SUGGESTIONS FOR CONDUCTING A REPRODUCTION

of

"THE FIRST BASKETBALL GAME"

In order to make the Golden Ball Game an evening that will long be remembered it would be well to stage a replica of the first basketball game at halftime. Here are the directions for staging such a game.

- 1. Teams: -- Nine players to a side.
- 2. Uniforms: -- Long gymmasium trousers, with or without stripes. Long-sleeved jerseys (turtle-necked) -- different color for each team.

 Handle-bar moustaches for about one-half of the players. (These may be painted on with make-up.)
- 3. Peach Baskets set in your regular baskets -- Ladder to get ball out of basket. If possible, use a soccer ball for this game.
- 4. Details of Play: --
 - (a) Three forwards, three centers, three backs
 - (b) To start game line up centers near middle of court. Referee stands near sideline and tosses up the ball to the centers (Long toss).
 - (c) Original game differed from present game as follows:
 - 1. Playors "bunched" wherevor ball was.
 - 2. Two-handed dribble was allowed.
 - 3. Unlimited "air dribbles" were allowed and made.
 - 4. After the 2nd personal foul the player was disqualified until the next basket was made.
 - 5. If one team made 3 consecutive fouls, it counted as a goal for the opponents.
 - 6. Out-of-bounds ball belonged to person first touching it. This can be the entertaining feature of the game. In case of dispute the referee throws it from the spot into the court.
 - 7. The game is won by "goals," not points. No foul shots are tried.
- 5. The entertainment value of this game can be enhanced by having no more than one or two good basketball players on a team. In the first game "all the players were green" although one or two had natural ability that made them catch on quicker than the others.
- 6. Two halves of 5 minutes each with 2 minutes between is suggested.
- 7. Further details can be worked out by reading BASKETBALL -- ITS ORIGIN AND DEVELOPMENT, by Dr. James Naismith, published by Association Press, 347 Madison Avenue, New York City.