

Good morning!

Traveling...in my opinion the toughest call in our game. Take a look at a play [HERE](#).

This play is actually similar to the jump shooter who goes up for the shot, realizes his/her shot will be blocked then throws the ball to the floor to start a dribble. This is illegal because the ball must be released to start a dribble *before* the pivot foot leaves the floor. This is rule 4.15.3.

In the play in the clip (thanks Craig Bradley), the player gains possession of the ball, jumps in the air with the ball, THEN throws the ball to the floor for the start of the dribble. Once the player jumps in the air with the ball, all he can do is pass or shoot. Sometimes a dribble or two is needed to process what happened. Process quickly and get the violation!

As a note about 'processing' plays...one way to help process plays more quickly in game speed is to watch film to see things happening...then when we see them in our own game, the 'mind's eye' processes it more quickly for us. I firmly believe that, and many of the best officials watch film a lot for this very reason! Film is out there all over, take advantage of it!

Wednesday extra: If you are working a game where the cheerleaders are forming a 'tunnel/lane' for the team to run out onto the court, we need to make sure that this action will not interfere with the opposing team running out OR if they are already on the court. Move the cheerleaders to the sideline to avoid the opposing team. Remember that the team must go directly to their end of the court and are not permitted to 'split' and run around the other team or their end of the court.

Have a great game tonight!

Tim