

Good morning!

Today's clip is not a 'gotcha' clip, but a reminder...and one that has happened to nearly everyone at one point or another. Take a look [here](#).

No matter how 6 players end up participating, 99% of the time it is our fault. This is just a reminder (we all need reminders) to make sure to count players on every throw-in! Remember how it felt to be playing and someone yell that there are 6 on the floor....or to see a player run of the court? It is deflating to say the least.

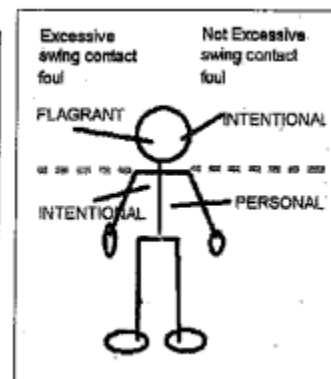
So when we do see it, we must penalize it. This is addressed in 10-2-2. It must be recognized while 6 players are in the game. The penalty is a team technical (counts towards the team fouls), no penalty to the head coach (not indirect nor loss of coaching box), 2 free throws for the offended team then a throw-in for the offended team at the division line opposite the table.

It never hurts to get reminders about trivial things! Count players tonight!

Thursday Extra: Had that timer recently that doesn't stop the clock or puts the foul up on the wrong side or adds 3 to the score instead of 2 when we never gave the 'three' signal or cannot figure out how to get 0:13.4 seconds back on the clock or sounds the horn right after a throw in for a substitute? It can really distract from a game. Do the best you can to talk to the timer about what to look for. Keep an eye on the clock for properly starting and stopping. Let your assigner and chapter rules interpreter know about subpar timers so that the AD can be informed.

Thursday Bonus: As requested from a few people....the 'Swinging of the Elbow' penalty chart....

Excessive Swinging (Faster than the torso)	Contact w/ Opponent	Above or below the head	Outcome
No	No		Legal
No	Yes	Below	Personal Foul
No	Yes	Above	Intentional Personal Foul
Yes	No		Violation
Yes	Yes	Below	Intentional Personal Foul
Yes	Yes	Above	Flagrant Personal Foul



Have a great first game of February tonight!

Tim