

Good morning!

Winter has DEFINITELY arrived in NW PA! 'Enjoy' it while you can! Ha!

Hope your game went well to start the week yesterday! If anyone has any situations that you would like to see here, let me know and I will TRY to get a clip or discussion of it!

Ever see a good screen then the SCREENER rolls and continues to screen the defender who tried to go around? When it happens, the elbow is a common area but can happen anywhere on the court. If the screener rolls and continues to move where the defender is not able to get around while trying, we have a moving screen. Remember, the offensive player (screener) is just that, an offensive player, so in no way can establish LGP let alone try to maintain it. Usually the screener who rolls ends up with the defender that was screened *behind* him/herself and continues to move, resulting in a moving screen.

As MANY plays we try to *talk* about, pretty sure we all have a slightly different vision of what I tried to describe above.....right? As such, video gets us all on the same page.....SOOOOOO....take a look at the clip by clicking [here](#).

In the play, white 23 sets a GOOD screen on blue 33, BUT then rolls and keeps blue 33 behind her by moving *and contacting blue 33*. Remember that contact must occur to have a foul. THIS is a foul on white 23 for a moving screen because it is quite clear that blue 33 wants to move in a different direction than white 23.

Let's take a look at the rule book definition of a screen:

Currently Viewing: 4-40-1

[Link to Article](#)

ART. 1

A screen is legal action by a player who, without causing contact, delays or prevents an opponent from reaching a desired position.

ART. 2

To establish a legal screening position:

- a. The screener may face any direction.
- b. Time and distance are relevant.
- c. The screener must be stationary, except when both the screener and opponent are moving in the same path and the same direction.
- d. The screener must stay within his/her vertical plane with a stance approximately shoulder width apart.

ART. 3

When screening a stationary opponent from the front or side (within the visual field), the screener may be anywhere short of contact.

[Link to Article](#)

ART. 5

When screening a moving opponent, the screener must allow the opponent time and distance to avoid contact by stopping or changing direction. The speed of the player to be screened will determine where the screener may take his/her stationary position. The position will vary and may be one to two normal steps or strides from the opponent.

ART. 6

When screening an opponent who is moving in the same path and direction as the screener, the player behind is responsible if contact is made because the player in front slows up or stops and the player behind overruns his/her opponent.

In article 2c, the screener MAY be moving when the screener and opponent are moving in the same direction. In article 6, moving in the same path and direction is also required. In the type of play in the clip, the opponent is NOT attempting to move in the same path and direction as the screener (the opponent wants to move towards the ball handler to resume defense), so these articles no longer apply.

When that happens, the screener MUST initially be stationary. This is a foul on white 23 for an illegal screen.

Hope you have a great game today and be safe on the roads!

Tim