

Illegal Screens/Picks:

A screen or pick situation occurs when an offensive player situates himself in the path of an oncoming defender for the purpose of slowing him down or making him change direction.

- For Stationary Defenders: If the offensive player attempts a screen or pick on a *stationary defender*, he merely needs to situate himself in a legal guarding position before the defender starts moving. If the defender then moves or runs toward the offensive player and initiates the contact, there is either a no call or a defensive foul if the contact is enough to dislodge the offensive player.
- For Moving Defenders: If the offensive player attempts a screen or pick on a *moving defender*, he needs to set himself in a legal guarding position providing the defender with enough space to stop and/or change direction. The speed of the player determines the distance needed. The offensive player cannot just jump in front of a moving opponent at the last second.

In either case, an illegal screen or pick is committed when the offensive player fails to get into position before the contact occurs, or the offensive player adjusts his position as the defender tries to avoid the screen/pick. More specifically, if an offensive player sets a legal pick on a moving defensive player, who then tries to go around the pick, the offensive player cannot turn, “hedge” with his hips or legs, or otherwise try to reestablish a position in the path of the oncoming defender. If he does, an offensive foul is called.