

Three Person Education

Rules to remember

Unsportsmanlike foul Criteria has been changed. Check the new 2026 rules

○ **Throw in Foul**

This rule applies in the last 2:00 of the 4th quarter or any overtime period. Should a defensive player commit a foul before the ball is passed in on the in bound play the following shall be applied:

- A Personal foul shall be issued to the offending player
- A single foul shot shall be awarded to the player who was fouled
- The ball shall return to the location where the foul was committed.
- Shot clock shall be set to 24 if in the back court, or 14 or above if the foul is in the front court.

It is no longer an automatic Unsportsmanlike foul.

Fake a Foul

Should a player exaggerate the appearance of contact in order to create the illusion of a foul or its severity, which is -in the opinion of the officials- not within the spirit of the rule: Fake a Foul shall apply. Not all movements are fakes, watching the defense will provide indication of intent.

The following protocol shall apply after recognizing the Fake a Foul play:

- The offending player shall be given a live play warning
 - The official shows the Fake a Foul signal twice
 - The official shall also verbally indicate the Fake a Foul.

Ex

Fake a foul signal during play “Red 6, Fake”, return to live play

- At the next stoppage in play- clearly communicate the warning to
 - Offending player
 - Coach
 - Partners
- Subsequent offenses by the same team shall result in a stoppage of play (whistle)
 - Indicate the Fake a Foul signal twice
 - Technical foul shall be issued to the offending player

Fighting and altercations:

In a 3 Person Crew fights and other physical altercations shall be dealt with in the following order:

- The official furthest from the benches shall remain stationary and observe the altercation. Mentally take note of the offenders and what offenses they commit.

- Each other official shall manage the bench closest to them. Observing the individuals who cross the boundary line and any comments encouraging the altercation rather than subsiding it.
- Once the immediate altercation has subsided, Officials are expected to remove all players to their respective benches.
- After all players are at their respective benches; officials are to conference with each other. Officials will come to a decision on who is to be removed from the game and all other associated penalties.
- The Crew chief shall call both coaches to the center court line in front of the table and inform both of them at the same time of the outcomes.
- The offending players shall be removed from the game, and all consequences shall be administered. Consequences of equal weight shall be cancelled in accordance to the Special interpretation article.

Themes for 3PO

Active mind set

Accepting ownership of the things in the game that you can control, taking charge of how you respond to the ups and downs, and how you talk to yourself to maintain a positive association to the game. This involves creating a pattern of behaviours and self- regulation to maintain or to regain focus in a game.

Also asks officials to scan their Primary coverage area for competitive matchups and illegal actions. <Want to make the call/rotation to protect the game and players>

Open angle vs Closed angle

Open angle is the goal of all officials. It allows the official to see the space between players.

Fouls can only occur when there is no space. Failing to move and adjust on the floor as the ball moves provides Closed angles. If you can't see spaces, you can't make accurate judgements on contact.

Use of cross step (moving in the opposite direction of the ball's motion) will provide the best Open angle opportunities. This is counterintuitive.

Communication

This is the most important tool in an official's tool kit. Officials need to address the following appropriately:

- Behaviour
 - Ensure not to elevate coach behaviour with our communication.
 - Reasonable behaviour means we can communicate with coaches in a productive manner.

- Limit topics
 - Answer only practical questions.
 - Keep the conversation brief, positive, and productive.
 - Walk away if any of those three things are violated.
- Technical Fouls
 - Talk- “we’re not having this tonight”
 - Warn- “This is the official warning, the table records this warning on the scorebook”
 - Technical foul- once all other avenues have been exhausted issue the foul
 - Certain actions require automatic consequences
 - Coaches know the rules. They feel validated when they are addressed with non-basketball language.

Pre-game

Officials should be seen warming up before a game. We are athletes, no different than the players.

Crew chiefs are expected to do the following

- Captains meeting at the 7minute mark
- Blow their whistle at the 3:00 warning horn
- Blow their whistle at the 1:30 horn to clear the floor

Calling the Game

Still eyes reduce errors. Move as fast as you can while moving, be as still as you can when not moving. Always make sure there is a reason/purpose when moving.

By limiting unnecessary movement makes us look focused. Moving needlessly makes it appear as if we are wandering. Optimal distance to officiate a play effectively is 3-6 meters.

It is the best practice of every official that their first foul should be fit for the game. It needs to set the tone for the game, have meaning, and create consistency for the crew. This is also true of each following quarter's first fouls. Allow the flow and rhythm of the game to dictate the calls that are made.

Officials must monitor their primary areas first and foremost. It is important for officials to see the entirety of a play from start. develop to finish. Having a patient whistle, getting the open angle, leaving marginal contact will ensure the game progresses evenly. “Don’t be too good”, call the obvious and two hands on the dribbler.

Officials should prioritize their focus in the following order:

- Perimeter shooter
 1. Look for a screen- know how the shooter got open, know if the contact (if any) was legal
 2. Look for the line- know if the value of the shot is 2or3 point field goal attempt
 3. Primary defender- evaluate verticality, evaluate their cylinder, if space is violated- know which player is outside their cylinder
 4. Shooter- all the way up and all the way down. They have a right to their spot
 5. Rebound action- once the shooter has returned to the floor, pick up secondary coverage of rebounding action
- Jump shooter
 1. Illegal contact- officiate contact on the arms, know if the hand was contacted or if it was arm contact
 2. Body contact- evaluate verticality, evaluate their cylinder, if space is violated- know which player is outside their cylinder
 3. Feet- Take note of any contact with the feet. Know if the offense extended their feet or if the defense invaded the cylinder
 4. Landing area- all the way up and all the way down. They have a right to their spot
- Screens
 1. Strong side screens
 - a. Officials should be able to officiate and manage 3 to 4 players.
 - b. Focus on the ball handler and primary defending, establish an open angle. Be aware of the secondary players.
 - c. You have the best look on the front side.
 2. Weak/back side screens (offside official)
 - a. Pick up the extra defenders across the center split (if more 4 or more on the strong side).
 - b. Focus on secondary screens or backside screens, open yourself up to the angles
 - c. You have the best backside look
- Post Play
 1. Watch the pivot foot- Make sure it maintains contact with the floor and doesn't slide.
 2. Officiate the spaces- Open angle, know who (if anyone) violates the space
 3. Officiate the forearms- Ensure the offense has free use of their arms within their cylinder. Ensure the defense is not dislodged by forearms
 4. Defender- Ensure the defender maintains their cylinder and their legal positioning. The offense is not entitled to dislodge the defense.
- Competitive match ups

1. Watch the pivot foot- Make sure it maintains contact with the floor and doesn't slide
2. Officiate the spaces- Open angle, know who (if anyone) violates the space
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When a foul is called, communication is key. Whistles require use of voice afterwards. At the spot of the whistle the calling official is to communicate the following:

- Colour of the team who committed the offence
- The number of the player who committed the offence
- The consequence of the offense. The consequence is either how many shots or the direction the ball will be returning after the interruption.

EX:

whistle Stop moving "White.... 7.... (point in the direction of play) Red ball". Moves to open spot to record foul

After communicating "at the spot"- officials are to athletically walk to an area that is clear of players and in the line of sight to the table. In this sequence of events officials should not:

- Move excessively. Attempt to minimize the distance you need to cover to get to an open spot
- Talk to the table or pass along any information. As officials do not report information while in motion.

Once established in a clear area, stop. Clearly report the information to the table in a natural and steady rhythm. Effectively using hand signs while communicating in the following order:

- Colour of the offending team- do not point to the bench of the offending team
- Number of the offending player.
- Nature of the infraction- use correct foul signal to support the voice
- Penalty of the infraction- number of shots or direction of play

If an official goes outside their primary area to make a call-use a cadence whistle.

1. Your whistle should be delayed as the primary official has first opportunity to make the call.
2. No guessing- be correct. Watched the play in its entirety and have an open angle on the play
3. Necessary- don't stick your whistle out for a touch foul or an easy "and one". This is meant to be a meaningful and impactful call. If it doesn't protect the game or the crew, bite your whistle

Upon inbounding the ball. The inbounding official shall:

- Place the ball at the correct spot.
- Check both clocks
- Check both partners
- Position themselves 6-10ft from the in-bounder
- Bounce the ball
- Be set before administering the ball
- Begin visual count
- Chop in time when the ball is touched.
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Officiating contact

Officials tend to call contact too early. By looking at a larger view of the play and by having a patient whistle we can eliminate the following calls from the game:

- Soft “and 1’s”
- Fouls in transition where the offense breaks free
- Soft rebounding fouls where possession is established and the ball is passed out
- Soft reach in fouls to tap the ball from behind
- Fouls on the drive and is passed out.
- Fouls where legal verticality is established and maintained. Pick up the defense early and officiate with the concept of advantage/disadvantage.
- If the game isn’t better for the whistle, no whistle is necessary.

3 Person IOTs by role:

Lead

Lead Rotation Rule

- When ball is in or near the middle of the court Lead will move to close down
- The Lead will analyze and decide if the ball has settled or if there is a quick shot or weak side drive. The lead will return to the set up position.
- After ball goes to weak side and settles Lead should initiate the rotation
- Lead will initiate the rotation while scanning the paint actively refereeing as he/she rotates. While rotating Lead must scan the 4 corners of the key.
- When L has passed the split line on a rotation, the rotation should be completed

Caveats to this rule include but are not limited to:

- Not initiating rotations when shot clock or game clock are or are nearing 5 seconds remaining.
- Being patient on rotations during Zone defense

Close down is not a position to officiate, It is a *decision making position*. However, there are times when the Lead needs to be in close down to properly see the play such as:

- When there are drives from the weak side to watch for swipes.

Lead is expected to Cross step when the ball drives across the baseline from the Strong side to the basket.

Ex.

As the ball moves towards the basket on the strong side, the Lead official should step towards the sideline quickly, to establish an open angle and stationary eyes before the play finishes.

Center

Center only needs to step down on two occasions to maintain open angles:

1. A curl play originating from the post on the strong side that comes to the middle
2. Elbow jump shots

All other situation a cross step will provide enough position to maintain open angles

Trail

When the ball transitions to the weak side (Center side) the Trail official should:

- Actively seek to give up the ball and refocus attention on their primary
- Should expect a rotation.

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Trail officials should be 6 feet away from the ballhandler while in transition. Trail should also:

- Look down the court for any infractions or plays coming to the ball handler
- Observe the benches and both clocks.
- Always search for the open angle

The Trail official is expected to step down on all shots. Apply the latest iot, Longest time with ball (LTWD) when officiating contact on drives at the basket The lead has the secondary offender.

Transitions and transfers

In transition, the Lead official is expected to:

- Lead the play
- Establish themselves on the baseline before the ball crosses midcourt or the play arrives (fast break)
- Take no more than two (2) steps to come to rest on the baseline (slow down steps)

In transition both Trail and Center are expected to:

- Advance with the defenders
- Be in their position in no more than 4 seconds (fast break)
- Take no more than two (2) steps to come to rest
- Be prepared to go to close down should the ball be on the weak side

Both Center and Trail should expect on all transition drives that there may be a trailing shot blocker. They should both mentally prepare for such a play.

Transfer of primary coverage between Trail and Center is conducted when the ball crosses the Split time (imaginary line that divides the court lengthwise). Communication of accepting and releasing the primary coverage needs to be explicit but subtle.

Officials must have a check in (accepting the play) and check out (releasing the play) signal with one another.

Final Plays

During the final plays of a contested game. Get the call right! No matter where it is from. Stay engaged to the play and remember:

THE GAME COMES FIRST