

Arthur Lonborg (Northwestern University)

"I'll cast my vote with those opposed to such proposed changes in basketball as the elimination of the center jump. In the first place, as I see it, the center jump is definitely a part of basketball and quite properly so.

I am opposed to working the boys any harder than necessary and that is exactly what doing away with the center jump would mean.

Every one knows that basketball as it is played today is one of the most strenuous sports. Take away the center jump and you'll make it even more strenuous.

The pause that follows every score while the players line up for the next jump gives every man a chance to catch his breath and to snatch a moment's rest.

College boys are young these days and they need that added instant of relaxation. Putting the ball into play from the side lines would extend the average actual playing time of a game almost five minutes and that is asking too much of the players."

All these quotations are from Associated Press articles carried in the Newark Evening News. They support the arguments against the irrational awarding of the ball to the opponents out of bounds after a successful foul goal.

THE REMEDY

Retain the center jump as usual after each goal, but take time out while the ball is being returned to center. Time would be out from the time the ball entered the basket until it reaches its height when thrown up at center. Time out to be taken during return of ball to center, after each field goal, or foul goal.

The "pall-bearers walk" back to the center circle cannot rightly be considered as a part of the playing game; it is more like the lull between plays in football or innings in baseball. That little rest is needed and is good for the players, but it should not be counted as part of the playing time, for no playing is being done then.

These time-outs after scores would save considerable playing time. Teams and spectators both would thus benefit.

How much time would be saved? In an experimental game of 32 minutes (4 quarters of 8 minutes each) the time saved was