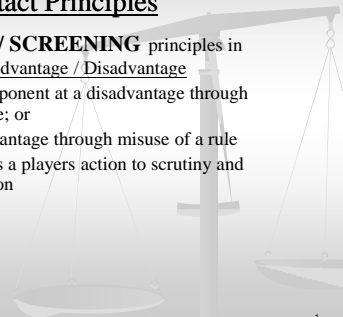


Perimeter Play

Contact Principles

- **GUARDING / SCREENING** principles in conjunction with Advantage / Disadvantage
 - to place an opponent at a disadvantage through misuse of a rule; or
 - to gain an advantage through misuse of a rule
 - each act opens a players action to scrutiny and risk of a sanction



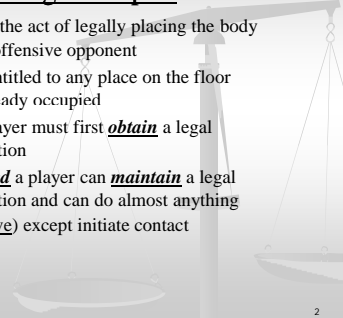
1

Perimeter Play

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

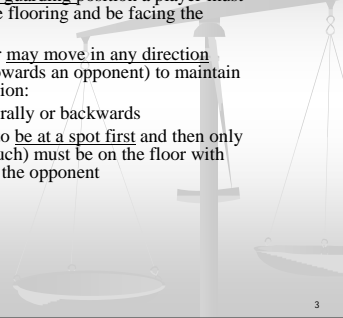


2

Perimeter Play

Guarding Principles

- 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



3

Perimeter Play

Guarding Principles

- 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

Perimeter Play

Guarding Principles: 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**

Only a moving opponent without the ball must be given time and distance to avoid contact in order for a defender to have legal guarding position.

5

Perimeter Play

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

6

Perimeter Play

Backcourt

- 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 is allowed it is an advantage when continuous.

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Perimeter Play

Backcourt

- Pressing situations
 - 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

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Perimeter Play

Frontcourt

- On Ball
 - Use preventative officiating principles within limits (don't coach)
 - Remember guarding principles
 - two feet on 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

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Perimeter Play

Frontcourt

- On Ball
 - 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)

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Perimeter Play

Frontcourt

- On-Ball
 - 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

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Perimeter Play

Front Court

- On Ball
 - player 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)

Reflect on advantage / disadvantage and guarding principles

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Perimeter Play

Front Court

- On-Ball
 - 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

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Perimeter Play

Front Court

- 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.

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Perimeter Play

Front Court

- 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)

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Perimeter Play

Frontcourt

- Cutters (Special attention to cutters in the lane)
 - 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

See the whole play

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Perimeter Play

Screening Principles

- Screening principles
 - 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
 - **SCREENING**
 - 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

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Perimeter Play

Screening Principles

- 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

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Perimeter Play

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

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