



Referee Newsletter: March 22, 2012

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A Thought on Perimeter Play

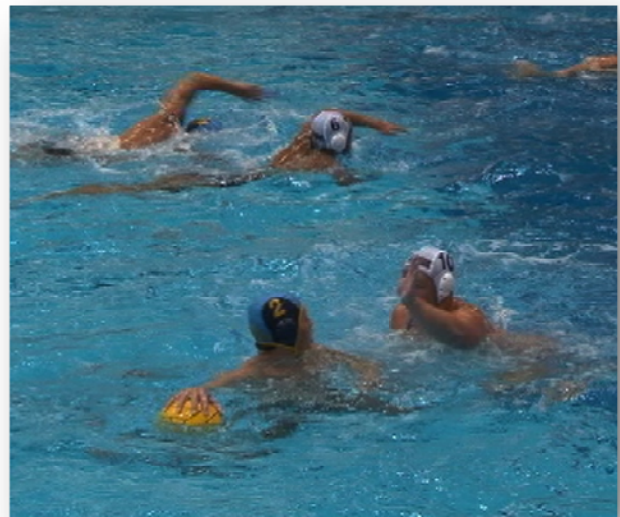
The perimeter can be the key to opening the game for offensive action. A drive, a pick, or motion, moves the defense generating adjustments and creates offensive openings. Calling the perimeter is just as important as calling the 2M areas. Every referee should self reflect on the following questions:

1. How can we do a better job when covering the perimeter?
2. When collaborating, do both officials find themselves watching the same area at the same time neglecting the perimeter?
3. When focused on the perimeter can we see what is happening with the players one or two positions away from the ball?

Do You Have Enough Patience on the Perimeter?

Quick whistles on the perimeter only complicate the issue for consistency. For example, calling a quick ordinary foul as soon as the offensive player ducks into the defender doesn't allow for a defensive response. The team on defense doesn't have the opportunity to play their strategy. The team on offense will struggle in the next game when that ordinary foul isn't quickly called. This can be a frustrating situation for players and coaches.

Referees should have the same patience they display when calling the game at the 2M areas. If the offensive player ***moves into the defender's space*** with their hand on the ball, then letting go, the defender should have time to respond. If the offensive player is



initiating contact and aggressively repeats the move into the defender's space, this can be considered a contra or offensive foul. With overly aggressive movements this can be a player safety issue (head butting). Be patient, determine who the aggressor/instigator is and allow the defender to respond. A **no call** may be more appropriate, or if the defender is unwilling to back off appropriately and moves into the offensive players space, then call the ordinary foul. If the defender is overly aggressive by holding, sinking or pulling back, then an exclusion foul should be in order. A quick whistle doesn't give the players the opportunity to follow through. **Fouls need to be earned.**

PLEASE KEEP IN MIND: When the offensive player initiates contact, ***sinks into*** the defender, and lets go of the ball, ***two advantages are lost***, possession of the ball and position. ***Therefore, no call should be made in favor of the offensive player.***

Another situation is the ordinary foul that is called on the perimeter when the ball is passed to the offensive player dry and the defender knocks the ball away. Sometimes the referee assumes this is a foul and calls a quick ordinary. However, ***there is no foul when the ball is in the hand*** of the offensive player unless it's a player safety issue (defender-hand to the head or neck). Again, be patient and see what follows, the defender needs to have the opportunity to respond after the ball is knocked away.

Lastly, intentional fouls deserve a little more patience and a better read. If the defender holds, pulls back, or sinks, ***the rule is very clear***, an exclusion foul should be called. If the ball is far away from the offensive player and the defender slightly impedes, give the offensive player the opportunity to get the ball. Calling a quick ordinary gives the defender an advantage, the opportunity to drop back. By having a little more patience a more significant penalty could be applied or the natural flow of the game can continue uninterrupted. Playing the ball should be encouraged, ***playing the individual by intentionally fouling needs to be discouraged.***

Unfortunately the above can impact a game, a situation that perpetuates inconsistencies from one game (or referee) to the next. As a referee you are injecting your influence into the game. You may think a quick whistle is moving the game along, but in reality, you are influencing the natural flow of the game, creating problems for future games (referees). Game strategies are affected, rule inconsistencies are created, and players/coaches become frustrated. Use the same patience that is expected at 2Mers and be consistent throughout the entire game. Referees are there to call the game according to the rules, consistently with fairness, you are a backdrop to the actual action of the game.

The Anatomy of a Good Perimeter Ordinary Foul

The sequence of pictures on the next page illustrates a good ordinary foul. The offensive player is looking to pass and absorbs the pressure of the defender, lets go of the ball and draws the ordinary foul. Note that the offensive players hand is on the defenders chest when his hand is still on the ball. This is not a problem because no advantage is gained and his hand drops from the player as he lets go of the ball. The defender basically invades the

offensive players space and is the aggressor/instigator. The offensive player simply drops the ball, absorbs the defensive pressure and is awarded the ordinary foul. If the offensive player was the aggressor/instigator the situation would be reversed and a no call situation develops or turns into a contra/ offensive foul pending the extent of the offensive players aggression. If the offensive player were to use the hand on the chest to hold position, straight-arm for spacing or to gain leverage then a definite contra or offensive foul would be in order.

