

to the opponents out of bounds. If a team in possession of the ball is fouled, the official takes the ball out of bounds and awards it to the team in possession. The idea is to run the game as nearly like a regularly officiated game as possible. All fouls and violations are called. The purpose, of course, is to teach the defensive team close defensive tactics. And it is also the purpose to teach the offensive team to play "keep-away".

To clarify any misunderstanding, the winning team must have a total elapsed time of two minutes of actual possession on the playing floor. The ten-second rule is enforced as in regular game play. The losing team might have a total elapsed playing time of one minute and fifty seconds, but it is the two-minute playing advantage that is the determinor for victory. This playing limit may be lengthened or decreased, according to the desires of the coach.

This "stick-em keep-away" game will certainly be a real benefit to a zone team which is weak on taking their men all over the court when the opponents have a score advantage with a few minutes remaining to play. Most zone teams have no real plan <sup>for</sup> in keeping possession of the ball in the last few minutes of play.

#### "The Triangular Plan."

There is a regular pattern of play which will enable a team in possession of the ball to retain possession and still use a scoring threat against their defensive opponents. With three offensive men out near the division line and the two forwards in the corners, the ball is handled by any one of the three men on the outside. The center man in the back line ~~will~~ and either one of the guards form the bases of the two triangles. The forwards in each case are the apices of the triangles. Each triangle is a unit in itself. When the center man in the back line is in possession of the ball he determines in which triangle to start the operation. The ball may be