



# 2003-04 & 2004-05 BASKETBALL OFFICIATING MECHANICS EXAMINATION

**Instructions:** Only the answer sheet of this examination will be sent to the grader. You retain the questions for further study. Since correction is by machine scanning or perforated key, you must use care in clearly marking correct spaces on the answer sheet according to directions. Every part of each question is to be answered. Indicate whether you believe a part is true or false by marking the appropriate blank on the answer sheet.

**NOTE:** Send answer sheet to your state association office unless otherwise instructed.

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**NOTE:** Questions on this examination (except where indicated) are to be answered based on a crew of two officials — a referee and an umpire as outlined in the basketball officials manual. All questions are based on a two-point field goal, unless a three-point field goal is specifically designated.

## A. Court Coverage

1. An official should never make a call in another official's primary coverage area.
2. The trail official is behind the ball on all plays.
3. The lead official should always go ball side when the ball is on the trail's side of the court.
4. The lead official is primarily responsible for observing the flight of the ball on a try.

## B. Court Coverage

5. Officials should switch hands when going directly from a closely guarded holding count to a closely guarded dribbling count.
6. On a try, the trail official should immediately retreat in order to be ahead of any play at the other end of the court.
7. The trail official has the responsibility of covering the backcourt and the outer part of the frontcourt.
8. The official who begins a five-second count may pass it to the other official if the two players involved leave that official's primary coverage area.

## C. Court Coverage

9. The lead official should work as close to the end line as possible without actually being inbounds.
10. The trail official is responsible for covering both sidelines.
11. When a player starts a drive from an official's primary area, that official has the player and the ball all the way to the basket.
12. The lead official has three-point responsibility from the near sideline corner to the near free-throw line extended.

## D. End of First Half

13. Officials should assemble halfway between the center restraining circle and the sideline opposite the table and remain until both teams and coaches have exited the area and then proceed to the scorer's table together.
14. The scorers will settle any problems at the end of the first half and report their decision to the referee.
15. When returning to the court, officials shall assume the same positions as in the pregame.
16. The umpire secures and relays the ball to the referee at the division line opposite the table to begin the third quarter.

## E. End of Second Half

17. The final score can be corrected within one hour after the end of the game.
18. The officials' jurisdiction ends when the teams leave the court.
19. Officials should promptly leave the court together.
20. A written report regarding a controversy may be given to the news media.

## F. Extra Period

21. If the score is tied after the fourth quarter has ended and a technical foul is then called, the free throws will be administered to start the extra period.
22. Teams shall remain in the bench area during the one-minute intermission prior to an extra period.
23. Each team is given one additional 60- and one additional 30-second time-out for each extra period.
24. Each extra period is five minutes in length for a varsity game.

#### **G. Fouls**

25. The calling official sounds his or her whistle and raises one hand with clinched fist straight and high above his/her head.
26. The calling official shall sound his or her whistle and give the open-hand signal straight and high above the head.
27. The calling official should move near the fouling player and verbally inform the player that he or she fouled by stating the shirt color and number.
28. Lower the foul signal and indicate the nature of the foul by giving a preliminary signal.

#### **H. Fouls**

29. If a goal has been scored, it need only be counted at the table to the scorer.
30. If the calling official is unaware that the ball went in the basket, the other official should signal the score immediately.
31. The calling official moves to the reporting area rectangle, comes to a complete stop and communicates with the table officials.
32. When reporting the foul to the scorer, the calling official should point to the team bench of the offending player while verbalizing the color.

#### **I. Fouls**

33. The calling official should observe the bench area while reporting to the scorer.
34. When reporting a foul to the scorer, the official should complete all communication with the table before beckoning a substitute or granting a time-out request.
35. The other official is responsible for activity around the bench area while the calling official is reporting the foul.
36. The officials shall always change positions after each foul is called.

#### **J. Free Throws**

37. The lead official's position for the free throw should be near the end line on the lane line extended.
38. The 10-second count is to be silent and with a visible wrist flick.
39. The lead official has primary responsibility for goaltending or basket interference.
40. The lead official administers all free throws by handing the ball to the free thrower.

#### **K. Free Throws**

41. The lead official is primarily responsible for rebounding action after a free-throw attempt.
42. After technical foul free throws, the trail official administers the throw-in.
43. Players are not permitted along the lane for the free throws awarded for an intentional personal foul.
44. After flagrant personal foul free throws, the calling official takes a position at the division line, preferably on the side opposite the table.

#### **L. Jump Ball**

45. Both captains should be notified that play is about to begin.
46. The administering official's whistle shall sound prior to the toss.
47. The referee will be facing opposite the scorer's and timer's table.
48. Following the toss, the referee should immediately move so the players and the umpire can adjust.

#### **M. Jump Ball**

49. The umpire is primarily responsible for action of the two jumpers.
50. The lead official is primarily responsible for the proper setting of the alternating-possession arrow after team control is first established.
51. If the toss is poor, either official shall sound the whistle for a rejump.
52. The toss should be slightly higher than either player can jump.

#### **N. Jump Ball**

53. The referee becomes the lead official if a team gains possession of the ball in their backcourt.
54. The referee will go in the direction of the ball following the toss.
55. The clock is started when the official tosses the ball.
56. The referee is primarily responsible for the action of the nonjumpers.

#### **O. Pregame Duties**

57. The officials shall report to the proper athletic administrator at least two hours before the scheduled game time.
58. The umpire is responsible for arranging and conducting the pregame conference meeting.
59. If possible, the timer and scorer should meet with the officials to review responsibilities.
60. The officials should enter the court at least 15 minutes before game time.

#### **P. Pregame Duties**

61. Upon entering the court prior to the game, the officials shall go directly to the scorer's and timer's table.
62. During the pregame warm-up, the umpire is responsible for observing and counting the home team.
63. To supervise the warm-ups, the officials are opposite the table, each about 28 feet from the nearest end line.
64. The referee authorizes the scorer to note and prevent illegal substitution attempts.

**Q. Prerequisites for Good Officiating**

65. Understanding the terms used in the game of basketball is essential to mastering the rules.
66. Carrying on long conversations with a coach prior to the game may give the appearance of favoritism.
67. Courtesy or politeness as an official often implies softness or politicking.
68. Officials should give advice to players and coach them in the fundamentals of the game whenever possible.

**R. Prerequisites for Good Officiating**

69. The referee should wear a wrist watch in order to check various timing situations (replacing an injured or disqualified player, etc.).
70. Each official should call fouls wherever they occur and be prepared to help the other official at all times.
71. Precisely executed clear signals help set the tempo of the game and visibly demonstrate that the officials are in complete charge of the game.
72. It is permissible to wear either a blue or black jacket, but all crew members must wear the same color if jackets are worn.

**S. Prerequisites for Good Officiating**

73. Official should carry a spare whistle for emergency use.
74. Officiating fees may be negotiated with the proper administrator upon arrival at the game site.
75. It is the responsibility of the hiring school or organization to provide insurance coverage for the officials.
76. In all situations, the welfare of an injured player has the highest priority.

**T. Substitutions**

77. Officials shall count the number of players prior to putting the ball in play.
78. If the horn for a substitution is too near the time the ball is to become live, ignore the horn until the next dead ball.
79. The calling official will notify the coach and player of a disqualification.
80. A substitute is expected to enter promptly when beckoned by the official.

**U. Throw-ins**

81. During a press by the defense, the lead official will cover according to the positions of the players.
82. All backcourt throw-ins are administered by the trail official.
83. If a throw-in plane violation occurs, a team warning is recorded by the scorer and reported to the coach.
84. *The lead official shall stay lead if the ball goes out of bounds below the free-throw line extended on his or her sideline of responsibility and shall bounce the ball to the thrower.*

**V. Time-outs**

85. During a 60-second time-out, officials take a position on the nearest block, opposite and facing the scorer's table.
86. The administering official should secure the ball and place it on the floor on the spot where play will be resumed.
87. If a free throw follows a time-out, the official with the ball takes a position on the free-throw line.
88. During a 30-second time-out, officials stand at the top of the nearest arc, opposite and facing the scorer's table.

**W. Violations**

89. The official may use either arm to give the signal to stop the clock.
90. The administering official shall designate the throw-in spot and hand or bounce the ball to the thrower.
91. If a simultaneous free-throw violation occurs on the first of a multiple throw, the free throw is scored if successful.
92. When a defensive player in a marked lane space violates, followed by an offensive player in a marked space, both violations are penalized.

**X. Three Officials**

93. The official calling the foul goes to the side of the court opposite the table.
94. The lead official may rotate when all three officials are in the frontcourt.
95. The U2 takes a position approximately 28 feet from the nearest end line on the side opposite the table for the jump ball.
96. When a player fouls out, the new trail informs the coach of the disqualification.

**Y. Three Officials**

97. During a time-out, the administering official should secure the ball and take a position on the floor where the ball will be put back into play.
98. The center official is primarily responsible for the last-second shot.
99. All three officials have a defined primary area of coverage with secondary coverage in another official's area.
100. The ball location keys the need for a rotation, and the lead official usually initiates the rotation.

## 2003-05 Basketball Mechanics Exam Answer

1.	False	19,Diagram 6	36.	True	233	71.	True	20
2.	True	203	37.	False	240e	72.	True	23b
3.	False	204	38.	True	240f	73.	True	23g
4.	False	204	39.	False	241d	74.	False	24
5.	True	205	40.	False	242e	75.	False	25
6.	False	205	41.	False	243	76.	True	26
7.	True	205	42.	True	246	77.	True	116
8.	False	205	43.	True	247	78.	False	117
9.	False	206	44.	False	247	79.	False	118
10.	False	206	45.	True	210	80.	True	118
11.	True	206	46.	True	211	81.	True	218
12.	True	Diagram 4	47.	False	211	82.	True	218
13.	True	109a	48.	False	211	83.	True	222
14.	False	109b	49.	False	211	84.	True	223
15.	True	109i	50.	False	211	85.	True	273
16.	True	109l	51.	True	212	86.	False	273
17.	False	110	52.	True	212	87.	False	273
18.	False	110g	53.	True	213	88.	True	273;Diagram 27
19.	True	110i	54.	False	213	89.	True	260a
20.	False	110k	55.	False	213	90.	True	260f
21.	True	111	56.	False	213	91.	False	263
22.	True	112	57.	False	101	92.	False	263
23.	False	112	58.	False	102	93.	True	303;343a
24.	False	112	59.	True	102A(1)	94.	True	314a
25.	True	230a	60.	True	103	95.	True	322
26.	False	230a	61.	False	103	96.	True	341i
27.	True	230c	62.	False	103a	97.	True	378
28.	True	230d	63.	True	103a	98.	False	390
29.	False	230g	64.	True	105c	99.	True	Diagram 30
30.	False	230h	65.	True	05	100.	True	Diagram 31
31.	True	231a	66.	True	07			
32.	False	231b	67.	False	07			
33.	True	231f	68.	False	11			
34.	True	231g	69.	False	18n			
35.	False	232;231f	70.	True	19			