

Lawrence, Kansas  
April 17, 1939

Manager,  
Hotel McAlpin,  
New York City, N.Y.

Dear Sir:

I am enclosing a reservation card which I have received from Mr. H. V. Porter, Secretary of the National Basketball Committee. Our Committee will meet at the Hotel McAlpin on May 1 and 2.

I desire to reserve a single room for myself only, at the \$3.00 rate. I shall probably arrive April 29 or 30.

Sincerely yours,

Chairman, 5th District, N.C.A.A.

April 10, 1939

22.50

19.00

To Members,  
National Basketball Committee:

Arrangements have finally been made for holding the annual meeting of the committee at the McAlpin Hotel, Broadway at 34th St., New York, New York. The meeting will be held on Monday and Tuesday, May 1st and 2nd. Copy of the agenda is enclosed.

I am enclosing cards which may be used for reservations. I am informed that the present rates are somewhat higher than those indicated on the cards. However, the hotel is offering the old (printed) rates for members of the committee. You will understand that the hotels will probably be crowded during the first few days of the fair and consequently you should send your reservation early.

Most railroads are offering special Worlds Fair rates beginning April 28th. It is my understanding that these early rates apply only to travel by coach and that special pullman rates do not go into effect until early in June. Each member will have to use his own judgment as to whether he can travel at least part of the distance by coach.

Since the date of the meeting is later than was anticipated, it will be possible to record questionnaire results if they are sent immediately after you receive this letter. The members of the committee should be giving some thought to the various topics included on the questionnaire and to related problems.

A Research Committee will have considerable data to present relative to modified equipment which has been submitted for approval and relative to experimental work that has been sponsored during the season. Included in these are: basket nets of metal chain construction, basket rings with metal thicker than the present five-eighths inches in diameter, backboards of a smaller size and with the lower edge and corners eliminated, backboards with a convex surface to scatter rebounds and permit further use of the four-foot end area and various timing methods. Needless to say, any action along lines which would appreciably change apparatus would have to be such as to avoid any great expense which might be involved in the change by any school or organization. However, if such changes appear to be possibilities there ought to be some way whereby improvements over a period of years should be made possible. The ingenuity of the committee will be taxed if action along this line is promoted and it is for that reason that I am suggesting preliminary consideration of the matter.

Looking forward to seeing you at the meeting, I am

Yours truly,

*H. V. Porter*

Secretary

HVP/j  
Enc. 3

OBSERVATIONS ON EFFECT OF USING WINTARK TYPE BALL  
AND LAST BILT TYPE BALL INTERCHANGEABLY

GENERAL INSTRUCTIONS: (1) Secure one of each type ball. Each is available in various qualities but for this work, it is recommended that balls that sell at approximately \$11.00 be used. In the case of the Wintark type ball, if possible secure one produced by Rawlings and one produced by Dubow because the cover designs differ and each has its advantages. For this work, use a pressure in the ball which will make it bounce within the range prescribed by rule -- minimum of 48 inches and maximum of 55 inches when dropped from a height of six feet. You will probably find that the pressure for the Last Bilt ball must be 7 pounds or below and for the Wintark approximately 10 pounds. Disregard the stamped pressure on some of the balls which may have been stamped at a time when experiments to determine best reaction were being made.

2. Arrange to use one type ball in half of a practice, intramural or regularly scheduled game and the other type in the other half (quarters may be chosen if desired). Carefully avoid any comments which might make the players biased. If possible, keep players in ignorance of the fact that there has been any change.

3. After the first test, check the experiment by reversing the order in which the balls are used and also vary the procedure enough so that any players who may have had knowledge of the change will be caught unawares the next time. You might choose to interchange the balls sometime when there is an out of bounds or a time-out.

DATA ON TWO TYPES OF APPROVED BALL

General Statement of How Experiment was Conducted: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Length of time each ball was in use: \_\_\_\_\_

If changed at the half, which was used first half: \_\_\_\_\_

	<u>First half or game</u>	<u>Second half or game</u>
Number of fumbles.....	_____	_____
Percent Field goals made.....	_____	_____
Percent Free throws made.....	_____	_____
No. times possession changed.....	_____	_____

Your opinion based entirely on observation:

Did players automatically adjust themselves to the change? \_\_\_\_\_

Was play less accurate because of the change? \_\_\_\_\_

In a tournament, would players be bothered if the two types of ball were to be used in alternate games? \_\_\_\_\_

Comments:

H 7

Is that 7 PM demonstration  
at the N.Y. U. Gym?  
at Washington Square  
Educ. Dept

DATA ON THE USE OF APPROVED BALL

General Statement of How Experiment was Conducted:

.....  
.....  
.....

Length of time each ball was in use:

If changed at the ball, which was used first ball:

First half  
or game

Second half  
or game

Number of Fumbles.....	.....	.....
Percent Field Goals made.....	.....	.....
Percent Free Throws made.....	.....	.....
No. times possession changed.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....

Your opinion based entirely on observation:

Did players automatically adjust themselves to the change?

Was play less accurate because of the change?

In a tournament, would players be bothered if the two types of ball were to be used in alternate games?

Comments:

(3)

UNIVERSITY OF KANSAS  
LAWRENCE

DEPARTMENT OF PHYSICAL EDUCATION

Research =

Uniform Lighting - Rauz

Smaller Backboard - Porter

12 Ft Basket - Rauz

11 " Basket High School "

Research in Guide

Furnish Editor  
of Guide article  
on Convey Boards

Convey vs Flat Boards

~~Rule 3 Sec 1 - add or nets~~

Write Mr. Bennett

" Diebold

" Knutnick

New interpretation free throw ball  
touching rim - refer to free throw

Any player of offensive side may call time out.  
Double Foul - Both must throw.

(2)

B-14-9

2nd clause

Unsuccessful free throw  
cut out word back board -

A player who is fouled from  
behind in the act of shooting or  
is roughly handled from <sup>any position</sup> ~~front~~  
while in the act of shooting may  
be awarded two free throws

Research Conway Bank  
Floyd Rans - Looking Forward - Pleased <sup>Bank</sup>

J. Bunn - Instruct Research Com Pleased  
Corey Canada - Instruct work to be done.  
Olson Favorably impressed Fan enlarged somewhat.

Maguire much pleased  
Hickoks " " " " " " " "  
Cox - Feel much same. Discussing Small Target - Exhibition purposes

Dr. Brown " " " " " " " "  
Good - Glass? Steel yes. Much Impressed. Educational Procedures

St Clair Rather skeptical at first Flat surface 3x4.  
Parker - Surprised Too small South ok Likes it

Creeker Do some experimenting Target - Out of Bounds  
Tomer Small Basket ok Considering Small Flat.

Research Com consider alterations.  
Write to members Fan Radius 2'3" Corey  
width 4'6" to 5"  
Flat the same as Conway

Salmon  
Prejudiced  
Porter

①

UNIVERSITY OF KANSAS  
LAWRENCE

DEPARTMENT OF PHYSICAL EDUCATION

Notes of Rules Com. Meeting

Coaching School Edition of Guide  
Reaction Bounce of Ball.

4 ft End space - 90 ft optimum.

Coaches Assn. Report by Clair Bee.

Report by Dr. Geo. Brown

Uniform Lighting

~~And - Lighting for Courts 10' x 15'~~

After free throw from all tech. fouls  
the team having possession of ball shall  
put the ball in play at midcourt out  
of bounds Passed.

Capt after a personal foul the Capt thrower may  
decline the penalty. Ball taken out of bounds  
at mid court -  
In the case of 2 free throws the offended  
may attempt the first free throw and may  
decline the second shot. Ball put in  
play at midcourt by offended side -  
Passed

COMMENTS FROM QUESTIONNAIRE

RULE 1 - PLAYING COURT

Size: Increase minimum size of court.

Markings: 3-foot line inside boundary lines where out of bounds area is not at least 4 feet.

*OK* Make four-foot end area compulsory wherever space will permit.  
Standardize colors used in marking courts.

Division Line: Mark 10-second line in red.

Free Throw Lane: Change free throw lane to arc.

Offensive playing area: 45 or 47-foot front court.

RULE 2- BACKBOARDS: Backboard 3 x 4 feet with ring 6 inches from lower edge.

RULE 3 - BASKETS

Legalize certain types of chain baskets.

20-inch basket.

Standardize length of net.

RULE 4 - BALL

More uniformity in balls.

Better floor lighting recommended.

RULE 5 - PLAYERS AND SUBSTITUTES

Report only to scorer.

Include definite statement that substitutions either may or may not be made from bench in interval between scoring of a goal and putting the ball in play from out of bounds.

Team scored on allowed to make substitution in interval following goal and putting ball in play.

Substitution at any time ball is dead.

Section 4. Re-entering game.

Unlimited substitution.

Numbers: Penalty for use of illegal numbers.

RULE 6 - OFFICIALS AND THEIR DUTIES

Standardize practice to be followed by official in putting ball in play on out of bounds plays in front court.

Timer's signal not sounded at end of quarter until ball is dead.

If man fouled in act of shooting, he should be awarded 1 shot and the official designate by holding up fingers whether he is shooting for one or two points.

Official handle ball after field goal.

Standardize officiating

Whenever field goal is cancelled because the shooter travelled, award ball at the side rather than at the end to make it clear that the goal does not count.

RULE 7 - PLAYING TERMS

Held Ball: All jump balls should be in nearest circle.

Travelling: Include illustrations on sliding pivot foot.

Violation for player to dive for ball.

Dribble: Eliminate dribble or restrict to one bounce.

Clarify dribbling rule - make more consistent.

Clarify rule where foul is called on dribbler for charging.

RULE 8 - PLAYING REGULATIONS

Periods: 3 fifteen-minute periods for colleges.

Optional time-out in 2nd and 4th quarters should be dropped.

Make official's time-out in 2nd and 4th quarter compulsory.

Center Jump: Return center jump.

Award ball alternately to teams in center after score.

Begin 2nd and 4th quarters with center jump.

*Team work on part of  
2 Referees*  

---

*Score Book*

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RULE 8 - (continued)

Ball in Front or Back Court: Eliminate 10-second rule.

10-second rule start only after 3 defensive men have advanced to center line.

Require specified number defensive players in opponent's back court.

Do not permit a player to pass into back court under any circumstances.

Permit player on one side of line to bounce ball across line.

Define possession of ball.

Under 8-8 possession occurs twice in each note -- should be "control".

When double division line is used, award ball to B at their own division line.

Give ball to B at center of all courts the same as for maximum court.

Section 9: Ball thrown in under basket after technical.

RULE 9 - SCORING

Allow three points for field goal.

Tie Score and Extra Period: 3-minute period for 1st overtime.

Return to regular 3-minute overtime and play until one team is ahead at end of period.

In sudden death rule, require 3 points instead of 2.

Start overtime as in 2nd and 4th quarters.

RULE 10 - OUT OF BOUNDS

Whenever ball is awarded to player out of bounds directly behind backboard, he should have option of moving it along the end line six feet past the nearer end of backboard.

RULE 11 - TIME-OUT AND TIME-IN

Time-Out: Extra time-outs in overtime game.

In case of injury which prohibits player from continuing play, official should blow whistle suspending play, regardless of which team has ball.

RULE 14 - VIOLATIONS AND PENALTIES

Missing ring should be made a violation even though it hits the backboard.  
Make it violation if ball strikes backboard below plane of basket.

Section 12 - 3-SECOND RULE: Remove 3-second rule.

Remove 3-second rule except after player has ball.

Do not enforce 3-second rule when zone defense is being used.

Extend 3-second rule to entire foul circle but not lane.

Remove 3-second rule for players with or without ball in outer half of circle.

Treat dribble in lane same as try.

Use semi-circle with 5-foot radius directly in front of basket and do not permit rebound from this area.

Do not award basket for hitting net unless it is evident that ball was kept from going through

RULE 15 - FOULS AND PENALTIES

Technical Foul: Prohibit profane and abusive language.

Personal Foul: List deliberate pushing of player in act of throwing as flagrant foul. Allow 2 points and 1 free throw.

Remove player for deliberate foul.

If deliberate foul, offended team should keep possession.

Remove player after deliberate foul for remainder of quarter and award 2 free throws.

Underhand lift shot used under a guard's arm should be ignored as foul on defensive man.

After fourth Personal Foul, retire player for short time.

Allow 5 personal fouls.

RULE 15 (continued)

Personal foul (continued)

When player has four fouls, he should leave game for two minutes. The same penalty is to be inflicted for each succeeding pair of fouls.

2 free throws for any deliberate foul.

After fourth Personal Foul, award offended player two free throws or three if act occurred while shooting but do not remove offended from game.

Only 1 free throw in case of foul such as hacking after ball has left shooter's hands.

For deliberate foul of shooter running in for basket, 3 free throws.

If player is dribbling in for basket without an opponent between him and the basket and the offensive player (dribbler) is fouled to prevent a set-up but the player continues in to basket and scores basket, he should be given opportunity of one free throw and the basket counts. If missed, same as at present, or two free throws.

If offensive player charges after he shoots, no score even if ball has left the player's hands.

If player going in for shot is fouled but makes a basket, allow basket and 1 free throw.

If basket made after deliberate foul, should count and 2 free throws given. If missed, two free throws and two personal fouls charged to offender.

If player fouled but makes goal, allow to decline penalty!

Allow offended team to keep possession after successful foul shot.

COMMENTS ON RULES

Screening (Blocking):

Remove 3-foot clause in screening recommendation.

Personal Contact:

List certain contacts as fouls or non-fouls

*Rules Discussion NY*  
1938-39 OFFICIAL

*May 1 - 2 - 39*

# **BASKETBALL RULES**



Formulated by the  
NATIONAL BASKETBALL COMMITTEE  
OF THE UNITED STATES AND CANADA

This Special Edition

Edited by

OSWALD TOWER and H. V. PORTER

FOR

Coaching Schools and Officials

Wording Identical with Almanac Edition  
to be Published at a Later Date

Price 20c

Published by the

NATIONAL FEDERATION OF STATE HIGH  
SCHOOL ATHLETIC ASSOCIATIONS

## \* Rule Changes for 1938-1939 \*

A star precedes each paragraph or Section where there has been a change. Bold face type in a starred paragraph indicates the part that has been changed. The major changes are listed below:

Court Diagram, Rules 1-5 and 2-2 Note: End lines 4 feet behind the backboard are legal where desired.

Rule 4: Maximum ball circumference is 30 inches and a 29-inch minimum circumference is legal for teams below senior high school age.

Rule 5-3: Substitution may not be made following a goal unless there is a charged time-out or one for injury.

Rule 8-1: All intermissions between periods except halves are two minutes. By mutual agreement adult teams may play by quarters and other teams may provide an Official's time-out during the second and fourth quarters.

Rule 8-8: The ten-second division line rule has been rewritten and based on the premise that the line is always a part of a given team's back court. When the ball is thrown from out of bounds to the back court, the count starts when the team secures control. The penalties have been clarified.

Rule 8-9: Provisions governing putting the ball into play after a goal are clarified.

Rule 9-3: The "sudden death" method of deciding tie games in high school is used in the first overtime period. Also if two points are not scored by a team during an overtime, the game is ended if a team is one point in the lead at the end of such period.

Rule 10-2 and 12-2: No jump ball can be less than six feet from any boundary line.

Rule 11-4: Adult teams as well as others are now allowed five charged time-outs without penalty and additional time-outs may be taken at the expense of a technical foul.

Rule 11-5: When the ball is out of bounds following certain suspensions of play, any player of the team in possession may throw the ball in. Also during jump balls, unless definite players are specified by rule, the centers are to jump.

Rule 14-12: The three-second time limitation does not apply to that half of the free throw circle farthest from the basket for a player who is not in control of the ball.

Rule 15-C: Old Section 12 has been eliminated because it is obsolete. No change is intended.

Manual for Timers and Scorers: Has been brought up to date. Other slight changes are merely for clarification.

# NATIONAL FEDERATION EDITION

of

## OFFICIAL BASKETBALL RULES 1938-1939

*National Basketball Committee of the  
United States and Canada*

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\* \* \* \* \*

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### THIS SPECIAL EDITION

Edited by **OSWALD TOWER** and **H. V. PORTER**

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**NATIONAL FEDERATION OF STATE HIGH SCHOOL  
ATHLETIC ASSOCIATIONS**

11 South LaSalle Street, Chicago, Illinois

### THE GAME

The game of Basketball is played by two teams of five men each, the ball being passed from one player to another. The purpose of each team is to score as many points as possible by tossing the ball into its own basket, and at the same time prevent the other team from securing possession of the ball or scoring.

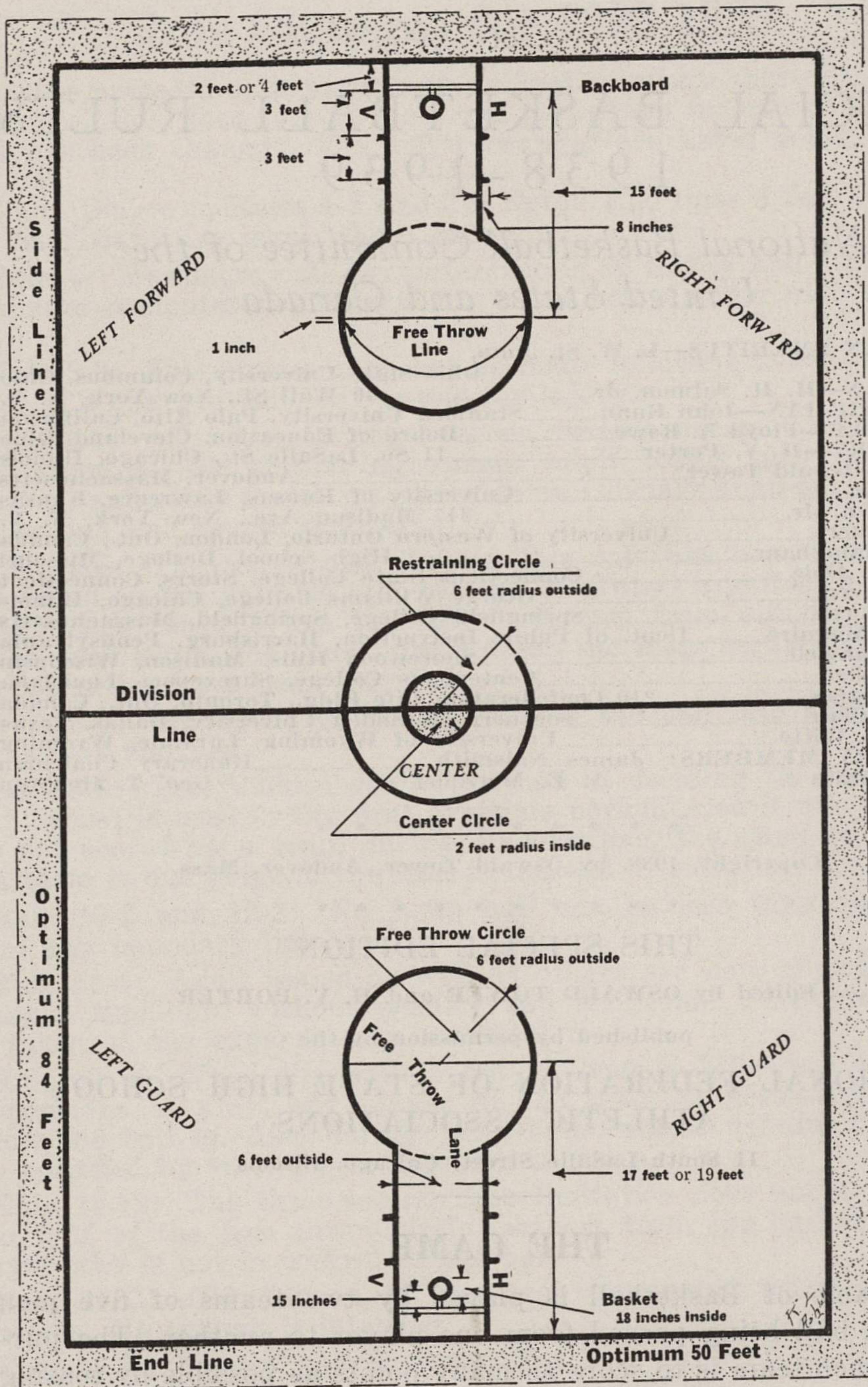


Diagram of a Basketball Court—All lines are two inches in width except the free throw lines. The dotted areas are sometimes stained in a contrasting color.

**RULE 1—Playing Court**

**SECTION 1.** The Playing Court shall be a rectangular surface free from obstructions and shall have maximum dimensions of 94 feet in length by 50 feet in width and minimum dimensions of 60 feet in length by 35 feet in width.

*NOTE—By mutual agreement of the captains, Section 1 and the distance of boundaries from obstructions (in Section 2) may be changed.*

The following dimensions are considered ideal for teams whose players are of the age indicated for each group

- |                                |               |
|--------------------------------|---------------|
| 1. Junior high school age..... | 42 by 74 feet |
| 2. High school age.....        | 50 by 84 feet |
| 3. College age .....           | 50 by 90 feet |

These are the dimensions for the playing court only. The minimum dimensions of the court in buildings constructed hereafter shall be 42 by 74 feet, with proper additional allowance for spectators. (See suggestions to architects in the Comments following these rules.)

**SECTION 2.** The Playing Court shall be marked by well defined lines, which shall be not less than 2 inches in width and which shall be at every point at least 3 feet from any obstruction. The lines on the long sides of the court shall be termed the **Side Lines**, those on the short sides, the **End Lines**. Wherever possible, the margin out of bounds should be 10 feet. (See diagram.)

**SECTION 3.** The **Center Circle** shall have a radius of 2 feet and it shall be marked in the center of the court. A diameter parallel to the end lines shall be drawn in this circle. The line shall be 2 inches wide. A second circle concentric with the center circle shall be drawn with a radius of 6 feet and marked with a line 2 inches wide. The radius shall be measured to the outer edge of the line used in marking it. (See diagram.)

**SECTION 4.** The court shall be divided into two parts by extending the diameter of the center circle in both directions until it intersects the side lines; except that, **Division Line.** if the court is less than 75 feet long, it is recommended that it be divided by drawing two lines parallel to the end lines, each 40 feet from the farther end line. If, however, this would cause these lines to be inside the free throw lines, the court shall be divided by extending the free throw lines until they intersect the side lines. It is recommended that these lines be painted in a color that will distinguish them from the other lines on the court. The line (or lines) described in this section shall be termed the **Division Line**.

**\*SECTION 5.** The **Free Throw Lanes** shall be areas laid out at each end of the court. Each lane shall be bounded by two lines 6 feet apart, equidistant from the side lines and parallel thereto. These parallel lines shall be terminated and the lane further bounded by the major arc of a circle having a 6-foot radius with its center equidistant from the side lines and 17 feet from the inner edge of the end line (19 feet if the end line is 4 feet behind the backboard). The minor arc of this circle, lying between the parallel lines, shall be a broken line.

Spaces 3 feet long, measured from the place of the face of the backboard, shall be marked on the free throw lanes to aid in placing players during free throws. These spaces shall be lettered "H" for the home team and "V" for visiting team. (See diagram.)

**SECTION 6.** A **Free Throw Line** shall be drawn across each of the circles described in Section 5. It shall be 1 inch in width, and extend parallel to, and have its outer edge 15 feet from, the plane of the face of the backboard.

### **RULE 2—Backboards**

**SECTION 1.** **Backboards** must be provided, the dimensions of which shall be 6 feet horizontally and 4 feet vertically. These backboards shall be made of plate glass or wood, or of any other material that is flat and rigid. The faces of the backboards shall be painted white.

**SECTION 2.** The **backboards** shall be located in a position at each end at right angles to the floor, parallel to the end lines, and with their lower edges 9 feet above the floor. Their centers shall lie in the perpendiculars erected at the points in the court 2 feet from the midpoints of the end lines. The backboard faces shall be 15 feet from the far edges of the free throw lines.

**\*NOTE—***On courts where it is feasible, the backboards may be four feet from the end lines.*

**SECTION 3.** The **backboards** shall be protected from spectators to a distance of at least 3 feet behind and at each end.

### **RULE 3—Baskets**

**SECTION 1.** The **Baskets** shall consist of black rings 18 inches in inside diameter, with nets of white cord suspended from the under edges of the rings. The rings shall be made



of metal not more than five-eighths of an inch in diameter; the cord shall be not less than 30-thread nor more than 60-thread seine twine, and shall be so constructed as to check the ball momentarily as it passes through the basket.

*\*NOTE—This section does not preclude the use of other types of baskets which have been submitted to and been approved by the national committee.*

**SECTION 2.** The ring shall be rigidly attached to the backboard; it shall lie in a horizontal plane 10 feet above the floor and shall be equidistant from the two vertical edges of the backboard. The nearest point of the inside edge of the ring shall be 6 inches from the face of the backboard.

#### RULE 4—Ball

29-54

*\*SECTION 1.* The ball shall be spherical and made of an airtight rubber case covered with leather. Its circumference shall not be greater than 30 inches and not less than 29½ inches for adults, nor less than 29 inches for players below senior high school age. Its weight shall be not less than 20 nor more than 22 ounces. It shall be inflated to an air pressure such that when it is dropped to a solid wood floor from a height of six feet, measured to the bottom of the ball, it will rebound to a height measured to the top of the ball, of not less than 4 feet when it strikes on its least resilient spot nor more than 4 feet 7 inches when it strikes on its most resilient spot.

*NOTE—*To be legal, balls must be tested for resilience at the factory and the air pressure which will give the required reaction must be stamped on the ball. The pressure for game use must be as stamped.

*\*SECTION 2.* The home team shall provide a new ball or a good used ball satisfactory to the Referee. If the ball is new, neither team shall practice with it. If it is not a new ball, the visiting team may use it in practice. If the ball provided by the home team is not satisfactory to the Referee, he may order the game to be played with the visiting team's ball.

## RULE 5—Players and Substitutes

**SECTION 1.** Each team shall consist of five players, one of whom shall be captain.

**Ques.**—May a team play with less than five players? **Ans.**—A team must begin with five players, but if it has no substitutes to replace disqualified players, it must continue with less than five players.

**SECTION 2.** The Captain shall be the representative of his team **Captain's Duties and Power.** and may address an Official on matters of interpretation or to obtain essential information, if it is done in a courteous manner. No other player may address an Official except as provided in Sections 3 and 5 of this Rule.

At least two minutes before the game is scheduled to begin, the Scorers shall be supplied with names, numbers and position of players who are to start the game. Failure to comply with this provision is a technical foul, unless the Referee considers the failure unavoidable. If a player changes his number during the game he shall report the change to the Scorers and Referee.

**\*SECTION 3.** A substitute before going upon the court shall report to the Scorers, giving his name, number and position. The Scorers shall sound a horn as soon as the ball is dead, except that a substitution may not be made in the interval following a goal and putting the ball into play from out of bounds unless a charged time-out or time-out for injury has been declared. The substitute shall remain outside the boundary lines until an Official signals for him to enter the court whereupon he shall report immediately to one of the Officials, telling the Official his name or number and the name or number of the player he is to replace. This player shall not be withdrawn until after play has been resumed, and a player who has left the game shall not return until after play has been resumed. Substitutes who enter the game at the beginning of the second half are not required to report to an Official but must report to the Scorers.

*NOTE*—In the absence of a coach or other person authorized to make substitutions, the Officials shall obtain the approval of the captain for each substitution.

**Ques.**—When does a substitute become a player? **Ans.**—When he has reported to the Scorers and been accepted by an Official.

**Ques.**—What is the penalty if a player who has been withdrawn from the game returns before play is resumed? **Ans.**—The Officials should not permit him to return, but if he succeeds in returning, a foul should be called as soon as the illegal return is noticed.

**SECTION 4.** A player who has left the game, except for disqualification for four personal fouls or for other disqualification, may re-enter the game twice.

**Re-entering the Game.**

**\*SECTION 5.** A player may not leave the playing court without permission of the Officials until time is called at the end of the half (See Rule 15-3), except as authorized by the rules.

**Ques.—**In case of disqualification or substitution, must the retiring player get permission to leave the court? **Ans.—**No; but a player should be sure that he has been disqualified, or substituted for, before he leaves the court. Otherwise if he leaves without orders from the Officials, a foul may be called for leaving the court without permission.

**SECTION 6.** Each player shall be numbered on the front and back of his shirt with plain numbers of solid color contrasting with the color of his shirt, and made of inch wide material. The number on the back shall be at least 6 inches high and that on the front at least 4 inches high. Teams shall not use numbers one (1) and two (2) in numbering their players.

**Numbers.**

**Ques.—**If the contesting teams have shirts of the same color, what shall be done? **Ans.—**The home team should change. If the game is on a neutral court it shall be decided by the Officials after consultation with those in charge.

## **RULE 6—Officials and Their Duties**

**SECTION 1.** The Officials shall be a Referee and an Umpire, who shall be assisted by two Timekeepers and by two Scorers.

*NOTE—It cannot be too strongly emphasized that the Referee and Umpire of a given game should not be connected in any way with either of the organizations represented, and that they should be thoroughly competent and impartial. They should wear uniforms distinct from those of either team. The Officials have no authority to agree to changes in the rules except those mentioned in Rule 1, Section 1 (Note) and Section 2.*

*The Committee believes that the game is most efficiently handled by the "Double Referee system," whereby each Official covers one side and one end of the court, and is chiefly responsible for plays in his half of the court.*

**SECTION 2.** The Referee shall inspect and approve all equipment, including court, baskets, ball, backboards, Timekeepers' and Scorers' signals. He shall not permit any player to wear braces, which in his judgment are dangerous to other players.

**Inspection of Equipment by Referee.**

**SECTION 3.** The Referee shall decide whether a goal shall count if the Officials disagree. He shall decide matters upon which the Timekeepers and the Scorers disagree. At the end of each half he shall check with the Scorers and announce the score. His announcement at the end of the second half shall terminate the connection of the Officials with the game.

**SECTION 4.** The Referee shall have power to make decisions on any points not specifically covered in the rules.

**SECTION 5.** The Officials shall put the ball in play; shall decide when the ball is in play, when it is dead, to whom it belongs and when a goal has been made. They shall make decisions upon infractions of the rules, administer all penalties, order time out as prescribed by the rules, signal when substitutes may come on the court and supervise substitutions. They shall indicate each goal as made by denoting with their fingers the point value of the goal.

**SECTION 6.** The Officials shall require to leave the game a player who has made four personal fouls, or a player who has committed a disqualifying foul.

**SECTION 7.** The Officials shall have power to call fouls for unsportsmanlike conduct on the part of players, coaches or spectators. They may disqualify players for flagrant unsportsmanlike conduct.

**Fouls for  
Unsportsmanlike  
Conduct.**

**Ques.**—Who is responsible for behavior of spectators? **Ans.**—The home management or committee in charge of the game, insofar as they can reasonably be expected to control the spectators. The Officials may call fouls on either team if its supporters act in such a way as to interfere with the proper conduct of the game. Discretion must be used in calling such fouls, however, lest a team be unjustly penalized.

**SECTION 8.** Neither Official shall have authority to set aside or question decisions made by the other within the limits of his respective duties as outlined in these rules.

**When Officials  
Make Different  
Decisions.**

If the Officials make approximately simultaneous decisions on the same play and the infractions involve different penalties, the more severe penalty shall be imposed. If both teams commit infractions of the jump ball rules on the same play, however, the ball

shall be tossed again unless, in the opinion of the Officials, repeated infractions by the same player justify a technical foul.

**Ques.**—Does Referee's decision take precedence over Umpire's in calling a foul? **Ans.**—No.

**Ques.**—The Referee calls a violation on a player for running with the ball, and on the same play the Umpire calls a foul on an opponent for holding; which decision prevails? **Ans.**—The foul is penalized and the violation is disregarded.

**SECTION 9.** The **Officials** shall have power to make decisions for **Time and Place for Decisions.** infractions of rules committed either within or outside the boundary lines; also at any moment from the beginning of play to the call of time at the end of the game. This includes the periods when the game may be momentarily stopped for any reason. Fouls may be called on any number of players at the same time.

**SECTION 10.** When an **Official** calls a foul he shall designate the **Designation of Fouls.** offender. If it is a **personal** foul the Official shall signal with his fingers the number of free throws; he shall also designate the player who is to attempt the free throw or throws.

**\*SECTION 11.** The **Scorers** shall record the field goals made, the **Duties of Scorers.** free throws made and missed, and shall keep a running summary of the points scored. They shall record the personal and technical fouls called on each player and shall notify the Referee immediately when the fourth personal foul is called on any player. They shall record the time-outs charged to each team, shall notify a team through an **Official** whenever that team takes a fifth charged time-out, and shall notify the nearer **Official** each time a team is granted a charged time-out in excess of the legal number. The score book of the home team shall be the official book unless the Referee rules otherwise. The Scorers shall compare their records after each goal, each foul and each charged time-out, notifying the Referee at once of any discrepancy. If the error cannot be found, the Referee shall accept the record of the official book, unless he has knowledge that permits him to decide otherwise.

The Scorers shall keep a record of the names, numbers and positions of players who are to start the game and of all substitutes who enter the game. When there is an infraction of the rules pertaining to submission of line-up, substitutions or numbers of play-

ers, they shall notify the nearer Official immediately if the ball is dead, or as soon as it becomes dead if it is in play when the infraction is discovered.

The Scorers shall be provided with a horn with which to attract the attention of the Official when the ball is dead. This horn should be unlike the signals used by the Officials and Timekeepers.

*NOTE—It is suggested that the following symbols be used in keeping score: P1, P2, etc., for personal fouls; T for technical fouls; 2 for field goal, and O for a free throw attempt, with an X inside the O if the try is successful.*

**Ques.**—The Scorers fail to notify the Referee that a player has had four personal fouls called against him and he continues to play. What should be done? **Ans.**—The points made during the period that this player was ineligible shall be counted as well as the time played, but immediate substitution for the offending player shall be made as soon as the fact that he has four personal fouls comes to the attention of the Referee. The Scorers should notify the Officials as soon as they discover that a player has four personal fouls, but if play has been resumed they should not interrupt it until the ball is dead or in possession of the team whose player is to be disqualified.

**Ques.**—Should the Scorers notify a player when he has three personal fouls? **Ans.**—No; but a captain may request the Referee to obtain this information whenever this may be done without interfering with the progress of the game.

\* **Ques.**—What should be done if the scorer's horn sounds while the ball is in play? **Ans.**—It should be ignored because the scorer's horn does not make the ball dead. The scorers should be careful, however, not to sound the horn while the ball is in play or just as a free throw is being made.

\* **Ques.**—If the scorers fail to notify a team when it takes its fifth charged time-out, should the team be penalized if it takes a sixth time-out? **Ans.**—Yes.

**SECTION 12.** The Timekeepers shall note when each half is to start and shall notify the Referee more than three minutes before this time so that he may notify the teams, or cause them to be notified, at least three minutes before the half is to start. They shall signal the Scorers two minutes before starting time. They shall record playing time and time of stoppages as provided in the rules.

The Timekeepers shall be provided with at least one stop-watch which shall be the game watch and which shall be operated by one of the Timekeepers, but so placed that both may see it.

At the beginning of a half or overtime period, or at any other time when play is resumed by a jump ball after time is out, the game watch shall be started at the instant the Official blows his whistle as the ball leaves his hands for the toss. If play is resumed by throwing the ball in from out of bounds or by a free throw, the watch shall be started when the Official signals time-in by a chop-

ping motion of his hand as the ball crosses the plane of the boundary line, or when it misses the basket after an unsuccessful free throw.

The game watch shall be stopped at the expiration of time for each period, and when an Official signals a foul, a time-out, or permits a substitute to come on the court. The Timekeepers shall then start a time-out watch and shall direct the Scorers to signal the Officials when the legal time has elapsed for which time was taken out.

The Timekeepers shall indicate with a gong, pistol or siren the expiration of playing time in each quarter, half, or overtime period. This signal terminates actual playing time in each period. If the Timekeepers' signal fails to sound, or is not heard, the Timekeepers shall go on the court or use other means to notify the Referee immediately. If, in the meantime, a goal has been made or a foul has occurred, the Referee shall consult the Timekeepers. If the Timekeepers agree that time was up before the ball was in the air on its way to the basket, or before the foul was committed, the Referee shall rule that the goal does not count, or in case of a foul, that it shall be disregarded unless it is flagrant; but if they disagree, the goal shall count or the foul be penalized unless the Referee has knowledge that would alter the ruling.

*NOTE—The use of an electric timing device is hereby authorized, together with such modifications in the foregoing as are essential to its operation. If two watches are used, one Timekeeper should operate the game watch and signal, and the other should serve as checker and operator of the time-out watch.*

**Ques.**—Should the Timekeepers tell players or coaches how much playing time remains? **Ans.**—When play is suspended either Official may obtain this information at the request of a captain or coach, giving the information to both teams when it is obtained.

**Ques.**—Which Timekeeper operates the watch? **Ans.**—In cases of disagreement the Referee shall decide.

**SECTION 13.** The Official shall blow a whistle whenever he declares the ball dead, except when a goal is made.  
**Whistle.**

**\*SECTION 14.** Whenever seconds are to be counted by an Official, the count should be silent and by the method: "one-thousand-one, one-thousand-two, etc." This applies to the ten-second and three-second rules, and to out of bounds plays.

## RULE 7—Playing Terms

**SECTION 1.** A Goal is made when the ball enters the basket from above and remains in or passes through.

**Ques.**—If the ball enters the basket from below, goes through and drops back into the basket, is a goal scored? **Ans.**—No.

**Ques.**—A player is lifted into the air by a teammate, or climbs to the shoulders of a teammate, receives a pass, and drops the ball into the basket. Does the goal count? **Ans.**—No, and a foul may be called for unsportsmanlike conduct.

**SECTION 2.** A player is out of bounds when any part of his body touches the boundary line or the floor outside of the boundary line.

**Player out of Bounds.**

**Ball Out of Bounds.**

The ball is out of bounds when any part of it touches the boundary line, the floor outside the boundary line, any object on or outside the boundary line, any balcony, the supports or back of the backboard, or when it is touched by a player who is out of bounds. If the ball strikes the edge of the backboard or rolls along the top of the backboard without touching the supports of the backboard, and then falls into the playing court, it is in play.

The ball is caused to go out of bounds by the last player touched by it before it crosses the line.

**Ques.**—If a player touches the wall behind the backboard while he has the ball in his possession, is he out of bounds? **Ans.**—Yes, and therefore the ball is out of bounds.

**Ques.**—Ball glances off face of backboard and across boundary line, but before it touches the floor or any obstruction out of bounds, it is caught by a player who is "in bounds." Is the ball in bounds or out of bounds? **Ans.**—In bounds.

**Ques.**—If the ball hits the apparatus or ceiling over the playing court, what is the decision? **Ans.**—The ball continues in play unless ground rules to the contrary have been agreed upon before the game.

**Ques.**—On courts on which the walls are used for backboards, is it legal to "run up the wall" in throwing for goal? **Ans.**—Teams which play on courts not laid out according to the Rules must make their own ground rules. It is recommended, however, that "running up the wall" be not permitted. It is further recommended that courts be laid out as specified in the Rules whenever this is possible.

**Ques.**—Player A, standing on or outside the boundary line, catches a ball thrown by Player B, an opponent, before or after the ball crosses the line. To whom should the ball be awarded? **Ans.**—To Player A. Even though the ball was caught by A before it crossed the line, B is considered to have caused the ball to go out of bounds. But if the ball is lying on the floor in bounds and A touches it from out of bounds, the Committee has ruled that A should be considered to have caused the ball to go out of bounds.

**Ques.**—In attempting to throw the ball into play from out of bounds, a player throws it against the back of the backboard and it drops upon the court. Is the ball in play? **Ans.**—No. The ball should be awarded to an opponent out of bounds at the same point.



**\*SECTION 3. Held Ball** is declared when two players of opposing teams have one or both hands firmly on the ball, or held ball may be called when one closely guarded player is withholding the ball from play in his front court and is making no apparent effort to put the ball into play.

*NOTE*—Officials should not anticipate a held ball or declare it too quickly, thereby interrupting the continuity of the game, and unjustly taking the ball away from the player who has gained or is about to gain possession of it. Under the first clause of Section 3, held ball should not be called until both players have one or both hands so firmly on the ball that neither can gain sole possession without undue roughness. If a player is lying or sitting on the floor, while in possession of the ball, he should be given an opportunity to throw it, but held ball should be called if there is danger of injury.

**Ques.**—The players of Team A form a circle in their front court and pass the ball to each other inside the circle. The opponents cannot get at the ball without causing personal contact. Is this legal? **Ans.**—After one or more players of Team B have retained a position within one yard of this circle for five seconds, held ball may be declared. Closely guarded players are withholding the ball from play.

**Ques.**—If a closely guarded player is holding the ball on the floor in his front court and making no attempt to play it, should a foul be called? **Ans.**—No; it is a held ball.

**Ques.**—How soon after the dribble is completed must a player pass the ball or throw for goal? **Ans.**—At his convenience, if he is not closely guarded.

**SECTION 4. A Jump Ball** takes place when the Official tosses the ball up between two opposing players.

**SECTION 5. Time-out** is declared whenever the game is legally stopped without the loss of playing time.

**SECTION 6. Own Goal** is the basket for which a team is throwing.

**\*SECTION 7. The Ball is Dead** and play shall cease until the ball is put in play again as indicated by an Official:

- a. When the whistle of an Official sounds (except as provided in the Note following Rule 15, Section 12);
- b. When a goal is made;
- c. When held ball is declared;
- d. When time-out is declared;
- e. When either a foul or a violation is called;
- f. When the ball goes out of bounds;
- g. After each of the two free throws following a double foul;
- h. At expiration of playing time;
- i. When the ball lodges in the supports of the basket (jump

ball between the centers at nearer free throw line, except that the ball goes to center if it would have been center ball had the free throw been unsuccessful);

j. After each free throw except the last when a multiple throw is awarded.

\*If on a try for goal the ball is in the air when the signal is sounded to indicate "dead ball," the goal counts if made, except as follows: If before the ball is in the air a foul or violation is made by a player of the team throwing for goal from the field, the goal does not count. Of course, if an Official declares "held ball," the goal does not count even if the ball is in the air when the whistle sounds.

*NOTE—If the ball strikes an Official who is inside the boundary lines it is not dead but play continues as if the ball had not touched him.*

*\* Ques.—If the ball is in the air on a try for field goal when the timer's signal sounds to end the period, and if the ball is subsequently touched, does the goal count if made? Ans.—If the ball is touched by a teammate of the thrower, the goal does not count; if touched by an opponent, the goal counts if made.*

**SECTION 8.** A Pivot takes place when a player who is holding the ball steps once or more than once in any direction with the same foot, the other foot, called the pivot foot, being kept at its point of contact with the floor.

**SECTION 9.** Running with the Ball (traveling) is progressing in any direction in excess of prescribed limits while holding the ball. The limits follow:

Item 1. A player who receives the ball while standing still may pivot, using either foot as the pivot foot.

Item 2. A player who receives the ball while he is progressing or upon completion of a dribble may use a two-count rhythm in coming to a stop or in getting rid of the ball. The first count occurs:

(a) As he receives the ball if either foot is touching the floor at the time he receives it;

(b) As the foot touches the floor or as both feet touch the floor simultaneously after he receives the ball if both feet are off the floor when he receives it.

The second count occurs when, after the count of one, either foot touches the floor or both feet touch the floor simultaneously.

When a player comes to a stop on the count of one he may pivot and may use either foot as the pivot foot.

When a player comes to a stop on the count of two, if one foot is in advance of the other he may pivot but the rear foot only may be used as the pivot foot; however, if neither foot is in advance of the other he may not pivot but may lift either foot provided he gets rid of the ball before that foot again touches the floor.

Item 3. (a) A player who receives the ball while standing still, or who comes to a legal stop while holding the ball, may lift the pivot foot or jump when he throws for goal or passes, but the ball must leave his hands before one or both feet again touch the floor.

(b) In starting a dribble after receiving the ball while standing still, or after coming to a legal stop, a player may not jump before the ball leaves his hands, nor may he lift the pivot foot from the floor before the ball leaves his hands.

\* Ques.—Should a player be penalized for travelling, if he falls to the floor while holding the ball? Ans.—No, unless he makes progress by sliding.

**SECTION 10.** A Dribble is made when a player, having gained control of the ball, gives impetus to it by throwing, batting, bouncing or rolling it, and touches it again before it touches another player. In a dribble the ball must come in contact with the floor, except that one "air dribble" may be made; that is, a player may begin a dribble by tossing the ball into the air, or during a dribble he may bat the ball once into the air with one hand, and may touch it again before it strikes the floor. After giving impetus to the ball as described in the foregoing, the player completes his dribble the instant he touches the ball simultaneously with both hands, or permits the ball to come to rest in one or both hands. There is no limit to the number of steps a player may take when the ball is not in contact with his hand; he may take as many steps as he wishes between bounces of a dribble.

*NOTE—The following are not dribbles: Successive tries for goal, fumbles, attempts to gain possession or control of the ball by tapping it from the vicinity of other players striving for it, or by batting it from the control of another player, or by blocking a pass and recovering the ball.*

Ques.—Would standing still and bouncing the ball on the floor constitute a dribble? Ans.—Yes.

Ques.—May a player while dribbling alternate hands without violating the rules? Ans.—Yes.

Ques.—On a jump ball, one of the jumpers taps the ball twice, after which it falls to the floor without touching any other player. The same player then catches the ball as it rebounds from the

floor. May he start a dribble? **Ans.**—Yes. The two taps were part of the jump ball and were not dribbles.

**Ques.**—If a player while holding the ball touches it to the floor one or more times, has he dribbled? **Ans.**—No.

**SECTION 11. Holding** is personal contact with an opponent that interferes with the opponent's freedom of movement.

*NOTE*—“Guarding from the rear” which results in personal contact is a personal foul. See Comments on the Rules, page 34. Officials are requested to pay special attention to this style of play. The mere fact that the defensive player is attempting to play the ball does not justify him in placing one or both arms over his opponent's shoulder, if by so doing he causes personal contact.

**Ques.**—Some guards have a habit of putting their hands on the body of opponent; is this a violation of the rule? **Ans.**—It certainly is; a personal foul should be called for “holding” or “blocking.”

**Ques.**—Is it legal for a player to reach over or around his opponent from the rear, put his hand on the ball and then swing around to the side? **Ans.**—Yes; provided there is no personal contact, which, however, is almost impossible in such a play.

**SECTION 12. Blocking** is personal contact which impedes the progress of an opponent who has not the ball.

**Blocking.** (See comments on blocking, page 34.)

*NOTE*—Blocking is a personal foul and therefore there is no such play as a “legal block”. Legally shutting off the approach of an opponent should be called “screening”.

**SECTION 13. A Foul** is an infraction of the rules the penalty for which is one or more free throws. Technical Fouls are those listed in Rule 15, A and B; Personal Fouls are those listed in Rule 15, C.

**SECTION 14. Disqualifying Foul** is an infraction of the rules for which a player is removed from the game.

**SECTION 15. A Double Foul** takes place when fouls are called simultaneously upon both teams.

**Ques.**—If a foul is called on one team and before time is in a foul is called on the other team, how is play resumed? **Ans.**—The ball is thrown up at center after the last free throw.

**SECTION 16. A Multiple Throw** takes place when two or more free throws are awarded the same team.

**SECTION 17. A Violation** is an infraction of the rules not involving a foul.

**SECTION 18. A Free Throw for goal** is the privilege given a team to throw for goal from a position directly behind the free throw line.

**SECTION 19.** Delaying the Game is unnecessarily interfering with the progress of the game by a player.

**SECTION 20.** Extra Period is the extension of playing time necessary to break a tie score.

**SECTION 21.** A team's Front Court is the half of the court (or larger section if two division lines are used) which contains the basket for which this team is throwing. The other half of the court (or smaller section if two lines are used) is this team's Back Court.

### **RULE 8—Playing Regulations**

**\*SECTION 1.** The game shall be started by an Official, who shall toss the ball up between two opponents, as provided in Sections 5 and 6 of this Rule.

**Periods.** Teams whose players are of college age shall play two halves of 20 minutes each, with an intermission of 15 minutes between the halves. By mutual agreement such games may be played in four ten-minute quarters with two-minute intermissions between the first and second quarters and between the third and fourth quarters; also by mutual agreement the intermission between halves may be reduced to 10 minutes.

Teams whose players are of high school age shall play four eight-minute quarters, with two-minute intermissions between the first and second quarters, and between the third and fourth quarters, and a ten-minute intermission between the second and third quarters. For boys fourteen years and under the quarters shall be six minutes, with two minute intermissions between quarters and ten minute intermission between halves. During two-minute intermissions the players shall not go outside the boundary lines, receive coaching or change goals.

By mutual agreement in games wherein the players are of high school age or younger, an Official's time-out may be taken in the second quarter and in the fourth quarter, provided there has not been a charged time-out or time-out for injury for either team during the first four minutes of that quarter. This time-out is to be taken the first time the ball is dead after four minutes have expired, and is to be of two minutes duration.

**SECTION 2.** Captains shall be notified three minutes before each half is to begin. If a team is not ready within one minute after play is called by the Referee at the beginning of either half, a technical foul shall be called for each minute of delay. In case of unavoidable delay the Referee shall make proper allowance.

**Ques.**—Who should notify Captains three minutes before each half is to begin? **Ans.**—It is the duty of the Referee to see that this warning is properly given. He may delegate the Timekeepers to do this, or it may be done by the Umpire, but the Referee is responsible for seeing that someone does it.

**SECTION 3.** The visiting team shall have choice of baskets in the first half. For the second half the teams shall change baskets.

**SECTION 4.** The ball may be passed, thrown, batted, bounced, rolled or dribbled in any direction.

**SECTION 5.** The ball shall be put in play in the center circle  
**Center Jump.** (except as otherwise provided in these rules):

- a. At the beginning of each half, and of each extra period;
  - b. After held ball on or inside the restraining circle at center;
  - c. After a free throw following a technical foul, or after the last free throw following a technical foul, if more than one has been called (see Rule 13, Section 6, last paragraph);
  - d. After the last free throw following a double foul;
- in the following manner:

Each center player shall stand with both feet on or inside his half of the center circle. An Official shall then toss the ball upward in a plane at right angles to the side lines between the center players, to a height greater than either of them can jump and so that it will drop between them. The ball must be tapped by one or both of the center players after it reaches its highest point. If it touches the floor without being tapped by at least one of the jumpers, the Official shall put it in play again in the same place.

**Ques.**—Must the players face toward their "own" baskets when jumping in center or elsewhere? **Ans.**—No particular facing is required.

**Ques.**—Which half of the center circle is considered the player's "own half"? **Ans.**—The half farther from his own basket.

**SECTION 6.** The center players must not tap the ball before it reaches its highest point, and must not leave the circle until the ball has been tapped. Neither center may tap the ball more than twice, after which neither may touch

**When Ball  
is Tapped.**

the ball again until it has touched one of the other eight players, the floor, the basket, or the backboard. Under this provision four taps are possible, two by each center. When jump ball takes place at center or at one of the free throw lines, all players except the jumpers shall remain outside the restraining circle until the ball has been tapped. Infraction of this clause is normally a violation (award of ball to opponents out of bounds), but repeated infraction may be penalized as delay of the game.

**Ques.**—When the ball is tossed up by an Official in center or elsewhere, are both players obliged to jump and make an effort to tap the ball? **Ans.**—No. If, however, neither player taps the ball, the Official should toss it up again at the same place and order both players to jump and make an honest attempt to tap it.

**Ques.**—On jump ball at the free throw line, one of the jumpers taps the ball into his basket and on the play an opponent enters the circle too soon or commits some other infraction of the jumping rules. Does the goal count? **Ans.**—Yes, and the opponent's infraction is disregarded.

**SECTION 7.** When the ball is tossed up between two players elsewhere than in the center, the players shall assume the same position in relation to each other as when jumping in the center, the other players being required to remain a reasonable distance from the jumpers and the Official until the ball has been tapped.

**\*SECTION 8.** (a) When a team gains control of the ball in its back court, that team must advance the ball to its front court within a period of ten seconds unless the ball, while out of control of the team, touches or is touched by an opponent. In the latter event, a new play results and the ten-seconds period begins again when control of the ball is regained in the back court. When the ball is thrown from out of bounds to a team's back court, the count starts when that team gains control of the ball.

#### PENALTY—

**Violation.** Opponents' ball out of bounds at point nearest the ball when the ten-seconds period expires.

**NOTE**—A team has advanced the ball to its front court: (1) when it is in possession of a player beyond the line, that is, when neither the player nor the ball is touching the floor on or behind the division line; or (2) when not in possession of a player, the ball touches the floor, a player or an Official beyond the line.

(b) A team may not cause the ball to go to its back court except following:

- (1) a try for goal; or,
- (2) a jump ball; or,
- (3) an out of bounds play; or,
- (4) recovery of the ball from possession of an opponent.

After one of these four plays, only the player who is the first of his team to touch the ball may cause it to go to his back court, and right to do so ceases if the ball is touched thereafter in the front court by another player of either team. The last player who touches the ball before it goes into the back court is considered to have caused it to go there.

**PENALTY—**

No penalty if the illegally returned ball is first touched in the back court by an opponent. Otherwise it is the opponents' ball out of bounds at the point nearest the ball when the violation is declared.

*NOTE—Under (b) the ball has gone to a team's back court: (1) when it is in possession of a player of that team on or beyond the line, that is, when either the ball or the player is touching the floor on or beyond the line; or, (2) when not in possession of a player, the ball touches the floor or a teammate on or beyond the line, or touches either an opponent or an Official who is beyond the line.*

**Ques.**—A player of Team A returns the ball illegally to his back court and the ball goes out of bounds before touching a player of either team. Where is the ball put into play? **Ans.**—Team B's ball where it crossed the boundary line.

**Ques.**—A player of Team A returns the ball illegally to his back court and it is first touched in the back court by a player of Team A. Where is the ball put into play? **Ans.**—Team B's ball out of bounds at the point nearest the Team A player who first touched the ball in the back court.

**Ques.**—Team A, having the ball in its back court, throws the ball to the front court within ten seconds, but it rebounds to the back court from a Team B player, or is batted back by the latter. May the ball be recovered by Team A? **Ans.**—Yes, and Team A is allowed another ten-second period to advance the ball to its front court.

**\*SECTION 9.** After a goal from the field, any player of the team scored upon shall put the ball into play from any point out of bounds at the end of the court where the goal was made. He may throw it from any point behind the end line, or he may pass it to a teammate behind the end line. Not more than five seconds may be consumed in getting the ball into play, the count starting the instant the ball is at the disposal of the first player out of bounds.



**NOTE**—The Official should not handle the ball unless by so doing he can get the ball into play more quickly. Opponents of the player who is to put the ball into play should not touch the ball. Allowance may be made for touching the ball accidentally or instinctively, but if a player delays the game by interfering with the ball, a technical foul should be called.

**SECTION 10.** The game shall terminate by the sounding of the Timekeepers' signal indicating the end of the game. (See Rule 7, Section 7.)

When a foul is committed simultaneously with or just previous to the Timekeepers' signal ending a half or an overtime period, time shall be allowed for the free throw or throws, which shall be attempted immediately. When such a foul occurs at the end of the first or third quarter of a game played in quarters, or during the intermission following the first or third quarter, the free throw shall be attempted at the beginning of the next quarter, and, if it was a personal foul, the ball shall be in play if the free throw is missed, and out of bounds to an opponent if the free throw is successful. Each half and overtime period must begin with jump ball at center.

### **RULE 9—Scoring**

**SECTION 1.** A goal made from the field shall count 2 points; a goal from a free throw shall count 1 point. A goal from the field shall count for the team into whose basket the ball is thrown.

**Points.**

**Ques.**—If a player makes a free throw in his opponent's basket, does the goal count for his opponents? **Ans.**—No; if the mistake is discovered before play is resumed, the throw should be disregarded and the player given a throw at his own basket. It is the duty of the Referee to see that free throws are made at the proper basket.

**SECTION 2.** A game shall be decided by the scoring of the greater number of points in the playing time.

**\*SECTION 3.** If the score is a tie at the expiration of the second half, play shall be continued without change of baskets for an extra period of five minutes, or as many such periods of five minutes as may be necessary to break the tie. An intermission of two minutes shall be allowed before each extra period. Each extra period shall be considered a con-

**Tie Score and Extra Period.**

tinuation of the second half, but at the beginning of each extra period the ball shall be put in play at the center.

The first paragraph of this section shall be modified for games in which the players are of high school age or younger, as follows: If the score is a tie at the end of the fourth quarter, two minutes intermission shall be declared during which the teams may not leave the court. Play shall then be resumed and as soon as one team scores two points it shall be declared the winner and play shall cease. If neither team scores two points in a period of three minutes, play shall be suspended. If one team has scored one point by the end of this period it shall be declared the winner. If neither team has scored, a second overtime period, or as many overtime periods as necessary to break the tie shall be played under the same conditions. If both teams score one point in the first overtime period, the game is over as soon as one team scores one or more points subsequently, except in the case of each team scoring as the result of a double foul.

The provisions of the foregoing paragraph may be used by teams above high school age by mutual agreement.

**Ques.**—With the score tied, a player commits a foul on the last play of the second half and the resulting free throw is successful. Should an overtime period be played? **Ans.**—No, the game is over; but if the second half ends with the score tied and a foul is made during the intermission, the overtime period must be played even though the free throw is successful.

**SECTION 4.** A team shall forfeit the game if it refuses to play after being instructed to do so by the Referee.

**SECTION 5.** The score of a forfeited game shall be 2-0.

### **RULE 10—Out of Bounds**

**\*SECTION 1.** If at any time except following a goal the ball goes out of bounds, it shall be so declared by one of the Officials. He shall designate a nearby opponent of the player last touched by the ball before it went out of bounds to put it into play. This opponent shall stand out of bounds near the point where the ball left the court, and then shall throw, bounce or roll the ball to another player within the court.

**NOTE**—When the margin out of bounds free from obstructions is less than three feet, no player of either team shall be within three feet of the

**How Ball is Put  
in Play When  
Out of Bounds.**

*player who is putting the ball in play. On such courts a fine broken line should be drawn in the court three feet from the boundary line.*

**Ques.**—Ball is being tossed up by an Official between two players; after it has been tapped and before any other player touches it, it goes to "out of bounds"; what is the decision? **Ans.**—Ball goes to an opponent of player who tapped it out. If both players tap it simultaneously, Rule 10, Sec. 2, governs.

### Note to Officials

Officials should make their out-of-bounds decisions clearly evident to both teams. If there is any confusion or misunderstanding among the players as to the decision, the Official should obtain possession of the ball and not permit the player entitled to it to play it until both teams have had a chance to recover their positions. Whenever the ball is awarded to a team out of bounds from its front court area, as provided in this rule or in Rule 14, the Official must hand the ball immediately to the player who is to put it into play. The purpose of this is to make the decision clear; the purpose is not to delay the game until the defensive team gets "set".

**\*SECTION 2.** If an Official is unable to determine which player touched the ball last before it went out of bounds, **Official in Doubt as to Who Caused Out of Bounds Ball.** he shall put the ball into play by a Jump Ball at the spot where it was last touched inside the court, but not less than six feet from **any boundary line**. If, however, on a jump ball at center, or elsewhere, the ball is tapped out of bounds by both players simultaneously, it shall be put into play again at the same point.

### RULE 11—Time-Out and Time-In

**SECTION 1.** Time-out may be declared under the following **Time-out.** conditions:

- (a) When a foul is called, the Official's signal for the foul being an automatic declaration of time-out;
- (b) When an Official suspends play for a substitution upon signal from the Scorers;
- (c) When ordered by an Official because of delay in obtaining the ball, as when it lodges in the support of the basket or rolls under seats;
- (d) When an Official grants a Captain's request for time-out, such request being granted only when the ball is dead or in possession of this Captain's team;
- (e) When an Official suspends play because of injury to a player;
- (f) When an Official suspends play for the removal of a disqualified player.

NOTE—Under (e) of the foregoing, play may be suspended only when the ball is dead, or in possession of the injured player's team, or upon completion of a play by the opponents. Completion of a play means that the opponents have thrown for goal, lost possession of the ball, or withheld the ball from play by ceasing to attempt to score or to advance the ball to a scoring position.

**\*SECTION 2.** When time-out is declared for a team as provided in (d), (e) and (f) of Section 1, a time-out shall be charged to that team for each minute or fraction thereof consumed, except that in case of injury or disqualification no time-out shall be charged if the injured or disqualified player leaves the game within one minute and if no more than an additional thirty seconds is consumed in completing the substitution. If time-out is granted to both teams simultaneously, a time-out shall be charged to each team.

Time-out is not charged under (a), (b) and (c) of Section 1 except that if the time consumed for a substitution exceeds thirty seconds, a time-out is charged.

**Ques.—**If an Official suspends play because of an injury, as in Section 1 (e), and if the injured player's Captain does not desire time-out, what should be done? **Ans.—**Play should be resumed at once and no time-out should be charged.

**\* Ques.—**May a Captain take time-out for a substitution? **Ans.—**Yes, and if the substitution is completed within thirty seconds, a time-out is not charged. He does not have this privilege in the interval following a goal and before the ball is put into play from out of bounds unless he wishes a charged time-out.

**SECTION 3.** After time has been out the game watch shall be started when the Official signals time-in. If this follows

- Time-in.**
- (a) A free throw for a technical or double foul, the Official signals time-in by blowing his whistle as the ball leaves his hands on the toss at center;
  - (b) A free throw for any other foul, the Official signals time-in by a chopping motion of his hand after the last free throw, including any substitute free throw, this signal being given (1) as soon as it is evident that the ball will go into play by a rebound, or (2) if the throw is successful, or if the ball is awarded to the opponents for any other reason, as soon as the ball crosses the end line when it is thrown into play;

(c) A period when time has been out for any other reason, the signal is given as provided in Section 5 of this rule.

**\*SECTION 4.** Five charged time-outs may be granted to each team during the game. After a team has used its allowed number of time-outs, it may be granted additional time-outs at the expense of a technical foul for each such time-out.

**Five Charged  
Time-outs.**

**\*SECTION 5.** Whenever play is suspended (unless otherwise provided in the rules), play shall be resumed by tossing the ball up between the two players of opposing teams nearest to it, at that spot where it was when play ceased; except that if a violation or a foul has taken place, play shall be resumed with the administering of the penalty; or except that if the ball was in play and in the possession of a player when play ceased, any player of his team shall put the ball into play from out of bounds at the point nearest the spot where play ceased. When the game is played in quarters, play shall be resumed at the beginning of the second and fourth quarters as provided in the foregoing sentence, except that if the Timers' signal sounds while the ball is in the air on a throw for goal at the end of the first or third quarter, if the goal is missed, the next quarter shall begin with a jump ball between the centers at the nearer free throw line; if the goal is made, the ball shall be awarded to the opponents out of bounds as after a goal.

After a game starts, practice shooting shall be permitted only between the halves.

## **RULE 12—Held Ball**

**SECTION 1.** When Held Ball is called, the Official shall put the ball in play as at center. The two players who were in contact with the ball shall assume positions similar to the centers at the start of the game, but in an imaginary circle at the spot where the ball was held, except as provided in Section 2.

**\*SECTION 2.** When Held Ball is called (a) in the free throw lane, the ball shall be tossed up at the nearer free throw line; (b) on or inside the restraining circle at center, it shall be tossed up at center; (c) less than six feet from a boundary

line, it shall be tossed up at a point six feet from the boundary line.

### RULE 13—Free Throw

**SECTION 1.** When a foul has been called an Official shall immediately secure possession of the ball and place it upon the free throw line or in the hands of the player entitled to throw.

**Procedure When Foul is Called.**

**SECTION 2.** When a personal foul has been called, the player upon whom the foul was committed shall be designated by the Official to attempt the free throw or throws; if any other player attempts the throw, it shall not count if made, and whether made or missed the ball shall be awarded to an opponent out of bounds at the end of the court where the free throw was attempted. If the player designated is so injured that he must leave the game, his substitute must attempt the free throw or throws. If the player who has been fouled is to leave the game by reason of disqualification or for any other cause except injury, he shall attempt the free throw or throws before leaving.

**SECTION 3.** Free throws for goal after technical fouls may be made by any player of the offended team.

**SECTION 4.** The throw for goal shall be made within ten seconds after the ball has been placed either on the free throw line or in the hands of the player on the free throw line who is to attempt the free throw. This shall apply to each free throw.

*NOTE—To avoid disconcerting the free-thrower, neither Official should stand in the free throw lane or behind the backboard.*

**SECTION 5.** If the free throw following a personal foul is successful, any opponent of the free-thrower shall put the ball into play as after a goal from the field. If a multiple throw has been awarded, this applies only to the last free throw.

**Out-of-Bounds Ball if Free Throw Successful.**

**Center Ball After Double or Technical Foul.** After the last free throw following a double foul, or following one or more technical fouls, the ball shall go to center whether the last goal is made or missed, except as specified in the following section.

**SECTION 6.** If the goal is missed the ball shall continue in play after a free throw following a personal foul, or if **Ball in Play if Goal is Missed.** more than one such personal free throw has been awarded, the ball shall continue in play if the last free throw is missed.

If successive free throws are awarded to one team and none to the other team, at least one free throw being for a personal foul, the ball shall be in play if the last free throw is missed.

**Ques.**—A personal foul is called on a player and before the free throw is tried a technical foul is called on the same team. Which free throw is tried first? **Ans.**—The free throw for the technical foul.

**Ques.**—A player is fouled in the act of throwing for goal, gets his goal and is awarded one free throw. If the free throw is missed, is the ball in play? **Ans.**—Yes.

## RULE 14—Violations and Penalties

### A Player Shall Not—

**SECTION 1.** Throw for goal when the ball is dead.

#### PENALTY—

Goal if made does not count.

**Ques.**—If a player throws for the basket from out of bounds, what is the penalty? **Ans.**—The goal, if made, does not count and the ball is awarded to the opponent out of bounds at the end of the court where the goal was illegally made; if missed, the ball is in play.

**Ques.**—A player throws for goal from out of bounds, misses, and recovers the ball in the court before it touches any other player. Is this legal? **Ans.**—No; he has violated Rule 14, Section 5.

**SECTION 2.** While making a free throw for goal, touch or cross the free throw line until the ball has touched or missed the basket or backboard, or consume more than ten seconds in making the free throw.

#### PENALTY—

Goal if made does not count, and if made or missed the ball shall be awarded to the opponents out of bounds on the end. If a multiple throw is awarded, this out-of-bounds provision applies to the last free throw only. If the free throw resulted from a technical foul the ball shall be thrown up at center.

**SECTION 3.** Cause the ball to go out of bounds.

*NOTE—If a player in possession of the ball near the boundary line is forced out of bounds, a negligible amount of contact being involved, the Officials are authorized to award the ball out of bounds to this player. If the Officials are in doubt as to which player is responsible for the out-of-bounds ball, jump ball should be declared.*

**Ques.**—May a player dribble the ball while part of his person is touching the floor out of bounds, without violating the rules? **Ans.**—No.

**SECTION 4.** Carry the ball into the court from out of bounds.

**Ques.**—When a player is in the act of passing the ball in from out of bounds, is it illegal for him to step on the boundary line. **Ans.**—Yes, he is considered as having carried the ball into the court, even though technically he is out of bounds when touching the line; but the officials must make allowance if the space out of bounds is limited.

**SECTION 5.** Touch the ball after putting it in play from out of bounds until it has touched another player.

**SECTION 6.** Consume more than five seconds in putting the ball in play from out of bounds.

**PENALTY—**

(Sections 3, 4, 5, 6.)

Ball goes to an opponent out of bounds.

**SECTION 7.** Enter the free throw lane, or touch the free throw lines, or touch the ball while a free throw for goal is being made, until the ball has touched or missed the basket or backboard, or attempt in any way to disconcert the player who has the free throw. If players contend for positions along the free throw lanes, the Officials shall arrange the players so that the desirable positions are evenly divided.

**PENALTY—**

(Section 7.)

For violation by a player of the team throwing for goal, the goal if made shall not count, and if made or missed the ball shall be awarded to the opponents out of bounds on the end. If violated by a player of the opposite team, the goal if made shall count and if missed another free throw shall be allowed. This free throw is a throw substituted for the one originally awarded; if missed and it was originally a single free throw from personal foul, the ball is in play. If violated by players of both teams, the goal if made shall not count, and whether made or missed the ball shall be tossed up at center. A personal foul may be called for rough work on the free throw lanes. On free throws following technical fouls and double fouls, players shall not line up along the free throw lanes.

If the team has been awarded a multiple throw, the center ball and out-of-bounds ball provisions of the foregoing paragraph apply only to an infraction on the last free throw.

**Ques.**—Is it legal for a player along the free throw lane to touch the line bounding the lane during a free throw? **Ans.**—No.

**SECTION 8.** Run with the ball, kick it, or strike it with the fists.

*NOTE—Kicking the ball is a violation only when it is a positive act; accidentally striking the ball with the foot or leg is not a violation.*

**Ques.**—What is kicking the ball? **Ans.**—Kicking the ball is striking it intentionally with the knee or any part of the leg or foot below the knee. It is a fundamental of basketball that the ball must be played with the hands.

**SECTION 9.** Pass the ball to another player while making a free trial for a goal, but must make an honest attempt to throw it into the basket. On a free throw following which the ball would ordinarily be in play, if the ball does not enter the basket, or touch the ring or backboard, it shall be

**Ball**  
**Misses Ring**



awarded to an opponent of the free thrower out of bounds on the end near the basket for which he was throwing.

**SECTION 10.** Make a second dribble after having completed a dribble, unless the ball when it was out of his possession has touched another player, or his own basket or backboard, or has been batted out of his control by an opponent.

*NOTE—If the offending player has the ball he shall pass it immediately to the nearer Official.*

**SECTION 11.** When the ball is tossed between two players at center or elsewhere, tap the ball before it reaches its highest point, catch the ball, or after tapping it a second time touch it again until it has touched the floor, one of the other eight players, the basket, or the backboard.

*NOTE—If an Official makes a defective toss, he should toss the ball again. If the players attempt to tap the ball but miss it, the ball may be tossed up again even though it is caught by one of the players as it falls.*

**\*SECTION 12.** Remain for more than three seconds, in any part of his free throw area while he is in control of the ball; nor remain more than three seconds in that part of his free throw area between the free throw line and the end line while the ball is in control of other members of his team.

Three  
Seconds

*NOTE—The ball is in control of a team when it is being passed from player to player of that team. Allowance may be made for a player who, having been in his lane for less than three seconds, dribbles in to throw for goal. The 6-foot arc is part of the free throw lane, and a player touching any part of the line denoting the lane is in the lane. The three seconds restriction does not apply while the ball is in the air on a try for goal, or while it is rebounding from the backboard, because the ball is not in possession of either team at such times.*

**PENALTY—** (Sections 8, 9, 10, 11, 12.)

The ball shall go to an opponent out of bounds at the point nearest the spot where the violation was committed.

**SECTION 13.** Interfere with the ball or basket while the ball is on the edge of or within the basket.

**PENALTY—** (Section 13.)

(a) If committed at **OPPONENTS' BASKET**, shall be declared a goal whether made or not. (Ball put in play as after a field goal).

(b) If committed at player's **OWN BASKET**, shall be declared no goal whether made or not. (Jump ball between centers at nearer free throw line.)

*NOTE—Under (b) an offensive player shall not be deemed to have interfered with the ball on a try for goal from the field unless he touches the basket.*

**SECTION 14.** Touch the ball with the hand or arm while that hand, or arm, is touching any part of the opponents' basket, or while that hand, or arm, is directly above the opponents' basket.

**NOTE:** Above the basket as used in this section means any part of the space enclosed by an imaginary cylinder having the ring of the basket as its base and extending perpendicularly upward.

**PENALTY—**

Shall be declared a goal whether made or not. (Ball put into play as after a field goal.)

**RULE 15—Fouls and Penalties**

**A. Technical Foul**

(See Also Rule 5-2 and 3 and Rule 8-2)

**A Player Shall Not—**

**SECTION 1. Delay the game by:**

- a. Touching the ball after it has been awarded to an opponent out of bounds.
- b. Interfering with a player who is returning the ball into the court from out of bounds; that is, no part of his person shall be outside of the court, and he shall not touch the ball until it has crossed the line.
- c. Taking time out when his team has used its legal number of time-out periods, or by taking time out when the ball is in play in possession of opponents.
- d. Acting in any manner which interferes with the progress of the game.
- e. Leaving the circle on any jump ball until the ball has been tapped.

**NOTE—***If the player who remains in the circle legally taps the ball into his basket, the goal counts and the foul is not penalized. On a jump ball, if one of the jumpers has one foot or both feet outside the circle, or on the diameter, or in his opponents' half of the circle before the ball is tossed, the Official may caution him. If he takes one of these positions after the ball is tossed and before it is tapped, it is a violation of the jumping rule and the ball should be awarded to the opponents out of bounds. If he does this repeatedly, or makes a deliberate attempt to leave the circle, a technical foul should be called.*

**SECTION 2.** Talk to the Officials or use any other unsportsman-like tactics.

**\*SECTION 3. Leave the court, except as authorized by the rules.**

**Ques.**—If a player steps out of bounds to avoid running into another player, has he committed a foul for leaving the court?

**Ans.**—No. However, if he steps off the court to set up a play he should be penalized. This section is intended to prevent a player from leaving the court for illegal or unsportsmanlike purposes.

**SECTION 4. Go on the court as a substitute until he has reported to the Scorers and play has been suspended.**

He shall not participate in the game until he has reported to and been accepted by an Official.

*NOTE*—A substitute is expected to report immediately to one of the Officials and play is to be resumed promptly whether or not 30 seconds have elapsed, unless he enters when time is being taken out for some other purpose.

**Ques.**—An Official calls a foul on a substitute for not reporting. After the free throw he calls another foul because the substitute has still failed to report. Is this right? **Ans.**—After the first foul and before the free throw is attempted, the Official should see that the substitute properly reports to the Scorers and to himself. One foul is enough for failure to report to an Official or Scorers, or to both.

**\*SECTION 5. Enter the game after leaving it three times, or after being disqualified.****PENALTY—**

(Sections 1, 2, 3, 4, 5.)

Free trial for goal and for infraction of Section 5, player disqualified. If two or more substitutes of the same team go on the court at the same time without reporting to the Scorers, or Official only one foul shall be called, this being charged to the captain.

*NOTE*—The foul for infraction of Sections 4 and 5 should be called when the teams indicate they are ready for play, but before play is actually resumed. If, however, the infraction is not discovered before play is resumed, the foul may be called thereafter.

**SECTION 6. Change his number during the game without reporting the change to the Scorers and Referee.****PENALTY—**

The player shall be disqualified for the rest of the game, and a free throw awarded.

**B. Conduct of Coaches**

**SECTION 7.** A coach shall neither coach nor address remarks to the players in the game.

**SECTION 8.** A coach shall not address remarks to an Official during the progress of the game, nor shall he go on the court, except with the approval of an Official, to attend an injured player.

*NOTE*—Sections 7 and 8 apply to time-out periods and two-minute intermissions as well as to when the ball is in play. Anyone on the

players' bench or officially connected with the team shall be considered a coach under Sections 7 and 8.

**PENALTY—**

(Sections 7, 8.)

It shall be obligatory for the Officials to call a technical foul and charge it against the captain of the offending team for infraction of these sections. If the offense is repeated, the Officials shall order the offender from the vicinity of the court, and may forfeit the game to the opponents if the order is not obeyed.

**C. Personal Foul**

(A detailed statement is given on following pages explaining at greater length some of these fouls.)

**A Player Shall Not—**

**SECTION 9.** Hold, 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 an 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. See Comments on the Rules, pages 34 and 35.

**NOTE—***If, in blocking a shot or pass, or in securing the ball from an opponent, a player strikes the ball and at the same time touches the opponents' hand with that part of the hand below the wrist joint, no other contact taking place, the contact shall not be considered a foul but merely incidental to a successful attempt to play the ball.*

**Ques.—**A player is dribbling and an opponent runs in at right angles to the direction the dribbler is going and bats the ball out of his hands, and while so doing personal contact results; has a foul been committed, and on which one? **Ans.—**A foul for personal contact has been committed; it may have been the fault of either; the Official who decides must see the play to make decision. As a general rule, the responsibility for the foul will rest upon the dribbler if the guard approaches him from the front, while the reverse will be true if the guard approaches him from behind; while if the approach is from the side, either player may be responsible.

**Ques.—**What is hacking? **Ans.—**Hacking is a term which is not used in the rules but which is used by some officials to denote a form of holding or striking the arms of an opponent with the edge of the hand, or with the hand. It is a personal foul.

**Ques.—**A player is fouled almost simultaneously by each of two opponents. The Referee calls one foul and the Umpire calls the other. Which decision takes precedence? **Ans.—**Neither. Two distinct fouls were committed and each should be penalized.

**SECTION 10.** Block an opponent.

**SECTION 11.** Use unnecessary roughness.

**SECTION 12.** Interfere in any way with his opponent when the ball is tossed up between them.

**PENALTY—** (Sections 9, 10, 11, 12.)

(a) Two free throws if committed on a player who is in the act of throwing for goal, provided the field goal is missed. If the field goal is made it counts, in which case only one free throw shall be awarded. In case of a double foul, only one free throw shall be awarded each team.

(b) One free throw for goal when foul is committed under conditions other than those specified in (a), and an additional free throw shall be awarded if the foul involves unsportsmanlike conduct. This extra free throw shall be awarded for any deliberate foul, such as one to prevent a player from getting into position to score, or one against a teammate of such player, or one committed for the purpose of getting the ball from opponents.

(c) In any of the foregoing cases the offender shall be charged with one personal foul. A player who has made four personal fouls is automatically disqualified and shall be required to leave the game. This provision for disqualification shall not be set aside under any consideration, but shall be strictly enforced.

(d) If two or more personal fouls are committed against a player, whether or not the player is in the act of throwing for goal, one free throw shall be awarded for each foul and a personal foul shall be charged to each offender.

(e) Officials must disqualify a player for any flagrantly unsportsmanlike infraction of Sections 9, 10, 11, or 12.

*NOTE—Whenever a foul is called on the opponent of a player who, as part of a continuous motion which started before the foul occurred, succeeds in making a field goal, the goal shall count even if the ball leaves the player's hands after the whistle blows, provided the whistle did not affect the play. The player must be throwing for goal or starting an effort to throw for goal when the whistle blows; the goal does not count if he makes an entirely new effort after the whistle blows; nor does it count if the timekeeper's signal sounds before the ball is in the air.*

**Ques.**—Player A is fouled by two opponents while in the act of shooting. How many free throws are awarded to A?—

**Ans.**—Two free throws, and the same number if A is **not** in the act of shooting.

**Ques.**—Player A who is not in the act of throwing for goal is fouled flagrantly by B and the latter is disqualified. How many free throws are awarded? **Ans.**—Two free throws. If this occurs when A is in the act of throwing for goal, A should be awarded two free throws if he misses his field goal, but only one free throw if he makes his field goal. The additional free throw mentioned in (b) above applies only to a player not in the act of shooting.

**Ques.**—May the personal foul rules be set aside by mutual agreement? **Ans.**—Decidedly not; the personal foul rule is intended to prevent the most flagrant fouls in the game. Strict rulings on these points will do much to keep the game clean. It is the urgent desire of the Committee that all rules be strictly enforced in their entirety, especially those relating to personal fouls.

## Comments on the Rules

by Oswald Tower

The following statements supplement the rules by discussing some features in greater detail than is possible or desirable in the rules themselves. They do not replace or alter any part of the rules.

### Suggestions to Architects

Although the rules specify that basketball courts constructed hereafter shall be not less than 42 feet by 74 feet, the Committee urges architects to bear in mind that these dimensions are not ideal for all purposes. If possible, the plans should provide for a court of maximum dimensions, 94 feet by 50 feet, with ample allowance for out of bounds and spectators. This permits the court to be subdivided crosswise for practice and for other indoor games, and makes it available to many more players than would be possible on the smaller court. The room should have a height of at least 20 feet, and more than this, if possible, for good ventilation.

### Drawing Fouls

Everyone will agree that the average basketball game produces enough fouls without adding thereto those infractions which result from deliberate attempts to draw fouls. Some coaches maintain that it is "smart" basketball; yet an excess of fouls destroys interest, causes ill feeling, and places an additional burden upon officials. It is not merely unethical and contrary to the spirit of fair play; fundamentally, it is an attempt to simulate a foul when none has occurred, in the hope of profiting thereby; it is deceit rather than an honest plan of offense. No coach who is worthy of his position will instil that attitude in his boys.

### Personal Contact

Although basketball is theoretically a "no-contact game," it is obvious that personal contact cannot be avoided entirely when ten players are moving with great rapidity over a limited playing space. For instance, the ball is free; two opponents start quickly for the ball and collide. The personal contact may be serious, yet if both were in favorable positions from which to get the ball, and were intent only upon getting it, an unavoidable accident, and not a foul, occurs. On the other hand, if one player is about to catch the ball, and an opponent behind him jumps into his back in an attempt to get the ball, the opponent commits a foul even though he is "playing the ball." In this case, as in "guarding from the rear," the player behind is usually responsible for the contact because of his unfavorable position relative to the ball and to his opponent. In short, if personal contact results from a bona fide attempt to play the ball; if the players are in such positions that they could reasonably expect to gain the ball without contact; and if they use due care to avoid contact: such contact may be classed as accidental and need not be penalized.

### Blocking

A player is entitled to take any position on the court not occupied by another player, provided that:

(1) This position is not so close to an opponent (less than approximately three feet) that contact ensues when the opponent makes normal bodily movements, or

(2) This position is not taken in the path of a moving opponent so quickly that the latter cannot avoid contact.

In the foregoing cases, the player who takes the position described is responsible if contact ensues, unless other factors are involved.

A player who is attempting to screen is blocking if contact occurs when he is moving and if his opponent is stationary or retreating from him. In other cases of contact resulting from an attempt to screen when both players are in motion, either or both may have committed a foul, but in case of doubt, the greater responsibility is on the player who is attempting to screen.

If a player disregards the ball, faces an opponent, and shifts his position as the opponent shifts, such player is primarily responsible for any contact that ensues, unless other factors are involved.

The expression "unless other factors are involved" in the foregoing statements, refers to deliberate pushing, charging or holding by the player who is being screened. This player must make a reasonable effort to avoid contact and any deliberate act on his part which causes contact should be penalized.

It is legal for one or more players to run down the court close to a teammate who has the ball, with the apparent intention of preventing opponents from approaching the player with the ball. If, however, they run into an opponent who has taken a position in their path, charging or blocking occurs, and in any case of contact on such a play, the greater responsibility is on the team in possession.

It is legal for a player to extend his arms or elbows in taking a defensive position, but the arms or elbows should be lowered when an opponent attempts to go by, otherwise blocking or holding by the defensive player usually occurs.

### The "Center-Pivot Play"

This play has been restricted by limiting to three seconds the time a player may remain in his own free throw lane while the ball is in play and in possession or control of his team.

The pivoter should not be allowed to shoulder or hip his opponent out of position, nor to interfere with the latter's freedom of motion by the use of extended elbows or arms, after he has thrown the ball. On the other hand, the guard should not be allowed to interfere with the pivoter's freedom of motion by use of the arms, knees or other part of the body.

### The Dribble

Rule 15, Section 9, contains a statement that emphasizes the responsibility of the dribbler in connection with the fouls resulting from the dribble. If the dribbler's path is blocked, he is expected to pass or shoot; that is, he ought not to try to dribble by an opponent unless there is a reasonable chance of getting by without contact. This is not intended to free the defensive player from responsibility; it is the duty of both players to avoid contact, but more attention should be directed to the dribbler's responsibility. In attempting to stop a dribble, the defensive player must play the ball.

### Held Ball

Some officials call held ball to forestall fouls. That is, they see a player about to charge into, or hold an opponent who has the ball, and they prevent the foul by blowing the whistle and declaring held ball. This is unjust to the player who has gained possession, and it encourages rough play. Some officials do this chiefly in connection with "guarding from the rear," claiming that their method lessens whistle-blowing. This is not true, however, for in the long run this kind of officiating leads to a rougher game and more fouls. The sections of the country which call "guarding from the rear" strictly are getting a cleaner, more open type of game.

### "In the Act of Throwing for Goal"

A player is in the act of throwing for goal when he has the ball and, in the judgment of the official, is throwing, or attempting to throw, for goal. It is not essential that the ball leave the player's hands; for instance, a player's arms may be held by an opponent so that he cannot shoot, yet he may be making every attempt to do so. He is thus deprived of his opportunity to score and is entitled to two free throws as compensation.

Moreover, the act of shooting continues after the ball has left the player's hands until he regains his equilibrium and is no longer in a defenseless position. On a jump ball neither player has possession of the ball at the instant it is tapped, and therefore neither can be considered in the act of shooting even though one player may tap the ball toward, or into the basket. Consequently a multiple throw cannot ensue under these conditions.

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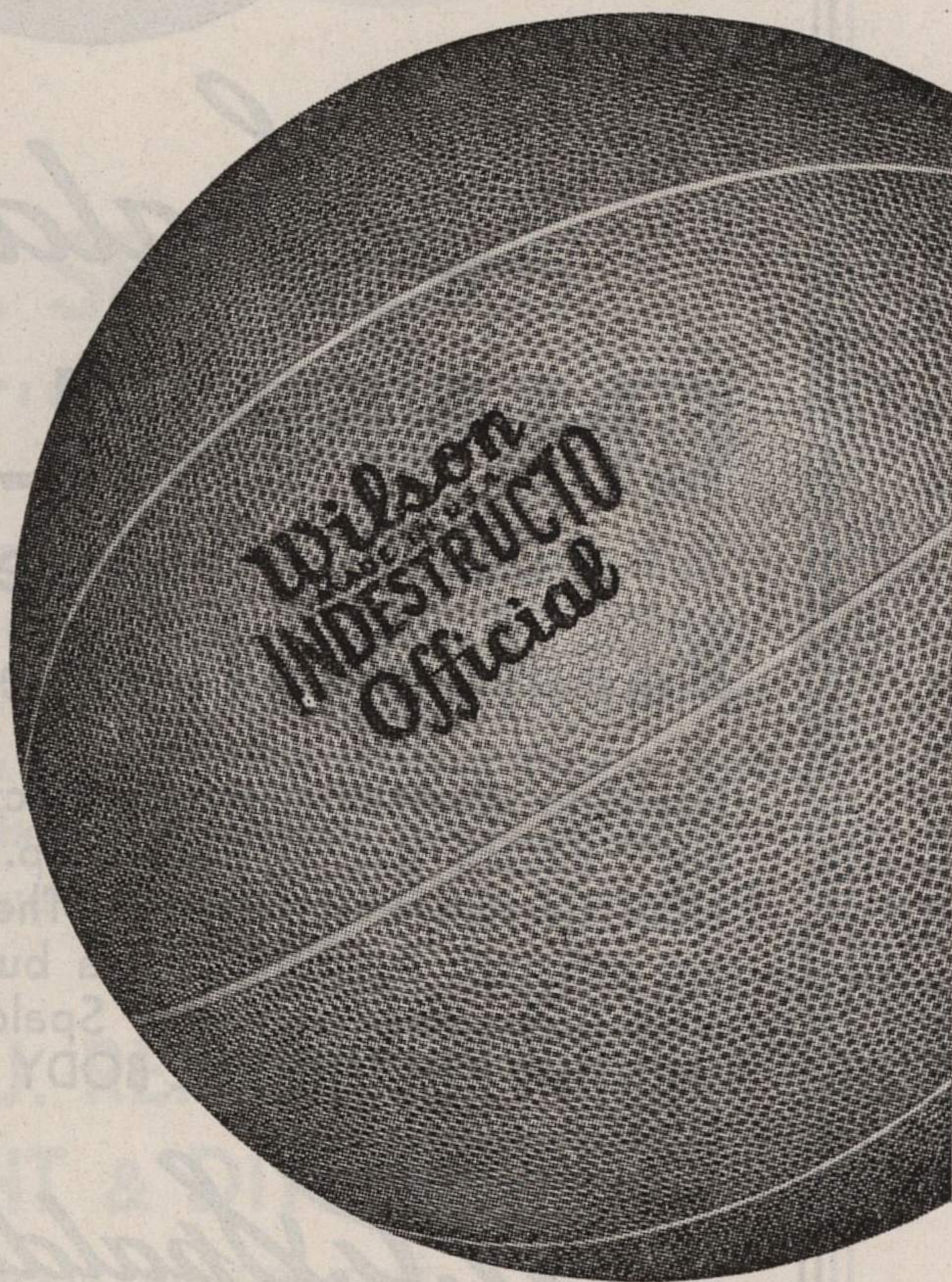


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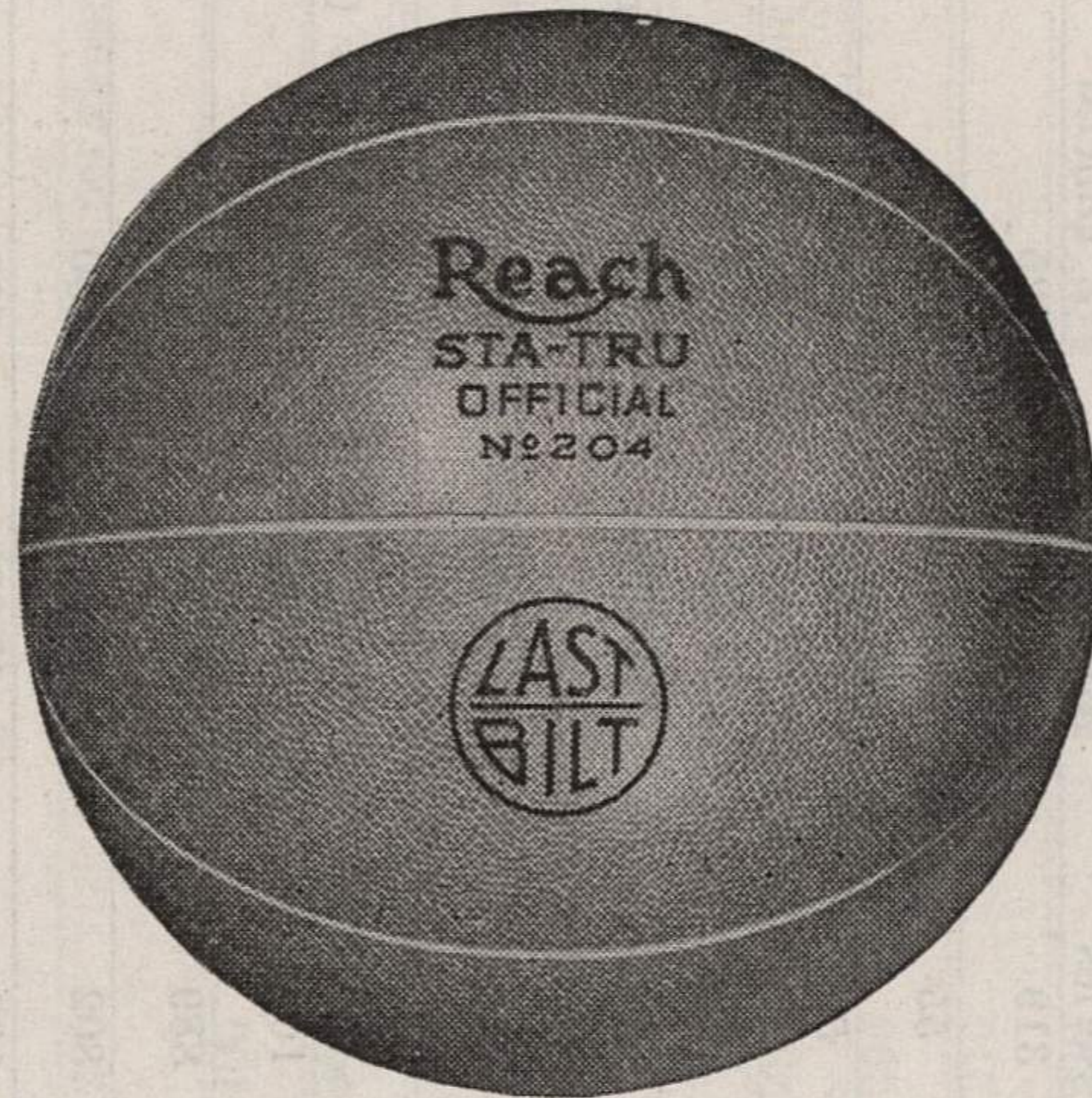


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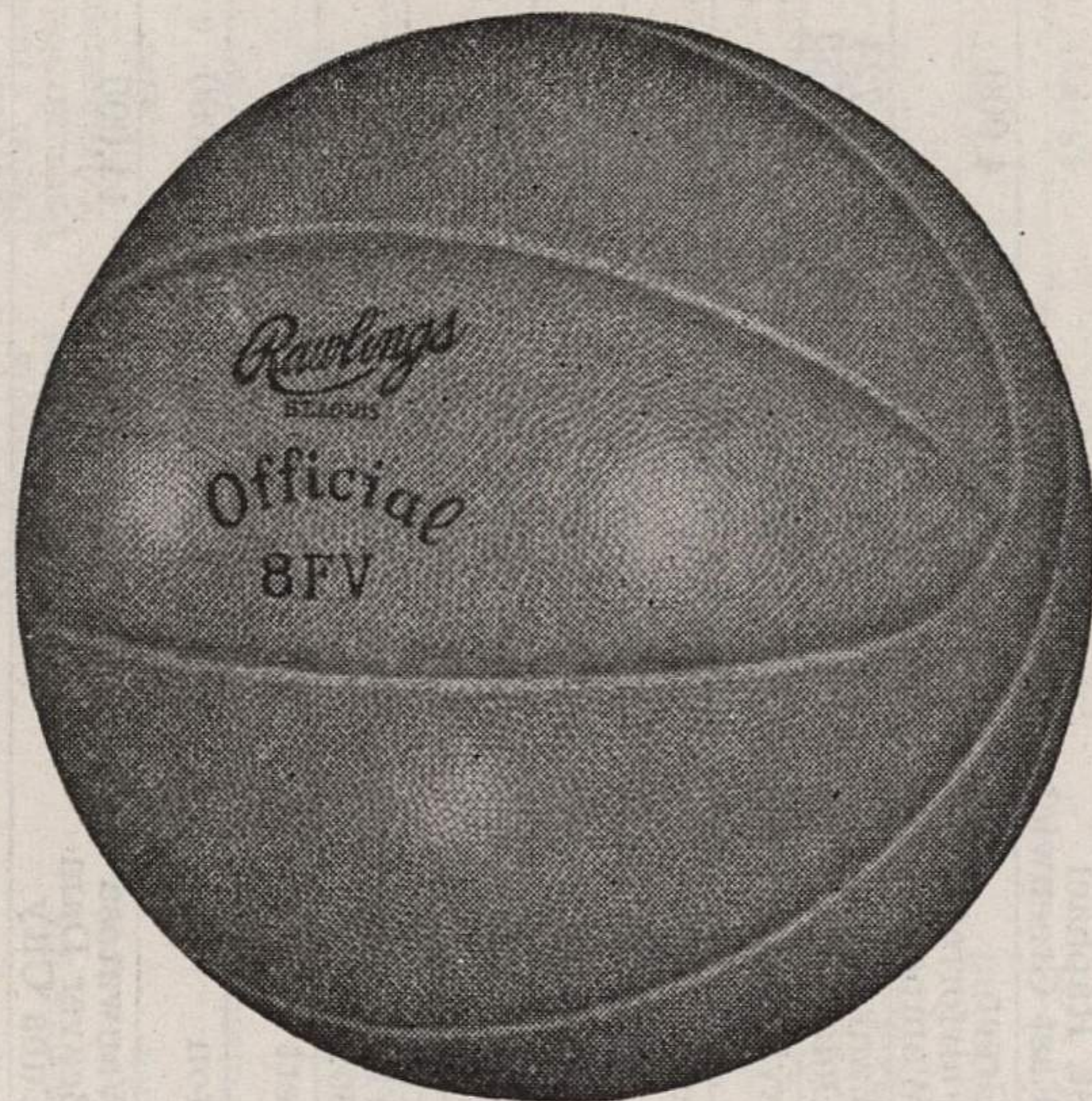
## State High School Basketball Tournaments, 1938

State	Winner	Runner-up	No. Schools in Tournament Series	Total Final Tournament Admissions	Final Tournament Fee Paid Official
<b>ALABAMA</b>	Jackson County, Scottsboro	Selma	319	1,400	\$25
<b>ARIZONA</b>	Duncan	Florence	55	4,000	\$40 +
<b>ARKANSAS</b>	Sr.—Jonesboro Jr.—Jonesboro	Sr.—Little Rock Jr.—Leola	50	7,000	\$65
<b>COLORADO</b>	A—North, Denver B—Englewood	A—Longmont B—Rocky Ford	205	13,165	\$75
<b>CONNECTICUT</b>	A—Manchester B—Branford C—D—Bloomfield	A—Naugatuck B—Windsor C—D—Terryville	103	26,250	\$10 + per game
<b>FLORIDA</b>	A—Andrew Jackson B—Cross City	A—Orlando B—Chipley	215	3,400	\$35 +
<b>GEORGIA</b>	B—Griffin C—Dacula D—Cottondale	B—Canton C—Stillmore D—Spence	500	1,727	\$40 \$10 for final. (1)
<b>IDAHO</b>	A—Boise B—Iona	A—Moscow B—Downey	168	A—3,800 B—2,000	\$60
<b>ILLINOIS</b>	Dundee	Braidwood	889	48,265	\$60 +
<b>INDIANA</b>	South Side, Fort Wayne	Hammond	802	15,000	\$60
<b>IOWA</b>	Diagonal	Rolfe	902	48,000	\$60
<b>KANSAS</b>	A—Ward Kans. City B—Downs	A—Wyandotte B—Corning	660	A—18,000 B—9,000	A—\$75 B—\$50
<b>KENTUCKY</b>	Sharpe	Maysville	560	15,000	\$75
<b>LOUISIANA</b>	Coushatta	Many	440	5,000	\$15 per day
<b>MAINE</b>	Winslow	South Portland	170	19,400	\$20-\$15
<b>MINNESOTA</b>	Thief River Falls	North, Minneapolis	468	26,782	\$75 +
<b>MISSISSIPPI</b>	Boys—Sumrall	Boys—Raleigh	500	2,000	\$15 per game
<b>MISSOURI</b>	Houston	Cape Girardeau	740	3,135	\$70
<b>MONTANA</b>	A—Great Falls B—Cut Bank	A—Billings B—Dillon	195	3,700	\$40 +
<b>NEBRASKA</b>	A—Lincoln B—Bethany, Lincoln C—Bratton-Union	A—Ainsworth B—Genoa C—Octavia	540	16,000	
<b>NEVADA</b>	Carson City	Stewart	30	2,503	\$3.50 + per game

<b>NEW HAMPSHIRE</b>	A—Portsmouth B—Appleton Acad.	A—Keene B—Peterborough	6,200	
<b>NEW JERSEY</b>	IV—New Brunswick III—Weehawken II—Princeton	IV—West New York III—Rutherford II—Atlantic Highlands	140	\$15 per game
<b>NEW MEXICO</b>	House	Gallup	127	\$50 +
<b>NORTH CAROLINA</b>	A—Durham B—Pilot Mountain	A—Salisbury B—Apex		
<b>NORTH DAKOTA</b>	A—Fargo B—St. Leo's	A—Devils Lake B—Stanley	225	\$85 +
<b>OHIO</b>	A—Newark B—Canal Fulton	A—New Philadelphia B—Enon	1,100	\$75
<b>OKLAHOMA</b>	A—Tulsa Cent. B—Cyril C—Victory	A—Okla. City B—Delaware C—Preston	700	\$40-\$20
<b>OREGON</b>	A—Baker B—Amity	A—Amity B—Chiloquin	262	
<b>PENNSYLVANIA</b>	Hazleton	Altoona	675	\$25 for final
<b>RHODE ISLAND</b>	A—Pawtucket B—Central Falls C—Cumberland	A—De La Salle B—St. Raphael C—East Greenwich	27	\$10 per game
<b>SOUTH CAROLINA</b>	A—Columbia B—Taylors C—Due West	A—Greer B—Fairforest C—Wampee	230	\$2.50 per game
<b>SOUTH DAKOTA</b>	A—Aberdeen B—Arlington	A—Yankton B—Doland	400	\$50 +
<b>TENNESSEE</b>	Whitehaven	Knoxville	361	\$40
<b>TEXAS</b>	Woodrow Wilson	Abilene	10,000	
<b>UTAH</b>	Granite	Davis	76	\$5 per game
<b>VERMONT</b>	A—Spaulding B—Black River Acad. C—Shelburne	A—Cathedral B—Waterbury C—Danville	105	\$35 +
<b>VIRGINIA</b>	A—Newport News B—Glen Allen	A—Thom. Jefferson B—So. Norfolk	250	\$2.50 per game
<b>WASHINGTON</b>	Vancouver	Everett	295	\$80
<b>WEST VIRGINIA</b>	Wheeling	Grafton	210	\$75
<b>WISCONSIN</b>	A—Wausau B—Shawano C—Marion	A—Wauwatosa B—Beaver Dam C—Cuba City	320	\$70 +
<b>WYOMING</b>	Rock Springs	Laramie	84	\$162.50

NOTE: California, Delaware, Maryland, Massachusetts, Michigan and New York do not declare a state champion.

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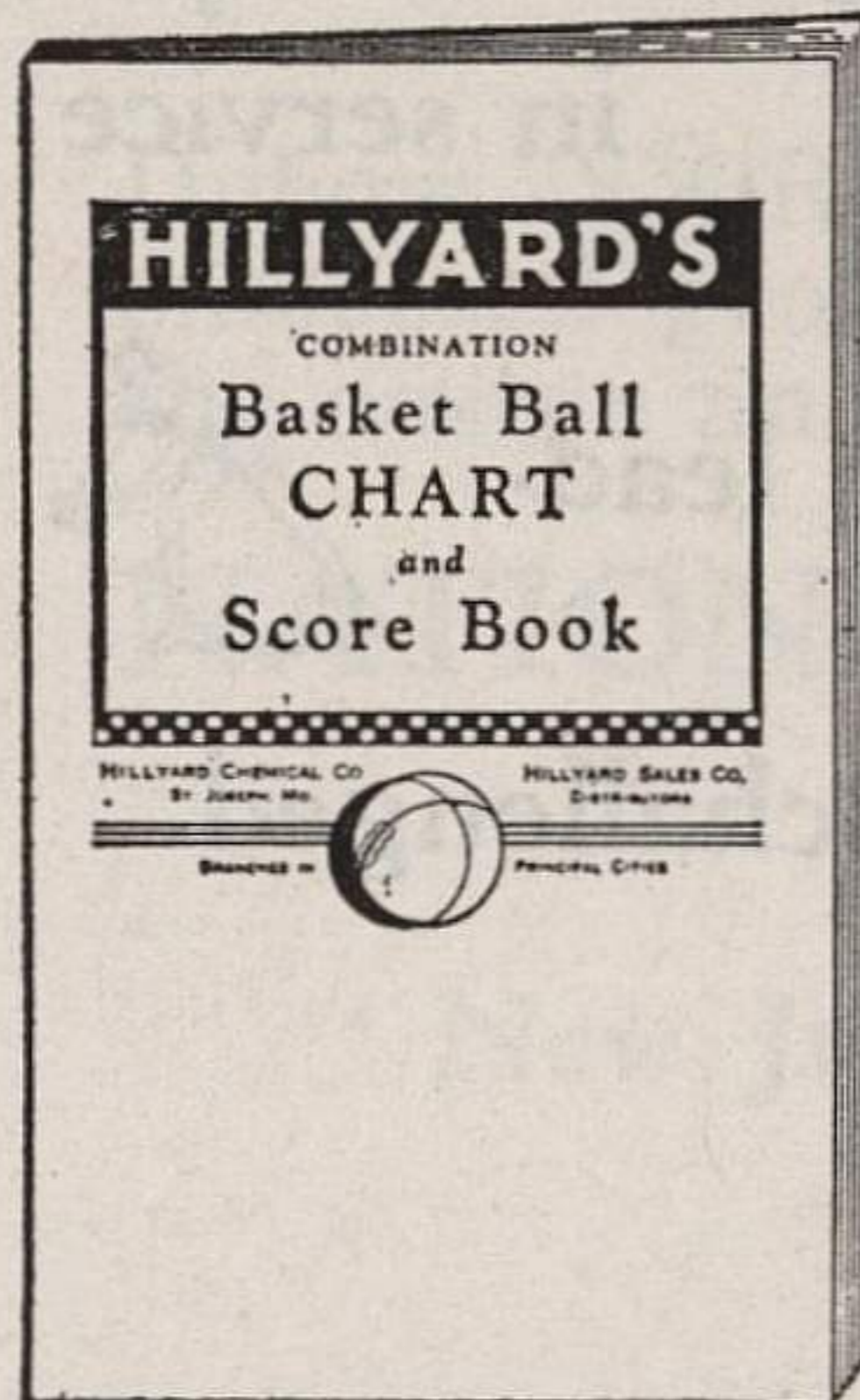
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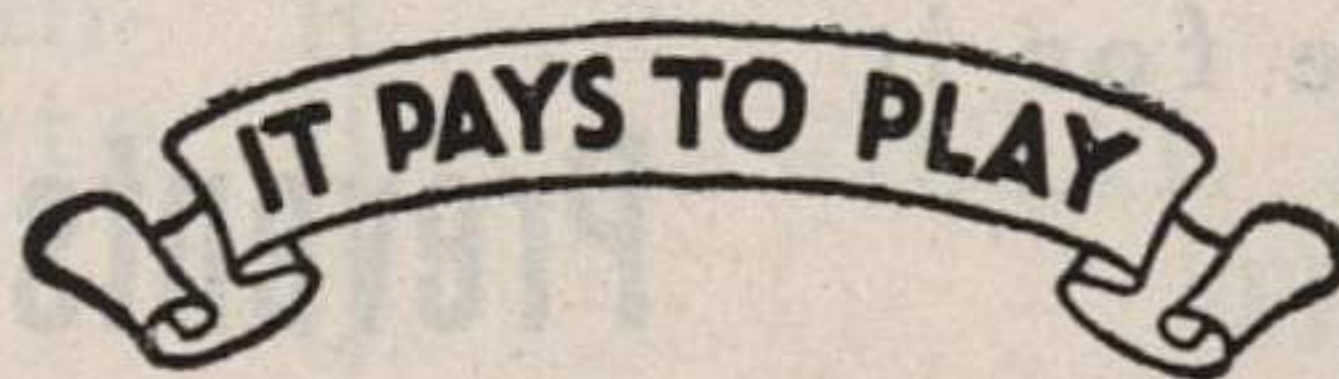
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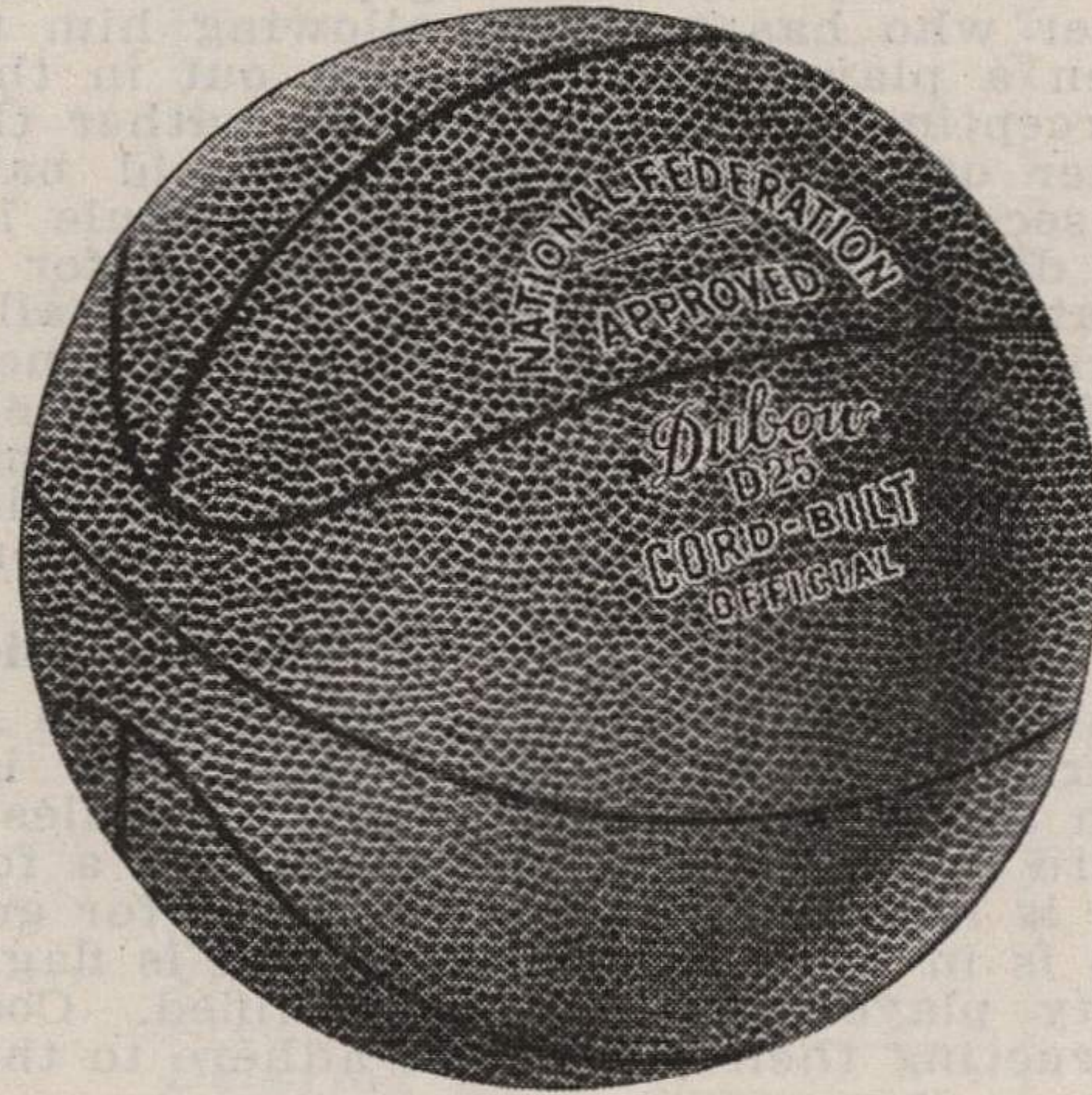
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# Trends in Interscholastic Basketball

by H. V. Porter

## A Non-Contact Game

Interscholastic basketball has become a game with little contact so that fast footwork and clever headwork are determining factors. The non-contact game can be fast and free from excessive fouls if several fundamentals are kept in mind. If an offensive player is clever enough to obtain a good position for a try while having possession, he must be protected from a defensive player who has erred in allowing him to gain possession in such a position. When a player has possession out in the court, the defense must depend on intercepting or batting a pass rather than on charging in to push the ball holder off balance to secure a held ball. The various time limitations and the second clause of Section 3 of Rule 7 are designed to give some assistance to a defensive player to compensate for his inability to make contact in those situations. At the present time the small court is the greatest deterrent to the playing of a non-contact game. On such a court it is almost an impossibility for an Official to properly administer the rules. He is compelled to allow more contact than is desirable and to use his own judgment as to how much or how little contact may be used. Unless he does this the game on a small court suffers from too many interruptions.

## The Intentional Foul

Intentionally fouling an opponent to prevent a try or to gain a chance to secure possession after a free throw is definitely unsportsmanlike conduct. Such a foul is never justified. The rules make it mandatory for the Official to award an extra free throw for such a foul if it is committed against a player who is not in the act of throwing for goal. If such a foul is against a player who is in the act of throwing, it is flagrant unsportsmanlike conduct and the guilty player must be disqualified. Coaches can perform a real service by instructing their players to adhere to the spirit of the rules.

## Uniformity

It is essential that there be uniformity in the administration of the rules. Increased attention to this by the various state high school athletic associations has resulted in better training facilities for coaches and officials. The increased number of large playing floors, the publication of such material as the state association bulletins and the National Federation Interpretation books, and the sponsoring of well planned state-wide and section-wide interpretation and experimentation programs have been of assistance. Groups of coaches and officials can promote further progress by giving a reasonable amount of time and effort to work of this kind under direction of their respective state athletic associations.

## Experimentation

Basketball has not yet become static as far as rules and equipment are concerned. Improvements are probably possible and the nature of these can only be determined through scientific study by progressive coaches and administrators. To encourage team work in this experimentation the following projects are suggested:

1. On courts with at least 68 feet between the backboards, the end lines should be placed 4 feet behind the backboard. The end out of bounds space can be made less than has been necessary in the past. Data on comparative number of out of bounds at the end, on extent to which the additional court space behind the backboards is used and the effect on tendency to spread the defence should be collected.
2. Several conferences have been authorized by the committee to replace present free throw lanes with a rectangular lane 10 or 12 feet wide and extending only to the free throw line. Additional data are needed.
3. More experimentation is desirable on backboards of a smaller size and with the corners eliminated.
4. The new molded type ball is rapidly replacing the sewed type ball. Its use makes two lines of experimentation desirable. The new 29 inch ball which is now legal below the senior high school, should be tried in some senior high school games. It is possible that the new type of construction makes such a ball desirable for all high school play. Also data should be collected on what constitutes the best reaction of a ball. The resilience of molded balls can be controlled and only experimentation will enable rules authorities to properly fix this.

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\*Indicates that the Note which follows the Section is referred to.

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**NOTE—This Edition of the Rules is sanctioned by the National Basketball Committee and is official for any contest played under their rules.**

# Manual for Basketball Timers

## Equipment

- Two stop watches or electric wall timer.
- Pistol, large gong or loud siren.
- A conveniently placed table to accommodate two timers and two scorers.

## Procedure Before Game

- Determine the starting time.
- Consult the officials and determine the signals they will use for time-in and time-out.
- Agree as to which timer shall operate the game watch and gun and which shall operate the time-out watch and serve as checker of the game watch.
- Locate the dressing rooms and notify teams and officials three minutes before starting time.
- Notify the scorers two minutes before starting time.

## Procedure During Game

Start the watch when the official whistles as the ball leaves his hands for the toss to start the game.

Except at the end of a period stop the watch only on order from the official. Situations for which the official will order time-out and the signals are:

- When a personal foul is called, the official raises his arm above his head.
- When a substitution is to be made, the official nods his head or motions for the substitute to come on the floor. The scorer's signal is not the signal for stopping the watch unless the automatic wall timing system is being used and this responsibility has been delegated to the assistant officials.
- When there is to be a charged time-out or an officials' time-out for a technical foul or other stoppage, the official will hold the palm of the hand toward the timer and move it sidewise.

After time has been out, start the watch on signal from an official. He will signal for time-in by a chopping motion of the hand or with the whistle.

Watch for the signal at the following times:

- When play is resumed by a throw-in from out of bounds the signal will be given when the ball crosses the plane of the boundary line.
- When the ball is to be in play following a missed free throw the signal will be given as soon as it is evident that the throw is not successful. This occurs after a single

free throw for a personal foul and after the last throw of a multiple throw if at least one throw is for a personal foul.

- If play is to be resumed by a jump, the whistle is the signal to start the watch and it will be sounded as the ball leaves the official's hands for the toss. Note that play is resumed by a jump at center after a single throw for a technical foul, a multiple throw when all fouls are technical and after a double foul or fouls by both teams which are administered the same as a double foul.

## Procedure at End of Period

When time for a period is about to expire place the watch so that both timers may see both it and the ball. Stop the watch at the instant the signal is sounded so it may be checked in case of a dispute.

If you are unable to make the official hear the signal, go on the floor immediately to notify him. You are responsible for deciding whether the ball was in the air on a try at the instant time was up in case the signal did not sound or was not heard by the official.

## Timing Information

### FOR GAME TIMER:

High school quarters are 8 minutes. College halves are 20 minutes.

High school overtime periods are 3 minutes unless shortened by "sudden death" score. College overtimes are 5 minutes.

### FOR CHECKING TIMER:

Intermission between quarters is two minutes. Length of a charged time-out is one minute. Time allowed for removing injured or disqualified player is one minute. Time allowed for making substitution is thirty seconds.

If a substitute replaces an injured or disqualified player, 30 seconds are allowed in addition to the one minute for removal.

Intermission preceding each overtime period is two minutes.

Intermission between high school halves is 10 minutes—between college halves 15 minutes.

When it is time for play to start or to be resumed after stoppage, signal the official.

Hedeen-Liebersen-Porter

# Manual for Basketball Scorers

## Equipment

Scorebook.

Pencils.

Electric siren or other device equally as effective.  
Substitution slips.

**NOTE:** These slips should be handed to the coaches before the game. They should provide space for the name, number and position of the substitute, name of player he is to replace, number of player he is to guard and any position changes that are to be made.

Insist on having a conveniently placed bench and good equipment so that this important work may be taken care of in a businesslike manner.

## Starting Each Half

### BEFORE THE GAME:

Provide opportunity for coaches to submit line-up at least two minutes before game time.

Do not permit changes in the line-up until after a play has ensued unless there is an injury or other emergency.

Report to the referee if the line-up is not submitted on time.

As play is about to start check the five players who appear to be ready to start and their numbers with the line-up in your book.

Notify referee if there is any discrepancy. It is not necessary for you to wait until he has tossed the ball.

### BEFORE THE SECOND HALF:

Check starting players with your line-up and report to the official if any new player is starting without having reported to you.

## Communication With Officials

### NOTIFY NEAREST OFFICIAL:

1. When a team has had five charged time-outs.
2. Immediately when a player is charged with his fourth personal foul.
3. As soon as the ball is dead in case there is a dispute about the score or in case there is doubt about an official's decision.
4. As soon as ball is dead or in possession of offending team in case a player is discovered who has not reported to the proper officials or who has changed his number without reporting it.

The official will indicate the number of free throws which are to be tried by standing at the free throw line with the proper number of fingers held up. The number indicates how many free throws remain.

He will indicate a personal foul by holding his hand above his head as specified in the rules.

He will indicate the number of the player who fouled by some system which he should explain to you before the game starts.

## Scoring Technique

Become familiar with the technique outlined in the scorebook you are using. You should observe the following:

### FUNDAMENTALS:

**Use:** P for personal fouls  
T for technical fouls  
2 for each field goal  
O for a free throw attempt and an X inside the zero if the try is successful.

The running score should be available at all times.

List the number of charged time-outs for each team.

## Making Substitutions

When a substitute has reported, signal as soon as the ball is dead. Allow substitute to go on court only when the official has signalled (usually by a nod or a glance at the scorer's table).

When a player is to take the place of one who is ready to attempt a free throw do not signal until after the throw has been made and the ball is dead after making or missing the basket. Do not signal when a free thrower has started his throw.

### QUESTIONS:

May the scorer signal for a substitution when the ball is in possession of the substitute's team but not dead? Answer: No.

May he signal after a successful goal before the opponent throws the ball in? Answer: No.

Should scorer sound his horn if a substitution is made during a period when time is out? Answer: Yes.

## Miscellaneous

Do not take chances by guessing at the official's decision. If there is doubt relative to data which must appear in your book consult the nearest official as soon as the ball is dead.

It will help avoid mistakes if you will request the coaches to have a player who has fouled turn his back to the scorer's table so that his number may be seen.

### SITUATION: In a Tie Game with score 20-20:

- (1) The first overtime ends A 21-B 20.  
RULING: Team A is the winner.
- (2) The first overtime ends A 21-B 21 and in the second overtime A scores one point.  
RULING: A is the winner as soon as this second point is scored.
- (3) In the second overtime a double foul occurs and both free throws are made, leaving the score still tied. RULING: One additional point may end the game.

Hedeon-Lieberson-Porter

NEW YORK HERALD TRIBUNE, TUESDAY, MAY 2, 1939

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NEW YORK HERALD TRIBUNE, WEDNESDAY, MAY 3, 1939

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# National Basketball Committee Looks Over New-Fangled Baskets

## Also Studies Three Types of Backboards; No Major Changes Likely in Rules

By Everett B. Morris

The National Basketball Committee of the United States and Canada began its annual two-day session at the McAlpin yesterday by putting in a long day going over sub-committee reports and studying new-fangled baskets and backboards.

Today the rules makers will clean up their business by electing officers and making whatever changes in the playing code are deemed advisable. The revisions, though, are expected to be minor. The committee, through its far-flung questionnaire system and the recommendations of coaches and officials, has discovered no sentiment for radically changing the game.

The committee's deliberations, presided over by H. H. Salmon jr., chairman, are being carried on by representatives from the eight N. C. A. A. districts, the National Federation of State High School Athletic Associations, the Y. M. C. A., the Canadian Intercollegiate Union and the Canadian Amateur Basketball Association.

### Wants Basket Raised

Dr. Forrest C. (Phog) Allen, chairman of the research committee and long an advocate of raising the basket from its present ten-foot height to twelve feet, delivered another exhaustive report on the subject. It contained no less than thirty-two itemized reasons for the ascension, one of which was the bald statement that the twelve-foot basket "would forever guarantee non-interference."

The committee is likely to authorize such conferences as so desire to use the higher goals for experimental and research purposes next season. Similar action a few years ago led to the abandonment of the center tap after goals.

After the executive session behind closed doors at the McAlpin, the committee adjourned to the New York University School of Education gymnasium in Washington Square and watched the Violet varsity players fire away at three new types of backboards. One was convex with the corners curbed in four inches from the center to facilitate corner shots and the two others were designed to eliminate much of the backboard space seldom used in shooting. Another new item of equipment coming under committee scrutiny was a basket with metal links replacing the standard cord mesh which is now official.

### Favors Ten-Minute Quarters

Something may be done about dividing college games into quarters instead of the customary twenty-minute halves. This change was recommended by the coaches to afford additional rest for players who find the tempo of the no-center-tap game a severe physical drain. Last year the rules makers made it optional whether games should be played in quarters or halves, but the coaches now want the ten-minute periods to be mandatory.

# National Basketball Committee Amends Personal Foul Rule

## Change Permits Offended to Waive Free Throw; Shooter Protected More

By Everett B. Morris

In an attempt to discourage deliberate fouling and to afford more protection to a player trying for a basket, the National Basketball Committee of the United States and Canada wrote two new clauses into the personal foul rule yesterday before concluding its annual two-day conclave at the McAlpin.

One change gives the offended team the right to waive the free throw and put the ball in play at midcourt after a personal foul. The other makes it mandatory for officials to award two free throws when a player is roughly handled in the act of shooting, whether or not the field goal is scored.

These new sections, closely in line with recommendations submitted by the National Association of Basketball Coaches after their meeting in March, were the most important of the seven minor changes made in the playing code for 1939-'40. The others were:

(a) The end line shall be four feet from the face of the backboard. (The present limit is two feet.—Ed.). Exceptions are to be noted permitting the distance to be less than four feet with two feet minimum on courts which cannot provide the four feet distance. The maximum and ideal length of court is ninety-four feet with a maximum space between backboard faces of eighty-six feet.

(b) Slight changes in the specifications for balls, relative to resiliency.

## Standing in Eastern College Ball League

	W.	L.	Pct.		W.	L.	Pct.
Harvard	4	1	.800	Penn.	1	2	.333
Dartmouth	4	1	.800	Cornell	1	2	.333
Yale	1	2	.333	Princeton	0	2	.000
Columbia	1	2	.333				

### Yesterday's Result

Dartmouth, 9; Yale, 3.

### This Week's Schedule

Today—Pennsylvania at Cornell, Columbia at Harvard.

Saturday—Columbia at Cornell (2), Pennsylvania at Yale (2), Harvard at Dartmouth.

factor the rules makers are counting upon to discourage the practice.

With respect to playing college games in quarters instead of twenty-minute halves, the rules committee decided to leave this detail on an optional basis. Teams can agree to divide playing time into quarters or halves as they see fit.

Nothing was done about hoisting the basket two feet to bring it twelve feet above the floor and the same fate befell the convex, fan-shaped and other new-fangled backboards. These items will be submitted to the research committee for further experimentation.

The extension of the court end lines two feet in either direction will have little effect in this district because of the physical limitations of the gymnasiums. Only Fordham and Brooklyn College have the necessary space for such extensions. The present court in Madison Square Garden is eighty-eight feet long, with eighty-four feet between the backboards. If the local teams do not object, Ned Irish, Garden basketball director, may move his end lines back.

(c) After a free throw for a technical foul, the ball is to be awarded to the team which was awarded the free throw; ball to be put into play from out of bounds at midcourt.

(d) In overtime games between high school teams, each team may have additional time out for each overtime period in addition to the normal five.

(e) Time out may be requested by any player instead of only by the captains, as at present.

#### **Aimed at Deliberate Fouls**

The change giving the offended team the option of retaining the ball after a personal foul instead of trying for a penalty point and thus incurring the risk of losing the leather, is aimed at teams which, when trailing late in a game, deliberately commit fouls in the hope of gaining possession of the ball after a free throw.

The rule covering this now reads: "When a personal foul is called, the offended team has the option of trying a free throw or of putting the ball in play from out of bounds at midcourt. If two or more free throws are awarded to a team, this option applies to the last free throw. This does not apply to double fouls."

Under the present rule, an official may, at his discretion, award two free throws to a player who is the victim of a flagrantly rough or deliberate foul while throwing for the basket. The new rule, directed at players who cut down adversaries who have got in for a clear shot, makes the double penalty mandatory and goes into detail on the type of foul so punishable. It says:

"If a player in the act of throwing for the goal is fouled from behind or roughly handled from any direction, two free throws shall be awarded whether the field goal is made or missed."

That makes it possible for a player to make four points on one play if the defense mows him down a

#### **Officers Are Retained**

The committee re-elected J. H. Salmon jr., of Garden City, L. I., to the chairmanship and retained all of the other officers: John W. Bunn, Stanford University, vice-chairman; H. V. Porter, National Federation of State High School Athletic Associations, Chicago, secretary; Floyd A. Rowe, Cleveland Board of Education, treasurer; Oswald Tower, editor of the guide.

Forrest B. (Frosty) Cox, of Colorado University, became the N. C. A. A. representative from the Rocky Mountain district in place of Willard A. Witte, of Wyoming University; A. H. Jefferess, of Hamilton, Ont., succeeded Samuel Rogers as representative of the Canadian Amateur Basketball Association, and J. M. Good, of Williamsport, Pa., replaced H. D. Edgren on the Y. M. C. A. delegation.