

Good morning!

Sorry for the mistake in yesterday's TOTD...the first paragraph referred to an 'open fist.' No, I don't know what that is either! It should have just been 'fist' or 'closed fist' (but for our English people, I think the 'closed' part would be repetitive!

Last shot crashes at mid court or somewhere else far from the hoop.....do we just determine if the shot was released in time or do we officiate that contact far away from the hoop also? Take a look at three such plays in this clip [here](#).

So your answer to the question 'Do we officiate the contact (on a last shot) far away from the hoop? I hope your answer was an emphatic "**ABSOLUTELY**"!!!! Why would/should we not officiate these plays any differently than the rest of the period? What if the defense had clearly fouled the shooter instead of a crash? Should THAT be ignored as well as these crashes – as some people think?

So in the clip, there are three plays.

The first play is a transition play in which the C has the last shot. He appears to be doing everything right *until* the shot is released. His head turns and he follows the flight of the ball. He doesn't stay with the shooter (or shooter and defender) 'all the way up and all the way down.' If he had officiated the crash at, he most likely would have had a PC and wiped the shot off due to the foul. There is no need to watch the flight of the ball.....we have at least one partner who will give us the result of it going in or not. We MUST stay with the shooter! The defender was definitely there to take the PC.....wipe the shot, signal the PC, report it, no free throws regardless of the number of fouls since it is player control foul, then have the timer reset the fouls for the start of the next period. In this play, there is a possibility that the whistle COULD have been sounded before the buzzer sounded. If so, we could add time on the clock if we, as a crew, know how much should be added. If the whistle was so close to the buzzer that the timer could not get it stopped when the whistle sounded, the quarter ended, but the foul must still be reported. This one would also be a front court throw-in for white at the 28 foot line (pretty darned close the middle, so either side would work).

The second play was a play this week that sort of precipitated the need for this tip 'reminder'. In this play, the T has last shot as he is opposite in this three-person game. The video changes angles at the shot, but the defender DID establish LGP and maintain it when the crash occurred. With the change in angles, we cannot see if the T followed the shot or passed on the crash, but the shot clearly was released before the buzzer, so the crash needs officiated.....and it is NOT a 'pass on the contact' play! In this play, the whistle WOULD have been sounded before the buzzer sounded if the foul had been called. In this play, we WOULD add time back on the clock. As soon as the whistle was blown, the clock needs to be noticed to get the correct time. This would be a front court throw-in for white at the 28-foot line (most likely on C's side, but it is still close to the center of the floor).

The third play was a play on C's side right in front of the table. The T opposite had the last shot. The C was focused on the matchup between the shooter and defender and called the PC! GREAT officiating right to the final buzzer here! The defender DID have LGP and 'TOOK' the charge! Wipe the shot right away, it cannot count – exactly what he did! This one has no time remaining as it was extremely close to the horn.

The replay of the last one is a typical announcer (but it's not Jay Bilas!) who does not understand the way a game is officiated, the RULES of the game and is for your enjoyment (or to make you angry). The score at the half was 15 – 8.....

Just remember – officiate to the buzzer!

Wednesday extra – MAKE SURE TO KEEP YOUR ASSIGNOR UPDATED with you closed dates, whether that be via Arbiter or whatever system is used. If you have a system where you are to accept games in a certain time period, like 3 days, there is no excuse for not even looking at Arbiter in a three-day time period to accept games. Assignors let AD's know about availability of officials based on what they see in their closed/blocked date list and you could be the only one available. Remember the 2 A's of officiating....Availability, Accountability and Ability. Sometimes the order of those isn't always the same from official to official.....take care of the Accountability part!

Wednesday Bonus: Another part of the Accountability piece....CONTACT YOUR PARTNER(S) at least 3 days before a game to confirm the game time and site!

Have a great game tonight!

Tim