

CONTRACTS CASE

'Phog' Allen, Kansas Cage Coach, Becomes Inventor of New Sport

Dr. Forrest C. (Phog) Allen, Kansas University's basketball coach, has combined his inventive genius and his knowledge of the cage game to invent a new sport, which, St. Louis friends of the Jayhawker coach say, has been enjoying a great deal of success on the K. U. campus.

Dr. Allen's new sport, which he calls Goal-Hi, is a modified form of basketball, and can be played on either an indoor or outdoor court. Principal deviation from basketball is the fact that only one goal, in the center of a circular court, is used.

Goal Can Be Regulated.

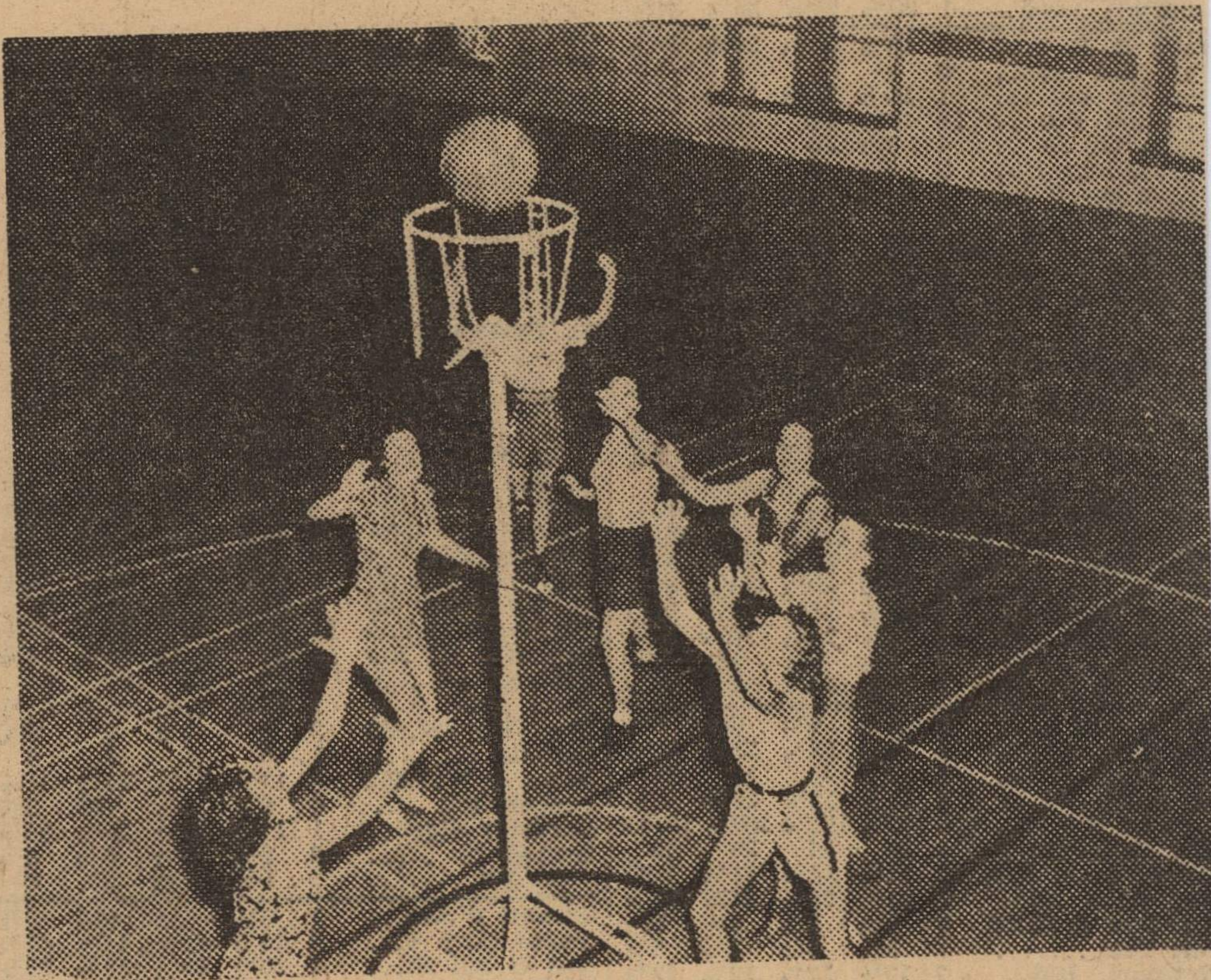
In the new sport the basket is mounted on a standard that can be regulated for any desired height, with grade school pupils tossing a regulation size basketball, eight feet, junior high school students nine and high school and college players ten.

When a basket is made, the ball is returned to the playing area in any one of three directions, depending on which way the ball strikes a cone-shaped metal projector in the center of the basket.

Fouls, free throws and field goals are all in order in goal-hi. A free throw, which counts one point, the same as in basketball, is attempted from an area fifteen feet from the basket. Shots from other points on the playing surface, which is thirty feet around the goal, count two and three points. Around the basket is a restraining area, four feet in circumference.

Possible Intramural Sport.

The sport, Dr. Allen told a St. Louis friend, has possibilities more



Girls at the University of Kansas are shown competing in a goal-hi game on an indoor basketball court. The court, it will be noted, has been marked off according to goal-hi rules.

as an intramural rather than an interscholastic athletic activity. Any number of player can participate. but the official rules, prepared by Allen, call for only five, the same number as on a basketball squad.

Students at Kansas University organized a team this summer and challenged a goal-hi squad from Haskell Institute. The more-seasoned Jayhawk players scored an overwhelming victory. Summer

school students at Kansas also organized teams and had regular games.

Several principals and coaches of small high schools in Kansas have written Allen and requested information on the sport, stating that they are planning to form regular teams to compete with near-by schools. Thus far the game has not been adopted by any school in the St. Louis area.

ATHLETIC JOURNAL

Vol. XX, No. 4

December, 1939



Basketball Vitamins
Everett Dean

Basketball Suggestions by
1939 Championship Coaches

The Growth of Skiing
William T. Eldred

Goal-Hi, New Game Developed by Noted Basketball Authority

RUMORS of a new and inspiring game that is reported to be rapidly finding national favor, is news indeed. We approached the man responsible for originating and developing Goal-Hi, Dr. Forrest C. Allen, better known wherever basketball is played or discussed as "Phog" Allen, and asked him to describe his new game for our readers. Dr. Allen, Director of Physical Education and Varsity Basketball Coach of the University of Kansas, needs little introduction. He has been associated with basketball for thirty-seven years and enjoys the distinction of having the longest period of service of any collegiate coach and of producing championship teams in twenty-one of his twenty-seven years of coaching. Dr. Allen's response to our inquiry follows.

I ONCE heard eight educators, speaking at the National Convention of the American Association for Physical Education, Health and Recreation, say that basketball possessed all of the qualities necessary for the educable child. As parents and as educators we desire physical fitness, emotional stability, and mental poise as chief characteristics for our youngsters. To observe the young basketball player dribbling and weaving his way through a broken field and then suddenly swerving to the side, jumping high into the air and gracefully laying a shot into the basket, is to witness poetry in motion. It is that type of motor flow that the Greeks wrote about centuries ago.

Running, jumping, leaping, vaulting, and climbing are the fundamental activi-



Dr. Forrest C. "Phog" Allen

ties of man. The basketball player shooting the ball into the basket is improving

motor skills and developing co-ordination, rhythm, and confidence. By shooting at a goal above the head, the player is elevating his ribs and thorax, and thus developing the entire upper thoracic area—an extremely important exercise which is much neglected in our age of sedentary existence. Every basketball coach knows that to play basketball is to exercise the leg and abdominal muscles and, in fact, every part of the body.

Basketball is rated as perhaps the most popular sport in America today. When our Government reports that more than eighty million people of all ages are annually paying admissions to see the game of basketball, there can be no question of its popularity. Unfortunately, that group of eighty million people consists of spectators who are content to sit on the sidelines and watch two teams of only five players each play the game.

Realizing the fact that basketball as we now play it is limited to the short winter season, and desiring to see these eighty million spectators step across the sidelines and become players, I have developed Goal-Hi, a game that will undoubtedly find favor as a year-round indoor and out-



INTRODUCTION

By Dr. Forrest C. Allen, Director of Physical Education and Varsity Basketball Coach, University of Kansas, Lawrence, Kansas, and the originator of Goal-Hi.

The new all-year-round game of Goal-Hi is a lead-up game to basketball. Basketball, the game that I have been associated with for over 37 years, is rated as perhaps the most popular sport in America today. When more than 80 million people each year pay to see a game there can be no question of its popularity. Unfortunately, that group of 80 million consists of spectators who, in the main, are content to sit on the sidelines and watch several thousand teams of only five players each play the game.

Knowing these things, and in view of the fact that basketball as we play it is an indoor sport limited to the winter season, and with an eye on that group of 80 million spectators whom I would like to see step across the sidelines and become players, I have ~~hastily~~ developed a game that I am hopeful will find favor as a winter and summer, indoor and outdoor sport or recreational activity among Americans of all ages.

The rules of Goal-Hi are very simple. The basket is the focus of activity for both the offense and the defense. Therefore, very few balls are caused to go out of bounds and the play is very rapid but is less fatiguing than the regular game of basketball where the teams shuttle from one basket to the other. A free throw following a foul counts one point. A field goal in the 15 foot radius circle scores two points, while a field goal between the 15 and 30 foot radius circle is valued at three points. This three-point

goal will encourage shooting from longer distances and will clear up the congestion around the basket.

By the use of the new adjustable standard, which I have termed the "Goal-It", which permits raising the basket to 8, 9 and 10 foot heights, Goal-It can be played by elementary, high school or college teams. Likewise, it fits into the public playground program perfectly because instead of being limited to a team of five players, Goal-It can be played by entire classes in a gym or by groups of playground boys and girls.

Most physical educators firmly believe that basketball is one of the finest forms of all-round exercise that can be undertaken. Authorities state that the game of basketball possesses all the qualities necessary for the development of the educable child. For example, muscles are stretched and developed, posture and carriage are improved, physical grace is acquired, and the circulation of the blood through the body is stimulated. Running, jumping and leaping are some of the fundamental activities of man. These are but a few of the many benefits that come to players of basketball. Goal-It develops these to an exceptional degree.

OFFICIAL GOAL-HI RULES

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THE GAME

The game of Goal-Hi is played by two teams of five players each or more with one cannon basket or goal. The ball is passed from one player to another and the purpose of each team is to score as many points as possible by tossing the ball into its own (?) basket, and at the same time preventing the other team from securing the ball or scoring.

RULE 1

PLAYING COURT

Section 1. The playing court shall be a circular area free from obstructions and shall have maximum dimensions of 30 feet in diameter for outside play, or 25 feet in diameter for indoor play, and minimum dimensions of 20 feet in diameter for outdoor play and 15 feet in diameter for indoor play.

(Clause should be added here describing free throw beyond the minimum 15 foot diameter when that is the limit of the playing area for an indoor court.)

Sec. 2. The playing court shall be marked by well-defined lines which shall not be less than 2 inches in width and which shall be at each point at least 3 feet from any obstructions. The outer court shall be termed the "out of bounds line". An inner circle of 15-foot radius shall be termed the "free throw line".

SKETCH OF COURT

RULE 2

THE BASKET

(R.E.W. to describe "Goalie")

RULE 3

THE BALL

The ball shall be spherical and shall be airtight rubber construction or rubber construction covered with leather.

Its circumference shall not be greater than 30 inches and not less than $29\frac{1}{2}$ inches for adults. For junior high school players the ball shall be not less than 29 inches in circumference and for players of intermediate schools the ball shall not be less than 27 inches in circumference.

RULE 4

PLAYERS AND SUBSTITUTES

Section 1. Each team shall appoint a captain and the captain shall be the representative of his team.

Sec. 2. The substitutes before going upon the court shall report to the scorer giving his name, number and position. The scorer shall sound his signal as soon as the ball is dead. The substitute shall remain outside the boundary line until an official signal is given to him to enter the court. The incoming player shall report immediately to one of the officials giving his name or number and the name or number of the player he is to replace. Substitutes who enter the game at the beginning of the second half are not required to report to an official but must report to the scorer.

Sec. 3. The player who has left the game, except for a disqualification or for 3 personal fouls, or for other disqualifications, may re-enter the game three times.

RULE 5

OFFICIALS AND THEIR DUTIES

Section 1. The officials shall be a referee, a timekeeper and a scorer, and shall not be connected in any way with either team.

Sec. 2. The referee shall decide whether a goal shall count and he shall also decide matters upon which the timekeeper and scorer disagree. At the end of each playing quarter he shall check with the scorer and at the end of the second half he shall announce the score, at which time he shall terminate his connection with the game.

Sec. 3. The referee shall have power to make decisions on any point not specifically covered in the rules.

Sec. 4. The officials shall put the ball in play; shall decide when the ball is in play, when it is dead, to whom it belongs and when a goal has been made, ~~is made~~. They shall make decisions upon infractions of the rules, administer all penalties, order time-out as prescribed by the rules, signal when substitutes may come on the court, and supervise substitutions. They shall indicate each goal as made by denoting with their fingers the point value of the goal.

Sec. 5. The officials shall require to leave the game a player who has made three personal fouls, or a player who has committed a disqualifying foul.

Sec. 6. The officials shall have power to call fouls for unsportsmanlike conduct on the part of players, coaches or spectators. They may disqualify players for flagrant unsportsmanlike conduct. Fouls may be called on any number of players at the same time.

Sec. 7. Only one free throw will be awarded for any personal foul. The referee must designate the offender by placing his hand on the offending player.

Sec. 8. The scorer shall record the number of goals made, the free throws made and missed, and keep a running summary of the points scored. He shall record the personal and technical fouls of each player and shall notify the referee immediately when the third personal foul is called on any player. He shall record the time-outs charged to each team, shall notify a team through the referee whenever that team takes a fourth charged time-out, and shall notify the official each time a team is granted a charged time-out in excess of the legal limit.

Sec. 9. The scorer shall keep a record of the names and number and position of players who are to start the game and of all substitutes who enter the game.

Sec. 10. The scorer shall be provided with a signal with which to attract the attention of the official when the ball is dead. This signal should be unlike signals used by the referee and timekeeper.

Sec. 11. Goal-III scoring characters. The following characters should be used in keeping score: P -1, P - 2, and so forth for personal fouls; T for technical fouls; 2 for field goal, and 0 for free throw attempt with an X inside of the 0 if the throw is successful.

Sec. 12. The timekeeper shall be provided with a stop watch which shall be the game watch which shall be operated only by the timekeeper. At the beginning of the half or overtime period or at any other time when play is resumed by a jump ball after time is out, the game watch shall be started at the instant the official blows his whistle as the ball leaves his hands for the toss. If play is resumed by throwing the ball in from out of bounds

or by a free throw, the watch shall be started when the official signals there is time in, or when the ball misses the basket after an unsuccessful free throw.

The game shall be stopped at the expiration of time for each period, and when an official signals a foul, a time-out, or permits a substitute to come on the court. The timekeeper shall then start a time-out watch and shall direct the scorekeeper to signal the official when the legal time has elapsed for which time was taken out.

The timekeeper shall indicate with a signal the expiration of playing time of each quarter, half, or overtime period. This signal terminates actual playing time of each period.

Sec. 13. Whistle. The official shall blow a whistle whenever he declares a ball dead.

RULE 6

PLAYING TERMS

Section 1. A goal is made when a ball enters the basket from above.

Sec. 2. Player out of bounds. A player is out of bounds when any part of his body touches the ~~perimeter~~ boundary line or the area outside of the boundary line.

Ball out of bounds. The ball is out of bounds when any part of it touches the boundary line, the floor outside the boundary line, any object on or outside the boundary line, or when it is touched by a player who is out of bounds.

The ball is caused to go out of bounds by the last player touched by it before it crosses the line.

Sec. 3. Hold ball is declared when two players of opposing teams have one or both hands firmly on the ball, or held ball may be called when one closely guarded player is withholding the ball from play in his front court (?) and is making no apparent effort to put the ball in play.

Sec. 4. A Jump Ball takes place when the official tosses the ball up between two opposing players.

Sec. 5. Time-out is declared whenever the game is legally stopped without the loss of playing time.

Sec. 6. The Ball is Dead and play shall cease until the ball is put in play again as indicated by the referee.

a. When the whistle of the referee sounds, except when a player interferes in any way with an opponent when a ball is tossed up between them.

b. When held ball is declared.

c. When time-out is declared.

d. When either a foul or a violation is called.

e. When the ball goes out of bounds.

f. After each of the two free throws following a double foul.

g. At expiration of playing time.

If on a try for goal the ball is in the air when the signal is sounded to indicate "dead ball", the goal counts if made, except as follows: If before the ball is in the air a foul or violation is made by a player of the team throwing for goal from the field, the goal does not count. Of course, if the referee declares "held ball", the goal does not count even if the ball is in the air when the whistle sounds.

Note: If the ball strikes the referee who is inside the boundary lines it is not dead but play continues as if the ball had not touched him.

Sec. 7. A Pivot takes place when a player who is holding the ball steps once or more than once in any direction with the same foot, the other foot, called the pivot foot, being kept at its point of contact with the floor.

Sec. 8. Running with the Ball (traveling) is progressing in any direction in excess of prescribed limits while holding the ball.

Sec. 9. A Dribble is made when a player, having gained control of the ball, gives impetus to it by throwing, batting, bouncing or rolling it, and touches it again before it touches another player.

Sec. 10. Holding is personal contact with an opponent that interferes with the opponent's freedom of movement.

Sec. 11. Blocking is personal contact which impedes the progress of an opponent who has not the ball. Blocking is a personal foul.

Sec. 12. A Foul is an infraction of the rules, the penalty for which is one or more free throws.

Sec. 13. Disqualifying Foul is an infraction of the rules for which a player is removed from the game.

Sec. 14. A Double Foul takes place when fouls are called simultaneously upon both teams.

Sec. 15. A Multiple Throw takes place when two or more free throws are awarded the same team.

Sec. 16. A Violation is an infraction of the rules not involving a foul.

Sec. 17. A Free Throw for goal is the privilege given a team to throw for goal from a position directly back of the free throw line.

Sec. 18. Delaying the Game is unnecessarily interfering with the progress of the game by a player.

Sec. 19. Extra Period is the extension of playing time necessary to break a tie score.

RULE 8

PLAYING REGULATIONS

Section 1. The game shall be started by the referee, who shall toss the ball up between two opponents, as provided in Section 4 of this rule.

Teams whose players are of college age shall play four quarters of seven and one-half minutes each, with an intermission of 10 minutes between the second and third quarters, and two minutes each between the first and second, and third and fourth quarters.

Teams whose players are of high school age shall play four five-minute quarters, with one-minute intermissions between the first and second quarters and between the third and fourth quarters, and a ten-minute intermission between the second and third quarters. For boys fourteen years and under the quarters shall be four minutes, with two-minute intermissions between quarters and ten minutes intermission between the second and third quarters.

Sec. 2. Captains shall be notified one minute before each quarter is to begin. If a team is not ready within one minute after play is called by the referee at the beginning of any quarter, a technical foul shall be called for each minute of delay. In case of unavoidable delay the referee shall make proper allowance.

Sec. 3. The ball may be passed, thrown, batted, bounced, rolled, or dribbled in any direction.

Sec. 4. The ball shall be put in play in the 15-foot radius circle (except as otherwise provided in these rules):

- a. At the beginning of each quarter, and of each extra period;
- b. After held ball on or inside the 15-foot radius circle;
- c. After a free throw following a technical foul, or after the last free throw following a technical foul, if more than one has been called.

d. After the last free throw following a double foul, in the following manner:

Each jumper shall stand with both feet in the area inside the 15-foot radius circle. The referee shall then toss the ball upward between the two jumping players, to a height greater than either of them can jump and so that it will drop between them. The ball must be tapped by one or both of the jumping players after it reaches its highest point. If it touches the floor or ground without being tapped by at least one of the jumpers, the referee shall put it in play again in the same place.

Sec. 5. The jumping players must not tap the ball before it reaches its highest point. Neither jumper may tap the ball more than twice, after which neither may touch the ball again until it has touched one of the other eight players, the floor, ground or the basket. Under this provision four taps are possible, two by each jumper. When a jump ball takes place in the 15-foot radius circle, all players except the jumpers shall remain outside of the 15-foot radius circle and inside the larger peripheral circle bounding the 15-foot radius circle, until the ball has been tapped. Infraction of this clause is normally a violation (award of ball to opponents out of bounds) but repeated infraction may be penalized as delay of the game.

Sec. 6. When the ball is tossed up between two players in the larger peripheral circle, all players except the two jumpers shall remain outside of the larger peripheral circle and inside of the smaller peripheral circle until the ball has been tapped. Infraction of jumping rule identical with Sec. 5.

Sec. 7. After a goal from the field or after a free throw, whether made or missed, the ball remains in play and play is interrupted only by the referee's whistle calling attention to a violation or to a foul.

Sec. 8. The game is terminated by the sounding of the timekeeper's signal indicating the end of the game.

Sec. 9. On all out of bounds plays not more than five seconds is permitted in getting the ball into play.

Sec. 10. When a foul is committed simultaneously with or just previous to the timekeeper's signal ending a quarter or an overtime period, time shall be allowed for the free throw or throws, which shall be attempted immediately. Each quarter and overtime period must begin with jump ball at 15-foot peripheral circle.

RULE 9

SCORING

Section 1. A goal from the field inside of the 15-foot peripheral circle shall count 2 points. And a goal from the field outside of the 15-foot circle but in the large outside peripheral circle shall count 3 points. A goal from a free throw circular line shall count 1 point.

Sec. 2. A game shall be decided by the scoring of the greater number of points in the playing time.

Sec. 3. If the score is a tie at the expiration of the fourth quarter, play shall be continued for an extra period of three minutes, or as many such periods of three minutes as may be necessary to break the tie. An intermission of one minute shall be allowed before each extra period. Each extra period shall be considered a continuation of the fourth quarter, but at the beginning of each extra period the ball shall be put in play at the 15-foot peripheral circle.

The first paragraph of this section shall be modified for games in which the players are of high school age or younger, as follows: If the score is a tie at the end of the fourth quarter, two minutes intermission shall be declared during which the teams may not leave the court. Play shall then be

resumed and as soon as one team scores two points it shall be declared the winner and play shall cease. If neither team scores two points in a period of three minutes, play shall be suspended. If one team has scored one point by the end of this period it shall be declared the winner. If neither team has scored, a second overtime period, or as many overtime periods as necessary to break the tie shall be played under the same conditions. If both teams score one point in the first overtime period, the game is over as soon as one team scores one or more points subsequently, except in the case of each team scoring as the result of a double foul. The provisions of the foregoing paragraph may be used by teams above high school age by mutual agreement.

Sec. 4. A team shall forfeit the game if it refuses to play after being instructed to do so by the referee.

Sec. 5. The score of a forfeited game shall be 2-0.

RULE 10

OUT OF BOUNDS

Section 1. If at any time the ball goes out of bounds, it shall be so declared by the referee. He shall designate a nearby opponent of the player last touched by the ball before it went out of bounds to put it in play. This opponent shall stand out of bounds near the point where the ball left the court, and then shall throw, bounce or roll the ball to another player within the court.

Note: When the margin out of bounds free from obstructions is less than three feet, no player of either team shall be within three feet of the player who is putting the ball in play. On such courts a fine broken line should be drawn around the court three feet from the boundary line.

Sec. 2. If the referee is unable to determine which player touched the ball last before it went out of bounds, he shall put the ball in play by a jump ball at the spot where it was last touched inside the court, but not less than 6 feet from any boundary line. If, however, on a jump ball in either peripheral circle the ball is tapped out of bounds by both players simultaneously, it shall be put in play again at the same point.

RULE 11

TIME-OUT AND TIME-IN

Section 1. Time-out may be declared under the following conditions:

- a. When a foul is called, the referee's signal for the foul being an automatic declaration of time-out;
- b. When the referee suspends play for a substitution upon signal from the scorer;
- c. When ordered by the referee because of delay in obtaining the ball as when it rolls under seats;
- d. When the referee grants a captain's request for time-out, such request being granted only when the ball is dead or in possession of this captain's team;
- e. When the referee suspends play because of injury to a player;
- f. When the referee suspends play for the removal of a disqualified player.

Note: Under (e) of the foregoing, play may be suspended only when the ball is dead, or in possession of the injured player's team, or upon completion of a play by the opponents. Completion of a play means that the opponents have thrown for goal, lost possession of the ball, or withheld the ball from play by ceasing to attempt to score or to advance the ball to a scoring position.

Sec. 2. When time-out is declared for a team as provided in (d), (e) and (f) of Sec. 1, a time-out shall be charged to that team for each minute or fraction thereof consumed, except that in case of injury or disqualification

no time-out shall be charged if the injured or disqualified player leaves the game within one minute and if no more than an additional 30 seconds is consumed in completing the substitution. If time-out is granted to both teams simultaneously, a time-out shall be charged to each team.

Time-out is not charged under (a), (b) and (c) of Sec. 1 except that if the time consumed for a substitution exceeds 30 seconds, a time-out is charged. Sec. 3. After time has been out the game watch shall be started with the referee signals time-in. If this follows

(a) a free throw for a technical or double foul, the referee signals time-in by blowing his whistle as the ball leaves his hands on the toss;

(b) a free throw for any other foul, the referee signals time-in by a chopping motion of his hand after the last free throw, including any substitute free throw, this signal being given (1) as soon as it is evident that the ball will go into play by a rebound, or (2) if the throw is successful, or if the ball is awarded to the opponents for any other reason, as soon as the ball crosses the boundary line when it is thrown into play;

(c) a period when time has been out for any other reason, the signal is given as provided in Sec. 5 of this rule.

Sec. 4. Five charged time-outs may be granted to each team during the game. After a team has used its allowed number of time-outs, it may be granted additional time-outs at the expense of a technical foul for each such time-out.

Sec. 5. Whenever play is suspended (unless otherwise provided in the rules), play shall be resumed by tossing the ball up between the two players of opposing teams nearest to it, at that spot where it was when play ceased; except that if a violation or a foul has taken place, play shall be resumed with the administering of the penalty; or except that if the ball was in play and in the possession of a player when play ceased, any player of his team shall put the ball in play from out of bounds at the point nearest the spot where play ceased.

RULE 12

HELD BALL

Section 1. When Held Ball is called, the referee shall put the ball in play with a jump ball. The two players who were in contact with the ball shall assume positions similar to the jumpers at the start of the game.

RULE 13

FREE THROW

Section 1. When a foul has been called the referee shall immediately secure possession of the ball and place it upon the free throw line or in the hands of the player entitled to throw.

Sec. 2. When a personal foul has been called, the player upon whom the foul was committed shall be designated by the referee to attempt the free throw or throws; if any other player attempts to throw, it shall not count if made, and whether made or missed the ball shall be awarded to an opponent out of bounds at the end of the court where the free throw was attempted. If the player designated is so injured that he must leave the game, his substitute must attempt the free throw or throws. If the player who has been fouled is to leave the game by reason of disqualification or for any other cause except injury, he shall attempt the free throw or throws before leaving.

Sec. 3. Free throws for goal after technical fouls may be made by any player of the offended team.

Sec. 4. The throw for goal shall be made within ten seconds after the ball has been placed either on the free throw line or in the hands of the player on the free throw line who is to attempt the free throw. This shall apply to each free throw.

Sec. 5. If the goal is missed the ball shall continue in play after a free throw following a personal foul, or if more than one such personal free throw has been awarded, the ball shall continue in play if the last free throw is missed.

If successive free throws are awarded to one team and none to the other team, at least one free throw being for a personal foul, the ball shall be in play if the last free throw is missed.

RULE 14

VIOLATIONS AND PENALTIES

A PLAYER SHALL NOT--

Section 1. Throw for goal when the ball is dead.

Sec. 2. While making a free throw for goal, touch or cross the free throw line until the ball has touched or missed the basket, or consume more than ten seconds in making the free throw.

PENALTY-- Goal if made does not count, and if made or missed the ball shall be awarded to the opponents out of bounds. If a multiple throw is awarded, this out of bounds provision applies to the last free throw only. If the free throw resulted from a technical foul the ball shall be thrown up in inner 15-ft. peripheral circle.

Sec. 3. Cause the ball to go out of bounds.

Note: If a player in possession of the ball near the boundary line is forced out of bounds, a negligible amount of contact being involved, the referee is authorized to award the ball out of bounds to this player. If the referee is in doubt as to which player is responsible for the out of bounds ball, jump ball should be declared.

Sec. 4. Carry the ball into the court from out of bounds.

Sec. 5. Touch the ball after putting it in play from out of bounds until it has touched another player.

Sec. 6. Consume more than five seconds in putting the ball in play from out of bounds.

PENALTY -- Ball goes to an opponent out of bounds.

Sec. 7. Touch the ball while a free throw for goal is being made, until the ball has touched or missed the basket, or attempt in any way to disconcert the player who has the free throw.

PENALTY -- For violation by a player of the team throwing for goal, the goal if made shall not count, and if made or missed the ball shall be awarded to the opponents out of bounds. If violated by a player of the opposite team, the goal if made shall count and if missed another free throw shall be allowed. This free throw is a throw substituted for the one originally awarded; if missed and it was originally a single free throw from personal foul, the ball is in play. If violated by players of both teams, the goal if made shall not count and whether made or missed the ball shall be tossed up at inner peripheral circle. If the team has been awarded a multiple throw, the foregoing paragraph applies only to an infraction on the last free throw.

Sec. 8. Run with the ball, kick it, or strike it with the fists.

Note: Kicking the ball is a violation only when it is a positive act; accidentally striking the ball with the foot or leg is not a violation.

Sec. 9. Pass the ball to another player while making a free trial for a goal, but must make an honest attempt to throw it into the basket. On a free throw following which the ball would ordinarily be in play, if the ball does not enter the basket, or touch the ring, it shall be awarded to an opponent of the free thrower out of bounds.

Sec. 10. Make a second dribble after having completed a dribble, unless the ball when it was out of his possession has touched another player, or his own basket, or has been batted out of his control by an opponent.

Note: If the offending player has the ball he shall pass it immediately to the referee.

Sec. 11. When the ball is tossed up between two players, tap the ball before it reaches its highest point, catch the ball, or after tapping it a second time touch it again until it has touched the floor, or ground, one of the other eight players, or the basket.

Note: If the referee makes a defective toss, he should toss the ball again. If the players attempt to tap the ball but miss it, the ball may be tossed up again even though it is caught by one of the players as it falls.

Sec. 12. Touch any part of upright standard or basket of "GOALIES".

PENALTY -- Ball goes to an opponent out of bounds.

RULE 15

FOULS AND PENALTIES

A. Technical Foul

A PLAYER SHALL NOT --

Section 1. Delay the game by:

a. Touching the ball after it has been awarded to an opponent out of bounds.

b. Interfering with a player who is returning the ball into the court from out of bounds; that is, no part of his person shall be outside of the court, and he shall not touch the ball until it has crossed the line.

c. Taking time out when his team has used its legal number of time-out periods, or by taking time out when the ball is in play in possession of opponents.

d. Acting in any manner which interferes with the progress of the game.

e. Leaving the circle on any jump ball until the ball has been tapped.

Sec. 2. Talk to the referee or use any other unsportsmanlike tactics.

Sec. 3. Leave the court except as authorized by the rules.

Sec. 4. Go on the court as a substitute until he has reported to the scorer and play has been suspended. He shall not participate in the game until he has reported to and been accepted by the referee.

Note: A substitute is expected to report immediately to the referee and play is to be resumed promptly whether or not 30 seconds have elapsed, unless he enters when time is being taken out for some other purpose.

Sec. 5. Enter the game after leaving it three times or after being disqualified.

PENALTY -- Free trial for goal and for infraction of Sec. 5, player disqualified. If two or more substitutes of the same team go on the court at the same time without reporting to the scorer or the referee, only one foul shall be called, this being charged to the captain.

Note: The foul for infraction of Sections 4 and 5 should be called when the teams indicate they are ready for play, but before play is actually resumed. If, however, the infraction is not discovered before play is resumed, the foul may be called thereafter.

Sec. 6. Change his number during the game without reporting the change to the scorer and referee.

PENALTY -- The player shall be disqualified for the rest of the game, and a free throw awarded.

B. Conduct of Coaches

Sec. 7. A coach shall neither coach nor address remarks to the players in the game.

Sec. 8. A coach shall not address remarks to the referee during the progress of the game, nor shall he go on the court, except with the approval of the referee, to attend an injured player.

Note: Sections 7 and 8 apply to time-out periods as well as to when the ball is in play. Anyone on the players' bench or officially connected with the team shall be considered a coach under Sections 7 and 8.

PENALTY -- It shall be obligatory for the referee to call a technical foul and charge it against the captain of the offending team for infraction of these sections. If the offense is repeated, the referee shall order the

offender from the vicinity of the court, and may forfeit the game to the opponents if the order is not obeyed.

C. Personal Foul

A PLAYER SHALL NOT --

Sec. 9. Hold, trip, charge or push an opponent, whether or not either player has possession of the ball. If a dribbler charges into an opponent, or makes personal contact with an opponent, without an apparent effort to avoid such contact, a personal foul shall be called on the dribbler. If, despite the dribbler's effort to avoid contact, personal contact ensues, either player, or both, may be guilty; but the greater responsibility is on the dribbler if he tries to dribble by an opponent who is in his path.

Note: If, in blocking a shot or pass, or in securing the ball from an opponent, a player strikes the ball and at the same time touches the opponent's hand with that part of the hand below the wrist joint, no other contact taking place, the contact shall not be considered a foul but merely incidental to a successful attempt to play the ball.

Sec. 10. Block an opponent.

Sec. 11. Use unnecessary roughness.

Sec. 12. Interfere in any way with his opponent when the ball is tossed up between them.

PENALTY --

(a) Two free throws if committed on a player who is in the act of throwing for a goal, provided the field goal is missed. If the field goal is made it counts, in which case only one free throw shall be awarded. In case of a double foul, only one free throw shall be awarded each team.

(b) One free throw for goal when foul is committed under conditions other than those specified in (a), and an additional free throw shall be awarded if the foul involves unsportsmanlike conduct. This extra free throw shall be awarded

