

COMMENTS

COACHING RULE

Allow coach to talk to team between quarters - 3.
Coach ruled from bench on request of visiting captain.
Allow coach to question decision in presence of other coach - 4.
Allow substitutes to talk to them.
Referee should be allowed to change wrong decision.
Referee should not be able to call technical foul when he is wrong - 3.
Referee be allowed to call foul on crowd for booing.
2 officials should work game.

PIVOT RULE

Allow no player to hold ball longer than 5 seconds.
Either foot pivot foot - 2.
3-second rule for pivot play.
Prohibit use of stationary pivot within 15 feet of goal. - Within 17 feet of goal.
Force pivot man to take one dribble or pass ball to another player before shooting.
Rule out pivot man.

PERSONAL FOUL RULE

Player put out of game for 4 P.F. Would be allowed to reenter game after two or three minutes. If fifth foul made would be banished for another 2 or 3 minutes. After required time elapsed player could not be substituted until ball is dead.
Eliminate free throws. Count fouls and remove player for 2 fouls in each half.
Do not remove player for 4 P.F. Allow to remain in game but for succeeding fouls penalize by allowing more free throws.
2 fouls called on player guilty of deliberate fouling.
Foul shot by best man on team.
Free throws shot in intermission. Ball awarded after foul to team fouled on.
Instead of allowing free throw allow points according to fouls.

DRIBBLE RULE

Limit dribble to 2 bounces - place penalty on dribbler for charging.
Dribbler stopping in stride stand should be permitted to pivot - advanced foot moving.
Dribbler confined to one bounce.

10-SECOND RULE

10-second rule coming across center line to apply to defense.
Front court made larger on 10-second rule.

CENTER JUMP

Eliminate center jump - 36.
Use circle around center circle - 9.
Jumpers hold one thumb in belt.