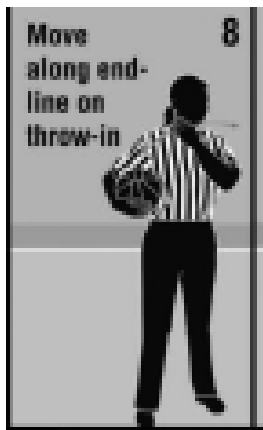


Good morning!

Wasn't planning on an extension of yesterday's spot throw-in play but a few replies have prompted it. [Here](#) is the clip again.

We know on a spot throw-in that once a ball is at the disposal of the thrower-in, not other player (teammate) may go OOB. Even if a teammate goes OOB, we have a violation.

On this play, the official pointed (and I assume SAID 'spot throw-in'). We NEED to say this and point to the spot before bouncing the ball to the thrower-in. By doing this, we can explain to the coach that we told the thrower-in. (I am pretty sure there are players and coaches out there who do NOT understand what it means to be a 'spot' throw-in, but that is not our responsibility to explain unless they ask!) On a throw-in after a made goal and a timeout is called, we need to tell the thrower-in he/she can run (the endline) and we signal it with the three hand up and moving the arm back and forth as in signal 8 of the rules book.



In addition, there are cases we still allow the team who can run the endline to run it again after a whistle. The most common is when a timeout is granted before the throw-in after a made goal. In addition, when a violation or foul by the *defensive team* occurs *before the throw-in ends* and we will have a throw-in on the same endline, the throw-in team retains the right to run the endline.

Communicating to the thrower-in is extremely important before bouncing the ball to him/her. We should be either pointing to the spot of the throw-in or using signal 8 AND be verbalizing either a spot throw-in or that he/she may run the endline.

Wednesday extra: Communication is CRUCIAL in what we do.....confirming with partners for the game, the pregame, the captain's meeting/sportsmanship message, with coaches, with players, with the table. Communicating is not natural for many. If you struggle with it, TALK to and ASK someone who DOES communicate well what they do. WATCH good communicators and how they communicate during a game!

Have a great game tonight!

Tim