



ARTICLE 33

CONTACT: GENERAL PRINCIPLES SCREENING

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SCREENING

An attempt to delay or prevent an opponent **without the ball** from reaching a desired position on the court





LEGAL SCREENING CRITERIA

1

Screener is stationary (inside cylinder) when the contact occurred





LEGAL SCREENING CRITERIA

2

Screeener has both feet on the court when contact occurred





ILLEGAL SCREENING CRITERIA

1

Screener was moving when the contact occurred

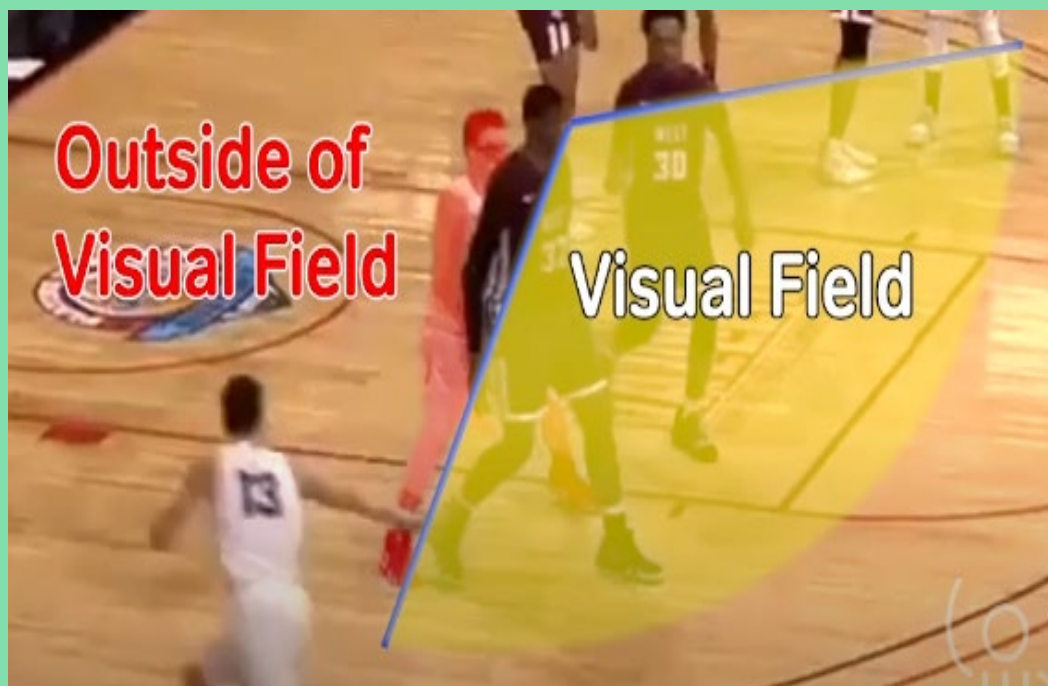




ILLEGAL SCREENING CRITERIA

2

Screeener did not give sufficient distance in setting a screen **outside the field of vision of a stationary opponent** when contact occurred



ILLEGAL SCREENING CRITERIA

3

Screener did not respect the elements of time and distance of an **opponent in motion** when contact occurred





SCREENING A STATIONARY OPPONENT

WITHIN THE FIELD OF VISION (**FRONT** / **LATERAL**)

Screeener may establish the screen as close to defender as he wishes
without contact





SCREENING A STATIONARY OPPONENT

OUTSIDE THE FIELD OF VISION

Screeener must permit the opponent to take **1 normal step** towards the screen without making contact





SCREENING AN OPPONENT IN MOTION

ELEMENTS OF TIME AND DISTANCE SHALL APPLY

Screeener must leave enough space so that the player who is being screened is able to avoid the screen by stopping or changing direction





SCREENING AN OPPONENT IN MOTION

*ELEMENTS OF TIME AND DISTANCE **SHALL APPLY***

The distance required is never less than 1 and never more than 2 normal steps





A player who is legally screened is responsible for any contact with the player who has set the screen

