

To lessen criticism of the center jump, to remedy the "giant-dwarf" situation at center, to make more fair and just the jump, have all five men on a team take their turn at the center jump. Rotate the players clockwise; center first then L. F., R. F., R. G., L. G., etc.

Several good reasons present themselves;

1. Rotation would de-emphasize elephant-itis of centers. Teams would have five "players", instead of four and an "Eifle Tower."
2. Less wearing on centers who even now are called upon to jump, at center alone, after field goals only, approximately twenty times. That is too many for one player, centers now are left with less energy for playing. If rotation were adopted, they would have more.
3. Gives all five men a chance at that phase of the game just as is done in foul-shooting, and ordinary jump balls.
4. Spreads the "work" of jumping. Even when there is a center jump ball after each goal, field and foul, the average number of jumps which each player will have to make is only 3 or 4. Approximately 1 jump each quarter! These figures come from the same games as were used to calculate time saved.
5. The average size of two teams probably is more nearly equal than is the size of the two opposing centers. Exceptions, of course.
6. One team would not always control the tap-off.

The Rotation Notion is merely complementary to the time-out after goals idea, not inseparable from it. They can be combined, but need not necessarily be. Each can be used independently of the other. But to me they belong together, both working toward the same end, a better ball game for player and payer.