


Good morning!

It is the final Friday in January. We have 2 weeks remaining in the regular season. Wow, where has it gone?

Screening...the theme of the week. There have been some challenges in evaluating the clips this week, especially yesterday's. All I want to do today is revisit the rule for screening, watch yesterday's clip again and read two responses I got to yesterday's clip. The guidelines are there, but there is certainly some judgement in what constitutes a good screen/bad screen. Neither is wrong! We just need to keep working on it and try to become more consistent in our officiating of screens.

Here is the rule again, as was given Monday:

### 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.

Take a look at yesterday's clip again, keeping in mind the *time and distance* the screener allows the opponent.

Click [here](#) .

Here are two responses I got yesterday in regards to this clip.

Also, what you have to be mindful about is the fact that the L did not rotate immediately away from a competitive match up in his PCA which the crew probably had talked about already based upon what they had already seen 4:10 in to the game: HOWEVER- the Lead- his eyes followed the ball when the ball skipped to the other side. He took his eyes off the match up in front of him and his shoulders turned away from and off his competitive match when his eyes followed the ball out of his PCA. Even though

he did not rotate, his eyes did and thus he was not able to see the complete screen....the L only saw the end of the screen, and thus, called it backwards.

When the ball skipped to the other side, the T's eyes should have gone to the low block to see the competitive match up,-even though the L did not rotate, the action of the ball and the T's instincts were to close-down to become the new C...but the eyes of the T did not go to the low block.

Great stuff with covering the off the ball screens. Not only do we need to know the screening rule, we have to be in the proper positioning and be cognizant to look for the action that takes place off the ball- you have to know the rule and be in the proper place, looking at the proper players !!!!

Just my opinion. I like the push call based on the theory of calling the obvious (Elephant v. Ants). I tell my guys, Dont be a detective, call the obvious.

Defender pushed thru the chest of the screener. Did the screener move a little left (possible) but i think the tape confirms the call bc defender went thru the **middle of the chest**. He made **no attempt** to go around screener. instead, he continued to **push thru** screener to thr ground.

The elephant - knocking over the screener by going thru the middle of his chest - is what i looked out. The ant - slight movement to the left. i would not call illegal screen bc looking at the tape -i would have to look at it numerous times, squinting to see a little movement to the left. I look at it one time & see defender push thru the chest of the screener to the floor with no attempt to go around after contact. Elephant v. The Ant.

Plus, game management purposes also warrant a push. Thats what everyone sees - screener on the ground.

Now, i dislike to pass judgment looking at an isolated play. I would like to see a few minutes before the play as well and what was called by the crew. But in isolation, im ok with this call. IMO.

Aren't these GREAT responses, both in their own right??!! Think we have a good thing going on thinking about screens now? I DO!!

Have a GREAT game today and a relaxing weekend!

Tim