

Perimeter Play

A. Contact Principles

- Guarding/Screening principles
 - Advantage/Disadvantage
 - Misuse of a rule
 - Each act by a player contains a risk of sanction

B. Guarding Principles

- **GUARDING:** the act of legally placing the body in the path of an offensive opponent
 - a player is entitled to any place on the floor that is not already occupied
 - defensive player must first *obtain* a legal guarding position
 - once *obtained* a player can *maintain* a legal guarding position and can do almost anything (they can move) except initiate contact
 - To establish initial guarding position a player must have two feet on the flooring and be facing the opponent
 - A defensive player may move in any direction (except obliquely towards an opponent) to maintain legal guarding position:
 - may move laterally or backwards
 - only required to be at a spot first and then only one foot (toe touch) must be on the floor with the torso facing the opponent
 - Offensive players must expect to be guarded;
 - Offensive players must be in control of their movements;
 - Guarding principles determine who has the rights to the spot on the floor

OFFICIATE THE DEFENSE TO DETERMINE LEGAL GUARDING POSITION

- 4 situations
 - Guarding a stationary opponent with the ball
 - time and distance is **not** a factor
 - Guarding a moving opponent with the ball
 - time and distance is **not** a factor
 - Guarding a stationary opponent without the ball:
 - time and distance is **not** a factor
 - Guarding a moving opponent without the ball:
 - time and distance is a factor

C. Back court

- Dribbler contact
 - Two hands on an opponent is an advantage and must be penalized
 - The mere contact (tagging) of a single hand is not necessarily an advantage and must be judged
 - A player may not leave a hand on a dribbler or use an arm bar to control an opponent

Will the contact lead to rough play, does it create an advantage

- Pressing situations
 - two or more defensive players in the backcourt
 - press situation is a special situation (FIBA 8 sec. backcourt) and does not warrant preventative officiating
 - illegal contact on the **press** (on ball or off ball) is by definition an advantage and shall not be allowed

Why: as offensive player beats an opponent another opponent is waiting to apply the same pressure – if contact allowed it is an advantage when continuous.

 - on a double team illegal contact is an advantage subject to be judged a foul
 - don't allow offensive player to split a double team by making contact stepping through – splitting opponents

GUARDING PRINCIPLES APPLY

D. Front Court

- On ball
 - Use preventative officiating principles within limits (don't coach)
 - Remember guarding principles
 - Two feet on the floor facing
 - Time and distance is not a factor
 - May maintain position by movement / 1 foot on floor
 - First to spot on floor has right to position
 - Do not allow offensive players to create space by holding defensive players away with hands or arm bar
 - Slapping hands away to be penalized
 - Prevent a maximum of once
 - Penalize on 2nd occurrence (or earlier)
 - Two hands on an opponent is an advantage and a foul
 - No arm bars / they can be used to control an opponent
 - Player may intermittently tag an opponent to measure distance and position but may not place and keep a hand on an opponent

CONSTANT CONTACT LEADS TO ROUGH PLAY

- Players moving east-west may be able to handle more contact without an advantage being created
- Players moving north-south should not be impeded by use of hands, arms, legs, elbows (wings)
- Offensive players must expect to be guarded
- If offensive player drives to the basket and gains head and shoulders beyond a defender who maintains illegal contact allow the offensive player to become a shooter before judging advantage / disadvantage
- Off ball
 - guarding principles become critical to making judgment
 - defender must establish a legal guarding position
 - players should not hold an opponent with 2 hands
 - a single hand on an opponent should not be used to create an advantage such as guarding both the opponent and either cutting lanes or the ball position

**OFF BALL HOLDS NEED TO BE RECOGNIZED –
PARTICULARLY IN AN OFFENSE DESIGNED TO HAVE
CONSTANT MOTION**

- Cutters (Special attention to cutters in the lane)
 - bumping cutters off their path has become a problem in our game
 - both defense and offense are causing problems
 - defenders are not respecting guarding principles
 - an opponent without the ball must be given time and distance to avoid contact
 - time and distance is a minimum of 1 step and a maximum of 2 steps (depending on speed)
 - at full speed two steps may be a significant distance
 - officiate the defense
 - determine who has a right to the spot
 - illegal contact is an advantage on an opponent at high speed
 - cutters are being held or displaced by hands, body, hips, arm-bars, forearm shivers, elbows (chicken wings)
 - must be aware of offensive cutters similarly not respecting guarding / screening principles (defender is entitled to an earned position on the floor)
 - watch for cutters creating contact and pushing through defender
 - notice who initiates contact – is the offensive player the initiator and then holds off the defender in establishing position
 - don't allow cutter to displace a defender who has earned a position on the floor

E. Screening Principles

- Screening
 - must be understood and applied as consistently as guarding principles for game to be balanced between offense and defense
 - screening principles apply all over the court
 - screening principles describe what the offense may do to impede a defensive player
 - only time in basketball when the word stationary can apply
 - a stationary opponent in the visual field
 - a moving opponent in the visual field
 - a stationary opponent outside the visual field
 - a moving opponent outside the visual field
 - Screens must be set in a stationary position and with a normal stance being legs at shoulder width or slightly greater plus a normal arm position not intended to create extra width
 - One exception - a screening player may maintain the same path as the ball handler in moving up the floor (see principles of who has right to the spot on the floor)
 - a stationary opponent in the visual field, screen may be anywhere short of contact
 - a moving opponent in the visual field, screen must allow time and distance based on speed for opponent to adjust path
 - a min. of 1 step and a max. of 2 based on speed

F. Summary

- Officiate the defense
- Officiate using guarding and screening principles
- 4 guarding and 4 screening situations
- offense must expect to be guarded
- Offense must be in control
- Advantage / disadvantage principles apply
- Preventative officiating is encouraged
- Seek consistency
- Avoid situations that lead to rough play
- Seek tempo and flow
- See the whole play / particularly on cutters

