

Post-Whistle | Spot-Mechanics Checklist

VIOLATION PROCEDURE

- Sound Whistle** / Signal (Open Hand) to **Stop Clock**
- Eye Contact** with Partner
- Maintain Signal – **Step Toward** Violation Area
- Stop** Completely
- Signal** Nature of **Violation** @ the Spot
- Verbalize: Color** of Team entitled to the ball for ensuing throw-in.
- Point:** (Open Hand) in direction of team's basket.
- Indicate:** (Finger Point) the throw-in Spot.

ENSUING THROW-IN

Post Violation or Common Foul (Non-Bonus)

- Designate** Throw-In Spot: Finger Point and verbalize, “designated spot “
(Or, move along the endline if retaining the right to do so)
- Raise Arm** to Stop Clock Position
- Bounce** (or **Hand**) Ball – “at disposal” of Thrower

COMMON FOUL PROCEDURE

- Sound Whistle** / Signal (Closed Fist) to **Stop Clock**
- Eye Contact** with Partner
- Maintain Signal – **Step Toward** Player who Committed Foul
- Bird Dog** Signal (optional) for Clarification if Needed
- Stop** Completely
- Verbalize: Color and Number** of Player who Committed Foul
- Signal:** Type of **Foul** (+ Team Control Signal if Appropriate)
- Try for Goal: Check with Partner** (if needed) – “Did the Ball Go In?”
- Signal to “**Count the Goal**” when Confirmed.
- If Free Throws:
 - **Verbalize** (to Thrower / Partner) Number of Free Throws
 - **Signal** (to Partner) Number of Free Throws
- Indicate** (Finger Point) the throw-in Spot if No Free Throws.
- Move** to Reporting Zone (see Reporting)

Board 196 Cadet Class

Prepared by Billy Martin

References: IAABO 2016-17 Officials Manual

REPORTING FOULS

- Proceed to Reporting Area (**Hustle** Around Players)
- Observe** Bench Areas (Peripheral)
- Stop** Completely (In Zone) – Establish **Eye Contact** (Scorer)
- If Field Goal = **Score Immediately** (Signal + Verbalize, “Score the Goal”)
- Verbalize: State Color** (of Team Who Fouled)
- Verbalize and Signal: Player Number** (who Fouled) – One Hand Only
- Signal: Type of Foul** to Scorer. (No Verbalization)
- Indicate** (Verbalize Optional) to Scorer
 - **Number of Free Throws** (If Awarded)
 - Or - **Team Control Signal** (No Free Throws)
- Leave** Reporting Zone:
 - **Signal to Partner** – number of Free Throws (Confirm)
 - Or – **Point** (finger) to **Designated Spot** for the ensuing Throw-In

DISQUALIFICATION PROCEDURE

- Option to Switch:** Ruling Official Asks Partner to Handle DQ
- Administering** Official:
 - **Take Position** @ Division Line, near Center Circle
 - **Notify Coach** of DQ= Player Now Bench Personnel
 - **Ask Timer** to Start Replacement (15 Sec) Interval and Sound Horn
 - **Inform Player** they are Disqualified
 - **Warning Horn** (0 Seconds remaining) if Needed
 - **Beckon Sub** after Reporting Properly
- Administer** Throw-In or Free Throw as Appropriate