

Good morning!

As Marty always says in his 'Weekly Reminders', it is the 'little things' we need to make sure happen correctly. Take a look at a 'simple' free throw [HERE](#).

For this free throw, we have one low block empty. The free throw is so important, we have rule 8 devoted entirely to the free throw. Read rule 8 today! As the L we have a few things to verify before we give the ball to the free throw shooter:

- Make sure we have opponents of the shooter in both low blocks
- Make sure we have a max of 4 opponents and 2 teammates of the shooter
- Make sure the opponents and teammates are in appropriate lane positions
- Make sure the free throw shooter is in the semicircle before bouncing the ball
- Make sure there are no players inside the three-point arc before bouncing the ball
- Make sure that nobody is below the free throw line extended
- Make sure that our partner(s) makes eye contact and we verify the number of shots

Free throw administration usually happens without incident but it is *on us* when we miss something in this list. We need to make sure we are taking care of the details. If someone other than the L sees that we are missing an opponent at the low block before the ball is in possession by the free throw shooter, stop play and correct it. Letting something like this happen makes the crew look like we don't know what is happening or that we are rushing. Just take care of the little things!

Tuesday extra: If/when you have a technical foul, make sure the table knows that it counts as a team foul. If it is a direct technical foul on a player, make sure they also know it counts as one of the 5 fouls the player gets towards disqualification. Scorekeepers don't always understand this. They think it counts as a personal, but just explain that it is a T (one of the 2 they get), but that they get 5 *total fouls* and the T is one of them.

Have a great game tonight!

*Tim*