SCANIA CUP 2022 3PO



WELCOME!





MECHANICS



T.E.A.M

- ★ Together....
- Everyone....
- **\$**?
- **\$**?







MECHANICS

- ♦ We need to be disciplined in all 3 positions
- No triple whistles and only double whistles when the play dictates – with dual coverage
- Se ready in your primary when you are receiving the play with an open angle
- Do not ball watch, and then have no secondary coverage OR cannot cover the next action area.



MECHANICS

- Do not confuse hustle and hard work with lots of movement
- Move with a purpose to improve your angle and open look
- ♦ If you have to move suddenly, or sharply, then you have probably not read or anticipated the play
- Calm, smooth movement (but not lazy or late), in position adjustments



MECHANICS - LEAD

- Lead cannot be too wide. We are not the NBA we have more bodies in the paint and more match-ups/contacts on drives and rebounds
- ◆ 45 degree angle between the RA and the 3pt line
- Secondary Go back (off the baseline) to improve your perspective/angle, do not lose an angle by going wider



MECHANICS - CENTRE

- ♦ We often have incorrect decisions from Centre on Centre-side drives
- ◆ These are the toughest plays because we have a poor angle or no help
- Wherever possible we must try to have two officials on the ball-side
- When we cannot do this (skip-pass) quick drive, be patient as C and do not make quick decisions



MECHANICS - CENTRE

- ♦ Have a good starting position at the FT line extended
- Do not remain static, use a x-step to improve your angle (high, or low) depending on the position of the players, or the drive
- Do not get stuck behind a shooter
- Son some plays, Trail can help and closer to the basket Lead can also help



MECHANICS - TRAIL

- Do not confuse hustle with position adjustments
- ★ Referees are moving a lot in the Trail position and think that this is working hard
- ★ Keep your sideline. Be on the shoulder (behind the dribbler) in transition and come level in the FC
- ♦ In the front court keep your sideline to see the spaces between the players
- Do not get stuck behind the shooter



MECHANICS – LEAD SUMMARY

- Se Good initial position
- Scan the paint on rotations turn your head and look, move sharply and with a purpose to arrive on time strong steps
- ◆ Look for secondary defenders, off-ball match-ups if the ball is not in your primary. If players are high, look to see if you can help
- Secondary defenders and DSC plays take Ownership of these plays!



MECHANICS - CENTRE SUMMARY

- ◆ Centre side post-ups & Centre side drives be worried!
- ★ Keep you sideline, but be ready to make a x-step to IMPROVE your look, not because you must do something
- ♦ In C and T, get off the sideline to keep your angle to see the spaces between the players
- NOTE Good Lead officials can help Centre officials



MECHANICS – TRAIL SUMMARY

- Do not go back/high on perimeter jump shots. You will be behind the shooter and will be out of the rebounding play
- ♦ We need Trail for rebounds, after the shot is over (their primary) Stay at home
- Smooth, short movements for PA − This affects your image
- ◆ In transition to L RUN. Do not coast/jog/take a break



MECHANICS - ALL

- Position adjustments are not crazy movements they are small adjustments if you are balanced and always ready to move
- Set on the floor when you need to
- ◆ Do not get on the floor and end up behind a shooter, this is not posible this season
- ♦ If you own your primary, you will get help when it leaves/ is leaving. What is closed to you is open to another official



MECHANICS - ALL

- Trust your partner
- ★ Trust the system
- See Do NOT guess
- ♦ Work hard to get the best angle
- **SE BE CONSISTENT**

THANK YOU!

QUESTIONS?

