

Good morning!

Protecting jump shooters.....had a tip about that earlier in the week.....take a look at another [here](#).

This is a three-person game but the principals in officiating jump shooters applies to ANY game. As the official does here, 'move to improve' the look at the play. There is a rotation happening so he was moving from T to C anyhow, but he moves at a great pace to get a look *between* the jump shooter and defender. He determined that the contact (if any) was not caused by the defense. It appears that either the jump shooter flopped or stuck his leg out to get some contact. The defender does not seem to change direction whatsoever. This was a great no-call.

We cannot reward players for flops or being out of control. These types of plays are on TV every night – NCAA and NBA games. Don't get fooled. Move at any position to get a better angle or 'look' between players.

Friday Extra: Get some rest.....schedules have been brutal for most officials. We have three more weeks of tough schedules.....be ready!

Have a great game tonight and a better weekend!

Tim