
Some basic

2-person

Basketball floor

Mechanics

CREW OF TWO

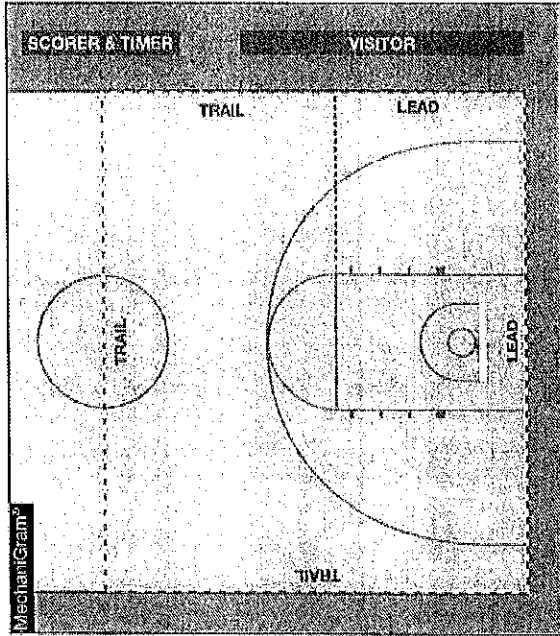
CHAPTER 6

THE TRAIL POSITION

- WORK THE ARC
- MOVEMENT OFF SIDELINE TO WORK THE ARC
- COVERAGE AND CLOSE DOWN ON JUMP SHOT
- TRAIL PICKS UP SHOOTER.
- TRAIL HELPS IN LANE
- TRAIL LOOKS WEAKSIDE

CREW OF TWO COURT COVERAGE

HALFCOURT BOUNDARY LINE



Covering boundary lines is among the most difficult tasks using a crew of two officials. By correctly placing so much emphasis on off-ball coverage for the lead, some boundary-line coverage sometimes gets sacrificed.

In the frontcourt the lead is responsible for the sideline nearest the lead and the endlane. The trail is responsible for the division line and the sideline nearest the trail. While in theory that sounds easy, the actual practice is very difficult and sacrifices off-ball coverage in the lane area.

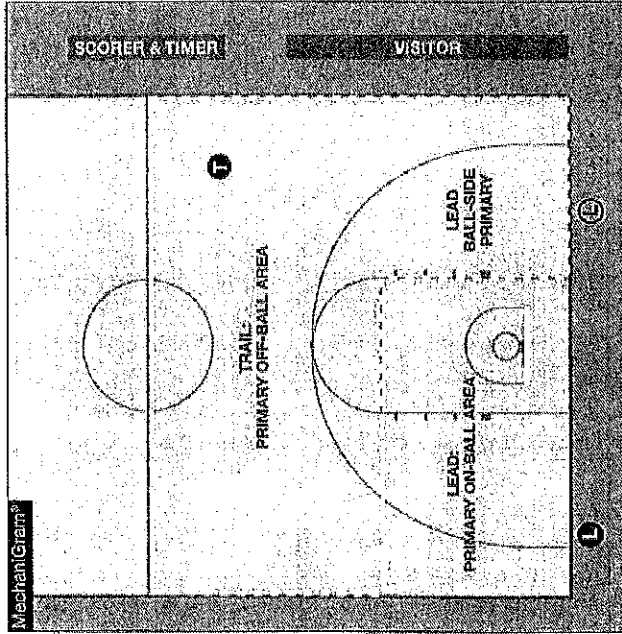
Here's an example. A trouble spot for two-person crews is a player who has the ball near the sideline above the free-throw line extended and opposite the trail. The trail correctly moves toward the center of the court to officiate the action on the player with the ball, such as fouls, traveling violations, etc. If the lead has to look beyond the free-throw line extended to watch for a potential sideline violation and the trail has to watch for fouls, etc. There are too many off-ball problems that can occur if no one is supervising those players.

The MSHSL recommends that the trail may also have opposite sideline responsibility above the free-throw line extended if the lead is required to stay in off-ball coverage. Sometimes, the trail must move well beyond the center of the court to see an out-of-bounds violation. Stay deep (toward the division line) on the play to get a good angle.

Even with great hustle toward the far sideline, it is a tough look for the trail. The problem compounds if there's a swing pass back toward the other sideline. The trail must hustle back toward that sideline to get a good look there. Staying deep gives the trail a chance.

**MECHANIGRAM
COURT COVERAGE**

BASIC FRONT-COURT COVERAGE

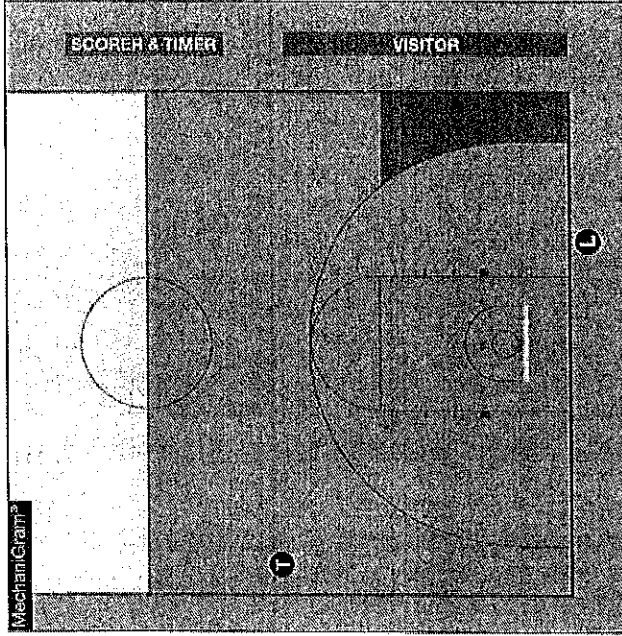


In the frontcourt, basic coverage shifts depending on which official is on-ball. In the Mechanigram, the lead's on-ball responsibilities include the area below the free-throw line extended to the far edge of the free-throw lane line (away from the lead) when the lead is opposite the trail and the floor is balanced. If the lead is ballside, the lead's area of responsibility grows; it includes the area below the free-throw line extended to the three-point arc.

When the lead is on-ball, the trail's off-ball responsibilities include the area above the free-throw line extended to the division line and the lane area from the free-throw lane line (nearest the trail) to the sideline nearest the trail. The trail's off-ball area of responsibility decreases when the lead is on-ball, ballside. It is the area above the free-throw line extended and outside the three-point arc.

Officials are responsible for a five-second count within their primary coverage area. If the ball moves out of the official's primary area, that official should remain with that count until it is ended. Once the count has ended, return to your primary coverage area.

THREE-POINT RESPONSIBILITIES

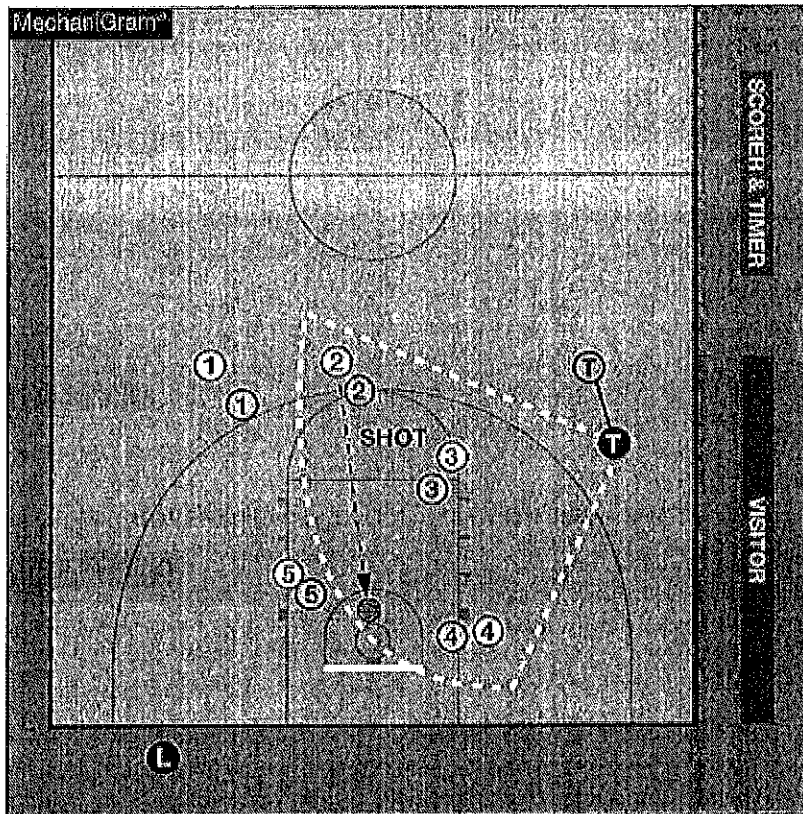


In the frontcourt, the trail is responsible for the majority of the three-point arc. The trail's coverage of a three-point try extends to the free-throw line extended opposite of the trail's current position. The lead is responsible for any attempt below the free-throw line extended on the lead's primary coverage area of the court.

On three-point tries, only the covering official should indicate the attempt. The indication should be made with the arm closest to the center of the court so the table personnel can see it better. Extend one arm above head level with three fingers extended. If successful, the covering official will signal by extending both arms over the head with palms facing.

If the trail official signals a successful three-point shot, the lead official shall not mirror the successful signal. If the lead official signals a successful three-point shot, the trail official mirrors the signal. There is no need to mirror an attempt signal. The lead should be ready to assist the trail on a three-point attempt in transition.

COVERAGE AND CLOSE DOWN ON JUMP SHOT



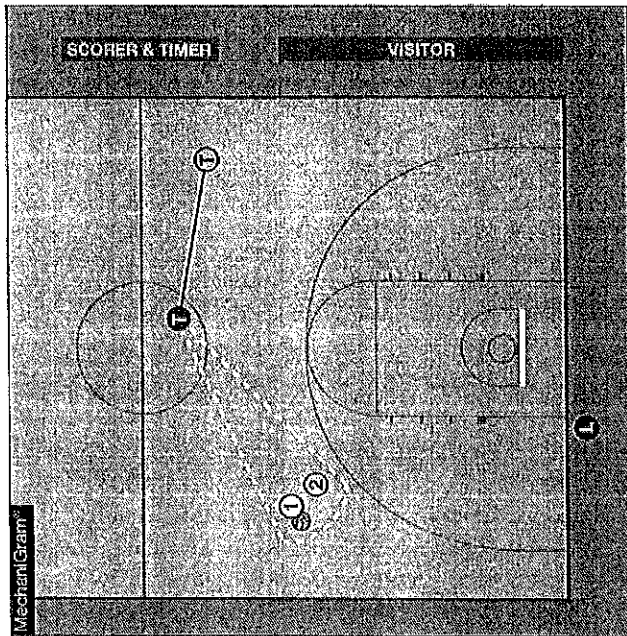
The trail has more responsibilities than simply watching the shooter.

The trail must help with rebounding action. When a player takes a jump shot within the trail's coverage area, the first responsibility is to watch the airborne shooter all the way back to the floor to ensure there are no offensive or defensive fouls. While watching that action, the trail should be closing down a couple of steps toward the endline.

Once everything is OK with the shooter and surrounding action, the close down allows the trail to help the lead by watching rebounding action. A step or two to improve your angle is all that's necessary to successfully watch rebounding action. Avoid going more than a step below the free-throw line extended. The trail is likely to see an offensive player pushing (or crashing into) a defensive player from behind — something that is difficult for the lead to see from the endline.

As the trail, assure the rebound is secure, or the ball goes through the basket and the teams are moving to the other end of the floor, before moving down the court to become the new lead.

MOVEMENT OFF SIDELINE TO WORK THE ARC



Effective court coverage requires significant movement by the trail.

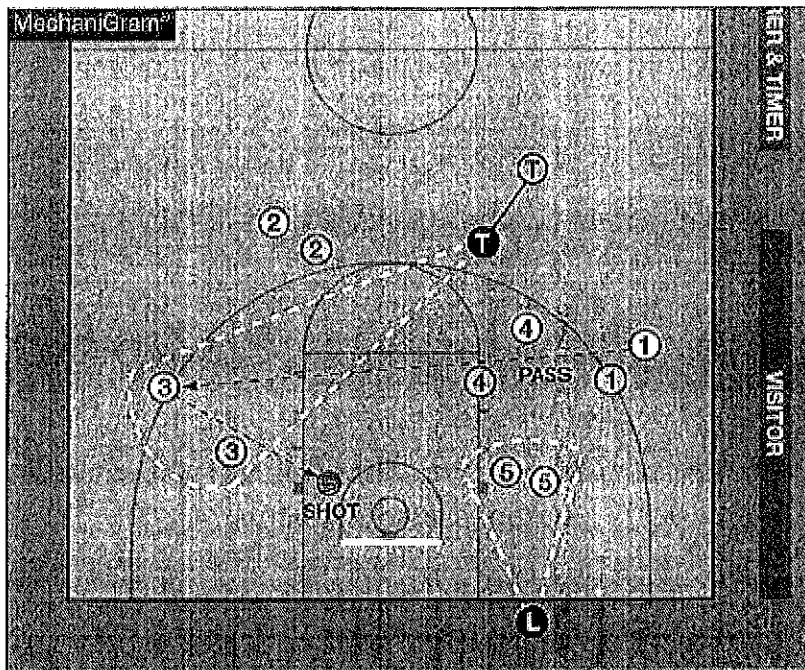
When an offensive player has the ball on the side of the floor opposite the trail, the trail must move away from the near sideline and get proper angles. By staying too close to the near sideline, the trail cannot effectively see action near the ball and must make judgments from a distance.

In the MechanGram, the player with the ball is far away from the trail official — though the player is still the trail's responsibility — and that's defensive pressure. To see the play well, the trail must move off the near sideline and work to get a good angle.

Avoid moving straight toward the play: You could interfere with the play by stepping into a passing lane. Take an angle toward the division line to decrease your chances of interfering with the play. In extreme cases, you may even position yourself in the backcourt.

By moving off the sideline and angling toward the backcourt, you're in a much better position to see the play.

TRAIL PICKS UP SHOOTER



In two-person mechanics, the lead official may move to the ballside of the lane when the player with the ball is below the free-throw line extended and a potential post pass is evident.

Though ball-side mechanics are effective for controlling post play, one weakness is coverage of a skip pass to the opposite wing player for a quick shot. A skip pass is a quick pass from one side of the floor to the other, designed to take advantage of a sagging defense.

Though the opposite wing player is primarily observed by the lead official (even though the lead moved ballside), when a skip pass occurs the trail should adjust a step or two toward the wing player (to the center of the floor) and get a good angle to rule on three-point attempts, fouls and possibly obvious out-of-bounds infractions. The lead needs to recognize trail's coverage and switch to off-ball coverage.

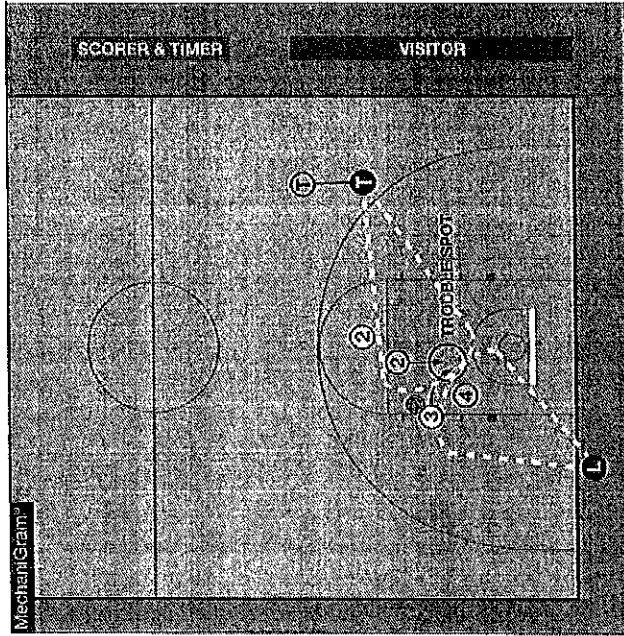
If there is no quick shot and the lead can adjust back to the other side of the court without haste, the lead then picks up the ball (assuming it is below the free-throw line extended) and the trail moves back toward the sideline, getting good angles to watch off-ball. The lead must continue to watch off-ball in the lane area (primary coverage area) while moving until completely across the lane and in a good position to pick up the player with the ball.

In the MechaniGram, the lead has gone ballside to help, however, this now requires the trail to work the arc to cover the skip pass and next potential play. If this play is a repeated offensive tool, it is recommended the lead move to a close down position and assess the potential skip-pass play, to better cover this play if the pass occurs. If the play stays strongside, the lead can easily rotate to the strongside to assist the trail as needed.

Pregame this coverage.

THE TRAIL POSITION

TRAIL HELPS IN LANE



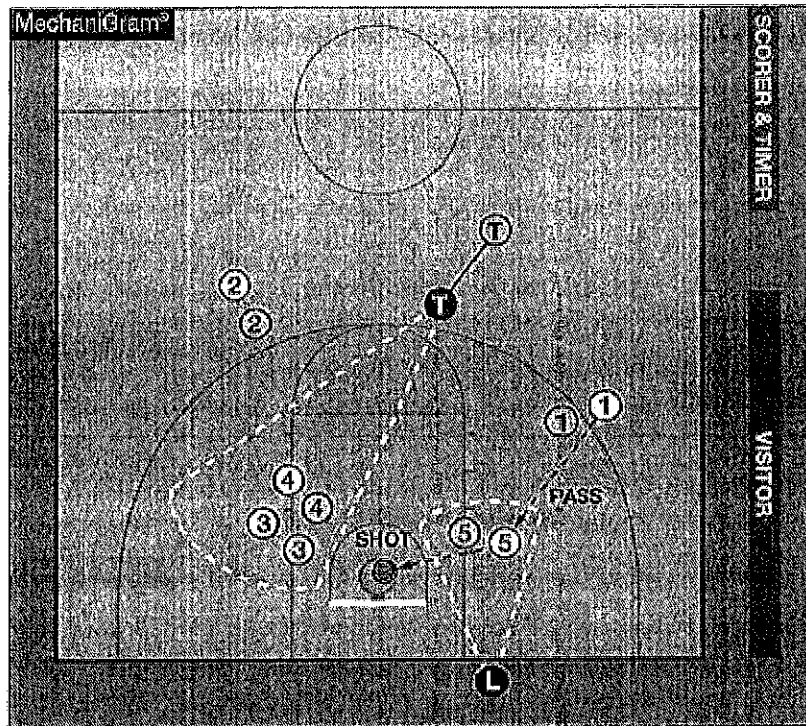
A trouble spot for the lead develops when a player with the ball on the low block spins toward the middle of the lane away from the lead. The quick spin move often leaves the lead straightlined and without a good look on the play.

Many times, a defender near the free-throw line will drop down into the lane and challenge the move toward the basket. That's when you'll likely see that defender slap at the offensive player, trying to poke the ball away. That steal attempt is sometimes a foul — one that goes unseen by the now-straightlined lead.

The trail must help out and watch the area in the lane when a post player spins away from the lead. The trail has a much better look at the play after closing down a step for an improved angle.

In the MechanicGram, the post player has the ball on the low block in front of the lead. That player spins toward the middle of the lane and drives toward the basket. The defender drops down and attempts the steal. The lead watches the post up action and the initial spin move. The trail penetrates toward the endlane, gets a good angle and watches the perimeter defender on the play.

TRAIL LOOKS WEAKSIDE



There are many benefits of the lead moving ballside for post action. One potential problem, however, is weak-side rebounding action. With the lead on the same side of the floor as the trail, the lane area opposite both officials can present problems.

With the lead ballside and already watching post play near the closest lane line, it is difficult for the lead to watch players away from that area in the lane. First, primary concentration is — and should be — on the post play. Second, it is difficult for the lead to see the opposite side of the lane because the lead is looking through lane congestion and is easily straightlined.

When the lead moves ballside, it is the trail's responsibility to observe weak-side rebounding action. Though somewhat of a long-distance look, with the proper close down toward the endlane to get a good angle the trail can effectively watch weak-side rebounding action.

In the MechaniGram, the trail watches the perimeter player deliver a drop pass to the post player, who has effectively posted up on the low block. The lead already moved ballside anticipating the play. The post player seals off the defender and pivots strongly to the basket. The lead watches the post-up action.

Anticipating the play, the trail adjusts for a good angle and looks opposite. From that spot, the trail can look through the lane and watch the players battle on the weakside for rebounding positioning.

If you're the trail and you see a foul on the weakside, close down toward the lane and sell the call. By moving into the lane area aggressively (roughly around the intersection of the lane line and the free-throw line), the trail will cut the distance. Perception is important. If you look like you're close to the play and in good position, your ruling has a better chance of being accepted.

CREW OF TWO CLEARER II FREE THROWS

■ COVERAGE

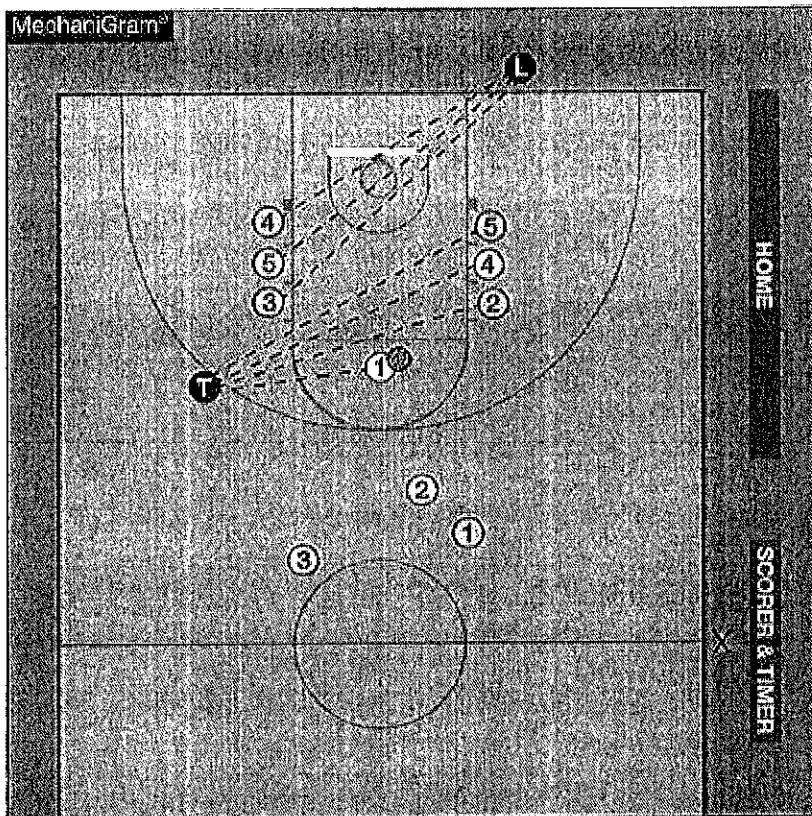
■ LEAD MOVEMENT

■ TRAIL MOVEMENT

■ TECHNICAL FOUL ADMINISTRATION

CREW OF TWO FREE THROWS

COVERAGE



The lead watches all players on the opposite lane line (closer to the trail) for potential violations, etc.

The trail watches all players on the opposite lane line (closer to the lead) and the free thrower.

As shown in the MechaniGram, the trail will be facing to the table. The trail should watch for late-breaking substitutions toward the table or timeout requests, prior to administering the free throw.

THROW-IN SPOT

The throw-in spot is the nearest spot out-of-bounds from where the violation or foul occurred. If no free throws are attempted or a throw-in follows a personal foul, the diagram is used to determine whether a spot on the end line or sideline is designated.

THROW-IN SPOT

