

Good morning! Hope all is well with you and you had a great game last night and IMPROVED on one part of your game. We ALL can work on ONE part of our game each and every time we lace them up.

Quiz question for today.....

8. A-1 and B-1 get involved in a fight. The coach of Team A enters the court to help restore order and prevent the situation from escalating. The official rules the coach may enter the court without being beckoned. Is the official correct? 8. Yes No

Today's topic.....end of game with the game yet to be decided.....white is down 2 with 14 seconds left and has the ball for a throw-in near midcourt opposite the table.....thinking about your game? IF you have the opportunity to talk (due to a TO), DO IT!!!! Make sure the crew is on the same page!

In a three-person game, we have the strong side opposite.....the current T will have last shot. Lead needs to make sure to get a good look at anything that might be a drive, so needs to rotate to get in a good position for it. Center has to make sure to get the weak side illegal screens and rebounding action on a missed shot. If lead rotates, C and T must pick it up and rotate as well.

In a two-person game, T and L will stay where they are and officiate the last 14 seconds from those positions, getting the best possible look/angle.

OK, with everything set up in our minds, let's look at the clip and think about what you see in REAL time.....REAL time.....almost anyone can make the call when we have slow-motion.....take a look [here](#) for the play.

What did you see in real time? Looks pretty clean doesn't it? In this particular game, lead rotates in anticipation of the drive...looks like he almost knows it is coming.....and it was a GREAT rotation. Center and trail pick up the rotation well and, in fact, the old center (new trail) does not bail out on the play since the drive is going down his lane line.....he stays with the play until action forced him to trail....in this case a change of possession. Lead looks to have a great angle on the pass (ally-oop), rebound and put-back shot. Center and trail also seem to be focusing in the correct locations. Seven of the ten players are in the paint on this play now and even if the ball gets kicked out to someone outside the paint, C and T will have it covered.

Now, what did you see in slo-mo? Like the contact on the player receiving the ally-oop pass? Looks like he was dislodged from his position of receiving the pass/shooting/dunking the ball. This play needs to be seen in real time. THIS is a foul. At the very least, we have a foul on the pass and white would end up with two shots anyhow since they are in the double bonus...and at the most, the foul is deemed to be on the shot. In MY opinion, he never controlled the ball so it would not be on a shot. In this particular case, either way they are getting two shots due to the double bonus. We MUST know what the team's bonus situation is as well.

Keep the slo-mo rolling and it is amazing isn't it.....we have a travel with 0.7 seconds remaining! We certainly benefit from slow-motion here to get the correct time, but it was DEFINITELY before the horn. We need to have definite knowledge when we blow the whistle as to the time on the clock. In this case, there was never a whistle for the travel when he runs with the ball. When you DO have a whistle (new L or C could have this), we can get help from new T...hopefully he/she looked up at the clock when the whistle was blown. (Remember that when we have 0.3 or less on the clock, all we can have is a tip or

tap.....as soon as a player CATCHES the ball, the tip/tap is impossible.) Get together and talk about the time.....GET IT RIGHT before you leave the court. Once we leave the confines of the court, the game is over.

When we swallow the whistle to 'let the players decide the game,' WE have actually decided the game. Call the travel and give white a throw-in. Call the foul on the displacement on the ally-oop pass. LET the players decide the game.....

Be CONFIDENT in yourself at the end of a game.....we need to be PERFECT then since nobody has a chance/time to make up for our mistake. Talk with the crew during a TO when you have a chance near the end.

Quiz answer? YES! Rule 10-6-1 note:

NOTE: The head coach may enter the court in the situation where a fight may break out - has broken out - to prevent the situation from escalating.

Have a great game and work hard tonight.....right to the final buzzer!

Tim