

Good morning!

Verticality....yesterday was a post play involving verticality, or lack thereof, by the defender. Take a look at GOOD verticality by a defender on a jump shooter [here](#).

In this play, the defender jumped straight up, maintaining verticality. When this happens as in the clip, there can NOT be a foul on the defender! We will either have a player control foul or a no-call. In this clip, I have a no-call as the defender was never put at a disadvantage which would have warranted a PCF.

So jump shooters signature move is faking the defender into the air then jumping into the airborne defender. When the defender jumps vertically (straight up and back down to where he/she jumped from), the defender is completely legal.

Rules at the other levels have been changed to not allow offensive players to do this without penalty. Just be aware of what the defender did to get into the air...referee the defense!

Thursday Extra: CHECK THE BOOKS PROPERLY prior to the game to help prevent issues later! Make sure both books match, make sure there are no repeat numbers, make sure the 5 starters are marked, make sure there are the same total number of players per team.

Thursday Bonus: There are two types of administrative technical foul regarding the books....one is everything that has to happen PRIOR to the 10:00 pregame mark (rosters and starters given) and the other is everything that happens AFTER the 10:00 pregame mark (add a player, change a number, identical numbers (should not happen)). Take a look at rule 10-1 and associated case plays!

Have a great game tonight!

Tim