

# BASKETBALL ENGLAND

## 2 PERSON OFFICIATING



#REDD



**BASKETBALL ENGLAND**  
**2 PERSON OFFICIATING MANUAL**  
**V1.0**

# Table of Contents

<b>INTRODUCTION</b> .....	4
<b>TERMINOLOGY</b> .....	5
<b>BEGINNING OF THE GAME</b> .....	6
<b>DURING LIVE PLAY</b> .....	8
<b>THROW-INS FOLLOWING VIOLATIONS OR OUT-OF-BOUNDS</b> .....	12
<b>THROW-INS AFTER FOULS (DEFENSIVE AND OFFENSIVE)</b> .....	21
<b>FREE THROWS</b> .....	30
<b>TECHNICAL, UNSPORTSMANLIKE OR DISQUALIFYING FOULS</b> .....	31
<b>SUBSTITUTIONS &amp; TIME-OUTS</b> .....	31
<b>SUMMARY</b> .....	32

# INTRODUCTION

Basketball England have introduced changes to the 2 Person Officiating Mechanics ahead of the 2023/24 season.

These mechanics differ from the FIBA 2 Person Officiating Manual 2010.

Following successful trials in other European countries, this manual has been created for 2 Person Officiating games taking place under the auspices of Basketball England.

This document is designed as a guide to assist you in refereeing a game using 2 Person Officiating Mechanics.

There have been many changes to 3 Person Officiating in recent years, and some of those changes can be used in games with 2 Person Officiating which this manual will detail.

An aim of this manual is to provide clear instruction for 2 Person Officiating Mechanics, so that the understanding of the two referees is the same in each and every game.

The mechanics have been designed with an aim to ensure that the two referees are in the best possible position to make either the correct call or correct no call ideally by being in a stationary position.

## TERMINOLOGY

Below is a list of common and important terminology along with abbreviations that will be referenced throughout this manual.

**2 Person Officiating (2PO)** – where a game takes place with two referees

**3 Person Officiating (3PO)** – where a game takes place with three referees

**Left Side Mechanics (LSM)** – when the referees are stood in their set-up position and have a sideline immediately to their left and they are to the left of the basket

**Right Side Mechanics (RSM)** – when the referees are stood in their set-up position and have a sideline immediately to their right and they are to the right of the basket

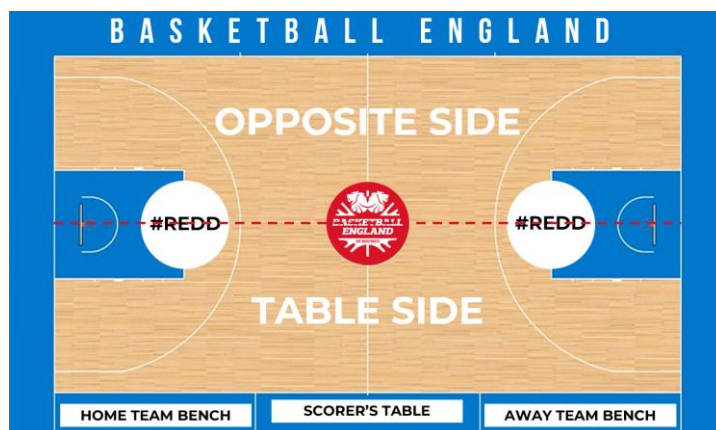
**Crew chief (CC)** – one of the referees, usually the more senior referee who has additional duties and powers within the game

**Umpire (U)** – one of the referees, usually the less senior referee who has not as many duties and powers as the crew chief

**Basket line** – the imaginary line splitting the court in two through the centre of the baskets

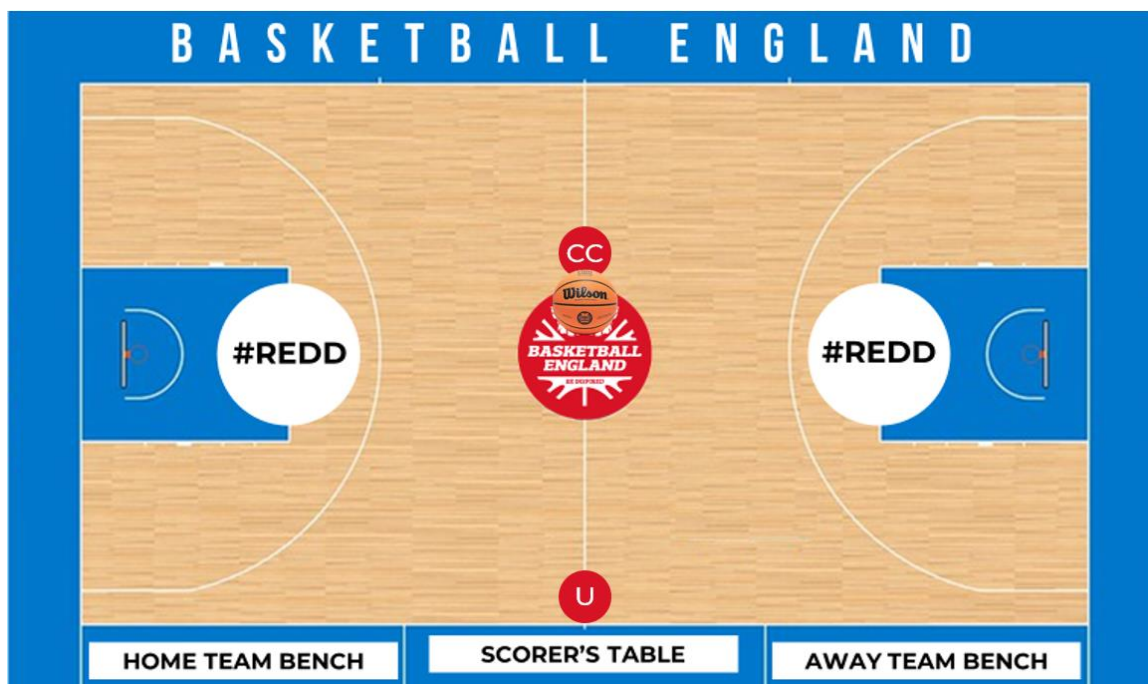
**Table side** – by splitting the court in half from the centre of each endline, table side is the side of the court nearest the scorer's table

**Opposite side** – by splitting the court in half from the centre of each endline, opposite side is the side of the court furthest the scorer's table



## BEGINNING OF THE GAME

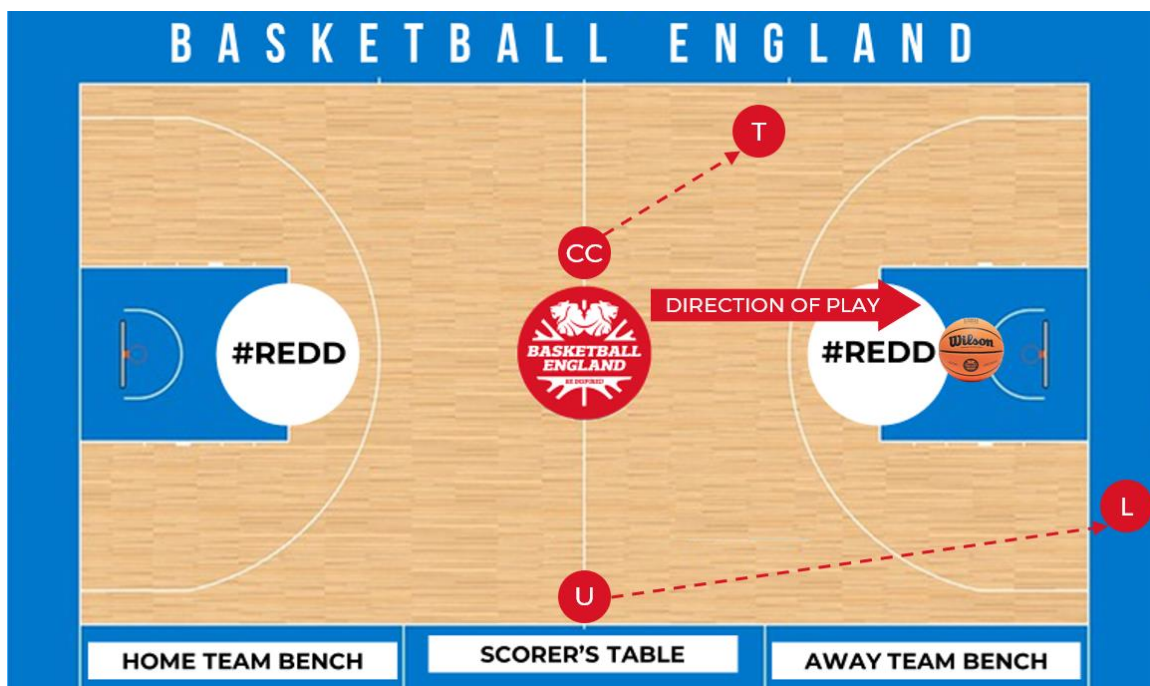
To begin the game, CC shall take a position outside the centre circle opposite and facing the scorer's table. U shall take a position in front of the scorer's table facing onto the court.



Following the opening jump ball, U will always attempt to become L and CC will always attempt to become T. The only time this could change is if there is a quick steal following the first possession. In this case, the referees should use common sense and establish eye contact to ensure that both referees adopt the best possible positions on the floor as quickly as possible.

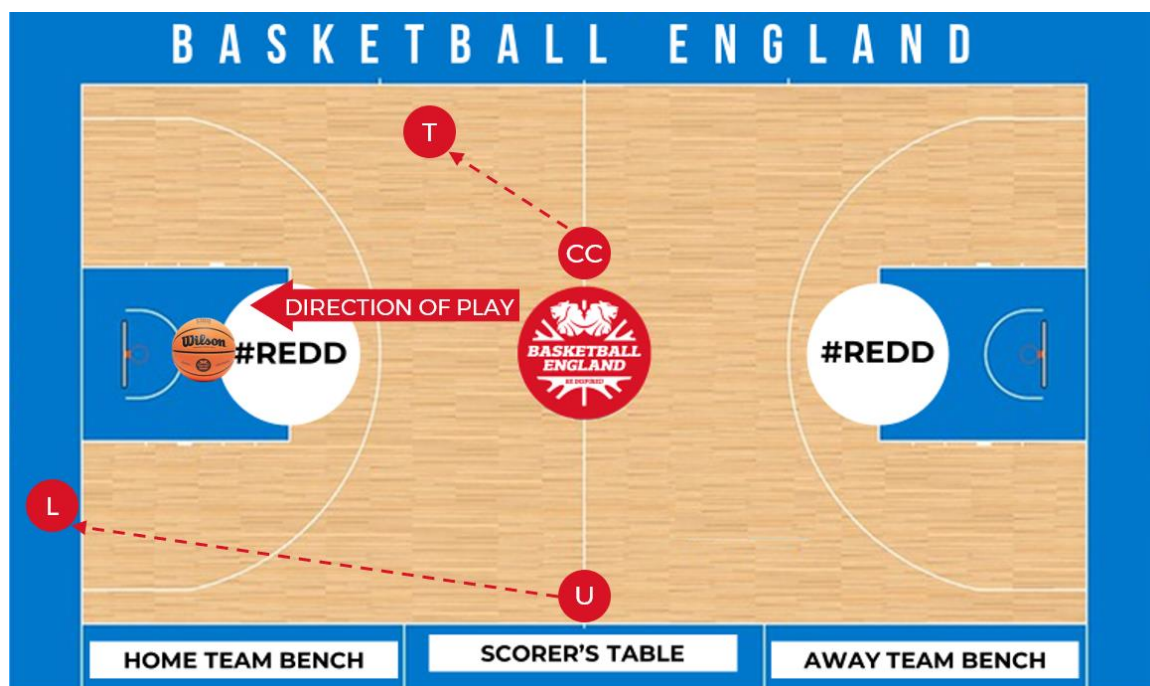
### Play goes to away team bench end

If the play goes to the away team bench end, U will run to their right and establish a position table side past the endl ine at the away team bench end and CC will establish a position opposite side in the away team bench end of the court. The referees are now in LSM.



### Play goes to home team bench end

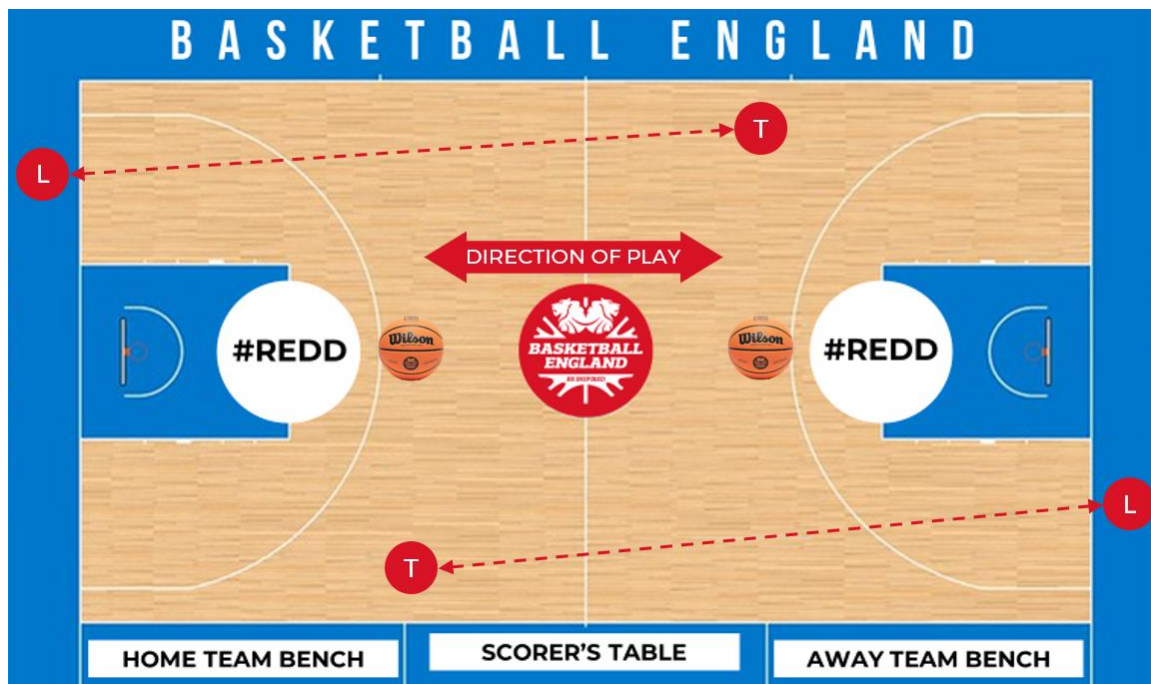
If the play goes to the home team bench end, U will run to their left and establish a position table side past the endl ine at the home team bench end and CC will establish a position opposite side in the home team bench end of the court. The crew are now in RSM.



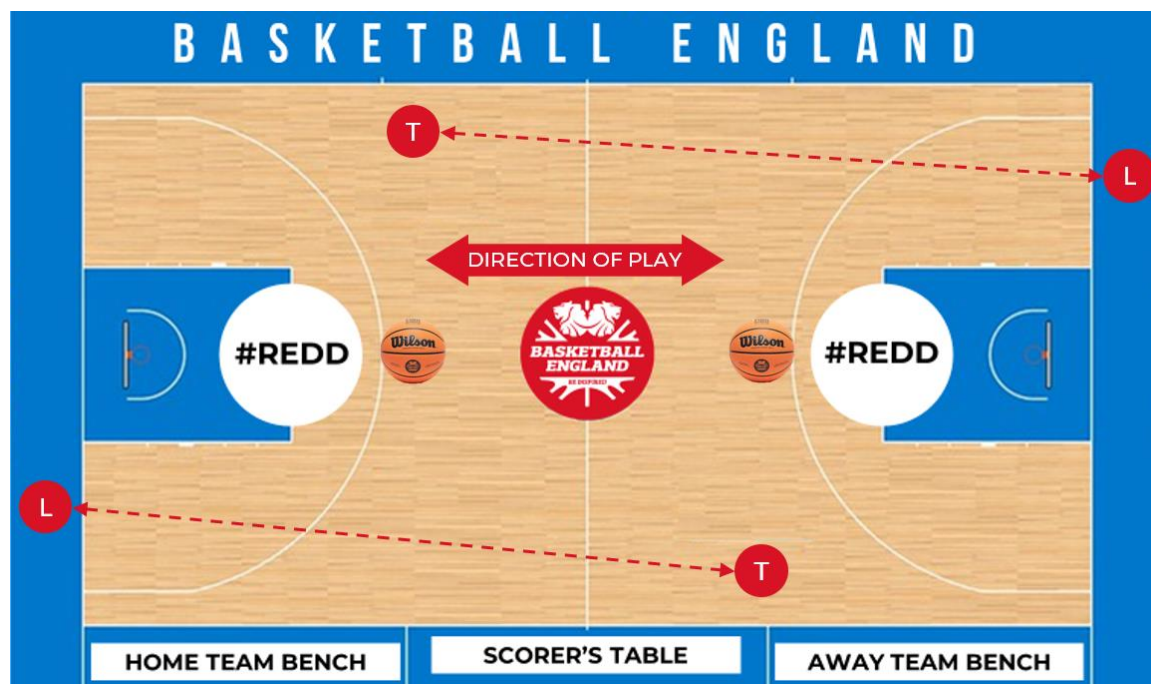
## DURING LIVE PLAY

Whilst the ball is in play, and during transitions from one end of the court to the other, the referees will either stay in LSM or RSM based on where they started following the opening jump ball, throw-ins or free throws. There is normally no need to switch from table side or opposite side during the live game as this means the referees will be moving for longer and stationary for a shorter period of time.

### Left Side Mechanics – Transition



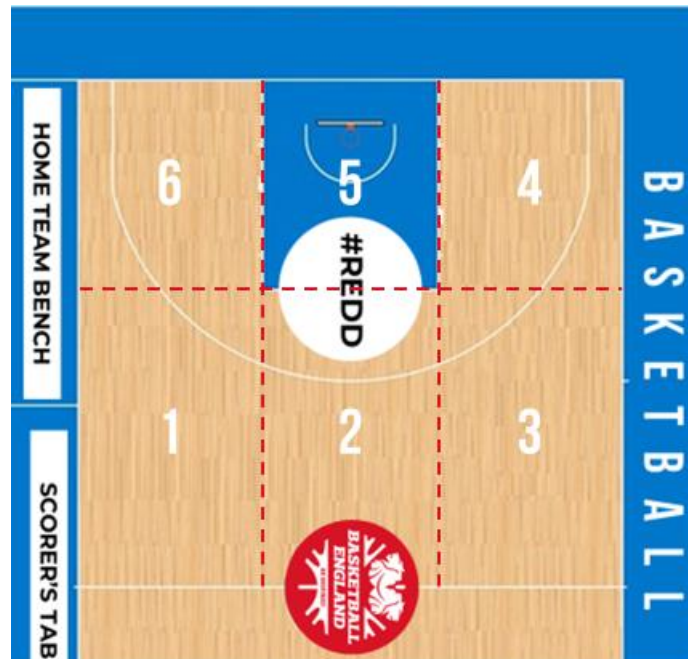
### Right Side Mechanics – Transition





## Areas of responsibility

Each half court is split into 6 rectangles (named rectangles 1-6). Irrespective of whether the referees are in LSM or RSM the rectangles remain the same.

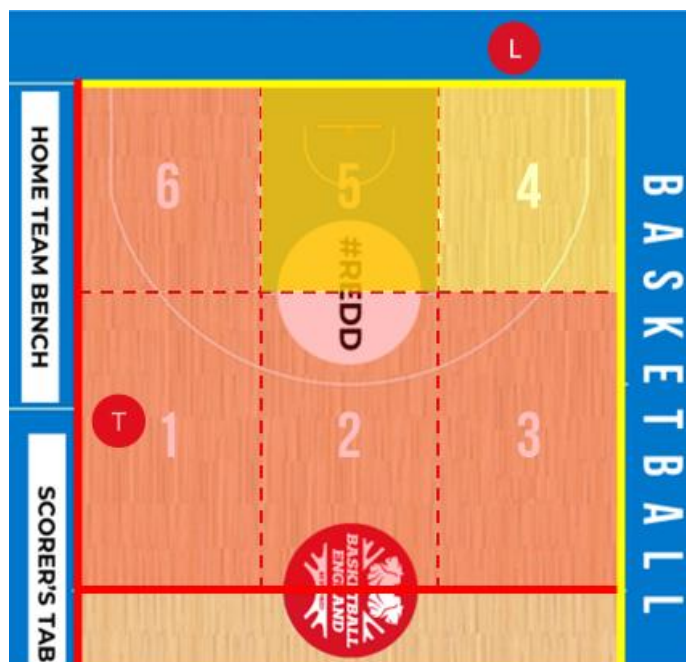


## Left Side Mechanics

Whilst the referees are operating in LSM, T is responsible for all action in rectangles 1, 2, 3 & 6, L is responsible for all action in rectangle 4 and both referees have joint responsibility in rectangle 5.

L is responsible for the sideline to their left and the endline in the frontcourt. T is responsible for the sideline to their left, the halfway line and the endline in the backcourt.

*N.B. T must be ready to help with the direction of the out-of-bounds in rectangle 3 and in the backcourt on the sideline to their right, but L is responsible for deciding if the ball has gone out-of-bounds.*

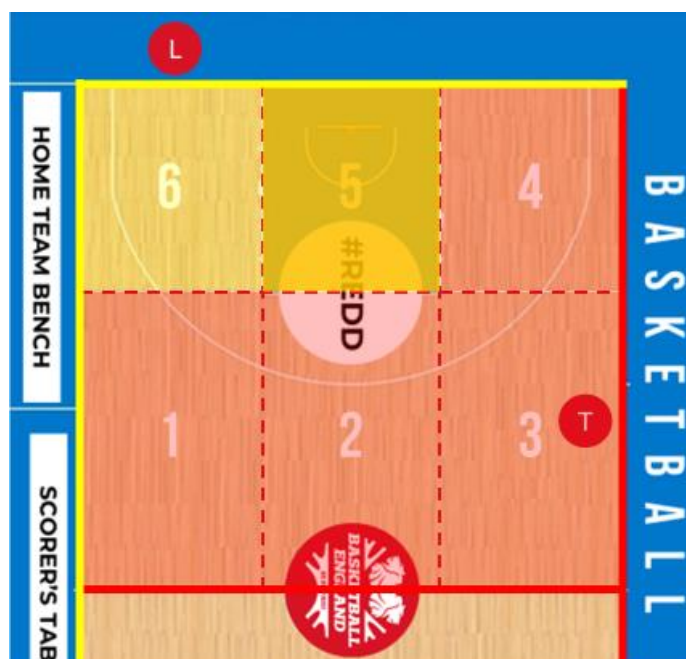


## Right Side Mechanics

Whilst the referees are operating in RSM, T is responsible for all action in rectangles 1, 2, 3 & 4, L is responsible for all action in rectangle 6 and both referees have joint responsibility in rectangle 5.

L is responsible for the sideline to their right and the endline in the frontcourt. T is responsible for the sideline to their right, the halfway line and the endline in the backcourt.

*N.B. T must be ready to help with the direction of the out-of-bounds in rectangle 1 and in the backcourt on the sideline to their left, but L is responsible for deciding if the ball has gone out-of-bounds.*



## Post Play

The only time L may break the basket line and go to the other side of the court is when L feels they need to be closer to a play in the low post. When L goes to the other side of the court, they should not go any further than the edge of rectangle 5. T should not switch their side of the court in this scenario but should step into the court to be able to give further assistance to L in off ball scenarios in rectangle 4 (LSM) or rectangle 6 (RSM).

After the post play has dispersed or there is a turnover, L must return to the side of the floor they were originally on at the start of the play.

## THROW-INS FOLLOWING VIOLATIONS OR OUT-OF-BOUNDS

For all throw-ins, there are some general principles to consider:

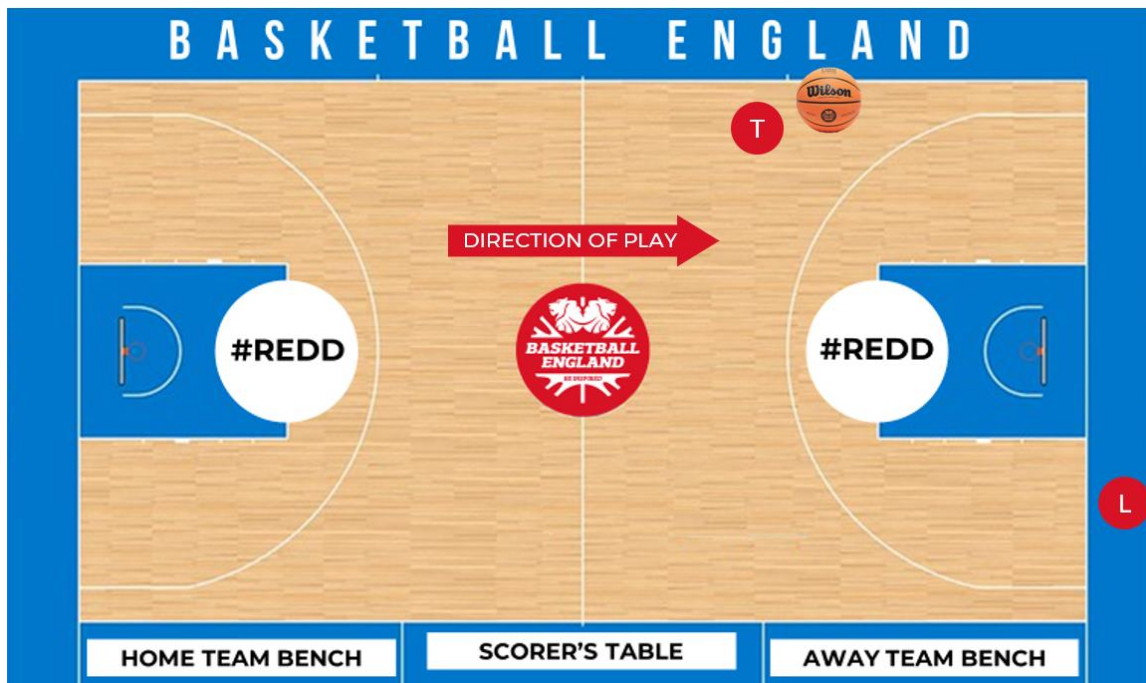
1. For any throw-in taking place on a sideline, T will administer the throw-in and will be on the same side of the court as the throw-in
2. For any throw-in taking place on an endline, L will administer the throw-in and will be on the same side of the court as the throw-in



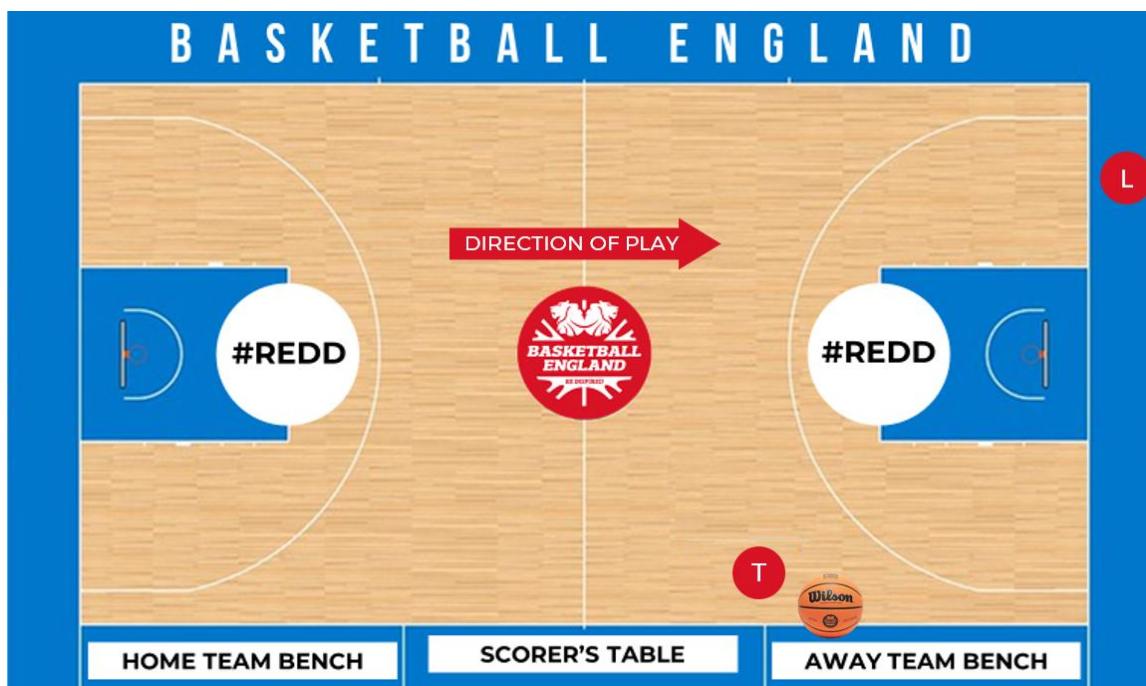
- Position of the throw-in

### Example 1

If the ball goes out-of-bounds by the defensive team or there is a violation by the defensive team and the throw-in should take place on the sideline where T is, there is no need for any switch. T will administer the ball from their current position and the game will continue.



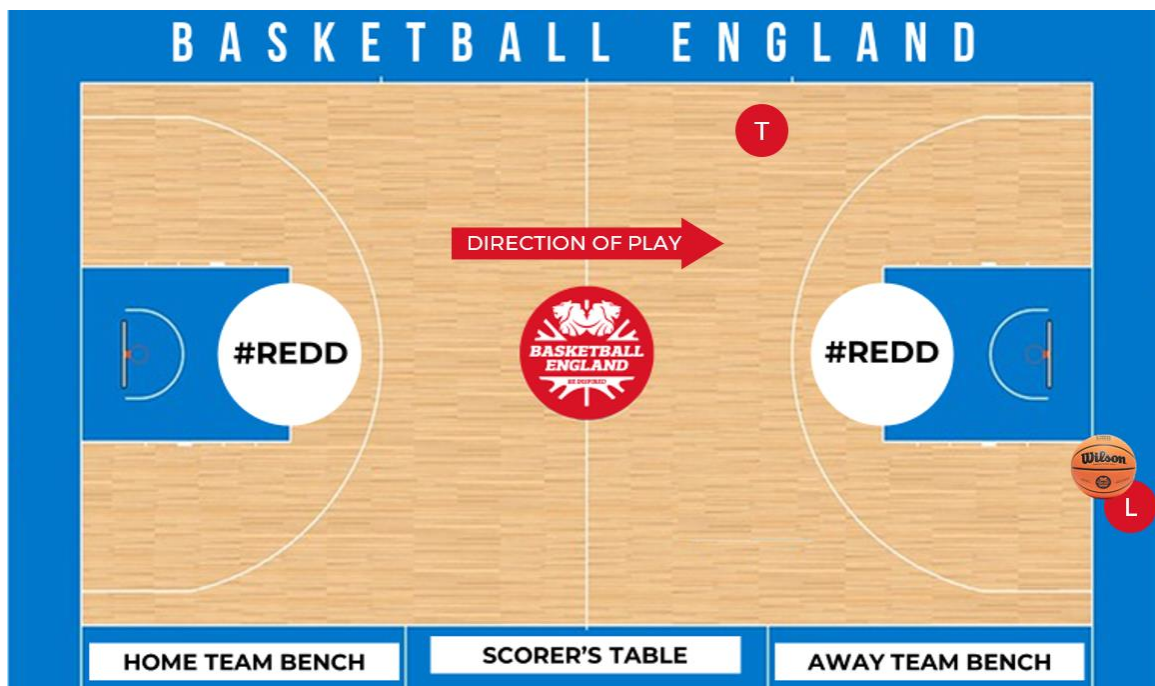
*Start – LSM; end – LSM*



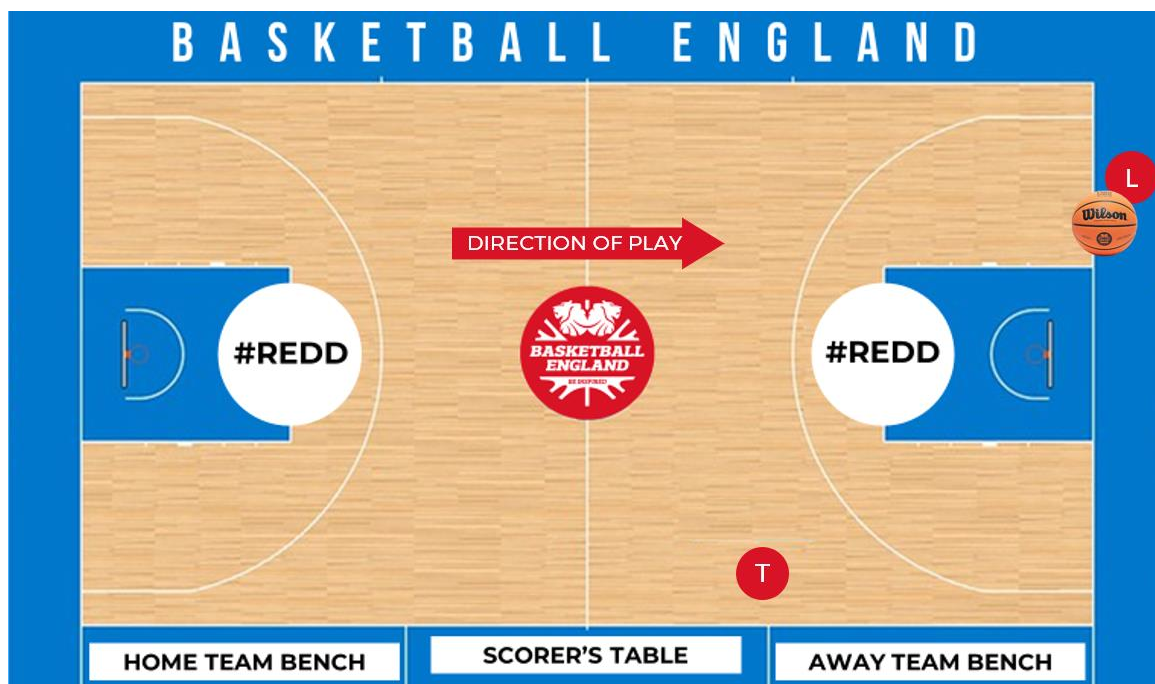
*Start – RSM; end – RSM*

## Example 2

If the ball is caused to go out-of-bounds by the defensive team or there is a violation by the defensive team and the throw-in should take place on the endline on the side of the court where L is, there is no need for any switch. L will administer the ball from their current position and the game will continue.



*Start – LSM; end – LSM*

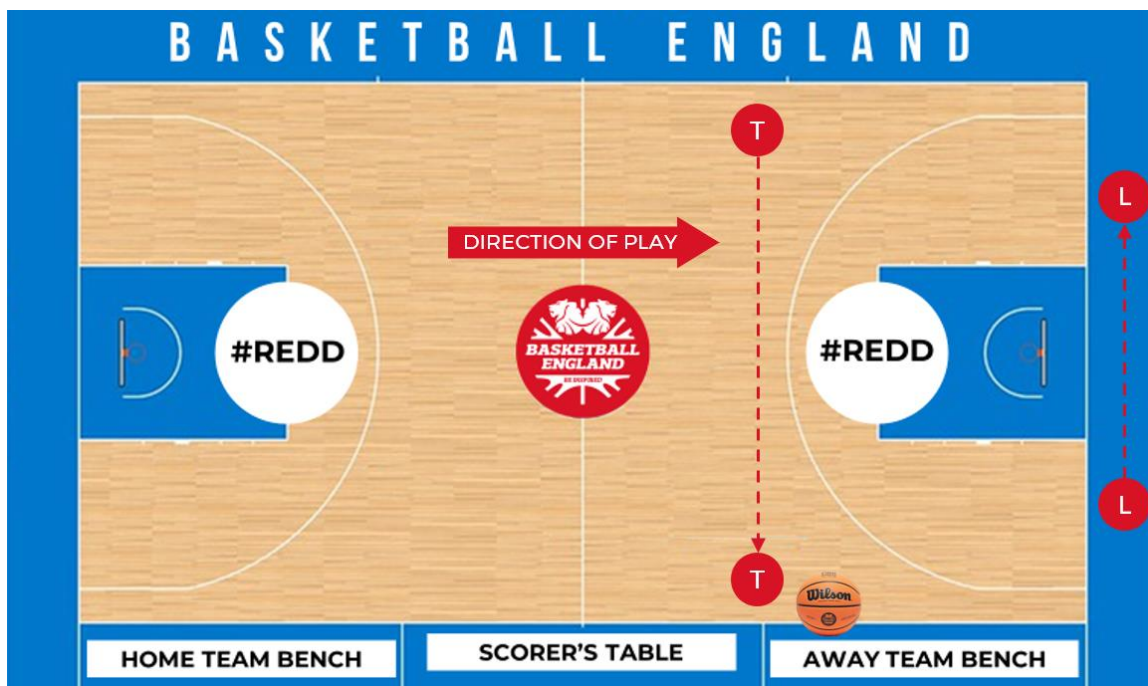


*Start – RSM; end – RSM*

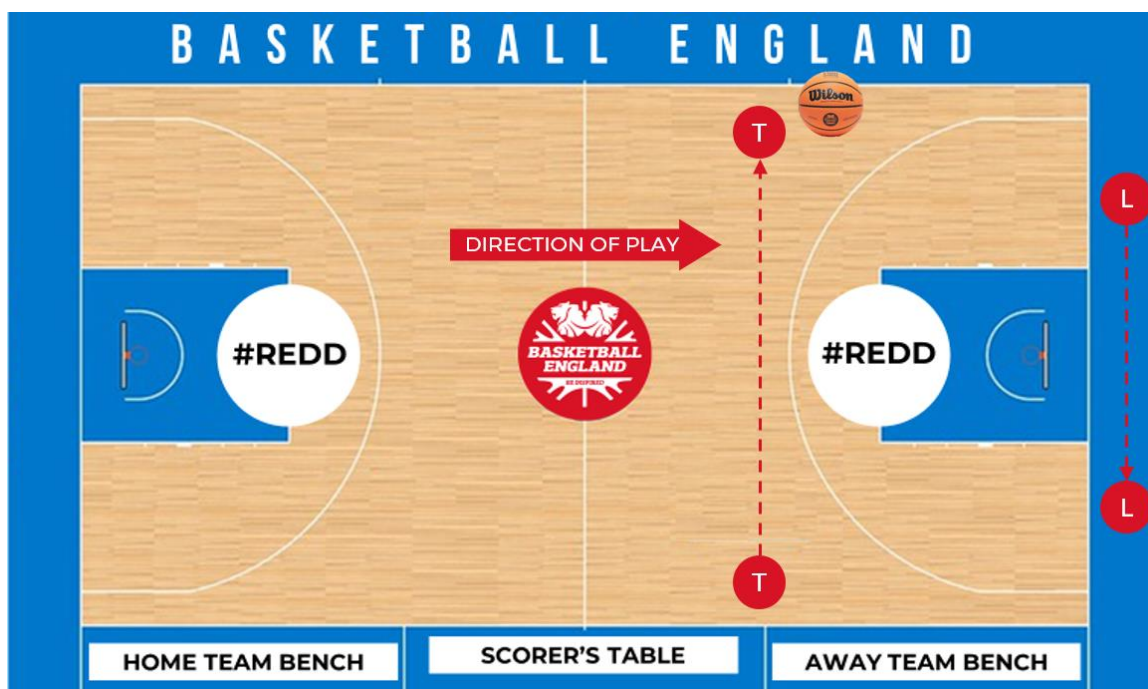
### Example 3

If the ball goes out-of-bounds by the defensive team or there is a violation by the defensive team and the throw-in should take place on the sideline opposite to where T currently is, both referees will switch sides of the floor. T will administer the ball from their new position and the game will continue.

*N.B. T will switch sides of the court and administer the throw-in even if the throw-in is to be taken below the free throw line extended.*



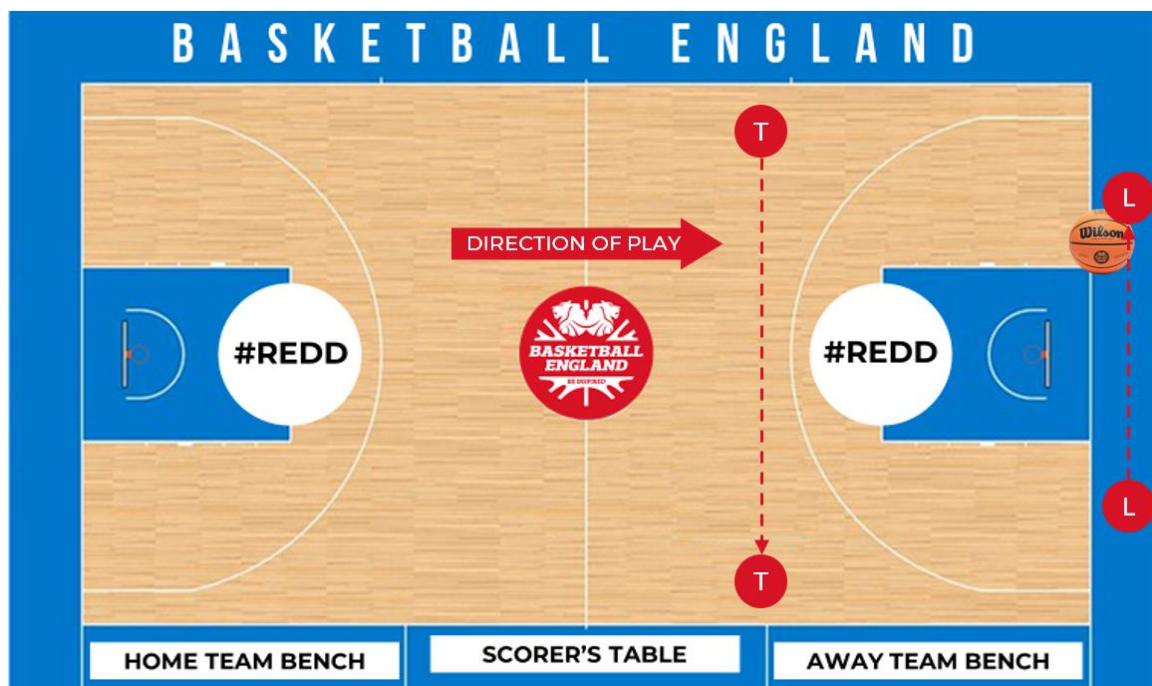
*Start – LSM; end – RSM*



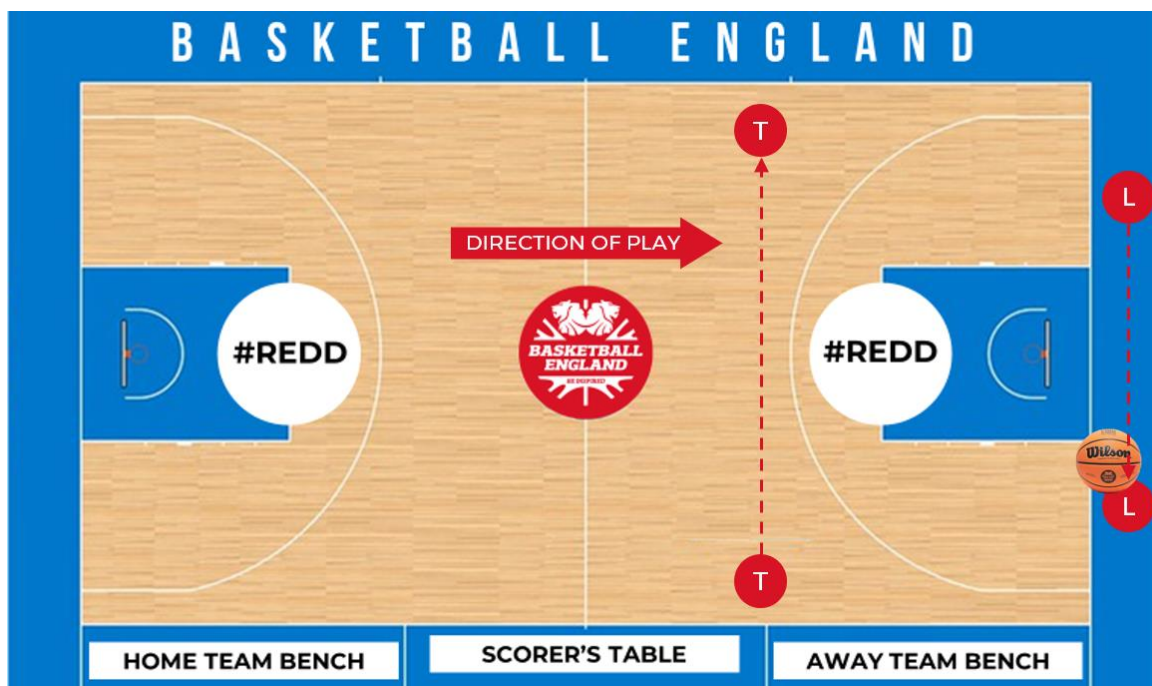
*Start – RSM; end – LSM*

#### Example 4

If the ball goes out-of-bounds by the defensive team or there is a violation by the defensive team and the throw-in should take place on the endline on the other side of the basket to where L currently is, both referees will switch sides of the floor. L will administer the ball from their new position and the game will continue.



*Start – LSM; end – RSM*

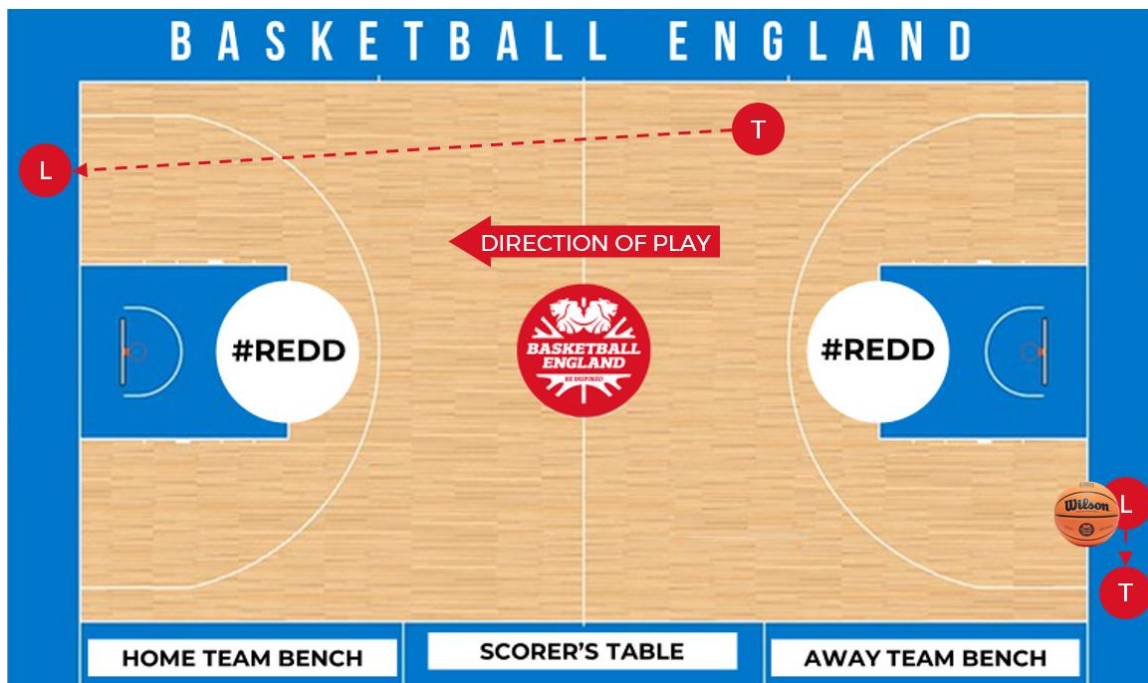


*Start – RSM; end – LSM*

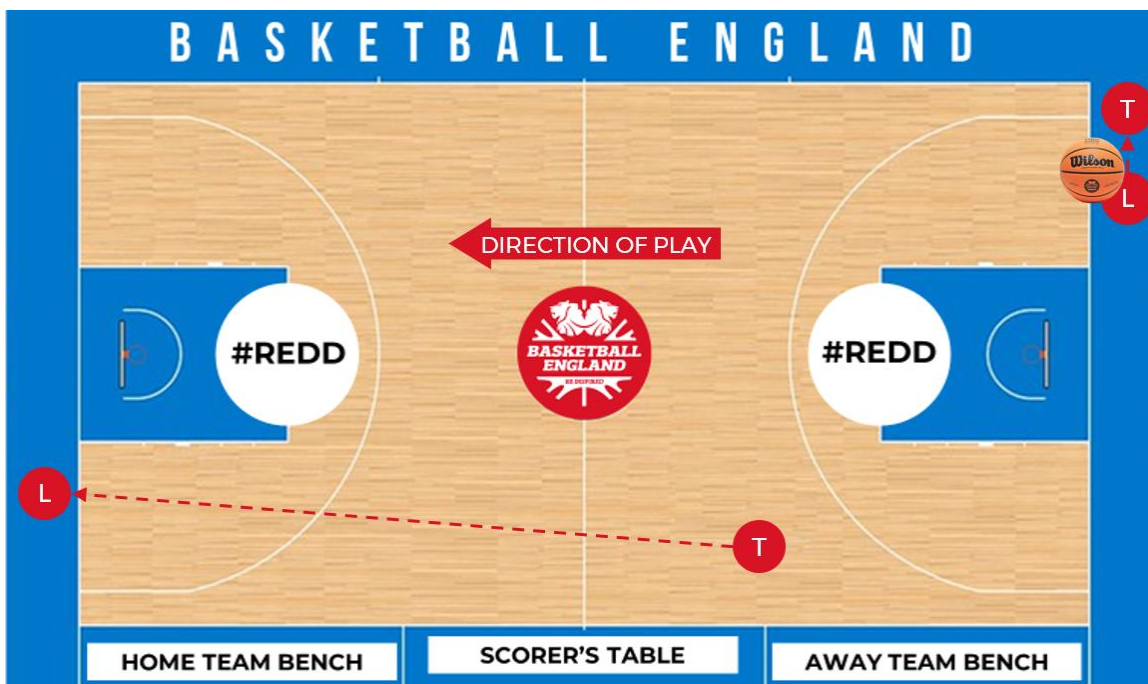


### Example 5

If the ball goes out-of-bounds by the offensive team or there is a violation by the offensive team and the throw-in should take place on the endline on the side of the court where L is, both referees will stay on the same side of the floor they are on. T will become new L and L will become new T. T will administer the ball from their current position and the game will continue.



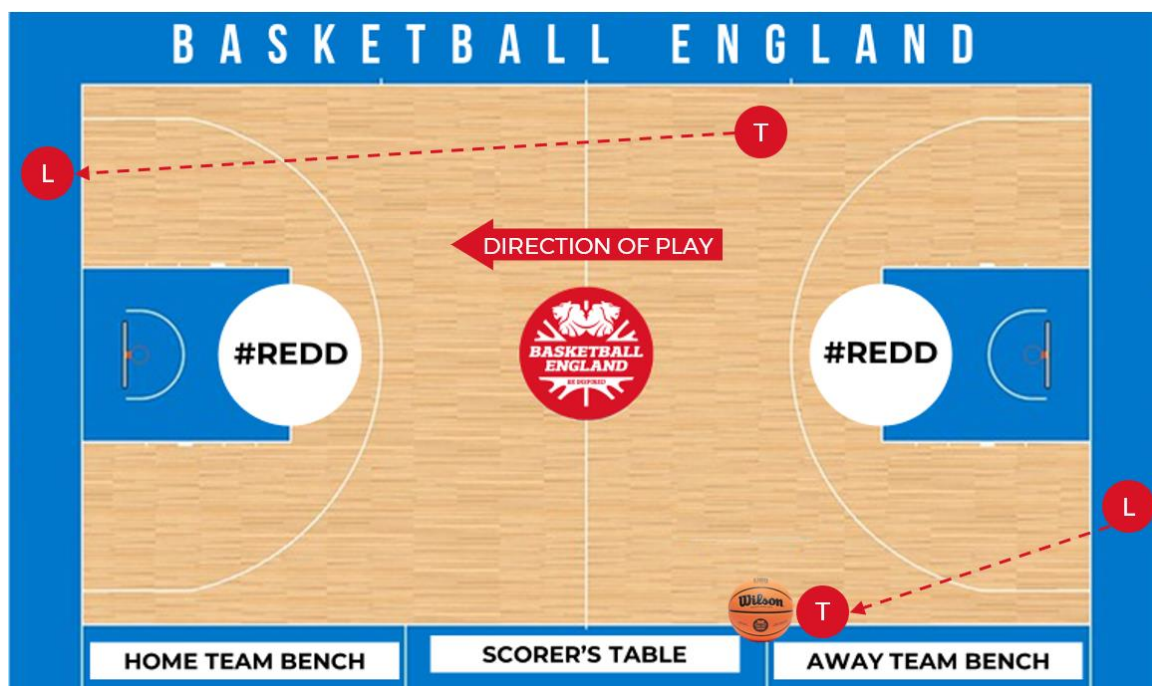
*Start – LSM; end – LSM*



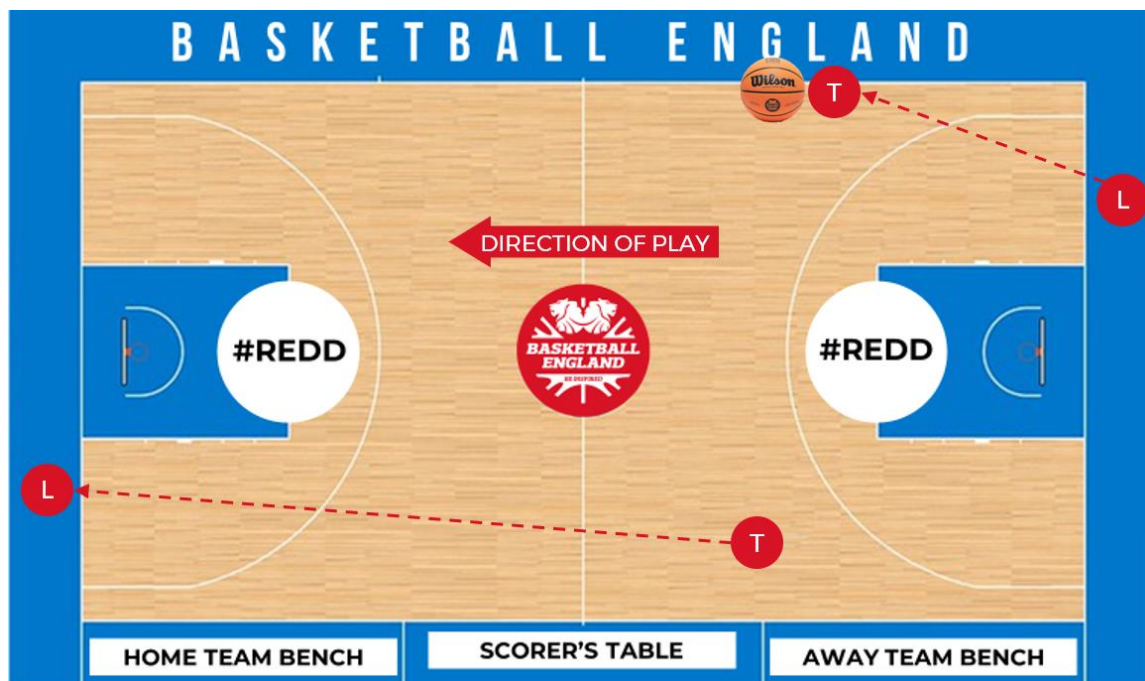
*Start – RSM; end – RSM*

### Example 6

If the ball goes out-of-bounds by the offensive team or there is a violation by the offensive team and the throw-in should take place on the sideline on the side of the court where L was, both referees will stay on the same side of the floor they are on. T will become new L and L will become new T. T will administer the ball from their new position and the game will continue.



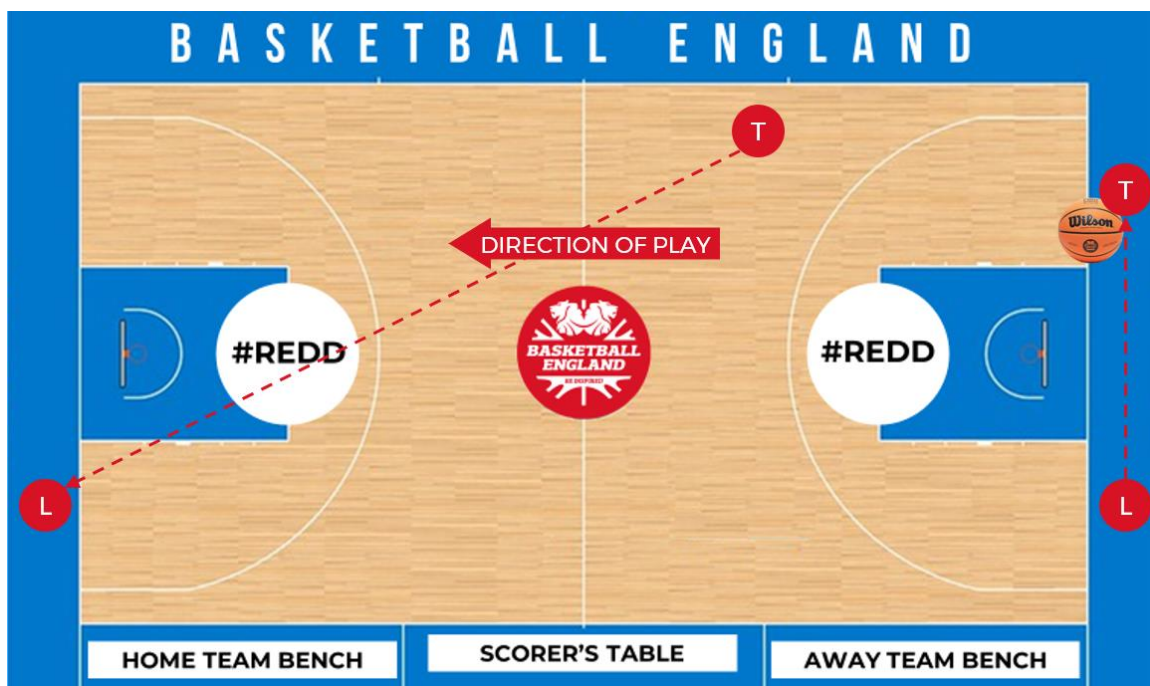
*Start – LSM; end – LSM*



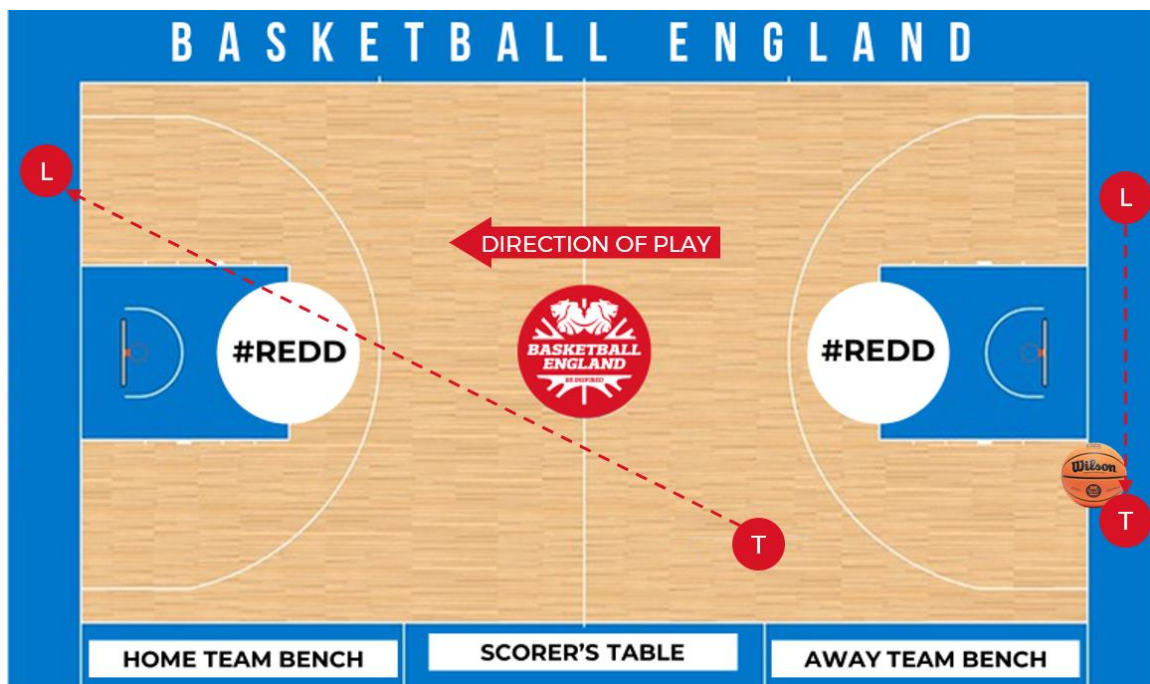
*Start – RSM; end – RSM*

### Example 7

If the ball goes out-of-bounds by the offensive team or there is a violation by the offensive team and the throw-in should take place on the endline on the other side of the basket to where L currently is, both referees should switch sides of the floor. T will become new L and L will become new T. T will administer the ball from their new position and the game will continue.



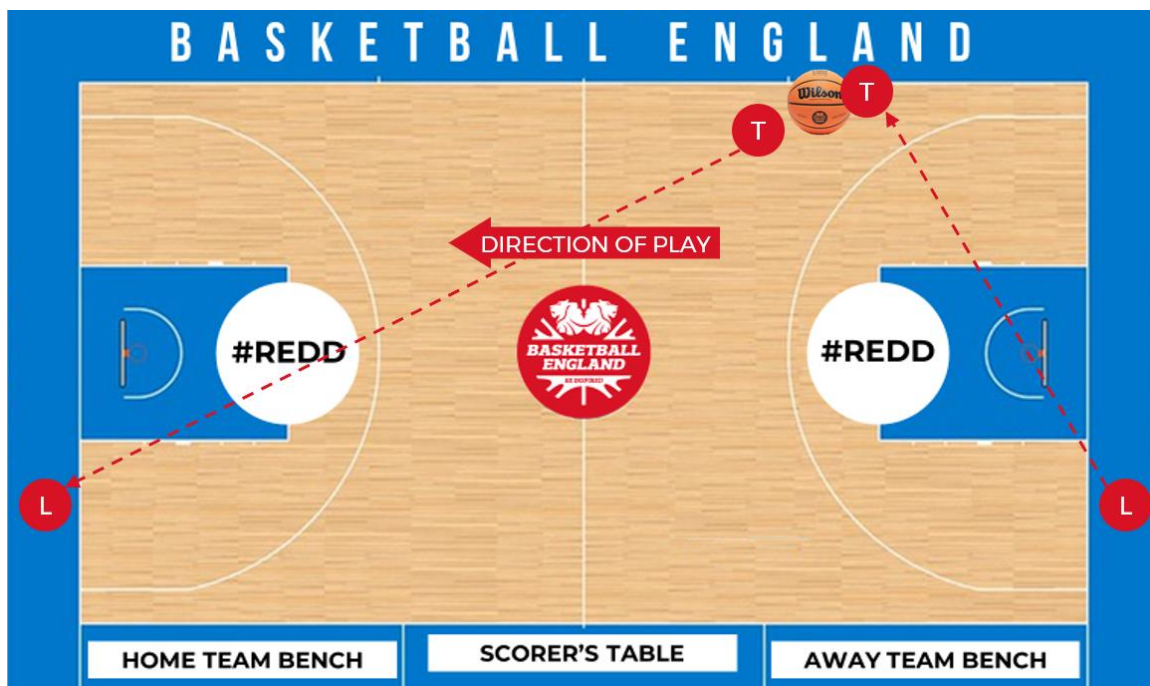
*Start – LSM; end – RSM*



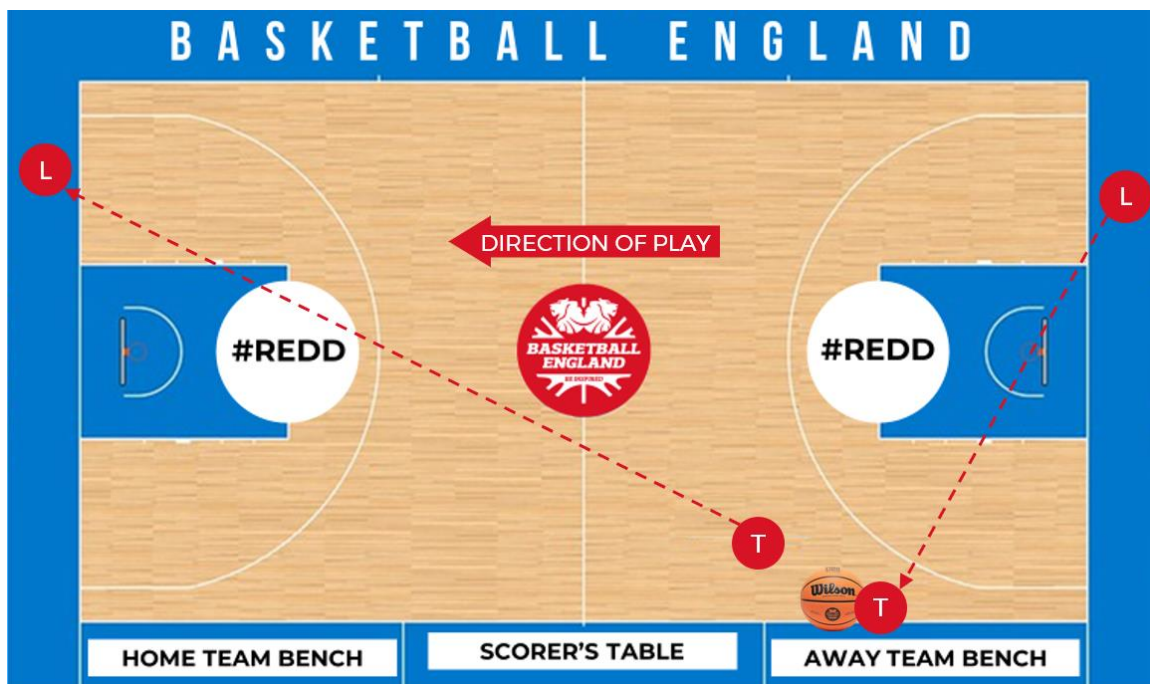
*Start – RSM; end – LSM*

### Example 8

If the ball goes out-of-bounds by the offensive team or there is a violation by the offensive team and the throw-in should take place on the sideline opposite to where L currently is, both referees should switch sides of the floor. T will become new L and L will become new T. T will administer the ball from their new position and the game will continue.



*Start – LSM; end – RSM*



*Start – RSM; end – LSM*

## THROW-INS AFTER FOULS (DEFENSIVE AND OFFENSIVE)

The same general principles for throw-ins will apply:

1. For any throw-in taking place on a sideline, T will administer the throw-in and will be on the same side of the court as the throw-in
2. For any throw-in taking place on an endline, L will administer the throw-in and will be on the same side of the court as the throw-in

The additional general principles shall apply:

1. If L calls a defensive foul in the frontcourt, L will become T and T will become L
2. If T calls a defensive foul, T will remain T
3. For all offensive fouls, L will become new T and T will become new L



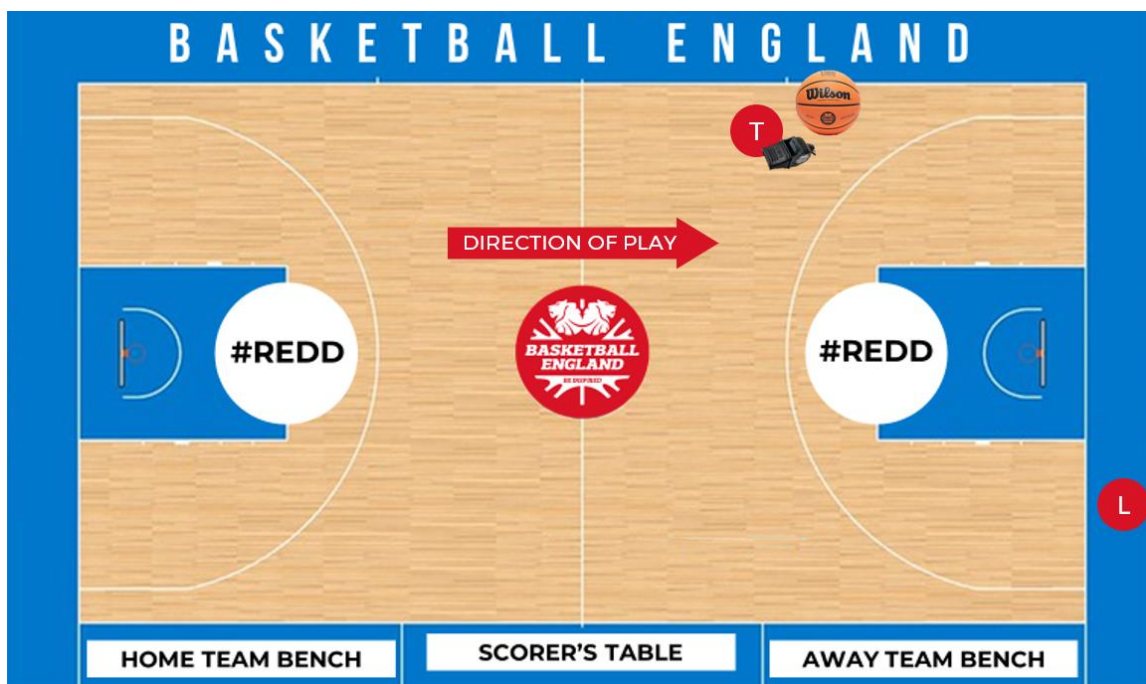
- Position of the throw-in



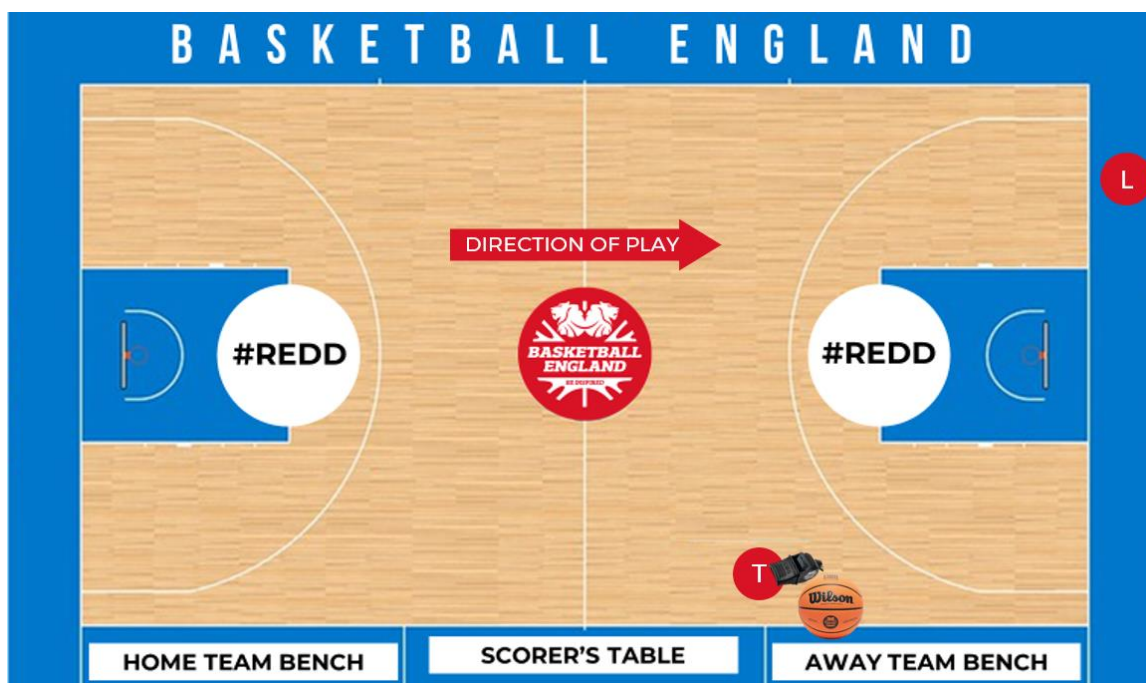
- Position of referee calling the foul

### Example 1

If a defensive foul is called by T and the throw-in should take place on the sideline where T is, there is no need for any switch. T will report the foul to the table and administer the ball from their current position and the game will continue.



*Start – LSM; end – LSM*

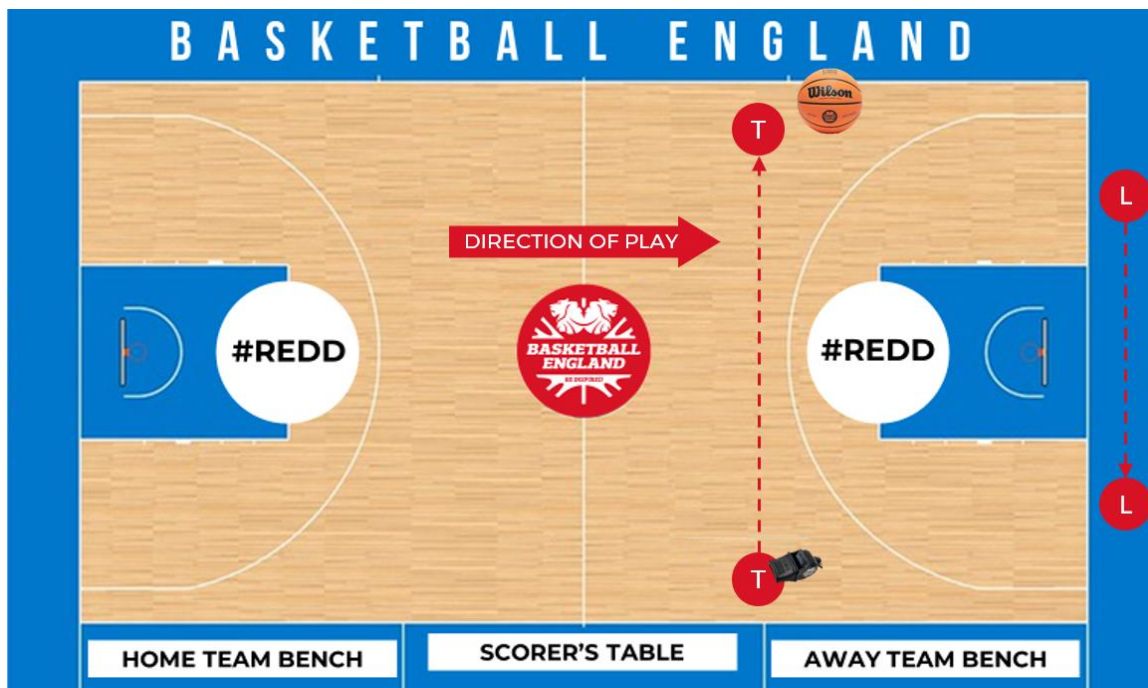


*Start – RSM; end – RSM*

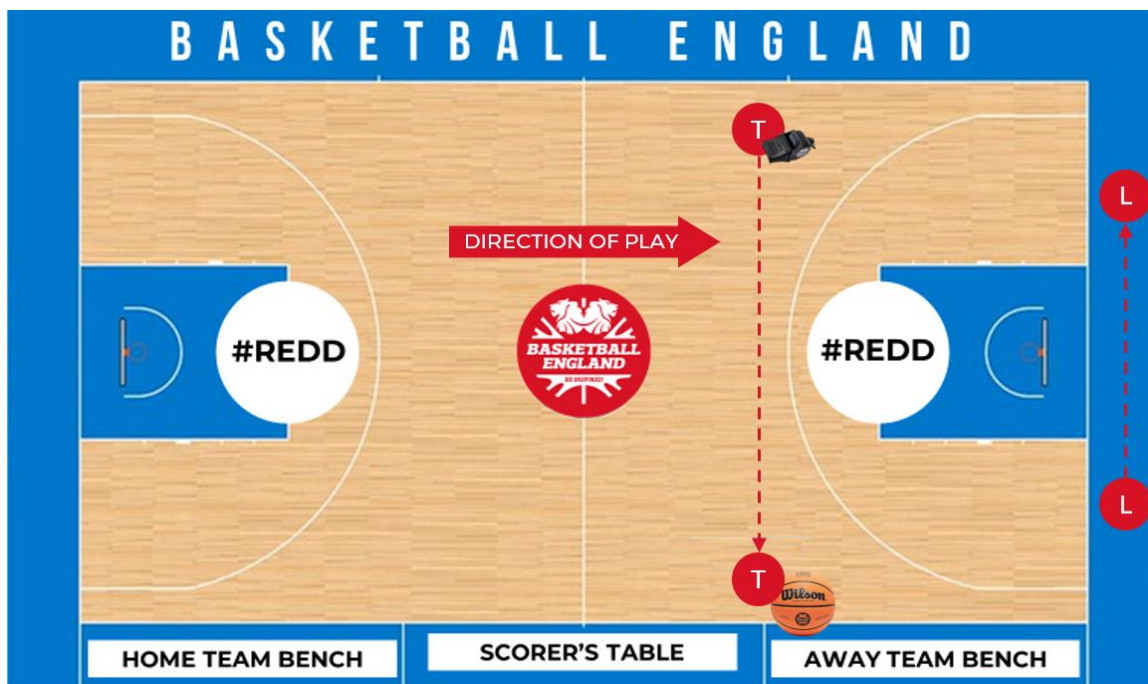
## Example 2

If a defensive foul is called by T and the throw-in should take place on the opposite sideline where T is both referees will switch sides of the floor. T will report the foul to the table and administer the ball from their new position and the game will continue.

*N.B. T will switch sides of the court and administer the throw-in even if the throw-in is to be taken below the free throw line extended.*



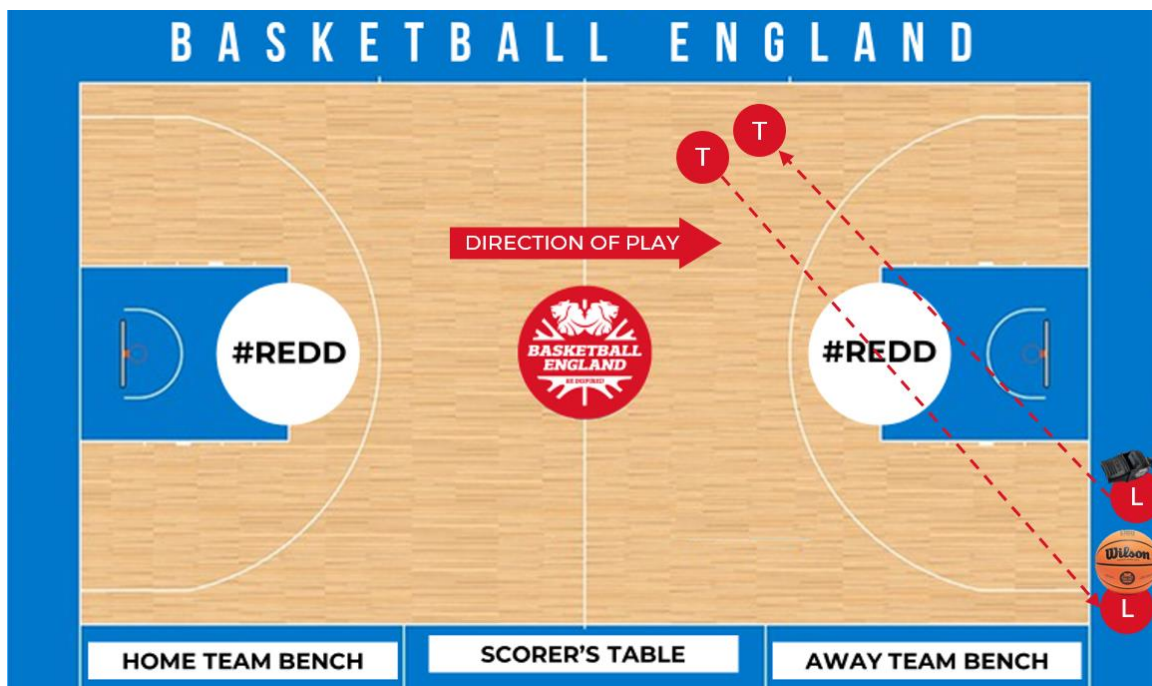
*Start – RSM; end – LSM*



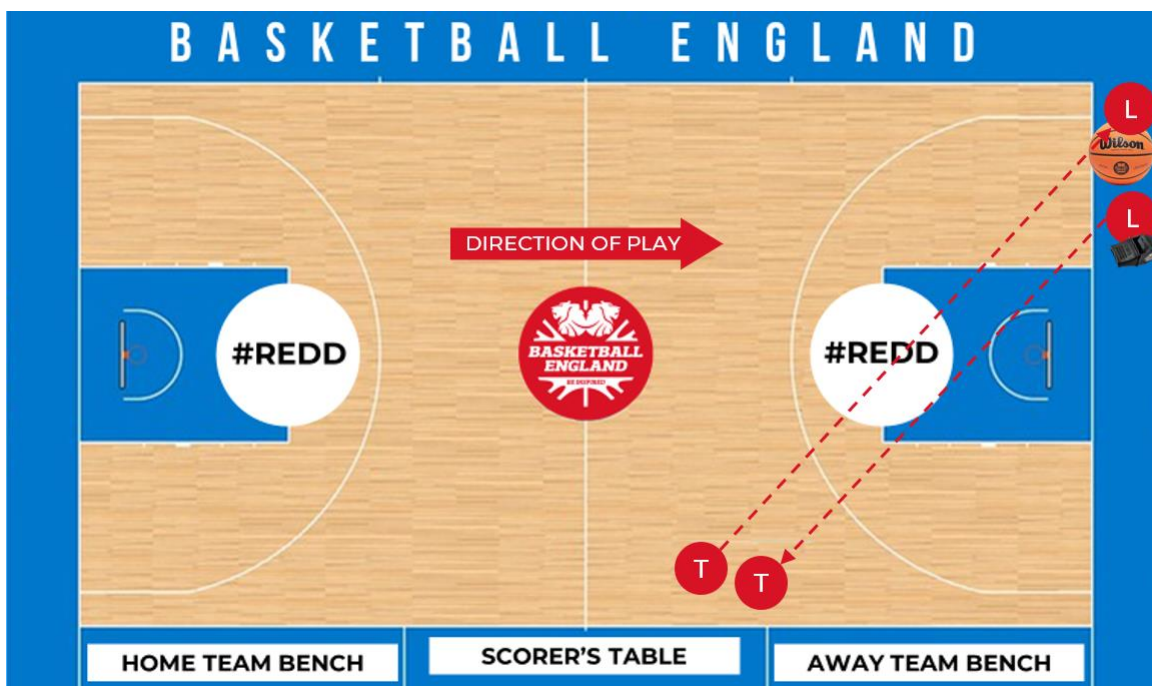
*Start – LSM; end – RSM*

### Example 3

If a defensive foul is called by L and the throw-in should take place on the endline, T will become new L on the endline on the side of the court where the throw-in should take place and L will report the foul and become new T on the other side of the floor to L. New L will administer the ball from their new position and the game will continue.

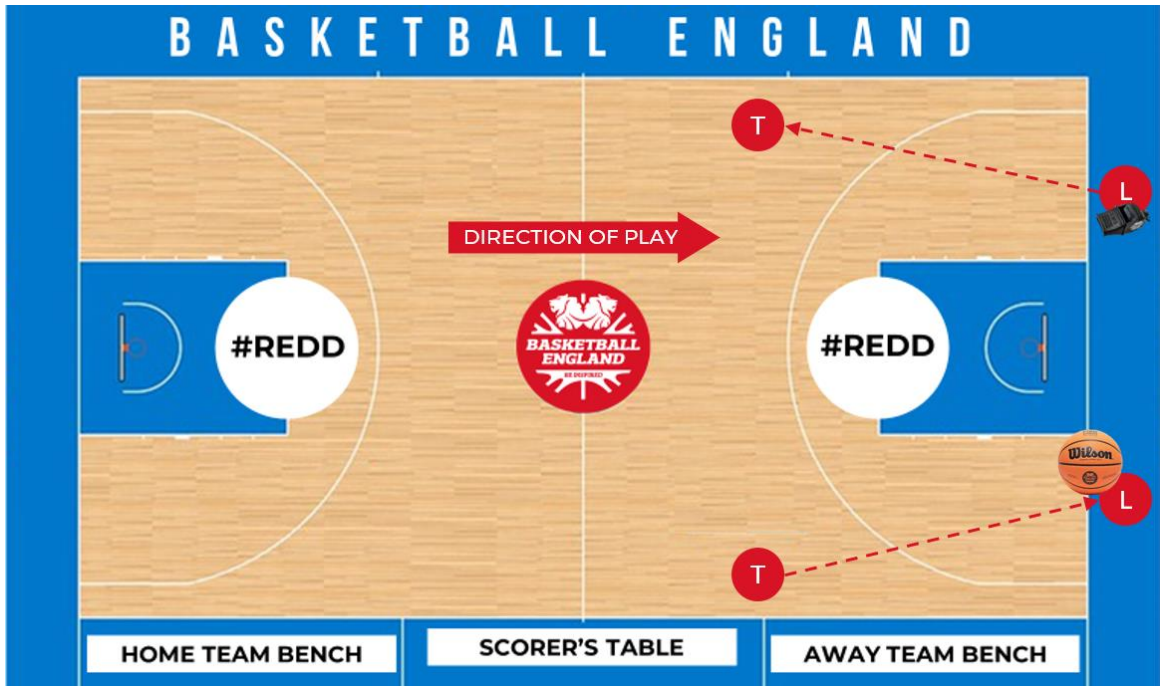


*Start – LSM; end – LSM*

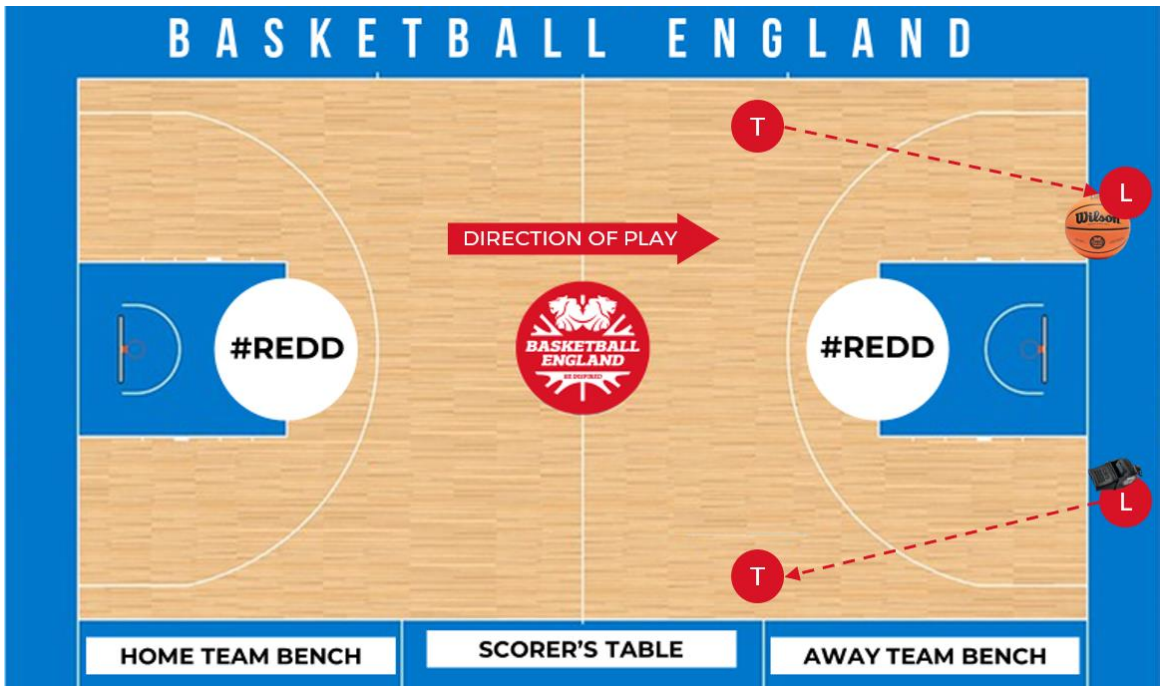


*Start – RSM; end – RSM*





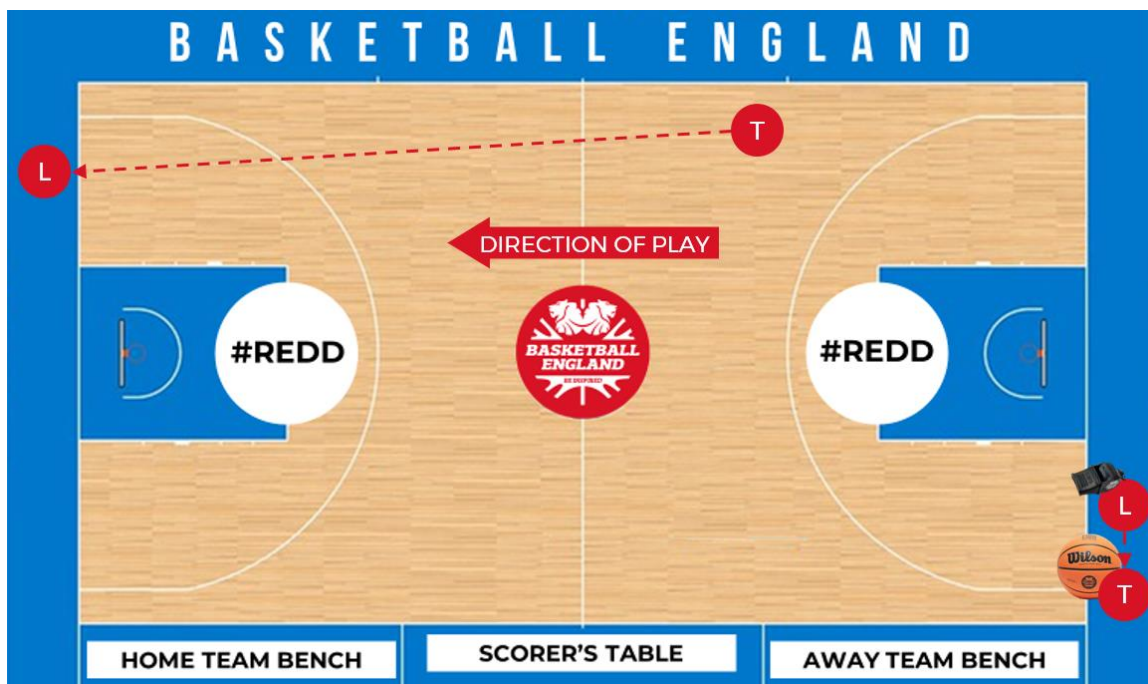
*Start – RSM; end – LSM*



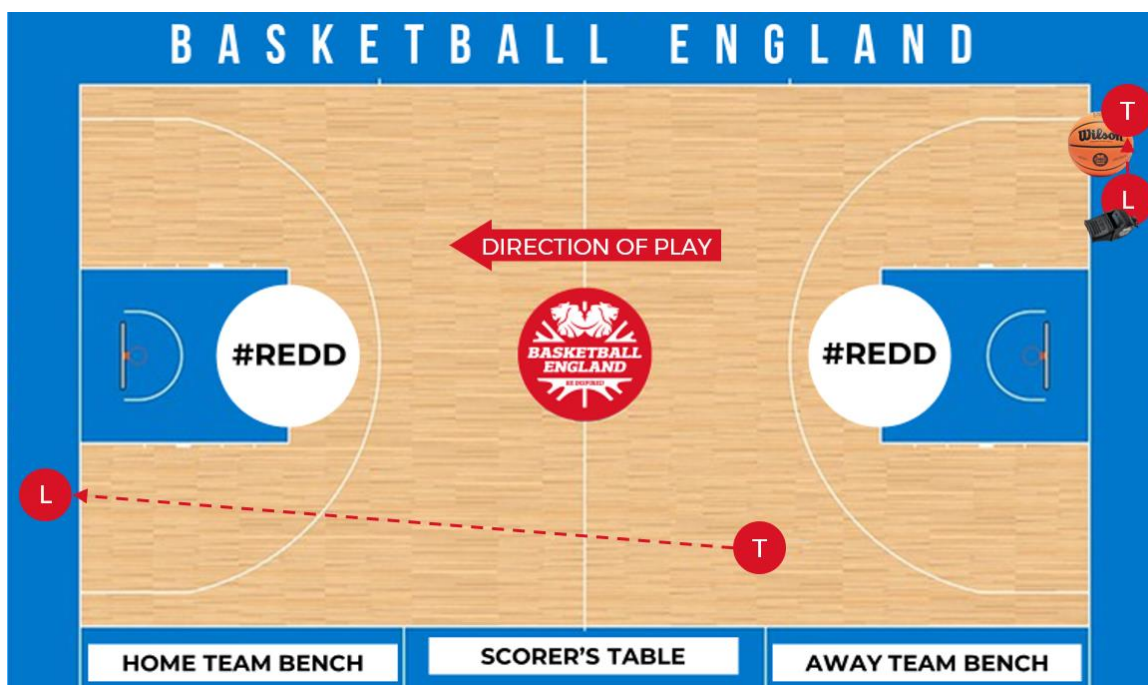
*Start – LSM; end – RSM*

#### Example 4

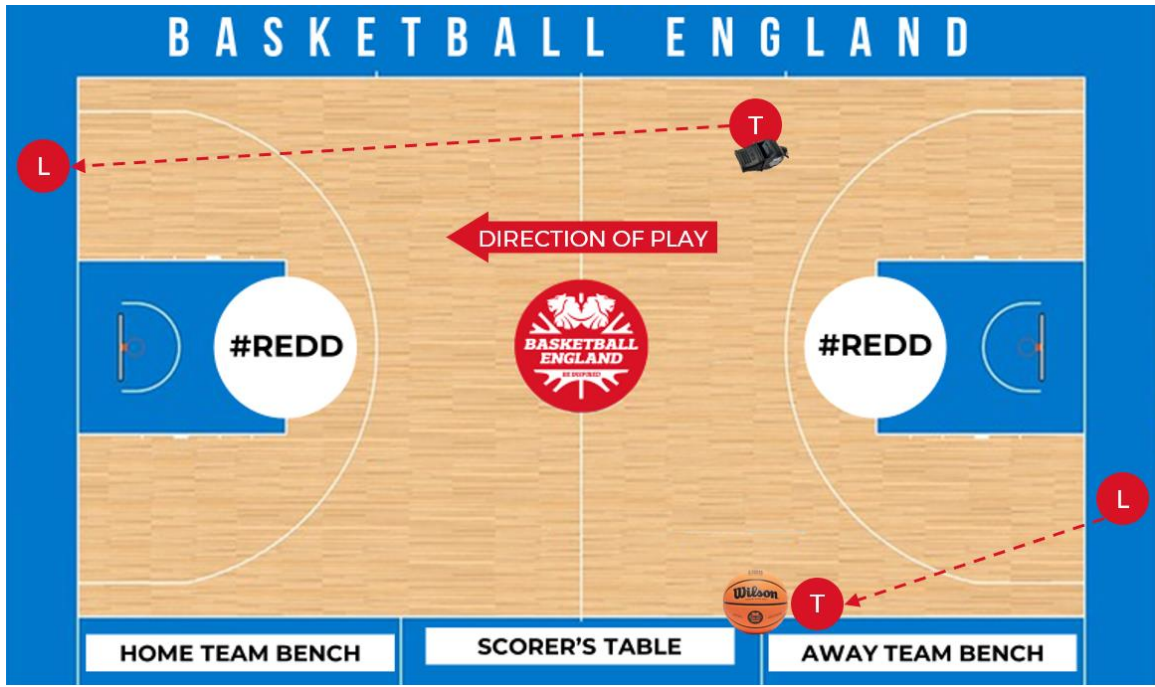
After every offensive foul, L will become new T on the same side of the court as the throw-in and T will become new L on the other side of the court to new T.



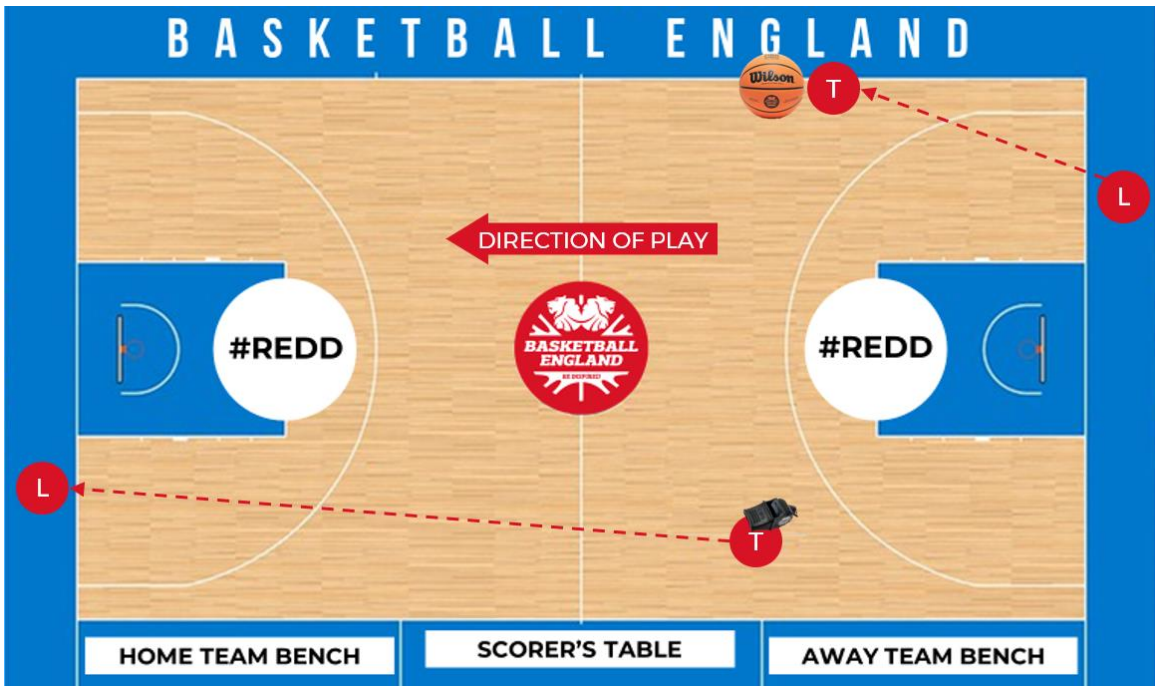
*Start – LSM; end – LSM*



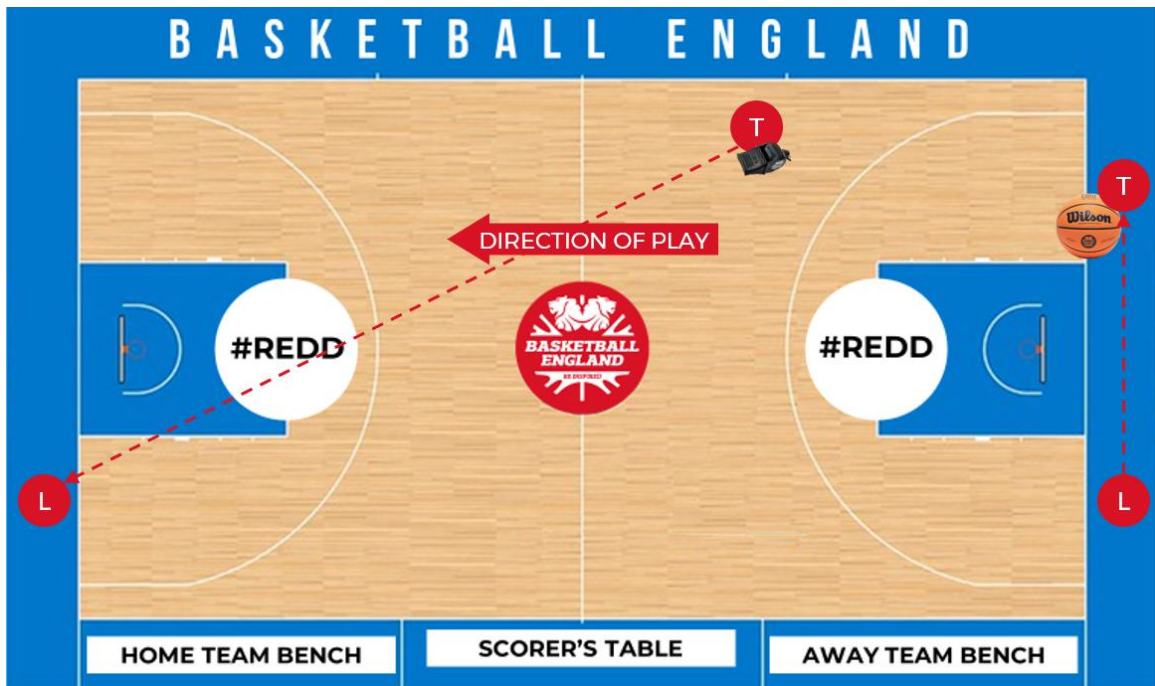
*Start – RSM; end – RSM*



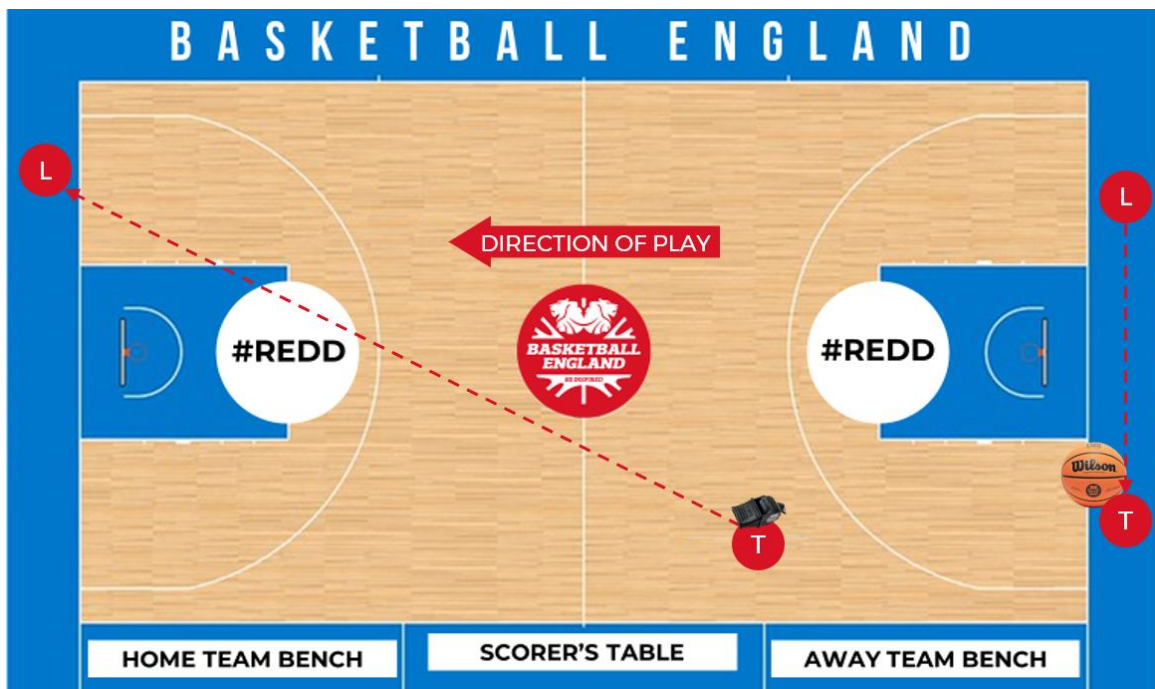
*Start – LSM; end – LSM*



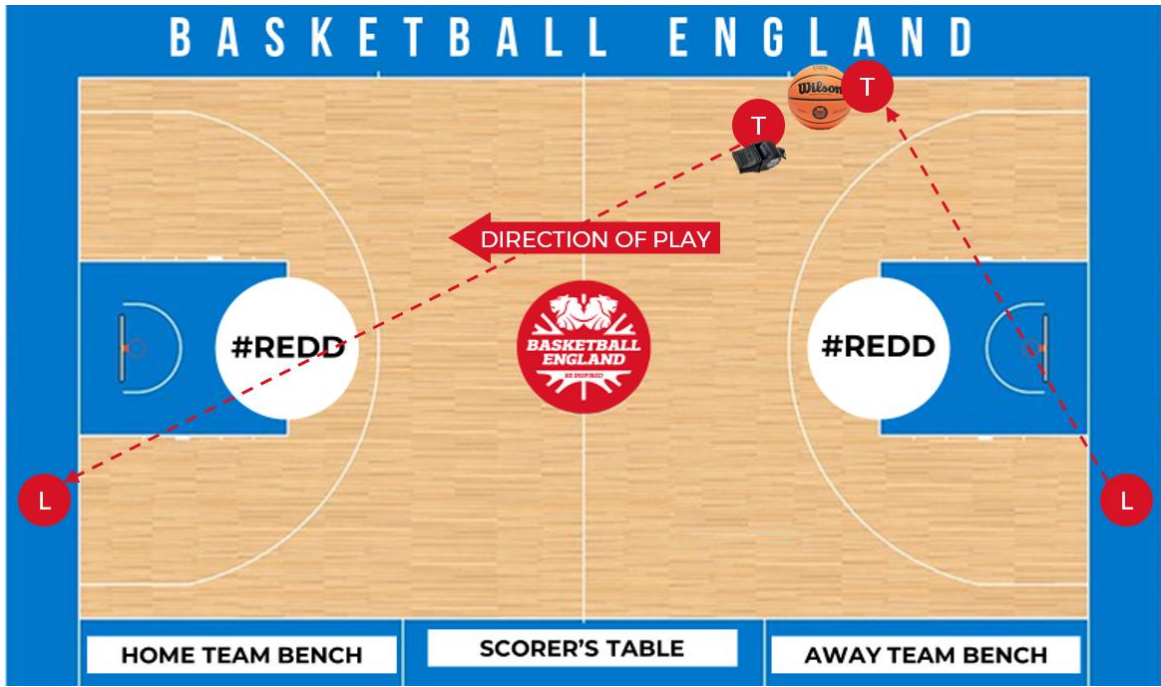
*Start – RSM; end – RSM*



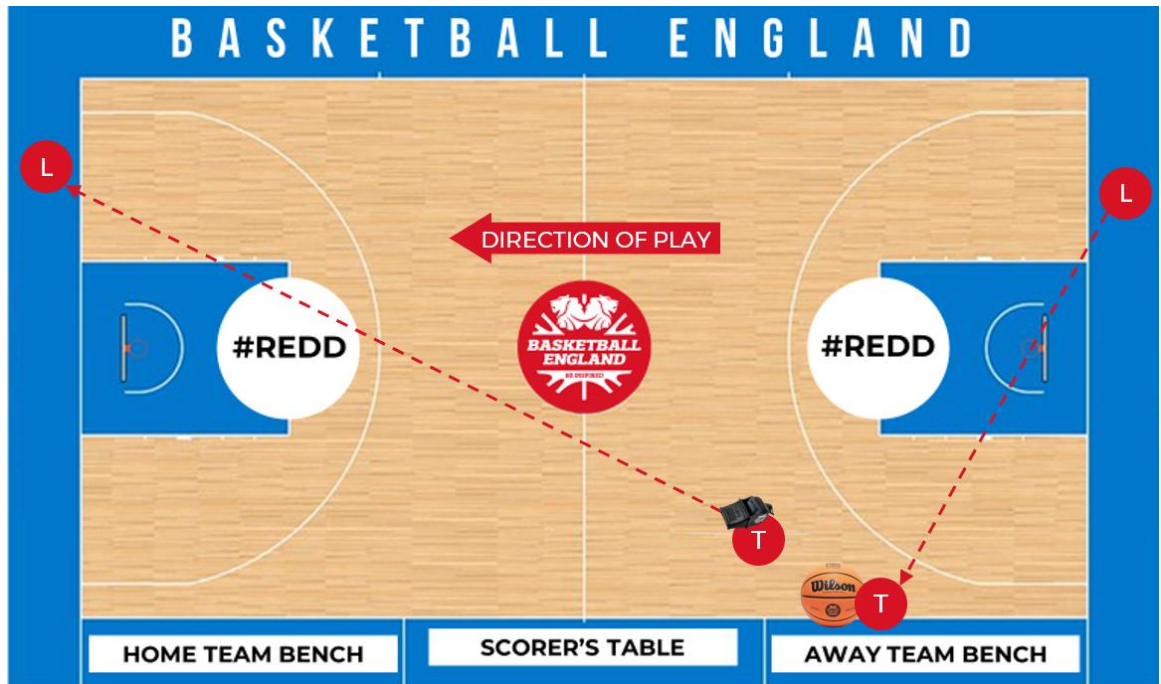
*Start – LSM; end – RSM*



*Start – RSM; end – LSM*



*Start – LSM; end – RSM*

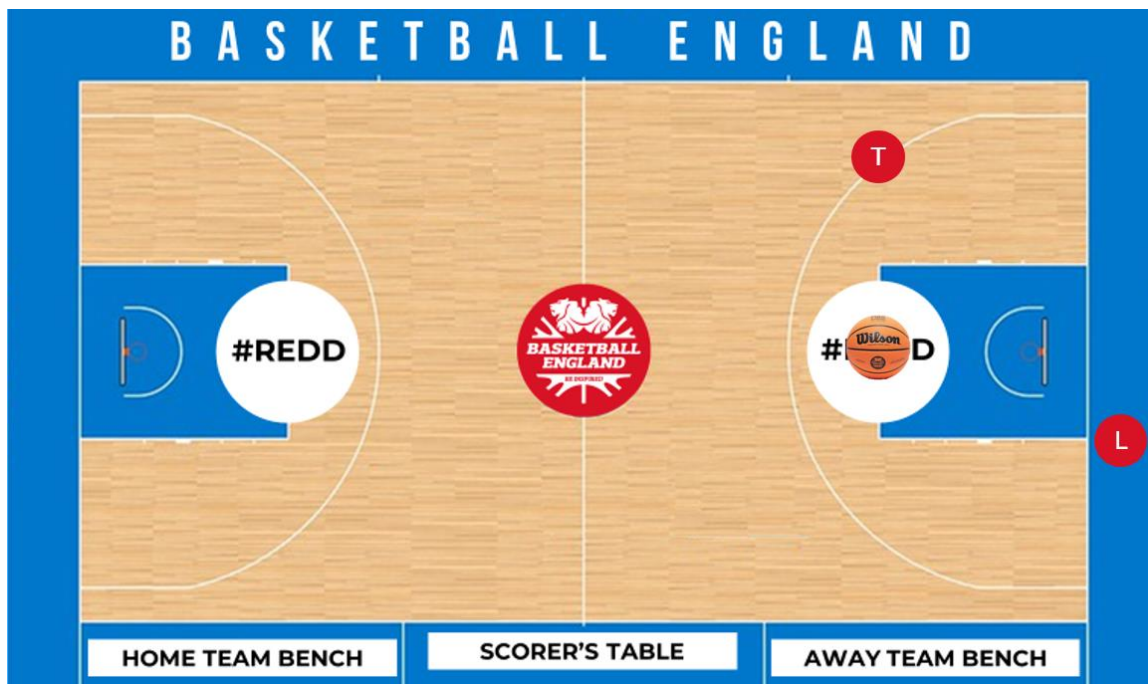


*Start – RSM; end – LSM*

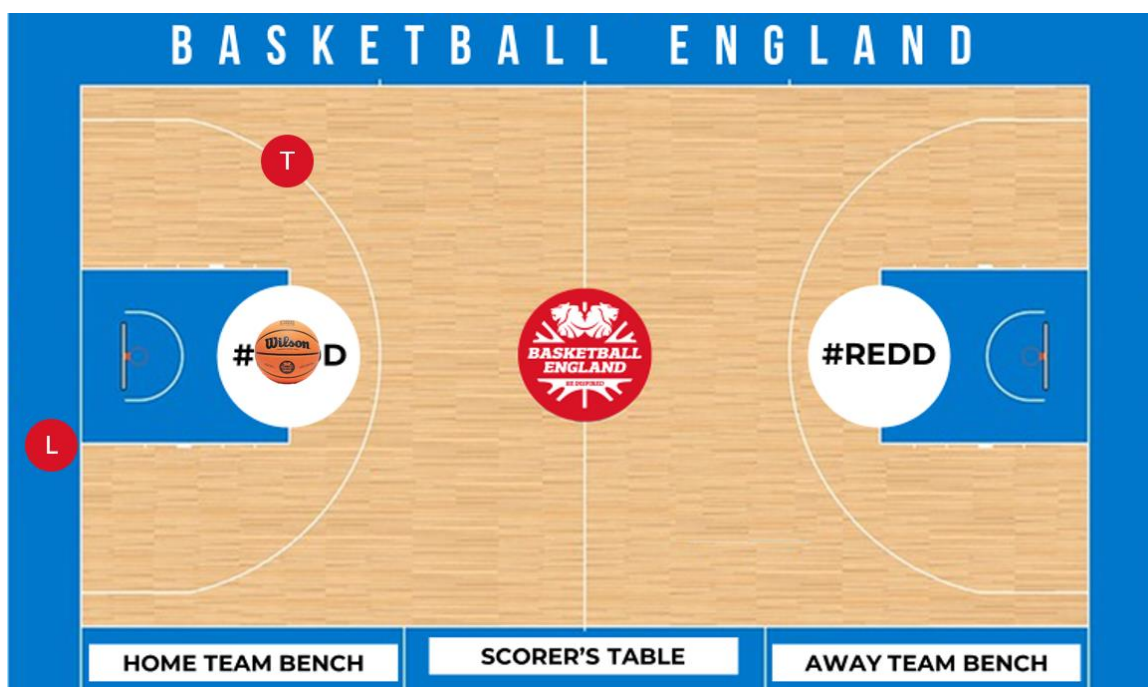
## FREE THROWS

When a personal foul is called where free throws are awarded as a result, the following general principles shall apply:

1. The referee who calls the foul shall become T and stand in line with the free throw line and be on the opposite side
2. L shall be table side



*LSM*

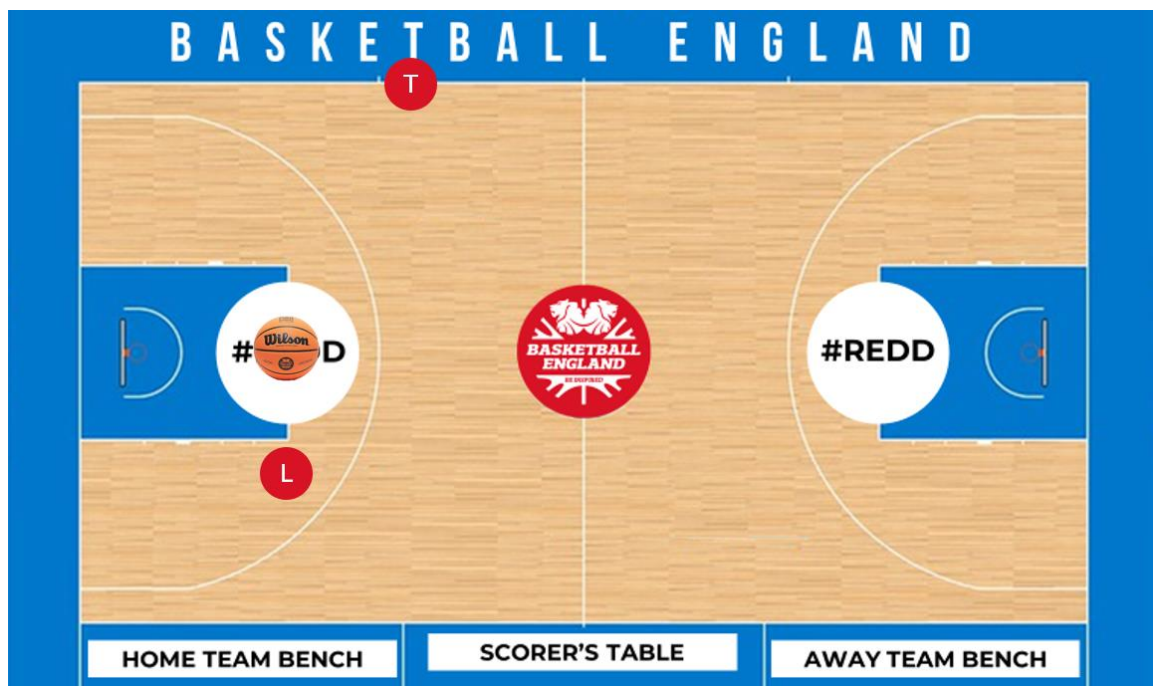


*RSM*

## TECHNICAL, UNSPORTSMANLIKE OR DISQUALIFYING FOULS

For all technical, unsportsmanlike and disqualifying fouls, the referee who does not call the foul will become L and administer the free throws. L will take a position in line with the free throw line to manage any violations by the shooter. T (the referee who called the foul) will be responsible for the other 9 players on the floor.

For unsportsmanlike fouls and disqualifying fouls, T can move to the throw-in line where the throw-in will be administered from.



For technical fouls, typically T will move to the position of the throw-in location unless that means both referees would need to exchange ends of the court to administer the throw-in, in which case T can move to their new position for the throw-in.

## SUBSTITUTIONS & TIME-OUTS

When a substitution or time-out is requested and you are alerted by the table officials of this, usually T will administer the request.

The exception to this rule is when L is not yet on the endline and is nearer the table officials than T. In this instance L will administer the request.

## **SUMMARY**

The mechanics written in this manual are to be used as a guide to try and place referees in the best possible position to make correct calls or correct no calls.

The mechanics should be used in conjunction with FIBA Individual Officiating Technique, Official Basketball Rules and Official Basketball Rules Interpretations.

Mechanics are only one part of what should make up a referees repertoire. Rule knowledge and application, high standards of fitness, and excellent communication skills are also vital for success.

This document will be reviewed periodically and updates made when judged appropriate based from feedback from referees during the season.

As referees learn the mechanics, it is vital to remember the overriding fundamental principle when refereeing:

***GO WHERE YOU NEED TO GO, TO SEE WHAT YOU NEED TO SEE***



# #REDD



This document was created by Basketball England for the purpose of supporting referees operating in games under the auspices of Basketball England in operating with the new 2 Person Officiating Mechanics.

If you have any comments regarding this document, please contact [shaun.williams@basketballengland.co.uk](mailto:shaun.williams@basketballengland.co.uk).