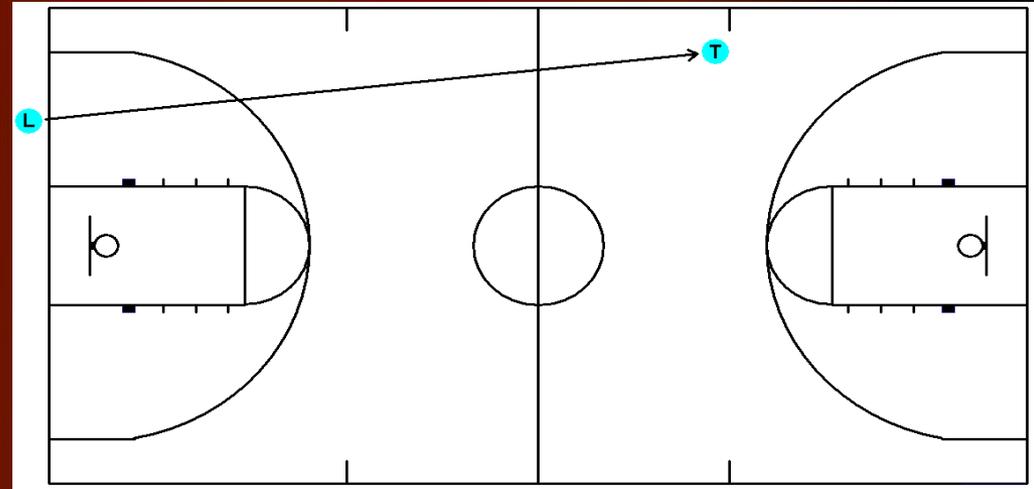


COURT COVERAGE – TRAIL



TRAIL TRANSITION

- **2-3 STRIDES BEHIND THE PLAY**
 - **DON'T OVERRUN BALL**
- **RESPONSIBLE FOR THE BALL UNTIL IT REACHES FRONT COURT**
- **DON'T HUG SIDELINE**
 - **COME ONTO FLOOR**



BIG PICTURE MENTALITY

- **MOVING TO AN ANGLE THAT ENABLES AN OFFICIAL TO SEE HIS OR HER PRIMARY MATCH-UP AND AS MANY OF THE OTHER EIGHT PLAYERS AS POSSIBLE.**

- **REFEREE OUT OF TOP & BOTTOM OF EYES AT THE SAME TIME**

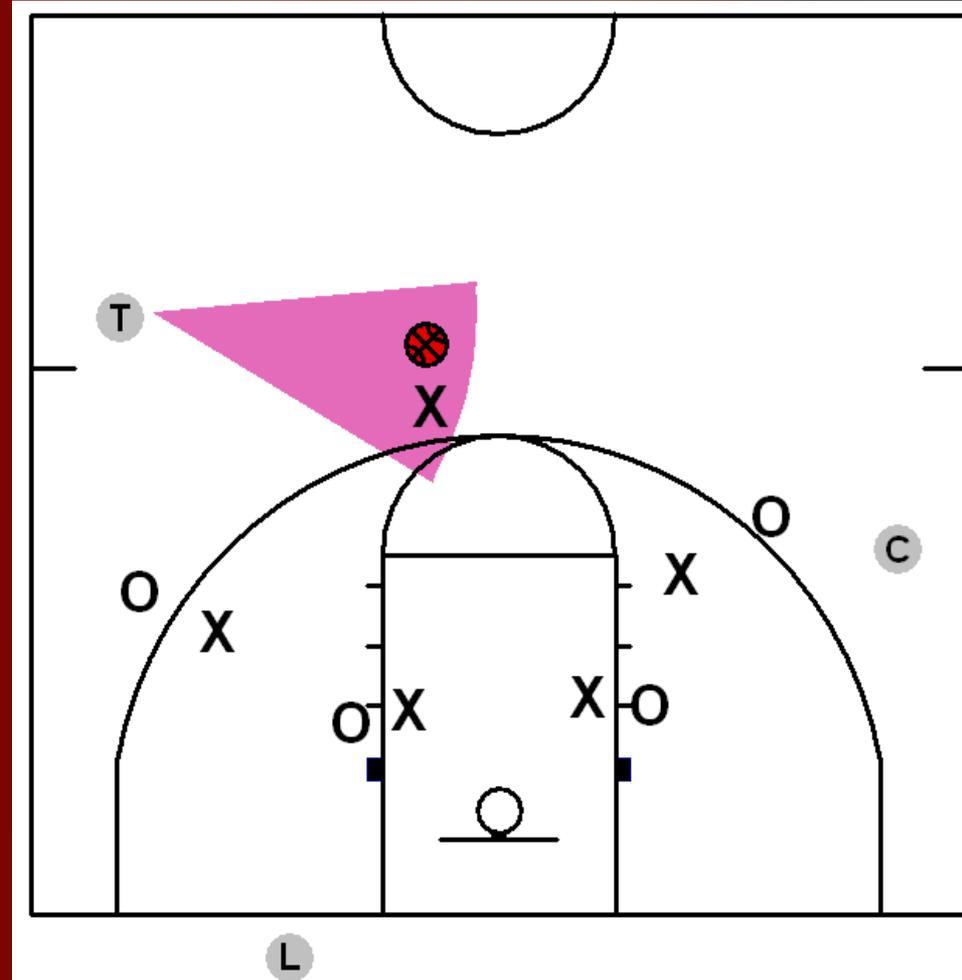
- **EXAMPLE:**

- **SEE FLOOR, CEILING AND BOTH WALLS**



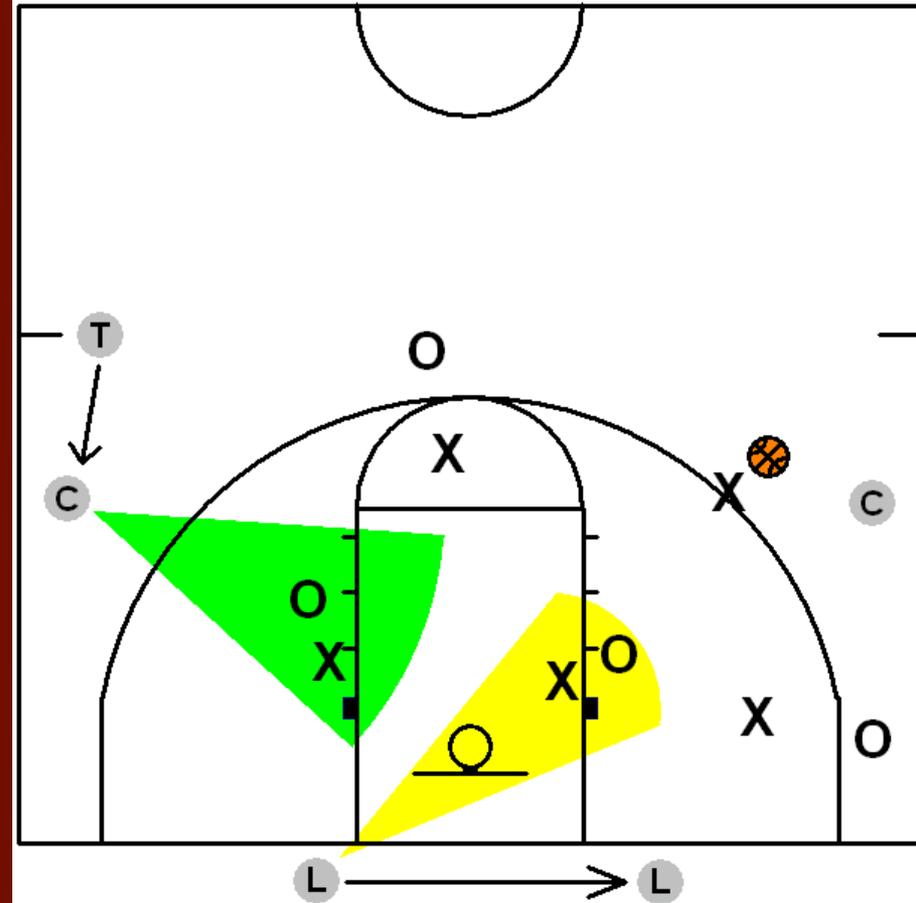
COURT COVERAGE - TRAIL

- **TRAIL AREA**
 - 28 FT. LINE
 - AS LOW AS TIP OF CIRCLE EXTENDED
- **BIG PICTURE MENTALITY**
- **START, DEVELOP, AND FINISH**
- **NBA STATISTIC**
 - **TRAIL CORRECT 95%**

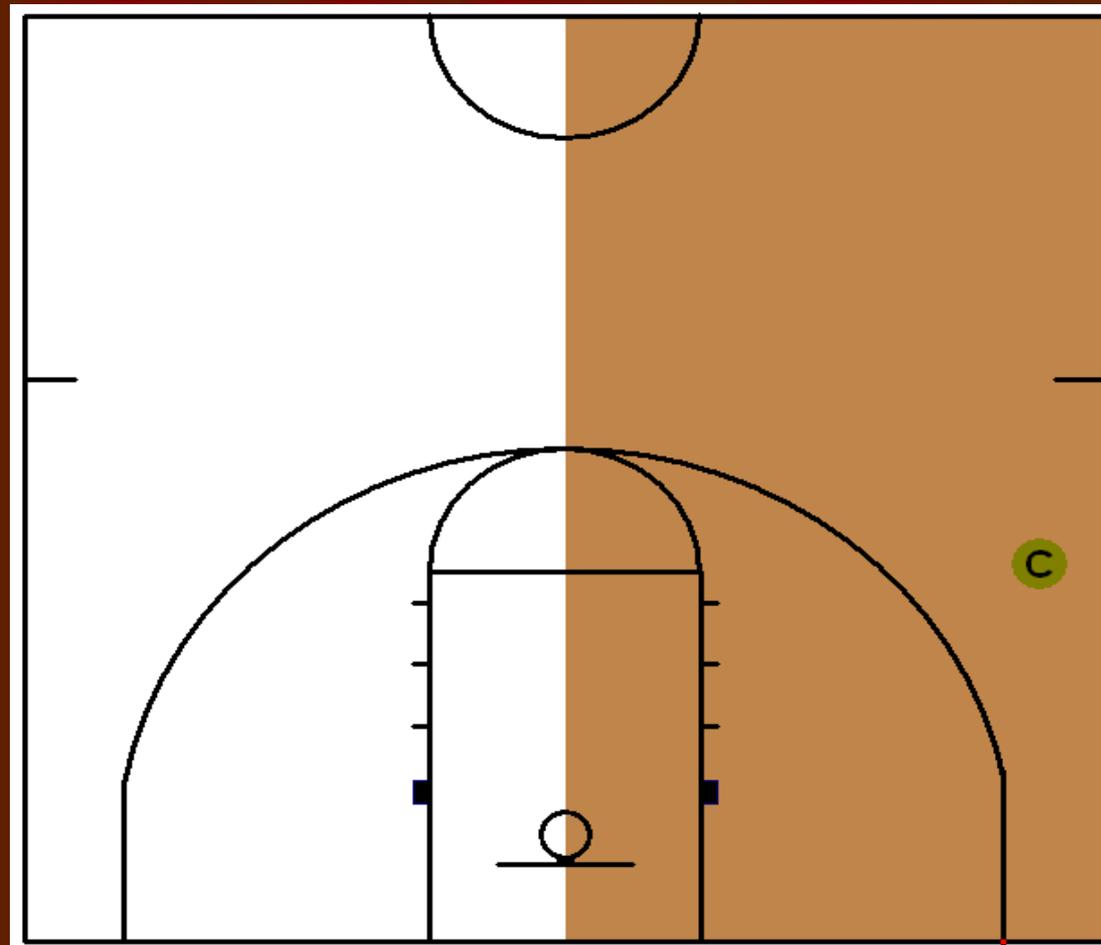


TRAIL ROTATION

- **KNOW LOCATION OF THE BALL**
- **AS BALL LEAVES**
 - **TRANSITION FROM ON BALL TO OFF BALL**
- **CLOSE DOWN**
 - **TOP OF CIRCLE**
- **WHEN LEAD ROTATES**
 - **BECOMES CENTER**

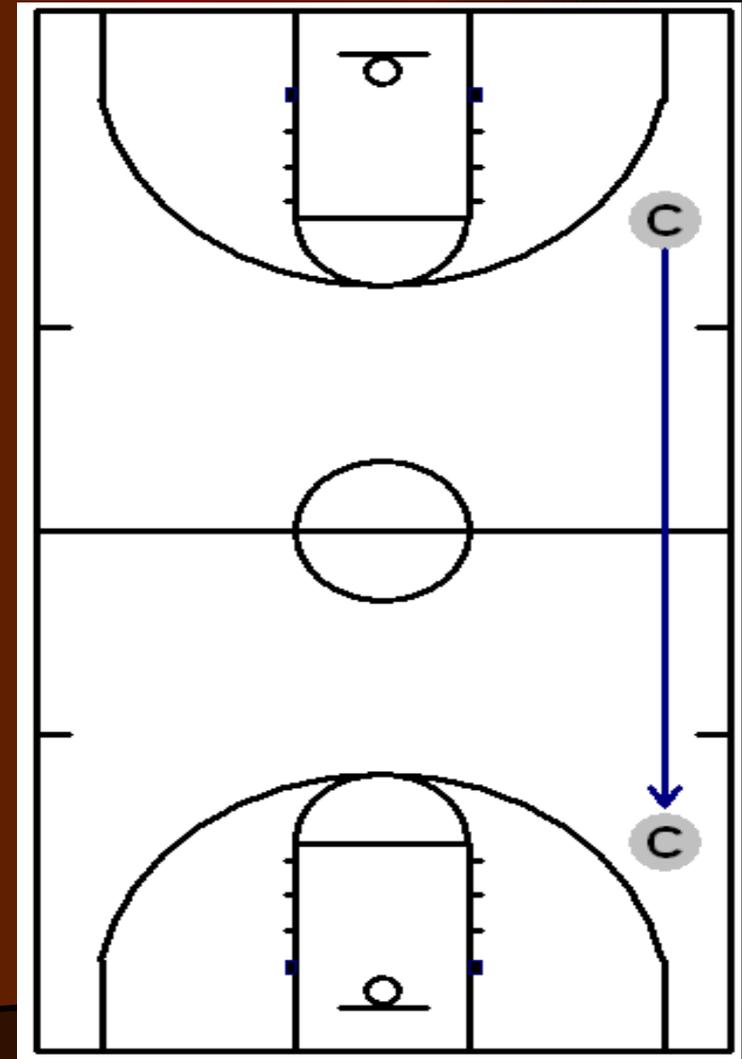


COURT COVERAGE - CENTER



CENTER - TRANSITION

- **HOLD POSITION BEFORE RELEASE**
 - ONE STEP BACK
- **STAY OPEN**
 - DON'T TURN BACK
- **TRANSITION SPEED DETERMINED BY SPEED OF THE DEFENSIVE PLAYERS**
- **HELP ON PRESSING SITUATIONS**
- **RESPONSIBLE FOR MIDDLE 3RD**



COURT COVERAGE - CENTER

- **SLOT AREA - LIMITS**

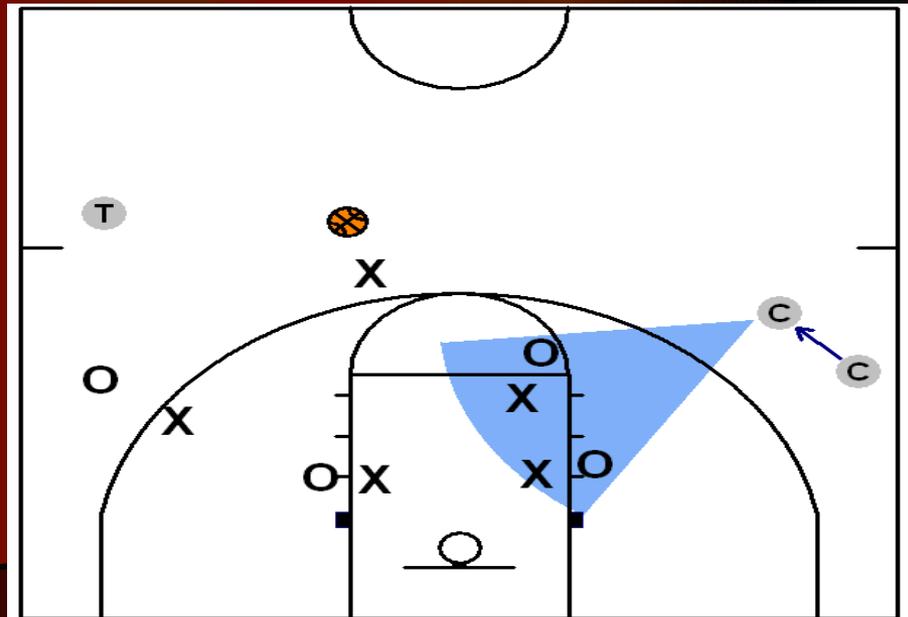
- **BOTTOM TIP OF CIRCLE**
- **TIP OF CIRCLE EXT.**
- **BALL/PLAYERS DICTATES LOCATION**

- **TRAIL MENTALITY**

- **MOVEMENT TOWARDS UPPER TIP OF CIRCLE AND ONTO FLOOR TO OBTAIN OPEN LOOKS**
- **NOT SQUARED TO SIDELINE**

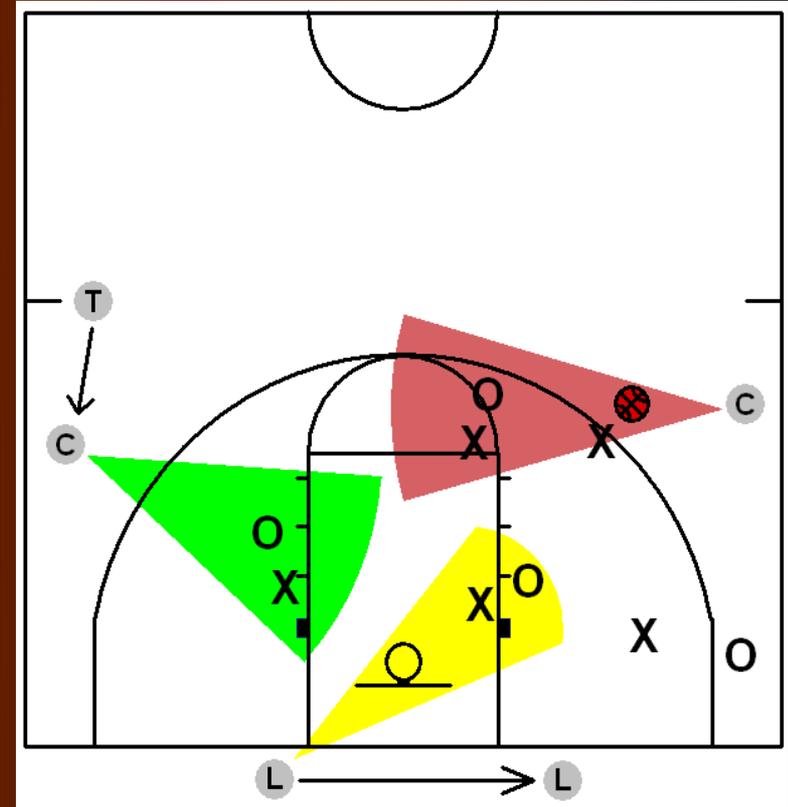
- **ADJUST TO:**

- **OFFENSE ALIGNMENT**
- **OPEN LOOKS**



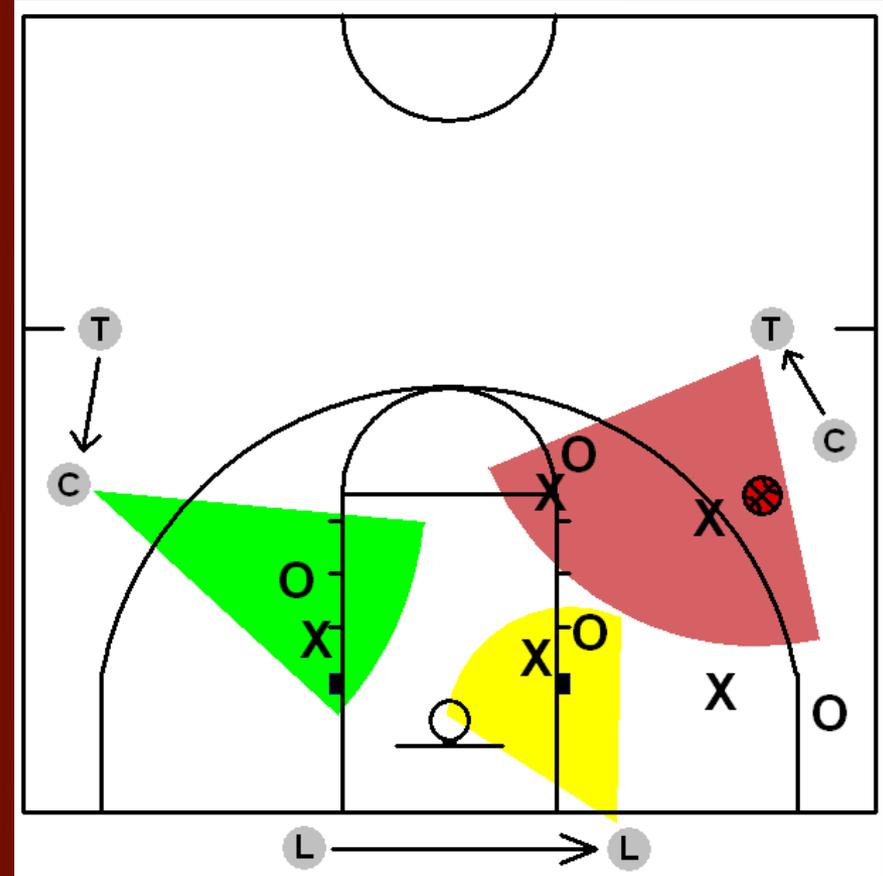
COURT COVERAGE - CENTER

- PRIMARY RESPONSIBILITY IS OFF THE BALL COVERAGE
- MAY HAVE ON-BALL UNTIL THE LEAD ROTATES
- START, DEVELOP, AND FINISH
- REFEREE DEFENSE



ROTATION - CENTER

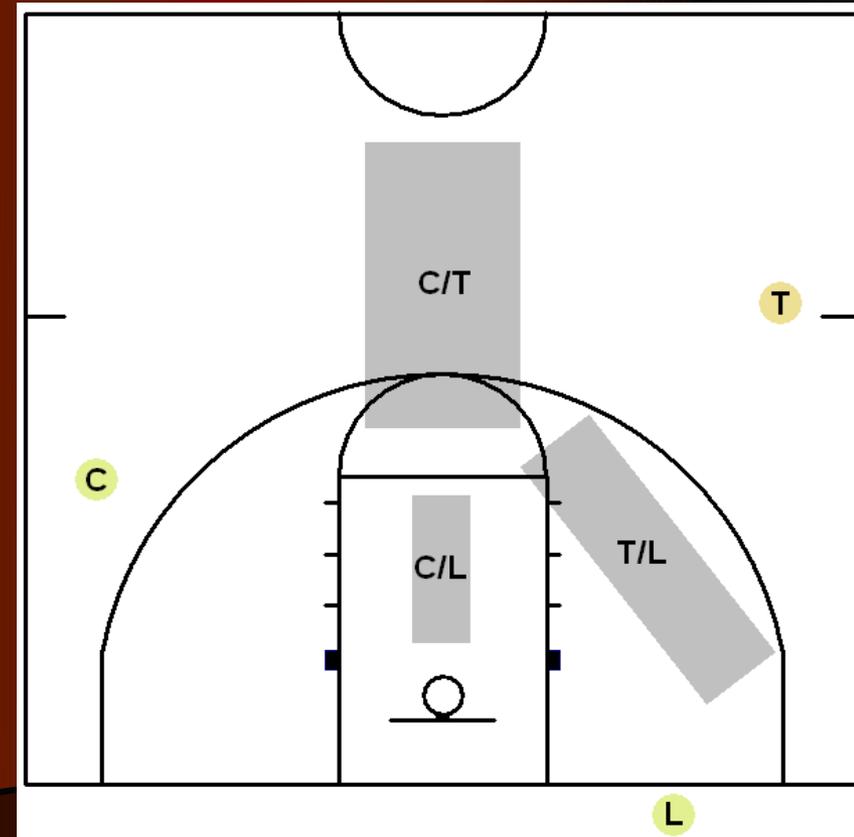
- REFEEE ON BALL UNTIL LEAD ROTATES
- BALL/LEAD WILL DICTATE ROTATION
- OBTAIN BEST POSITION TO GET AN OPEN LOOK UNTIL LEAD COMPLETES ROTATION



DOUBLE WHISTLES

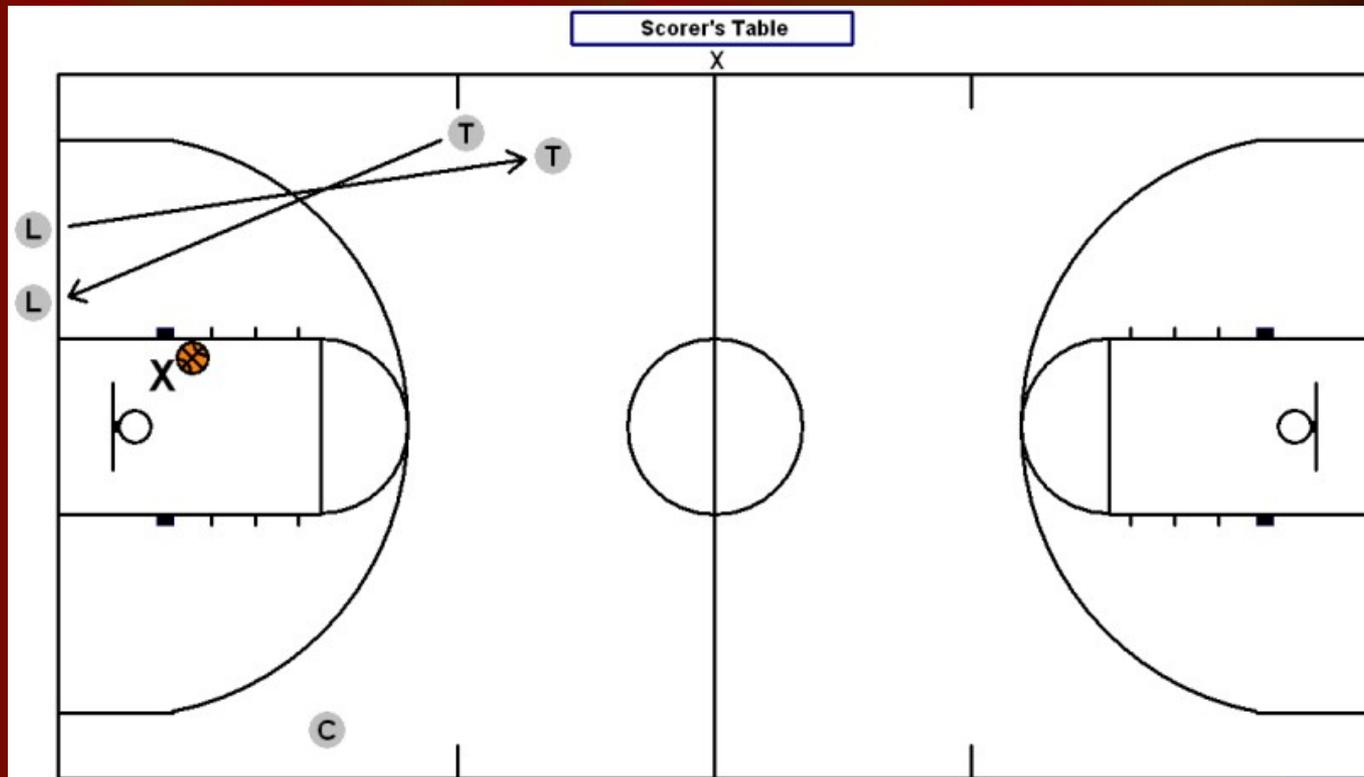


- RECOGNIZE DBL. WHISTLE
- DON'T SIGNAL (FIST OR HAND)
- TAKE THE CALL IN YOUR PRIMARY
- VIOLATION VS. FOUL



SWITCH

- REFERS TO A DEAD BALL SITUATION CREATED BY AN OFFICIAL WHO CALLS A FOUL



SWITCHING ON FOULS

- **FRONT COURT**

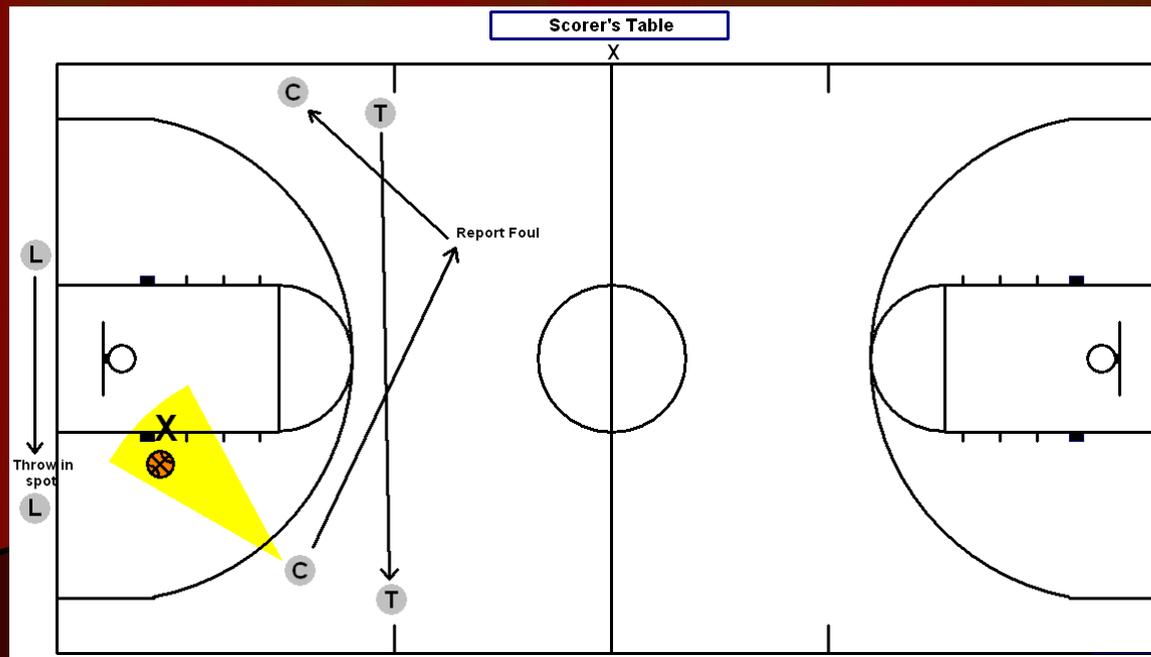
- **CALLING OFFICIAL REPORTS FOUL AND GOES TABLE SIDE**
- **IF ALREADY TABLE SIDE, OFFICIAL WILL REMAIN TABLE SIDE**

- **BACK COURT**

- **PUSH, UNLESS FT'S.**

- **FREE THROW**

- **CALLING OFFICIAL WILL BECOME TRAIL OFFICIAL TABLE SIDE**



FREE THROW COVERAGE

