

Refereeing the Jump Shot

- **Starts at the pregame warm up.**
 - a) Look for unusual ball flights that shooters may have. If there are any unusual ball flights, remember who that shooter is.
 - b) Practice looking at the forearm of the shooters as they are shooting.
- **The Shot**
 - a) As the player readies for a jump shot, is the defender a slight distance away or straight up in his face?
 - b) Focus your eyes on the shooter's forearm. This is where the contact will take place.
 - c) If no contact on the forearm
 - Look quickly down to the floor to insure the shooter has a place to land.
 - Make sure the shooter has not kicked his leg out to try to draw a foul.
 - Make sure the shooter does not "dive".
 - d) If unsure there was contact or not
 - Look at the ball flight. If the shot is a knuckle ball and it's NOT the shooter that you have determined has an unusual ball flight, the shooter was almost 100% of the time, hit on the wrist and not allowed to follow through. Knuckle balls are fouls.
 - If still unsure, look to see if the ball is 2 or 3 feet short of the basket. It is very unusual that a shooter "tees up" a shot where there is no foul and it winds up that short. NOTE: If you do call one of these...You had better say something like..."LATE CALL...HE WAS HIT!"
- **Other things to consider**
 - a) If shooter kicks leg out
 - No foul if shooter falls to floor
 - "Player Control" foul if shooter trips defender and he's not allowed to play defense. The shooter is trying to trick you into calling a foul. Why would you give him ANY leeway on this type of action?
 - b) Elbow flickers
 - This action is when the defender swipes at the shooter's elbow from the floor and moves his arm to the ceiling. This action, whether contact or not, is designed to distract the shooter on that shot and future shots. (Game management...Talk to flicker...Tell him to stop). The defender is trying to trick you, why would you give him ANY leeway.
 - c) Stomach stabbers
 - This action is when the defender sticks his finger tips into the shooter's stomach as he is, or just after he has, taken a shot. This action is designed to distract the shooter and make him think about what may happen on future shots. This action is a foul and must be called.
 - d) Peripheral vision
 - Up and down...Not only side to side
- **After jump shot has completed, get to your primary rebounding coverage without looking up at the shot!**