

Good morning! Hope everyone made it safely through the weekend weather.

Screens.....some of the biggest judgment plays we are asked to adjudicate. Here are a few relevant articles in the definition of a screen in regards to a moving player being screened.

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. 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. 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.

Today's clip.....and elevator screen Take a look [here](#) (thanks Ron for the clip).

In an elevator screen, there are two screeners who 'close the elevator doors' on the player being screened. Sometimes the teammate who is going to get a shot goes through the doors (screen) first then the defender is closed out (screened). In article 5 of the definition of a screen, time and distance must be provided by the screeners to allow the player being screened *to avoid contact by stopping or changing direction*. We need to determine by how fast the player being screened is moving if enough time and distance was given to the player being screened to avoid contact.

In the clip shown, the screened player actually gets part way through the doors (screen) and then is hip checked. Definitely a foul. In many cases of an elevator screen, the doors (screen) don't close and the player being screened gets pinched in them....foul by one of the screeners since the screener moved into the path of a moving player illegally by not getting to the spot first. Even if the doors close before contact, we need to make sure that the player being screened is given time and distance to avoid the contact. This does not mean there WON'T be contact (screens are *designed* to have contact), but we need to make sure the screened player does not run through the screen or that he/she had the *opportunity* to stop or change direction before contact. *In my opinion*, elevator screens are seldom legal....they almost never meet the requirement of rule 4.40.

Screens are tough! Tough to see at times, tough to determine time and distance and tough to make an immediate decision. There are LOTS of screens available in just ONE GAME – get a film of one and watch it! Read the entire definition (4.40) of a screen and look at them in the film!

Monday Extra: Make sure to contact your partners about riding together or arrival times if not.....and if something unforeseen comes up, call or text a partner to keep them posted!

Have a great game tonight and be safe!

Tim