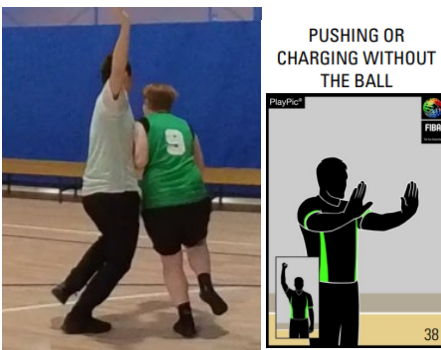


## Defending Ball Carrier - Arm Out of Cylinder – Hands Foul



## Defending the Ball Carrier – Forwards & Leaning - Pushing Foul

- Footwork moving towards ball carrier/sideline
- Body is leaning on the ball carrier



## Defending the Shooter - Arms Forward – Hands Foul

- Arms are past the toes (toes are front of cylinder) and therefore out of cylinder



## Drive At Hoop – Lateral/Retreating Movement – No Call

- Toes pointed to sideline
- Feet moving towards baseline
- Distance to lane-line stays same



## Drive At Hoop – Forward Movement – Pushing Foul

- Feet moving towards opponent
- Distance to lane line decreasing
- Jumps A to B (lands noticeably forward of the place they took off)



## Drive at Hoop – Primary Defender – Block

- Arrives at position on the floor same time or after offense
- Contact on defender's leg and arm/shoulder



BLOCKING (DEFENSE),  
ILLEGAL SCREEN  
(OFFENSE)



## Drive at Hoop – Primary Defender – Charge

- Arrives to position on floor first
- Contact to defender's torso



CHARGING  
WITH THE BALL



## Drive at Hoop – Secondary Defender – Block

- Defender moving forward (not laterally or backwards)
- Defender arrives at spot on floor at same time as offense
- *Even though contact is to defender's torso, this contact is illegal because of the above two points*



BLOCKING (DEFENSE),  
ILLEGAL SCREEN  
(OFFENSE)



## Drive at Hoop – Secondary Defender in No Charge Semi Circle (NCSC) & Shooter Airbourne - No Call

- Defender is first to the spot with feet set prior to shooter leaving the ground
- Defender's heel is in contact with the NCSC and therefore this is a no call





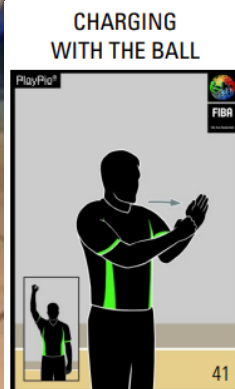
## Ball Carrier Arm Bar – Legal

- Arm bar is on the edge of the cylinder
- Arm bar is resting on the defender's body and not creating additional space



## Ball Carrier Arm Bar – Fist Past Elbow – Charging Foul

- Fist/wrist of the arm is extended past the elbow and is therefore outside of the cylinder
- Arm bar is pushing into the body of the defender and creates additional space



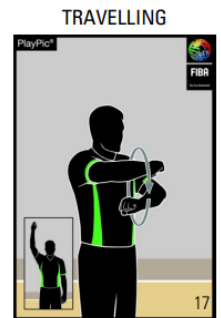
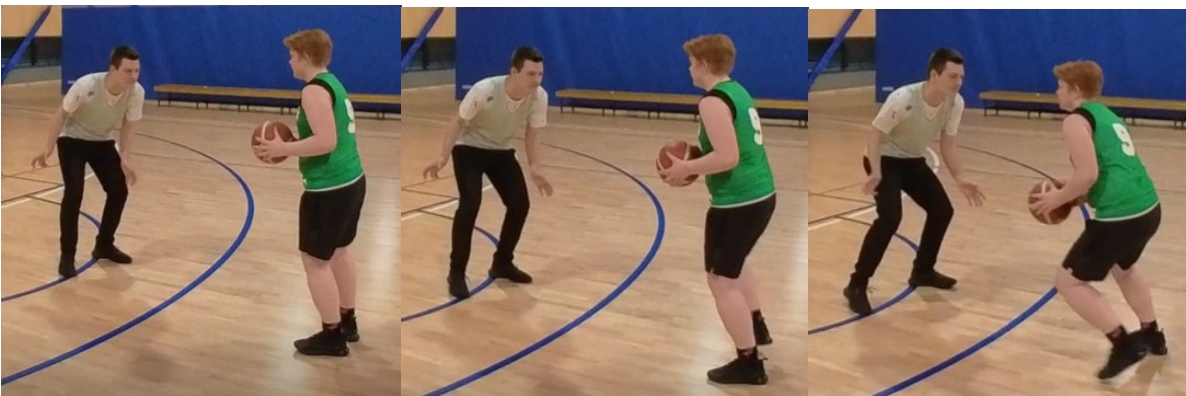
## Stationary Player - Lift Pivot Foot Before Release - Travel

- Ball carrier starts with two feet on the ground = stationary player = no gather step allowed
- Ball carrier steps first with left foot, making the right foot the pivot
- Ball carrier lifts the pivot foot prior to releasing the ball for the dribble



## Stationary Player - Jab and Change Pivot Foot - Travel

- Ball carrier starts with two feet on the ground = stationary player = no gather step allowed
- Ball carrier lifts right foot to jab step, which means left foot is their pivot
- Ball carrier plants jab/right foot and lifts pivot foot without releasing the ball



# Moving Player – Shuffle Pivot Foot Caused by Close Out - Travel

- Player receiving ball is running = moving player = entitled to a gather/zero step



- When ball comes to rest in the hand(s), the left foot is touching ground, making this the gather step



- Ball carrier places right foot on ground = pivot foot



- Ball carrier lifts pivot/right foot prior to releasing ball for the dribble = travel
- This illegal footwork allows the ball carrier to beat the defender = effect = must call

