

Good morning!

Screens.....'here we go again' you think? You know I can talk screens at length...did it last August where some of you heard! IN MY OPINION, the more screens we see on video and the more we discuss them, the better we get at officiating them consistently.

With that being said...[here](#) is the clip for today. What do you have? This is a case where the player being screened violates article 8.....

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.

These are illegal actions we need to get....to get the play right and also not allow any potential escalation in the physicality of play in general and screens specifically. Great get by the C in this clip. Also notice that the L was patient in a potential rotation and didn't immediately sprint across the paint just because the ball went near the opposite corner. He waited for all 10 players and 3 officials to be in the front court and paused to see the immediate action....which was the ball moving back toward the top of the key.

Thursday special.....injured player procedure. If ANY adult comes onto the floor to attend to an injured player, he/she MUST leave the game for one tick of the clock UNLESS the coach takes a 60-second timeout to keep him/her in the game, provided he/she is ready to play at the end of the timeout. We need to wait until the injured play is off the court and then go to the head coach and say 'coach, I either need a substitute for ## or you can take a 60-second timeout to keep ## in the game if ## is ready to go by the end of the timeout.' We MUST offer this option to the coach. If they do not have a 60-second timeout, they may use a 30-second timeout but still must be ready to play by the end of it. Just as with blood, if two opposing players are injured on the same play and require assistance on the court from the bench, BOTH teams must take a timeout and then again run concurrently to keep the players in the game.

Have a great pre-game conference and thus a great game tonight!

Tim