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NEWCOMB COLLEGE BASKET BALL GUIDE FOR WOMEN



COLLEGIATE RULES
EDITED BY

CLARA GREGORY BAER

H. SOPHIE NEWCOMB MEMORIAL COLLEGE
TULANE UNIVERSITY OF LOUISIANA

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BY

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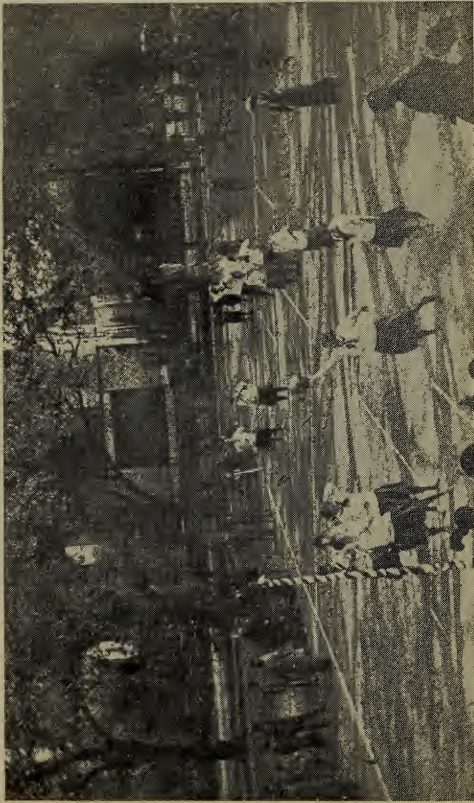
DIRECTOR OF PHYSICAL EDUCATION

H. SOPHIE NEWCOMB MEMORIAL COLLEGE FOR WOMEN

THE TULANE UNIVERSITY OF LOUISIANA

NEW ORLEANS

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Game on Newcomb Campus—Showing first use of lines to divide the field.

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PREFACE.

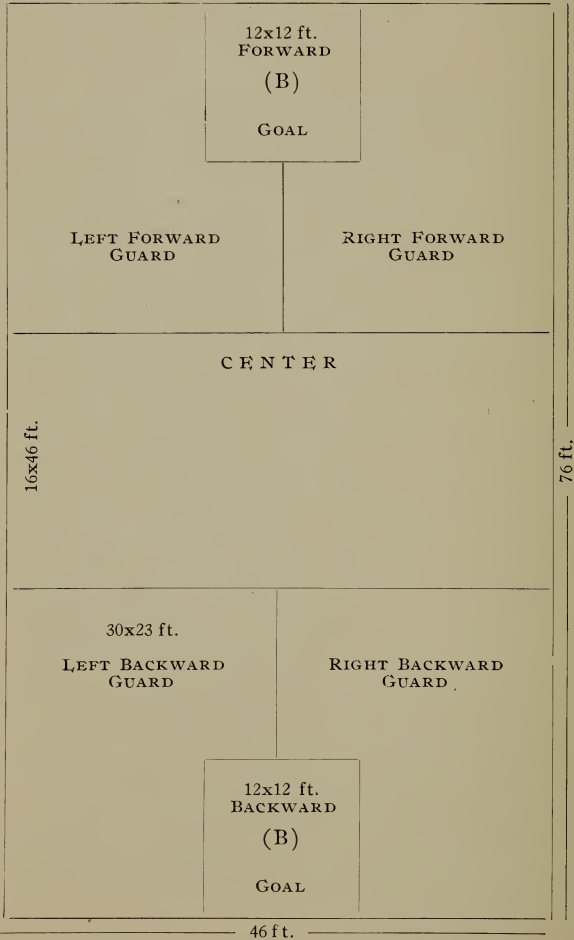
Basket ball was introduced into Newcomb College, and into the South, in 1893. At that time the game was not generally known and in relation to girls' athletics, had no definite place. After a short trial of the game at Newcomb it was abandoned for a few months. Later, in January, 1894, a modified form of basket ball was substituted. The chief feature of the modified game was the introduction of dividing lines on the field to prevent the general rush after the ball. The use of lines, therefore, was definitely planned, was the primary feature of the game and marked the first modification, and publication, of the rules for women. The division of the field in rules for women is now almost, if not quite, universal; the chief difference is the general arrangement of the lines and the number of players on the team.

In 1895, after a year's trial of the new rules at Newcomb, the game was published under the name, "Basquette," because, at that time, the changes were so radical as to make it appear "almost a new game."

During succeeding years, basket ball has undergone many changes and has been gradually developing elsewhere, as it has at Newcomb College, until we now have several modifications of the game for women, and more than one official guide for men.

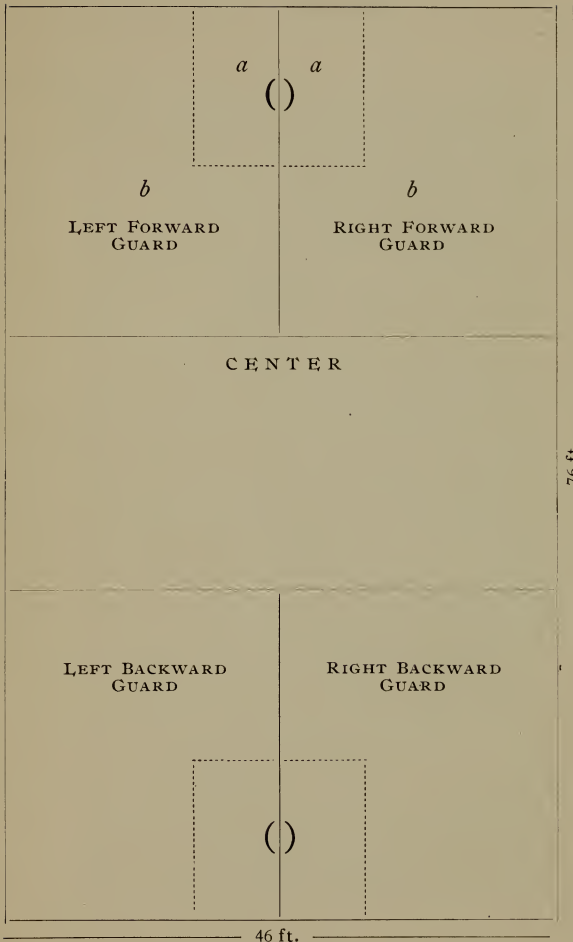
Basket ball is a game that has added much to the athletic life of the country and it is destined to play an important part in the development of the youth of our land.

DIAGRAM OF FIELD—I



The regular field calls for seven players, as shown in the diagram.

DIAGRAM FOR FIVE PLAYERS—II



A basket scored within *a*, counts two;
 within *b*, three, as in the regular game.



No. 1. Opening the Game—Running forward gives equal advantage to players of different heights.

Newcomb College Basket Ball for Women.

COLLEGIATE RULES.

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RULE I.

Section 1. Basket Ball may be played in the gymnasium or on any smooth, outdoor space. The chief requirement is that the field shall be free from any obstruction.

An indoor and outdoor game.

Section 2. In the gymnasium, the floor is marked by painted lines. These lines should be about two inches in width. When space permits, they should be at least three feet from the wall, or any other obstruction.

Boundary Lines.

Section 3. When space is limited, and the walls form the boundary, special rulings may become necessary as to fouls; in order to protect the players in some instances, and the gymnasium equipment, in others.

Wall as boundary.

Section 4. In the outdoor game the best lines are made by using the lime roller.

Outdoor boundary lines.

RULE II.

Section 1. The official game calls for a space 76x46. It is divided into seven spaces as follows: one Center, 16x46; four Guards, 23x30; two Goals, 12x12. There are two players, one from each team, in these spaces.

The Field.

Section 2. When space is restricted, the same general plan and proportions are used.

Diagram of field.

Section 3. For general arrangement of lines and positions, see Diagram I. In practice games, where the regular number is not available, Diagram II may be used.

Spectators and the boundary lines

Section 4. In match games, when space permits, the spectators shall not be allowed within six feet of the boundary lines.

RULE III.

The Baskets.

Section 1. The baskets, which are supported by posts at each end of the field, shall be of heavy net cord suspended from metal rings or hoops. The inside diameter of the ring shall be 16 inches and shall project 6 inches from the post.

No backstops.

Section 2. No backstops are used. The basket shall be free to be aimed at from any part of the field.

Position of posts.

Section 3. The posts are placed in the center of the goal space, with the basket directed toward the field.

The Posts.

Section 4. The posts shall be 10 feet in height. They may be made of wood, 6x6 inches, or of iron piping, 3x3 inches.

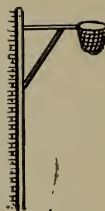
Height of baskets.

Section 5. In official games, the baskets shall be 9 feet 6 inches from the ground. In interclass games, for college teams, they may be 10 feet in height.

Section 6. In games for smaller children they should be 9 feet; and should never exceed 9 feet 6 inches in height.

Section 7. The posts shall be firmly and rigidly fixed. A cement foundation, or bed, is of service in securing this, as well as in aiding to preserve the wood, when the latter is used.

Section 3. When the wall is used to support the basket, the latter is held by a bracket, of wood or metal, that shall extend 6 feet from the wall, so that the basket shall be suspended above the center of the goal space.



RULE IV.

Section 1. The ball is spherical. It should have an inside rubber bladder, covered with leather and should weigh not less than 18 ounces, nor more than 20 ounces.

The Ball.

(NOTE—*The A. G. Spalding & Bros. Official "Newcomb" Ball is made of a very select quality of pebbled ground leather. It is to be strongly recommended as an "all-around" ball for the playground.*)

Spalding's
"Newcomb" Ball.

Section 2. In match games, each team shall furnish the ball for one half of the game.

Section 3. In match games, the referee shall see that the balls used are up to the requirements.

Section 4. During the progress of the game, none but accredited persons shall have official use of the ball.

Official use
of the ball.

RULE V.

Section 1. The game is planned with especial reference to the relative strength and endurance of the players.

The Game.

Section 2. The official game calls for seven players: two Goals, four Guards and one Center, whose positions on the field are as named.

Seven players
to a team.

Section 3. In unofficial, or practice games, five players may be used, by extending the center-guard line through goal. No goal players are used, the guards playing in these spaces, also. (See Diagram II.)

Unofficial games.

Section 4. The game shall be opened by the Referee (or some accredited official) who stands at

the side line, at center, and throws the ball toward the Centers.

Position of Centers. *Section 5.* The Centers shall stand at the intersection of the dividing guard line with center, forward foot at that point. Each Center shall stand on the side opposite her goal.

Centers run forward. *Section 6.* When the whistle is blown the Centers run forward for the ball.

Ball thrown forward. *Section 7.* The ball shall be thrown forward at about chest height and midway between the players.

Possession of basket. *Section 8.* In official games, possession of baskets at the opening of the game shall be decided in a manner agreeable to both teams. In interclass games, the winner of the previous contest in the series, starts with the possession of forward goal. Otherwise, seniority decides.

Section 9. Which end of the field is "forward" and which "backward" shall be decided before the opening of the game.

Change baskets. *Section 10.* The teams shall change baskets after each basket is scored, and the play shall be exactly reversed.

Substitutes. *Section 11.* In match games, each team must furnish three substitutes, who shall be on the field prepared to play.

RULE VI.

Players. *Section 1.* The Center is the player around whom the game revolves. She should be active and strong, an adept in giving to the team, signals for trick plays and passes of the ball. Her duty is to secure the ball always in the opening of the play, and during the game, to use her Guards to greatest advantage and not to do all the playing herself. Whenever possible, the Captain shall play in center.

Guards. *Section 2.* The Guards occupy the position each side of center. They are the chief goal throwers, when



No. 2. Single throw for a pass—brings in large muscles of the trunk.



No. 3. Single pass—Final position.

they have possession of the basket at their end of the field. Otherwise, they are to keep the ball away from the basket and work it down toward the opposite end of the field.

Section 3. The Goals guard the space about the baskets. They usually try to secure the ball that fails to make the basket. They should be good goal throwers, also, as often the best, and only, play is to try for basket. Goals.

RULE VII.

Section 1. Official match games shall consist of two halves of fifteen minutes each, with an intermission of ten or fifteen minutes. When both Captains agree, the time of the second half may be twenty minutes. *This point must be settled before the opening of the game.* Time of halves.

Section 2. In a series of match games the time of halves must be the same for all games. It shall be determined by the special committee, or person, governing the contests.

Section 3. In match games, unavoidable loss of time shall be deducted. Loss of time.

Section 4. When a player, through illness or some other cause, is compelled to leave the game, the loss of time shall not exceed five minutes, unless the Captains of both teams agree to an extension of time.

Section 5. In match games, a team is allowed fifteen minutes beyond time set for the game in which to appear on the field. Beyond this, the Referee may declare the game forfeit, providing the opponents are on the field and prepared to play. However, if a team gives reasonable cause for the delay, and the Captain of the opposing team agrees, the game shall proceed. Forfeit of game.

Section 6. In practice games, time of halves shall not exceed those of match games. Time in practice games.

Section 7. In gymnasium, or schoolyard, games, time of halves shall be determined by the instructor.

RULE VIII.

Class Officials. *Section 1.* In class or college teams there shall be two officials: a Captain and a Business Manager.

Section 2. These officials may be appointed by the instructor, but are usually elected by the class or team.

Term of office. *Section 3.* The term of office for class officials shall extend through the school year, and be subject to the regulations governing class officials in the school.

Captains made known to opposing team. *Section 4.* Previous to the beginning of a match game, the Captains shall be indicated to the players of the opposing teams.

Captains may toss up for possession of goal. *Section 5.* In match games of teams from different schools, the Captains may "toss up" for possession of forward goal if this is not decided as in Section 8 of Rule V.

Section 6. In match games, the Captain must furnish the Scorer with a list of her players, with their positions.

RULE IX.

Duties of Team Officials. *Section 1.* The Captain is the head of the team, and is its representative. In conjunction with the Business Manager, she decides the position of the players on the field.

Section 2. The Captain must be a member of the team, and whenever practicable, shall play center.

The Captain. *Section 3.* In match games, the Captain alone shall address officials.

Section 4. In match games, the Captain selects and places the substitutes when occasion requires.

The Business Manager. *Section 5.* The Business Manager has general supervision of practice games; keeps records of girls



No. 4. The "Double Pass"—Compresses upper chest.



No. 5. Correct aim for basket—head and chest erect, ball in natural line of vision; requires short pause.

trying for the team; usually acts as coach, not a member of the team; has general care of the court.

Section 6. Both the Captain and the Business Manager arrange with officials of other teams for match games within the school.

Section 7. The Manager, in match games, looks after the general interests of her team.

Section 8. If the school has an athletic association, it is the province of this association to arrange the schedule for the games. School Athletic Association.

RULE X.

Section 1. In official games there shall be one Referee, two Umpires, one Scorer, one Timekeeper, and one Official to throw in the ball. Officials in match games.

Section 2. All authority of these officials shall end with the game.

RULE XI.

Section 1. The Referee must be thoroughly familiar with the Rules and Fouls, not a member of either team or competing class or organization. The Referee.

Section 2. The Referee shall be chosen in a manner agreeable to both Captains (or teams), and the mode of selection shall be decided upon *at least one week before* the time set for the game. Selecting the Referee.

Section 3. Before a game begins, the Referee shall see that all regulations regarding the game are adhered to, and that all points in regard to ball, position of players, time, "out" balls, rules and fouls are fully understood by both teams.

Section 4. The Referee shall approve of all officials before the game begins. Duties of Referee.

Section 5. The Referee has charge of the game; blows the whistle to start the game at the beginning of each half and when "time" is called (except at the conclusion of each half), also to re-

sume play; she decides all questions as to ownership of the ball when thrown into the field and during the play. *The Referee calls all fouls.*

Official to throw
in the ball.

Section 6. The Referee shall select the Official who throws in the ball. This Official is subject to the Referee.

Section 7. The Referee shall not regard complaints or suggestions from any but the Captains of the competing teams.

Section 8. The Referee's term of office extends only through the game and is concluded when her decision regarding the game is given.

RULE XII.

The Umpires.

Section 1. Each team shall have the privilege of selecting one of the Umpires, either through its Captain and Manager, or through an accredited representative.

Section 2. The Umpires must be thoroughly familiar with the game, must be agreeable to both teams; not members of either team or organization.

Section 3. During the game, as indicated in the diagram, one Umpire stands at each end of the field, near the goal.

Umpires call
baskets.

Section 4. Each Umpire calls points for baskets at her end of the field, and the name of the team scoring. She also decides, in the event of question, which side last touched an "out" ball. (See Rule XV, Sec. 27.)

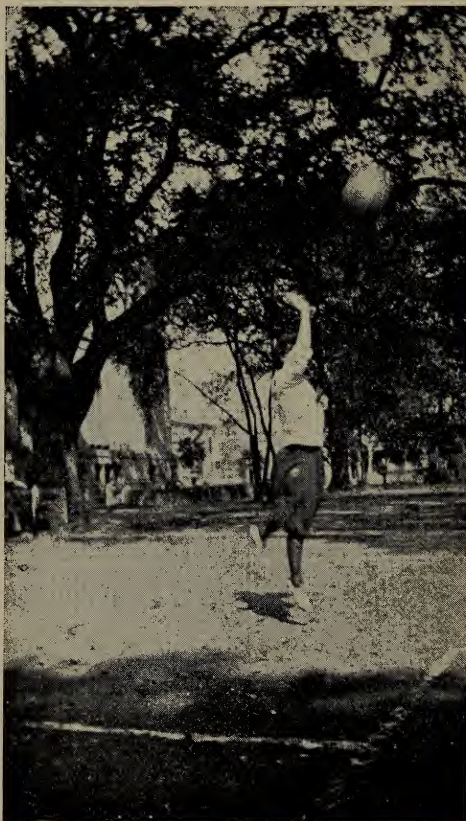
Each Umpire acts
for one-half
of game.

Umpire's
decisions.

Section 5. One of the Umpires shall decide all disputed points referred to her by the Referee, for the first half of the game, the other Umpire acts during the second half. *The Referee shall appoint the time for each Umpire.* The Umpire's decision is final. The authority of the Umpire is over at the close of the game.



No. 6. The jump for basket—Illustrating perfect poise



No. 7. Jump for basket—Final position.

RULE XIII.

- Section 1.* The Scorer may be selected by one team, the Timekeeper by the other; or, both officials may be appointed as in Rule XI, Section 2. The Scorer.
- Section 2.* Before the game, the Scorer shall see that both Captains have handed in the names of their players, with their positions, also the names of their substitutes. List of players.
- Section 3.* The Scorer shall use the Official Score Card. Official Score Card.
- Section 4.* During the game, an accredited representative from each team shall stand at the Scorer's side and oversee the score.
- Section 5.* The Scorer's record shall be the only official record of the game. Score to be approved by Referee.
- Section 6.* At the conclusion of each half of the game, the official score shall not be given out until approved by the Referee.
- Section 7.* The official score may be posted by the Scorer or it may be called out by the Referee. This point must be determined before the opening of the game.
- Section 8.* During the game, none but properly accredited persons shall stand within three feet of the Scorer.

RULE XIV.

- Section 1.* The Timekeeper shall be appointed as suggested in Rule XIII, Section 1. Timekeeper.
- Section 2.* This official shall note when the game starts and shall blow the whistle at the conclusion of each half of the game. Blows the whistle to conclude each half of game.
- Section 3.* "Time out" during the game shall be decided by the Referee.
- Section 4.* The Timekeeper's record shall be the official record of the game.

Use of stopwatch. *Section 5.* Whenever practicable, a stop-watch shall be used.

Section 6. During the game one representative from each team shall stand near the Timekeeper. They are privileged to observe the official record.

Section 7. None but properly accredited persons shall stand nearer than three feet to the Timekeeper during the progress of the game. The Referee shall closely watch this point.

RULE XV.

Game starts by throwing the ball to Centers. *Section 1.* The game shall be opened by the Referee, or some special official, who stands at the middle outside boundary line and throws the ball forward between the oncoming Centers, at about chest height. (See Plate No. 1.)

The whistle and the start.

Section 2. The ball shall be thrown when the whistle is blown by the Referee, which is also the signal for the Centers to run forward.

Failure to agree on the start.

Section 3. If the Centers fail to agree on the start, the ball shall again be thrown in. The Referee shall closely watch this point, and, when in her judgment, the ball was a good one, the play shall proceed. False starts delay the game and should not be encouraged by the Referee.

Section 4. The Center who secures the ball, either by catching it or by batting it toward her Guard, starts the game.

Possession of baskets.

Section 5. The name and ownership of baskets shall be determined before the game.

Baskets change after each goal.

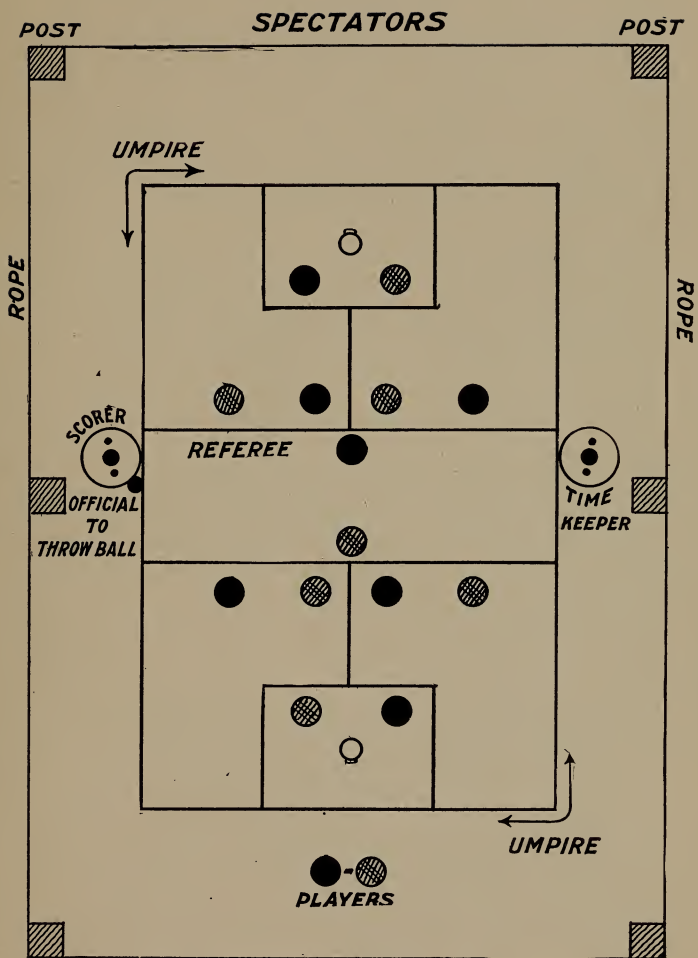
Section 6. The goals of the respective teams shall change every time a basket is made, and the play shall be exactly reversed.

Score.

Section 7. The basket made from center shall count four; from guard, three, and from goal, two.

Game does not stop for a foul.

Section 8. The game shall not stop for a foul. The foul, in effect, adds one point to the opponents'



POSITIONS OF PLAYERS AND OFFICIALS

SAMPLE SCORE CARD

(SENIORS)

(POSITIONS)

(JUNIORS)

FOULS	GOALS	PLAYERS	FIRST HALF	PLAYERS	GOALS	FOULS
111	(2) (2) (2)	J. Brown	F. GOAL	M. Conner	(5)	111 111
	(25) (5)	H. Dale	R.F. GUARD	R. Clyde	(5) (8)	
	28 (7)	L. Mann	L.F. GUARD	J. Gaines	(3) 26	
	(10)	J. Noble	CENTER	D. Bancroft	(10) (23)	
	(8)	D. Herbert	R.B. GUARD	A. Glover	(2) (7) (20)	
	(20) (4)	F. Cole	L.B. GUARD	S. Smith		
		A. Allen	B. GOAL	B. Bailey		
7	28 (+1)				26	10
					26	

FOULS	GOALS	PLAYERS	SECOND HALF	PLAYERS	GOALS	FOULS
	(15) (4)	J. Brown	F. GOAL	M. Conner	(2) (12)	111 111
	(13)	H. Dale	R.F. GUARD	R. Clyde	(5)	
	18	L. Mann	L.F. GUARD	J. Gaines	(18)	
		J. Noble	CENTER	D. Bancroft	(15)	
	(10) (7)	D. Herbert	R.B. GUARD	A. Glover	(8)	
	(2)	F. Cole	L.B. GUARD	S. Smith	(10) 20	
70	18 (+2)	A. Allen	B. GOAL	B. Bailey	20	70

SCORE - SECOND HALF 20
 FINAL SCORE 49

TIME OF HALFS 15 MINUTES
 (M.R.S) L. Lane OFFICIAL SCORER

INTERMISSION 10 OR 15 MINUTES

The Score is computed as baskets are made. This method shows the progress of the game and gives the individual record of the players.

score. (For disposition of fouls, see Sample Score Card.)

Section 9. When a player pauses to aim for basket the time allowed shall not exceed four seconds (about eight counts). The Referee shall closely watch this. Four seconds limit for basket.

Section 10. In passing the ball, it shall not be held more than two seconds (four counts). The Referee shall declare all prolonged holding of the ball a foul. Two seconds for a pass.

Section 11. If a player pauses to aim for basket and changes her play, it is a foul. Change of aim for basket.

Section 12. A player shall have but one aim for basket, at a time. If she misses goal, but secures the ball, she shall put it into play. She cannot try for basket again until the ball has been played by another player. One try for basket, at a time.

Section 13. In passing the ball the player shall use the one-hand throw (See Plates Nos. 2 and 3), either underhand (See forward player in Plate No. 12) or overhand. Throwing the ball with both hands is a foul. (See Plates Nos. 4 and 9.) One hand passing.

Section 14. The aim for basket shall be with one hand, ball held high in line of vision. (See Plates Nos. 5 and 6.) Correct aim for basket.

Section 15. Each team should arrange a set of signals for trick plays and passes of the ball. Signals.

Section 16. When a ball is held by two (or more) players, the Referee shall toss up the ball between these players. A held ball.

Section 17. The ball may be thrown in any direction with one hand. It shall not be kicked or batted with the foot.

Section 18. At close range, a player may pass (hand) the ball to another.

Section 19. Batting the ball from a player's grasp, bouncing or rolling it along the ground, are Batting, bouncing or rolling the ball.

fouls. The ball must be thrown from player to player. (NOTE—*A player may stop a passing ball by batting it to the ground.*)

No running with the ball.

Section 20. The ball must be played from the spot on which it is caught. Allowance shall be made for a player who catches the ball while running, providing she throws it *at once*.

Tripping vs. falling.

Section 21. No player shall trip or otherwise cause another, to fall; it is a foul against the player causing the fall. Otherwise, falling or throwing the body over the lines is a foul against the player who falls.

Player must be standing.

Section 22. A player shall not throw the ball while down, but must be standing.

Players may run only when the ball is in motion.

Section 23. When the ball is caught, the players shall stand where they are until it is again thrown.

Guarding a foul.

Section 24. Any form of guarding, or interfering with a player's having a free throw, is a foul; and when the player pauses to aim for basket, the ball shall not be intercepted on its way toward basket (Plate No. 10); but if it fails to make basket, then it is in general play again.

One step advance.

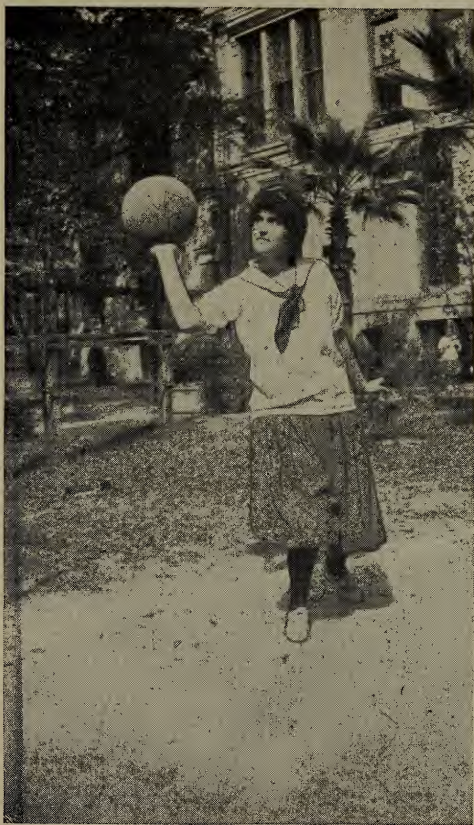
Section 25. In aiming for goal, a player *shall not advance more than one step*.

When a ball goes out.

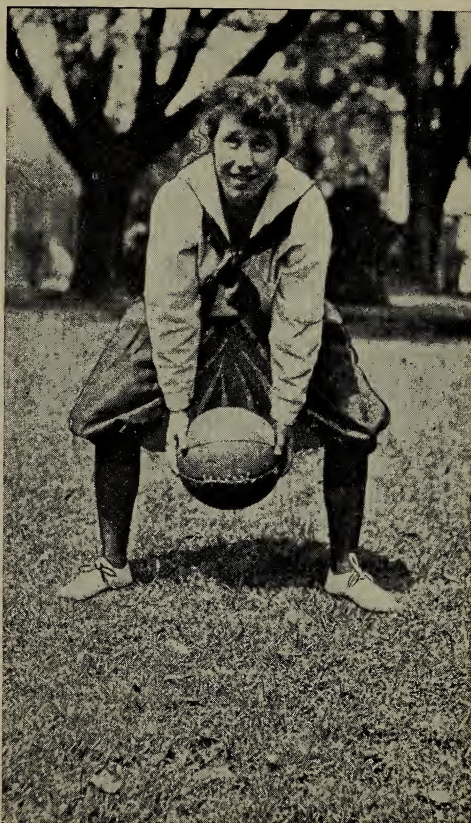
Section 26. When a ball goes out beyond the boundary lines, from whatever cause, it belongs to the opponents of the team that touched it last and to their player nearest its exit from the field. This player may run for the ball, but when putting it into play, she shall stand outside the field, not less than *three feet* from the boundary line. She must throw the ball toward another member of her team. She cannot touch the ball again until it has been played by some other player on the field.

"Out" ball.

Section 27. An "out" ball is one that has completely crossed the boundary lines and is beyond the ordinary reach of the player. The Umpire decides



No. 8. Ball not in line of vision; therefore, not the best aim.



No. 9. Double throw for basket—compresses the chest; a foul.

which player touched the ball last and who shall run out for the ball; each Umpire judges from her end and the right side of the field, as she stands. (See Arrow.)

Section 28. On the field, if a ball on its way out, strikes an obstacle (or spectator) and rebounds within reach of the players, or into the field, the Referee shall toss the ball up between the players that were nearest when it left the field.

When a ball rebounds into the field.

Section 29. On the field a player may secure a ball that has passed the boundary lines, providing she does not step over the line or that *it has not been declared an "out" ball by the Umpire.*

Securing a ball over the lines.

Section 30. No player shall step over the lines or throw her body completely over the lines. If either foot is over the line it is a foul. The Referee shall strictly enforce the spirit of this Rule. (Plate No. 11.) A basket scored with either foot over the line shall not count.

Stepping over the lines.

Section 31. Whenever space permits, spectators shall not be allowed within *six feet* of the boundary lines. They shall remain there during the progress of the game. *The Umpires shall enforce this rule in match games.*

Spectators and the boundary lines.

Section 32. If, when the whistle is blown to conclude the play, a ball is in the air and a basket is scored, its result shall be counted.

A ball in the air when the whistle is blown.

Section 33. Any remarks by the players during the progress of the game, derogatory to the officials, shall be counted a foul. The Referee shall enforce this rule in match games.

Remarks about Officials.

Section 34. Any persistent or intentional delay of the game, shall be counted a foul against the team, or player, causing the delay.

Delaying the game.

Section 35. In match games, the names and positions of players must be in the hands of the Manager of the opposing team, a week before the

Names and positions of players.

time set for the game. This includes the names of the substitutes also.

Changing positions of players.

Section 36. If, during a game, the Captain should decide to change the positions of her players, she may do so, but only between halves or when compelled to put in a substitute.

Seven players to the team.

Section 37. According to diagram, the regular team shall consist of seven players, who shall play the entire game; unless through illness, or some other cause, they are compelled to leave the game, in which event the regular substitute shall play the remainder of the game.

Audible signals.

Section 38. Talking, giving audible signals and and general disturbance of the game, are fouls.

Rough playing.

Section 39. The player, or the team, that persistently indulges in rough play, may be disqualified.

Section 40. Any player, or team, ignoring Rules and Fouls, may be disqualified and the game declared forfeit. The Referee shall refer this to the Umpire for a decision.

Pushing and shouldering.

Section 41. Pushing and shouldering are fouls. This includes striking a ball over a player's shoulder. (See Plates Nos. 12 and 13.)

Kicking or striking the ball.

Section 42. Intercepting the ball with any part of the body except the hands, striking the ball with the fists, and kicking the ball, are fouls.

RULE XVI.

Special duties of officials.

Section 1. Among the special duties of the officials in match games are:

1. The Referee (Rule XI, Rule XV, Sections 1, 2, 3, 9, 10, 16, 19, 21, 25, 28, 30, 38, 39, 41, 42).

2. The Umpires (Rule XII, Rule XV, Sections 12, 25, 27, 29, 31, 40).

3. The Scorer (Rule XIII).

4. The Timekeeper (Rule XIV).

5. The Official who throws in the ball (Rule XI, Section 6).



No. 10. Interfering with free aim for basket—a foul.



No. 11. Stepping over the line—a foul.

RULE XVII.

- Section 1.* Among the general fouls are: General Fouls.
1. Running with the ball (Rule XV, Section 20).
 2. Falling; unless fall is caused by another player, when Rule XV, Section 21, will apply.
 3. Moving, when the ball is not in motion (Rule XV, Section 23).
 4. Advancing more than one step when aiming for goal (Rule XV, Section 25).
 5. Batting, bouncing or rolling the ball, or snatching it from another's grasp (Rule XV, Section 19).
 6. Aiming for basket, then changing the play (Rule XV, Section 11).
 7. Stopping the ball with any part of the body, except the hands; this especially refers to intercepting, with the foot, a ball that is rolling along the ground (Rule XV, Section 42).
 8. Holding the ball too long (Rule XV, Sections 9 and 10).
 9. Throwing or aiming with both hands (Rule XV, Section 13).
 10. Interfering with a player's having a free throw; i. e., any form of guarding (Rule XV, Section 24).
 11. Stepping over the lines Rule XV, Section 30).
 12. *Any infringement of the Rules.*

- Section 2.* Fouls for which a player may be disqualified are: Special Fouls.
1. Tripping another player (Rule XV, Section 21).
 2. Talking, audible signals, or any persistent disturbance of the game (Rule XV, Section 38).
 3. Needless rough playing (Rule XV, Section 39).
 4. Persistent delay of the game (Rule XV, Section 34).

5. Pushing, shouldering. This includes striking the ball over a player's shoulder (Rule XV, Section 41).

6. Remarks about officials (Rule XV, Section 33).

Team Fouls.

Section 3. Fouls for which a team may be disqualified are:

1. Persistent disregard of the rulings of the officials (Rule XV, Section 40).

2. Rough playing (Rule XV, Section 39).

3. Failure to be on the field in the time prescribed (Rule VII, Section 5).

RULE XVIII.

General Tactics.

1. *Keep the ball moving.* Get rid of it quickly. Learn to decide rapidly and practice quick throwing, even for basket.

2. Do not let your opponents have more than one try for basket. Keep the ball away from them as much as possible.

3. When the opposite side has the ball, cover your special opponent's play so that the ball cannot be passed to her.

4. When one of your side has the ball, your play should be exactly reversed; get in front of, or away from, your opponent, so that the ball may be thrown to you with safety.

5. When your opponent has the ball, you may prevent her making a pass by batting the ball with the open hand, but *only after it has been thrown* by the player.

6. Do not always use Center in passing; vary your plays and passes.

7. Practice signals for passes.

8. Remember that the baskets are changed after each goal and that your play should be exactly reversed. *Watch your Center.*



No. 12. "Shouldering"—a foul.



No. 13. "Pushing"—a foul.

A REVIEW OF SOME OF THE SPECIAL FEATURES OF THE GAME.

1. The game does not stop for a foul.
2. A foul, in effect, gives one point to the opponents.
3. Regular periods of rest in the game are provided by the pause when a player stops to aim for basket, and by the Rule that "the players may move only when the ball is in motion."
4. The goals of the respective teams change each time a basket is scored. This throws equal responsibility each side of Center and affords constant changes in play.
5. The aim for basket is with one hand, the ball held high and in the natural line of vision.
6. A free aim for basket is allowed at all times, and from any part of the field.
7. No backstops are used; this necessitates a free throw into the basket, not a glancing one.
8. In starting the play, the Centers run *forward* for the ball.
9. One-hand throwing is required; this is a free movement, with little strain.
10. The arrangement of the dividing lines, as shown in the diagram, insures the players against personal contact and shock.
11. The system of progressive positions on the field is planned with special reference to the physical capacity of the players.
12. The mode of play, as demanded by the Rules governing the game, cultivates grace, as well as skill, of movement.
13. No form of "guarding" is used.
14. "Dribbling," in advancing the ball, has never been introduced.

DECISIONS.

Disputed points are often referred to us by outside teams and schools. As the answers to them may prove helpful, we shall include a few of them here:

1.

Q. What are the penalties for fouls?

A. A foul, in effect, adds *one point* to the opponents' score. At the end of each half of the game, the fouls are cancelled, and the excess *fouls* of one team are added to the *points* of the opponent's score.

2.

Q. Suppose a ball is caught by a player when down. The fall is a foul, but to whom does the ball belong, and from whence is it put into play?

A. The player is permitted to keep the ball and to put it into play when she has regained her feet. She pays the penalty with the foul. If she intentionally delays getting to her feet, however, she breaks Rule XV, Section 10.

3.

Q. Suppose there is pushing, holding, shouldering or striking during a game: what is the penalty?

A. For the first three offences, call foul; if the fouling continues, the Referee must appeal to the Umpire for a decision. The player, or players, may be requested to leave the game, when the Captain, or Captains, must replace these players by substitutes. Or, Rule XV, Section 40, may apply.

4.

Q. Suppose a player secures a ball which is not in her field, by stepping over the lines: what is the penalty?

A. A player may secure a ball which is not in her field, providing she does not step over the line or that it has not been declared an "out" ball. (Rule XV, Sections 27 and 28.) If, of course, she should push a player to secure it or should throw her body over the line, it is a foul.

5.

Q. Can a Captain take time out for changing position of players?

A. Not unless a player is hurt, or overcome during the game. The regular time to change positions, when desired, is between halves.

6.

Q. Suppose a player should aim for goal, then change her play, is there any other penalty than a foul?

A. None.

7.

Q. Please explain what is meant by a "free" throw?

A. It means free from any attempt to interfere with a player's *throwing* the ball.

8.

Q. What should be the exact position of a player trying to guard one who is trying for goal?

A. A player is not permitted to "guard" an opponent at all and when she tries for goal the ball cannot even be intercepted. That is why it is called a foul if she changes her play—it is considered taking advantage of a Rule.

9.

Q. Can a player try to confuse an opponent by standing in front of, or motioning, or otherwise interfering with her throwing the ball?

A. She cannot. It is contrary to the spirit of the game.

10.

Q. What is the penalty for tripping or trying to obstruct an opponent's movements?

A. Fouls, if repeated or intentional.

11.

Q. If a player delays in passing the ball and other players move before it is thrown, against whom should the foul be called?

A. If a player is too deliberate in passing the ball, she is responsible and should pay the penalty. (Rule XV, Section 10.) This is a point for the Referee to consider early in a match game.

All inquiries pertaining to the game may be referred to Clara Gregory Baer, Professor of Physical Education, Newcomb College, New Orleans; or to the President of the Newcomb Athletic Association, Newcomb College. Please enclose a two-cent stamp for reply.



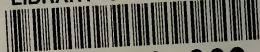
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