

TASO – San Antonio Chapter  
3 Person Officiating Responsibilities

1. Terms
  - a. Trail
    - i. The outside official nearest the division line approximately 28 feet from the endline.
    - ii. If transition occurs trail will become new lead.
  - b. Center
    - i. Official on opposite side of court as lead and trail with initial starting position foul line extended on sideline
  - c. Lead
    - i. Refers to the position of the official on the endline
  - d. Switch
    - i. Dead ball situation created by an official who calls a foul or violation causing officials to change positions
  - e. Rotation
    - i. A change in position of officials that occurs during a live ball situation that is determined by the location of the ball.
  - f. Strong Side / Weak Side / Ball Side
    - i. **Strong side** determined by the location of the lead official
    - ii. **Weak side** is the side of the court opposite the lead official
    - iii. **Ball side** refers to the location of the ball in the front court
  - g. Close Down
    - i. Officials movement a step or two on movement of the ball
    - ii. Trail moves toward endline and lead moves towards nearest lane line extended
  - h. Wide Angle
    - i. Refers to initial position of lead – ½ between lane line and three-point line
  - i. Open Look / Close Look
    - i. Open look refers to being able to see thru the play you are officiating
    - ii. Close look refers to being in a position to not be able to see thru play you are officiating
  - j. Competitive Match-up
    - i. Opponents who are working/competing against each other as opposed to two opponents six or more feet apart.
  - k. Areas of Intersection
    - i. Areas where a change of court responsibility occurs between refs – e.g. the ft lane line where the C and T's areas of responsibility bump up against each other
  - l. Table Side / Opposite
    - i. Table Side: Side of the court that the table is on.
    - ii. Opposite: Side of the court opposite the table

2. Primary Areas of Responsibility
  - a. Pre-game: R, U1, U2
    - i. Ref: Responsible for holding a pre-game meeting with co-officials, checking the book and holding the captain's meeting.
    - ii. Umpire 1: Responsible for observing the home team during warm-ups.
    - iii. Umpire 2: Responsible for observing the visitors during warm-ups.
  - b. Jump ball: R, U1, U2
    - i. Referee: Responsible for signaling initial direction of teams, hit's whistle and throws jump. The referee will become the Trail after the toss.
    - ii. Umpire 1: Takes a position on the table side of the court approximately 28 feet from the nearest end line to the left of the referee. U1 is primarily responsible for the two jumpers, calling back a poor toss and signaling the clock to start when the ball is legally touched. May be lead or center depending on team winning toss.
    - iii. Umpire 2: Takes a position approximately 28 feet from the nearest end line on the side opposite U1. U2 is responsible for the position and action of the 8 non-jumpers. May be lead or center depending on team winning toss.
  - c. Front Court: Lead, Trail, Center
    - i. Initial starting positions
      1. Lead: Midway between lane line and three point line
      2. Trail: 28 foot line same side of court as Lead
      3. Center: Opposite Lead and Trail at free throw line extended. Ideal area to work is from the top of the key to the bottom of the semi-circle.
    - ii. **Division of court areas** – show diagram and explain
  - d. Rebounding: Lead, Trail, Center
  - e. Transition:
    - i. Location of ball in transition dictates Leads initial position as either wide angle or close down.
    - ii. Press Coverage
    - iii. Fast Break
    - iv. No pressure
3. Guideline for rotation
  - a. Ball location keys rotation
  - b. Lead initiates all rotations (**1 exception**)
  - c. All three officials need to be in front court prior to rotation
  - d. Lead
    - i. Mirrors location of ball. As ball is moved towards the lane line extended the lead should mirror by closing down
    - ii. When ball settles on weak side of court Lead initiates a rotation.

- iii. Lead walks briskly across lane still maintaining coverage of post area on his side.
  - iv. When rotating the lead should continue walking until they get to where they need to referee before turning their body back to inside. (This prevents lead from turning early and having to walk backwards into initial position.) – **show example of L rotating**
  - v. Half way point of paint is point of no return. Once you cross the basket continue to other side.
  - vi. If drive starts or shot goes up as you start rotation and before you hit halfway point then back out. You do not have to complete rotation.
- e. Trail
- i. Closes down as lead closes down.
  - ii. When lead starts rotating, trail continues to close down to the center position.
  - iii. When lead finishes rotation old trail should be moving into final C position.
  - iv. If on ball do not take yourself out of a good officiating position by trying to get to Center position. Wait till there is a change in status that allows you to move into new center position.
- f. Center
- i. C is last to rotate. Be slow and wait until old trail has moved down to new center before moving out to new trail.
  - ii. It is better to have two C's than two T's.
  - iii. If you are in a good officiating position with a good look you do not need to move immediately to Trail.
- g. Concept of rotations
- i. To put you and your partners in the best possible position to see the action.
  - ii. By rotating properly you will not only improve your look but can also improve the look that your partners have.
  - iii. **If you refuse to rotate you are hurting your crew by not helping them get better angles.**
  - iv. Let the play dictate when you need to rotate but look for reasons to rotate
  - v. If you are questioning whether you should go then you should.
  - vi. It is better to start the game over rotating and adjust to play then to get caught on your heels from the outset.
4. Center Initiates one rotation
- a. Defensive pressure on ball at half court weak side.
  - b. Center
    - i. You need to get to where you need to get to officiate this play.
    - ii. If you need to move out to division line or stay at division line in transition then put yourself where you need to.

- c. Lead
    - i. Must recognize this play and rotate to allow C to stay out with the play.
  - d. Trail
    - i. Cover play in transition and if you can help with play then do so.
    - ii. Must recognize that Lead rotates which causes you to become center.
    - iii. Start looking for secondary defenders and offense coming back to help out ball handler.
5. Switches
- a. Front Court Violations staying in front court
    - i. When the ball is in-bounded on the sideline or on the baseline on your side of the court you will always be the Trail official. This may dictate the Lead official switching sides on the end-line.
  - b. Front Court Fouls staying in front court
    - i. Calling official will always go table side.
    - ii. If you are the non-calling official and are tableside (Not counting the Lead) switch positions with the calling official.
    - iii. If you are the non-calling official and are lead or opposite the table you stay as lead or opposite the table.
    - iv. Trail or Center will be dictated by where the ball is in-bounded.
    - v. If free-throws are to be shot, the calling official will be Trail and the other officials will adjust as above.
  - c. Front Court Violations resulting in change of possession
    - i. The lead official will always inbound the ball and become the new trail.
    - ii. The old trail and center will slide down court and position of inbound will dictate if they are new lead or new center.
  - d. Front Court Fouls resulting in change of possession
    - i. The lead official will always inbound the ball and become the new trail.
    - ii. The old trail and center will slide down court and position of inbound will dictate if they are new lead or new center.
    - iii. The old lead is the only official who may have to switch sides of the court depending on location of inbounds.
    - iv. If free-throws are to be shot, the calling official will always be the trail.
    - v. The non-calling official who is closest to the baseline will go down and be the new lead.
6. Time-Outs
- a. Calling official notifies partners of location of ball, team calling time-out and if it is a 30 or Full and then reports time-out.
  - b. Official who will administer the normal inbounds throw-in will stand with the ball at the spot of the throw-in.
  - c. The non administering officials will stand facing the benches at either the blocks (full timeout) or the top of the key (30 second timeout).

- d. The non administering official who will be closest to the frontcourt end line during the ensuing throw-in will stand at the block or the key in the front court.
- e. The non administering official who will be closest to the backcourt end line during the ensuing throw-in will stand at the block or the key in the back court.

#### 7. Last Second Shot Responsibility