

Good morning!

We have all seen it.....the screen set in the back court when no teammate yells that a screen is coming and the collision is violent. Screens CAN be violent, but we need to make sure they are set within the rules. Rules 4-40-5 says that 'when screening a moving opponent, the screener shall 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.'

Take a look at the play [here](#).

There are a several important *requirements* for a screen on this play. Since the player being screened is moving, *time and distance are relevant*. The screener must allow enough time and distance, *once she has stopped to set the screen*, to allow the player being screen to see it and top or change direction. Again, the screener may not be moving towards the player being screened.

In this play, there was NO time or distance given AND the screener is still moving forward. FOUL and WAS called! It was also called by the appropriate official! The C in this case, helped on the play since nothing was in his primary and got the illegal screen. The T has the ball handler and defender and getting the screener also makes if very difficult. In a two-person game, this is exactly what happens, the play becomes VERY difficult if the T does not see the screener coming and know when/how she got to the point of contact. Screening needs discussed in EVERY pregame conference!!

Just a note, remember that it is tough to teach us old dogs new tricks.....but all player and team control fouls use the player control signal when called.

Tuesday extra: MAKE SURE to keep your assigner updated on closed dates not matter how it is communicated. Getting a message like 'wife's birthday' is irritating because that most likely hasn't changed and could have been entered as a blocked date long ago!

Have a great game tonight!

Tim