

Good morning!

Screening...the theme of the week I guess. This may be the area that could improve the most from game to game. The entire rule was given earlier this week. Here is the part we need to focus on today.....

 First  Prev **Currently Viewing: 4-40-5**  Next  Last

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.

Screening a MOVING opponent is completely different than a stationary opponent. With a stationary opponent in sight, the screen may 'set up' just short of contact (this allows the opponent to be able to avoid contact). However, a screen set on a moving opponent is completely different. In this case, the screener must allow the opponent *time and distance* to avoid the screen (and contact). A screener may not just move in front of an opponent without the ball even if he or she theoretically establishes LGP. THESE are what can happen on an opponent with the ball. An opponent WITHOUT the ball must be given *time and distance* to avoid contact.

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

Do we allow the opponent *time and distance* to avoid the contact, or is the screener legal and the opponent did push through the screen? In this game live, I agreed with the call until I saw the film. The screener here moved into the path of the opponent, NOT allowing *time and distance* to avoid the contact. This SHOULD have been a team control foul.

Take a look at screens harder in games today, tomorrow and the last 2 weeks of the season. There are plenty of them in every game!

Have a great game today!

Tim