Calling the Block/Charge, Getting it Right

Part 4: How Does a Defender Lose LGP?

There are several actions that cause a defender to no longer have LGP.

- If the contact is on an extended leg, arm, knee, elbow, or hip, even if the defender otherwise has LGP, the defender loses LGP. (See Rule 4-23-1)
    - If a defender with LGP extends a leg, arm, knee, elbow, or hip, but the contact occurs in the torso, LGP is maintained.
- If the defender is moving toward the opponent at the instant of contact, the defender loses LGP.
- If the offense gets head and shoulders by the front of the defender's torso, the defender loses LGP.
    - The offense does not cause the defender to lose LGP just by deviating his/her movement in an attempt to go around the defender. The offense must do so and advance sufficiently to get their head and shoulders by the front of the defender's torso to cause the defender to lose LGP. If the defender moves laterally such that contact is still in the front of the torso, the defender has maintained LGP. (See Rule 4-7-2b)

Part 5: Comments on LGP

- A defender can obtain LGP 1" from the opponent or 50' from the opponent, provided the time & distance requirements are met for a moving opponent without the ball.
- A defender does not have to give the opponent room to do anything. A defender can take any position short of contact. It is up to the opponent to avoid the defender that has LGP.
- A defender can obtain LGP anywhere inbounds, even under the basket (no restricted area in NFHS).
- The rules **never** require a defender to be stationary (aka, "set"), even for an airborne opponent.
    - If, when an opponent jumps and becomes airborne, the defender is already in the opponent's path such that the opponent will contact the defender, the defender may still move laterally or obliquely away. Such movement has no impact on the play; it only shifts where the contact occurs or reduces the amount of contact. It does not create contact or increase the contact.
- It is nearly impossible for a defender moving directly away from an opponent to commit a block.
- The feet determine the timing of when LGP is obtained. The body determines the position held with LGP.
- An offensive player that moves unnaturally in order to ensure contact, even on a defender without LGP has committed the foul.
    - Unnaturally includes a jump shooter jumping sideways or backwards into a defender that would have otherwise not created contact.

NBA, NCAA-M, and NCAA-W rules are different. Do NOT apply non-NFHS rules to a HS game!!

They have different requirements on obtaining and maintaining LGP.