

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

Document prepared by
PAUL DESHAIES
CABO NATIONAL INTERPRETER

© Paul Deshaies, September 2008

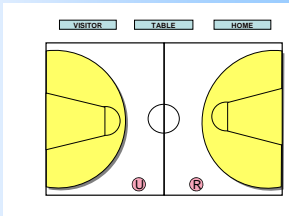
FIBA 2-PERSON MECHANICS

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

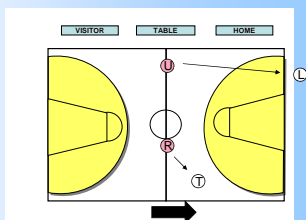
PRE-GAME

- 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 (Reset Clock to 10 minutes)
 - Between 1st and 2nd, 3rd and 4th, and before OT, whistle at 30 seconds



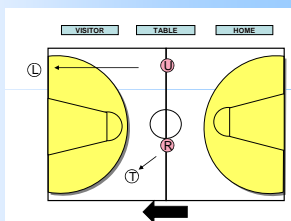
OPENING TOSS

- Movement of officials



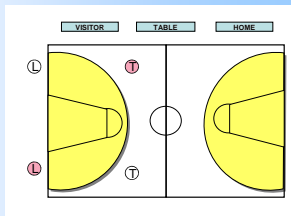
OPENING TOSS

- Movement of officials



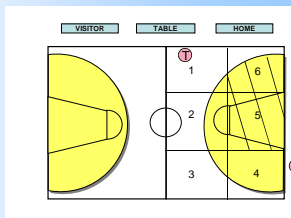
BASIC POSITIONS

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



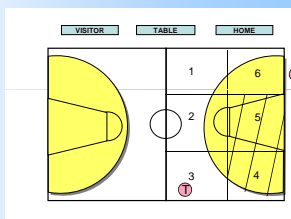
AREAS OF RESPONSIBILITY

- 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)



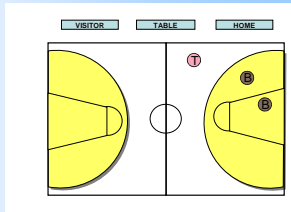
AREAS OF RESPONSIBILITY

- 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)



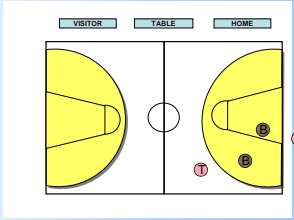
POSITION OF THE LEAD

- 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

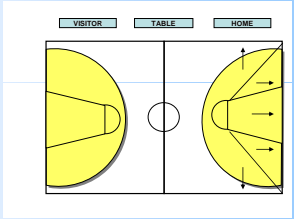
- L moves to his left when ball is in area 4
 - In the low post or
 - Inside the 3-point arc



The diagram shows a basketball court with 'VISITOR' on the left and 'HOME' on the right. A ball (B) is in the low post area (area 4) on the home side. A thrower (T) is also in area 4. A lead (L) is positioned to the left of the ball. The key area is shaded yellow.

THROW-INS

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

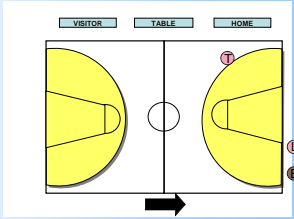


The diagram shows a basketball court with 'VISITOR' on the left and 'HOME' on the right. Arrows indicate throw-in spots along the side and backcourt. A diagonal line from the elbow to the corner is labeled 'endl ine'. The key area is shaded yellow.

ENDLINE THROW-IN

Ball stays in front court

- L between player and basket
- Hand the ball to thrower-in on ALL front court endl ine throw-ins



The diagram shows a basketball court with 'VISITOR' on the left and 'HOME' on the right. A thrower (T) is on the endl ine. A lead (L) is positioned between the thrower and the basket. A ball (B) is on the endl ine. An arrow points from the ball towards the basket. The key area is shaded yellow.

ENDLINE THROW-IN

Ball stays in front court

- L between player and basket
- Hand the ball to thrower-in on ALL front court endl ine throw-ins

ENDLINE THROW-IN

Ball stays in front court

Ball to be put in play on other side of key

- L between player and basket
- Hand the ball to thrower-in on ALL front court endl ine throw-ins

ENDLINE THROW-IN

Ball stays in front court

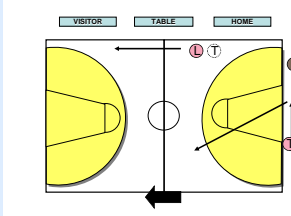
Ball to be put in play on other side of key

- L between player and basket
- Hand the ball to thrower-in on ALL front court endl ine throw-ins

ENDLINE THROW-IN

Ball goes to the opposite end

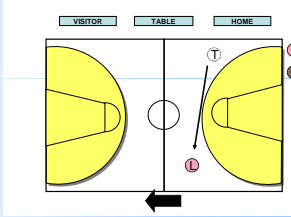
- L becomes new T and may bounce the ball to player at throw-in spot and stays on same side if there is no pressure
- T becomes new L



ENDLINE THROW-IN

Ball goes to the opposite end

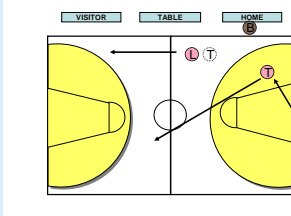
- If there is defensive pressure, L becomes new T and shall move and may bounce or hand ball to player at throw-in spot in box-in position
- T comes over and becomes new L



SIDELINE THROW-IN

Ball goes to the opposite end

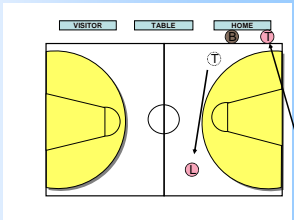
- L becomes new T and may bounce the ball to player at throw-in spot and stays on same side if there is no pressure
- T becomes new L and stays on same side



SIDELINE THROW-IN

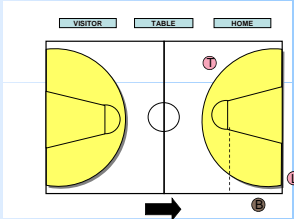
Ball goes to the opposite end

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



SIDELINE THROW-IN (L SIDELINE)

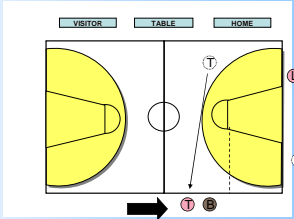
- L hands or bounces ball to thrower-in



SIDELINE THROW-IN (L SIDELINE)

Ball above free throw line extended

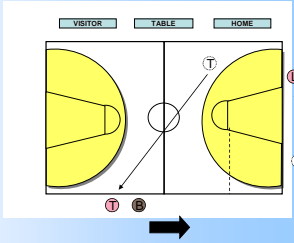
- T moves across to handle throw-in
- L moves to box-in position on base line



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

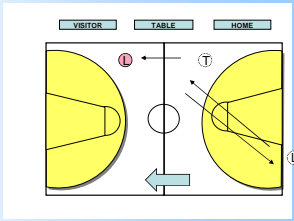


CALLING A FOUL

- 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

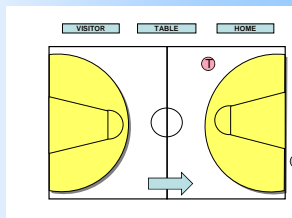
NO CHANGE OF POSITION AFTER FOUL

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



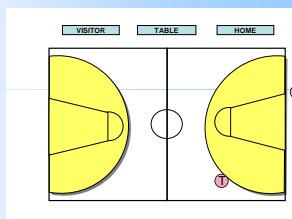
NO CHANGE OF POSITION AFTER FOUL

- 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



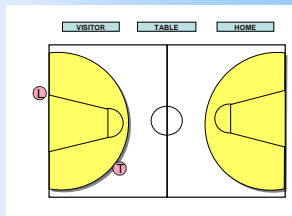
FREE THROWS

- 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



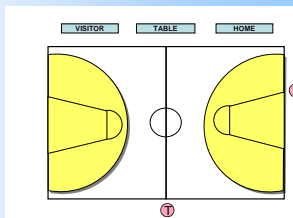
FREE THROWS

- 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



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

