Good morning!

Welcome to the Tip of the Day 2019-20!

Hopefully you had a great Thanksgiving and scrimmages you are working have sharpened your tools. Taking care of ourselves is going to be a challenge with the situation we are in with officials number this year. My chapter is at a net loss of 3 since last season and losing another January 1. We are in DIRE need of officials up and down the ranks. If you know ANYONE who might be interested in becoming an official, PLEASE let me know. I can help them out with practice tests to get them rolling! We DO owe it to ourselves and this great avocation to get new people involved. With the number of games and the number of officials, NOBODY will be in danger of losing games to new officials! Please help recruit new officials!

Let's dig right into a play.....take a look here.

1) Correct call? YES! The defender DID establish Legal Guarding Position (LGP) AND maintained it. Remember that the defender MAY move after establishing LGP in any direction except towards the ball handler.

ART. 1

Guarding is the act of legally placing the body in the path of an offensive opponent. There is no minimum distance required between the guard and opponent, but the maximum is 6 feet when closely guarded. Every player is entitled to a spot on the playing court provided such player gets there first without illegally contacting an opponent. A player who extends an arm, shoulder, hip or leg into the path of an opponent is not considered to have a legal position if contact occurs.

ART. 2

To obtain an initial legal guarding position:

- a. The guard must have both feet touching the playing court.
- b. The front of the guard's torso must be facing the opponent

ART. 3

After the initial legal guarding position is obtained:

- a. The guard may have one or both feet on the playing court or be airborne, provided he/she has inbound status.
- b. The guard is not required to continue facing the opponent.
- c. The guard may move laterally or obliquely to maintain position, provided it is not toward the opponent

ART. 4

Guarding an opponent with the ball or a stationary opponent without the ball:

- a. No time or distance is required to obtain an initial legal position.
- b. If the opponent with the ball is airborne, the guard must have obtained legal position before the opponent left the floor.

ART. 5

Guarding a moving opponent without the ball:

- a. Time and distance are factors required to obtain an initial legal position
- b. The guard must give the opponent the time and/or distance to avoid contact.
- c. The distance need not be more than two strides.
- d. If the opponent is airborne, the guard must have obtained legal position before the opponent left the floor.
- 2) KNOWING LGP and if it was established and maintained will help any official rule on block charge calls WAY easier than not knowing if the defender established LGP or not!

- 3) Was the call made from the correct official? Maybe, maybe not. THIS is a pre-game conference topic that MUST be discussed! In this particular case, there was no double whistle so it appears fine. There are two philosophies at hand here......
 - a. The drive came from C's side so C should take it, or
 - b. The L has ALL open looks in transition plays.

The bottom line is to TALK about these plays in your pre-game conference! It helps the whole crew get focused and think about basketball plays! Is there a right or wrong answer? Not if the crew agrees on how to officiate these types of plays and executes the plan! That being said, the new L MAY have been able to get to the baseline to receive the play a little sooner than he did. He probably has a better look at the defender and establishing LGP.

Remember, there are TONS of plays on video out there. Be mindful of more than the correctness of the call......think about the positioning of the officials and who had the best look and maybe who was SUPPOSED to have the best look.

Have a great scrimmage tonight if you are working! This is a very busy scrimmage day in these part......hopefully Ezekiel cooperates with us!

Tim