

Good morning!

Today's clip deals with hand checks. Rule 10-7-12 is the only explicit definition for a foul. Two hands on, repeated hand(s), extended armbar or a hand on more than a 'hot-stove' touch is a foul.

Take a look at the clip [here](#).

So the official here is a great friend and sent this to me to ask about his PC call (thanks Kody). The PC is correct also and we talked about the 'why's', but we also talked about the two hands on as the ball handler is moving towards the key. So what essentially happened here was that the offensive player was penalized twice. The hand check was NOT called, then the PC WAS called. Usually the 'double penalty' play all happens on the drive – a hand is placed on the hip of the ball handler and left on as he drives and beats the defender, then the dribbler commits a PC. In either case, the ball handler got penalized twice.

As the T, he could/should have stepped lower (towards the baseline) to get a look between the dribbler and defender. When he stepped higher, he almost straight-lined himself. Stepping lower gets a better angle.

We sometimes want to give the ball handler the path to the basket even though a hand check was committed, but then a PC is committed. This doesn't happen several times a game, but that time it DOES happen, the hand check needs called first.

Wednesday Extra: The striped shirt is REQUIRED by the official scorer. If you have that argumentative scorer then coach and maybe the game manager, make the visiting team the official book then after the game, call your rules interpreter so that he/she can contact the AD to rectify the issue.

Wednesday Bonus: In a similar light as the striped shirt, if the timer cannot stop the foul count on the scoreboard at 5, contact your rules interpreter so that the AD can be contacted to have the scoreboard reprogrammed.

Have a great game tonight! I am extra lucky tonight! I get to work with a brand new official on her first game – and she is my daughter as well!

Tim