


Good morning! We might actually get a full slate of games in this evening!

Today's tip.....being ready from the GET GO! The jump ball can have its own issues, we just need to make sure we are ready for them.....remember the requirements set for the jump ball:

Currently Viewing: 6-3-1

 [Link to Article](#)

ART. 1

For any jump ball, each jumper shall have both feet within that half of the center restraining circle which is farther from his/her basket.

ART. 2

When the official is ready and until the ball is tossed, nonjumpers shall not:

- a. Move onto the center restraining circle.
- b. Change position around the center restraining circle.

ART. 3

Teammates may not occupy adjacent positions around the center restraining circle if an opponent indicates a desire for one of these positions before the official is ready to toss the ball.

ART. 4

The ball shall be tossed upward between the jumpers in a plane at right angles to the sidelines. The toss shall be to a height greater than either of them can jump so that it will drop between them.

ART. 5

Until the tossed ball is touched by one or both jumpers, nonjumpers shall not:

- a. Have either foot break the plane of the center restraining circle cylinder.
- b. Take a position in any occupied space.

ART. 6

The tossed ball must be touched by one or both of the jumpers after it reaches its highest point. If the ball contacts the floor without being touched by at least one of the jumpers, the official shall toss it again.

ART. 7

Neither jumper shall:

- a. Touch the tossed ball before it reaches its highest point.
- b. Leave the center restraining circle until the ball has been touched.
- c. Catch the ball before the jump ball ends.
- d. Touch the ball more than twice.

ART. 8

The jump ball and the restrictions in 6-3-7 end when the touched ball contacts one of the eight nonjumpers, an official, the floor, a basket or backboard.

**NOTE:** During a jump ball, a jumper is not required to face his/her own basket, provided he/she is in the proper half of the center restraining circle. The jumper is also not required to jump and attempt to touch the tossed ball. However, if neither jumper touches the ball it should be tossed again with both jumpers being ordered to jump and try to touch the ball.

An entire chapter meeting could be devoted to administration of the jump ball. This is not just a formality; we need to make sure each player is legal on the jump ball. READ these and know the responsibilities you have (two-person or three-person).

#### TWO-PERSON

##### **B. Referee (or designated tosser):**

1. Face the table. (See Diagram 4-2)
2. Sound the whistle prior to the toss.
3. Remove the whistle from the mouth prior to the toss.
4. Toss the ball slightly higher than either person can jump.  
**NOTE:** If the toss is poor, either official should immediately sound the whistle; signal the clock should not start and order a rejump.
5. Have primary responsibility for action of jumpers.
6. Ensure the proper setting of the possession arrow.
7. Adjust position based on the umpire's movement.
8. Be responsible for PCA once control and direction of play have been determined.

##### **C. Umpire (or non-tosser):**

1. Take a position on the table side sideline, at the division line, facing the referee.
2. Primarily responsible for the position and action of the eight nonjumpers.
3. Signal the clock to start when the ball is legally touched.
4. Move in the direction of the ball.
5. Be responsible for PCA, once control and direction of play have been determined.

#### THREE-PERSON

**A. Begin Play:** The tossing official notifies both captains that play is about to begin. U1 counts the home-team players and U2 the visiting-team players.

##### **B. Referee (or designated tosser):**

1. Face the table. (See Diagram 5-2)
2. Sound the whistle prior to the toss.
3. Remove the whistle from his/her mouth prior to the toss.
4. Toss the ball slightly higher than either jumper can jump.  
**NOTE:** If the toss is poor, any official should immediately sound the whistle; signal the clock should not start and order a rejump.
5. Have primary responsibility for action of jumpers.
6. Hold his/her position until the direction of the ball is established.
7. Move slowly to correct position as Trail.
8. Ensure the proper setting of the alternating-possession arrow.
9. Be responsible for PCA once control and direction of play have been determined.

**C. Umpire 1 (U1):**

1. Take a position on the table side sideline, approximately 28 feet from the end line, to the left of the tossing official.
2. Primarily responsible for the toss and ruling it legal or illegal.
3. Signal the clock to start when the ball is legally touched.

**D. Umpire 2 (U2):**

1. Take a position on the opposite sideline, approximately 28 feet from the end line, to the right of the tossing official, on the side opposite the U1.
2. Primarily responsible for the position and action of the eight nonjumpers.

Knowing these responsibilities should NOT be taken lightly! We need to KNOW them!

Now that we have these covered, let's take a look at the clips to see if you have anything on either of the jump ball administrations in the video.....[here](#).

How about the first play in the girls game? Anything violating the jump ball procedure there? Actually, black 10 is standing behind white 2, not permitted (she is in white 2's space). Take a look at the case plays as well! In addition to black 10 standing behind white 2 (we should make them move to legal positions before we toss the ball), did you wonder about a foul by the white jumper? She 'swings' hard at the ball.....hard to tell if contact was made on black or not, but if so, we need to be READY to take care of this right away.

Let's talk about the boys jump...they had a violation on white....agree? Why? White jumper #23 hits the ball 3 times, a violation. Good get here on the jump....hard to tell who had the whistle, but U1 has *primary* responsibility for the two jumpers. ANY of the three officials needs to get the violation if it happens and is seen.

Point of today? Be READY from the time we walk on the floor and when the ball goes into the air!

Have a great game today!

Tim