

Good morning!

The clip today is one used at our chapter meeting last evening (thanks Jeremy Schmader). It was split about 50/50 whether it was a player control or blocking foul. Before watching it, recall the following:

SECTION 23 GUARDING

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 shall have both feet touching the playing court.
- b. The front of the guard's torso shall 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 when contact occurs.
- d. The guard may raise hands or jump within his/her own vertical plane.
- e. The guard may turn or duck to absorb the shock of imminent contact.

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 shall 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 shall 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 shall have obtained legal position before the opponent left the floor.

SECTION 45 VERTICALITY

Verticality applies to a legal position. Following are the basic components of the principle of verticality:

ART. 1 . . . Legal guarding position shall be obtained initially and movement thereafter shall be legal.

ART. 2 . . . From this position, the defender may rise or jump vertically and occupy the space within his/her vertical plane.

ART. 3 . . . The hands and arms of the defender may be raised within his/her vertical plane while on the floor or in the air.

ART. 4 . . . The defender should not be penalized for leaving the floor vertically or having his/her hands and arms extended within his/her vertical plane.

ART. 5 . . . The offensive player whether on the floor or airborne, may not "clear out" or cause contact within the defender's vertical plane, which is a foul.

ART. 6 . . . The defender may not "belly up" or use the lower part of the body or arms to cause contact outside his/her vertical plane, which is a foul.

ART. 7 . . . The player with the ball is to be given no more protection or consideration than the defender in judging which player has violated the rules.

Take a look at the play [here](#). Remember just a couple other things.....The defender may not 'move under' a shooter after he/she has left the floor.....the arms of the defender should be allowed some movement forward after taking the impact of the contact.

For what it's worth, the NCAA head of officiating said this is a player control foul. This was a clip as part of their weekly whistles videos. This is definitely a great clip to use for discussion...especially to talk about LGP and verticality. Remember we only get to see this in real game speed when we are working! Hope this is a good one to argue about! Our chapter sure did!

Have a great game tonight and stay well!

Tim