

Good morning!

I hope everybody stayed safe (and warm) over the weekend.....winter has arrived!

Spin moves.....I have been known to say "I know that at least 90% of spin moves are travels when I look at them on film – slowed down, but I can't tell they are travels in real time, so I cannot call a travel based on what I know from film." Take a look at a spin move on the clip [here](#).

Is this a travel? Does it look 'weird' because of the hop he took? What about real time, can you tell for sure that it is a travel?

I believe that traveling is the toughest call we need to make. The players are quicker now and they are very good at ball handling. Was this spin move a travel? I say NO, he ended his dribble (gathered the ball) between the hops on the right foot (while he was in the air), put the right foot back down on the hop (so right is the pivot), went to his left foot and then released the ball before the pivot foot came down again.

Again, we could probably have a heated debate about whether he ended his dribble in the air or before.....*with the slow motion video!* If we would still debate with slow motion, how can anyone be positive in REAL time?! We just need to be SURE, not guess about what happened or make decisions based on what we know 'happens 90% of the time.' BE SURE!

Monday Extra: When you have a delay that needs a warning (crossing the throw-in plane, hitting the ball away after scoring a goal, having water on the floor that needs cleaned up after a TO ends), first make sure your partners know not to put the ball in play. Go to the table and direct the official bookkeeper to please 'write a delay of game warning in the margin to (color) at (time/quarter).' Tell the head coach that is his first delay of game warning and that a second results in a technical foul. If a team is hitting the ball away after a goal early in the game, take care of that immediately.....this definitely creates an advantage, even if they are not pressing!

Have a great game today!

Tim