



OFFICIATING 3X3

Your Tutor's for today are:

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COURSE OUTLINE



1. **Game procedure**
2. The Scoresheet
3. Timekeeper
4. Refereeing

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1. GAME PROCEDURE

- a. Game is played on half court, half way line is out of bounds.
- b. If only using one end of the court table officials on half way line. If using both ends Table officials on side line.
- c. Teams of 4 players (3 playing, 1 Substitute). Different coloured playing strip with numbers for each team.
- d. Officials – 2 Referees, 2 Table Officials (Scorer & Timekeeper).
- e. Equipment – Table, 2 Chairs, Electronic scoreboard, FIBA 3X3 Scoresheet, Horn, Game Ball.

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1. GAME PROCEDURE

REFEREE:

- a. Call teams on court.
- b. Call in team captains and toss a coin for first possession.
- c. Inform Table Officials which team has first possession.

TABLE OFFICIALS:

The Scorer will annotate the team that has first possession by writing FP under Team A or Team B on the scoresheet.

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2. THE SCORESHEET



FEDERATION INTERNATIONALE DE BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
FIBA 3x3 SCORESHEET

3x3

Team A _____ Team B _____

Competition _____ Date _____ Referee #1 _____
Category _____ #2 _____
Game No. _____ Time _____ Court _____

Team A

Time out _____

Team A's key: 1 2 3 4 5 6 7 8 9 10

Players _____ No. _____ Unopponent(s) _____

Team B

Time out _____

Team B's key: 1 2 3 4 5 6 7 8 9 10

Players _____ No. _____ Unopponent(s) _____

Score _____ Floor _____
Shot Clock Operator _____

Starting score

A		B	
1	2	1	2
1	1	14	14
2	2	14	14
3	3	14	14
4	4	14	14
5	5	14	14
6	6	14	14
7	7	14	14
8	8	14	14
9	9	14	14
10	10	14	14
11	11	21	21
12	12	21	21

Score (after Regular time) A _____ B _____
Score (after Overtime) A _____ B _____

Referee's Signature _____

Score printed (optional) Yes

Team's Name _____

Player's signature(s) _____

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2. THE SCORESHEET

- a. Ensure you have a copy of the tournament schedule.
- b. Team A is always the first named team on the schedule.
- c. Complete the header with these details:
IOW 3X3 League – 1 October 2022 – Referees
Tim Brown & Ian Broadsmith – U16 Girls –
Game 1 – 10:00 – Freshwater MUGA – Mike’s
Hustlers v Carl’s Cougars

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2. THE SCORESHEET

- a. Player names and numbers must be entered on the scoresheet prior to the game starting. Team A then Team B.
- b. Tip – Put the colour of the team strip after the team name. This will help you when inputting the score.
- c. All baskets scored inside the 3 point arc count as 1 point. Baskets scored outside the 3 point arc count as 2. The referee will signal these to inform you like this.
- d. Free throws count as 1 point.

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2. THE SCORESHEET

Fouls:

- a. Referees will call fouls and signal like this after blowing their whistle.
- b. The only fouls that go against a player are Unsportsmanlike fouls that are signalled like this or a Disqualifying Foul that is signalled like this. If a player commits 2 Unsportsmanlike fouls they must leave the game and take no further part.
- c. All fouls on players go in the Team fouls box only except US & DQ fouls that count as 2 team fouls as well as going against the player.
- d. Note the first US foul is 2 free throws only. All subsequent US fouls are 2 free throws and possession.

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2. THE SCORESHEET

Fouls:

- a. After the sixth team foul all subsequent fouls are awarded with 2 free throws.
- b. After the tenth team foul all subsequent fouls are awarded with 2 free throws and possession.
- c. This does not apply to offensive fouls.
- d. Technical fouls are awarded as 1 free throw to the opposition then the game continues from where it was when the incident occurred. Note Technical fouls do not go against the player, only in the Team fouls box.

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2. THE SCORESHEET

Scoring:

- a. The running score is recorded by putting a line through the number under team A or Team B.
- b. The first team to score 21 points in regular playing time wins the game. If this is before the end of regular playing time the game ends then.
- c. If the scores are level at the end of playing time then overtime is played and the first team to score 2 points wins.
- d. The final score is entered at the end of the game and all officials sign the scoresheet. The referee is the last to sign and should check it before signing.

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3. TIMEKEEPER

- a. The scheduled time for a game is 10 minutes.
- b. The timekeeper must stop the clock every time the whistle goes.
- c. The clock starts when the referee chops his hand like this.
- d. At the start of the game the referee will hand the ball to the team on defense. They will pass the ball to the team on offense at the top of the 3 point arc. As soon as an offensive player has the ball the clock starts. This is called a checkball.
- e. The clock does not stop after a basket.
- f. Each team is allowed 1 Time out of 30 seconds per game. Any player or substitute can ask for it when the ball is dead and the clock is stopped.

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4. REFEREEING

Two Referees are required although for local league competitions, one experienced Referee could be used.

- a. Checkball – This is used at the start of the game and when resuming the game after a Time out, Jump Ball situation (no arrow, ball always goes to the team on defence), Technical foul or if the Referee stops the game for an injury or any other reason.
- b. The procedure for a check ball is as follows:
 - i. The offensive player stands at the top of the court outside the arc.
 - ii. The defensive player inside the arc a minimum of 1 metre away passes the ball to the offensive player.

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4. REFEREEING

Your whistle and hand signals are vitally important. You are communicating with the players, spectators and, most importantly the Table Officials. It is also important that you ‘verbalise’ your calls and signals.

- a. When you call a foul or violation you raise your right hand like this for a violation and like this for a foul.
- b. Then you must indicate what the violation or foul is, for example. Travel – pushing foul.
- c. There is a Lead Referee and a Trail Referee. The Lead Referee manages the base line and the right side line. The Trail Referee manages the outer court, the left side line and the half court line which is out of bounds.
- d. It is important that you are not both on the same side of the court so that full coverage of the playing area occurs.

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4. REFEREEING

For 3X3 games there is a 12 second shot clock. At the highest level this would be managed by a third Table Official called a shot clock operator. At local league level this will be managed by the Trail Referee.

- a. At the start of every offence make a mental note of the time on the clock.
- b. At 8 seconds shout 4 then count down to 0 using your hand like this.
- c. If a shot for basket has not been attempted when you get to zero blow your whistle, raise your hand, then tap your shoulder like this to indicate a shot clock violation has occurred.
- d. Award a Checkball to the team on defence.

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4. REFEREEING



A directional arrow is not used in 3X3 games. If a jump ball situation occurs the following procedure is to be used:

- a. Blow your whistle, raise hand to stop the clock like this.
- b. Signal a Jump Ball like this.
- c. Award the possession of the ball to the team on defence.
- d. Use Checkball to restart the game.

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4. REFEREEING

When a basket is scored:

- a. If it is inside the arc then indicate 1 point like this, do not blow your whistle.
- b. If a shot is attempted outside the arc, raise your right hand with two fingers pointing upwards like this.
- c. If the shot is successful raise the other arm with two fingers upwards like this.
- d. If you disallow a basket due to a violation then blow your whistle, raise your hand then signal no basket like this.

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4. REFEREEING

You must control Time outs and Substitutions:

If a player or Substitute asks for a Time out or a substitution at a dead ball when the clock is stopped:

- a. Blow your whistle and signal a Time out like this, and a Substitution like this.
- b. After a Time out restart the game with a Checkball.
- c. After a Substitution restart the game with either a Checkball or from the out of bounds where a violation occurred.
- d. There are no Coaches allowed Courtside in 3X3 Basketball.
- e. One substitute is permitted and should be positioned on the end line. One each side of the basket.

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4. REFEREEING

There are a large number of signals that are used when Officiating basketball.

I will demonstrate them briefly but you should learn them and practice them in your own time.

Remember at the end of the game it is not over until you sign the scoresheet. If you find an error that effects the result you have the power to correct and if required play overtime.

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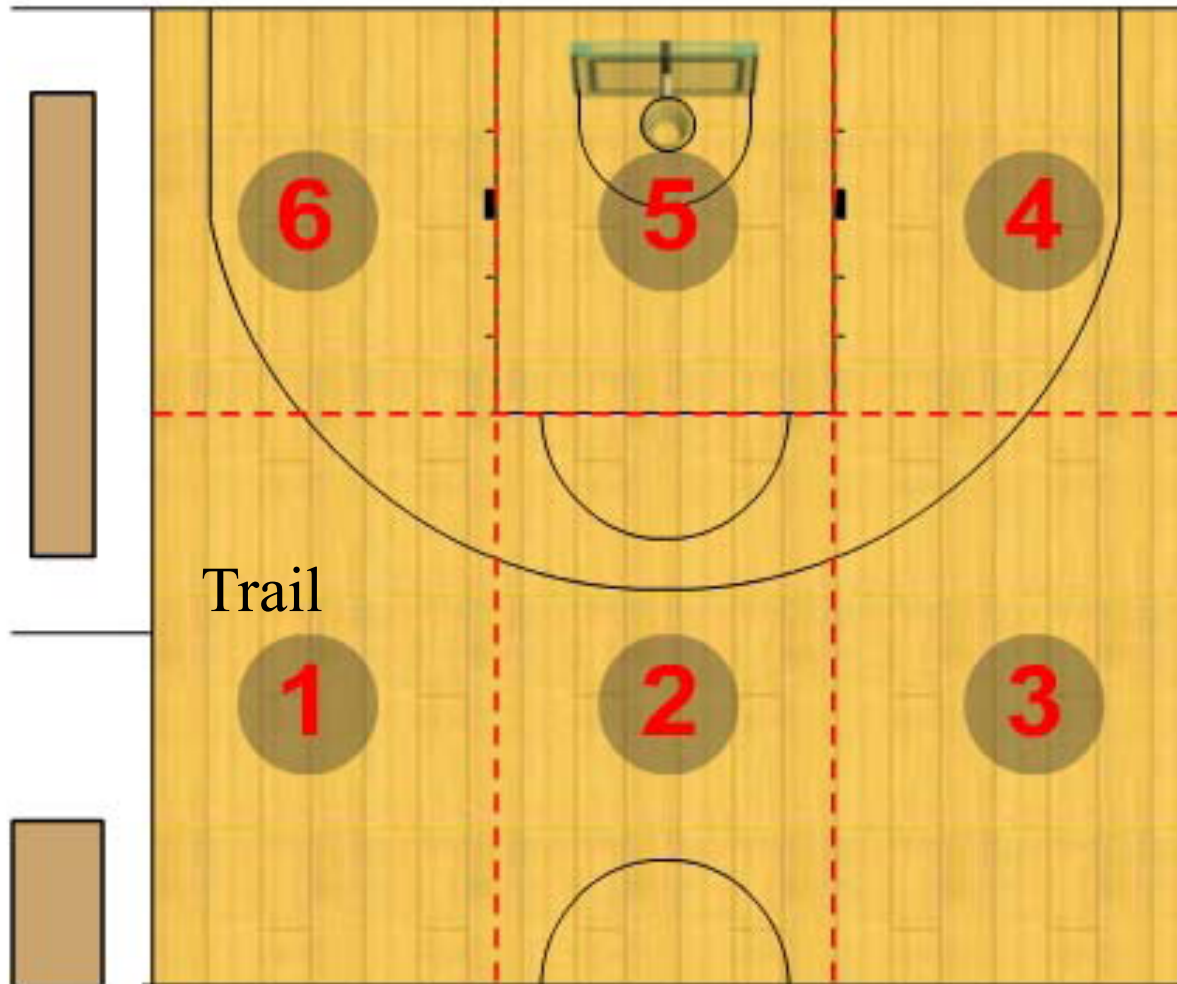
Mechanics, Positioning & Signaling

A half court is split into 6 imaginary boxes as shown below.

Lead covers boxes 4 & 5

Trail covers 1,2,3,& 6

Lead



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Positioning of Officials

- Lead Official
- Off the ball when ball in Boxes 1 – 3 and Box 6
- Action in the 3 second area
- Not standing still when the ball is moving
- Action on and around ball in Boxes 4 and 5
- Trail Official
- Outside shot attempts
- On the ball coverage except when the ball is in Box 4
- To move in response to the movement of the ball
- Keep body ‘open’ to the play

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Officiating Movement

- Lead Official
- Move to right ahead of play
- Primarily watches play **away** from the ball
- Responsible for ‘**on the ball**’ coverage in **Box 4** and **Box 5**
- Trail Official
- Moves behind and to the left of the play
- Primarily watches the ball and the players around it
- Responsible for ‘**off the ball**’ coverage in **Box 4**

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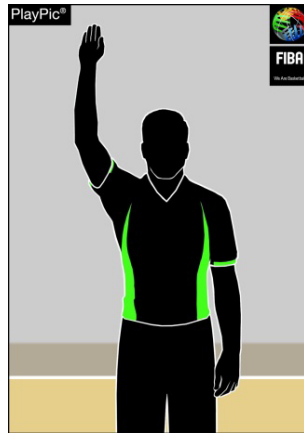
Officiating Movement

- Officials help each other by sandwiching the play between themselves
- There are no exclusive areas of responsibility
- Maintain good position by altering your stance as the ball moves

Game clock signals



STOP THE CLOCK



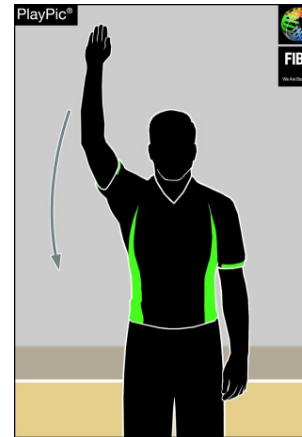
Open palm

STOP THE CLOCK
FOR FOUL



One clenched fist

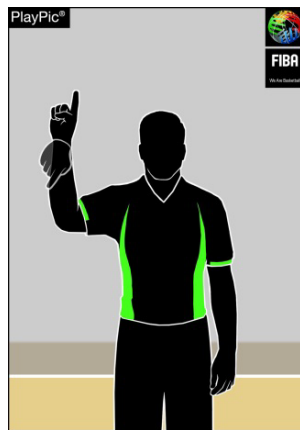
START THE CLOCK



Chop with hand

Scoring

1 POINT



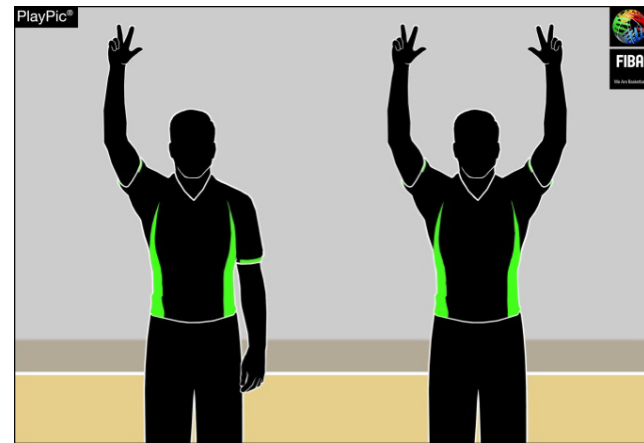
1 finger, 'flag'
from wrist

2 POINTS



2 fingers, 'flag'
from wrist

3 POINTS



3 fingers extended
One arm: Attempt
Both arms: Successful

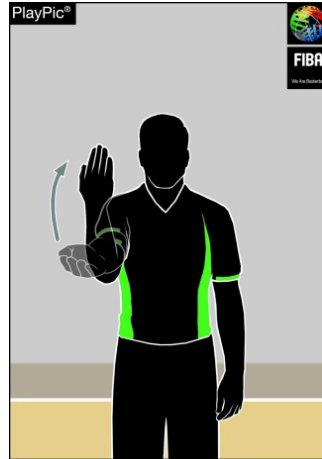
Substitution and Time-out

SUBSTITUTION



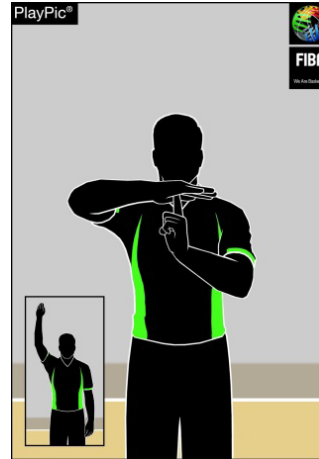
Cross forearms

BECKONING-IN



Open palm, wave towards the body

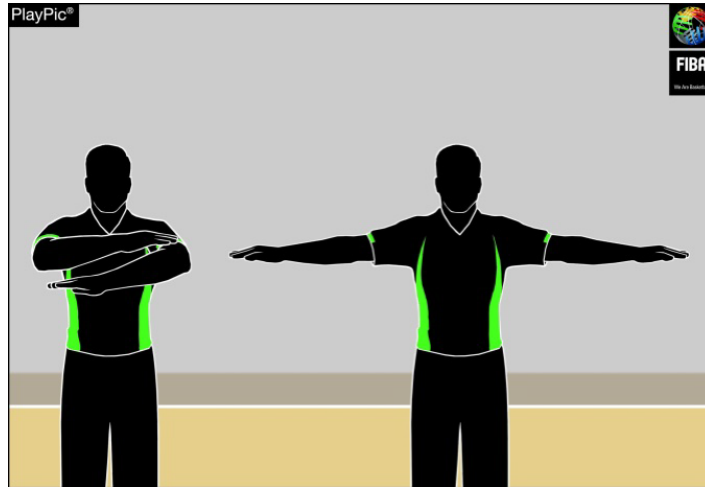
CHARGED TIME-OUT



Form T, show index finger

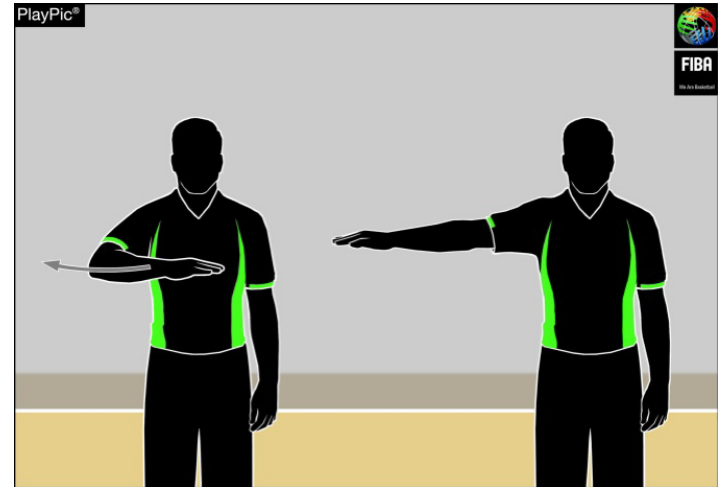
Informative

CANCEL SCORE, CANCEL PLAY



Scissor-like action with arms, once across chest

VISIBLE COUNT

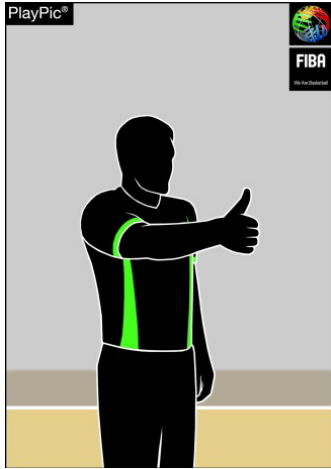


Counting while moving the palm



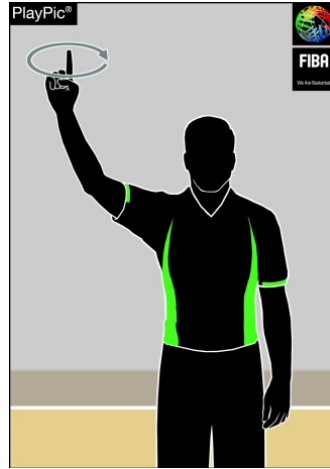
Informative

COMMUNICATION



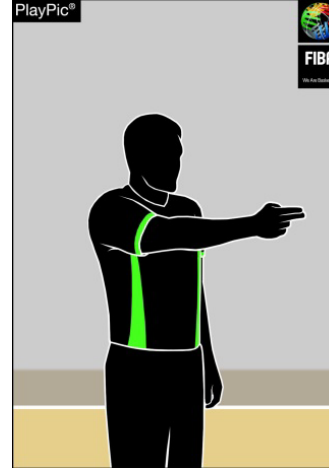
Thumb up

SHOT CLOCK RESET



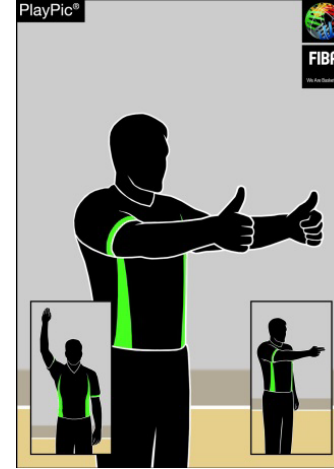
Rotate hand,
extend index finger

DIRECTION OF PLAY AND/OR OUT-OF-BOUNDS



Point in direction
of play, arm
parallel to sidelines

HELD BALL/JUMP BALL SITUATION

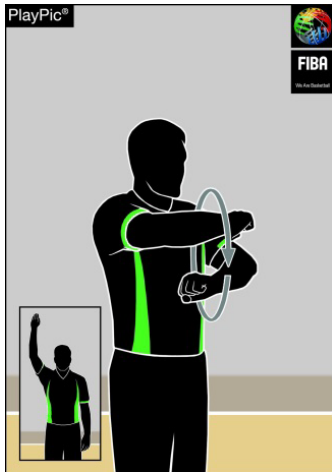


Thumbs up, then point in
direction of play using the
alternating possession arrow



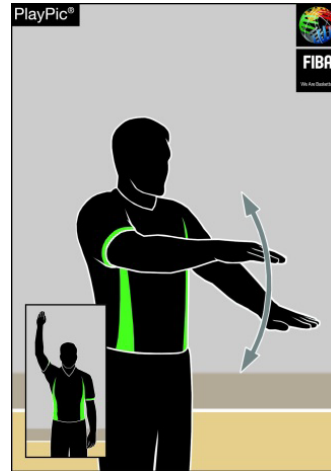
Violations

TRAVELLING



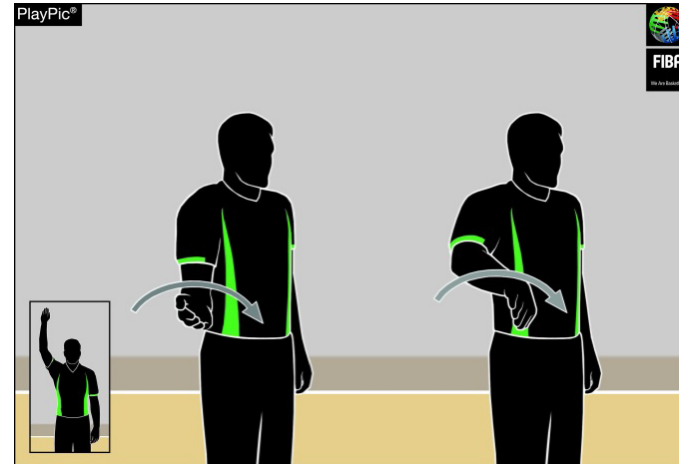
Rotate fists

ILLEGAL DRIBBLE: DOUBLE DRIBBLING



Patting motion
with palms

ILLEGAL DRIBBLE: CARRYING THE BALL

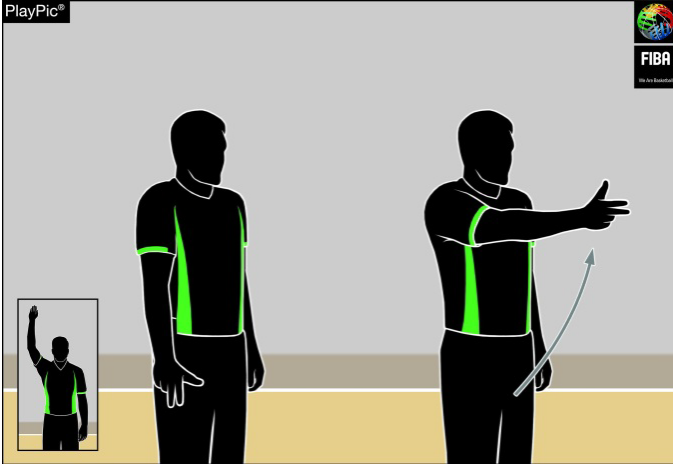


Half rotation with palm

Violations

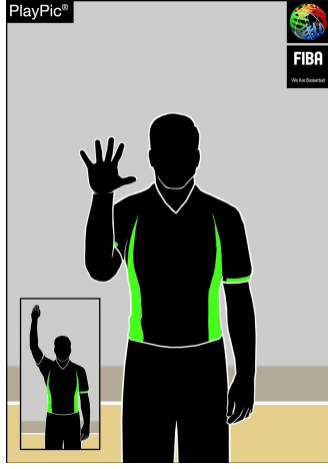


3 SECONDS



Arm extended, show 3 fingers

5 SECONDS



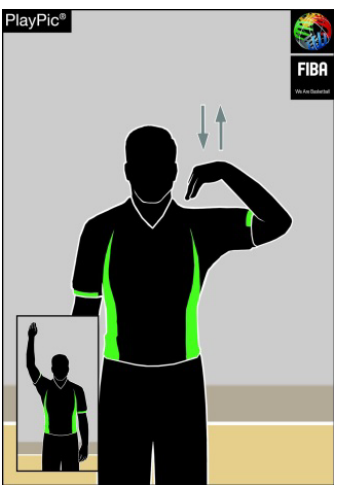
Show 5 fingers

8 SECONDS



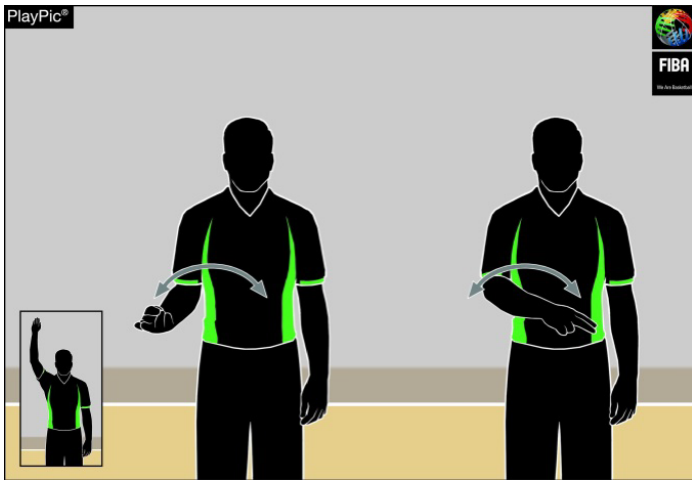
Show 8 fingers

12 SECONDS



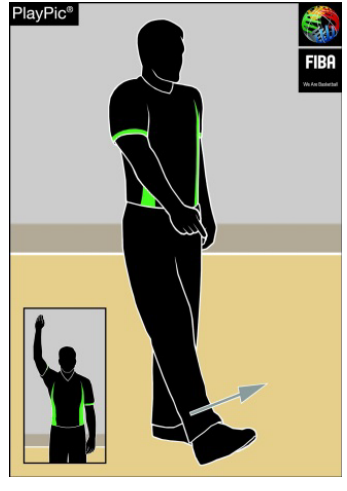
Fingers touch shoulder

BALL RETURNED TO BACKCOURT



Wave arm front of body

DELIBERATE FOOT BALL

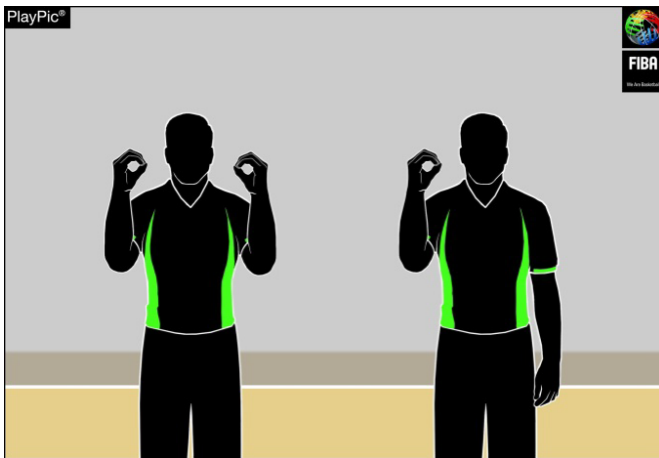


Point to the foot

Numbers of Players



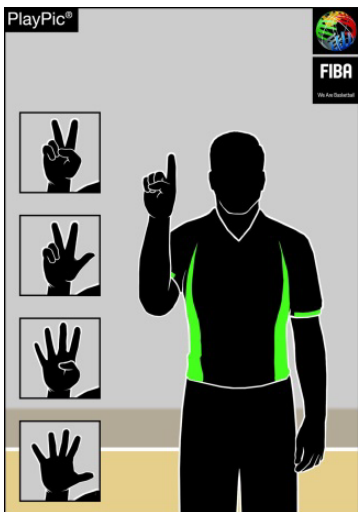
No. 00 and 0



Both hands show number 0

Right hand shows number 0

No. 1 - 5



Right hand shows number 1 to 5

No. 6 - 10



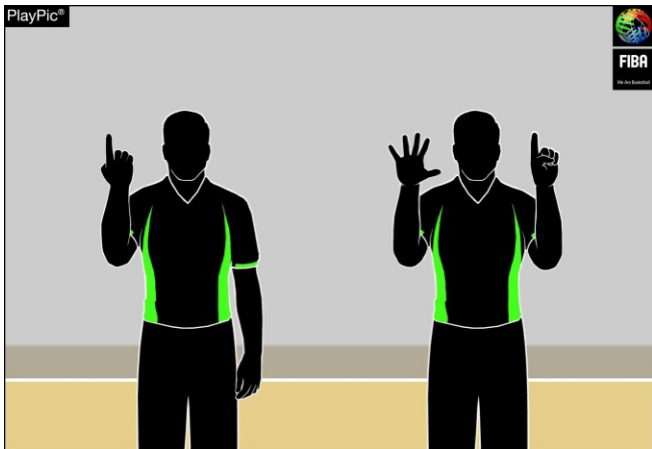
Right hand shows number 5, left hand shows number 1 to 5

No. 11 - 15



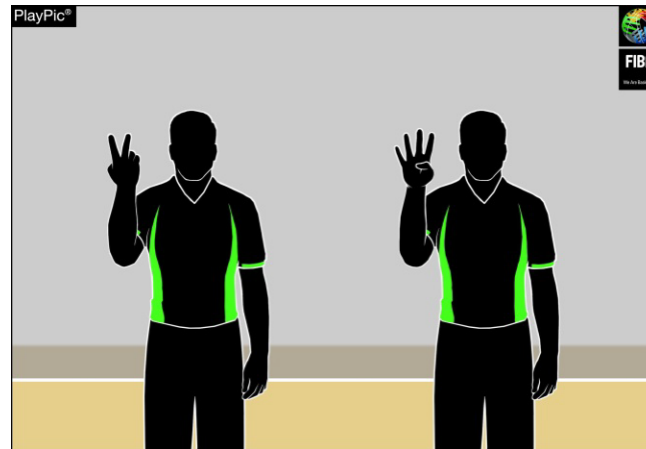
Right hand shows clenched fist, left hand shows number 1 to 5

No. 16



First reverse hand shows number 1 for the decade digit - then open hands show number 6 for the units digit

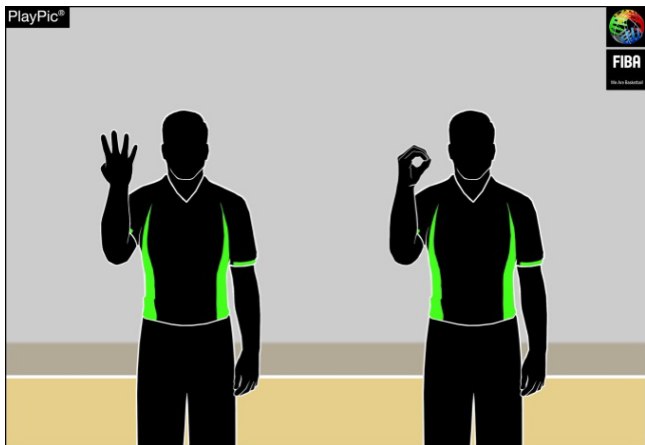
No. 24



First reverse hand shows number 2 for the decade digit - then open hand shows number 4 for the units digit

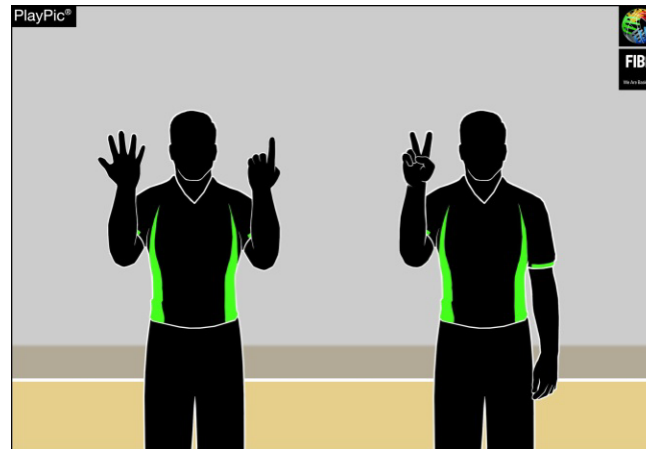


No. 40



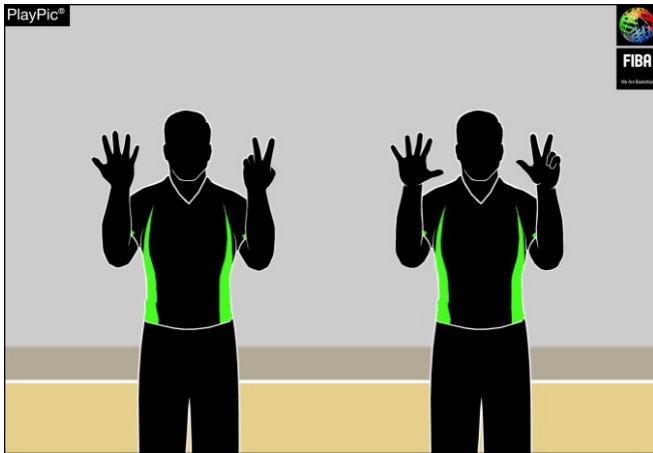
First reverse hand shows number 4 for the decade digit - then open hand shows 0 for the units digit

No. 62



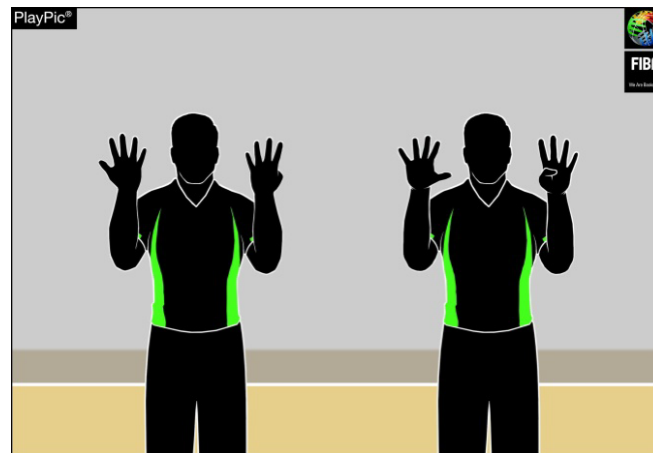
First reverse hands show number 6 for the decade digit - then open hand shows 2 for the units digit

No. 78



First reverse hands show number 7 for the decade digit - then open hands show number 8 for the units digit

No. 99

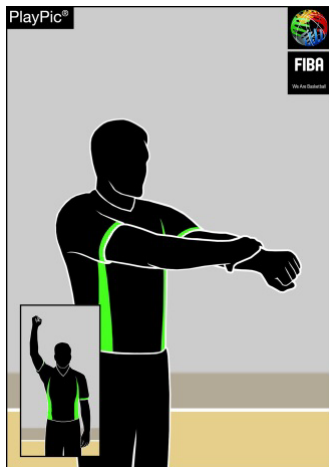


First reverse hands show number 9 for the decade digit - then open hands show number 9 for the units digit



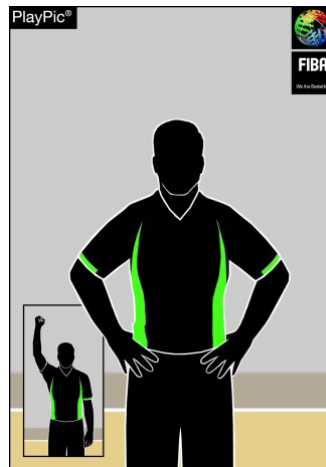
Type of Fouls

HOLDING



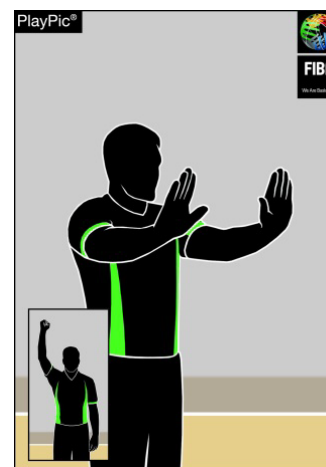
Grasp wrist downward

Blocking (defense), Illegal Screen (offense)



Both hands on hips

PUSHING OR CHARGING WITHOUT THE BALL



Imitate push

HANDCHECKING



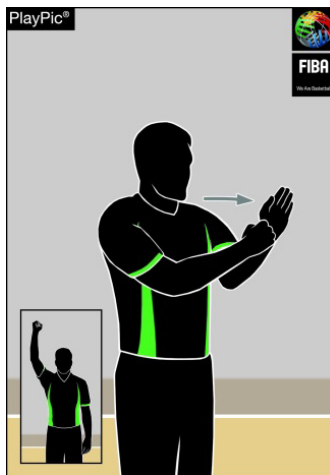
Grab palm and forward motion

ILLEGAL USE OF HANDS



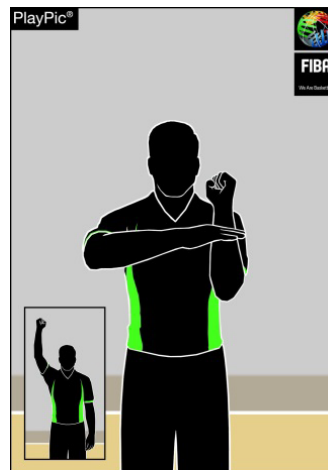
Strike wrist

CHARGING WITH THE BALL



Clenched fist strike
open palm

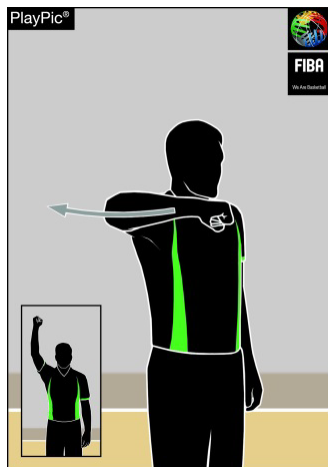
ILLEGAL CONTACT TO THE HAND



Strike the palm towards
the other forearm

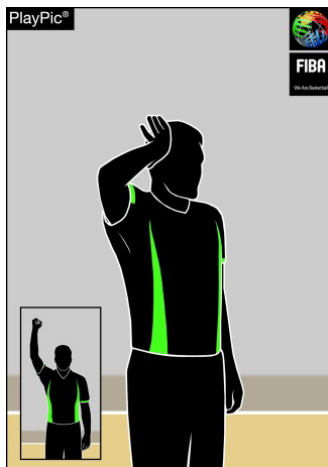


EXCESSIVE SWINGING OF ELBOW



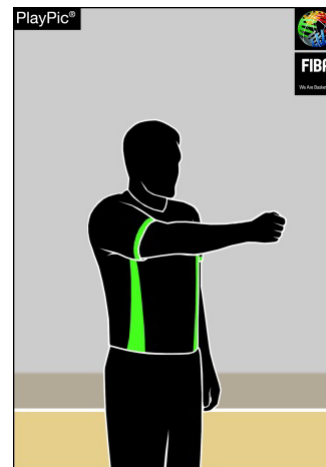
Swing elbow backwards

HIT TO THE HEAD



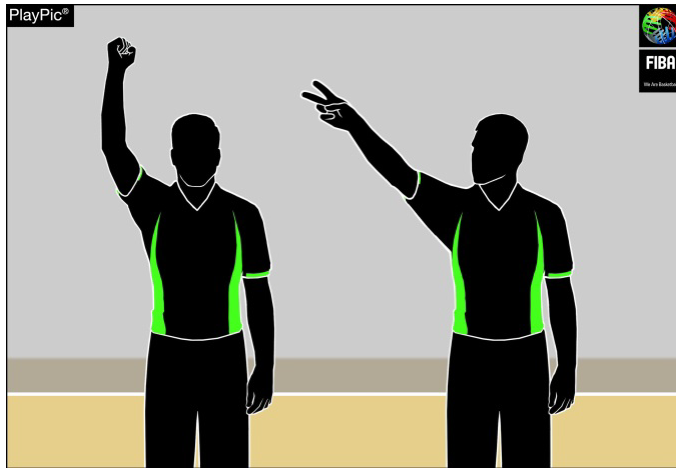
Imitate the contact
to the head

FOUL BY TEAM IN CONTROL OF THE BALL



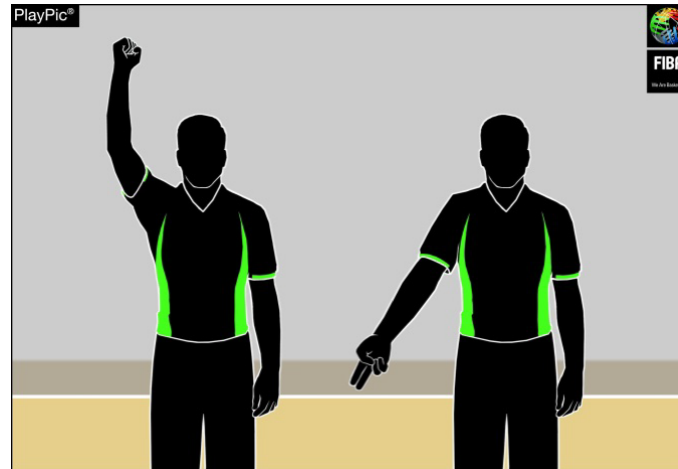
Point clenched fist towards
basket of offending team

FOUL ON THE ACT OF SHOOTING



One arm with clenched fist, followed by indication of the numbers of free throws

FOUL NOT ON THE ACT OF SHOOTING

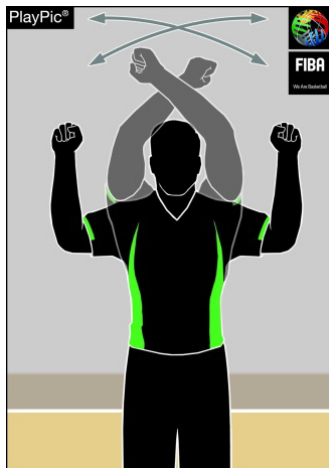


One arm with clenched fist, followed by pointing to the floor



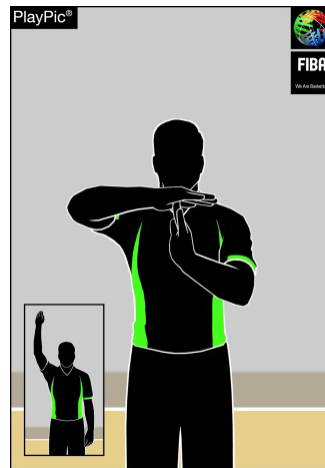
Special Fouls

DOUBLE FOUL



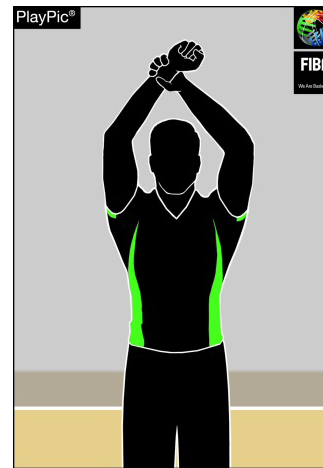
Wave clenched fists on both hands

TECHNICAL FOUL



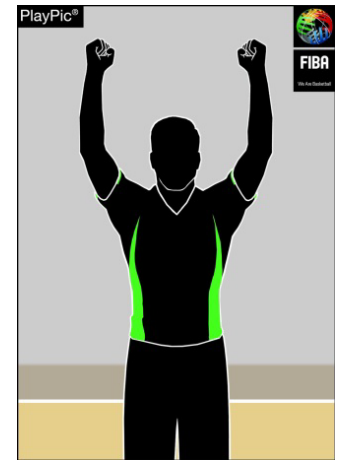
Form T, showing palms

UNSPORTSMANLIKE FOUL



Grasp wrist upward

DISQUALIFYING FOUL

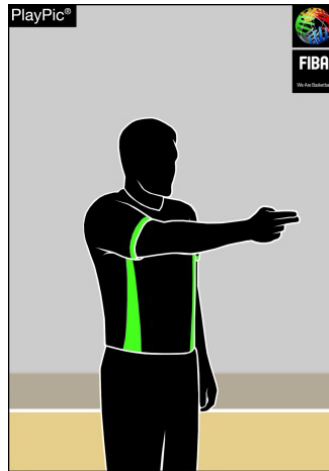


Clenched fists on both hands

Foul Penalty Administration Reporting to Table

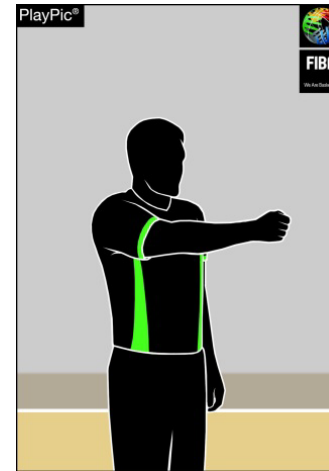


AFTER FOUL WITHOUT
FREE THROW(S)



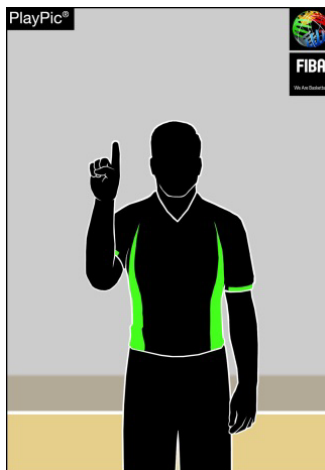
Point in direction of play,
arm parallel to sidelines

AFTER FOUL BY TEAM IN
CONTROL OF THE BALL



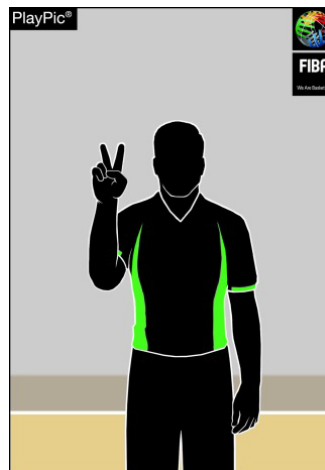
Clenched fist in direction of play,
arm parallel to sidelines

1 FREE THROW



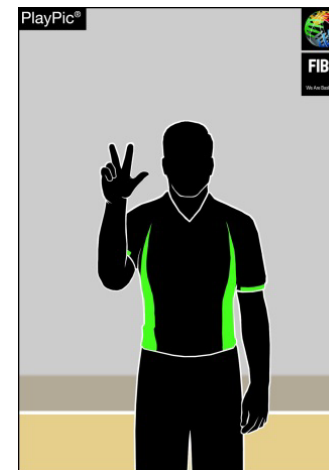
Hold up 1 finger

2 FREE THROWS



Hold up 2 fingers

3 FREE THROWS

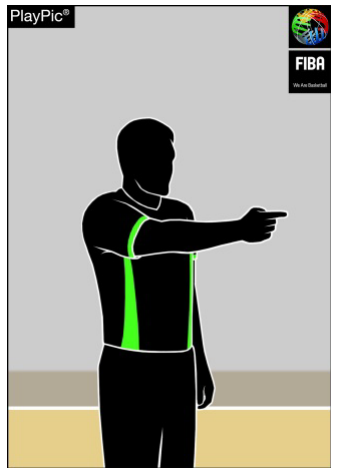


Hold up 3 fingers



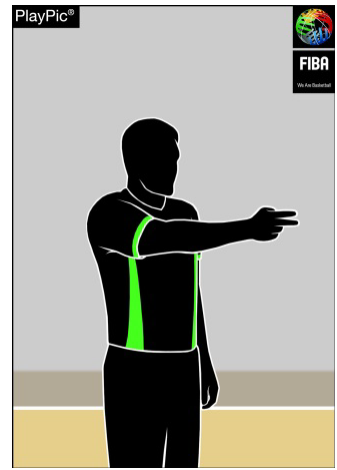
Administrating Free Throws – Active Official (Lead)

1 FREE THROW



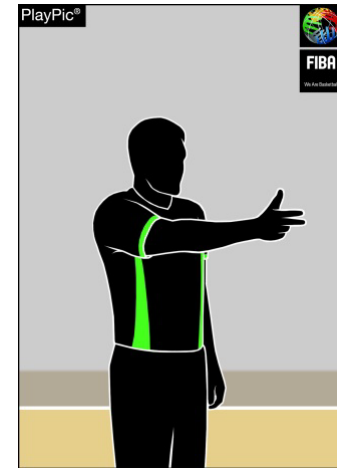
1 finger horizontal

2 FREE THROWS



2 fingers horizontal

3 FREE THROWS



3 fingers horizontal

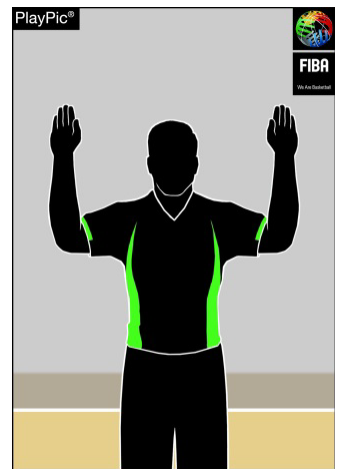
Administrating Free Throws – Passive Official (Trail & Centre)

1 FREE THROW



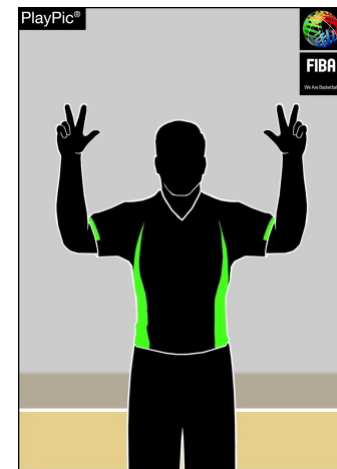
Index finger

2 FREE THROWS



Fingers together on both hands

3 FREE THROWS



3 fingers extended on both hands

OFFICIATING 3X3



Thank you for your time today. We hope you all enjoyed the course. Now go and practice and don't be afraid of making a mistake. And if you do admit it and correct it. You will gain respect!

And always remember this:

If you see something wrong blow your whistle! Your thinking time is while you raise your hand/or fist to stop the clock.

If you don't blow your whistle 100% of the participants will be on your case. If you do then possibly only 50% will be on your case!