

Good morning! Back to screening! Again, here is what our rules book says a screen may be:

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.

Let's just cut to the chase and see what you think of the play...take a look [here](#) for the clip.

Block? PC? Incidental? You MUST have a reason since this is the end of the game and an explanation should most likely be given to the coach if he/she asks. There are 2.0 seconds left in a tie game!!!! One of the three options sends white to the line to potentially win it! We MUST be spot on here.....remember that mistakes made early in the game give teams a chance to make them up.....mistakes made at the end of the game do not allow that option. We MUST be right here.

Here is what I see.....a screener for white coming up and setting a screen on the defender of the thrower-in. The screener was obviously screening a moving opponent. Under article 5, the screener must allow time and distance to avoid contact. Did he here? Not likely. In regards to article 7, the player being screened MAY have the screener in his field of vision here (let's say he does for argument sake). IF he does, then the player being screened is expected to avoid contact by going around the screen. In cases where the screener is outside the field of vision, the player being screened may make inadvertent contact with the screener and it *could* be severe. Did the player being screened run THROUGH or push THROUGH the screener? I say no. Was the screener in the field of vision? Maybe, maybe not.

OK, a couple more questions.....first one the most important.....what did the defender do wrong? Did he run thru the screen? Push thru? I say no.....incidental contact on his part. What did the screener do wrong? Allow time and distance? Hmm, maybe, maybe not..... My assessment of this play *after seeing it on film many times* is that this is incidental contact since in real time, I am not sure that the screener was illegal. Remember that a screen DOES HAVE CONTACT! It CAN be severe on legal screens!

I KNOW this screen will generate lots of discussion (it has in at least on chapter meeting I am aware of) and you may disagree with me.....the morale of this play is that hopefully when you see it happen in your game with 2 seconds left, your brain pulls this clip and your decision out to make a quick judgment of it! I FIRMLY believe that seeing film puts plays into my head and they DO come out when I see them in a game. Again, as Mark Lindsay says, 'video allows us repetitions without the toll on the body.'

Have a GREAT game tonight!

Tim