

Good morning, hope all is well and you had safe travels last night to and from your game. We had some dicey weather here in NW PA.

Screening.....beating a dead horse? Not really, we see a few topics at meetings and on forums a lot when they are areas with the greatest room for improvement. Traveling and screening are two areas that are extremely difficult to officiate. I have posted the screening rules before, but it sure doesn't hurt to see them time and time again. It seems that every time I read and reread a rule/case play, it all makes better sense.....so, here is screening again.....

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.

In today's clip, we have a screen being set on a defender on the wing during a baseline throw-in. The screen is set with either article 3 or 5 taking precedent. The screen is set so close to the defender starting to move that determining which article occurs almost takes super slo-mo to determine. Even if we determine that the player being screened is moving and must be given one to two normal strides to avoid the screen, that appears to be very close to being legal. OK, for the sake of argument, let's assume the screener set the screen legally with the required time and distance permitted.....is the rest of the screen legal?

NO, the screener did NOT hold his position legally after setting the screen initially. Article 1 says that a screen is a legal act that, *without causing contact*, prevents or delays an opponent from reaching a desired position. What does *without causing contact* mean? Well, it means that if the screener sets the screen legally (no contact) then **maintains** his/her position and the screener goes around the screen (contact most likely occurred but legally caused by the screened player providing he/she did not 'push through' the screen), the screen starts, occurs and finishes legally. In this clip, the screener does NOT maintain a legal position allowing the screener to go around the screen. The screener here leans into the path of the screened player and actually uses his arms to delay the screened player from getting around it.....FOUL.....team control foul committed by the screener. Remember, in the high school game, we have team control during a throw-in, so no free-throws if the player held on the 'moving screen' is in the bonus. The ball would be awarded to the offended team nearest the spot of the foul.

So what happened in this play? I would first say that trail is way too deep on this baseline throw-in and ALMOST seems to be taking a step the other direction. We all have done that, but what we need to do as the lead is make sure that our partners appear to be in the right position. What happened here though certainly isn't abnormal.....except that trail is way too close to midcourt for this throw-in. He should have been at the 28-foot line at the deepest since no players were even above the top of the key. This play was well within trails primary. Now, to the credit of the center, he gets this call correct! Take a look at what C has in his primary on the set play.....one matchup in his primary and it isn't closely contested. He is looking through the play and gets the illegal screen.....great get here. I certainly do not condone going that far out of our primary, and actually talk AGAINST it, but this crew may have pre-gamed just such a play and coverage on a baseline throw-in....another great reason to have a pre-game conference in EVERY game we work.

In a two-person game, this screen is extremely difficult to get. The lead has the thrower-in and the matchup at the low block. The screen is right at the edge of lead's rectangle and where trails primary starts.....trail probably needs to be quite close to the midline to get a look at this play.

Again, screening is an area that we (I) can certainly improve upon.....look at clips of screens, KNOW the rule for screens and be ready right from the tip for them! And now without more delay, take a look at the clip [here!](#)

Welcome to all the Norristown chapter members who are getting this now also!

Have a great game tonight!

Tim