

The K.U. NEWS BUREAU

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get the ball for his team in the manner he formerly did. Before, he stood a strong chance of getting the ball for his team after every goal. The team with the smaller center usually started with a virtual handicap of 8 or 10 points. Although the shorter team may steal the ball, it cannot do this very often against a smart team, which keeps changing the direction of the tip.

Contact around the center circle always chilled me. The vicious way in which players would smack together in attempting to get the ball after it had been tipped, even jolted the spectators and often led to unpleasantness among the players. On jump balls in the present game, possession of the ball is not so important and the players do not spread out as much, thus do not have the running start.

In the Lawrence high-Rosedale game here last week, on the opening tip-off, one of the players went high into the air after the ball and someone else rushing up caught him across the back of the legs. The player lit flat on his back and if his head had hit the floor, he probably would have been knocked unconscious. This sort of thing can happen on other plays too, but with the center jump you have the situation for something of this sort every time.

The matter of centers jumping into their opponents also enters in. I remember Bill Johnson used to take a terrible knocking around this way. Other centers, especially Oklahoma's, would knock Bill clear out of the circle sometimes in their efforts to wear out the Kansas scoring ace. When you begin to get tired, this must hurt.

Because the game is longer, there is more scoring and the game seems to have been speeded up too. Throwing the ball in after a goal seems to get the teams in a running mood. I've never seen two good fast break teams play, so am not qualified to speak on that style of play.

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