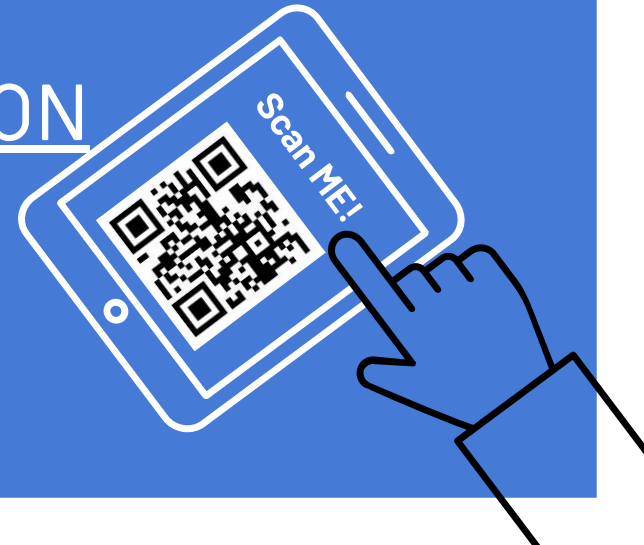
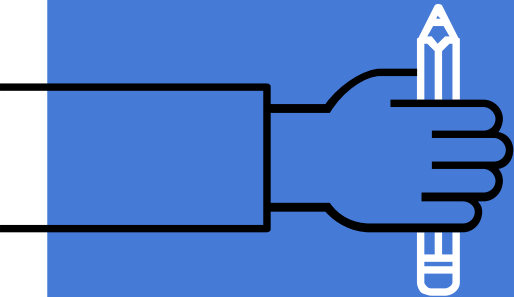


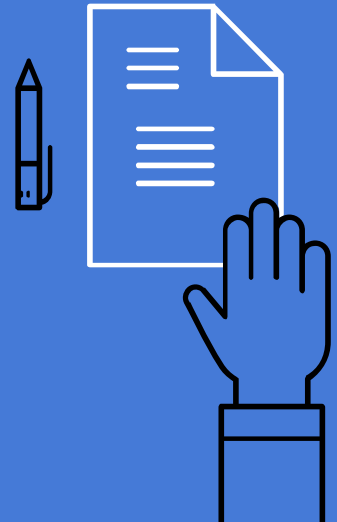
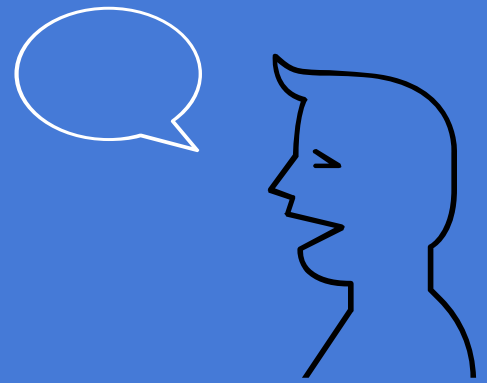
# DBOA COURT COVERAGE

2-PERSON & 3-PERSON  
Crews



# Norms:

1. Be Attentive
  - a. Present
  - b. Mentally Focused
  - c. Open minded
  - d. Ready to learn something new
2. Be courteous
  - a. Limit sidebar conversations
  - b. Silence your cell phones



# What's the BIG IDEA?

## Learning Objective:



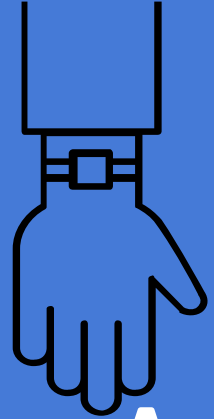
To understand primary coverage areas in order to better recognize call responsibilities in the NFHS 2-person and 3-person officiating system to improve call selection in **Areas of Intersection, Transition, Rebounding,** and on **Drives to the Basket.**

If you stay in your lane...  
There is no traffic...



NFHS

Court Coverage In A  
2-person Crew



# Basic Court Coverage - Lead & Trail

## Keys:

- ★ Move to improve your look - Maintain an “open look” between players in your PCA. Avoid being “straight-lined” or “stacked”
- ★ Do the work early, work hard to find/maintain open angles on *competitive matchups* when the ball is not in your PCA.

**Front court** - Mirrors the ball when its out of PCA. May move to “ball side” if playing action dictates.

**Rebounding** - Watch for activity in PCA mindful of NOT looking up.

**3-pt shot** - Signals attempt in PCA will NOT signal the success.

**Transition** - Stay with the ball on passes in the lane.

**Front court** - “Officiate the Arc”

**Rebounding** - Responsible for Goaltending/Basket Interference, and the perimeter rebounding activity.

**Transition** -

“Trail the play” careful not to overrun the play. If a pass is made in the lane, stay with the passer.

**3-pt shot** -

Signals attempt in PCA, mirrors the attempt in Lead’s PCA, and signals success on all made 3-pt shots.

# Lead Mechanics - "Mirroring The Ball"

## Mirroring the Ball-

The Lead *should move along the end line based on the ball movement and the player's location.*

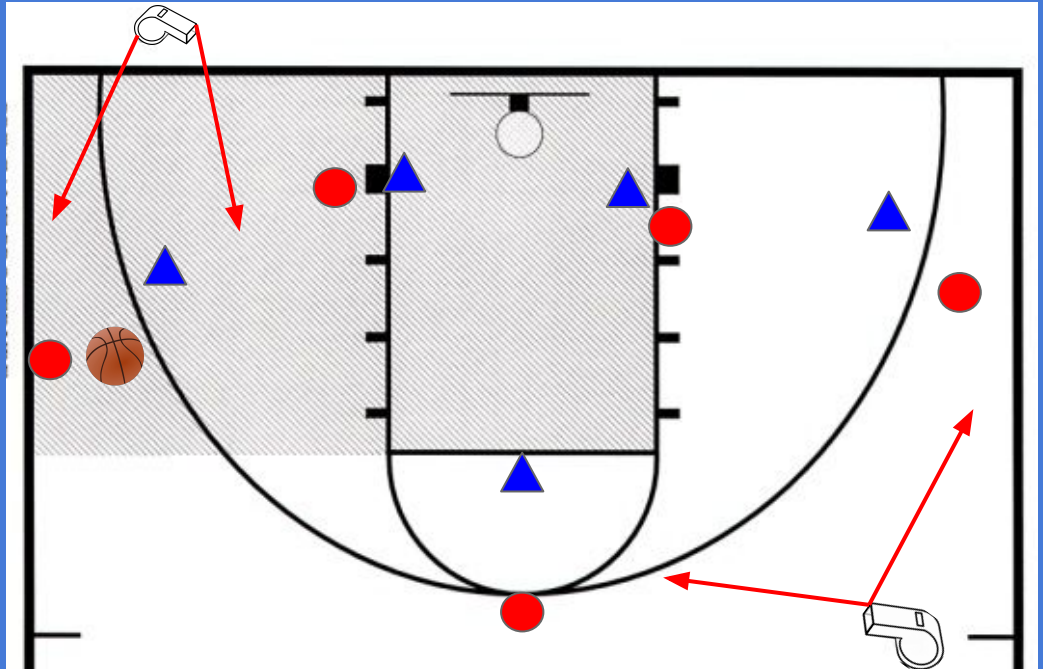
DOs:

- ★ Get deep to provide a great field of vision
- ★ Referee at a 45 degree angle
- ★ Keep you head on a swivel.

DONTs:

- The lead should NOT be wider than the 3 point line.
- "Square/Toe up the endline
- Be parallel with lane line extended.

The lead is ON BALL & opens up to accept the play



# Lead Mechanics - "Mirroring The Ball"

## Close Down-

When the ball moves to the middle of the court or farther, the Lead *should move just outside the free throw lane line extended.*

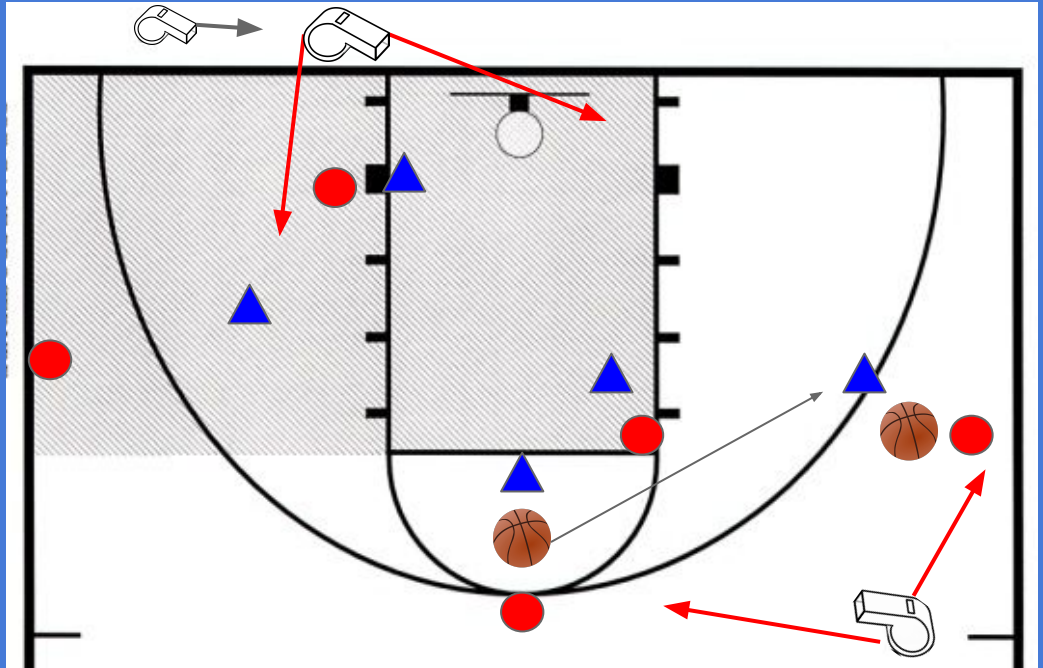
DOs:

- ★ Get deep to provide a great field of vision
- ★ Referee at a 45 degree angle
- ★ Referee in the paint

DONTs:

- "Square/Toe up the endline
- Be parallel with lane line extended.
- Ball Watch

The lead is in "Close Down"  
**OFF BALL** & finds the "competitive match" up in PCA





# Lead Mechanics - "Mirroring The Ball"

The lead is "Pinching the Paint"

**OFF BALL** & is prepared to help Trail on curl plays and Secondary Defenders.

## Pinch the Paint-

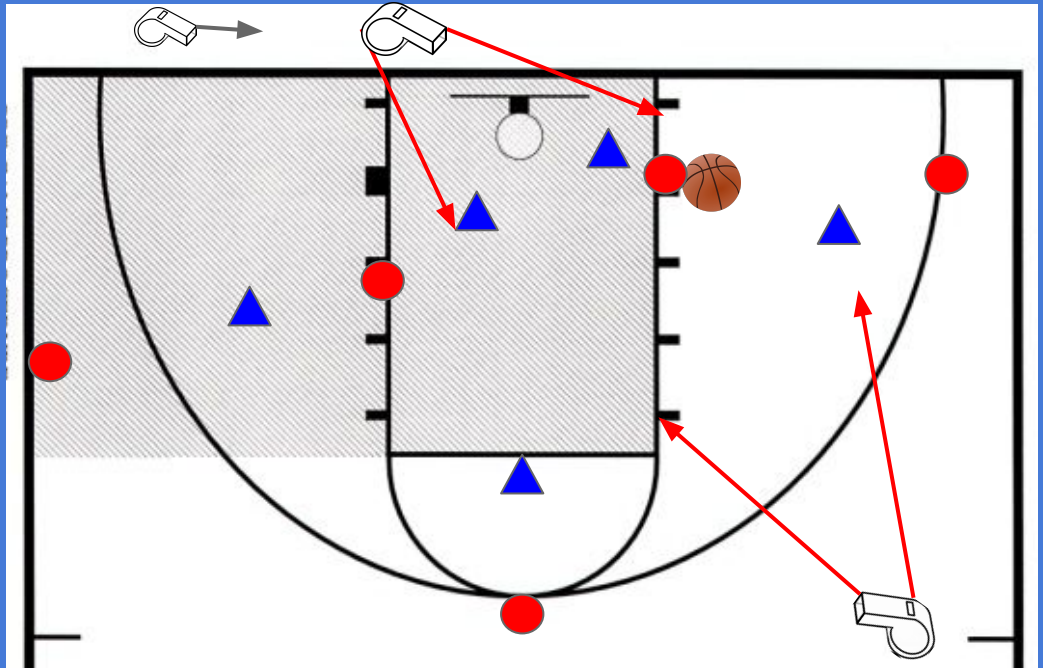
When the ball is below the free throw line extended and there is a chance there may be a drive or play at the rim, the Lead should move one step inside the lane line extended.

DOs:

- ★ Get deep to provide a great field of vision
- ★ Maintain an open look in the PCA
- ★ Be ready to HELP i

DONTs:

- Stand inside the paint or Underneath the basket.
- Officiate across the paint



# Advanced Lead Mechanics - Ball Side Officiating

## Front court -

The Lead *may* move to "ball side" if playing action dictates.

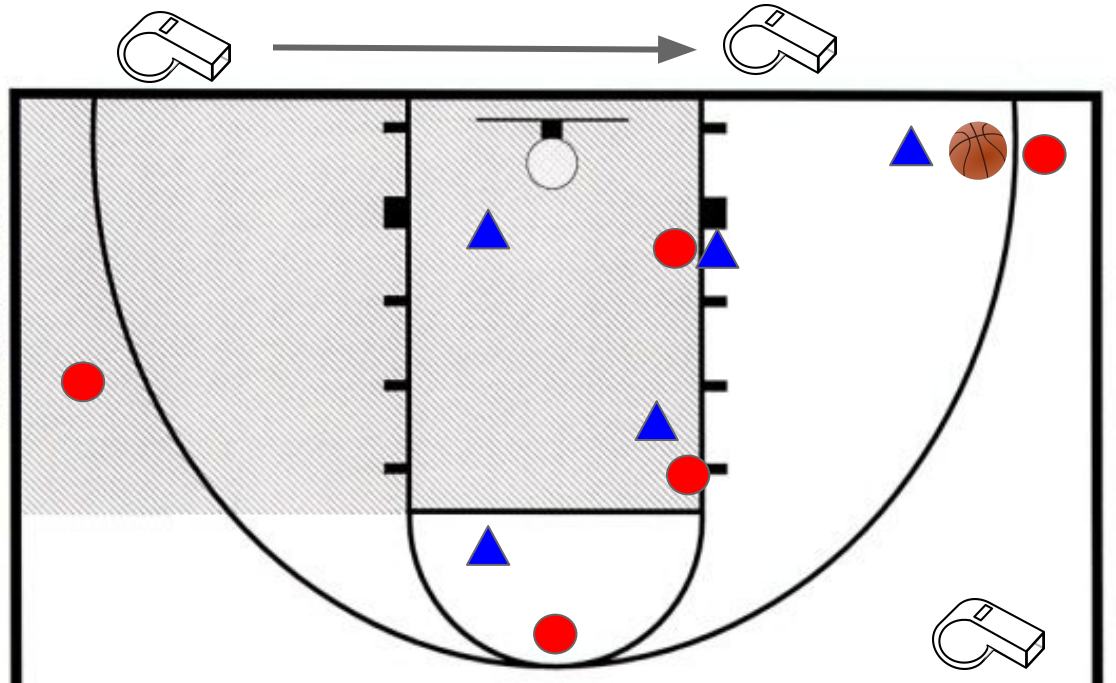
Keys:

- Majority of players are in Trail's area.
- The ball is below the free throw line extended.

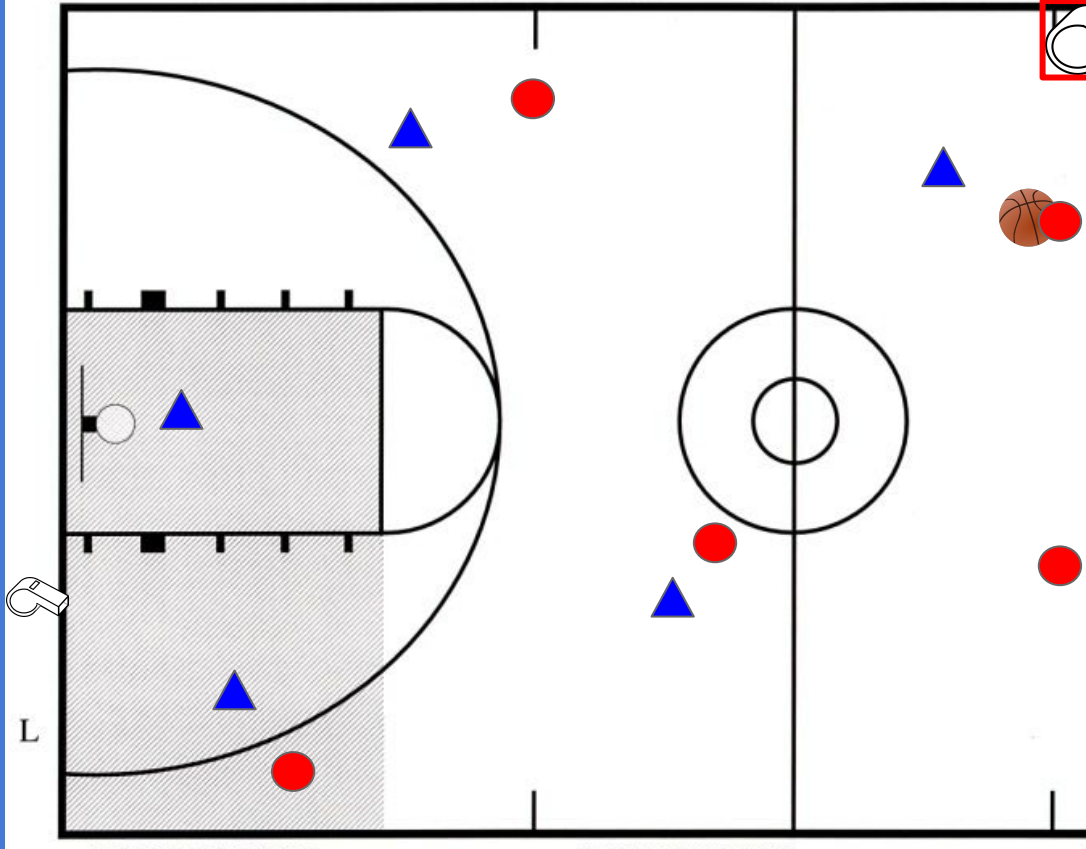
Remember:

- ★ **GO BACK** once the play is over or a change of possession has occurred.
- ★ Referee the post, NOT the perimeter.

Move with a purpose at a brisk pace.



## SCORERS &amp; TIMER



## Trail in Transition

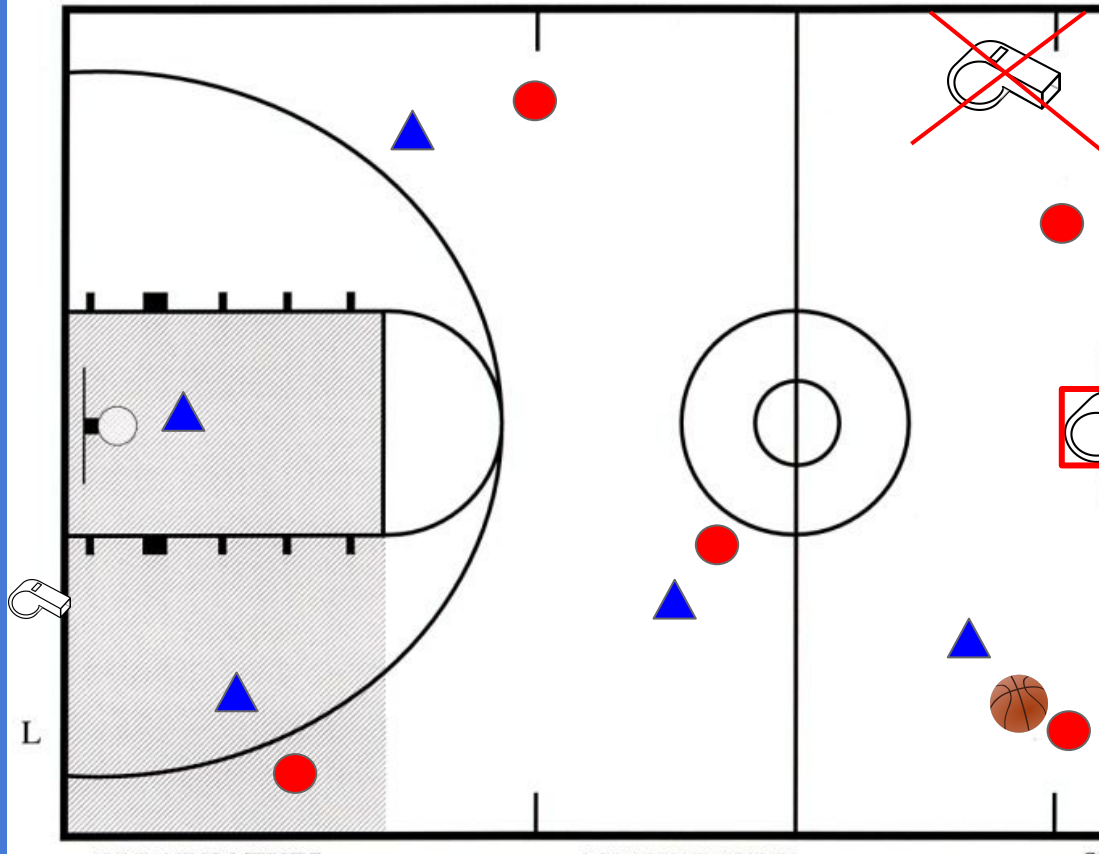
## DOs

- ★ Trail the play
- ★ Maintain an open look between BHD and defender.
- ★ Stay with the PASSER on plays in the paint to be ready for the "pass and crash". UNLESS the pass is made opposite the Lead.

## DONTs

- Overrun the players
- **Be lazy** Keep up with the players even if you think there will be a quick shot.

SCORERS & TIMER



# Trail in Transition

### DOs

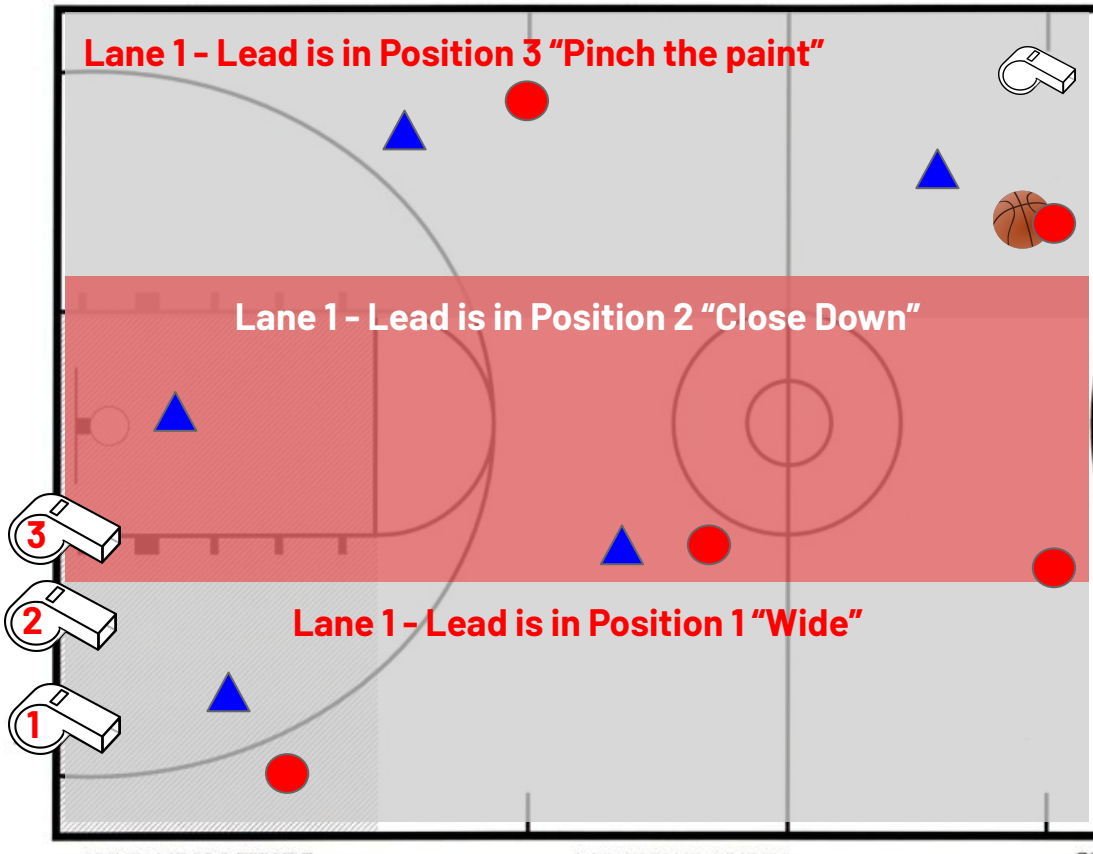
- ★ Move to maintain the best angle on the play in your PCA. Even if this means moving into the middle of the court.

### DON'Ts

- Hug the side line as the ball moved up the court.



SCORERS & TIMER



# Lead in Transition

**DOs**

- ★ Move the the endline quickly to accept the play.
- ★ GO with the BALL on plays in the paint TRAIL has the "crash" LEAD has the pass. UNLESS the pass is made opposite the Lead.

**DONTS**

- Leave the trail with all the players in the backcourt. STAY CONNECTED.
- Officiate across the paint. UNLESS it is OBVIOUS & ILLEGAL.

# Drives to the Basket

## Lead -

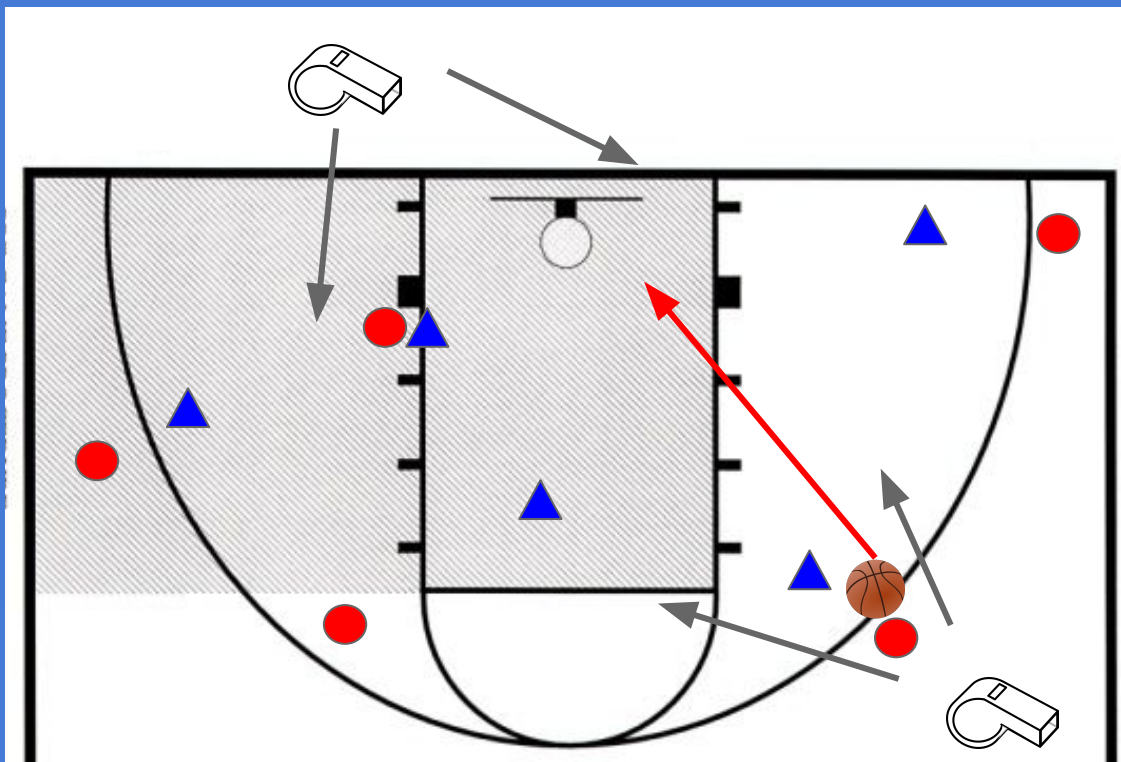
On drives originating in the Trail's Primary the LEAD should look for any secondary defenders or screens in the lane area, and be ready to have a secondary timed whistle on OBVIOUS & ILLEGAL contact that the trail cannot see.

Keys:

- Pick up secondary defenders and screeners
- Be ready to officiate any curl plays that come toward you.

DONTs

- ★ **Ball watch**
- ★ Call a hit if you cannot see the ball





# Drives to the Basket

## Trail -

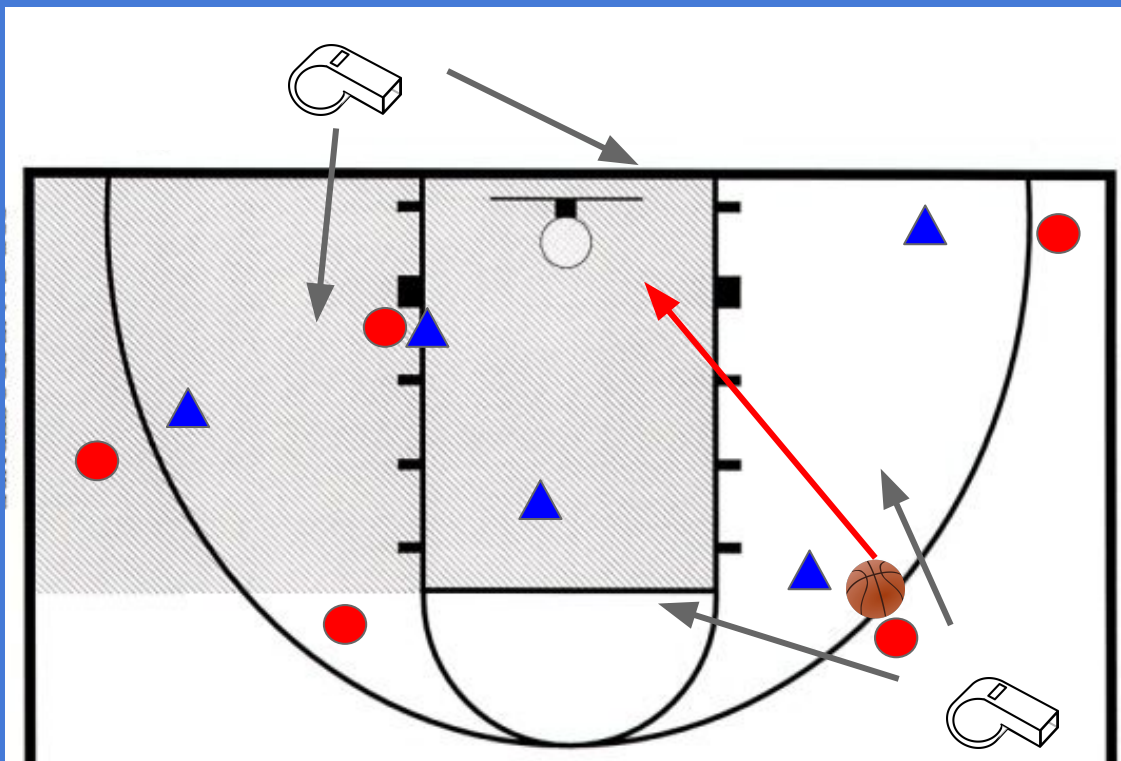
On drives originating in the Trail's Primary the TRAIL should maintain an open angle on the play and officiate it all the way to the basket.

### DOs

- Step down to remain connected to the play

### DON'Ts

- ★ "Bail out" to beat the next play down the floor.
- ★ Make a call if the play curls away from you.

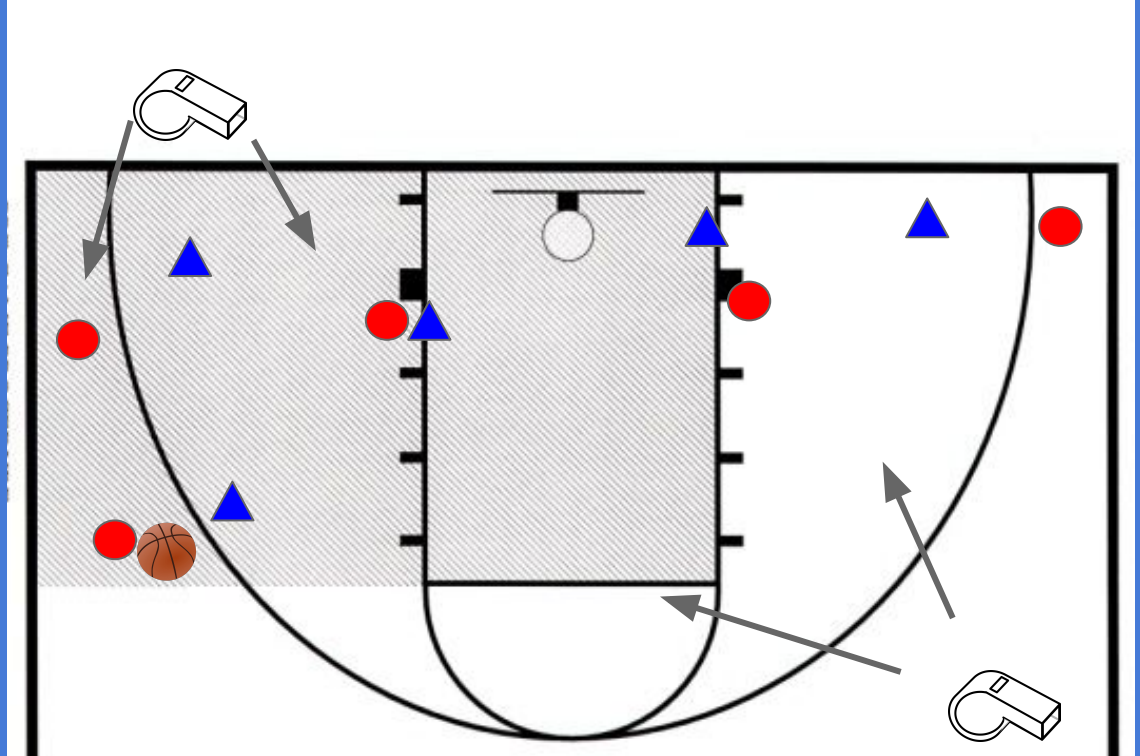


# When Coverage Areas Intersect

**Lead / Trail**– Should pick up the ball when it enters his/her PCA.

## DOs

- Quickly look at partner to see if he/she has a 5-sec count.
- Use body language to let your partner know you have accepted the play.
- Find the next competitive matchup in your PCA if your partner cannot release the play.



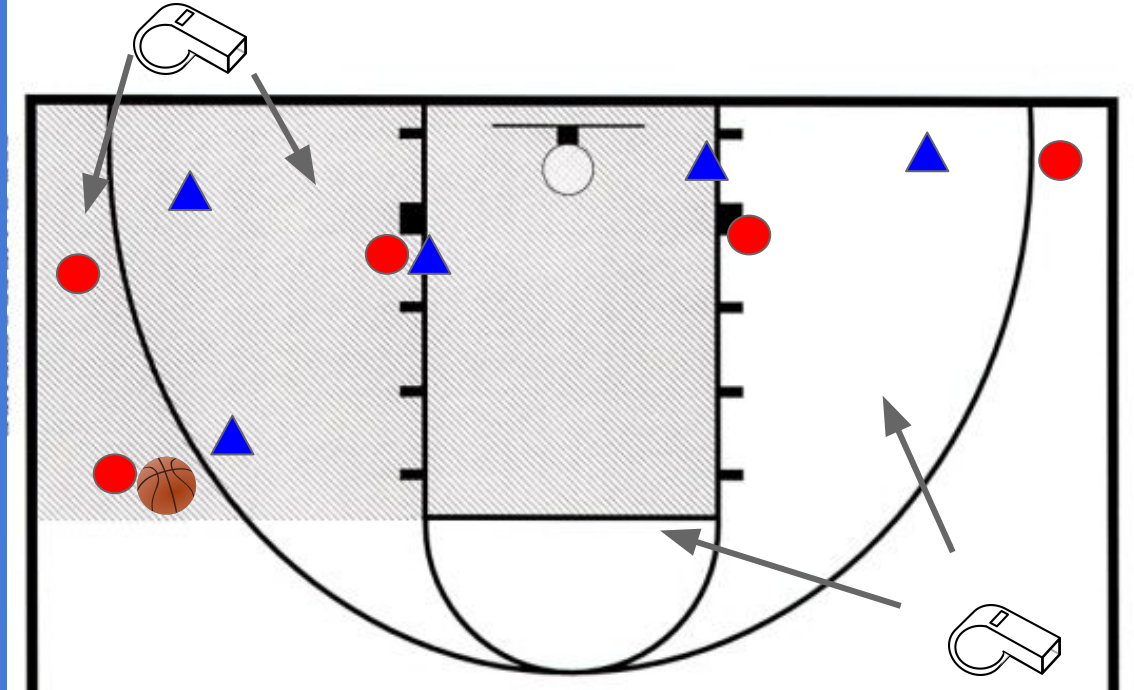


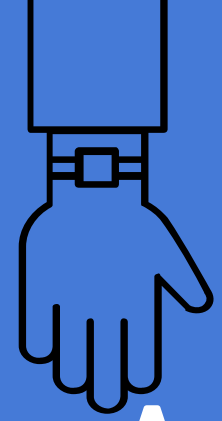
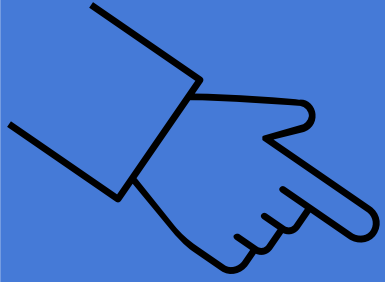
# When Coverage Areas Intersect

**Lead / Trail**– Should pick up the ball when it enters his/her PCA.

## DONTs

- ★ Officiate a play your partner is still on
- ★ Release the play (If you can) once it is FULLY in your partners PCA.
- ★ Stop counting if you have a 5-sec closely guarded count.





NFHS

Court Coverage In A  
3-person Crew



## Center Responsibilities -

**Rebounding** - Weak side

**3 pt shot** - Signals Attempt and success in PCA. Mirrors success in Trail's PCA.

**Drives to the basket** - Officiates the "backside" and primarily responsible for off ball coverage. Officiates the primary defender on drives originating from his/her PCA.

## **Transition -**

"Middle third" of the players. Center will officiate plays from "free throw line to free throw line" and "sideline to sideline"

## Lead Responsibilities -

**Rebounding** - Strong side

**3 pt shot** - Help ONLY

**Drives to the basket** - Secondary defenders on play originating from Trail or Center.

## Trail Responsibilities -

**Rebounding** - Strong side and Perimeter

**3 pt shot** - Signals Attempt and success in PCA. Mirrors success in Center's PCA.

**Drives to the basket** - Secondary defenders on play originating from LEAD. Officiates the primary defender on drives originating from his/her PCA.

## Basic Court

### Coverage -

### Lead, Center & Trail

## Keys:

- ★ Move to improve your look - Maintain an "open look" between players in your PCA. Avoid being "straight-lined" or "stacked"
- ★ Do the work early, work hard to find/maintain open angles on competitive matchups when the ball is not in your PCA.

# Lead Mechanics -

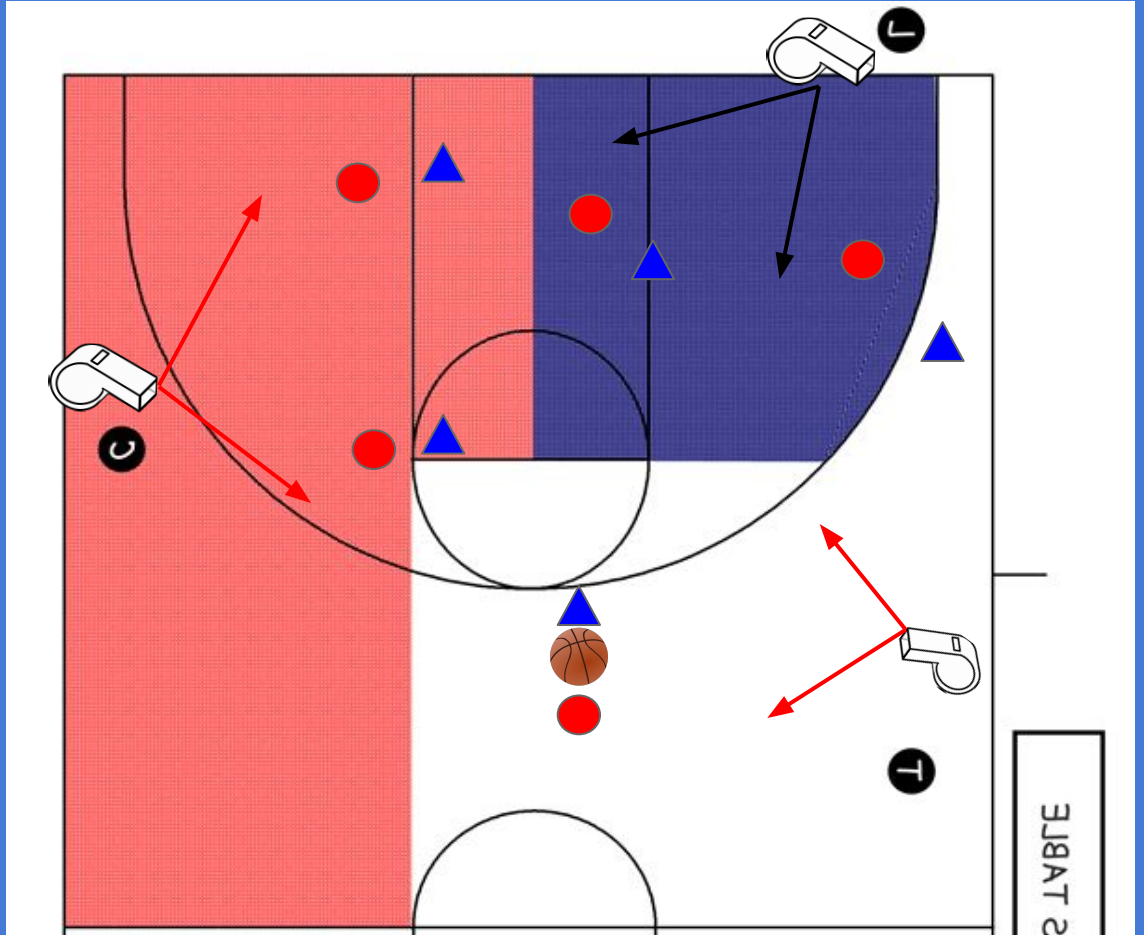
The Lead should move along the end line based on the ball movement and the player's location.

DOs:

- ★ Get WIDER rather than deeper to get a great field of vision
- ★ Referee at a 45 degree angle
- ★ Keep your head on a swivel.

DONTs:

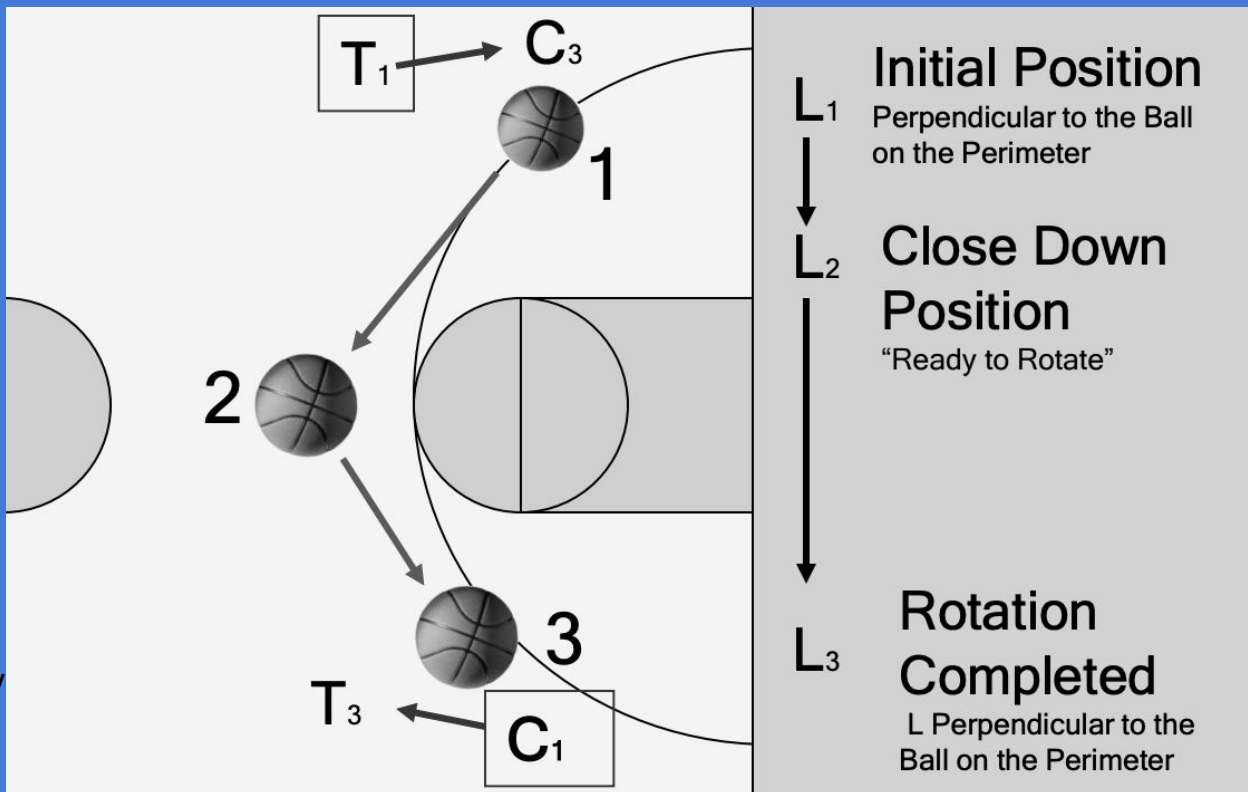
- The lead should NOT be wider than the 3 point line.
- "Square/Toe up the endline
- Be parallel with lane line extended.



# Rotations

## DOs

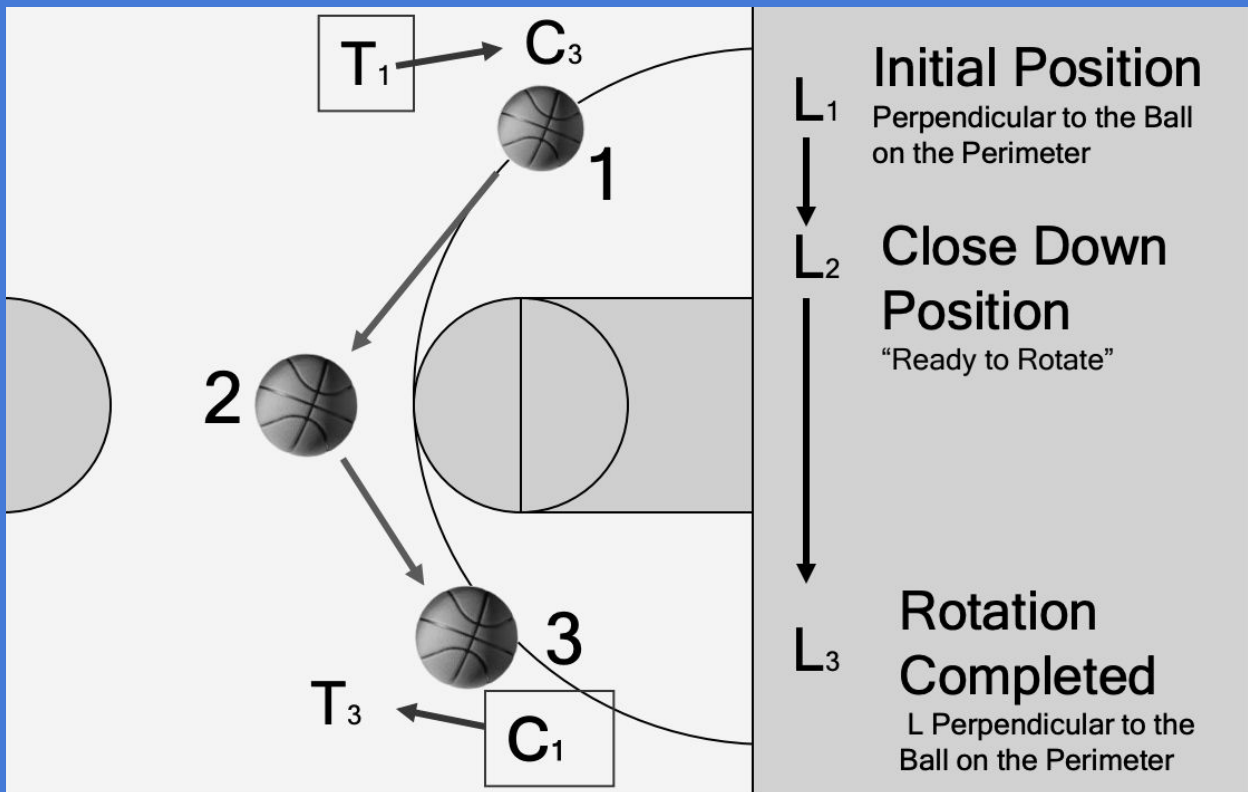
- ★ Lead be as wide as the ball but no farther than 3pt line.
- ★ The Lead should officiate in the paint or “in the past” as he/she rotates.
- ★ Center accept the play as it enter PCA
- ★ Trail should step toward end line as the lead rotates to become new center.
- ★ It is ok to momentarily have 2 centers.



# Rotations

## DON'Ts

- ★ Lead should not stay in “close down”.
- ★ The Lead should not pick up the play on the opposite block during rotation
- ★ Lead should NEVER rotate on drives/shots
- ★ Center should not move from an open look just because the lead rotated.
- ★ It is NEVER ok to have 2 trails.





# Center Mechanics -

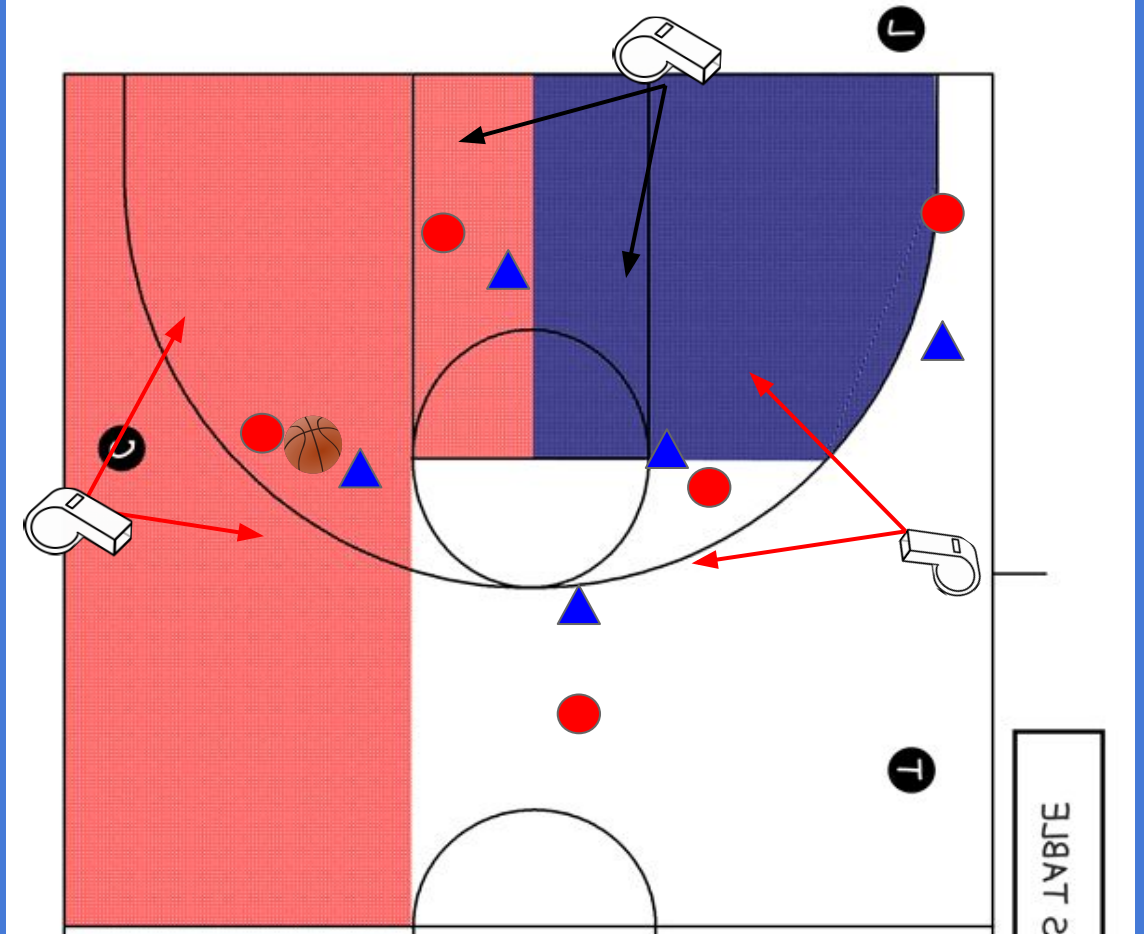
The Center should be watching primarily off ball and the weak side.

DOs:

- ★ Stay on the sideline unless players dictate taking 1 or 2 steps on the court.
- ★ Keep you head on a swivel.
- ★ Step toward baseline on all shot attempts to help with rebounding.
- ★ Responsible for goaltending/Basket interference

DONTs:

- "Bail out" on rebound and in bounds. Stay and help Old Lead/New Trail



# Trail Mechanics -

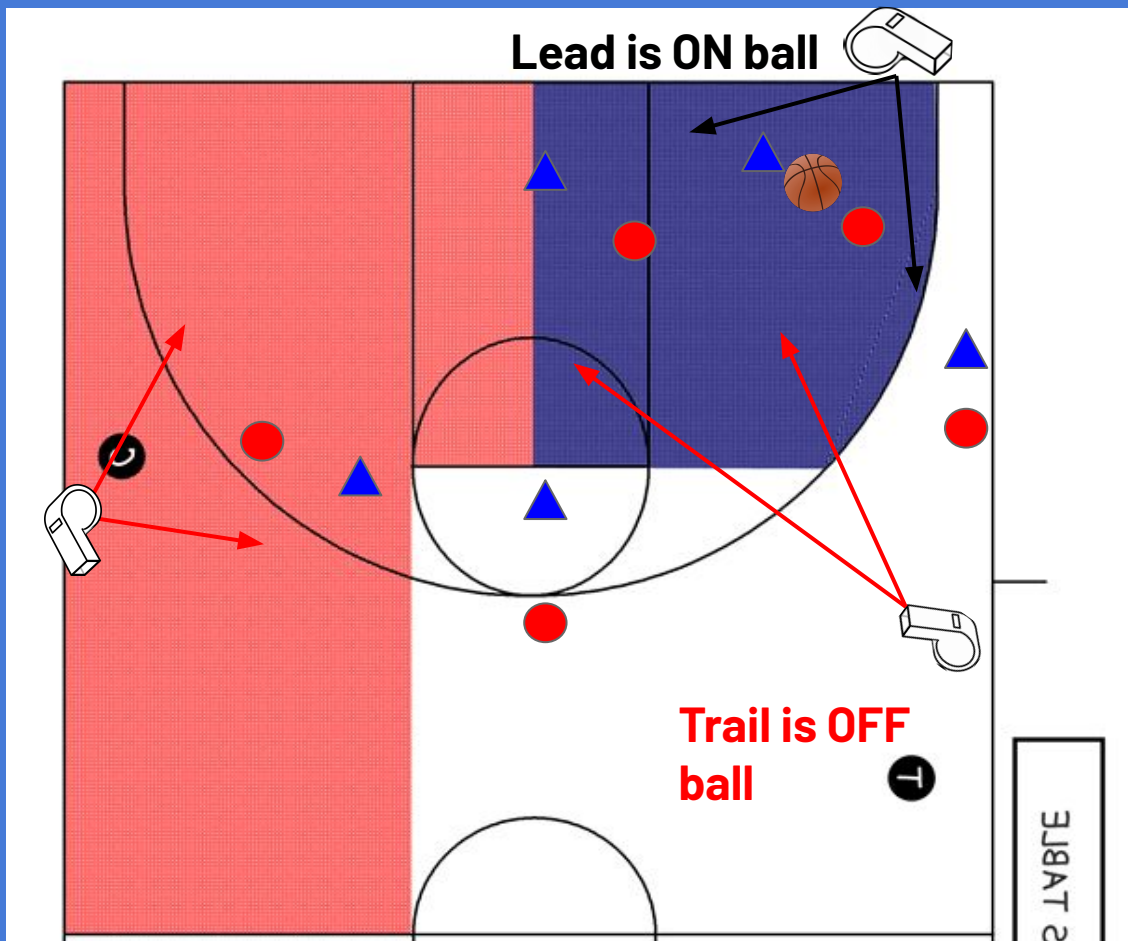
The Center should be watching primarily off ball and the weak side.

## ON BALL:

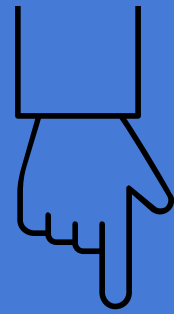
- ★ Maintain an open look between BHD and defender.
- ★ On the "pass/crash - Stay with the PASSER on plays in the paint.

## OFF BALL:

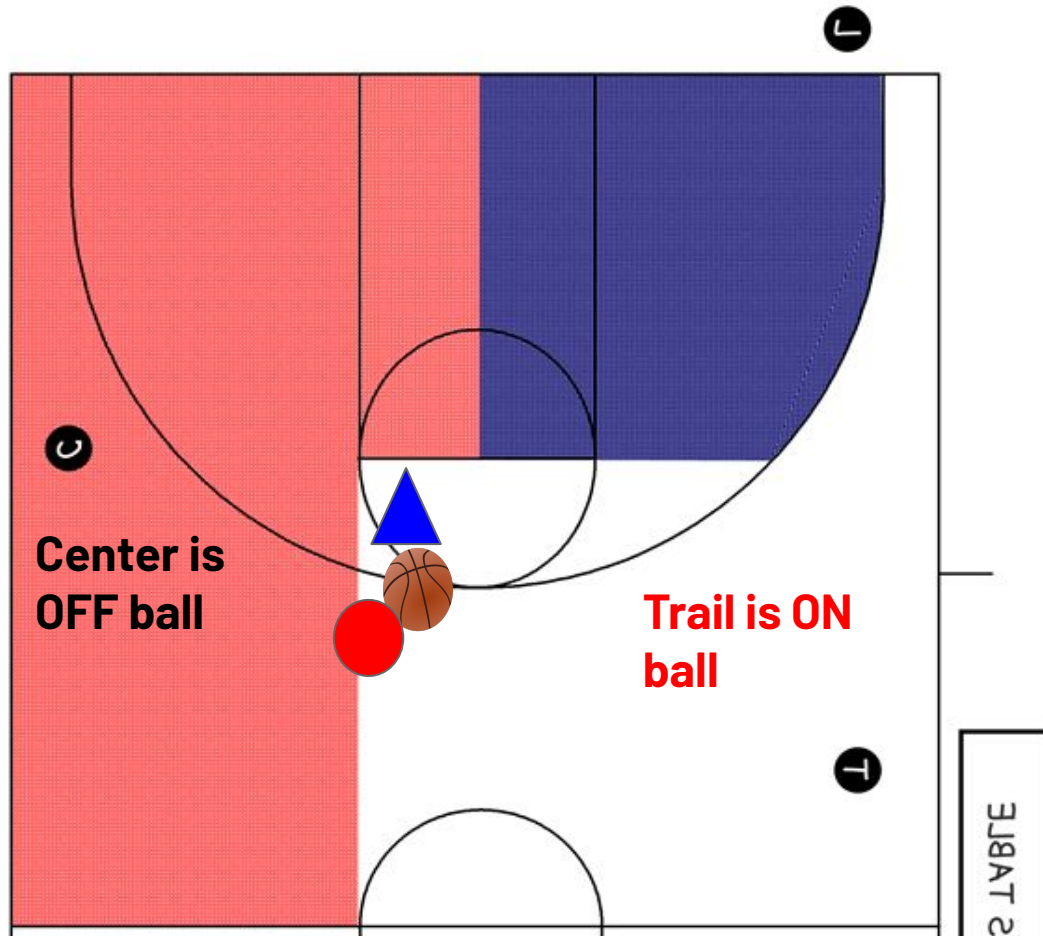
- When the ball is in the LEAD's PCA the trail should look into the pain and officiate the post play activity.





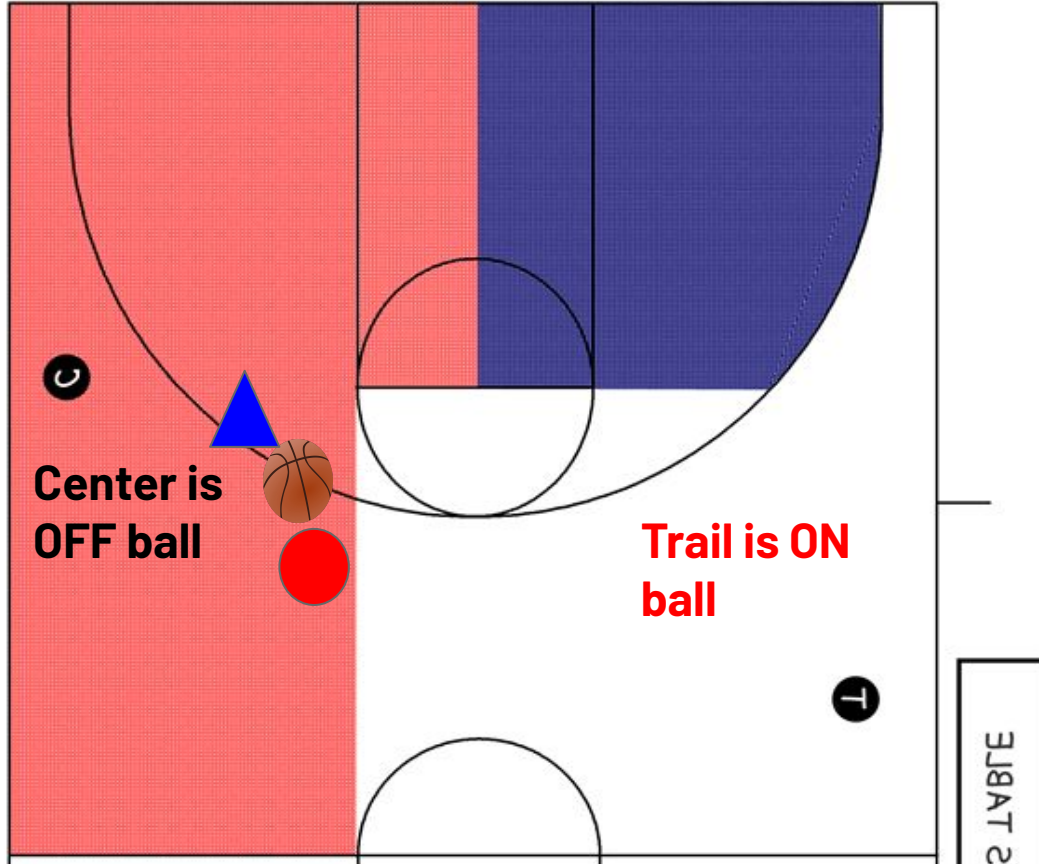
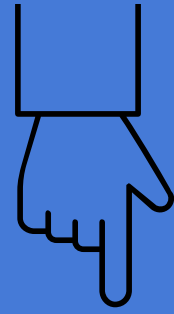


# Areas of Intersection

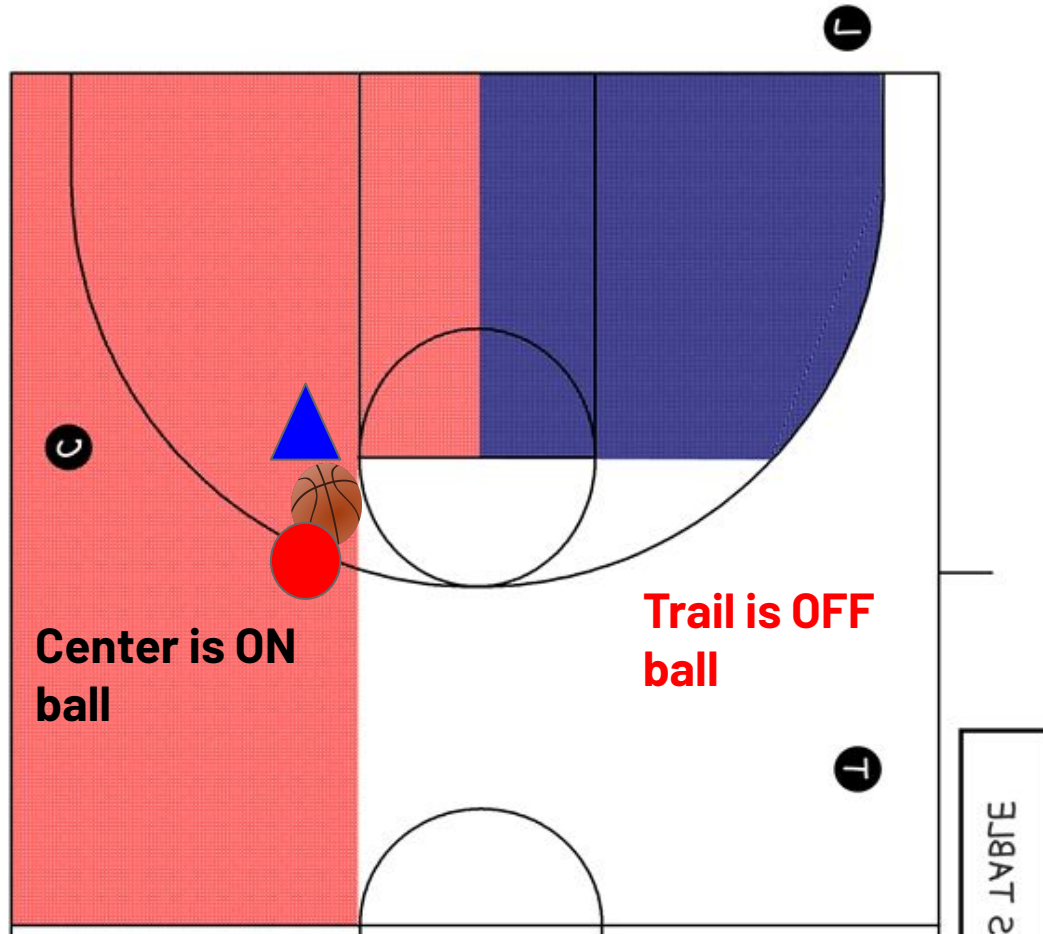
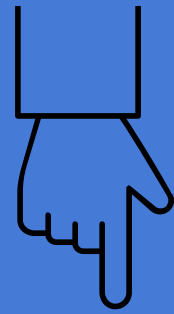


With a 5 second closely guarded count....

# EXCEPTION

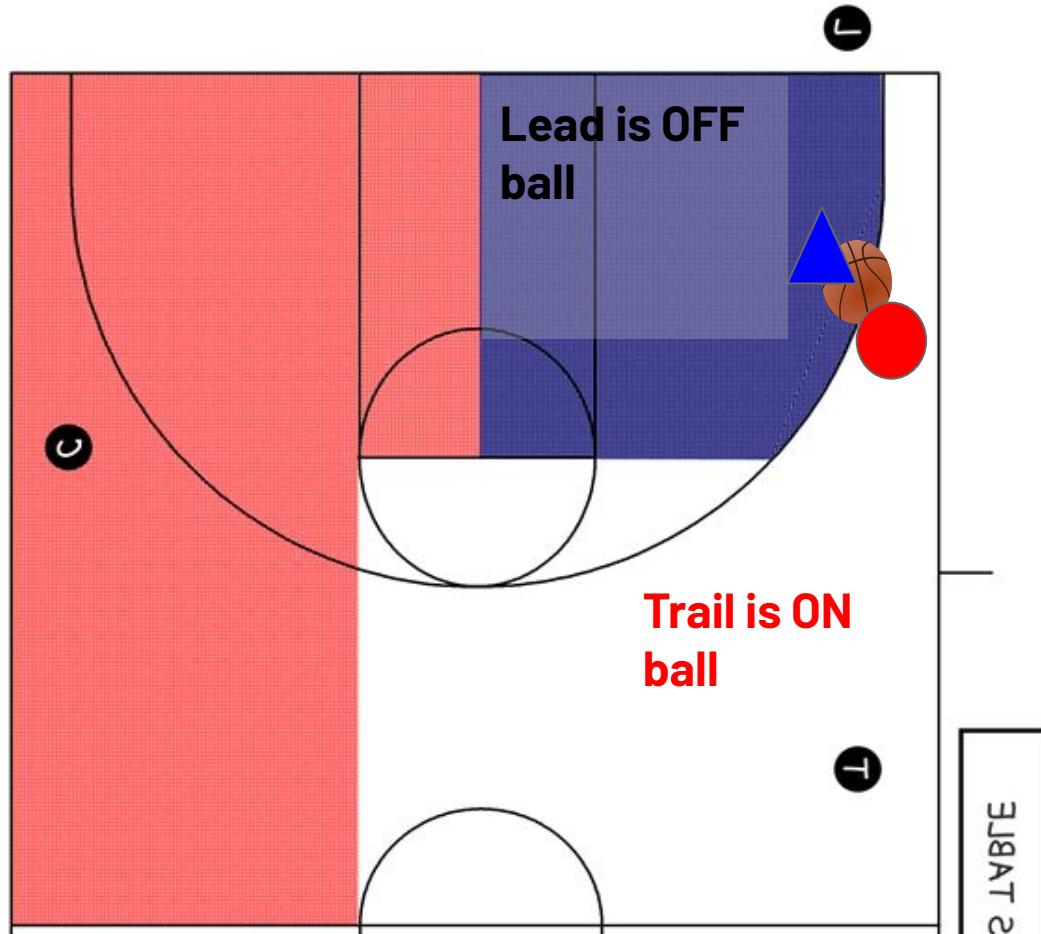


# Areas of Intersection



# Areas of Intersection

The ball is in your PCA and is your responsibility UNTIL it is CLEARLY & COMPLETELY out of your PCA



# Areas of Intersection

The ball is in your PCA and is your responsibility UNTIL it is CLEARLY & COMPLETELY out of your PCA

# Drives to the Basket

## Trail -

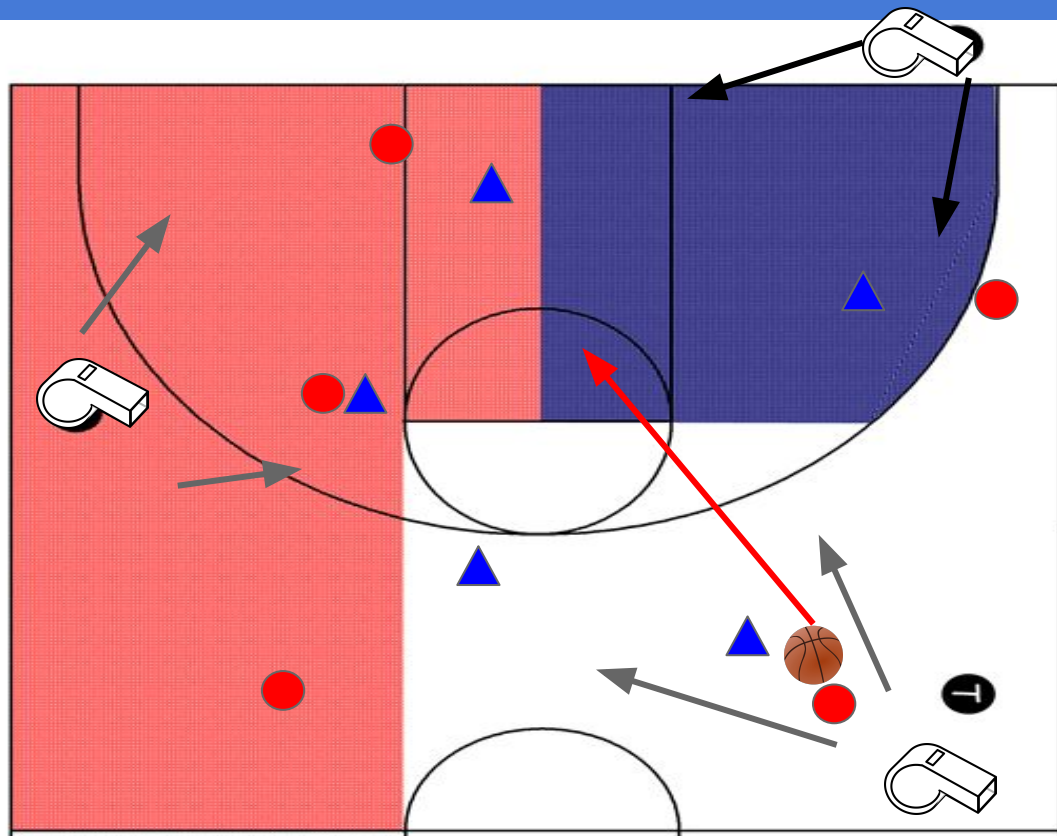
On drives originating in the Trail's Primary the TRAIL should maintain an open angle on the play and officiate it all the way to the basket.

## DOs

- Step down to remain connected to the play

## DONTs

- ★ "Bail out" to beat the next play down the floor.
- ★ Make a call if the play curls away from you.





# Drives to the Basket

## Center -

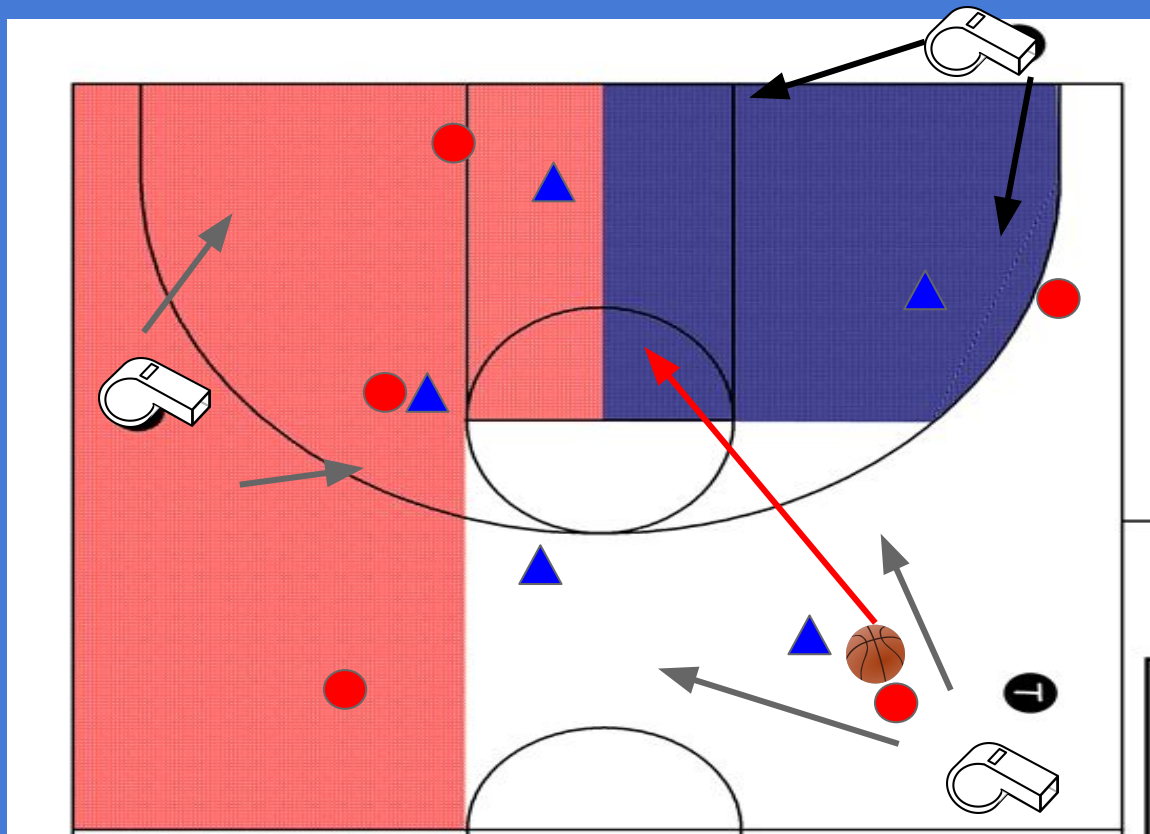
On drives originating in the Trail's Primary the CENTER should work to find an open angle on players who may try to help on the play.

### DOs

- Step down to remain connected and help if necessary
- Be ready to help on OBVIOUS & ILLEGAL contact the trail cant see.
- Be ready to help on curl plays.

### DON'Ts

- ★ "Bail out" to beat the next play down the floor.



# Drives to the Basket

## Lead -

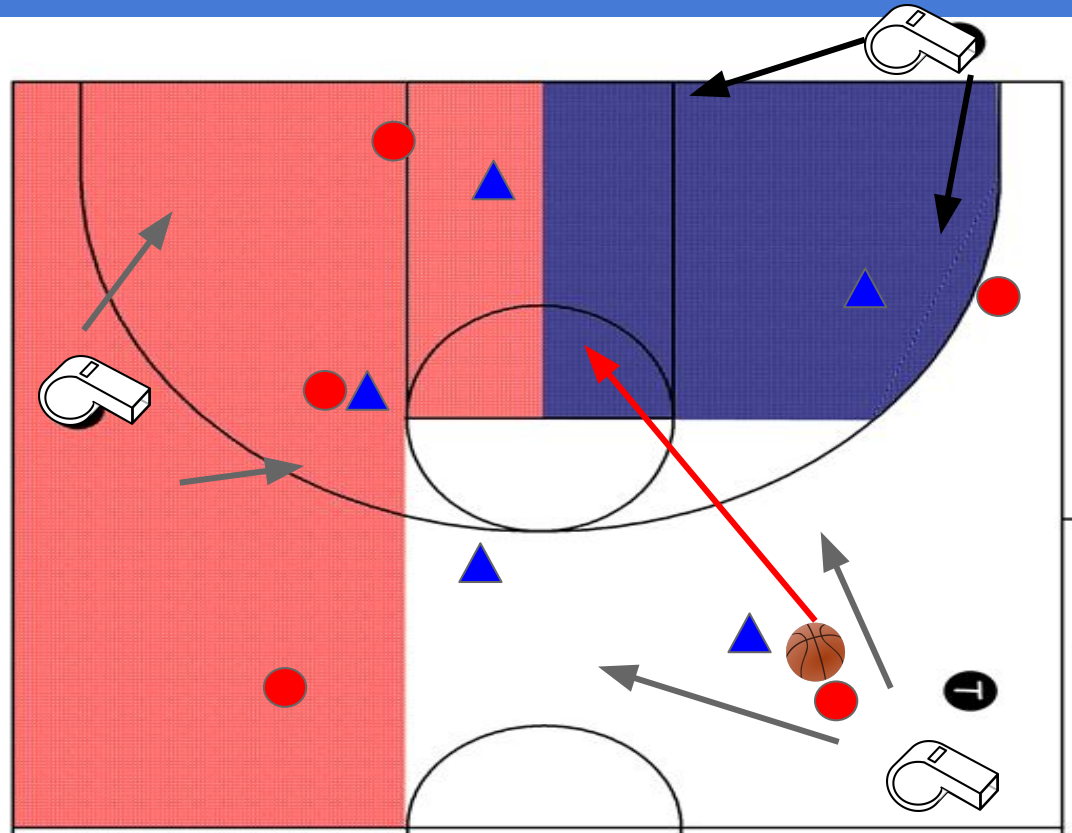
On drives originating in the Trail's Primary the LEAD should work to find an open angle on players who may try to help on the play and be ready to help in his/her secondary.

## DOs

- Look for secondary defenders
- Stay wide.
- Be ready to help on OBVIOUS & ILLEGAL contact the trail can't see.

## DON'Ts

- ★ Have a primary whistle. BE PATIENT
- ★ Blow on curl plays (curl away stay away)



# C- Side Drives to the Basket

## Lead -

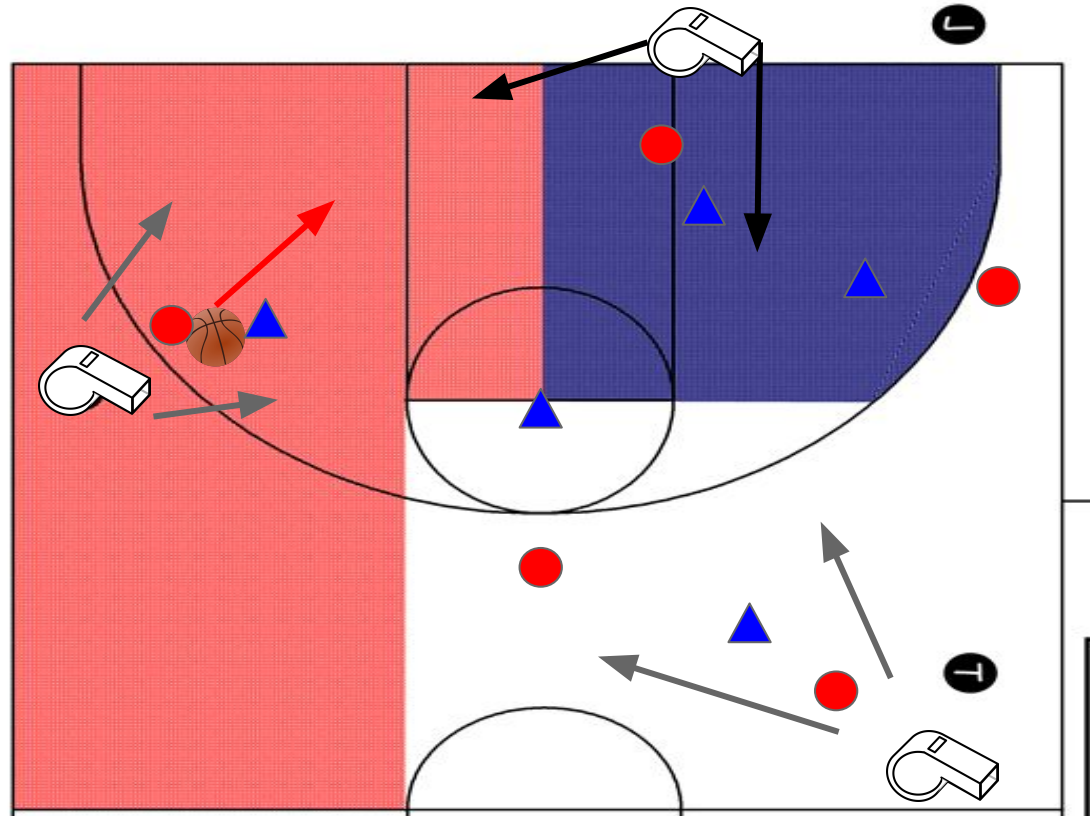
On drives originating in the Center's Primary the LEAD should "pinch the paint" to be ready to help in his/her secondary.

## DOs

- Look for secondary defenders
- Be in "pinch"
- Be ready to help on OBVIOUS & ILLEGAL contact the Center can't see.

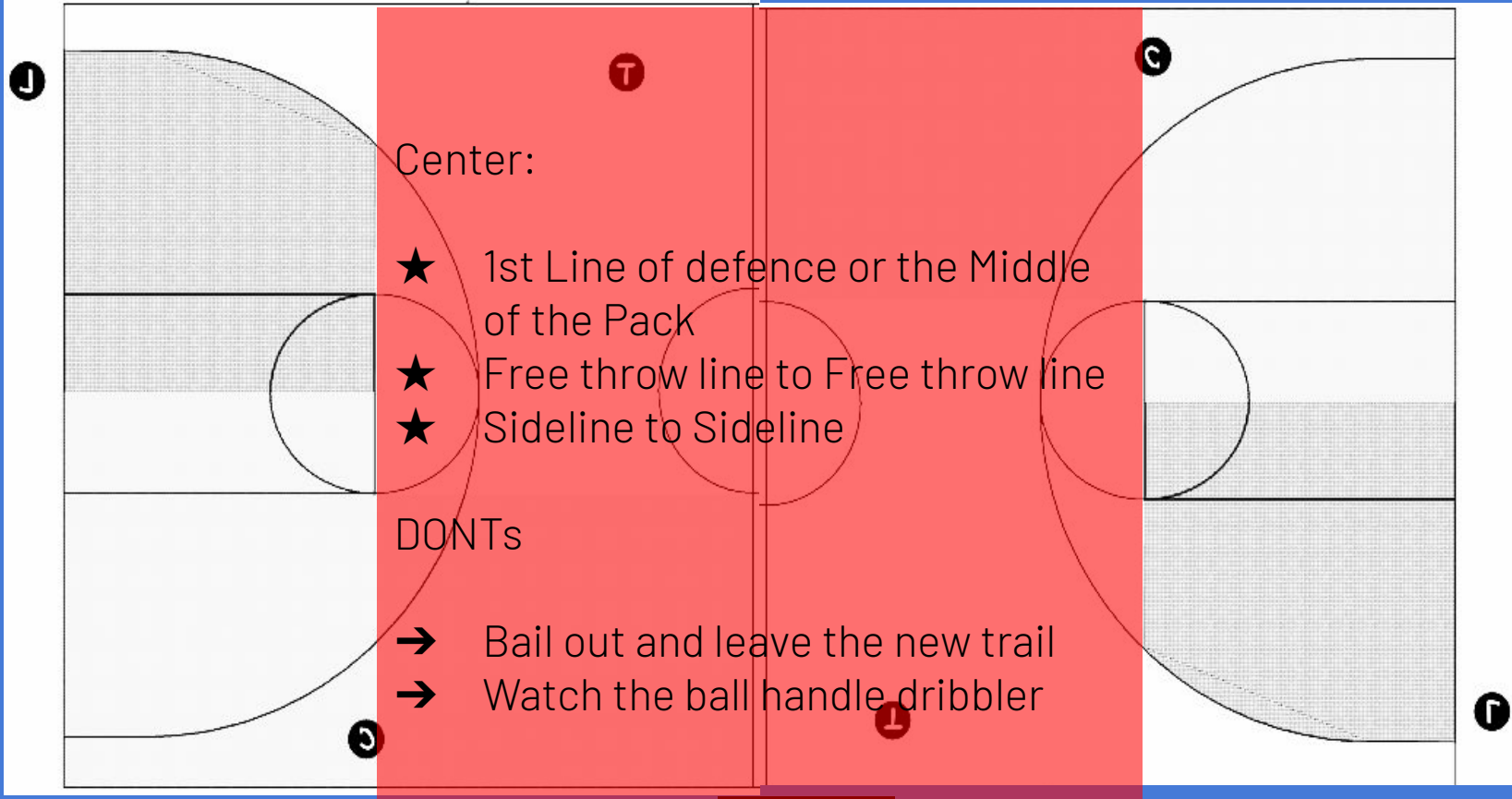
## DONTs

- ★ Have a primary whistle. BE PATIENT
- ★ Lose sight of secondary defenders who may try to help.
- ★ Ball watch

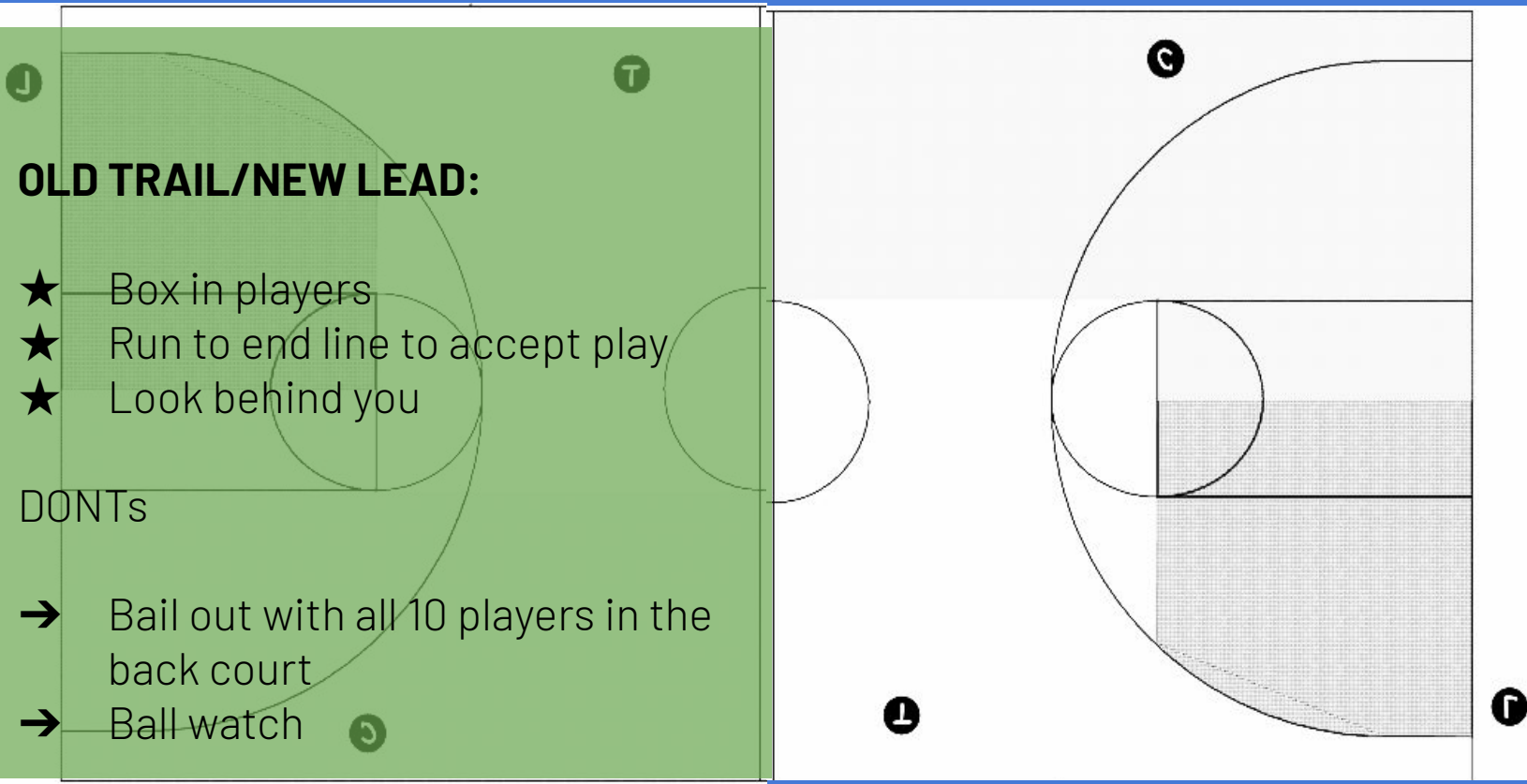




# Transition



# Transition



# Transition

1

## OLD LEAD/NEW TRAIL:

- ★ Stay out of bounds until the ball crosses the free throw line
- ★ Move to stay connected to ball handler *even if it means being in the middle of the court.*

## DON'Ts

- Hug the sideline
- Overrun the ball



1

2



1

2

Switch  
Lead Official  
Trail Official  
Close Down  
Ball Side  
Strong Side  
Weak Side  
Table Side  
Move to Improve  
Pinch the Paint  
Straight-Line  
Primary Coverage  
Area  
Competitive  
Matchup  
Dead Ball Officiating  
Bump and Run  
Primary Defender  
Secondary Defender

# Glossary

# Scan Me

To come back to this  
presentation

