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**NATIONAL REFEREE**

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# **TWO-PERSON OFFICIATING MANUAL**

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version 1.0, 2024



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**NATIONAL REFEREE**

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This Two-Person Officiating Manual is based on FIBA Official Basketball Rules 2024.

In case of discrepancy between different language editions on the meaning or interpretation of a word or phrase, the English text prevails.



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**CHAPTER 1**

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# **INTRODUCTION AND GENERAL**

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## CHAPTER 1

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# INTRODUCTION AND GENERAL

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# 1.1 FOREWORD

The dynamic nature of basketball demands a continuous evolution of the game's officiating. In recognition of this, FIBA is proud to present the 2024 edition of the Two-Person Officiating (2PO) Manual, a comprehensive guide designed to empower referees and elevate the standard of officiating in the global game.

This updated manual provides updated guidelines and strategies specifically tailored for 2PO.

Our objective is to equip referees with the tools and knowledge necessary to effectively manage the complexities of modern basketball within the 2PO framework. By optimizing court coverage, decision-making, and communication, referees can ensure fair play, enhance game flow, and ultimately contribute to a more enjoyable experience for players and fans alike.

Building upon the foundation of the established Individual Officiating Techniques (IOT), this manual serves as a complementary resource, providing specific guidance for the unique challenges and opportunities presented by 2PO. Referees are encouraged to seamlessly integrate the principles of IOT with the 2PO mechanics outlined

in this guide. By doing so, referees can cultivate a holistic approach that not only enhances individual skills but also fosters collaborative effectiveness, ultimately elevating the overall quality of officiating.

As you embark on this journey of discovery and refinement, remember that officiating is both an art and a science. While this manual provides a foundation, the true mastery of 2PO lies in your dedication to continuous learning, adaptation, and the unwavering pursuit of excellence. Think of yourselves as service providers, ensuring a fair and enjoyable game for players and fans alike. Your role extends beyond simply enforcing the rules; it's about facilitating the game's flow, upholding its integrity, and contributing to the overall positive experience for everyone involved.



**For additional insights and detailed guidance, please refer to the FIBA Individual Officiating Techniques (IOT) Manual. You'll find valuable references to this resource throughout the document.**

# 1.2 BASKETBALL OFFICIATING

Basic terms you have to know before studying the material:

Generally, sports officiating is challenging and more so in the game of basketball – especially where ten athletic players are moving fast in a restricted area. Naturally the game has changed and the court has actually become larger, not in actual court size but in the playing and refereeing sense. Play situations are spread all over the court with every player able to play in almost every position. Naturally this sets a new requirement for basketball refereeing. It is good to remember that improving daily should not be

considered as actual progress but rather is only designed to keep pace with the game's development – this is called evolution and this will occur regardless if we want it or not.

Sometimes there is a tendency to define basketball officiating as a very complex combination of various skills. It is true it requires many abilities by the referee, but the bottom line is that all these skills aim to achieve one thing - being ready to referee the play or handle situations that may arise during the game.



### REFEREEING IS:

**Anticipate what will happen — Active mind-set**

**Understand what is happening — Basketball knowledge**

**React properly for what has happened — Mental Image Training**

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## CHAPTER 2

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# TWO-PERSON OFFICIATING (2PO)

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2PO



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## CHAPTER 2

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# TWO-PERSON OFFICIATING (2PO)

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## 2.1 INTRODUCTION

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The mechanics of officiating is a system designed as a practical working method to facilitate the task of the referees on the playing court. It is intended to help them obtain the best possible position, enabling decisions concerning infractions of the rules to be judged correctly.








Common sense is a vital pre-requisite in a good referee. A clear and thorough understanding of the Official Basketball Rules and how the players play the game within the spirit and intent of the

rules is essential. By penalising every technical infraction that occurs, the referee will only succeed in producing interrupting the flow of the game as well as dissatisfying spectators, players, and coaches.

This manual is designed to standardise the 2PO mechanics and to prepare a referee for the modern game. These are the fundamental principles that should be followed to ensure uniformity and consistency.

## 2.2 GLOSSARY AND SYMBOLS

Basic terms you have to know before studying the material:

	<b>LEAD REFEREE</b>	<p>The referee who leads the play up the court, in blue colour on diagrams. He can be called "Lead" or "L". The base of the triangle represents the facing direction of the Lead referee. Blue color always refers to Lead</p>
	<b>TRAIL REFEREE</b>	<p>The referee who stays behind the play, in green colour on diagrams. He can be called "Trail" or "T". The base of the triangle represents the facing direction of the Trail referee. Green color always refers to Trail</p>
	<b>CREW-CHIEF</b>	<p>The Crew Chief (CC) is generally the more experienced of the two referees. The duties are the same as the umpire except: 1. Initiates the start of the game and of each quarter. 2. Inspects and approves all equipment to be used in the game 3. Has the power to make the final decision on any point not specifically covered in the rules.</p>
	<b>UMPIRE 1</b>	<p>The umpire is generally the less experienced of the two referees. The umpire's duties and prerogatives are the same as the Crew Chief's with the exceptions noted above.</p>
	<b>DIRECTION OF THE PLAY</b>	<p>Direction of the play</p>
	<b>DIRECTION OF THE LEAD REFEREE</b>	<p>Direction of the Lead referee Blue color always refers to Lead</p>
	<b>DIRECTION OF THE TRAIL REFEREE</b>	<p>Direction of the Trail referee Green color always refers to Trail</p>



<b>OBR</b>	Official Basketball Rules
<b>OBRI</b>	Official Basketball Rules Interpretations
<b>IOT</b>	Individual Officiating Techniques: technical aspects of individual refereeing and how to referee the play using proper techniques
<b>ACTIVE REFEREE</b>	The referee who hands the ball to a foul shooter or a player for a throw-in, or to administer the jump ball to start the game
<b>NON-ACTIVE REFEREE</b>	The referee who is not administering the free throw or a throw-in, or not tossing the ball during the jump ball in the start of the game
<b>2 PO (2-PERSON OFFICIATING)</b>	An officiating concept where two referees are working on the game. The referees are Crew Chief and Umpire and they are working during the game in Lead and Trail position
<b>BALL SIDE</b>	This refers to the position of the ball. When the playing court is divided by an imaginary line extending from basket to basket, the side of the playing court on which the ball is located is called the "ball side"
<b>OPPOSITE SIDE</b>	This refers to the side of the playing court which is furthest away from the scorer's table
<b>TABLE SIDE</b>	This refers to the side of the playing court which is on the scorer's table side
<b>PRIMARY COVERAGE</b>	Area of responsibility and actions that a referee has to be able to cover always
<b>ACTION AREA</b>	Action area may involve players with or without ball. Knowledge on various play situations (pick & roll, post-ups, rebounding) will help referees identify action areas in their primary
<b>MECHANICS</b>	The technical aspects of refereeing i.e. referees' movements, coverage, signals, administration of foul shots, jump ball situations, throw-ins etc

## 2.3 GENERAL COURT POSITIONS

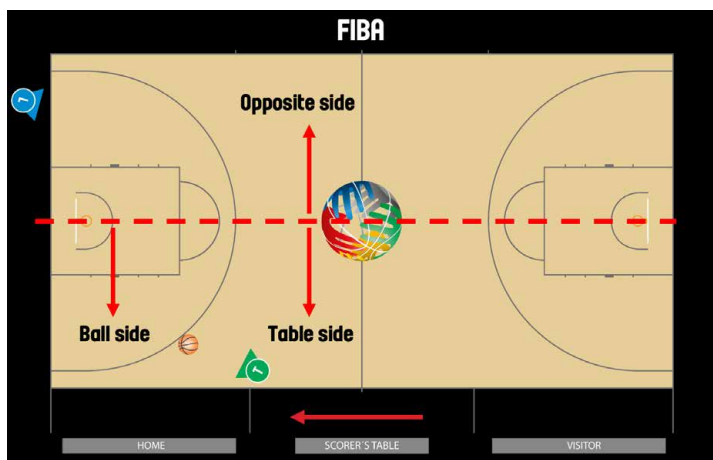
**Ball side:** This refers to the position of the ball. When the playing court is divided by an imaginary line extending from basket to basket, the side of the playing court on which the ball is located is called the 'ball-side'.

**Table side:** This refers to the side of the playing court which is closest to the scorer's table.

**Opposite side:** This refers to the side of the playing court which is furthest away from the scorer's table.

**Trail position:** The Trail is the referee who is positioned approximately at the edge of the team bench area nearer to the centre line on the opposite side of the Lead, and always stands behind the play. Trail usually is positioned on the court.

**Lead position:** The Lead is the referee who is positioned at the endline. Lead is positioned outside the playing court.



D1 - 'Ball side' indicates where the ball is, 'Table side' is which you are closer to the scorer's table, and the other side further from it we call the 'Opposite side'.

## 2.4 PRE-GAME AND HALF-TIME POSITIONS

**Crew Chief:** The Crew Chief referee in a basketball officiating crew is the head referee, responsible for overseeing the game, creating a professional atmosphere within the officiating crew, making final decisions on rule interpretations and disputes, leading and coordinating the officiating team, managing administrative aspects of the game making the starting toss at the beginning of the game, and ensuring fair play and conflict resolution throughout the game.

**Umpire:** The term means the 2nd referee that works along with the Crew Chief. The Crew Chief and the Umpire shall go to the opposite side of the scorer table after greeting the teams 20 minutes before the game starts. They may continue their warmup routine near the sideline on the opposite side. After half time break, they shall have the same position 5 minutes before the start of the 3rd quarter.

D2 - Crew Chief and Umpire warm up in the opposite side, and Crew Chief signals 3 minutes to the teams from that side. They go to table side when it is 2 minutes before the start of the game.



The Crew Chief is responsible for administering the jump ball to begin the first quarter and an alternating possession throw-in to begin all other quarters and overtimes.



**For more information:  
See the FIBA Individual Officiating  
Techniques (IOT) Manual 2.9**

### **START OF QUARTER PROTOCOL – BLOW THE WHISTLE:**

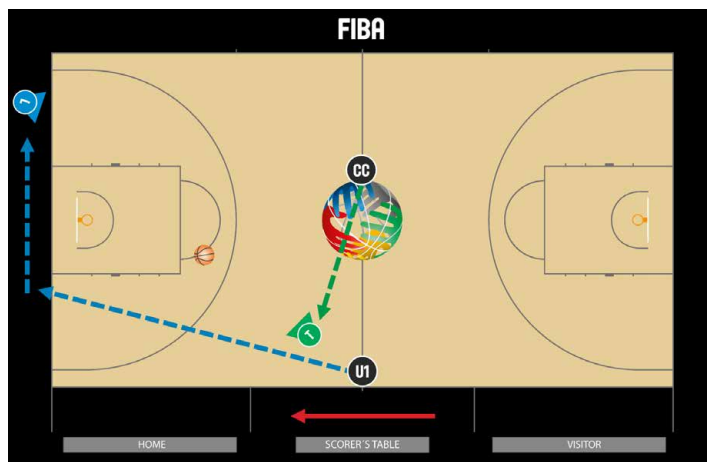
1. At 3:00 minutes and 1:30 minutes before the first, and at 1:30 before the third quarter commences.
2. Before placing the ball for disposal at the start of each quarter and any overtime.
3. At 30 seconds before each quarter (and overtime) ensure starting players are on the court and ready to commence the game when the game clock for the warm-up period expires.

# 2.5 POSITIONS AFTER JUMP BALL

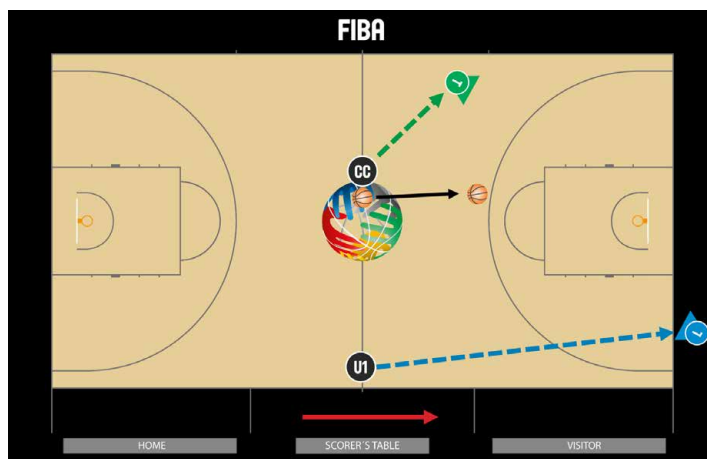
## POSITIONS AFTER THE INITIAL JUMP BALL

The umpire runs in the direction of play towards the end-line and remains in front of the play. This is Lead.

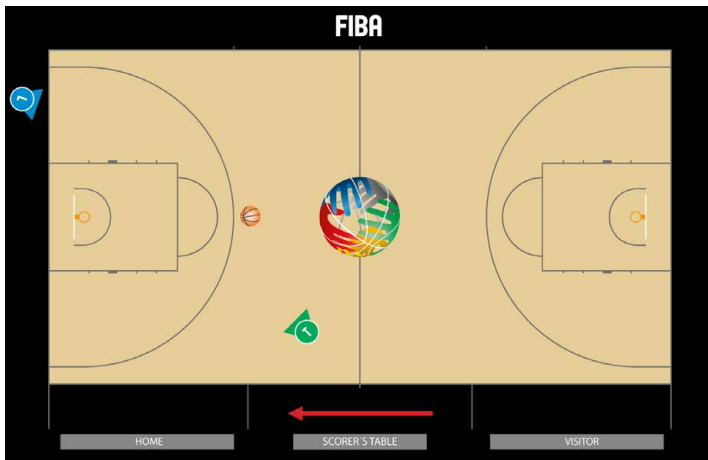
The Crew Chief follows the direction of the ball and remains behind the play. This is Trail.



D3 - If the first play goes to the direction of left, umpire will run straight to the endline and to the general set up position of the Lead, to the left side of the basket. The Crew Chief will go to the opposite side of the center circle and staying behind the play.



D4 - If the first play goes to the direction of the right, the umpire will run directly (in straight line) to the end line and into the general set-up position, while Crew Chief will adjust their position to the left, staying behind the play. (Diagram 90)



D5 - Here you can see the basic, initial positions of Lead (blue) and Trail (green) referees – both referees should establish a 45-degree angle to the plays that they are responsible for.



**For more information, see the FIBA Individual Officiating Techniques (IOT) Manual 2.9., 2.10**

## 2.6 BASIC POSITIONING

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Both referees should know where the ball is at all times. This does not mean that both referees are always responsible for decisions around the ball. The eyes of the referee should be constantly roving, trying to cover the whole floor, always knowing where all ten players are located. However, they must always be aware of their primary Areas of Responsibility. One referee must be looking at the action near the ball and the other referee looking at the action away from the ball.

### PRINCIPLES

Go where you need to go to see what you need to see:

- Referee the Defence - When the ball moves, the referees should always adjust the angle to see the defender.
- Box-in - Keep all the players sandwiched between the two referees. The Trail should remain behind the play whereas the Lead should be in front of the players; but running while looking at them. The aim is to keep all the players between the two referees.
- Open Angle – Standing in a 45-degree angle to the play being officiated, looking for the space between the opponents and maintaining an appropriate distance from the play. This will help to have a wider angle of vision on the play and improve court coverage.
- Stationary - Maintain a stationary position for competitive matchups and when making decisions. This requires moving into the right position as quickly as possible to be able to referee the defender.

Be stationary. See, process and decide.

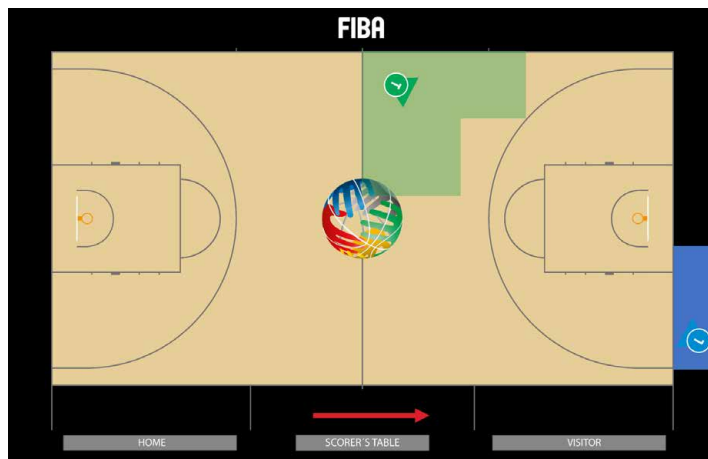


For more information, see the **FIBA Individual Officiating Techniques (IOT) Manual 2.2, 2.3, 2.4**

# 2.7 DIVISION OF RESPONSIBILITIES ON THE PLAYING COURT

## THE GENERAL WORKING AREAS

D6 - In this chart you can see the general working areas of Trail and Lead referees.



**The Trail's primary responsibilities are:**

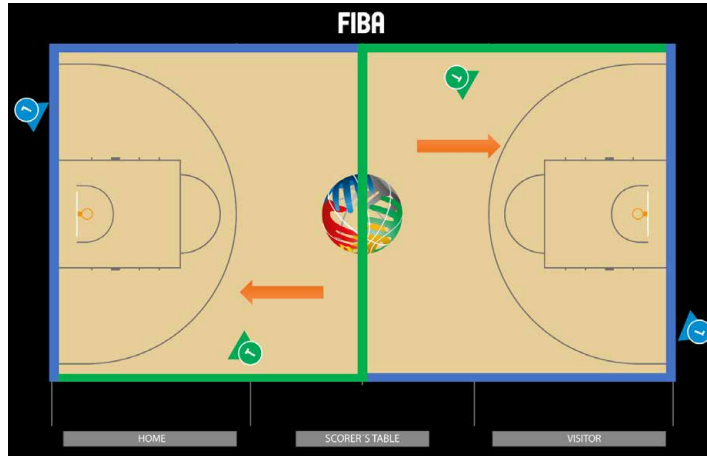
- Two-point field goal.
- Three-point attempt and field goal.
- Game clock at end of quarter and overtime
- Shot clock violation.
- Goaltending and basket interference.
- Ball returned to back court.
- Left side line and centre line.

**The Lead's primary responsibilities are:**

- Post play
- Play under the basket
- Drive to the basket on Lead's side of the playing court
- Endline and left sideline
- Show signal at 3-point attempt from rectangle 4 for the information of Trail. When Trail mirrors, Lead shall put their hand down.



## LINE COVERAGE BY THE REFEREES

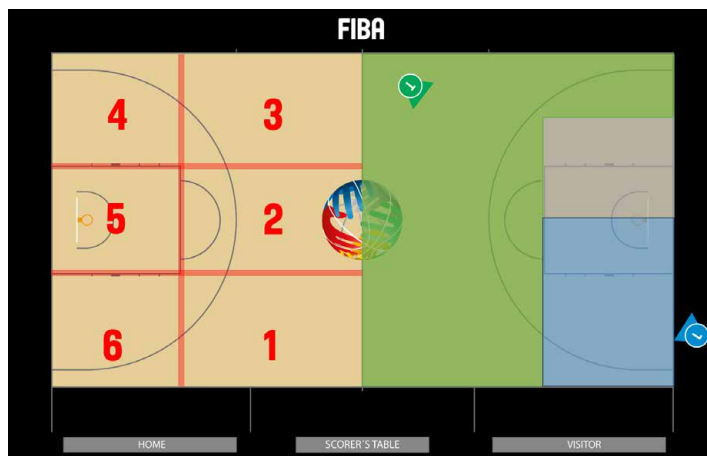


D7 - Lines indicated in blue belong to Lead, green ones belong to Trail. (Remember that the boundary lines are not part of the playing court and that the centre line is part of the backcourt).

## COURT COVERAGE BY THE REFEREES

Modern officiating requires the two (2) referees to work in cooperation with each other, one (1) referee taking responsibility for on-the-ball play and the other for off-the-ball coverage.

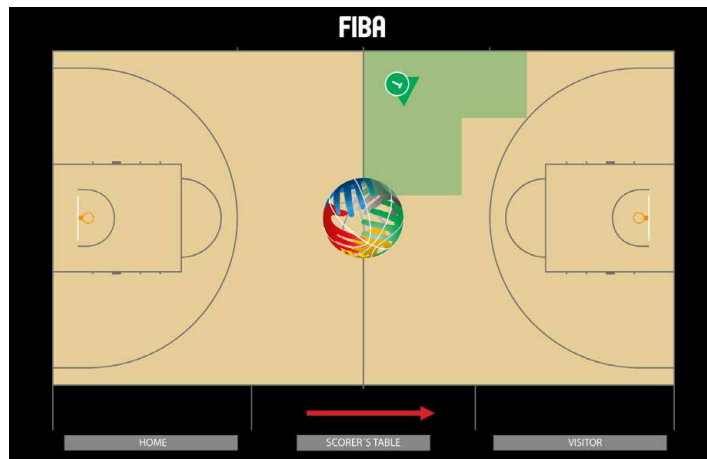
In order to achieve proper coverage, the two (2) referees should seek to obtain the best possible position to judge the play, using the system of mechanics contained in this manual as a guideline.



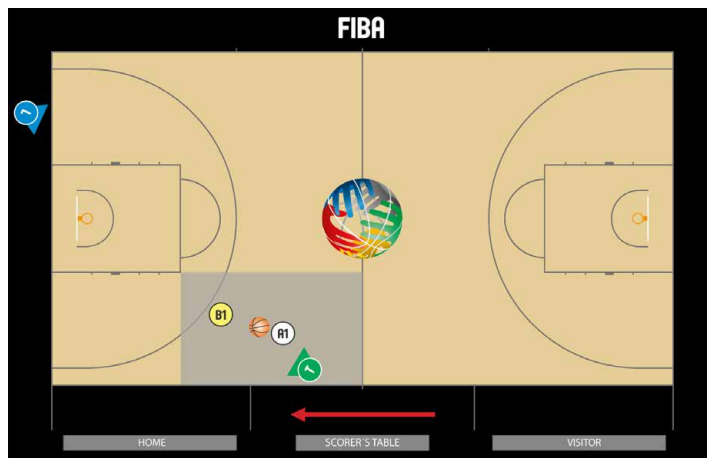
D8 - To simplify this, each half of the playing court has been divided into rectangles, numbered 1 to 6 (on the left side). On the right side of the court are the areas of the court that the referees have to cover (green by the Trail, blue by the Lead, and grey by both).

## 2.8 TRAIL POSITION AND RESPONSIBILITIES

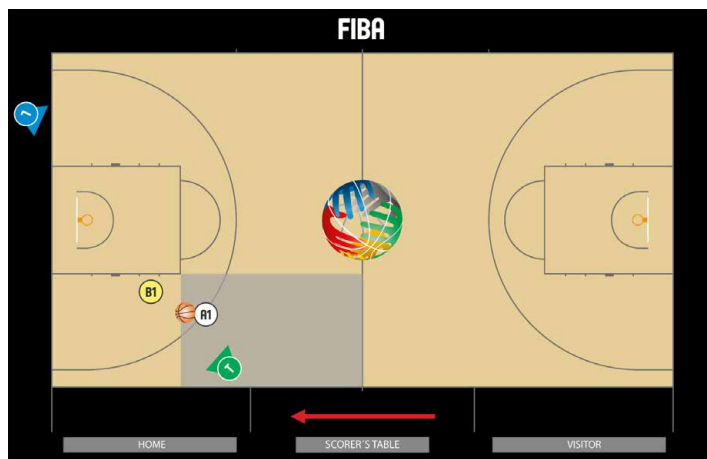
D9 - Trail referee – positioning and responsibilities



Trail working area is one step on the left of the side line and to the limit of the centre circle (Diagram D9). The Trail should be able to control a wide area if they keep a proper distance from the players with an active mindset to analyse the next movements of the players. Trail normally works on the playing court when the ball is live.



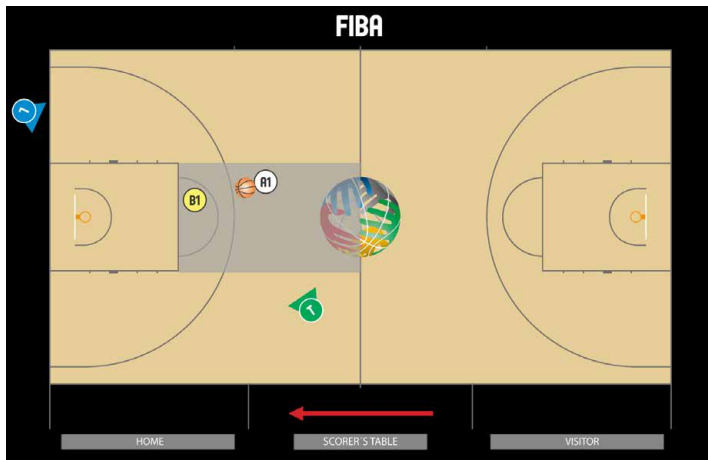
D10 - In Diagrams D10 and D11, the ball is in rectangle 1. The Trail referee is responsible for watching the play around the ball, in particular the player dribbling, shooting or passing the ball and the defensive player or players guarding them. When the ball is in this area of the playing court, the Trail referee has primary responsibility for on-the-ball coverage.



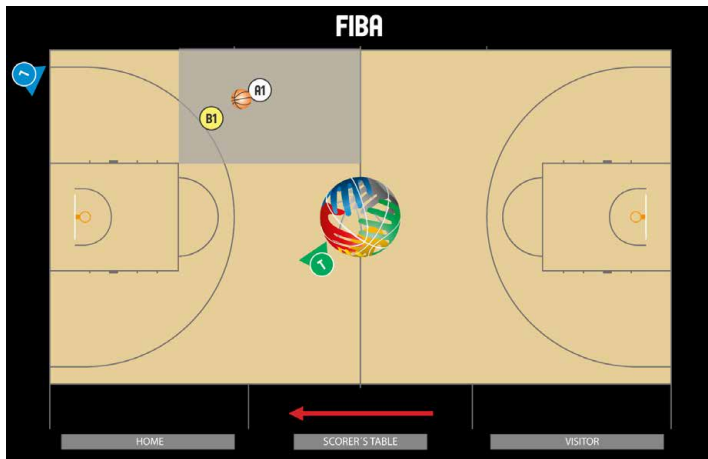
D11 - Ball in rectangle 1



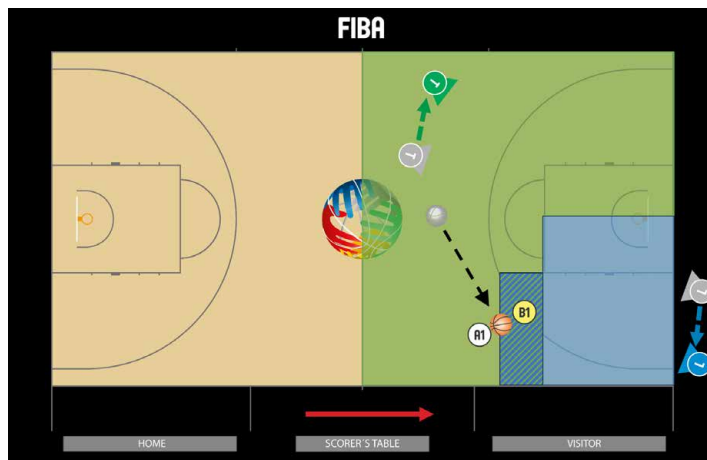
D12 - In Diagrams D12 and D13, with the ball in rectangle 2, the Trail referee is responsible for the play around the ball.



D13 - Ball in rectangle 2



D14 - In this diagram, the ball is in rectangle 3, to the Trail referee's far right. Again, Trail has primary responsibility for on-the-ball coverage. In this situation, however, Trail will need to find the best possible position to cover the action and should also help with the out-of-bounds decisions nearest to the sideline to their right.



D15 - When the ball is located in low rectangle 3 (hatched area), referees should agree during the pre-game conference on how they can communicate to decide who takes on-ball coverage and when, especially when it comes to a shot and its value. When the Lead takes on-ball coverage, then the Trail should adjust their position in order to cover the play away from the ball.



For more information, see the **FIBA Individual Officiating Techniques (IOT) Manual 2.6**

## ASKING AND GIVING HELP (WHEN NEEDED)

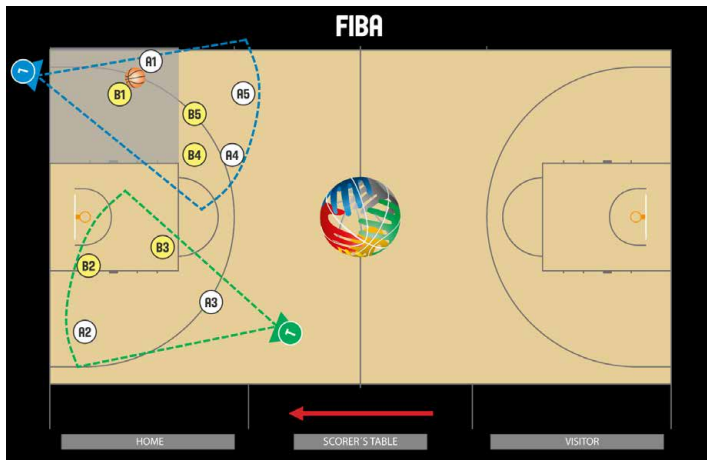
The Trail referee does not have primary responsibility for the endline or sideline to their right, but there will be occasions when Trail is required to help their partner with the throw-in decision when the ball goes out-of-bounds. When this help is needed, establish eye contact after stopping the game clock with the signal and a whistle, then Trail shall also blow the whistle and show the direction.

### Asking for Help Protocol for OOB

1. Blow whistle and signal for game clock to stop.
2. Establish eye contact and ask for help.
3. Partner blows whistle and signals direction of play.
4. If partner does not know, responsible official signals a jump ball.

### Giving Help Protocol for OOB

1. Blow whistle and establish eye contact.
2. Go to partner and give necessary information.
3. Partner to change the decision and signal new direction of play.

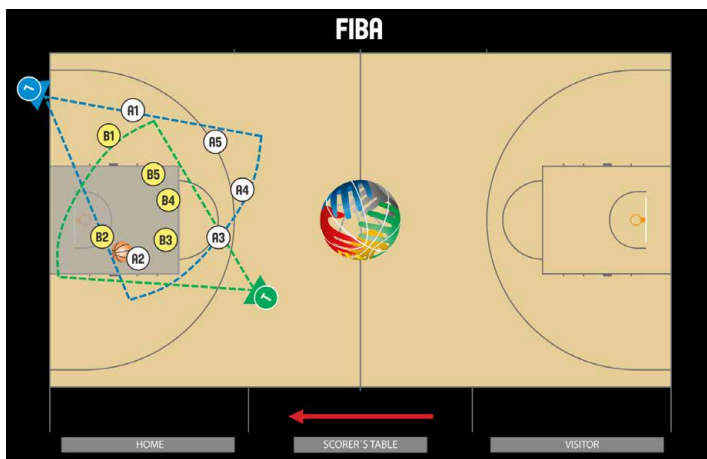


D16 - With the ball in rectangle 4, between the free-throw line extended and the endline, the Trail referee does not have responsibility for the ball and the play around it.

It is the primary task of Trail to watch situations away from the ball.

Also, it's Trail's main responsibility to cover the low post area on the side away from the ball, paying careful attention to possible illegal screening situations and rough play in the low post.

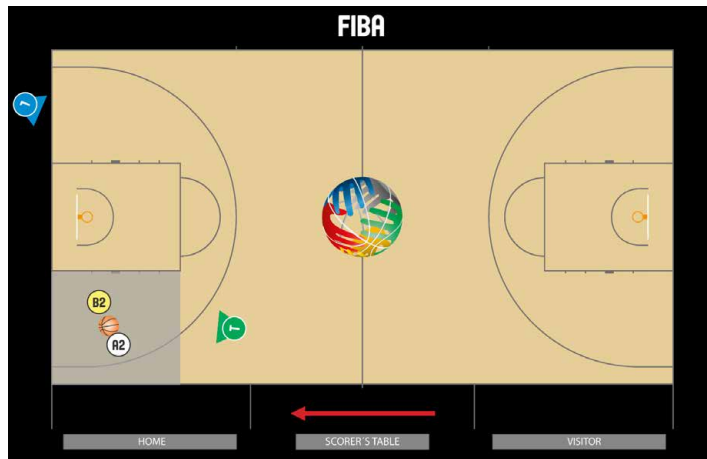
The most important principle is that the Trail referee should, when the ball penetrates towards the basket or the endline on a pass, dribble or shot, either remain stationary if the initial position is good, or adjust their position towards the endline to assist with rebound situations.



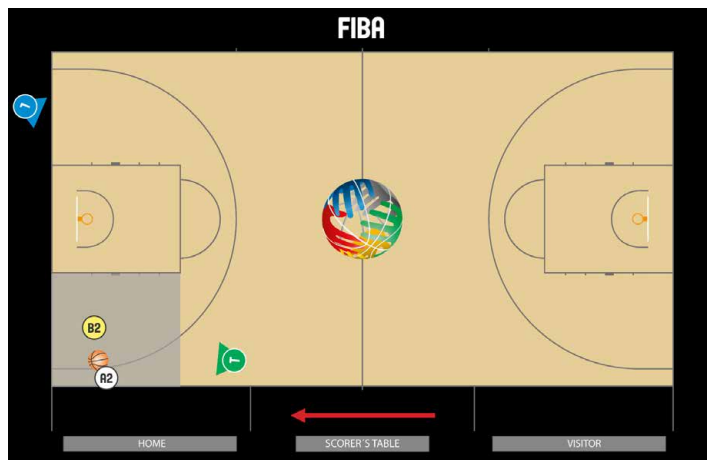
D17 - In this diagram, the ball is in the restricted area (rectangle 5). This is an occasion on which both referees may be looking at the play around the ball, (especially in shooting situations), whilst keeping other active matchups within their field of vision.

The Trail referee takes responsibility for the flight of the ball, watching to see whether or not it enters the basket and for any goaltending and basket interference infractions.

It is also the duty of Trail to be especially careful on rebound situations, paying particular attention to the perimeter players who may be trying to obtain the ball from an unfavourable position.



D18 - In this diagram, the ball is located in rectangle 6, in the two-point field goal area. The Trail referee is primarily responsible for the ball.



D19 - In this diagram, the ball is still in rectangle 6 and in the three-point field goal area. The Trail referee watches the ball and the play around it, especially when a shot for a field goal is attempted.

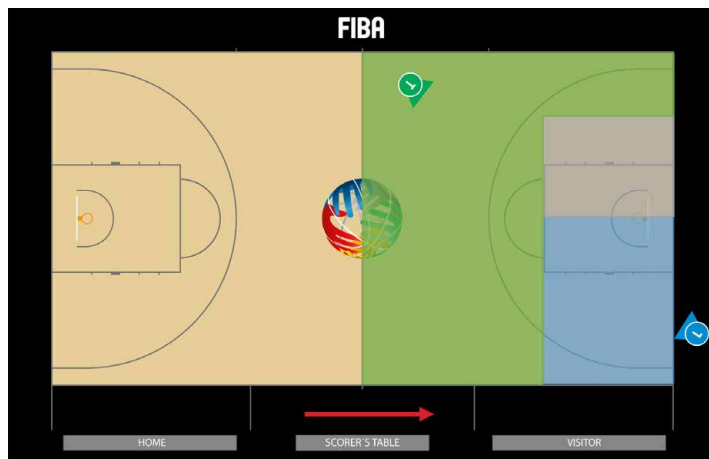
The Trail referee is also responsible for giving the direction of play for the throw-in following the ball going out-of-bounds nearest to the sideline on their left.

It is very important to have close cooperation between the two referees at all times. This is especially the case when the ball is in rectangle 6. It is strongly recommended that whenever the ball passes into a new area, according to the rectangles, and there is a change of responsibility for on-the-ball coverage, the Trail referee should adjust to the position of the partner.



For more information, see the **FIBA Individual Officiating Techniques (IOT) Manual 2.5**

## COURT COVERAGE OF THE TRAIL REFEREE



### D20 - Coverage areas

In general, we can say that the Trail referee is responsible for the coverage of the area in green. The grey shaded area indicates the area of shared responsibility with the Lead referee.

### Remember the principles of mechanics:

1. The Trail referee must establish a good position in order to be able to officiate as many matchups as possible in their area of responsibility. Then Trail should adjust to maintain an open angle to referee the defence.
2. Box-in, that is, keep all the players between the two referees.
3. Look for the spaces between the players, focus on the defender.
4. Use the technique of cross step when the ball penetrates below the free-throw line extended on a shot, pass or dribble. Whenever the player moves in one direction, the Trail should move to the other direction in order to maintain a better angle. When the play is over, Trail should return closer to the sideline in the standard working position.



**Trail referee – practical advice**

1. When the play is moving up the playing court, keep behind and generally to the left (although, sometimes to the right) of the ball, approximately three (3) to five (5) m away, this will help you maintain a wider angle of vision on the play and improve your court coverage.
2. Trail is responsible for the sideline to the left, the centre line (the possibility of the ball being returned from the frontcourt to the backcourt) and the game / shot clock. Pay particular attention to the shot clock whenever the ball goes out-of-bounds.
3. Inform the teams of the number of seconds remaining, should the offensive team have fewer than eight (8) seconds to move to the frontcourt from a throw-in in its backcourt.
4. If the ball is brought up the playing court on the far right and the dribbler is closely guarded, be positioned so that the play is covered, and an open angle is maintained.
5. Trail is primarily responsible for the flight of the ball in all shooting situations, including goaltending and basket interference. Watch the feet of the shooter in relation to a three-point field goal attempt, especially when close to the three-point line. Referee the defence to determine responsibility for any potential contact situation.
6. Trail should penetrate towards the  
endline or the basket on a shot, dribble, or pass, (generally only as far as the free-throw line extended) to assist with rebounding situations.
7. On a pass or shot for a field goal, observe the actions of the defensive player before looking at the ball.
8. Be prepared to give help on out-of-bounds situations by following the protocol.
9. In transition from Trail to Lead, keep looking over your shoulder at the court, focusing on the play and the players at all times.
10. When you are responsible for on-the-ball coverage, especially in one-on-one situations, look for refereeing the defence with seeing the spaces between the players.

**"Go where you need to go in order to see what you need to see."**

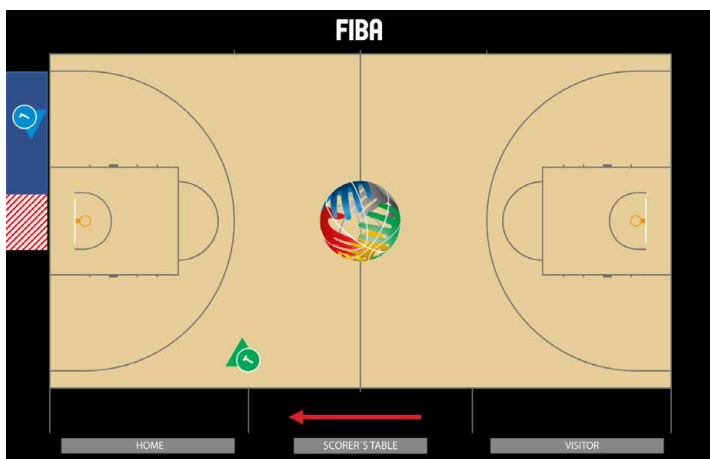
## 2.9 LEAD POSITION AND RESPONSIBILITIES

The Lead referee should normally be ahead of the play. Lead should get down the playing court as quickly as possible, allowing the play to come towards them.

Lead works on the endline in a 45° angle to the play. Position should be no more than 1 metre deep from the endline, normally outside the restricted area, and

be able to view the edge of the basket.

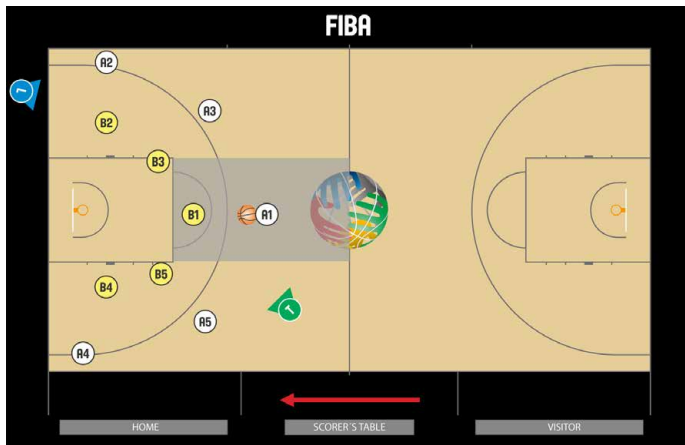
The normal set-up point for Lead is between the lane line of the restricted area and the three-point line. The Lead should move on the endline according to the movement of the ball, ensuring they have position on the edge of the play. The Lead should work off-the court.



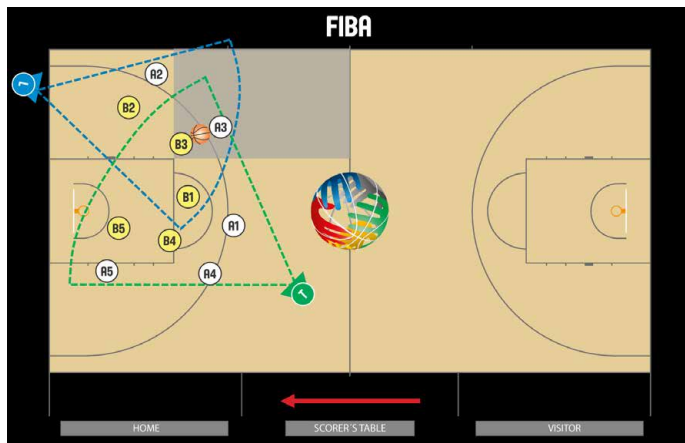
D21 - Lead working area is between 3-point line and edge of the backboard. To find out if you have the correct position is to check that you will see the front of the rim.



D22 - In this diagram the ball is located in rectangle 1. The Lead referee should be positioned so that the ten (10) players can be seen between them and the Trail referee. The main responsibility is the play away from the ball including any off-ball illegal screens.



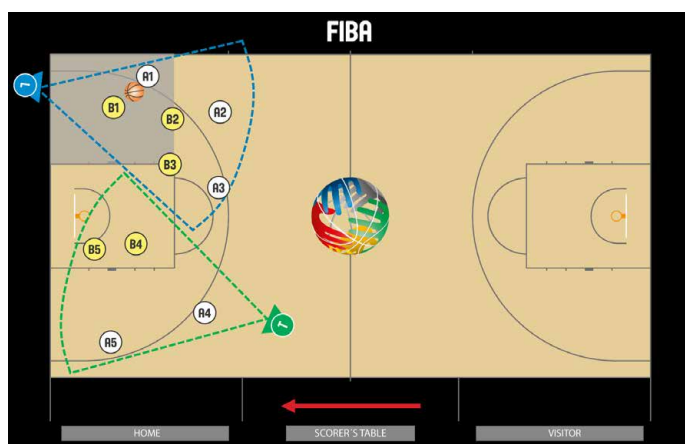
D23 - In this diagram the ball is located in rectangle 2. The Lead referee has primary responsibility for off-the-ball coverage. By keeping a 45-degree open to the plays, Lead will be able to anticipate any possible movement of the ball towards the basket.



D24 - When the ball is in rectangle 3, the Lead referee has primary responsibility for off-the-ball coverage. Lead should always know where the ball is in order to give help, when necessary, to the partner on a three-point field goal attempt. Lead will not normally need to move beyond the three-point line to the left.

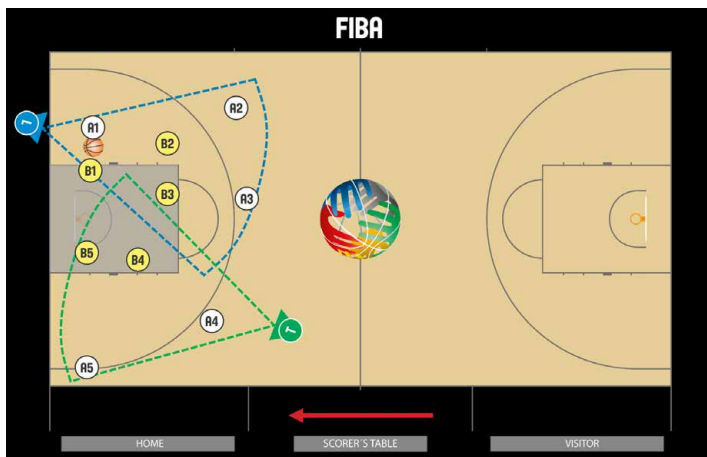
Throughout these illustrations, which show the ball in rectangles 1, 2 and 3, between the centre line and the free-

throw line extended, the Lead referee "boxes" the players in, and is primarily responsible for off-the-ball coverage.

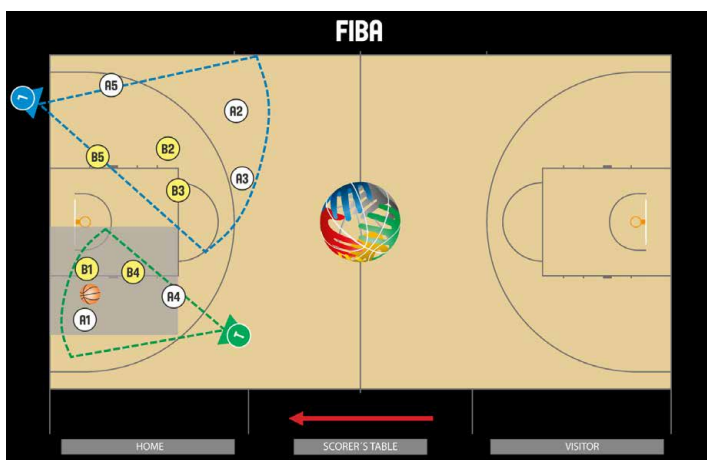


D25 - The ball is located in rectangle 4. The Lead referee has primary responsibility for on-ball coverage and should be positioned with a 45-degree angle to the play. Lead would not normally need to move beyond the three-point line. In this position, Lead would be responsible for the nearest sideline and for signalling a three-point field goal attempt.

In addition to the on-the-ball coverage, Lead has a secondary responsibility for any low post action on their side of the court.

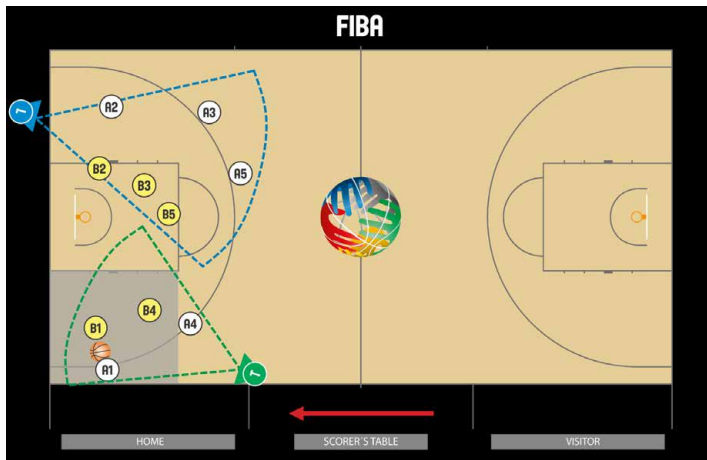


D26 - When the ball moves from rectangle 4 into the restricted area, rectangle 5, the Lead maintains primary responsibility for the on-ball coverage, however, as mentioned earlier, rectangle 5 is a common area of responsibility for both referees. Lead should maintain an open angle, watching the defender in any shooting or one on one situation.

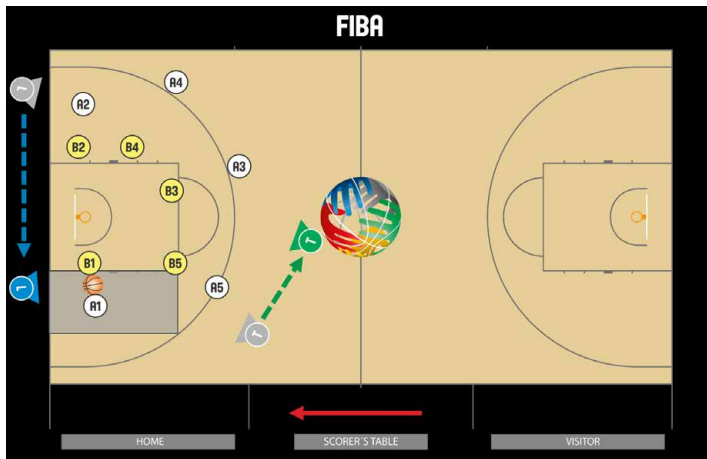


D27 - With the ball where rectangle 5 meets rectangle 6 Trail referee has a better open angle on the plays, therefore it usually belongs to their responsibility. Meanwhile Lead should mostly referee any potential low post, screening and rebounding situations.

Remember that the modern game involves contact between players in the low post area and referees should ensure that this contact does not become excessive and rough, resulting in the game getting out of control. When a player, attempting to take a new position on the playing court, is illegally prevented from doing so, a foul should be called.



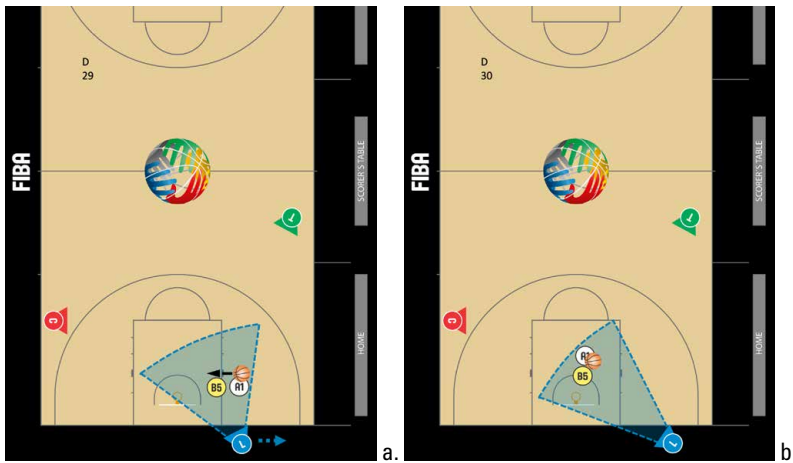
D28 - When ball is in rectangle 6, Trail referee is responsible for covering the on-ball situations, and Lead covers the off-ball plays.



D29 - When the ball goes to a post play in the 2-point area in rectangle 6, Lead may rotate to the right side of the backboard so that this play could be correctly judged from an open angle. This movement should be done by sharp walking (not running), and constantly scanning the restricted area. In such situations Trail will position diagonally upwards in order to see the other matchups off the ball. When the play is over Lead goes back to the initial position and Trail also moves back closer to the sideline.



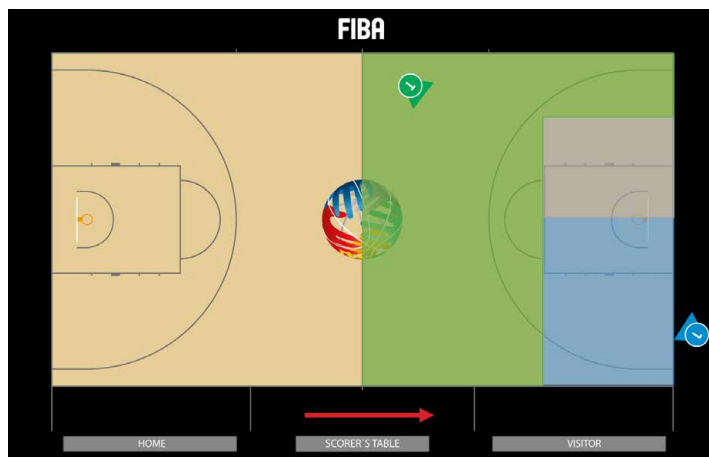
D30 - The ball is in rectangle 6, without post play. Trail is primarily responsible for the on-ball coverage. On a drive to the basket, especially along the endline, the Trail will stay with the play until the end. Lead should be positioned and ready to assist if needed.



D31 - When ball comes to the strong side low post, Lead prepares for the next play and by taking cross steps to have wider angle covering the next possible play.

L has taken the cross steps and turned slightly towards the basket. This new angle allows to referee the defence in the drive and prepare for the help defense.

## COURT COVERAGE OF THE LEAD REFEREE



D32 - Coverage areas

In general, we can say that the Lead referee is responsible for the coverage of the area in blue. The grey shaded area indicates the area of shared responsibility with the Trail referee.

**The primary duties for the Lead referee include:**

1. Pivot/post play.
2. Play under the basket.
3. Fouls away from Trail referee.
4. Drive to the basket on Lead's side of the playing court.

**Lead referee – practical advice**

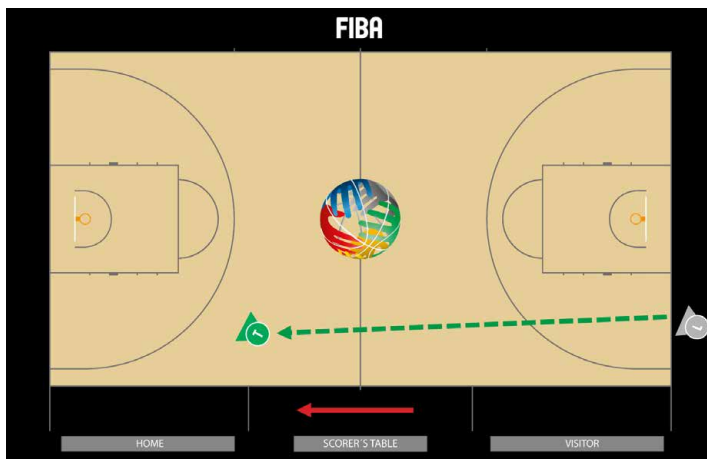
1. Lead should get down the playing court as quickly as possible, allowing the play to come towards them. Strive for the best possible position. Always know where the ball is, even when you are primarily responsible for off-ball coverage.
2. Be responsible for the endline and the sideline to the left. Be prepared to help with the game / shot clock situations.
3. Be ready to assist with three-point field goal attempts, particularly when the ball is near where rectangles 3 and 4 meet, or totally in rectangle 4. Always establish eye contact with your partner when it happens.
4. Pay particular attention to the post play and screening situations.
5. If needed, take a 'wide endline' position (1-2 metres) to get the best possible angle. A wider angle means better vision and, in turn, better decisions. To achieve this, you may use cross steps to maintain an open angle. These are simply steps that help you see the whole picture (step here, step there).
6. At the end of playing time for a period or extra period, do not indicate whether the field goal shall count or not. This is the primary responsibility of the Trail referee.
7. Calls should be restricted to contacts which have a direct effect on the play (unless they are unsportsmanlike).
8. When your partner looks for assistance on an out-of-bounds play, be prepared to give it immediately. Establish the method of communication for such situations during your pre-game conference. If ball goes out on the right side of the end line from Lead point of view, Lead shall look at Trail for help, and then Trail shall blow the whistle and show the direction. (OOB protocol to be found at 2.8)
9. In the event of a pressing defence when two (2) or more matchups are in their opponents' backcourt, consider how to assist the Trail referee with coverage of the play (box-in principle applies).

**"Go where you need to go in order to see what you need to see."**

## 2.10 TRANSITION OF TRAIL

During transition, the new Trail should always trail the play (behind the play – not in line or in front of the play). This way the Trail can easily control the clocks and analyse the next possible plays to come. This is only possible when the following correct techniques are implemented:

- a) Wait behind the endline until the ball is passed to a teammate on the court and the thrower-in has advanced on to the court (the new Trail should wait to have a minimum of 3 metres distance from the ball before they step on to the court);
- b) Always maintain a proper distance behind the play – 2-3 steps (no yo-yo running);
- c) Be the last to arrive in the front court and have a 45° angle facing the play.



D33 - Transition – Trail referee.

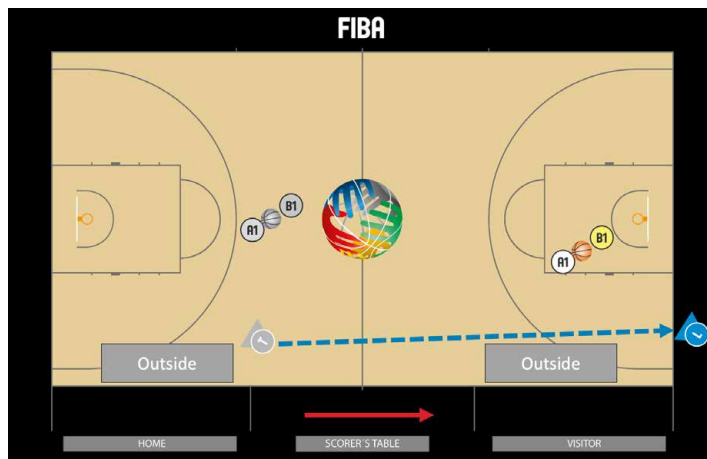


## 2.11 TRANSITION OF LEAD

During transition, the new Lead should arrive at the endline as quick as possible and should be in a position ready to referee. The new Lead should also be in good position to referee the play throughout transition down the floor.

This is only possible when the following correct techniques are applied:

- a) Stay with the previous play before the new transition – namely, wait until the ball has entered the basket in the case of a successful shot for goal or when a defensive player has gained control of a rebound;
- b) After turning with a power step, be sure to face the court all the time (when done properly, the referee should also be able to pick-up the game clock);
- c) Start transition with full speed and maintain it until arriving at the endline;
- d) Face the court during the entire transition (actively looking for next play to come and refereeing defence);
- e) Run straight to the endline to set-up position (keeping the same distance from the play all the way) – “outside/out-side” angle;
- f) Stop on the endline with “one-two” count (first step with the left one and then pivot with the right one) in a stationary position and be ready to referee 45-degree on the play when it starts.



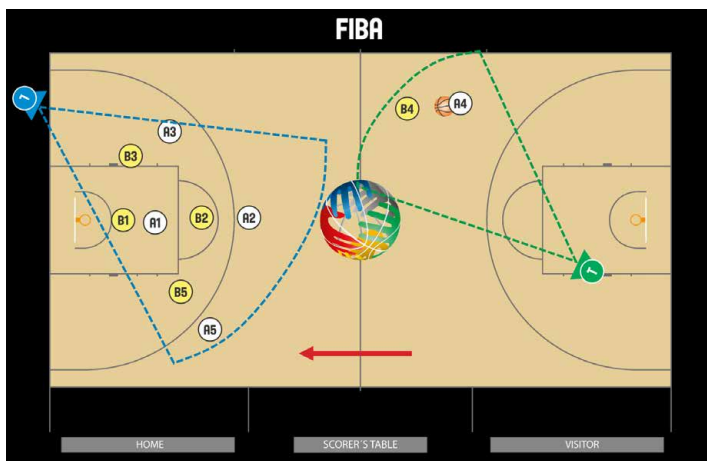
D34 - Transition – Lead referee.

## 2.12 PRESS DEFENCE

Pressing defences can create difficulties for referees. These entail disruption of their normal playing court coverage, and the situation requires great concentration and cooperation. If there are two (2) or more matchups in the opponents' backcourt during a

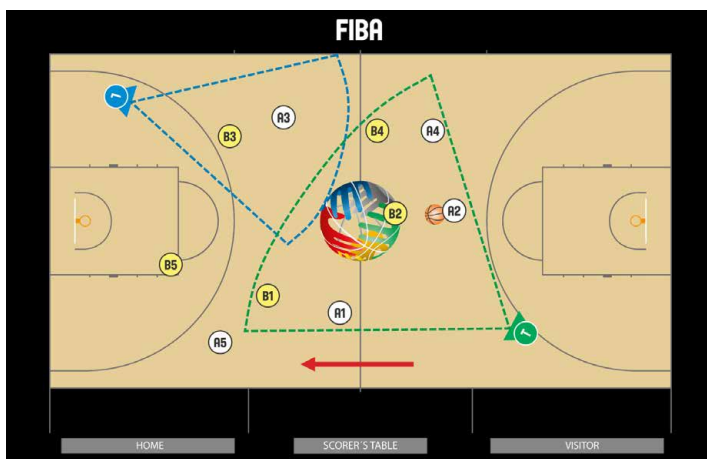
pressing defence, the Lead referee should delay their attempt to reach the endline in order to help their partner cover the play.

As soon as the ball comes into the frontcourt, the Lead referee moves to their normal position on the endline.



D35 - A pressing defensive coverage. Only one matchup is in the opponents' backcourt and therefore the Lead referee must watch all players in the half of the playing court nearer to them.

The Trail referee should get 1-2 meters behind the play, watching carefully for possible fouls and violations, by refereeing the defence.



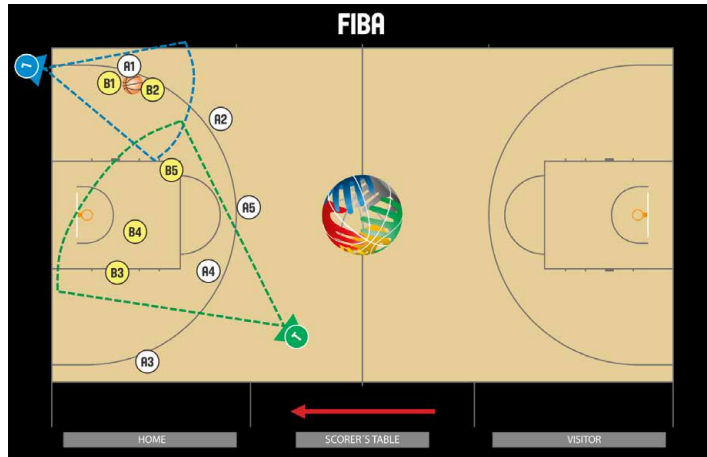
D36 - In this diagram, two matchups are in the opponents' backcourt. To help cover this press situation, the Lead referee should delay their advance and box-in the players between them and Trail.

The referees should do their utmost to ensure that any turnover (change of possession) following a pressing defence has been the result of legal defensive play.

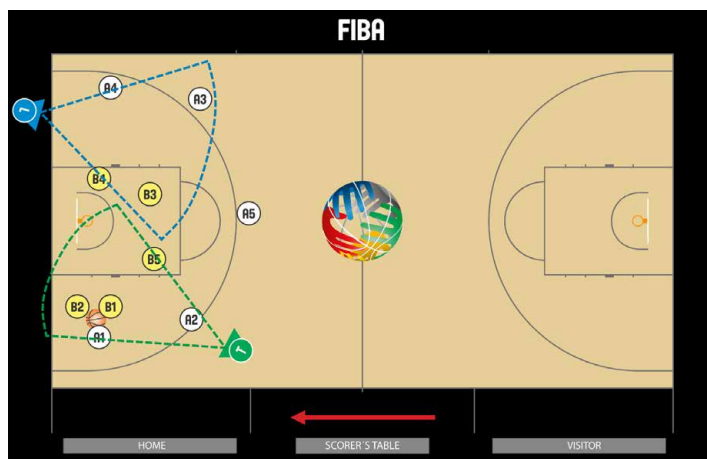


For more information, see the **FIBA Individual Officiating Techniques (IOT) Manual 2.2**

## TRAPPING DEFENCES



D37 - In this situation, the Lead referee is responsible for the action around the player holding the ball.



D38 - In this situation, the Trail referee is responsible for the action around the player holding the ball.

The Trail referee watches the play away from the ball in Diagram D37 but is always prepared to assist their partner on any double team. In Diagram D38 in rectangle 6 it is Trail's responsibility for the on-ball coverage and should adjust their position to keep an open angle and referee the defence.

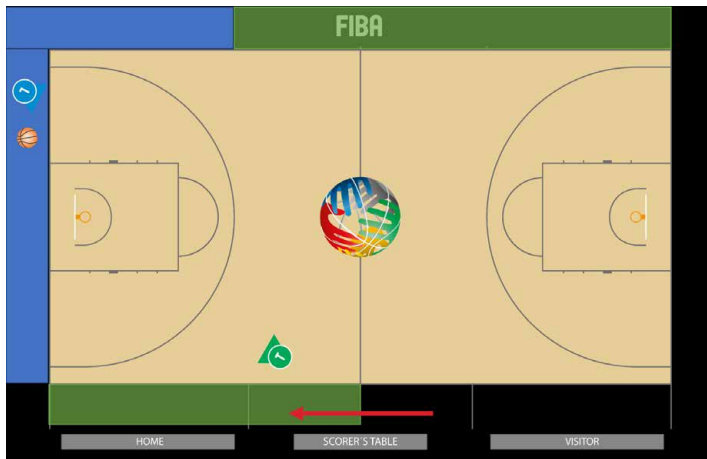
The Lead referee, using the "boxing-in" principle, watches the play away from the ball.

# 2.13 OUT-OF-BOUNDS AND THROW-IN

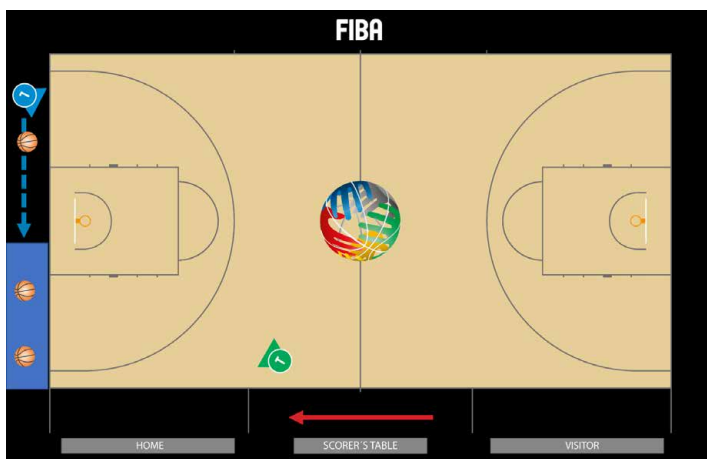
The throw-in administration should be an automatic (muscle memory) procedure. If done every time and with the proper technique, the referee will always be ready physically and mentally to cover the various types of play situations that can occur with a throw-in action.



**For more information, see the FIBA Individual Officiating Techniques (IOT) Manual 2.12**



D39 - Lead shall stay on the left-side of the thrower-in and not cross the imaginary central line at the endl ine. This also means Lead is the one administering the throw-in if it is at the throw-in line on the opposite side. Trail administers the throw-in from the green areas when the offense goes to the left.



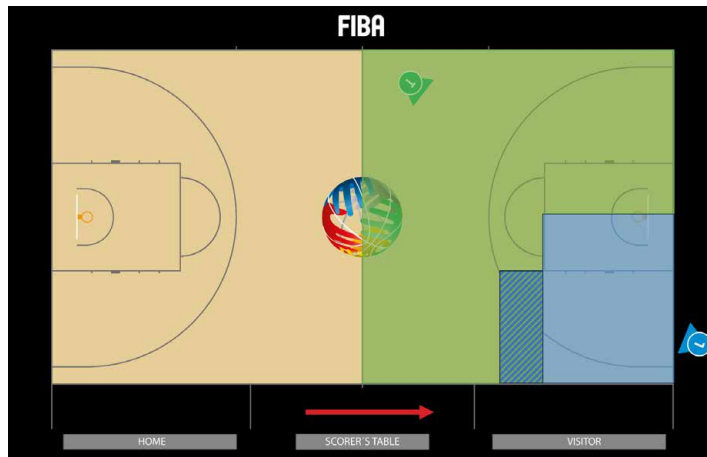
D40 - The Lead should bounce pass the ball when the throw-in occurs on the opposite side of the ring from the endl ine.

## 2.14 SHOT COVERAGE

In general, we can say that the green area belongs to the Trail referee in terms of shot coverage, and the blue one to the Lead. When a three-point attempt occurs from rectangle 4, Lead needs to signal it, then Trail takes it and shows the respective signals. As mentioned earlier, when there is a shot from rectangle 5 (restricted area) both referees are responsible.



For more information, see the **FIBA Individual Officiating Techniques (IOT) Manual 2.11**



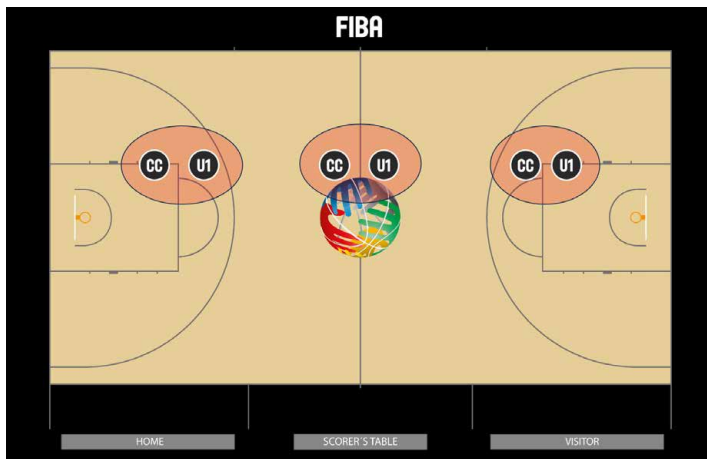
D41 - If an attempt is from low rectangle 3 (marked with the striped lines), Trail signals normally the initial attempt signal, but Lead can give help if there is doubt. If the basket is successful, only Trail signals the valid basket.

# 2.15 TIME-OUTS

Trail is normally the referee that will signal the time-out.

Referee crew always stands on the opposite side of the table (Diagram D42), either over the centre circle, or over either of the upper circles of the restricted area.

When a time-out has 20 seconds remaining, the two referees will move close to the team bench areas in order to be ready to activate the teams to return to the court when the 50 seconds warning signal sounds.



D42 - Positioning during time-outs

### Last 2:00 minutes time-out protocol

In case a team has the opportunity to advance the ball to the frontcourt.

When the clock shows 2:00 minutes or less in the fourth quarter and in overtime when the team requesting the time-out is entitled to possession of the ball from its backcourt.

During the time-out, the ball is to remain in the hands of the Crew Chief (Note – this signals that a decision for the throw-in location is yet to be made).

When a time-out has 20 seconds remaining, the Crew Chief and the Umpire will move close to the team bench areas. The Crew Chief will go to the team that is entitled to possession of the ball.

When the 50 seconds signal sounds the referees will activate the teams to return to the court.

The Crew Chief will ask the Head Coach to decide whether the throw-in will remain in the backcourt or whether it will advance to the frontcourt. When the time-out was granted after a basket, the Head Coach also shall communicate which side of the court (table side or opposite side) they would like to have the throw-in. The Crew Chief will show a signal (with verbal support) to the location of the throw-in by pointing to and moving to that location for the throw-in. The Crew Chief will normally administer the throw-in. The umpire will be responsible for ensuring the shot clock (if being used) is appropriately set.



For more information, see the **FIBA Individual Officiating Techniques (IOT) Manual 2.11**

## 2.16 SUBSTITUTIONS

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Substitutions are mostly administered by the Trail referee. Substitutions should be completed as quick as possible with the referee responsible for ensuring the right number of players are on the court before the game resumes.

## 2.17 EIGHT SECONDS AND BACKCOURT VIOLATIONS

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The Trail referee is responsible for officiating the backcourt and for determining whether the team in control of the ball has caused the ball to go into their frontcourt within 8 seconds.

The Trail referee is encouraged to adopt the following procedures:

1. Check the game clock and shot clock to ensure it is running.
2. Trail checks the shot clock and if it runs correctly, calls the violation in case the ball is not delivered to the frontcourt at 15 seconds on the shot clock. Trail may signal the visual count using the outside hand if at the end of period there is no shot clock running.

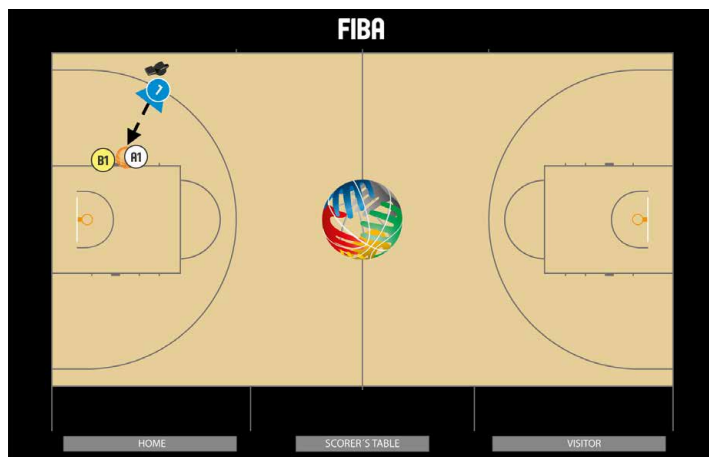
In case of a throw-in from the back court, when there is less than 8 seconds left to cause the ball to go to its frontcourt, referees shall inform the thrower-in team how many seconds left from the 8 seconds.

## 2.18 CLOSELY GUARDED PLAYER

Referees are to referee the defence and look for illegal actions. This, however, cannot be at the expense of recognising active legal defence whilst closely guarding a player with the ball. In such instances, referees are encouraged to signal a visible count using the arm on the outside of the play.

## 2.19 BASKET INTERFERENCE & GOALTENDING

In general play, this will normally be the responsibility of the Trail. In special cases, such as in a fast break when new Lead stops momentarily before the endline, and has the angle to judge the play, they may call it as well.



D43 - Lead referee can stop momentarily before the endline so that they can referee a play from a good angle from stationary position. When the play ends with a no call, Lead referee must go down to the initial position over the endline.



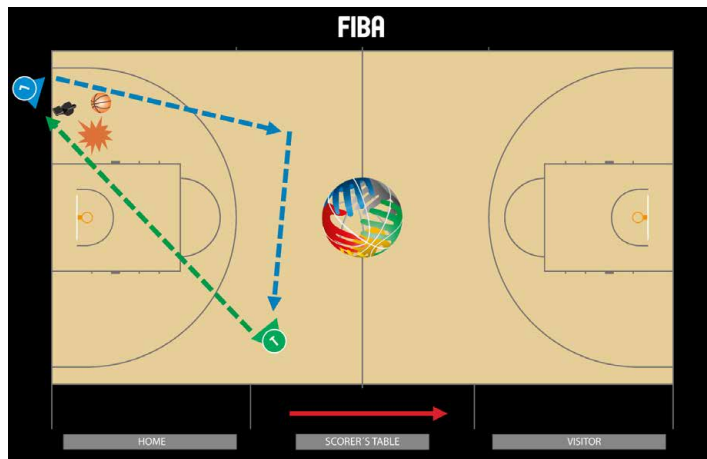
## 2.20 REPORTING FOULS & SWITCHING

Efficient communication with the scorer's table is crucial for maintaining a smooth flow during basketball games. There is a simplified protocol to ensure clear and effective communication between referees and the scorer's table.



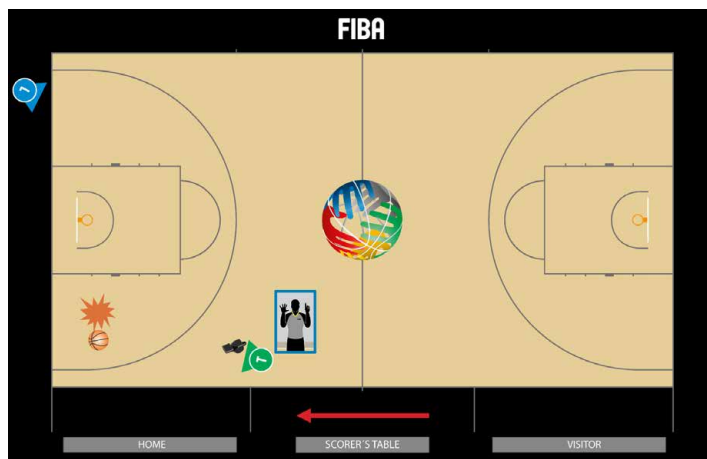
For more information, see the **FIBA Individual Officiating Techniques (IOT) Manual 2.8**

### POSITIONING: IN CASE LEAD CALLS A FOUL



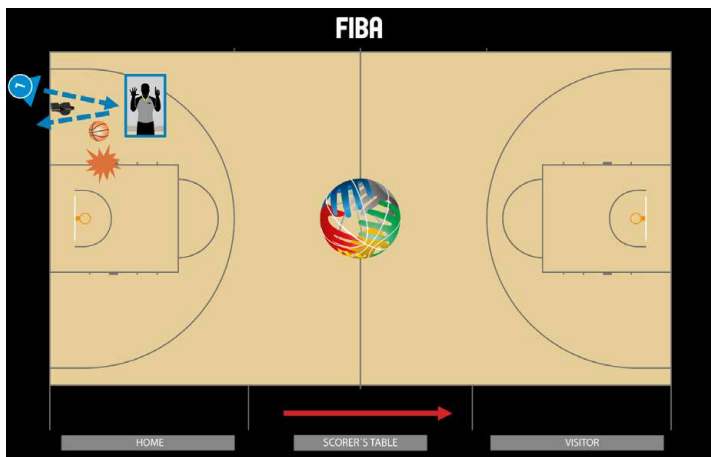
D44 - In case Lead calls a foul, they should move toward the centre circle for reporting. When done, this referee moves to Trail position.

### POSITIONING: IN CASE LEAD CALLS A FOUL

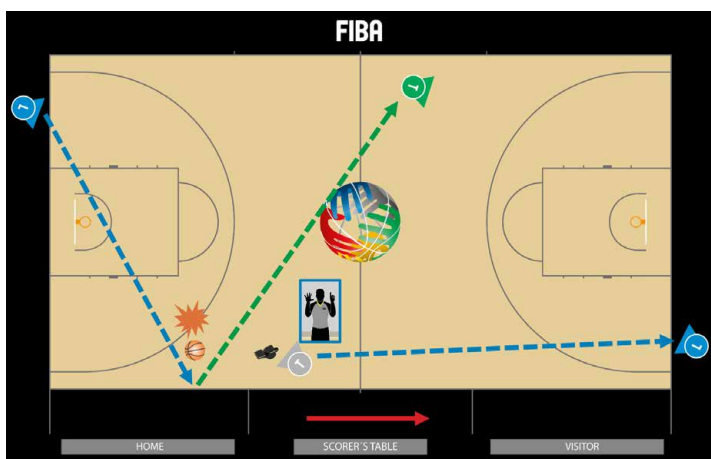


D45 - In this play situation Trail needs to turn to the Scorer's Table, make the signalling procedure and turn back. This does not initiate a switch from the referees.

### POSITIONING: OFFENSIVE FOUL



D46 - In case an offensive foul is called from Lead position, it does not initiate a switch from the referees. After a bit adjustment in their position (players will not be covering the view to the Table, since they will go to the other half court), signal the fouls to the table, step back for administering the throw-in at the nearest spot where the foul occurred. They will then stay in their initial positions and game will resume to the new direction. (Diagram 112)



D47 - If the Trail calls an offensive foul, they will need to go new Lead position applying the boxing-in principle. (Diagram 114). In that case new Trail will administer the throw-in and will need to get back to the other side in the front court as play allows.

In case both referees called a foul at the same time in the same play against the same player, they should establish a visual contact and communicate to ensure that they have both called the same thing. The Trail is the one that shall report to the scorer's table, to avoid the need for a switch and delaying the game unnecessarily.



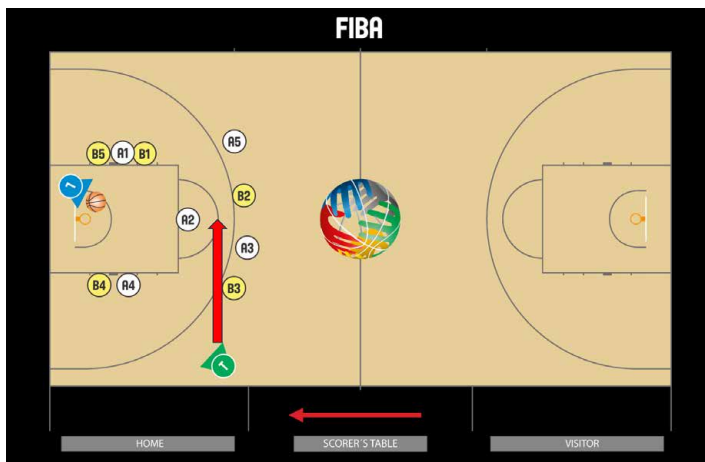
**For more information, see the FIBA Individual Officiating Techniques (IOT) Manual 2.8**

# 2.21 FREE-THROWS

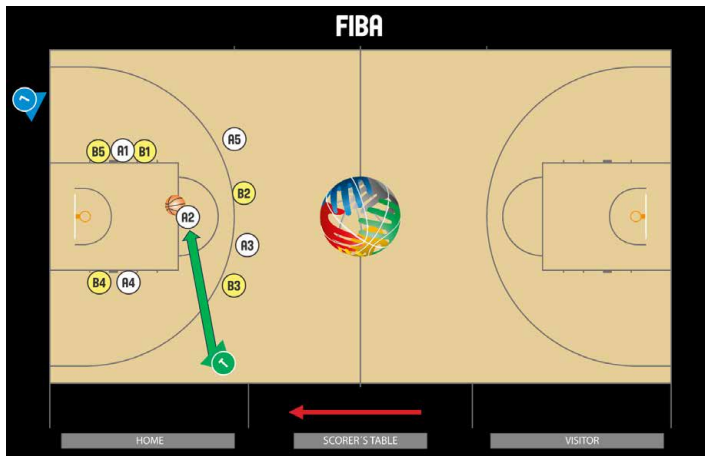
Administration of the ball to the free-throw shooter is done by Lead referee. Lead also indicates the number of free-

throws when they place the ball for the shooter's disposal

## POSITIONING



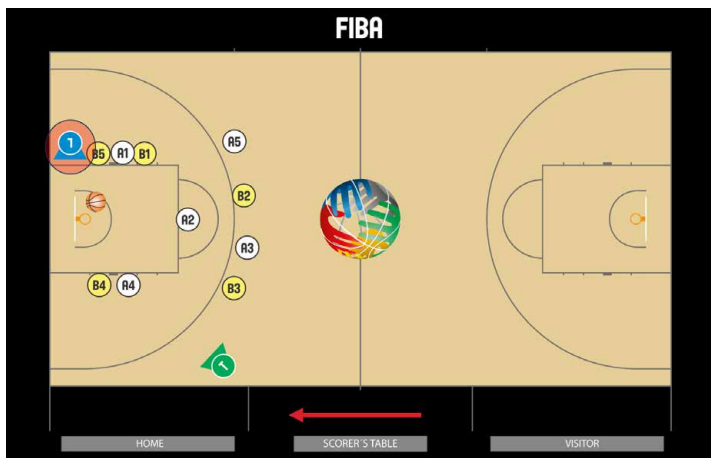
D48 - During free-throws, the Trail and the Lead are to position themselves in the front court consistent with the general working areas. The Trail's position during the free-throw is generally on the top of the free throw semi-circle line extended, close to the sideline.



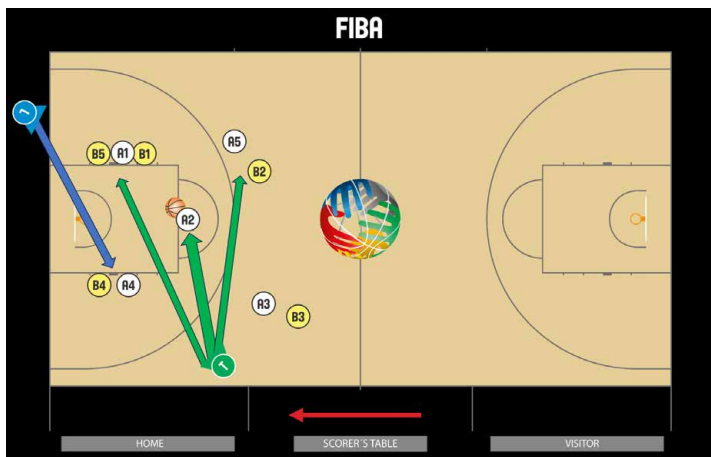
D49 - On each free-throw, the Trail shall pay attention that the shooter does not commit a violation by stepping over the free-throw line.

Trail will indicate the number of free-throws using the official signals. Once the ball is in the hands of the shooter, Trail may drop the signals and have their arms by their sides. Trail is normally

responsible for making sure the clock starts after an unsuccessful free-throw, but it is not necessary for them to make a signal.



D50 - The Lead after administering the free-throw shall take up a normal Lead position. When not the last free-throw, Lead is to be positioned next to the players on the left.



D51 - During the last free-throw, the Trail shall pay attention to the shooter but also to the defensive players behind the free-throw line extended and behind the 3-point field goal, and those in rebound places on the right-side of the shooter.

The Lead shall pay attention to the defensive players in rebound places in the left-side of the shooter.

If a violation occurs during the last or only free-throw, the referee is to blow the whistle after the ball has been released by the shooter without delay to indicate a violation has occurred (there is no need to wait if the ball enters the basket or not). If the ball enters the basket, the whistle is to be ignored allowing the throw-in to occur (without the referee administering the ball).

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## CHAPTER 3

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# REFEREE SIGNALS

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## CHAPTER 3

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# REFEREE SIGNALS




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3.1 REFEREE SIGNALS




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# 3.1 REFEREE SIGNALS






<p><b>GAME CLOCK SIGNALS</b></p>	<p>STOP THE CLOCK</p> <p><b>Signal:</b> Open palm</p>	 <p>D52 -</p>
	<p>STOP THE CLOCK FOR FOUL</p> <p><b>Signal:</b> One clenched fist</p>	 <p>D53 -</p>
	<p>START THE CLOCK</p> <p><b>Signal:</b> Chop with hand</p>	 <p>D54 -</p>













<p><b>SCORING</b></p>	<p>1 POINT</p> <p><b>Signal:</b> 1 finger, 'flag' from wrist</p>	 <p>D55 -</p>
	<p>2 POINTS</p> <p><b>Signal:</b> 2 fingers, 'flag' from wrist</p>	 <p>D56 -</p>
	<p>3 POINTS</p> <p><b>Signal:</b> 3 fingers extended</p> <p>One arm: Attempt</p> <p>Both arms: Successful</p>	 <p>D57 -</p>














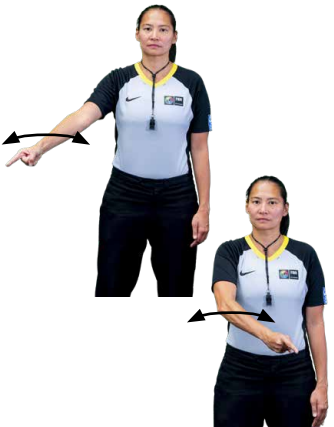
<p><b>SUBSTITUTION AND TIME-OUT</b></p>	<p>SUBSTITUTION</p> <p><b>Signal:</b> Cross forearms</p> <p>Preceding signal:</p> 	 <p>D58 -</p>
	<p>BECKONING-IN</p> <p><b>Signal:</b> Open palm, wave towards the body</p>	 <p>D59 -</p>
	<p>CHARGED TIME-OUT</p> <p><b>Signal:</b> Form T, show index finger</p> <p>Preceding signal:</p> 	 <p>D60 -</p>



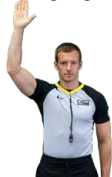



	<p><b>MEDIA TIME-OUT</b></p> <p><b>Signal:</b> Open arms with clenched fists</p> <p>Preceding signal:</p> 	 <p>D61 -</p>
<p><b>INFORMATIVE</b></p>	<p><b>CANCEL SCORE, CANCEL PLAY</b></p> <p><b>Signal:</b> Scissor-like action with arms, once across chest</p>	  <p>D62 -</p>
	<p><b>VISIBLE COUNT</b></p> <p><b>Signal:</b> Counting while moving the palm</p>	  <p>D63 -</p>




	<p>COMMUNICATION</p> <p><b>Signal:</b> Thumb up</p>	 <p>D64 -</p>
	<p>SHOT CLOCK RESET</p> <p><b>Signal:</b> Rotate hand, extend index finger</p>	 <p>D65 -</p>
	<p>DIRECTION OF PLAY AND/OR OUT-OF-BOUNDS</p> <p><b>Signal:</b> Point in direction of play, arm parallel to sidelines</p>	 <p>D66 -</p>

	<p><b>HELD BALL / JUMP BALL SITUATION</b></p> <p><b>Signal:</b> Thumbs up, then point in direction of play using the alternating possession arrow</p> 	  <p>D67 -</p>
<p><b>VIOLATIONS</b></p>	<p><b>TRAVELLING</b></p> <p><b>Signal:</b> Rotate fists</p> <p>Preceding signal:</p> 	 <p>D68 -</p>
	<p><b>ILLEGAL DRIBBLE: DOUBLE DRIBBLING</b></p> <p><b>Signal:</b> Patting motion with palm</p> <p>Preceding signal:</p> 	 <p>D69 -</p>




	<p><b>ILLEGAL DRIBBLE: CARRYING THE BALL</b></p> <p><b>Signal:</b> Half rotation with palm</p> <p>Preceding signal:</p> 	 <p>D70 -</p>
	<p><b>3 SECONDS</b></p> <p><b>Signal:</b> Wave arm, show 3 fingers</p> <p>Preceding signal:</p> 	 <p>D71 -</p>
	<p><b>5 SECONDS</b></p> <p><b>Signal:</b> Show 5 fingers</p> <p>Preceding signal:</p> 	 <p>D72 -</p>




	<p><b>8 SECONDS</b></p> <p><b>Signal:</b> Show 8 fingers</p> <p>Preceding signal:</p> 	 <p>D73 -</p>
	<p><b>SHOT CLOCK</b></p> <p><b>Signal:</b> Fingers touch shoulder</p> <p>Preceding signal:</p> 	 <p>D74 -</p>
	<p><b>BALL RETURNED TO BACKCOURT</b></p> <p><b>Signal:</b> Wave arm front of body</p> <p>Preceding signal:</p> 	 <p>D75 -</p>







	<p>DELIBERATE KICK OR BLOCK OF THE BALL</p> <p><b>Signal:</b> Point to the foot</p> <p>Preceding signal:</p> 	 <p>D76 -</p>
	<p>GOALTENDING / BASKET INTERFERENCE</p> <p><b>Signal:</b> Rotate finger, extend index finger over the other hand with a circle</p> <p>Preceding signal:</p> 	 <p>D77 -</p>
<p><b>NUMBER OF PLAYERS</b></p>	<p>No. 00 and 0</p> <p><b>Signal:</b> For 00, both hands show number 0 For 0, right hand shows number 0</p>	  <p>D78 -</p>






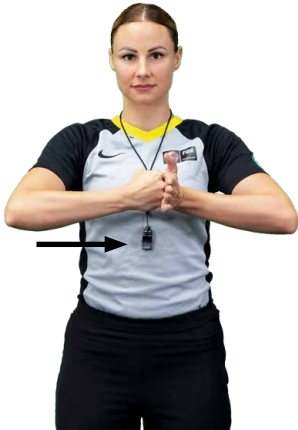
	<p>No. 1 - 5</p> <p><b>Signal:</b> Right hand shows number 1 to 5</p>	 <p>The referee is shown signaling numbers 1 through 5. To the left of the main image are four small square icons, each showing a hand gesture for a number from 1 to 5. The main image shows the referee with her right hand raised, pointing the index finger up for the number 1.</p> <p>D79 -</p>
	<p>No. 6 - 10</p> <p><b>Signal:</b> Right hand shows number 5, left hand shows number 1 to 5</p>	 <p>The referee is shown signaling numbers 6 through 10. To the right of the main image are four small square icons, each showing a hand gesture for a number from 1 to 5. The main image shows the referee with her right hand held flat (5) and her left hand raised, pointing the index finger up for the number 1.</p> <p>D80 -</p>
	<p>No. 11 - 15</p> <p><b>Signal:</b> Right hand shows clenched fist, left hand shows number 1 to 5</p>	 <p>The referee is shown signaling numbers 11 through 15. To the right of the main image are four small square icons, each showing a hand gesture for a number from 1 to 5. The main image shows the referee with her right hand clenched into a fist and her left hand raised, pointing the index finger up for the number 1.</p> <p>D81 -</p>















	<p>No. 16</p> <p><b>Signal:</b> First reverse hand shows number 1 for the decade digit then open hands show number 6 for the units' digit</p>	 <p>D82 -</p>
	<p>No. 24</p> <p><b>Signal:</b> First reverse hand shows number 2 for the decade digit, then open hand shows number 4 for the units' digit</p>	 <p>D83 -</p>
	<p>No. 44</p> <p><b>Signal:</b> First reverse hand shows number 4 for the decade digit, then open hand shows 0 for the units' digit</p>	 <p>D84 -</p>







	<p>No. 62</p> <p><b>Signal:</b> First reverse hands show number 6 for the decade digit then open hand shows 2 for the units' digit</p>	 <p>D85 -</p>
	<p>No. 78</p> <p><b>Signal:</b> First reverse hands show number 7 for the decade digit then open hands show number 8 for the units' digit</p>	 <p>D86 -</p>
	<p>No. 99</p> <p><b>Signal:</b> First reverse hands show number 9 for the decade digit then open hands show number 9 for the units' digit</p>	 <p>D87 -</p>







<p><b>TYPE OF FOULS</b></p>	<p>HOLDING BLOCKING (DEFENSE),</p> <p><b>Signal:</b> Grasp wrist downward</p> <p>Preceding signal:</p> 	 <p>D88 -</p>
	<p>ILLEGAL SCREEN (OFFENSE)</p> <p><b>Signal:</b> Both hands on hips</p> <p>Preceding signal:</p> 	 <p>D89 -</p>
	<p>PUSHING OR CHARGING WITHOUT THE BALL</p> <p><b>Signal:</b> Imitate push</p> <p>Preceding signal:</p> 	 <p>D90 -</p>

	<p><b>HANDCHECKING</b></p> <p><b>Signal:</b> Grab palm and forward motion</p> <p>Preceding signal:</p> 	 <p>D91 -</p>
	<p><b>ILLEGAL USE OF HANDS</b></p> <p><b>Signal:</b> Strike wrist</p> <p>Preceding signal:</p> 	 <p>D92 -</p>
	<p><b>CHARGING WITH THE BALL</b></p> <p><b>Signal:</b> Clenched fist, strike open palm</p> <p>Preceding signal:</p> 	 <p>D93 -</p>


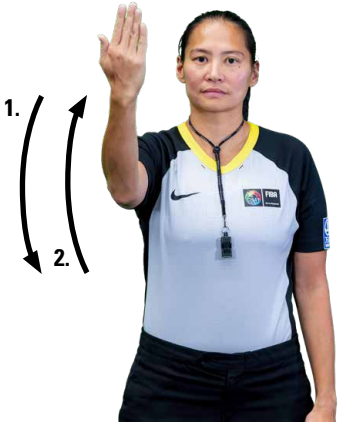

	<p><b>ILLEGAL CONTACT TO THE HAND</b></p> <p><b>Signal:</b> Strike the palm towards the other forearm</p> <p>Preceding signal:</p> 	 <p>D94 -</p>
	<p><b>HOOING</b></p> <p><b>Signal:</b> Move lower arm backwards</p> <p>Preceding signal:</p> 	 <p>D95 -</p>
	<p><b>ILLEGAL CYLINDER</b></p> <p><b>Signal:</b> Move both arms with open palm vertically down and up</p> <p>Preceding signal:</p> 	 <p>D96 -</p>



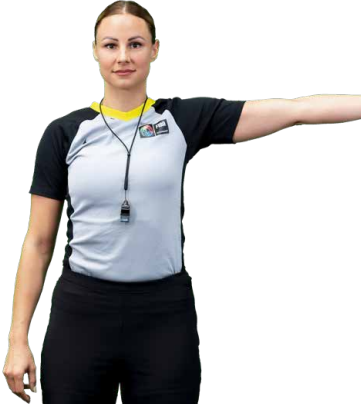
	<p>EXCESSIVE SWINGING OF ELBOW</p> <p><b>Signal:</b> Swing elbow backwards</p> <p>Preceding signal:</p> 	 <p>D97 -</p>
	<p>HIT TO THE HEAD</p> <p><b>Signal:</b> Imitate the contact to the head</p> <p>Preceding signal:</p> 	 <p>D98 -</p>
	<p>FOUL BY TEAM IN CONTROL OF THE BALL</p> <p><b>Signal:</b> Point clenched fist towards basket of offending team</p> 	 <p>D99 -</p>




	<p><b>FOUL ON THE ACT OF SHOOTING</b></p> <p><b>Signal:</b> One arm with clenched fist, followed by indication of the number of free throws</p> 	 <p>D100 -</p>
	<p><b>FOUL NOT ON THE ACT OF SHOOTING</b></p> <p><b>Signal:</b> One arm with clenched fist, followed by pointing to the court</p> <p>Preceding signal:</p> 	 <p>D101 -</p>
	<p><b>PASS-OFF AFTER FOUL</b></p> <p><b>Signal:</b> Move both arms with open palm to the side</p> <p>Preceding signal:</p> 	 <p>D102 -</p>




<p><b>SPECIAL FOULS</b></p>	<p><b>DOUBLE FOUL</b></p> <p><b>Signal:</b> Wave clenched fists on both hands</p> <p>Preceding signal:</p> 	 <p>D103 -</p>
	<p><b>TECHNICAL FOUL</b></p> <p><b>Signal:</b> Form T, showing palms</p> <p>Preceding signal:</p> 	 <p>D104 -</p>
	<p><b>UNSPORTSMAN-LIKE FOUL</b></p> <p><b>Signal:</b> Grasp wrist upward</p> <p>Preceding signal:</p> 	 <p>D105 -</p>




	<p><b>DISQUALIFYING FOUL</b></p> <p><b>Signal:</b> Clenched fists on both hands</p>	 <p>D106 -</p>
	<p><b>FAKE A FOUL</b></p> <p><b>Signal:</b> Lower the forearm twice</p>	 <p>D107 -</p>
	<p><b>ILLEGAL BOUNDARY LINE CROSSING ON A THROW-IN</b></p> <p><b>Signal:</b> Wave arm parallel to boundary line (in last 2 minutes of the fourth quarter and overtime)</p>	 <p>D108 -</p>

<p><b>INSTANT REPLAY SYSTEM</b></p>	<p>IRS REVIEW</p> <p><b>Signal:</b> Rotate hand with horizontal extended index finger</p>	 <p>D109 -</p>
	<p>HEAD COACH'S CHALLENGE</p> <p><b>Signal:</b> Referee confirms head coach's challenge request</p>	 <p>D110 -</p>
<p><b>FOUL PENALTY ADMINISTRATION – REPORTING TO TABLE</b></p>	<p>AFTER FOUL WITHOUT FREE-THROW(S)</p> <p><b>Signal:</b> Point in direction of play, arm parallel to sidelines</p>	 <p>D111 -</p>

	<p>AFTER FOUL BY TEAM IN CONTROL OF THE BALL</p> <p><b>Signal:</b> Clenched fist in direction of play, arm parallel to sidelines</p>	 <p>D112 -</p>
	<p>1 FREE-THROW</p> <p><b>Signal:</b> Hold up 1 finger</p>	 <p>D113 -</p>
	<p>2 FREE-THROWS</p> <p><b>Signal:</b> Hold up 2 fingers</p>	 <p>D114 -</p>

	<p>3 FREE-THROWS</p> <p><b>Signal:</b> Hold up 3 fingers</p>	 <p>D115 -</p>
<p><b>ADMINISTRATING FREE THROWS – ACTIVE REFEREE (LEAD)</b></p>	<p>1 FREE-THROW</p> <p><b>Signal:</b> 1 finger horizontal</p>	 <p>D116 -</p>
	<p>2 FREE-THROWS</p> <p><b>Signal:</b> 2 fingers horizontal</p>	 <p>D117 -</p>

	<p>3 FREE-THROWS</p> <p><b>Signal:</b> 3 fingers horizontal</p>	 <p>A male referee in a grey and black uniform with a yellow collar, pointing his right hand forward with three fingers extended horizontally.</p> <p>D118 -</p>
<p><b>ADMINISTRATING FREE THROWS – PASSIVE REFEREE (TRAIL IN 2PO &amp; CENTRE IN 3PO)</b></p>	<p>1 FREE-THROW</p> <p><b>Signal:</b> Index finger</p>	 <p>A female referee in a grey and black uniform with a yellow collar, pointing her right index finger upwards.</p> <p>D119 -</p>
	<p>2 FREE-THROWS</p> <p><b>Signal:</b> Fingers together on both hands</p>	 <p>A male referee in a grey and black uniform with a yellow collar, holding both hands up with fingers together.</p> <p>D120 -</p>

	<p><b>3 FREE-THROWS</b></p> <p><b>Signal:</b> 3 fingers extended on both hands</p>	 <p>D121 -</p>
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