

Good morning!

One statement that is always made in our pregame conference is 'Protect shooters. Make sure to protect jump shooters all the way up and all the way bac to the floor.' Take a look at the following two plays of three-point shooters.

[Play 1](#)

[Play 2](#)

Protecting jump shooters has become much more difficult in recent years. Being in good position when many of us started officiating meant being in position to see 'between' the defender and the shooter. NOW, defenders run or jump at the shooter on the side of the shooter in addition to in a direct line. When the defender goes to the side of the shooter, and as the calling official we are in position to see between the defender and shooter, we are in no position to see the shooter and defender 'beside' each other. This is extremely difficult because of the other issue with jump shooters, that being 'flopping' by the shooter in an attempt to draw a foul.

So, what can we do to try to cover both of these scenarios, since the defender will not hold a sign up telling us how they will try to close out on a jump shooter!? The most obvious answer is to MOVE. We need to be active to SEE what the defender and shooter do, especially to SEE potential contact. Just getting a good look 'between' the front of the defender closing out to the front of the jump shooter) is no longer sufficient. We need to be in a position to see both the described defensive closeout *as well as* the defender closing out who ends on the side of the shooter.

This most likely means that we probably need to take an adjusted position to be able to see the opposite side of that shooter and the closer side of that shooter to try our best to SEE contact on that shooter. In the perfect storm of defenders closing out hard just on the side of shooters AND shooters flopping to try to get a whistle from us, moving our feet to get the best look is a must in the game today. Trying to give you a position is tough - by moving 'in front' of the shooter allows us to see the opposite side of the shooter but usually blocks the nearer side of the shooter. By moving behind the shooter slightly allows us to see the nearer side better but can block our view of the far side and sometimes even the front of the shooter.

This is certainly a dilemma that is on our shoulders to get right. I like moving to the front more than the back. Try these options in your game to see what gets you the best look for the close out defender who just clips a shooter on the hip OR for the one who does NOT contact the shooter yet the shooter flops.

Tuesday Extra: Be active at ALL three positions to get the best view of the competitive matchup(s) in your PCA, don't just move to get looks at jump shooters. It is easy to get complacent in mid-January, so remind yourself with 'self talk' to keep moving for the best look!

Tuesday Bonus: Speaking of self talk, here is a good article from *Referee* - <https://www.referee.com/season-rhythm/>

Have a great game tonight! We are about a month from the end of the regular season in many areas!

Tim