


Good morning everyone.....busy morning with all the postponements on the western end of the state....guessing it is similar all over the state as well with this winter weather we are having.

Yesterday's clips brought lots of comment! The consensus was overwhelming that the push in clip 1 by blue was a flagrant foul. Some reasoned that it was probably her fifth anyhow and she was 'getting her money's worth'. Very well could have been, and she could get that seat on the bench for the next game as well.....plays like that have now acceptable place in our game. Just take care of it and move on.

Today's tip is an extension of yesterday's. It was mentioned that a foul by the defense on a player OTHER than the shooter does not make the ball dead immediately if the shooting motion has started by the shooter. Here are the relevant sections of our rules book:

Currently Viewing: 4-11-1

 [Link to Article](#)

ART. 1

Continuous motion applies to a try or tap for field goals and free throws, but it has no significance unless there is a foul by any defensive player during the interval which begins when the habitual throwing movement starts a try or with the touching on a tap and ends when the ball is clearly in flight.

ART. 2

If an opponent fouls after a player has started a try for goal, he/she is permitted to complete the customary arm movement, and if pivoting or stepping when fouled, may complete the usual foot or body movement in any activity while holding the ball. These privileges are granted only when the usual throwing motion has started before the foul occurs and before the ball is in flight.

ART. 3

Continuous motion does not apply if a teammate fouls after a player has started a try for a goal and before the ball is in flight. The ball becomes dead immediately.

Notice that if the foul by the defense occurs after the 'habitual throwing movement starts a try...' then continuous motion applies. Take a look at the two clips today....thanks to Ron Leeds for the first clip, and as Ron points out, this happens once or twice a season, but we need to be prepared and not caught off guard when it DOES happen. Take a look at [clip 1](#) and [clip 2](#).

Clip 1:

The C and T (C especially has urgency) do a GREAT job getting to the spot of the foul as preventative maintenance. The T counts the goal because he knows the shooting motion started before the foul but goes to the C to talk about it to GET IT RIGHT before reporting it all to the table. Notice that both C and T

stay facing the players to make sure nothing more happens from the foul. Communication here is excellent!

The ruling on this play is a good three-point goal for red and push foul on white 3. I am not going to guess about the scoreboard, SO we would resume play by.....1) if red was NOT in the bonus, they would get the ball for a baseline throw-in because the ball was within the semicircle, 2) If red WAS in the bonus, red 34 would shoot a one-and-one and we would continue play as normal off the free throw(s), 3) if red was in the DOUBLE bonus, red 34 shoots 2 free throws and play resumed as normal after the second free throw. *In my opinion*, this push foul was not intentional. IF IT HAD BEEN, the three-point goal counts, red 34 gets 2 free throws with nobody on the line, then red gets the ball nearest the spot of the foul (baseline) for a throw-in.

Clip 2:

This clip shows that the T waves the shot off, so NO continuous motion was given. In 'real time' this is about as close as it gets! In slo-mo, it is pretty close also, but it appears that the push through the screen foul does occur just as the pass is being received by the shooter. The T was VERY solid on his mechanics here and 'sold' the call well! THESE are the times we need to be make sure we are clear and sell calls. Excellent job by this official/crew as well....notice that C had a double whistle on the play with T and they made sure to not have 'conflicting calls' by C holding the preliminary signal.

In this play, the three-point goal does not count, there is a push foul on red 50 and then the same as the other clip, we would have a baseline throw-in if white was not in a bonus situation and if white were in a bonus, white 13 would be at the line shooting.

Just be prepared for these types of plays.....talk to your partner(s) when it happens...get it right!
Communication is key!

Have a great game.....whenever your next one is!

Tim