- 1. Calvin Bolster
- 2. Joe Tobin
- 3. Valentine Lentz
- 4. George Taylor

- 5. Carl P. Schott
- 6. Clement M. Eyler
- 7. W. L. Quinlan
- 8. E. C. Roundy

The Conference recessed for luncheon at 12:45 p.m.

The Chairman called the afternoon session to order at 2:45 p.m. This was devoted to a consideration of "What Is Good Officiating."

Addresses by speakers Following are some of the high points in the addresses:

L. W. St. John -

Good officiating is officiating which gives the largest measure of satisfaction to the player and to the spectator. We must have a set of rules and they must be substantially what we have at the present time. Administration of these rules must always be tempered with good judgment and common sense.

From the standpoint of the player - "it would be a lot more fun if the officials would let us play the game." It would be better from the standpoint of satisfaction to the spectators and players if some of the fouls were not called. Regarding stalling, the following comment was recently made: "We have two smart coaches, but they are ruining the game." The players naturally want to play ball and would not stall but for coaching in that style of play. From the standpoint of good officiating and from the standpoint of the Rules Revision Committee:

Sensible interpretation of the rules is essential to good officiating. Knowledge of the fundamentals of the game is a prerequisite.

A basketball player is entitled to take any position on the floor; he has a right to do this. The element of timing enters into this. The burden of proof is on the dribbler if a collision results from severe bodily contact. The fundamental consideration is for a minimum amount of personal contact.

A safe guide for good officiating is to see that you are checking with the fundamentals of the game. Good officiating does not allow players to take advantage of the

traveling rule.

A good official will not allow a player to take advantage of him in the way of delaying the game for any purpose whatsoever, or in allowing a player to play fast and loose.

All palpable errors should be avoided in the handling of a game. It is better not to call a foul that is questionable.

Guessing is not good officiating. Good officiating requires that you do your utmost to be in proper position to see what actually happens. Don't get your attention too closely on the player who has the ball and who is playing it. Focus your attention on the side, toward the end, and get out-of-bound plays and see the play that is important and that actually happens.