

Officials' Mechanics and Procedures Manual

2026-27

TABLE OF CONTENTS

Rules Exceptions:

Page 5 Announcer (1-18)
Page 6 Instant Replay Procedure (2-2-1 Exception)
Page 13 Official Scorer (2-11-12)
Page 14 Timer Disqualification Procedure (2-12-5)
Page 16 Manufacturer's Logos (3-5-5, 3-6)

Manual Exceptions:

Page 18 Team Member - Uniform Expectations
Page 20 Jump Ball Procedures
Page 23 Throw-in Procedures
Page 25 Free Throw Administration (Co3)
Page 28 Substitution Process
Page 32 Timeout Positions
Page 37 Time-Out Procedure – "Bumping Time-outs"
Page 38 Signals

TABLE OF CONTENTS

Rules Interpretations:

Page 42 Hair Control Device – Extensions



MAINE RULES EXCEPTIONS

RULES EXCEPTIONS

Announcer (1-18):

The announcer shall be permitted to make announcements during the game (e.g. “Two minutes to go,” “That is the seventh team foul.”)

Comment: Announcers should be consistent in the information provided as well as the manner it is presented. If an official feels this guideline is not being honored, please report such to the Board Interpreter.

RULES EXCEPTIONS

Instant Replay Procedure (2-2-1 Exception):

EXCEPTION: A state association may permit game or replay officials to use a replay monitor during state championship series contests to determine if a scored goal at the expiration of time in the fourth quarter or any overtime period (0:00 on the game clock) should be counted, and if so, determine if it is a two-point or a three-point goal.

RULES EXCEPTIONS

Instant Replay Procedure (2-2-1 Exception):

The Maine Principals' Association has approved the use of video replay for post-season tournament basketball games at tournament venues (Portland Expo, Augusta Civic Center, Cross Insurance Arena, Cross Insurance Center) that have official video equipment and replay capabilities.

Game officials **will be required** to use the designated replay monitor when available to determine if a goal at the expiration of time in the fourth quarter or any overtime period should be counted or canceled when it would determine the outcome of the game.

When the officials go to the monitor, they may also determine if the try is a two-point or three-point goal.

RULES EXCEPTIONS

Instant Replay Procedure (2-2-1 Exception):

Monitor Review Procedure:

1. **Pregame:**

- The Referee will designate the official timepiece prior to the scheduled starting time of the game. (2-4-1) When a clock is located above the backboards in a facility, they will be designated as the official timepiece.

- When the Referee goes to the timer and scorer's table, they will discuss the instant replay procedure with the table officials and identify the location of the courtside review equipment.

RULES EXCEPTIONS

Instant Replay Procedure (2-2-1 Exception):

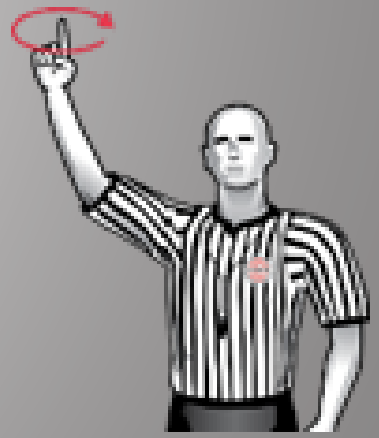
2. The scorer and timer should be prepared to assist the game officials in determining if a last-second try for goal should be counted or cancelled, using the following procedure:
   a. The scorer is responsible for watching for the release of the try.
   b. When the try is released, the scorer should verbally state “shot.”
   c. The timer is responsible for determining when time has expired in the quarter/period by watching for LED lights or listening for the horn (in facilities that do not have LED lights).
   d. The timer should be prepared to share this information if requested by the Referee.
   e. If needed, the Referee will ask the timer, “where was the ball when time expired?” This information may be used by the Referee to make the ruling.

NOTE: This procedure should be used by officials in situations when instant replay is not available.

RULES EXCEPTIONS

Instant Replay Procedure (2-2-1 Exception):

3. **BEFORE** the replay is initiated, the game officials must signal if the goal should be counted or canceled.
   - The official responsible for the last-second try should signal to indicate their ruling.
   - If the covering official is unsure, the game officials may conference to arrive at the ruling.
   - The Referee may also consult with the table officials in making this determination (2-13).
4. The Referee sounds their whistle and displays the “replay review signal.”
5. The crew clears the court, moving teams back to their respective bench areas. The review may not be conducted until the court is clear.



RULES EXCEPTIONS

Instant Replay Procedure (2-2-1 Exception):

6. Review

   The officials' responsibilities are as follows:

   a. The Referee informs the scorer that the play is under review.

   b. The Referee and the official who made the initial ruling (or U1 if the Referee made the initial ruling) go to the monitor.

   c. The other official stands at the midpoint between the scorer's table and center circle to monitor team activity.

   d. If needed, the two umpires may switch positions during the review.

7. Decision

   - The officials must have indisputable evidence to change the ruling made on the court.

RULES EXCEPTIONS

Instant Replay Procedure (2-2-1 Exception):

8. Announcement
   - Once the play has been reviewed and a decision has been reached, the Referee moves to the center circle, sounds their whistle, and signals to:
     - ➔ count the goal (using the three-point signal if necessary), or
     - ➔ cancel the goal.
9. If overtime is needed, use the proper overtime procedures.
10. If the game is over, leave the court together as a crew.

RULES EXCEPTIONS

Official Scorer (2-11-12):

The official scorer will not be required to wear a black-and-white vertically striped garment.

Comment: The court shall be marked with an “X” on the court in front of the scorer. It is permissible for the scorer to drape a black and white shirt over the scorers table for identification purposes. If an official encounters a situation where the scorer is not easily identifiable, please report such to the Board Interpreter.

RULES EXCEPTIONS

Timer's Duties (2-12-5):

The timer must:

Sound a warning signal to announce 15 seconds (maximum) permitted for replacing a disqualified or injured player, or for a player directed to leave the game and signal again at the end of the interval after being directed to do so by an official.

RULES EXCEPTIONS

Timer's Duties (2-12-5):

NOTE: The official must signal the timer to begin the 15-second interval for replacing a player directed to leave the game. The timer should inform the official when 15-seconds has elapsed. If the official rules the head coach is not in process of completing the substitution at the time, the official should direct the timer to sound the second horn and assess a direct technical foul to the team's head coach (10-6-2). If the timer sounds the second horn without having been directed to do so by an official, the official should not assess a penalty unless it is clear the head coach of the offending team is delaying the resumption of play by not completing the substitution process.

RULES EXCEPTIONS

Manufacturer's logos (3-5-5, 3-6):

If multiple manufacturer's logos are visible on the game uniform bottoms as a result of a "rolled" or "folded" waist band, the game pants/skirt **shall be considered legal**. The size of the logo is limited to 2¼ square inches to be considered legal.



MAINE MANUAL EXCEPTIONS



MAINE MANUAL EXCEPTIONS

UNIFORM EXPECTATIONS

TEAM MEMBER – UNIFORM EXPECTATIONS

Pre-Game on the Court:

~~As long as the illegal apparel/equipment does not present a safety concern, team members are permitted to continue warming up but will not be able to participate in the game unless the situation is resolved.~~

NOTE: It is the **expectation that all team members in uniform** will be properly equipped when they enter the court for pre-game warm-ups and continue to be properly equipped through the end of the game including timeouts and intermissions. If an official observes a team member not complying with uniform, equipment and/or apparel rules, it should be addressed **directly with the head coach**. If ball is live when observation is made, it should be addressed at the next dead ball when the clock is stopped. If a player is not properly equipped, they should be directed to leave the game (IRG 2:1:Penalty NFHS 3-3-5).

IAABO Manual 2:5:A.3.c.2



MAINE MANUAL EXCEPTIONS

JUMP BALL

JUMP BALL POSITIONING & COMMUNICATION

The tossing official should ensure both teams are ready before tossing ball. The tossing official **will not** be required to check with captains.

The tossing official shall confirm readiness of each team by using the color of the jersey (e.g. “Blue ready?” “White ready?”).

SEGMENT 2 – JUMP BALL PROCEDURES

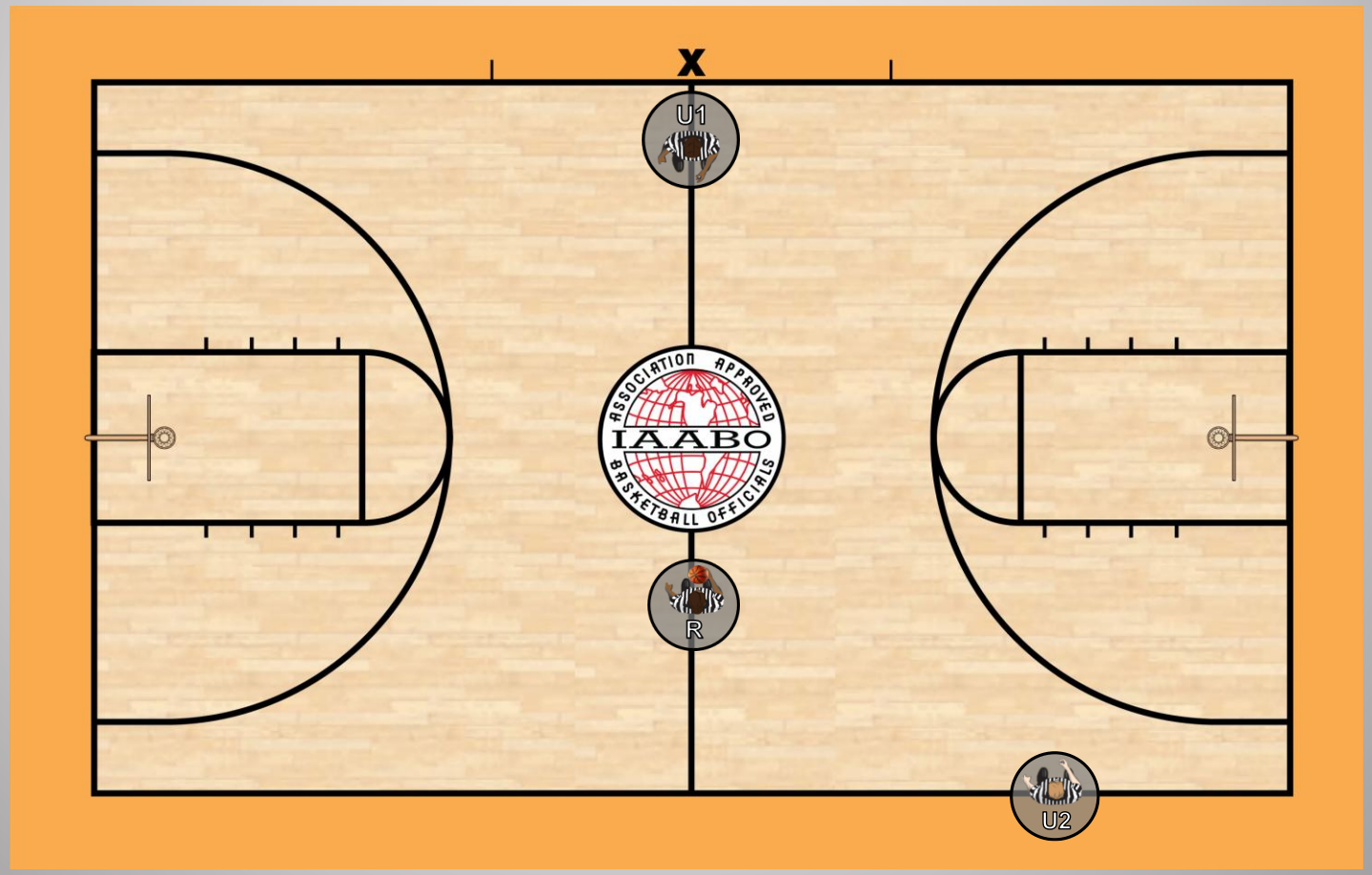
A. While each official has specific primary responsibilities, both officials are responsible for ensuring the jump ball is properly administered and for ruling on all fouls and violations.

B. The Tosser:

1. Holds the ball and stands at the division line, opposite the table
2. Verifies with their partner that the correct number of players are on the court.
3. Checks with the table, partners and captains for readiness to start the game.
4. Indicates the teams’ baskets verbally and with directional signals.
5. Sounds the whistle and then removes the whistle from their mouth.
6. Steps into the circle between the jumpers, once ready to toss.
   a) **REMINDER:** Center-circle restrictions begin at this point.
7. Tosses the ball straight up, between the jumpers, to a height greater than either of them can jump.
   a) **REMINDER:** The tossed ball may only be touched by a jumper **after** the ball has reached its maximum height, and before it touches the floor. The Non-Tosser is responsible for this ruling.
8. Remains stationary until players clear the area, and then places the whistle in their mouth.
9. Moves to the **Trail** position (Figures 3-2-1 and 3-2-2).
10. Checks the table to ensure the alternating possession arrow was properly set.

JUMP BALL POSITIONING (Co3)

U1 will be positioned tableside **at the division line** to observe and rule on the jump ball.

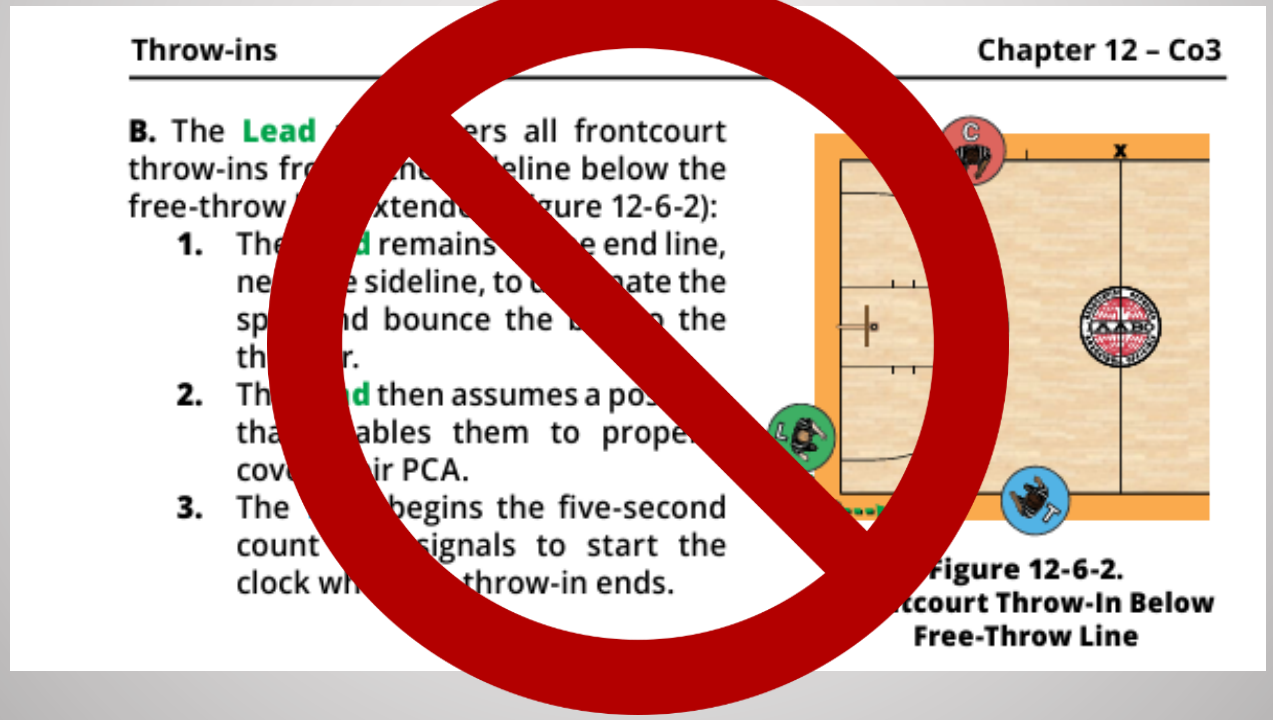




MANUAL EXCEPTIONS
THROW-INS

LEAD FRONTCOURT SIDELINE (Co3)

The Lead **will not** bounce ball to thrower on sideline.
Sideline throw-ins shall be administered by Trail official.



Throw-ins Chapter 12 – Co3

B. The **Lead** ers all frontcourt throw-ins fr ne eline below the free-throw xtend gure 12-6-2):

1. The d remains e end line, ne e sideline, to ate the sp nd bounce the the th r.
2. Th d then assumes a po tha ables them to prope cov ir PCA.
3. The begins the five-second count signals to start the clock wh throw-in ends.

Figure 12-6-2.
tcourt Throw-In Below
Free-Throw Line

IAABO Manual 12:6:B



MAINE MANUAL EXCEPTIONS

FREE THROW ADMINISTRATION (CO3)

FREE THROW ADMINISTRATION (CO3)

A. The Center takes a position on the opposite side, approximately three feet behind the free-throw line extended and halfway between the lane line and sideline, that allows them to observe and monitor the following for free-throw violations and other infractions:

1. The free thrower
2. The players in the top two spaces on the tableside lane line
3. ~~The flight of the ball (including ruling on possible goaltending or basket interference)~~



***** The Trail is now primarily responsible for the flight of the ball and ruling on basket interference and goaltending.**

FREE THROW ADMINISTRATION (CO3)

B. Just before the Lead bounces the ball to the free thrower for the final free throw attempt when the ball will remain live, the Trail moves to the 28’ mark on the sideline.
C. The Trail is responsible for observing and monitoring all players who are not occupying marked lane spaces or free thrower for free throw violations and other infractions.
D. The Trail is responsible for observing the flight of the ball (including basket interference and goaltending), as well as lane activity.
E. The Trail is responsible for closing down toward the end line once the final free throw attempt is released, to assume all usual rebounding coverage responsibilities.



IAABO Manual 15:4:B-E



MAINE MANUAL EXCEPTIONS
SUBSTITUTION PROCEDURE

SUBSTITUTION PROCEDURE (Co2)

New for the 2026-27 Season!

The primary responsibility for beckoning in substitutes shall be the official closest to the table which is typically the trail and could be table side or opposite the table.

- The official shall raise their hand and beckon the substitutes and hold their hand up until all substitutes have left the court.
- The official shall lower their hand and make eye contact with the other official.
- Any further substitutions at that point should only be beckoned by the administering official and only with a horn.
- If the official was in the process of handing or bouncing the ball, or has given the ball to the in bounder the official shall blow the whistle, deny entry and re administer the throw in.
- During the administration of free throws the administering official shall beckon substitutes. The administrating official shall also be aware of players substituting for the shooter or at the table after the ball has been administered and shall Beckon those substitutions on a made basket.

SUBSTITUTION PROCEDURE (Co3)

New for the 2026-27 Season!

The primary responsibility for beckoning in Substitutes will be the official nearest the table. In transition the center official shall beckon Substitutes both opposite the table and table side.

- The trail official table side shall Beckon Substitutes during free throws. The trail official Shall raise their hand and once all substitutes have left the court lower their hand and make eye contact with the administering official. Any horn for substitutes after that point prior to administering the last free throw shall be the responsibility of the administering official.

SUBSTITUTION PROCEDURE (Co3)

New for the 2026-27 Season!

Rationale: The rationale is to put the substitution responsibility on the official closet to the table or with the best view of both benches and the table. This will prevent inbounding the ball before all players have left the floor and allow the administering official to concentrate on preparation of the throw in or free throw. The goal is to communicate as a team and if there are times where two officials have hands raised mirroring each other should not be an issue as long as communication happens and both hands are lowered prior to administering the throw in or free throw. This aligns with the manual but further clarifies what is written in the manual.

There will be times, especially in a crew of 2 where the new lead is in position at the opposite end and the new trail will beckon substitutes prior to administering the throw in. This follows the procedure above as they will be the new trail.



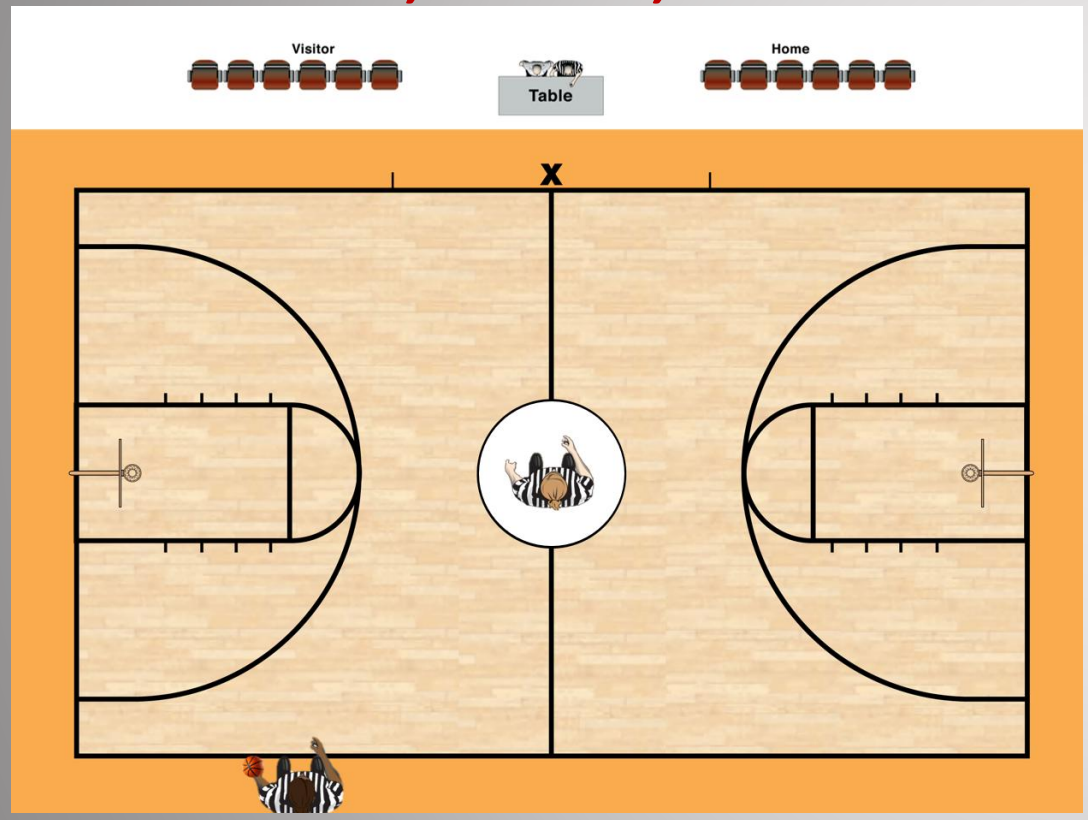
MAINE MANUAL EXCEPTIONS

TIME-OUT POSITIONS

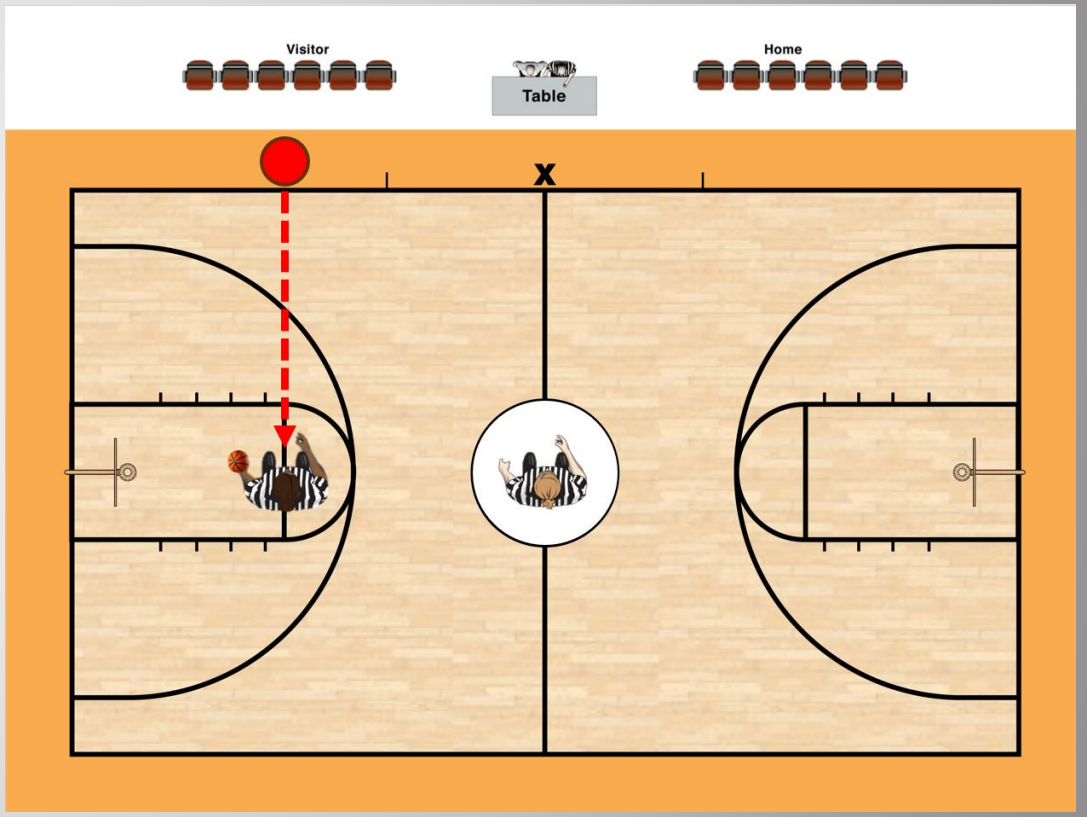
TIME-OUT POSITIONS – CREW OF 2

(When there are no cheerleaders / spirit participants)

30-SEC, 60-SEC, INJURY



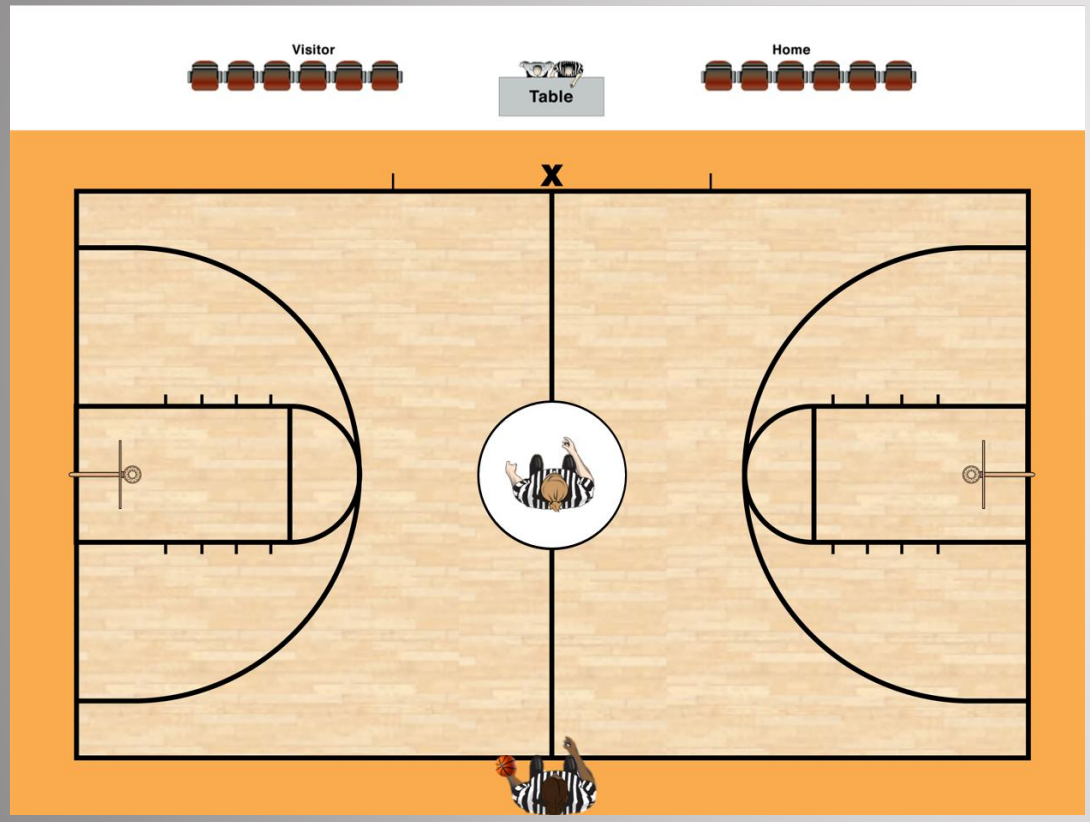
DESIGNATED SPOT TABLESIDE



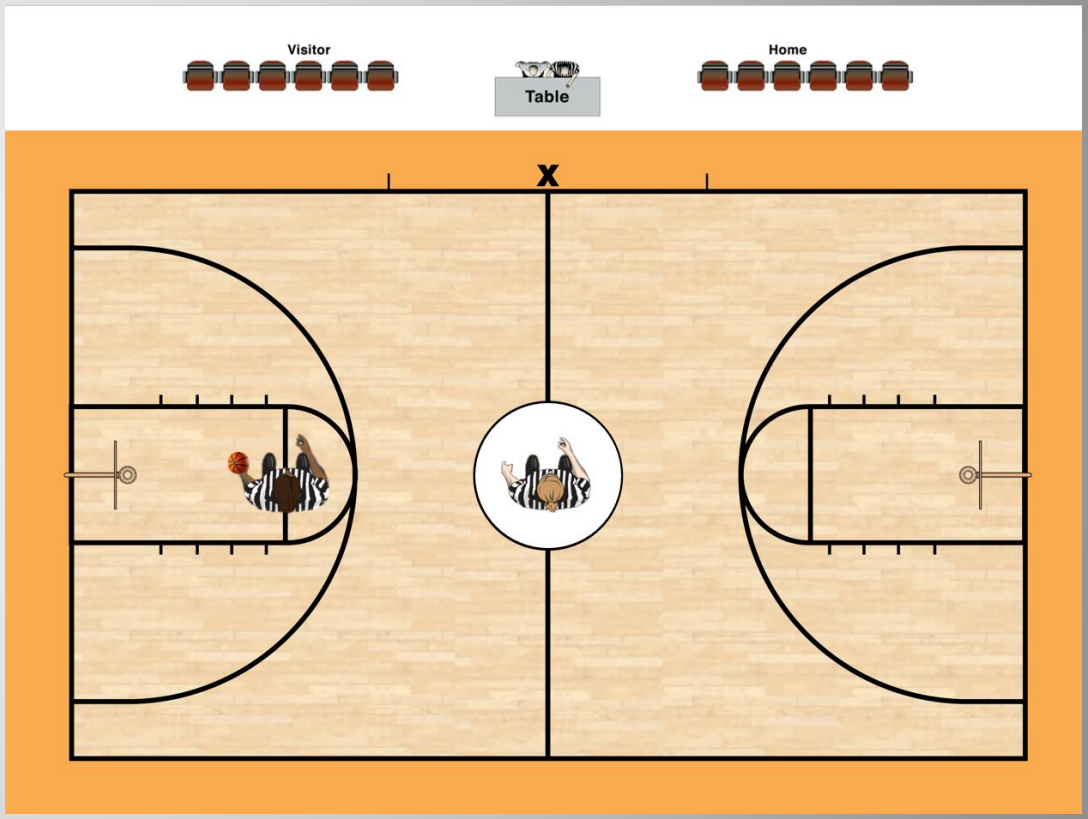
TIME-OUT POSITIONS – CREW OF 2

(When there are no cheerleaders / spirit participants)

BETWEEN QUARTERS



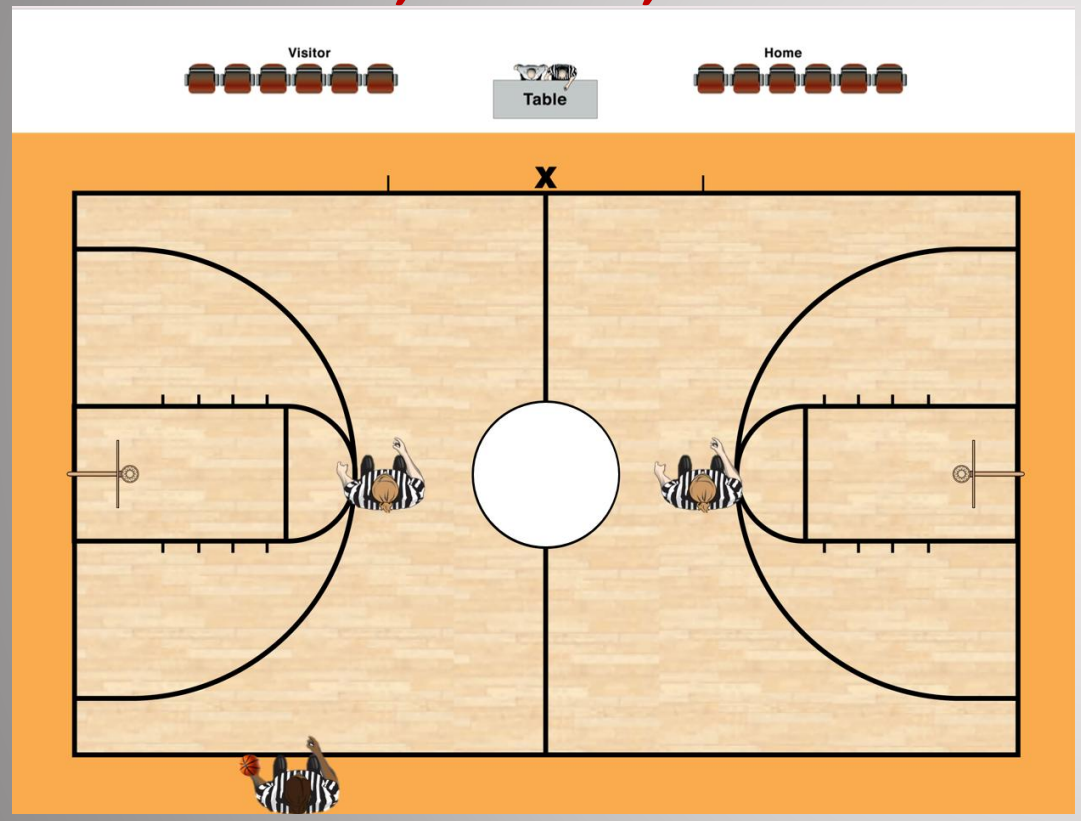
FREE THROWS



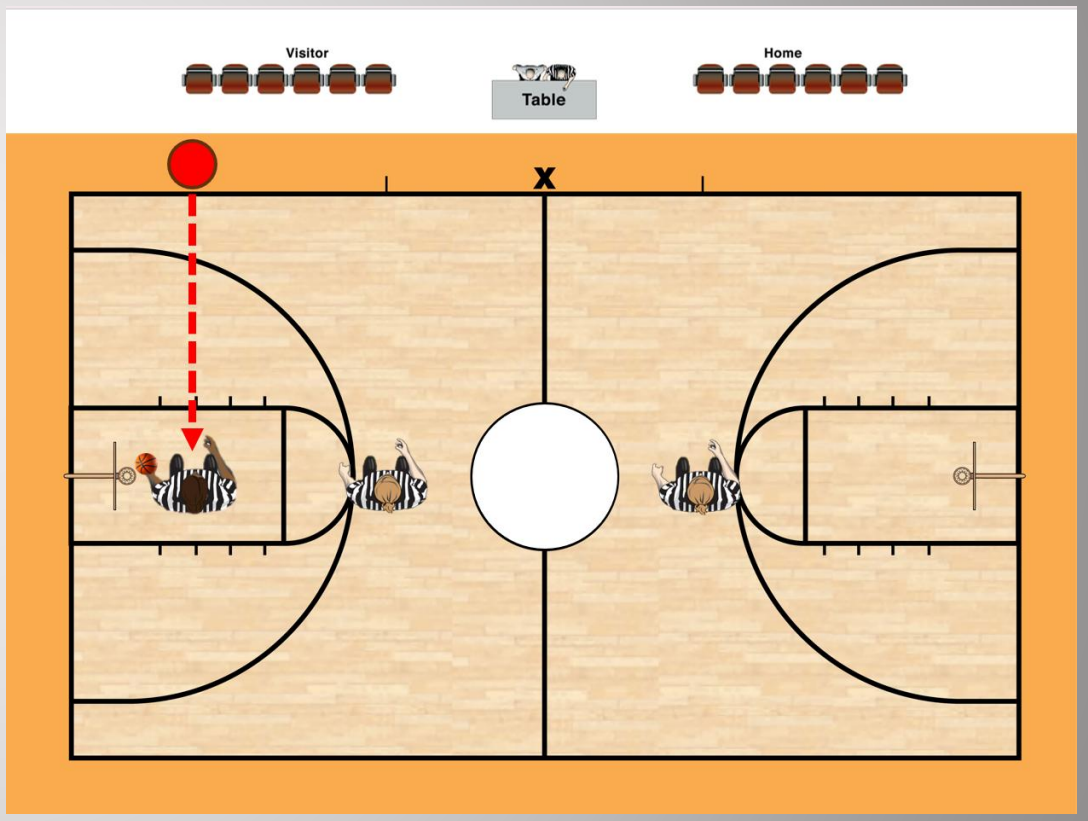
TIMEOUT POSITIONS – CREW OF 3

(When there are no cheerleaders / spirit participants)

30-SEC, 60-SEC, INJURY



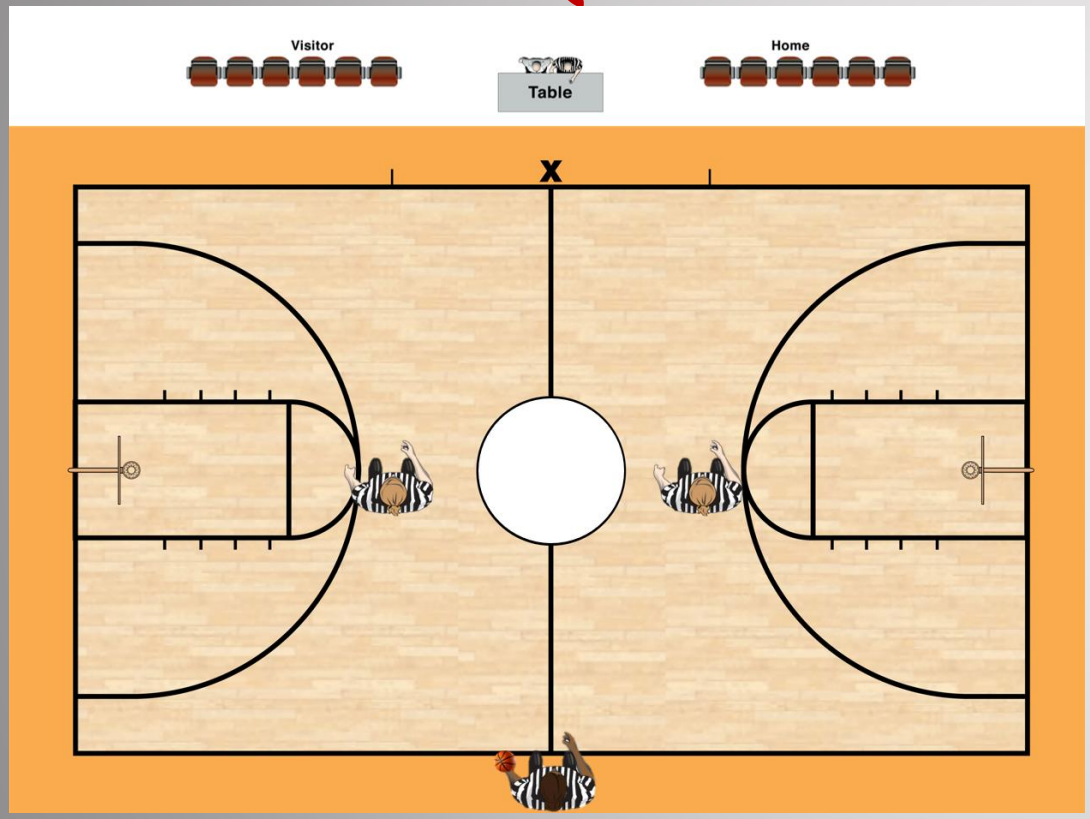
DESIGNATED SPOT TABLESIDE



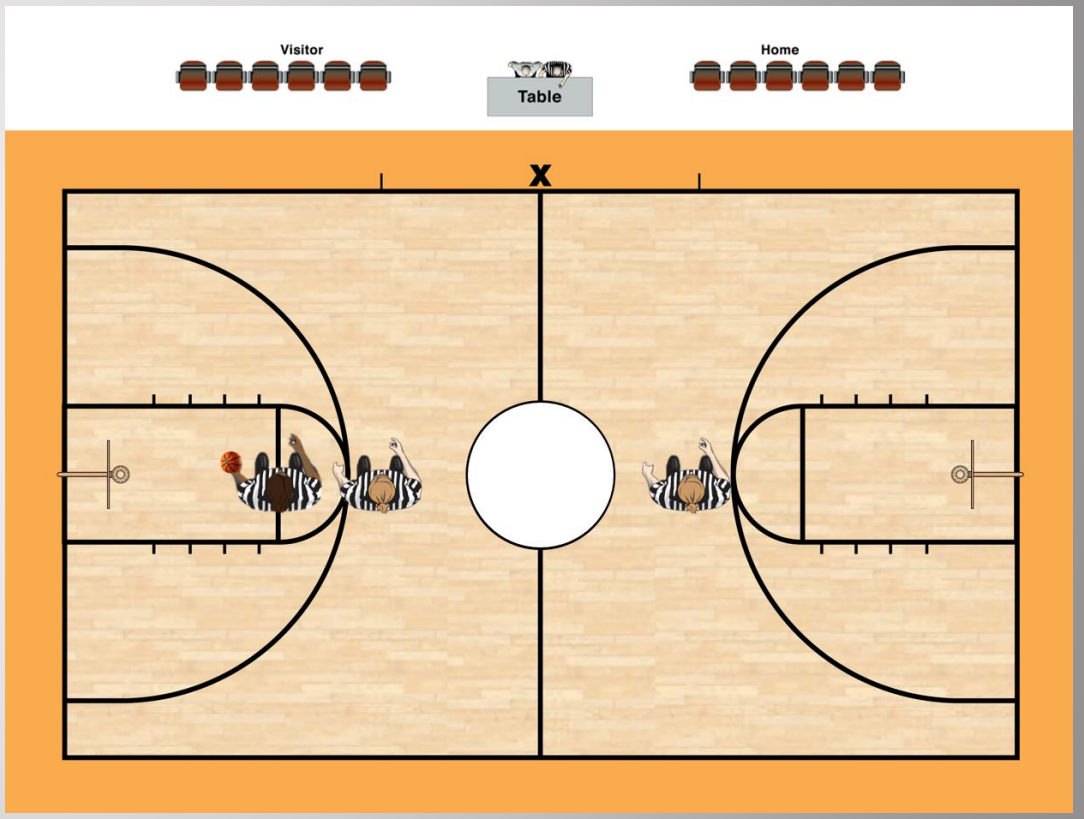
TIMEOUT POSITIONS – CREW OF 3

(When there are no cheerleaders / spirit participants)

BETWEEN QUARTERS

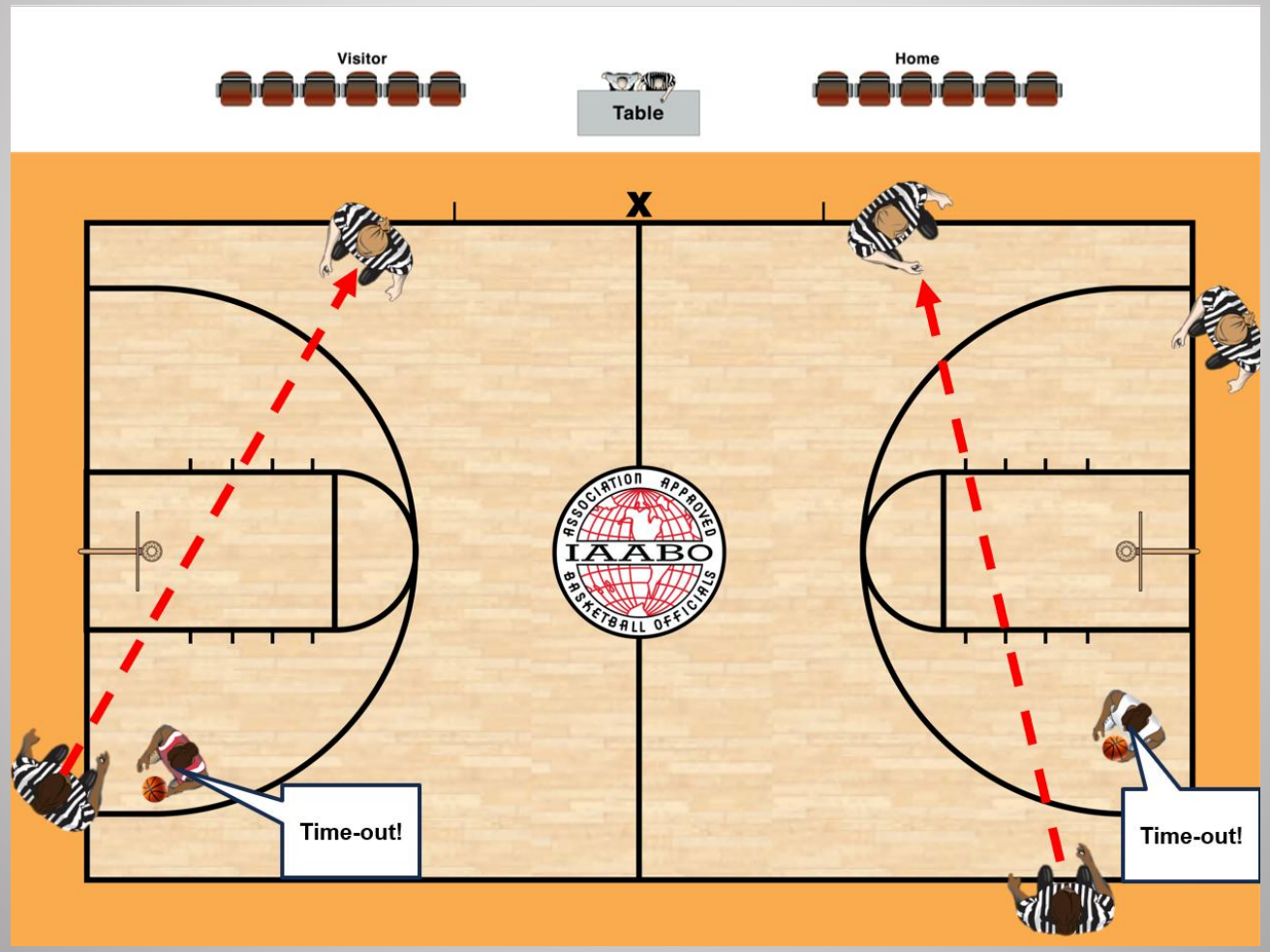


FREE THROWS



BUMPING TIME-OUTS (Co2, Co3)

The ruling official may communicate time-out information to official nearest the scorer's table to report to the official scorer.





MAINE MANUAL EXCEPTIONS

SIGNALS

NOT CLOSELY GUARDED SIGNAL

The “not closely guarded” signal **will not** be used in Maine.



IAABO Manual p. 487

CLOCK AWARENESS/LAST SECOND TRY

In Crew of 2:

The Trail is responsible for last second tries.

In Crew of 3:

The official (Trail or Center) opposite the scorer's table is responsible for last second tries.

Officials **should not** raise an index finger in the air with one minute remaining in a quarter or extra period.

Page 87

SEGMENT 1 – LAST-SECOND TRIES

A. One minute remaining:

1. ~~When there is approximately one minute remaining, it is recommended that the officials communicate that to each other by raising an index finger in the air.~~

IAABO Manual 9:1:A



MAINE RULES INTERPRETATIONS

PLAY #1 – HAIR CONTROL DEVICES



A-1 is wearing rubber, cloth or elastic bands with extensions to control his/her hair.

RULING: Illegal. Hair control devices shall be bands that do not include decorations such as extensions. **Hard items, including, but not limited to, beads, barrettes, bobby pins, and other adornments in the hair that are securely fastened close to the head and do not present an increased risk to the player and teammates or opponents are allowed.**

COMMENT: "Knots" and "extensions" created by the use of pre-wrap are considered **legal**.


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BASKETBALL OFFICIALS