Good morning!

Another possible solution to the 'invalid parameter' error.......on an iphone and ipad......click on the 'down arrow' at the top and it loads the video for some people (thanks Tom Platt Jr).

Hope you had a great game last evening.......

Today's clip is another screen play (thanks Craig Bradley for this clip). Take a look here. What do you have on this.....legal screen? Illegal screen? Illegal contact by player being screened? Nothing?

Remember the requirements on a screen......

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.

Do you have a foul? On which player? Rule 4-40-7 and 4-40-8 are the requirements of the player being screened. This player must attempt to go around this particular screen since it was within his visual field of view. Did he? NO…… He is not permitted to use his body to force his way through the screen. Did he comply here? NO. This is a foul on the player being screened – gold 5. He SAW the screen coming and RAN OVER the screener. Foul on gold 5.

So what do we have with the three-point attempt that went up? Does it matter since we had a foul on the defense? YES IT MATTERS! We MUST know if the 'habitual motion that immediately precedes the shot' had started! This means that if the shooter has started the shot, it WILL COUNT if it goes in! Continuous motion applies on ANY foul by the defense. (If the ball became dead on defensive fouls that were not on the shooter, we would have defensive fouls on non-shooters at the end of games to make the ball dead on last shot attempts.)

On this particular play, T has the sideline throw-in and is probably a little deep (too close to the division line). There is a TON happening in his primary and L looks as though he is looking right at the screen. T needs help from L on this. Screens are extremely tough to get by the official who has the ball handler and defender, or in this case, the thrower-in and making sure the throw-in ends legally and the several screens being set. L has not much going on in the paint so could definitely help out on the screening action. (The C could have been at least a couple steps OFF his sideline since all 10 players are in the paint or opposite to start the throw-in.) When we get this foul by gold 5, the calling official should go to his partner(s) and ask if the shot had started when the foul occurred (or whistle blew). If so, we count the goal……and make sure to signal a good 'three' to the table.

If we pass on plays like this, we promote more of the same (pushing through screens), most likely by both team and then the push throughs escalate to more violent contact. Screening is TOUGH! Talk about it in pregame conferences!

Wednesday extra……blood on a player or uniform. When we see blood, we must take care of it immediately (if a team is about to score a layup or take a shot, pause). When you stop play, go to the coach and tell him player ## has blood and it needs taken care of and 'I either need a substitute or you can call a 60-second timeout and if ## is ready to play by the end of the timeout, ## can stay in the game.' *Make sure to give the coach that option*. This is the ONLY way a player with blood may remain in the game….and if opposing players both have blood, BOTH TEAMS must use a timeout (run at the same time) in order for both players to stay in the game. If they do not have a 60-seconf timeout, they may use a 30.

Have a great game today!

Tim