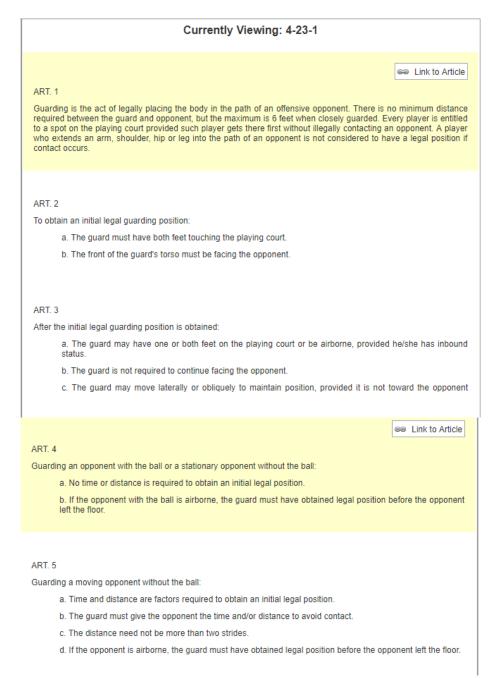
Good morning everyone! I think we have a needed topic for the convention....SCREENING! The last couple screen clips have generated much conversation....and THAT is great. Yesterday's clip generated the most conversation about Texas #23 being given time and distance to avoid the screen by Tennessee #21. (Remember that you can see the clip on the "Tips of the Day" page on the website.) THAT part of the play is certainly debatable....and debate we have! We will NOT always agree on the way plays are officiated, but discussing them in meetings and getting the 'why' for the ruling is important! Appreciate the feedback on these!

Today's clip is a block/charge play. *Personally*, I think block/charge plays are generally easy *if we officiate the defense*. If the answer to the question "What did the defender do wrong?" is 'nothing,' then we cannot have a block. The establishing of legal guarding position and maintaining it is given below:



When we KNOW what is required for a defender to establish LGP and then MAINTAIN it, block/charge plays become much easier. If the defender maintains LGP and then 'takes it in the torso' we have a PC. If the defender fails to maintain LGP and we have contact that is on a shooter, we have a block. If the

defender fails to maintain LGP and it is not a shot, but creates an advantage for the defender (or causes the ball handler to violate), we have a block on the defender.

Take a look at the play <a href="here">here</a> and think about 'what the defense did wrong.'

Did the defender 'take it' in the torso? The defender did not do anything wrong here so it can NOT be a blocking foul on him. This is either a PC (my choice) or a no-call. It appears here that the ball handler is very close to 'lowering his shoulder' into the defender. PC!

Regardless of you having a PC or no-call on this play, think about LGP requirements and what needs to be done to maintain LGP....officiate the defense and block/charge plays become easier to officiate!

Have a great game today!

Tim