

# Canadian FIBA 2 Person Mechanics Quick Reference (v2Mar16)

## Some Basics

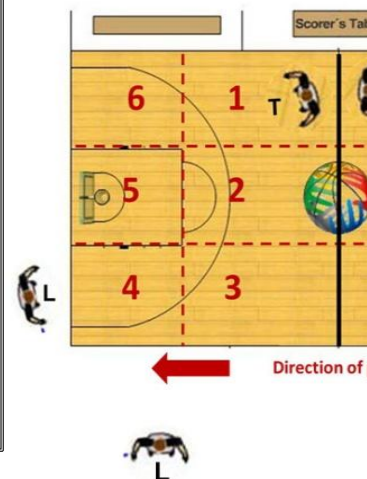
- Have a pre-game
- Use mechanics manual as your guideline
- Work as a team
- Make eye contact before throw-ins
- Look to 'box-in' players
- Be aware of players, ball and partner and be on and off ball as appropriate
  - use visual scanning techniques
  - use peripheral vision
  - use positioning and body attitude to create open looks and good vision cones
  - Note: being aware of ball doesn't mean 'ball watch'
- Understand your coverage(s); officiate on and off-ball as play dictates
- Work for best possible position to judge play
  - "Go where you need to go in order to see what you have to see"
  - Move as necessary when the ball moves to maintain open look (proper angle) and proper spacing (distance) to play
  - Work for 'open looks' versus 'closed looks' while striving to be stationary when making decisions  
MOVE...STOP...OBSERVE...DECIDE
- Maintain appropriate distance to the play to allow more in your field of vision, "slow the play down" and help see the whole play
- See the START...MIDDLE...END when ruling on play
- Look to be at a 45 degree angle/maximize vision on the play/court when on the edge of play (i.e. when wide as Lead)
- Hustle and maintain focus during dead ball time
- Use only proper FIBA signals
- Lead and T rail court positioning is determined by where ball comes into play – no "work left" mechanic in Canada
- When you call a foul, you either remain as Trail or become Trail
- There is no foul signal at the spot of the foul unless immediate clarification is needed i.e. block/charge
- Substitutions are administered by the official closest the table with or without the ball
- In Canada, it is recommended to communicate rulings verbally – use your voice – in addition to making your signals

## CABO Mechanics Reminders

- Referee does not blow whistle prior to opening toss, throw-in to start period or putting the ball into play following a time-out
- A stop clock signal is required (open hand, closed fist or two thumbs up) on all calls
- Immediately upon notification of a time-out request, the official shall face the table, blow whistle and give the time-out signal (time-out starts)
- Immediately after the 50 second horn during a time-out, the calling official blows whistle to inform teams that play is about resume
- On substitutions, nearest official faces the table, blows whistle and gives substitution signal. During any dead ball period, only one whistle is required for all substitutions within that dead ball period.
- During all free throw attempts:
  - Lead sets up off the floor just outside the edge of the backboard
  - T rail display the proper free throw signals until ball is released by the free thrower
  - there are no visible counts
- On throw-ins the administering official shall bounce the ball to the thrower to create distance and provide a good field of vision for coverage (unless situation dictates otherwise)
- On all disallowed scores, the ensuing throw-in shall be administered at the free throw line extended
- When a period ending horn sounds, the covering official shall immediately blow the whistle to inform players to stop playing
- When a shot clock violation occurs on a try - horn sounds followed by ball not hitting the rim - the ensuing throw-in is at nearest spot out-of-bounds closest to where player was last in control of the ball

## Court Coverage (diagram opposite)

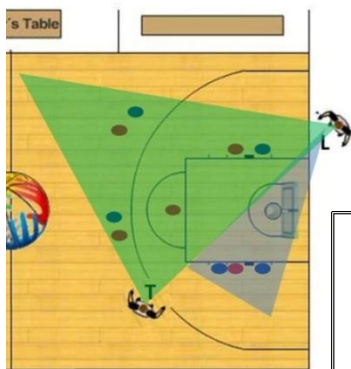
- For reference, court is divided into coverage rectangles
- In Canada, rectangles are keyed to position of Trail (1 and 6 are Trail's side no matter which side of court Trail is on)
- When ball is in:
  - 1, 2 and 3: Trail is on ball and Lead off ball
  - 4: Lead is on ball and Trail off-ball
  - 5 both officials are on-ball
  - 6 both officials on-ball depending on play



## Free Throw Coverage

(diagram opposite)

- FTs are administered w/ T rail (calling official) opposite table
- Lead is responsible for players opposite side of restricted area
- Trail is responsible for shooter, players opposite side of restricted area and players outside the 3 point line
- Trail is to hold signal indicating number of free throw(s) until release



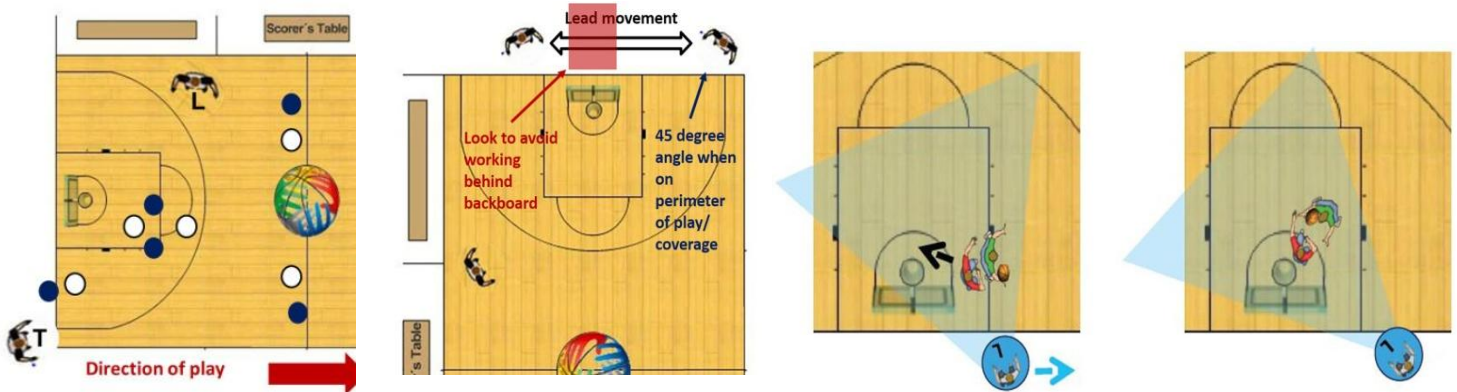
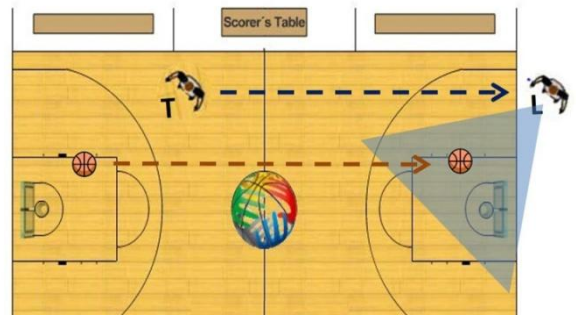
## Dual Coverage Area Simultaneous Whistles

- No immediate signals
- Make eye contact
- Nearest official take call
- Or, official play is moving toward
- Note: understand which official has primary and secondary coverage and also has the open or best look

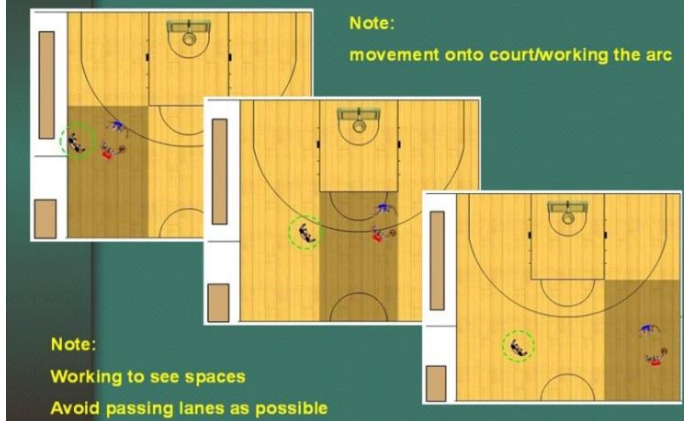


### Specific Lead Mechanics (diagrams right and below)

- On a fast break on same side of court, stay wide outside play
- In a press situation as new Lead on a throw-in, position self in backcourt as necessary to help cover defensive pressure
- Advance up court officiating 'next'; positioning to cover developing play/where ball is going next
- If ball is in frontcourt, Lead should be on the endline and ready to receive play
- On endline, look to 'mirror' ball in general while positioning self for best coverage of responsibilities/play
- Normally move between 3 point line and far edge of restricted area
- Step back from endline to get wider and taller vision cone
- Utilize cross step rather than closing down as appropriate to view play

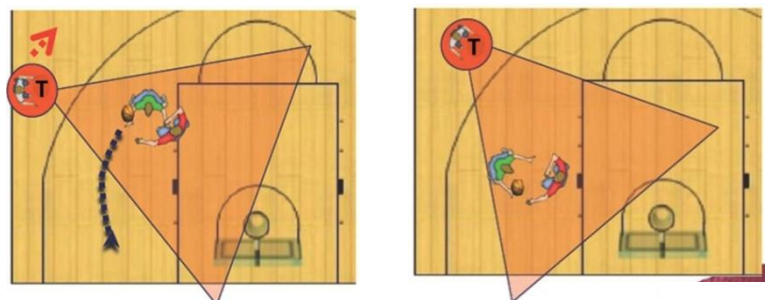


### Trail Work Ball Areas 1,2 & 3



### Specific Trail Mechanics (diagrams to side and below)

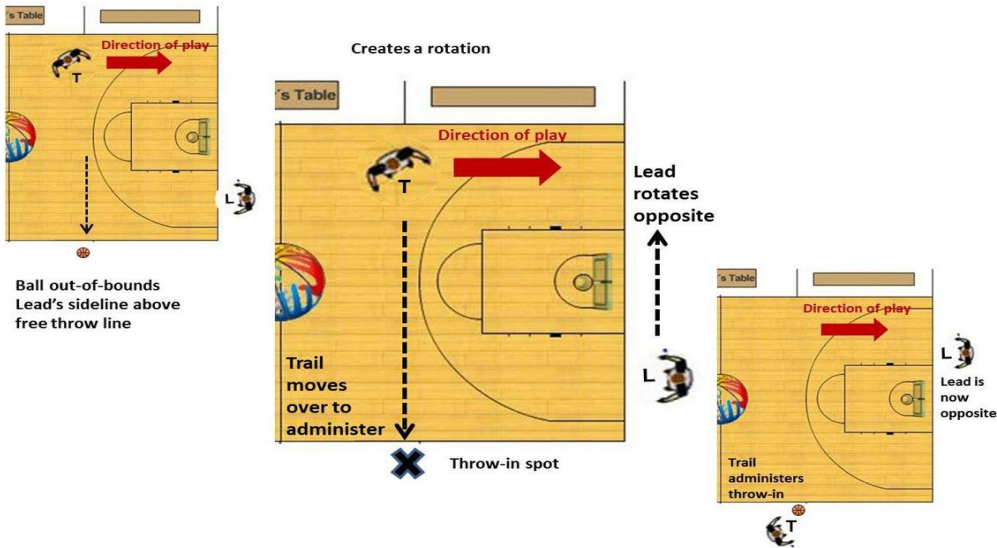
- Avoid leaving endline on throw-in until ball in-bounded and starts to advance up court (don't get ahead of play)
- Be slightly behind play coming up floor and approx. 3 – 5 m away to look up and through play
- Move out onto court as necessary to maintain play coverage coming up the court and in front court (work the arc)
- Move to the free throw line extended when the ball moves towards basket or endline on a shot, dribble or pass
- Utilize the cross-step rather than close down as appropriate to view play
- Trail is primarily responsible for flight of ball, goaltending, interference, 3 point attempts, shot clock and last second shot



### Time-out Positions (diagram opposite)

- The ball is left on the floor
- (1) and (1) below - at spot of throw-in
  - (2) below - at free throw line if free throw
  - (3) below - out on floor parallel to spot if within a team bench area





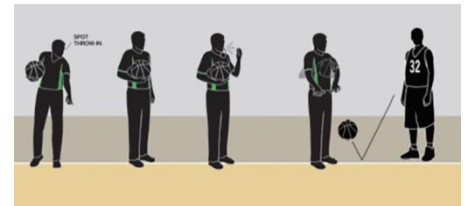
### Throw-ins (diagram opposite)

- Trail handles all throw-ins in the backcourt
- Ball out of bounds on Lead's sideline above the free throw line extended, the Trail goes to administer and it creates a rotation
- It is permissible to bounce the ball across the backcourt endlines as Trail on a throw-in w/o defensive pressure



### Frontcourt Endline Throw-ins (diagram opposite and below)

- Lead is outside spot (towards sideline) if throw-in spot is inside the 3 point arc
- Lead is inside spot if throw-in spot is outside 3 point arc
- Lead blows whistle before bouncing/handing ball to thrower
- Trail raises arm mirroring Lead's arm up
- Trail mirrors Lead's chops in play signal



### General Procedure for Throw-ins (see diagram opposite)

- Designate throw-in spot
- Use preventative officiating ('designated spot' 'on the spot')
- Maintain distance from play
- Put whistle in mouth while holding the ball
- Bounce ball to thrower
- Start visual count and observe throw-in and surrounding action

### Foul Reporting

- Run to and from table
- Come to a complete stop, set yourself, breath and then start report
- Signals should be visible and decisive
- Signal at the table should be appropriate for what actually happened
- Report always ends with pointing the ensuing direction of play

### Signals General

- Use only approved FIBA signals
- Be strong and decisive without being excessive or robotic
- Have a consistent rhythm play to play
- Don't appear hurried
- Treat each play the same
- Sound one sharp blast of the whistle
- Use the appropriate arm to indicate direction so you stay open to the court

### Quick Hitters

- Lead may initiate a 3 point attempt signal but only the Trail signals a successful 3 point field goal
- Free throw(s) for technical foul, unsportsmanlike or disqualifying foul are administered by Lead, with all other players except free thrower behind the 3 point arc and the Trail monitoring them in position at the centerline opposite the table for ensuing throw-in
- Throw-in is at throw-in line in frontcourt (approximately top of 3 point arc) opposite table if advanced in last 2 minutes on a time-out
- Throw-in is at the free throw line extended when a dead ball enters the basket and or a basket is disallowed
- Trail is primarily responsible for determining if last second shot will count
  - If officials have to consult or consult with the table then the final decision rests with the Referee
  - Trail should blow whistle immediately upon hearing the horn
  - If the ball is subsequently released and will not count, should wave the attempt off immediately

