

shall order the offender from the vicinity of the court, and if the removal is not immediately brought about the official may forfeit the game to the opponents.

C. Personal Foul (This is the Old B. Personal Foul)
Sections 9 and 10 to be changed as follows:

Rule 15, C. Section 9 to be changed to read:

A player shall not trip, charge, or push an opponent whether or not either player has possession of the ball. If a dribbler charges into an opponent or makes personal contact with an opponent without any apparent effort to avoid such contact a personal foul shall be called on the dribbler. If despite the dribbler's efforts to avoid contact, personal contact ensues, either player or both may be guilty, but the greater responsibility is on the dribbler if he tries to dribble by an opponent who is in his path.

Rule 15, C. Section 10 to be changed to read:

IF A PLAYER NOT IN POSSESSION OF THE BALL MAKES PERSONAL CONTACT WITH AN OPPONENT WHO IS IN POSSESSION OF THE BALL, A PERSONAL FOUL SHALL BE CALLED, BUT, IF SUCH PERSONAL CONTACT DOES NOT CONSTITUTE ROUGHNESS, OR DOES NOT INTERFERE WITH THE SUCCESSFUL COMPLETION OF THE PLAY, A PERSONAL FOUL SHALL NOT BE CALLED.

Question- answer to be added to Section 10,
Rule 15.

Question.:

Shall a foul be called on a guard, when in making an honest effort in attempting to play the ball in possession of another player, he makes personal contact without roughness (old Hacking) that does not interfere with the success of the play, but the dribbler continues and the basket is made or the pass completed?

Answer: No, only such personal contact involving roughness or actual interference with the play is a foul.

Question:

Shall a personal foul be called on a guard who is guilty of rough personal contact which does not interfere with the success of the play?

Answer: Yes, roughness shall always be penalized.

It has been recommended that Section 1e, Rule 15, be deleted and added to Rule 14 as a section to read as follows:

Leave the center circle or any jump ball until it has been tapped.