

least an equal chance to retrieve it.

4. Insufficient rest for players.

The players now get less rest than ever. The rule relieves the center of a jump but makes the both teams (all ten men) run that much more, including the "relieved" center. In other sports, football, lacrosse, baseball, even ice hockey, the players get short rest periods between plays. But not so in basketball; the players do not get enough rest since all ten men must be first on the offense and then on the defense all the time. Play is too continuous.

5. Arbitrary rule.

The rule is altogether arbitrary. To it there is no rhyme or reason. There is no real reason for handing the ball to the opposite team. In the center jump there is more sense, for then the opponents have at least a chance to get possession of the ball. Under the new out-of-bounds rule after a successful foul there is absolutely no chance; it is arbitrary and final, presenting no possibility to the offended team. The opponents get the ball and that is all there is to it. At the center jump, even in a giant-dwarf situation, there is no such injustice, for there is at least a chance to "steal the tip-off."

6. The rule attempts to foist a "fast game" style upon coaches (some) who do not want it and upon players who may not be suited for it.

The rule fosters reckless fast passing. This type of fast-but-not-sure game should not be foisted upon a coach who wants to have his team play "slow." The type of player material available must be considered in developing a team's style of play. If "fast" playing is desirable, the coaches (if they so desire) can train their men in that style. The rule should not legislate as to the