

New Foul Switch

Not that big of a deal

Three-Person Mechanics Change

- A foul is called in the back court going to the front court with no free-throws to administer:
 - The calling official should move to the foul reporting area and give the appropriate information of the player and then signal.
 - The official will then move to a position that is moving forward to a position tableside in most instances.

LEAD calls table side

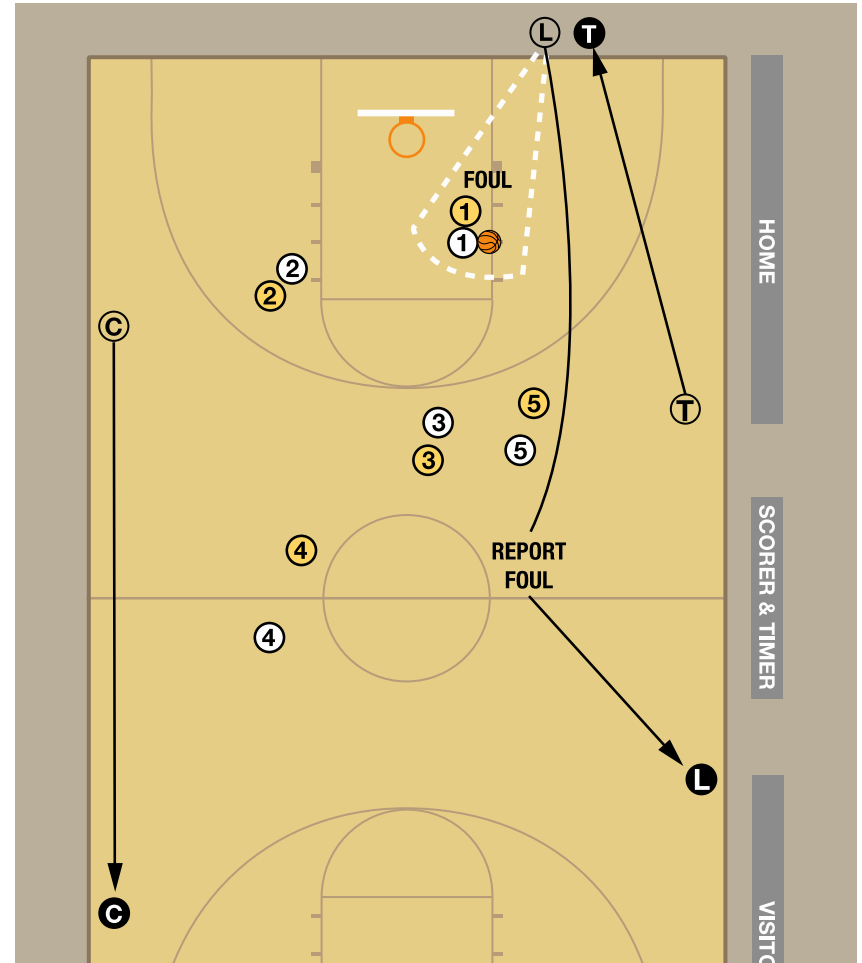
L calls foul table side,
reports, stays table side and
becomes the new L

Old C becomes the new C

Old T becomes the new T
and administers the throw-in

REPORT & GO + FILL IN

LONG SWITCH



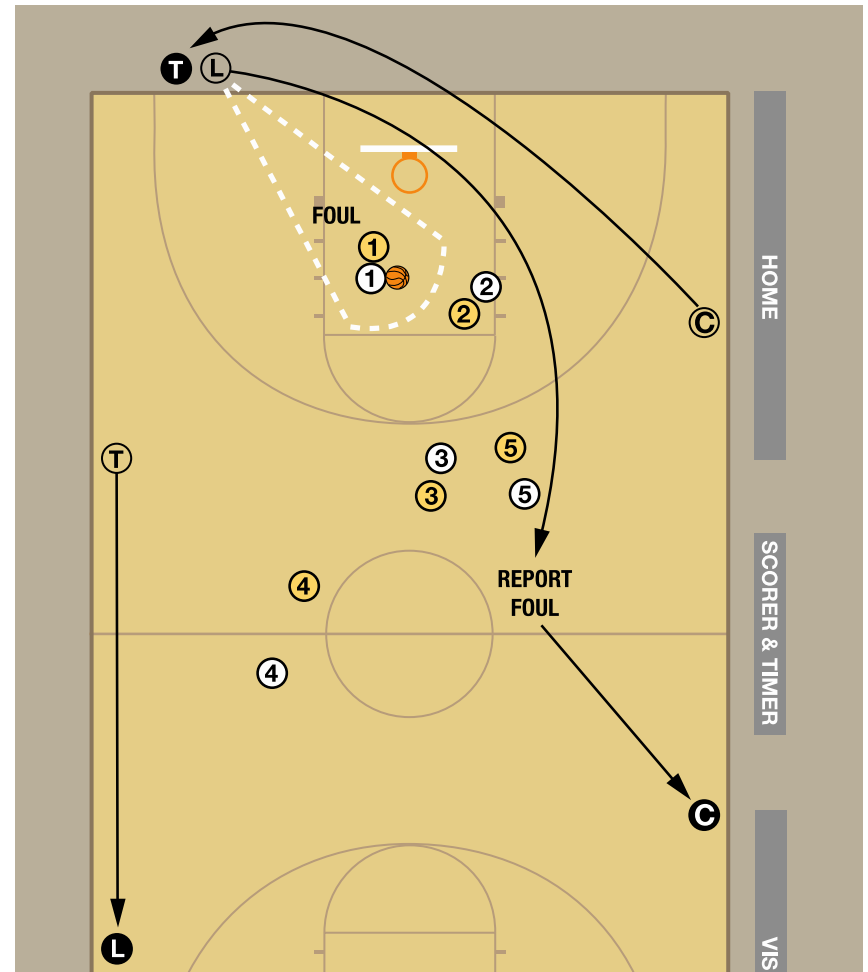
LEAD calls opposite

L calls foul opposite, reports, stays tableside and moves to front court to become the new C

Old T becomes new L

Old C becomes the new T and administers the throw-in

REPORT & GO + FILL IN



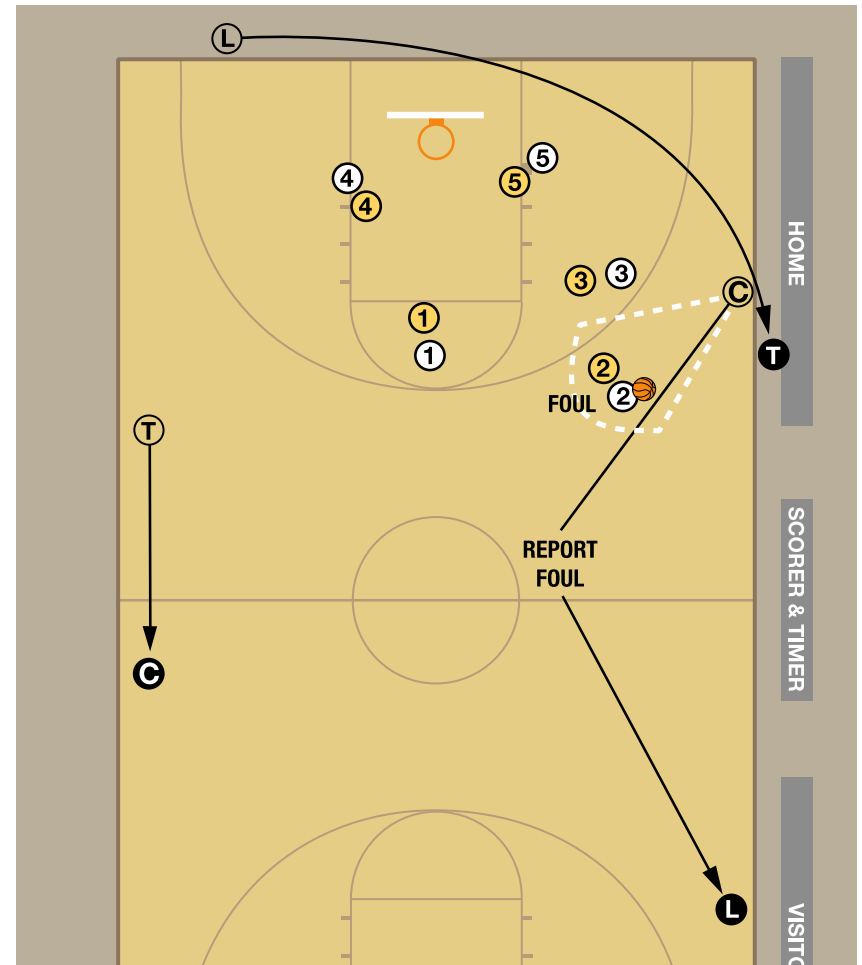
CENTER calls table side

C calls a foul, reports, stays
table side and slides down to
become new L

Old T becomes new C

Old L goes to sideline to
administer throw-in and
becomes new T

NOTHING NEW



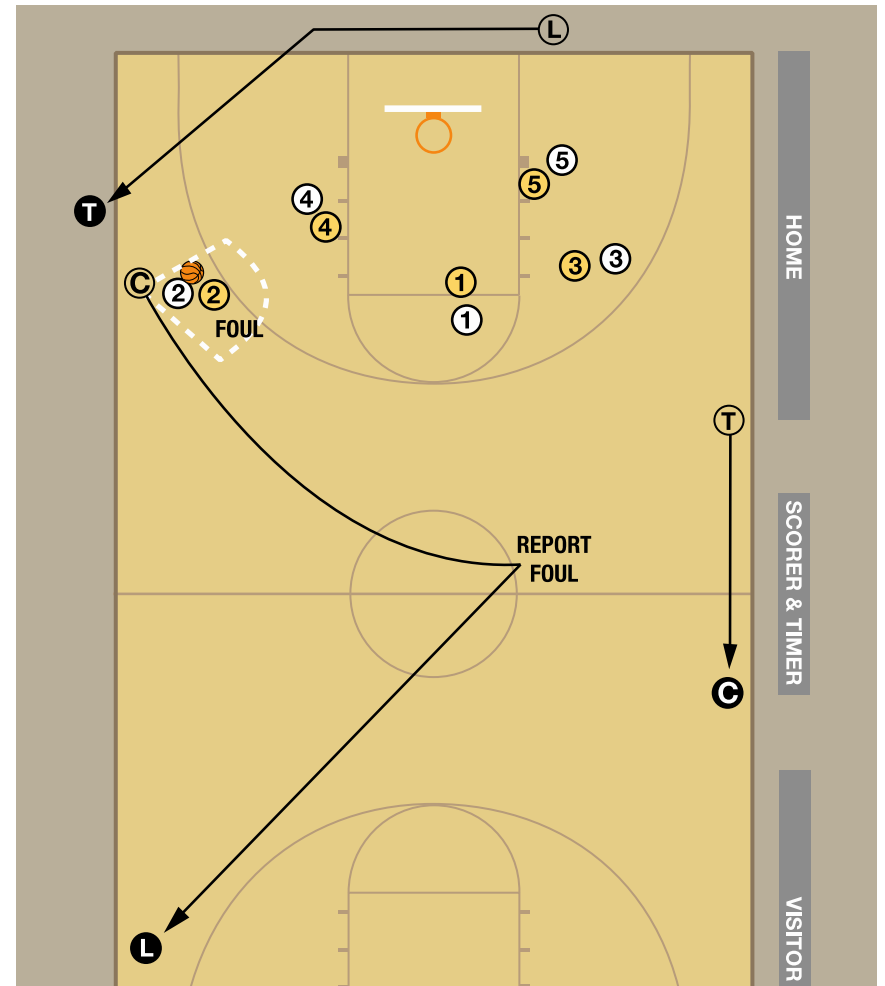
CENTER calls opposite

C calls a foul, reports, come back opposite and becomes the new L

Old T becomes the new C

Old L goes to the sideline to administer the throw-in and becomes the new T

NOTHING NEW



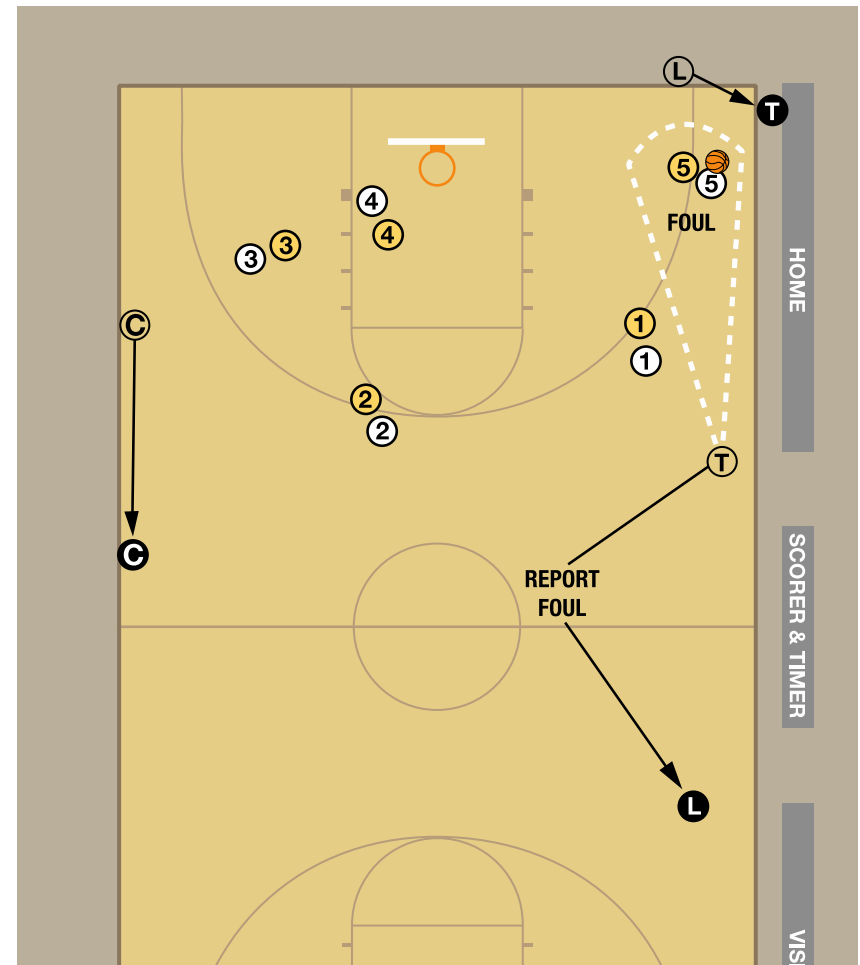
TRAIL calls table side

T calls foul, reports, stays
tableside and slides down to
become new L

Old C becomes new C

Old L becomes the T and goes
to the sideline to administer
the throw-in

NOTHING NEW



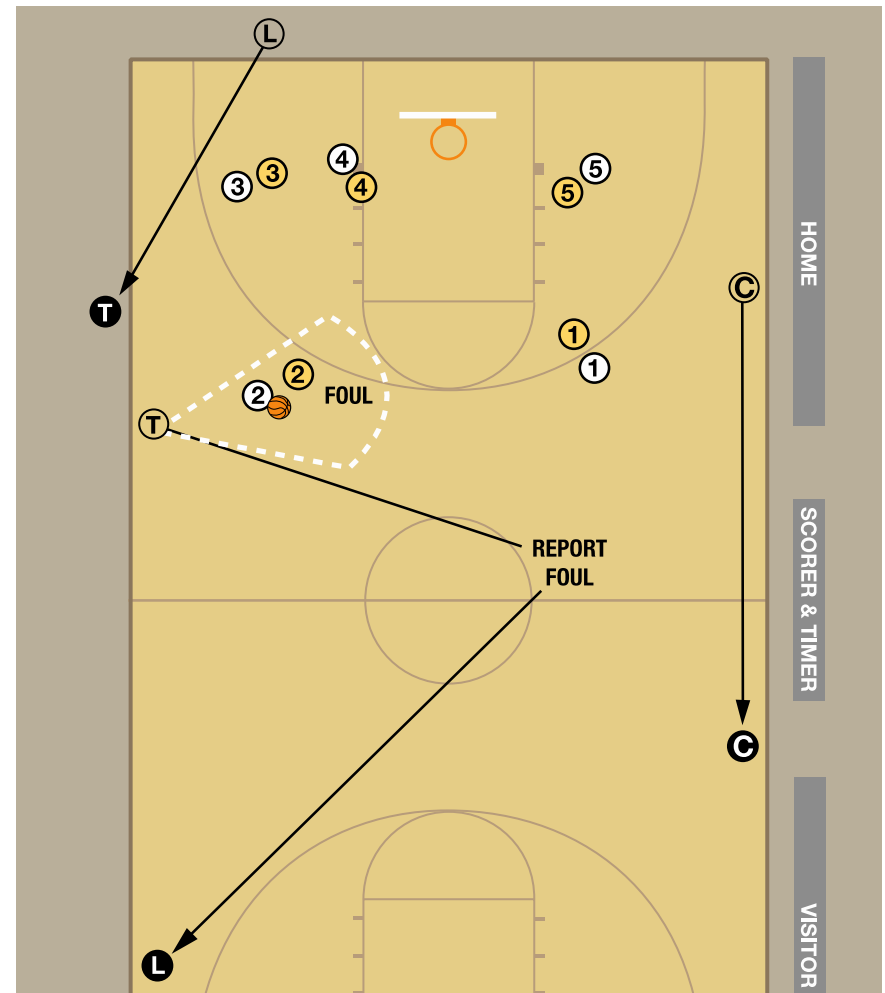
TRAIL calls opposite

T calls foul, reports comes back opposite and slides down to become new L

Old C becomes new C

L goes to sideline to administer throw-in and becomes new T

NOTHING NEW



SUMMARY

- Lead reports foul and stays table side.
- Long switch- becomes new **Lead** on table side throw-in.
- Becomes table side **Center** on opposite table throw-in.