

ORIGINAL RULES OF BASKETBALL, 1892

1. The ball may be thrown in any direction with one or both hands.
2. The ball may be batted in any direction with one or both hands, never with the fist.
3. A player cannot run with the ball; the player must throw it from the spot where he catches it, allowance being made for a man who catches the ball when running at a good speed.
4. The ball must be held in or between the hands; the arms or body must not be used for holding it.
5. No shouldering, holding, pushing, tripping, or striking in any way the person of an opponent is to be allowed. The first infringement of this rule by any person shall count as a foul; the second shall disqualify him until the next goal is made, or if there was evident intent to injure the person, for the whole game; no substitute allowed.
6. A foul is striking the ball with the fist, violation of Rules 3 and 4, and such as described in Rule 5.
7. If either side makes three consecutive fouls it shall count for a goal for the opponents. (Consecutive means without the opponents making a foul.)
8. A goal shall be made when the ball is thrown or batted from the grounds into the basket and stays there, providing those defending the goal do not touch or disturb the goal. If the ball rests on the edge and the opponent moves the basket, it shall count as a goal.
9. When the ball goes out of bounds it shall be thrown into the field, and played by the person first touching it. In case of a dispute, the umpire shall throw it straight into the field. The thrower is allowed five seconds; if he holds it longer, it shall go to the opponent. If any side persists in delaying the game, the umpire shall call a foul on them.
10. The umpire shall be the judge of the men, and shall note the fouls, and notify the referee when three consecutive fouls have been made. He shall have power to disqualify men according to Rule 5.
11. The referee shall be judge of the ball, and shall decide when the ball is in play, in bounds, and to which side it belongs, and shall keep time. He shall decide when a goal has been made, and keep account of the goals, with any other duties that are usually performed by a referee.
12. The time shall be two 15-minute halves, five minutes between.
13. The side making the most goals shall be the winner. In case of a draw, the game may, by agreement of captains, be continued until another goal is made.