

FIBA 3-PERSON MECHANICS

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TERMINOLOGY

- **Ball-side**
- **Lead, Centre, Trail**
- **Table side**
- **Opposite side**
- **Rotation: change of position during live ball**
- **Strong side: side of front court where L is located**
- **Weak side: side of front court where L is not located**
- **Switch: change in position during dead ball caused by a foul being called**

BASIC CONCEPTS

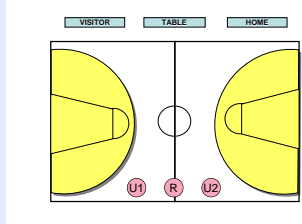
- **Teamwork**
 - **Respect**
 - **Patience**
 - **Communication**
-
- **Team success depends on C's and T's involvement**

PRE-GAME

- On the court 20 minutes before game time
- Opposite the table
- Make sure scoresheet is correctly prepared and that, 10 minutes before game time, coaches confirm list, indicate five starters and sign scoresheet

Introduction:

- 6 minutes before game time, blow whistle to interrupt warm-up and bring teams to respective bench (clock still running)
- Resume warm-up with 3 minutes on the clock
- 2:00 minutes, officials cross over to table side
- 1:30 minute left, bring teams to bench
- Pre-game and half-time: whistle at 3:00, 1:30 and 30 seconds
- Between 1st and 2nd, 3rd and 4th, and before OT, whistle at 30 seconds

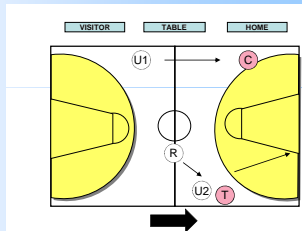


OPENING TOSS

Responsibilities:

- R: toss
- U1: starting the clock, calling re-jump or jumper violation
- U2: 8 non-jumpers

- Movement: ball to R's right

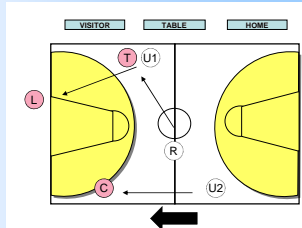


OPENING TOSS

Responsibilities:

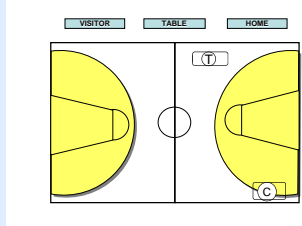
- R: toss
- U1: calling re-jump or jumper violation
- U2: 8 non-jumpers

- Movement: ball to R's left



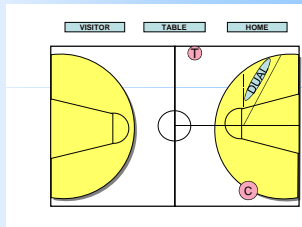
OFFICIALS WORKING AREAS

- L works the paint
- C stands 2 meters beyond free throw line extended
- T at the edge of the team bench area
- Officials must go where they can see the air (find the spaces)



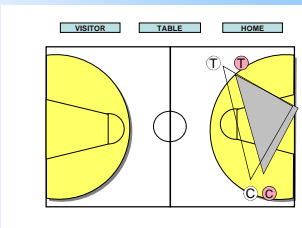
AREAS OF RESPONSIBILITY

- T is responsible for outside of strong side
- L is responsible for paint on strong side and inside arc
- T and L have shared responsibilities in dual area
- C is responsible for whole weak side



BALL GOES TOWARD THE BASKET

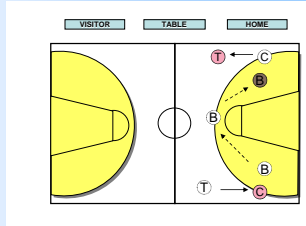
- T and C step toward the endline, making the triangle smaller



ROTATION

- If ball is passed to other side

- L moves to ball-side and initiates rotation
- T moves to C
- C moves to T

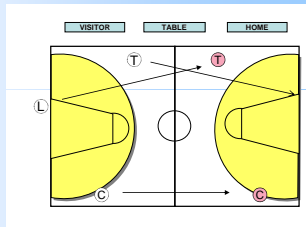


TRANSITION

- T becomes new L

- C continues to be C:
 - All violations and fouls between the top of the two free throw semi-circles on his side
 - On fast break, follow play quickly to assist L
 - Ball coverage to the basket on his side

- L becomes T
 - New sideline responsibility
 - Coverage behind the fast break

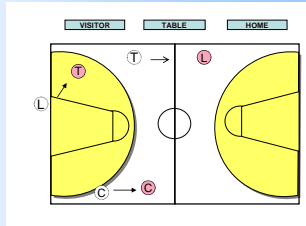


PRESSING

- T becomes new L
 - Last line of defence

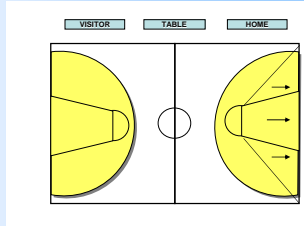
- C continues to be C:
 - First line of defence

- L becomes new T



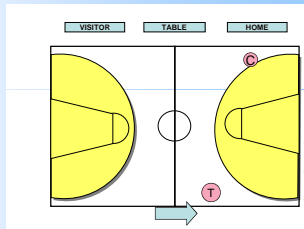
THROW-INS

- Throw-in spot nearest to point of infraction
- Not behind backboard
- Diagonal from end of free throw line to corner: endline
- Throw-in from back court handled by T

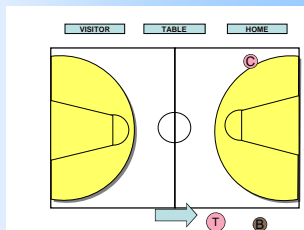


ENDLINE THROW-IN

- L between player and basket

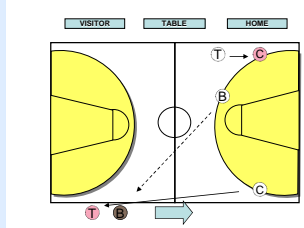


SIDELINE THROW-IN



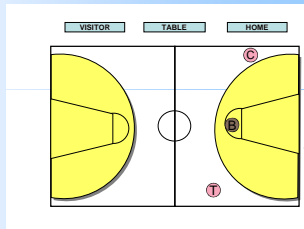
OUT OF BOUNDS IN BACK COURT

- Ball goes out of bounds in back court on weak side, ball coming back to front court
- C becomes new T and handles throw-in
- L moves to ball-side
- T becomes new C



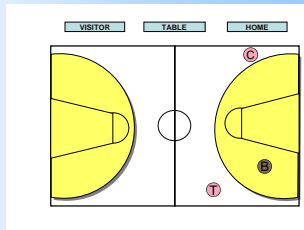
Shot coverage

- C is primarily responsible for shots from within the free throw semi-circle
- T is responsible to help on shots from his side of semi-circle



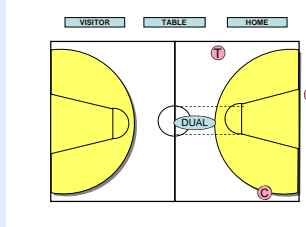
Shot coverage

- L is primarily responsible for shooter and ball-side rebounding
- C is primarily responsible for goal tending and basket interference, weak-side rebounding
- T is responsible for goal tending and basket interference and perimeter rebounding



3-point field goal coverage

- C and T are responsible for signalling 3-point try on their side of the court
- When C or T signals successful 3-point basket, the other mirrors the successful basket



CALLING A FOUL

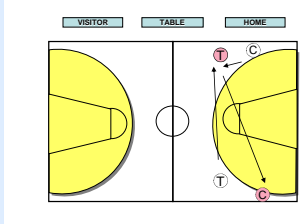
- Stop clock: arm straight up, clenched fist
- Point to player's waist with a straight arm, palm facing down
- Indicate number of free throws in controversial situations
- RUN to scorer's table (6 to 8 m) and STOP
- Report while standing still
 - Signal number of player
 - Indicate nature of foul
 - Number of free throws or direction of play
- RUN to next position
- Free officials keeps all players within field of vision
- Double whistle:
 - Eye contact
 - Nearest official or official toward whom play is moving takes call

Procedure when foul is called

- Calling official:
 - Identifies player and reports to scorer
 - Moves to side opposite the table
- Officials not calling the foul:
 - Freeze and observe all players until reporting has begun, then move to new positions while continuing to observe all players
 - If official on table side did not call, he remains table side
 - Official closest to table administers requests for time-outs and substitutions
- Official who calls offensive foul on:
 - Table side becomes the new C on opposite side
 - Opposite side returns to opposite side

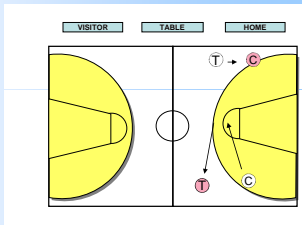
SWITCHING POSITIONS AFTER FOUL BALL REMAINS IN FRONT COURT

- C calls foul on defensive player table side
- C reports and goes opposite as C
- T freezes and goes table side as T
- L moves to table side as L



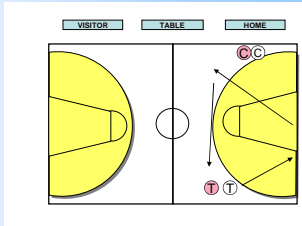
SWITCHING POSITIONS AFTER FOUL BALL REMAINS IN FRONT COURT

- C calls foul on defensive player opposite side
- C reports and goes back opposite as T
- T freezes and stays table side as C
- L moves to opposite side as L



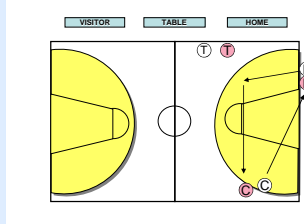
SWITCHING POSITIONS AFTER FOUL BALL REMAINS IN FRONT COURT

- L calls foul on defensive player on opposite side
- L reports and goes opposite as T
- T goes to L opposite
- C stays as C table side



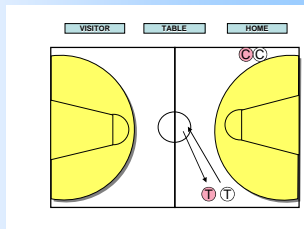
**SWITCHING POSITIONS AFTER FOUL
BALL REMAINS IN FRONT COURT**

- L calls foul on defensive player on table side
- L reports and goes opposite as C
- C goes to L table side
- T stays as T on table side



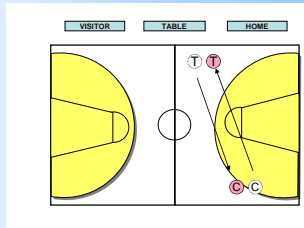
**SWITCHING POSITIONS AFTER FOUL
BALL REMAINS IN FRONT COURT**

- T calls foul on defensive player opposite side
- T reports and goes back opposite as T
- C and L remain in same position



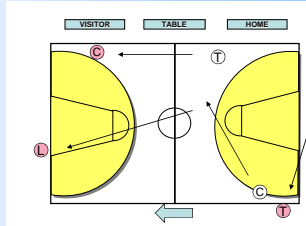
**SWITCHING POSITIONS AFTER FOUL
BALL REMAINS IN FRONT COURT**

- T calls foul on defensive player table side
- T reports and goes opposite as C
- C freezes and goes table side as T
- L remains in same position



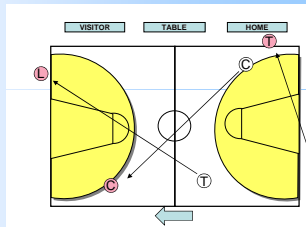
SWITCHING POSITIONS AFTER FOUL BALL GOES TO NEW FRONT COURT

- C calls offensive foul on opposite side
- C reports and goes opposite as new L
- L becomes new T and handles throw-in on opposite side
- T becomes new C table side



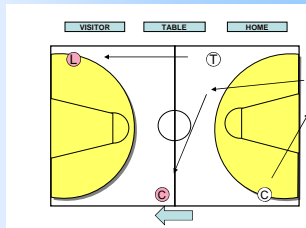
SWITCHING POSITIONS AFTER FOUL BALL GOES TO NEW FRONT COURT

- C calls offensive foul on table side
- C reports and goes opposite as C
- L becomes new T and handles throw-in on table side
- T becomes new L table side



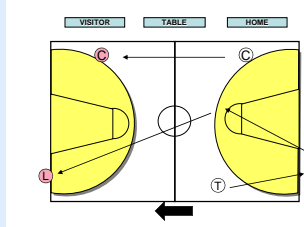
SWITCHING POSITIONS AFTER FOUL BALL GOES TO NEW FRONT COURT

- L calls offensive foul table side
- L reports and goes opposite as new C
- C becomes new T and handles throw-in
- T becomes new L



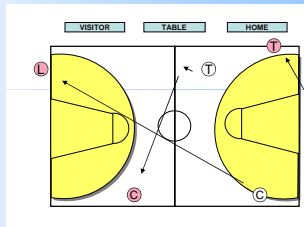
SWITCHING POSITIONS AFTER FOUL BALL GOES TO NEW FRONT COURT

- L calls offensive foul opposite side
- L reports and goes opposite as new L
- T becomes new T and handles throw-in
- C becomes new C



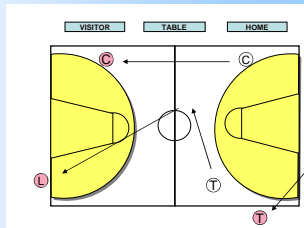
SWITCHING POSITIONS AFTER FOUL BALL GOES TO NEW FRONT COURT

- T calls offensive foul table side
- T reports and goes opposite as new C
- L becomes new T and handles throw-in table side
- C goes table side and becomes new L



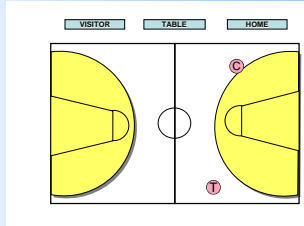
SWITCHING POSITIONS AFTER FOUL BALL GOES TO NEW FRONT COURT

- T calls offensive foul opposite side
- T reports and goes opposite as new L
- L becomes new T and handles throw-in opposite side
- C stays table side and becomes new C



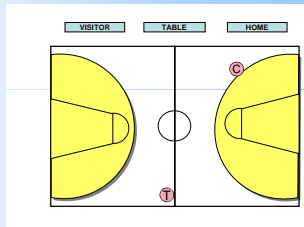
FREE THROW ADMINISTRATION

- **L (opposite side)**
 - Signals number of throws
 - Bounces ball to thrower
 - Watches players across lane
 - After last successful free throw, signals start of clock
- **C (table side)**
 - Signals number of throws until ball is released
 - Watches players across lane
 - Signals start of clock after last unsuccessful free throw
- **T (opposite side)**
 - Helps with free throw violations if necessary
 - Helps with perimeter rebounding



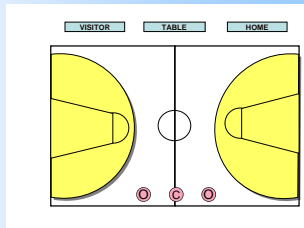
ADMINISTRATION OF FOULS FOLLOWED BY POSSESSION

- Official calling foul reports and goes opposite as T
- **L (opposite side)** administers all free throws
- **C (table side)** at the free throw line extended
- After last free throw, L passes ball to T for throw-in



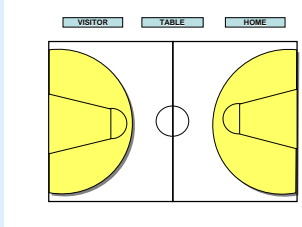
CHARGED TIME-OUTS

- Official nearest table grants the time-out, becomes C and stands straddling centre line. All officials assume pre-game positions during time out. If free throw, L holds ball
- If throw-in, official responsible holds ball
- After warning signal, officials ensure that players return and move to normal positions



Substitutions

- Official nearest table handles the substitutions
- When a foul is called the calling official reports and goes opposite, letting the partner nearest the table handle the substitutions
- In transition, when new L is on table side, he acknowledges the subs and let the C supervise the rest of the procedure



End of game

- Officials gather at pre-game spots
- Observe post-game action
- If risky, leave together briskly

