

Good morning!

Hope you had a great game last night and had no issues with the coaching box or official scorer!! ☺

So for anyone who has ever worked games with rim play, we always talk about what goaltending and basket interference requires and *if we are not positive it happened, then it DIDN'T happen*. We don't get a mulligan on plays like this and can't go look at the film in slow motion.....we have ONE CHANCE.....in REAL TIME.....so take a look at a play [here](#) and determine if you would put air in the whistle when you see it in REAL TIME!

When you saw it in real time, did you have a travel? Were you POSITIVE? Again, if you are not positive, don't put air in the whistle.

Can we be positive when the dribble ended? This is extremely close – so close that I would have a hard time in real time calling a violation.

In this play, the pass to the step-back shooter came from T's side. C received the play (he looked at it and had the preliminary on the three-point attempt) so T knew that. It appears that T is still looking in the direction of the shooter and had no travel either. BOTH officials are in good position to see his step-back move start, develop and finish. Both passed on any possible travel call.....

In a two-person game, this is entirely T's call....no matter which side T is on since the three-point attempt was above the free throw line extended. Moving to get good looks is tougher in a two-person game, so move with a purpose – to get looks between ball handlers and defenders, to get a look at feet on a potential three-point attempt and to keep from getting straight-lined (you and the players in your competitive matchup in a straight line).

I have been told that "A no call will be forgotten, a kicked call won't." Not always true, but a good guide.

Bottom line is, just be POSITIVE in what you saw.

Wednesday Extra: Make sure to glance at the clock to make sure it has started, especially if you know your table/timer can be a problem!

Have a great game tonight!

Tim