


Good morning! Hopefully all of our friends to the east are dug out and games will go on!

Screening.....here is the rule book definition.....

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.

ART. 4

When screening a stationary opponent from behind (outside the visual field), the screener must allow the opponent one normal step backward without contact.

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.

ART. 7

A player who is screened within his/her visual field is expected to avoid contact by going around the screener. In cases of screens outside the visual field, the opponent may make inadvertent contact with the screener and if the opponent is running rapidly, the contact may be severe. Such a case is to be ruled as incidental contact provided the opponent stops or attempts to stop on contact and moves around the screen, and provided the screener is not displaced if he/she has the ball.

ART. 8

A player may not use the arms, hands, hips or shoulders to force his/her way through a screen or to hold the screener and then push the screener aside in order to maintain a guarding position on an opponent.

There are many parts to a screen and how the screen may be permitted. Hopefully we will cover a few the next few days.

Article 5 requires that when screening a moving opponent, the screener must allow the opponent time and distance to avoid contact by stopping or changing direction. When setting a screen in the visual field of the player being screened, the player being screened is expected to avoid contact by going around the screen (Article 7).

In today's clip, a screen is set by blue on a moving player in white. He DOES allow time and distance for the opponent to avoid contact. The opponent in this case makes contact initially and there is no foul since the screener does nothing illegal and the opponent does not try to push through it. After initial

contact, the opponent DOES push through the still legal screener by lowering his shoulder. THIS is illegal contact by the player being screened according to Article 8.

All this being said, screening MAY be the toughest plays we have in this great game we work. The reason? Screens most times happen for the ball handler. The official with the ball handler in his/her primary is focusing on the ball handler and his/her defender. The official should be moving to improve the angle *between* the ball handler and his/her defender to officiate hand checks and any other possible contact. It is very easy for a screen to be attempted on the ball handlers defender for which the official is challenged in seeing *how it was set* and *deciding if legal or not*. In a big majority of screening plays, the ball handler and defender as well as the screen all happens within one officials primary. This is a huge amount to try to officiate. It takes a great deal of WORK on the officials part to get good angles between the ball handler/defender AND potential screens. Both a two and three-person crew is very challenged in officiating screens on the ball handler. Talk about screening in your pregame. Think about on-ball screens when working games this week and keep it in the back of your mind that a screen may be coming.

Take a look at today's clip by clicking [here](#).

Have a great game today.....three weeks remain, work each game hard!

Tim