### FIBA 2-PERSON MECHANICS FOR USE IN CANADA STARTING IN THE FALL OF 2008

**Document prepared by** 

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**CABO NATIONAL INTERPRETER** 

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#### FIBA 2-PERSON MECHANICS

#### PRE-GAME (FIBA protocol to be applied where appropriate)

- •On the court 20 minutes before game time (diagram next page)
- •Make sure scoresheet is correctly prepared and that, 10 minutes before game time, coaches confirm list, indicate five starters, and sign scoresheet

#### •Introduction:

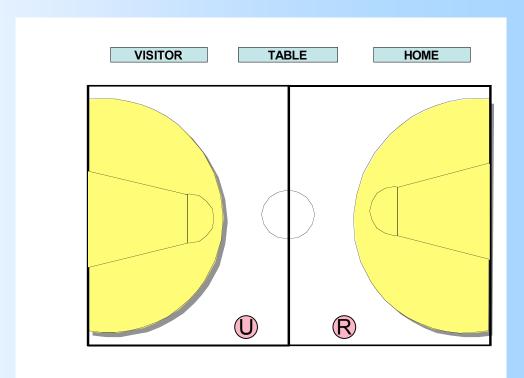
- 6 minutes before game time, blow whistle to interrupt warm-up and bring teams to respective bench (clock still running)
- After introduction, blow whistle to resume warm-up with 3 minutes on the clock
- 2:00 minutes left, move across court to table side
- With 1:30 minute left, blow whistle and bring teams to bench

### PRE-GAME

- On the court 20 minutes before game time
- Opposite the table
- Make sure scoresheet is correctly prepared and that, 10 minutes before game time, coaches confirm list, indicate five starters, and sign scoresheet

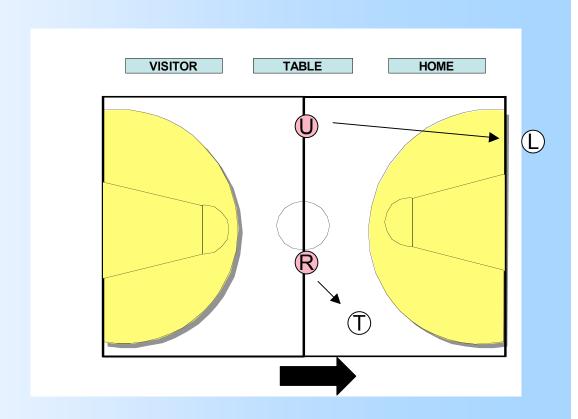
#### Introduction:

- 6 minutes before game time, blow the whistle to interrupt warm-up and bring teams to respective bench (clock still running)
- After presentations are made, resume warm-up with 3 minutes on the clock
- 2:00 minutes, officials come across floor to table side
- 1:30 minute left, blow the whistle to bring teams to bench
- Pre-game and half-time: whistle at 3:00, 1:30 and 30 seconds
- Between 1st and 2<sup>nd</sup>, 3rd and 4th, and before OT, whistle at 30 seconds



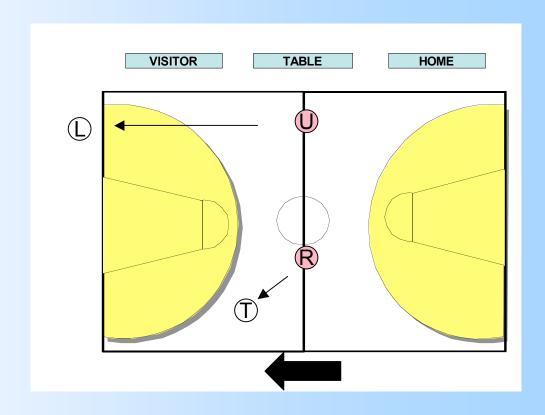
# **OPENING TOSS**

Movement of officials



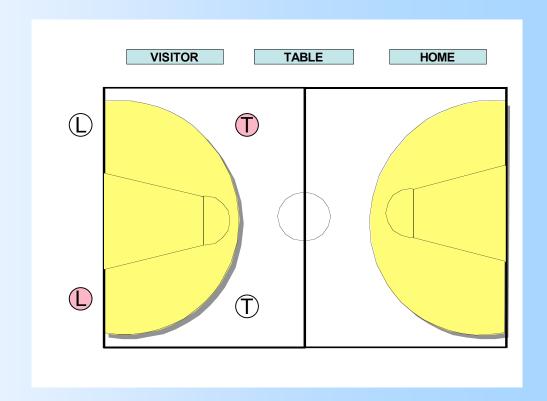
# **OPENING TOSS**

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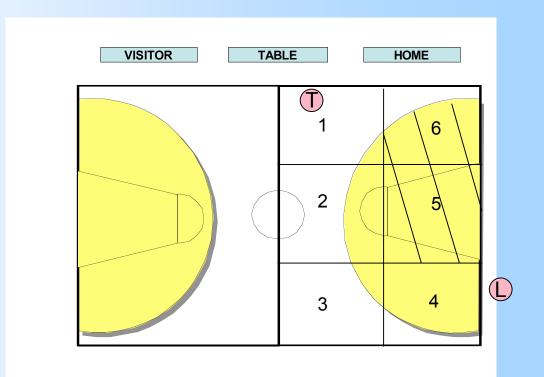
## **BASIC POSITIONS**

- L and T can be on either side of the court
- No prescribed diagonal
- Play (throw-in or free throw) dictates positions



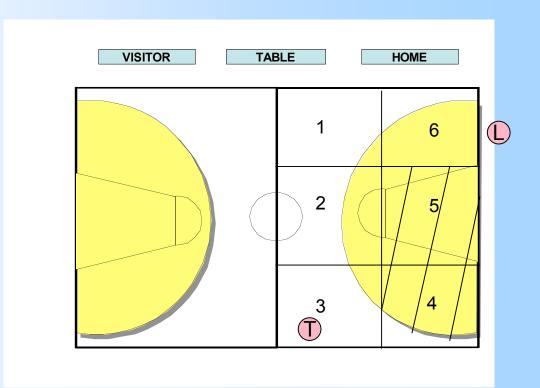
# AREAS OF RESPONSIBILITY

- T is responsible for on-ball coverage in areas 1, 2, 3, and 6 (outside the arc).
- L is responsible for on-ball coverage in area 4
- Shared responsibility of on-ball coverage in lined area (5 and 6 inside the arc)
- Always move when the ball moves
- Box-in all players
- Move to see the air (spaces)
- T arc movement, penetrate
- L between arc and far lane line (step back from endline to get wider angle)



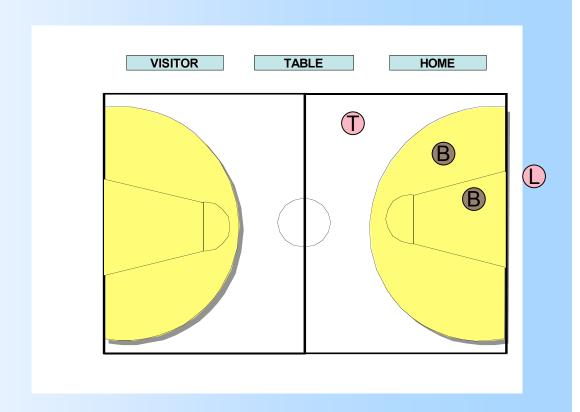
# AREAS OF RESPONSIBILITY

- T is responsible for on-ball coverage in areas 1, 2, 3, and 4 (outside the arc).
- L is responsible for on-ball coverage in area 6
- Shared responsibility of on-ball coverage in lined area (4 and 5 inside the arc)
- Always move when the ball moves
- Box-in all players
- Move to see the air (spaces)
- T arc movement, penetrate
- L between arc and far lane line (step back from endline to get wider angle)



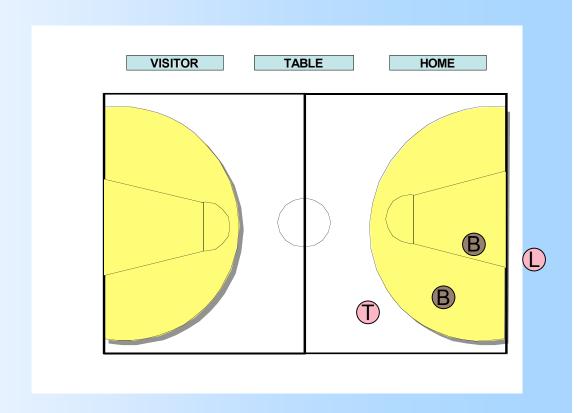
# POSITION OF THE LEAD

- L moves to his right when ball is in area 6
  - in the low post or
  - inside the 3-point arc



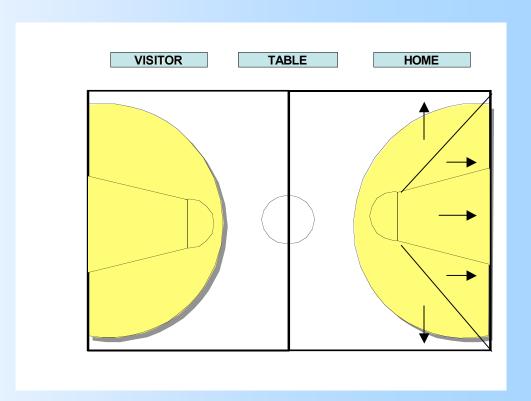
# POSITION OF THE LEAD

- L moves to his left when ball is in area 4
  - in the low post or
  - inside the 3-point arc



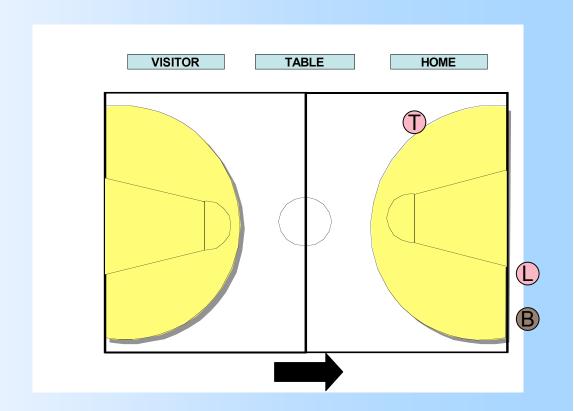
# **THROW-INS**

- Throw-in spot nearest to point of infraction
- Not behind backboard
- Diagonal from elbow to corner: endline
- Throw-in from back court handled by T



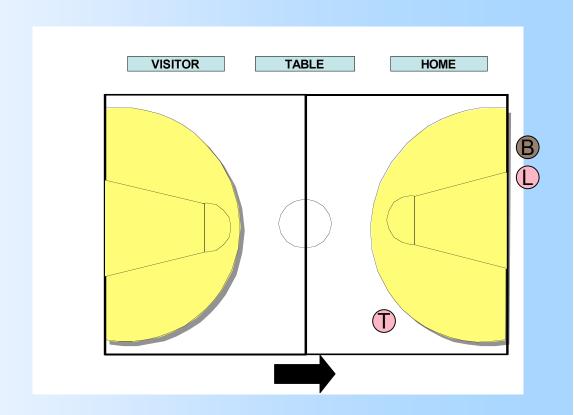
# ENDLINE THROW-IN Ball stays in front court

- L between player and basket
- Hand the ball to thrower-in



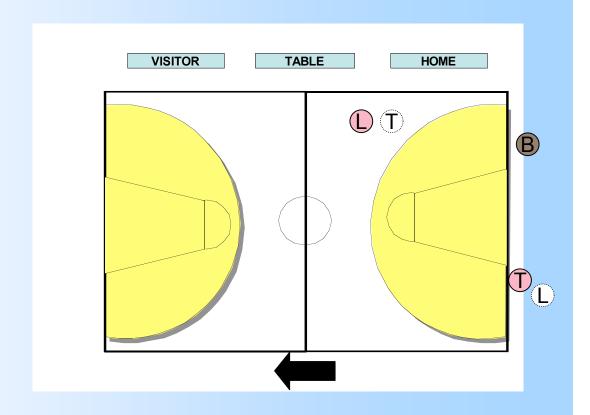
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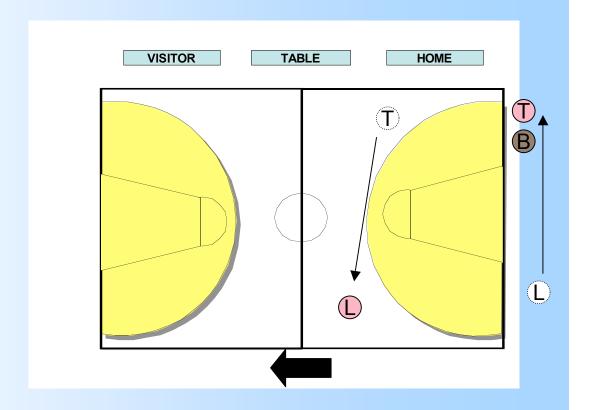
# ENDLINE THROW-IN Ball goes to the opposite end

- L becomes new T and may bounce the ball to player at throw-in spot
- T becomes new L



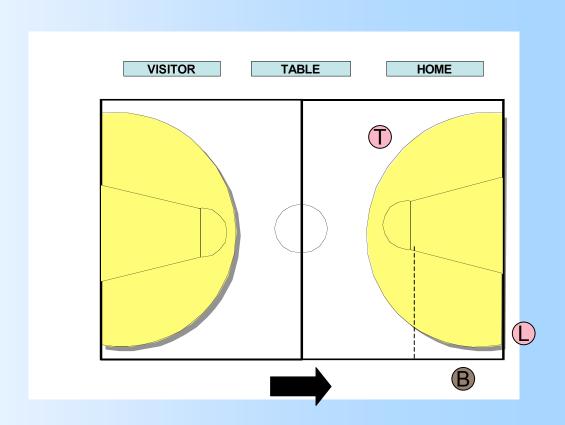
# ENDLINE THROW-IN Ball goes to the opposite end

- If there is defensive pressure, L becomes new T and shall move and hand ball to player at throw-in spot in boxin position
- T comes over and becomes new L



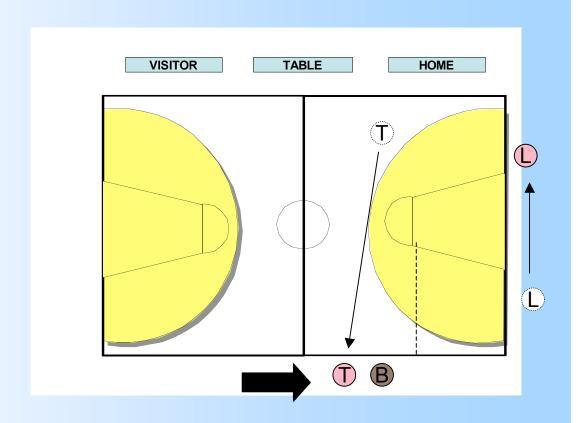
### SIDELINE THROW-IN (L SIDELINE)

 L hands or bounces ball to thrower-in



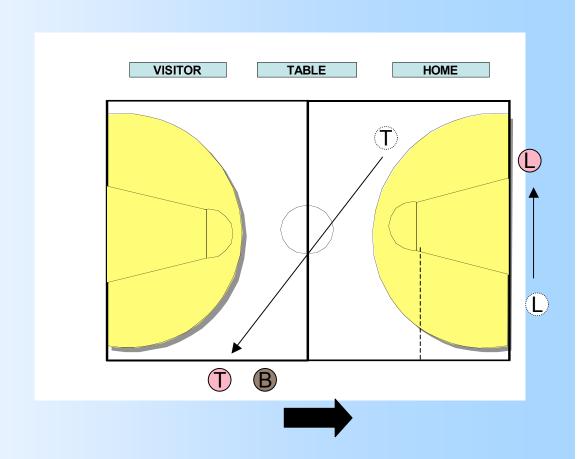
# SIDELINE THROW-IN (L SIDELINE) Ball above free throw line extended

- T moves across to handle throw-in
- L moves to box-in position on base line



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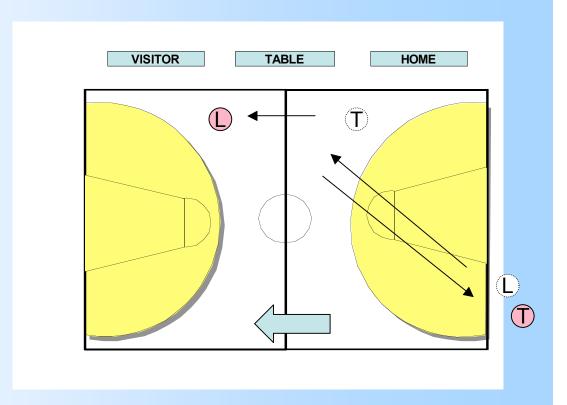


### CALLING A FOUL

- Stop clock: arm straight up, clenched fist
- Point to player's waist with a straight arm, palm facing down
- Indicate number of free throws in controversial situations
- RUN to scorer's table (6 to 8 m) and STOP
- Report while standing still
  - Signal number of player
  - Indicate nature of foul
  - Number of free throws or direction of play
- (If applicable, B-F-S-T)
- RUN to next position
- Free official keeps all players within field of vision
- In principle, exchange positions
  - Calling official becomes or remains T
- Double whistle:
  - Eye contact
  - Nearest official or official toward whom play is moving takes call

### NO CHANGE OF POSITION AFTER FOUL

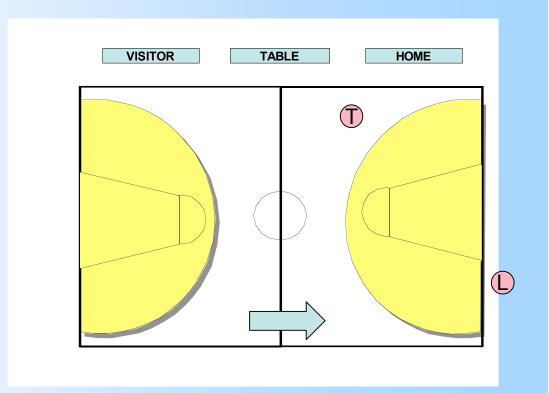
- L calls foul on offensive player
- L reports
- L becomes new T
- T becomes new L



### NO CHANGE OF POSITION AFTER FOUL

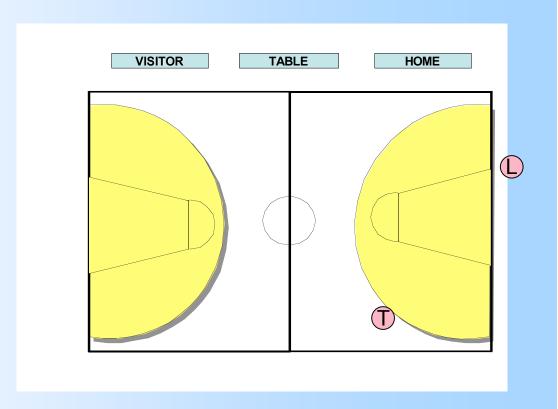
- T calls foul on defensive player
- T reports and stays as T
- L remains as L

Note:
 Calling official is always
 T on the ensuing play



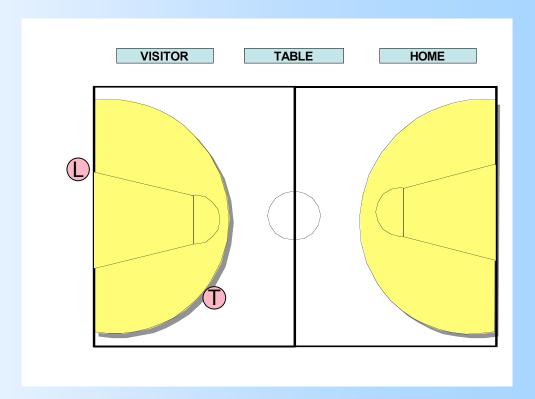
### FREE THROWS

- T opposite side
- L administers all free throws
- T shows number of throws and drops signal when ball is released; on last free throw, raise arm and be ready to start clock if rebound
- No visible count



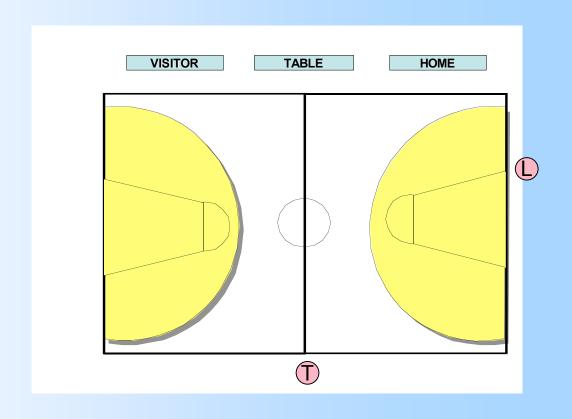
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### FREE THROWS WITH NO LINE UP

- Official not calling foul administers free throws
- Calling official goes to center line extended, opposite table



### TIME-OUTS

- Official closer to scorer's table administers time-out
- Both officials then go to pre-game position (facing scorer's table)
- After time-out, return to original positions

