

CWPA Online Referee Education

Thursday, October 11, 2018 8:30pm CST Conference Call

Computer Required with Internet Access

Topic: Communication with Coaches

Ordinary Fouls on the Perimeter and at Center Forward

Plight of the Referee

Confirmation Bias

Emotions Get In the Way

We Tend to Not See Reality

Negativity Bias

Can Conflict be Avoided?

Section 9. Impeding

To impede or otherwise prevent the free movement of an opponent who is not holding the ball, including swimming on the opponent's shoulders, back or legs "Holding" is lifting, carrying or touching the ball, but does not include dribbling the ball. Impeding includes ducking under to gain an advantage. An illegal pick would be a violation of Rule 6-9. At no time may an offensive player use their hands to set a pick. Guidelines for legal picks include:

- a. Picks when both offensive players are swimming; once contact is made with the defense, they must keep swimming;
- b. Offensive players when setting a pick may not use their arms outside their shoulder width; and
- c. When setting a non-swimming or stationary pick, offensive players must be set before making contact with the defender◆
- d. Ducking under by the offensive player is impeding◆

Note: The first thing for the referee to consider is whether the opponent is holding the ball. because if the opponent is doing so, the player making the challenge cannot be penalized for "impeding." It is clear that a player is holding the ball if it is held raised above the water (Fig. 2). The player is also holding the ball if the player swims with it held in the hand or makes contact with the ball while it is lying on the surface of the water (Fig. 3). Swimming with the ball (dribbling), as shown in Fig. 4, is not considered to be holding.

Section 10. Pushing or Pushing Off

To push or push off from an opponent who is not holding the ball.

1. No foul if the ball is in hand and there is no striking or player safety issue.
2. If the ball is in hand the offensive player is not entitled to use the free hand and arm to push off, suit grab, fend off the defender or aggressively duck into the defender and their space to simulate or try to draw a foul.
3. The better players will retreat with the ball in hand (eggbeater back) to create spacing
4. If pressed the better players sense contact and quickly react by dropping the ball behind them as they duck down creating a safe space between the defender and the ball. If the defender maintains contact when the ball is release then an ordinary foul should be awarded for impeding.
5. If the defender hits the arm when the ball is in hand and causes it to drop out, there should be no call if the defender quickly shows a proper release and no foul posture. This is the biggest inconsistency from referee to referee, not all have the patience to see and hold the whistle that extra second to allow the defender to show the no foul posture. It's also perfectly legal to push the arm and ball underwater for a turnover, sweep the ball out of the hand or hit the arm to cause the ball to drop out of hand. How it is done is key, there should be no player safety issue. The telltale sign for calling the ordinary foul is in the defenders follow through. Or, the defenders aggressive actions borders player safety and makes an exclusion foul a possibility once the ball is released from the hand.
6. Aggressively ducking down and into the defender's space should be a no call or an offensive call pending the severity of the move.
7. Aggressively fouling intentionally, when the offensive player has no hand on the ball, can be an exclusion foul. Especially if the defender is not playing the ball in the spirit of the game. Pending the gravity of the aggression a misconduct or a MAM could be considered.

Part of the problem of inconsistency in calling the perimeter has to do with coverage and communication by the two referees. For the perimeter referee to always be in good position to see P4 area is difficult. Sometimes the attack referee can cover that side if the perimeter referee can cover the attack area. Team work is key.

Dartfish.tv videos:

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2. <https://www.dartfish.tv/Player?CR=p7695c279169m4408978&CL=1>
3. <https://www.dartfish.tv/Player?CR=p7695c279169m4409021&CL=1>
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