

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:

Currently Viewing: 4-23-1

[Link to Article](#)

ART. 1
Guarding is the act of legally placing the body in the path of an offensive opponent. There is no minimum distance required between the guard and opponent, but the maximum is 6 feet when closely guarded. Every player is entitled to a spot on the playing court provided such player gets there first without illegally contacting an opponent. A player who extends an arm, shoulder, hip or leg into the path of an opponent is not considered to have a legal position if contact occurs.

ART. 2
To obtain an initial legal guarding position:

- a. The guard must have both feet touching the playing court.
- b. The front of the guard's torso must be facing the opponent.

ART. 3
After the initial legal guarding position is obtained:

- a. The guard may have one or both feet on the playing court or be airborne, provided he/she has inbound status.
- b. The guard is not required to continue facing the opponent.
- c. The guard may move laterally or obliquely to maintain position, provided it is not toward the opponent

[Link to Article](#)

ART. 4
Guarding an opponent with the ball or a stationary opponent without the ball:

- a. No time or distance is required to obtain an initial legal position.
- b. If the opponent with the ball is airborne, the guard must have obtained legal position before the opponent left the floor.

ART. 5
Guarding a moving opponent without the ball:

- a. Time and distance are factors required to obtain an initial legal position.
- b. The guard must give the opponent the time and/or distance to avoid contact.
- c. The distance need not be more than two strides.
- d. If the opponent is airborne, the guard must have obtained legal position before the opponent left the floor.

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 [here](#) 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