

Good morning!

I hope tipoff weekend was a great one for you! Hope you had a good game or two!

My chapter had a meeting yesterday and we had plenty to discuss from Friday and Saturday games!

Today's tip.....this is a back court violation called but the question of control – team control – is brought up.....take a look at the definition of control – both player and team – below. KNOWING these is critical.....shooting bonus free throws and granting timeouts are two huge issues we must rule correctly on based on team/player/no control.

ART. 1

A player is in control of the ball when he/she is holding or dribbling a live ball. There is no player control when, during a jump ball, a jumper catches the ball prior to the ball touching the floor or a non-jumper, or during an interrupted dribble.

ART. 2

A team is in control of the ball:

- a. When a player of the team is in control.
- b. While a live ball is being passed among teammates.
- c. During an interrupted dribble.
- d. When a player of the team has disposal of the ball for a throw-in.

ART. 3

Team control continues until:

- a. The ball is in flight during a try or tap for goal.
- b. An opponent secures control.
- c. The ball becomes dead.

ART. 4

While the ball remains live a loose ball always remains in control of the team whose player last had control, unless it is a try or tap for goal.

ART. 5

Team control does not exist during a jump ball or the touching of a rebound, but is re-established when a player secures control.

ART. 6

Neither team control nor player control exists during a dead ball, a jump ball or when the ball is in flight during a try or tap for goal.

Take a look at the clip [here](#). So was the back court violation call correct? YES! Blue was last to touch the ball in the front court AND the first to touch as he slid across and touched the back court. Team control do not change on this play since (Article 3) we did not have a try in flight, an opponent secure the ball or the ball become dead. In a play like this, we must remember that team control continues with the team who last had PLAYER control (Article 4).

Sometimes it is very difficult to SEE who touched last when the ball is loose and there seems to be a mad scramble for the ball. This is why we had the addition of the 'deflection' signal a few years ago. This is T's

primary call in a three-person or two-person game. In a three-person game, we may be able to get help from the C. In a two-person game, T is most likely 'stuck' with the call all alone. Remember that we need to be positive to put air in the whistle. Move to improve your angle on plays and mover to get your best look at loose ball situations.

Have a great game tonight!

Tim