

Good morning!

Handoff screens...we see them a lot. Take a look at a handoff screen [HERE](#).

Anytime that a handoff screen happens to a moving defender, which is nearly every handoff screen, we almost always have an illegal screen. Look at rule 4.40.5 as follows:

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.

This means that the person setting the screen (the ball handler who hands the ball off) on a moving defender (defending the player who was *handed* the ball must give that defender 'time and distance' to the defender to avoid contact, period. *If we determine that the defender could not avoid the contact by stopping or changing direction, we have an illegal screen.*

In this play, white 0 handed the ball off and blue (4 I think) was not able to avoid the contact. This results in an illegal screen on white 0. The T made the correct call but should have used the player control mechanic instead of the 'punch' mechanic. He did use the correct mechanic at the table and verbalized 'illegal handoff screen'.

Handoff screens are ones that need called and are generally easy to get. Screens are many times TOUGH to get by the official whose primary it happens in because the official is officiating the ball handler and defender. Handoff screens are the easiest to get by the official who has the ball handler, defender and the screen.

Monday extra: The last Monday for the regular season in most areas and possibly the last games this week for some of us...for the season and maybe forever. THANK YOU to everyone for all you've done this year and a special thank you to those who are retiring and all you've done in your career!

Have a great game tonight!

Tim