

籃球規則

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基督教青年會

合訂

二六八



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籃球規則

第一條 球場之布置法

第一例 球場之長短廣狹

球場爲長方形。長以六十尺至九十尺爲度。寬以三十五尺至五十尺爲度。場之四周不得有阻礙物。（所用尺寸皆以英尺爲準。每英尺合華尺九寸五分餘。每英寸合華寸七分九釐四毫。）

第二例 場四周之界線

場之四周圍以清晰之界線。其寬不得少於二英寸。外如有阻礙物。至少須距界線三尺。在場之長一方面之界線。謂之邊線。在寬一方面者。謂之底線。

注意

以上第一例及第二例所云阻礙物距界線之遠近。如得兩方面隊長許可者。亦可隨時變通。再參觀第六條第二例所

云球出界線之詳解及詳閱球場圖。

第三例 中圈之畫法

中圈畫於場之中央。其半徑爲二尺。

注意。參觀球場圖。

第四例 罰球界線之位置

離兩底線十五尺處。各畫一線。與底線平行。長二十四寸。其中點與底線之中點。當在正交之一直線內。此線名曰罰球界線。

注意。參觀球場圖。

第五例 罰球區域

於底線中點兩旁各三尺處。畫兩直線。與底線成直角。再以罰球界線之中點爲中心。以六尺爲半徑。畫圓周。與前所畫之兩直線相接。在此兩線及圓周之間。謂之罰球區域。

注意。參觀球場圖。

第二條 球

第一例 球之輕重大小及製造之材料

球爲圓形。牛皮爲其表。橡皮爲其膽。其圓周以三十寸至三十二寸爲度。重量以二十兩（每英兩合華七錢六分餘）至二十三兩爲度。

第三條 球籃

第一例 球籃與球壁之大小及製造之材料

球籃以線網繫於鐵圈下爲之。其口之對徑（指其裏圈而言）應長十八寸。線網之裝置最佳於球入籃下落時。能使之稍行遲緩。球籃橫裝於籃之壁上。壁爲長方形。上下高四尺。左右寬六尺。應以堅緻之木質爲之。其位置宜平正。或飾以白染。或敷以白油。壁之橫面除裝置球籃外。不得再有他物凸出。

第二例 球籃與球壁之位置

籃壁之位置應與邊線成直角。其中心點在底線中心點之垂直線內。鐵圈平臥離地十尺。鐵圈與籃壁之距離為六英寸。如由籃壁之中心點畫成直角之直線。應能平分鐵圈為二半。鐵圈裝置於籃壁之中間。離籃壁之上邊三尺。離下邊一尺。離左右邊各三尺。

第四條 辦事員與其責任

第一例 辦事員之人數

辦事員共六人。司令裁判員一人。檢察裁判員一人。記分員二人。記時員二人。

注意 司令裁判員與檢察裁判員均應與在場之球隊一無關係。

故裁判員必公正。及對於籃球規則有充分之知識。

第二例 司令裁判員之責任

司令裁判員有開始及停止擲球之權。有命中止及繼續擲球之權。判決球屬於何方面及判決球是否進籃。遇違例時。有命罰球之權。比賽畢有宣告勝負之權。賽畢時。司令裁判員始與比賽脫離關係。

第三例 檢察裁判員之責任

凡球員違例。檢察裁判員亦有判罰之權。最當注意者。即檢察在場之球員。未得球時。是否有違例之舉動。且可佐司令裁判員判決出界與否。及厲行禁止教練員教使之例。

第四例 司令裁判員與檢察裁判員不得互相爭執

無論司令裁判員或檢察裁判員所判定之事。彼此均不得爭執。

第五例 裁判員判罰之時間及地位

無論人數之多少。凡球員在場內。或在場外。有猛烈之舉動。以違例者。自比賽開始之時。至比賽終結之時。裁判員均有判罰之權。在比賽中。因事

故暫時中止者。裁判員之權力亦足及之。

第六例 裁判員判罰時之記號

凡被罰之球員。裁判員應指明之。如係侵害敵人而被罰者。裁判員舉一手以作記號。

第七例 司令裁判員能令球員出場

凡球員因侵害敵人違例四次者。或犯第二十二條第十九例者。裁判員即有令之出場之權。

第八例 在條例之外裁判員亦可判罰

球員雖不違條例。而舉動如不正當。裁判員亦可罰之。

第九例 記分員之責任

記分員應記勝負之分數。及記球員違例之次數。且應分別球員。是否因侵害敵人而違例者。凡因侵害敵人違例四次者。記分員應從速報告司

令裁判員。蓋記分員所記錄之事。即爲正式比賽之成績。故每一球入籃時。則兩記分員即應比較其所記之分數。如有不同之處。當立即告明司令裁判員。不然則司令裁判員即以較少之分數爲斷。然司令裁判員亦須於此事毫無疑義。始可不與記分員相商。而後再下決斷。

注意。

記分員可以視司令裁判員之記號。以定球員是否因侵害敵人而違例者。或因技術上之差誤而違例者。而分別記之。如係侵害敵人。被罰一次。則於侵字下標一「一」字。如（侵）字。如（技一）。

第十例 記時員之責任

記時員應記比賽由何時起首。在比賽之中。有荒廢之時候。不得作爲正式比賽之時間。應由記時員依廢去之時間。以補足之。故於比賽時間之

起首時及終止時。記時員應有一定之信號。如振鈴、放槍、或吹號笛均可。
注意。記時員應置時計表於一桌上。俾二人得共見之。或置於他處。亦須二人得以共見。

第十一例 辦事員均應有號笛

辦事員如遇決事之際。有吹號笛之必要者。當即吹號笛。司令裁判員命發球時。亦必吹號笛。

注意。在比賽之時。各辦事員之號笛。以不同聲者為佳。

第五條 球員與其更代人

第一例 球隊之人數

每隊應有五人。

第二例 更代人入場

更代人入場。須在裁判員吹號笛停止比賽之時。在入場之前。須告明裁

判員。而得其許可。球員出場後。不得再入場。

第三例 球員出場

不至比賽時間之半。球員未得裁判員之許可。不得出場。

第四例 球員應有一定之號數

所有球員背上。應有一定之號數。字之大小。至少須長六寸。寬一寸。(指西文言)

第六條 比賽一切名詞之解釋

第一例 球員出界線

凡球員之身體。接觸界線。或界線以外之地。即作為球員出界線。

第二例 球出界線

無論球之何部分。如接觸界線。或界線以外之地。或界線以外一切物件。或接觸一在界線外之人。均作為球已出界線。

注意。

凡球擊於球壁之邊上。或球場外之牆上。均作爲球已出界線。以上第一第二例所云觸界線時。即作已出界線。蓋此界線均在球場之外也。

第三例 使球出界線之球員

凡球員之在場內。最後以手觸球。而後球始出界線者。即爲使球出界線之球員。

注意。

球員爲敵人逼迫。不得已而出界線者。不得謂之使球出界線之球員。

第七條

跳球

不同方面之球員各一人相對立。裁判員擲球於其間。兩球員各以一手置背後。再各以一手跳起觸球。謂之跳球。

第一例 何時應宣佈跳球

凡兩不同方面之球員。同時以一手或兩手爭執一球。或一球員執球。爲

其敵人堅守。不能向外擲球時。卽宣布跳球。

第八條 持球行走

第一例 何時謂之持球行走

凡球員持球。無論向何方面進行。均謂之持球行走。

注意

球員在立定之時。得球後。可以移動一足。而擲球於他球員。或拋球。或滾球。或以一手且拍且行。其餘一足。非球離手後。不得移動其位置。

球員在立定之時。得球後。可以直向球籃擲去。亦可先跨一足。然後兩足跳起。向球籃擲去。惟球離手。必須在足抵地之先。在球員奔馳之際。既得球。卽應從速立定。

球員持球。向四面變更方向之時。如於不知不覺之間。稍移動其足者。不得以持球行走論。爲人所推撞而移動其足者。

亦不得以持球行走論。

第九條 運球

第一例 運球之情形

在球員或擲或滾或拋以後。在他球員得此球以前。而球員再以手觸之。謂之運球。蓋運球者。即指正在或擲或滾或拋之時也。

注意。在球員一擲球之間。球即入籃者。不得謂之運球。球員運球

畢。可以直向球籃擲去。

第十條 球員有阻攔之舉動

第一例 阻攔之情形

不論球員之情形如何。凡敵人持球時。而阻止其敵人。或妨礙其敵人進行者。即謂之阻攔。

注意。凡在跳球之際。球員稍有阻撓於敵人。即謂之阻攔。

第十一條 球員有擋住之舉動

第一例 擋住之情形

在球員進行之時。以手臂或以身體阻礙其敵人者。即謂之擋住。

第十二條 球員有猛烈之舉動

第一例 衝撞

凡球員衝撞敵人。或跳起以撞人之身體。均謂之猛烈之舉動。

第二例 因侵害敵人而被罰者 球員違犯四次裁判員即令出場

凡球員有不正當之猛烈舉動。無論在條例內。或不在條例內。凡球員違犯時。即作為因侵害敵人。被罰一次。

第十三條 球入籃

第一例 球入籃之情形

凡球入球籃。或穿過球籃。或在線網內時。始可謂之入球籃。

注意。凡球員誤擲入自己之球籃內。即作為敵人擲入者。

第十四條 罰球

罰球者即球員所得之權利。在罰球界線之後。得以自由直向球籃擲入也。

注意。參觀第二十二條第七例

第十五條 判罰

第一例 判罰

判罰者。所以罰球員有不正當之舉動。而許敵人在罰球界線之後。得以自由向球籃擲入也。

注意。參觀第二十二條內。從第八例至第十九例。及第二十三條

內之罰球解釋。

第十六條 停止擲球

凡遇以下情形。則宜停止擲球。

第一例

當裁判員吹號笛。聲明因事故中止之時。則宜停止擲球。

第二例

當裁判員吹號笛。聲明判罰之時。則宜停止擲球。

第三例

當比賽終止。記時員聲明終結之時。或記分員有與裁判員商議之時。應停止擲球。

特例

如正在向球籃擲球之際。而球正在空中。雖記分員與記時員有停止擲球之號令。亦必待球進籃後。或到地後。始可停止。如在向球籃擲球之前。已被裁判員判罰。此時球雖進籃。作爲無效。

第四例

當裁判員聲明應跳球之時。則宜停止擲球。

第五例

當球進球籃後。則宜停止擲球。

第六例

當兩方面均被裁判員判罰。球員向球籃罰畢之時。則宜停止擲球。

第七例

當裁判員同時判罰兩次之時。第一次罰畢後。（參觀第二十四條第二例）則宜停止擲球。

第八例

當球員罰球之後。在球未進球籃。或未到地之前。而其足即觸及或走過罰球界線。或在司令裁判吹號笛十秒鐘後。而罰球之球員。尚未將球向

球籃擲去之時。則宜停止擲球。

第九例

當球出界線之時。即應停止擲球。

第十例

當球於落下之際。而停歇於球籃附近之時。則宜停止擲球。

注意。如球觸裁判員。則不應停止擲球。

第十七條 比賽規則

第一例 比賽時間

比賽時間應分爲二次。每次二十分鐘。在兩次之中間。應休息十分鐘。此爲比賽正當之時間。如兩方面隊長共同商議。亦可更改。

注意。在中學以下學校。球員尙未成丁者。比賽十分鐘後。可休息

兩分鐘。惟球員此時不得離球場。或互換球籃。

第二例 延長比賽時間

在比賽時間終結之時。兩方面尙未分勝負。在此時。應卽延長五分鐘。但不再互換球籃。如再不分勝負。而有定勝負之必要者。仍可再行延長時間。

第三例 近比賽終止時之罰球

在記時員報告時間終止之時。如有球員違例。或在此以前違例。須待罰球罰畢後。始能終止。

第四例 球員不得遲滯

在休息十分鐘時。離起首比賽三分鐘之前。司令裁判員。卽應預知兩方面之球員。在因事故停止之後亦然。如至比賽時間已到。而球員尙有未齊備者。司令裁判員卽照例在中圈發球。

第十八條 選擇球籃

第一例

外來之球隊。即應有選擇球籃之權。至比賽時間之第二次。則應彼此互換。

第十九條

第一例 停止擲球與司令裁判員之命令

無論何時。凡裁判員命停止擲球。球員即不得再擲。因兩方面隊長之所請。裁判員亦可命停止擲球。遇球員受傷。亦可停止。惟不得多過三次。在更換球員之時。則不得因此停止擲球。

注意。

如裁判員在比賽中。因爲一方面隊長之所請。或因球員受傷。停止擲球過三次者。該隊長即應受罰一次。

第二例 檢察裁判員之與停止擲球

球員受傷之際。如司令裁判員未及見之。此時檢察裁判員。即可命停止

擲球。

第三例 比賽時間之過度

如比賽時間之第一次過度時。即作為繼續第二次之時間。

第四例 二分鐘之停止

如因隊長之所請。或因球員受傷。祇可停止二分鐘。

第五例 兩方面同時被罰之停止擲球

如兩方面同時受罰。亦應停止擲球。

第六例 扣留停止之時間

在比賽之中。扣留停止之時間。應由裁判員吹號笛之時起。至比賽再起首之時止。其中所廢去之時間。以後應補足之。

第二十條

第一例 在中圈發球

在比賽起首之時。或在停止擲球之後。或在球進球籃之後。或在罰球進籃以後。或在球停止於球籃上時（如第十六條第六例）其比賽起首之時。則兩方面之球員各一人。對面立。各向其所欲擲進之球籃。而二人之足。均應在中圈中。一手置背後。一手向上觸球。故裁判員宜擲球於兩球員之中間。高出二球員之首。與邊線成直角。

第二例 跳球時應先以一手擲之

在裁判員起首擲球之時。應吹號笛。及球上擲時。兩球員應先以一手擲之。不得以兩手取之。如球上擲之時。兩球員未得觸球。裁判員應於原處。如法再擲之。

第三例 在中圈中違例

凡球員不以一手置背後。即跳起觸球。或即以兩手向上取球者。裁判員即應判罰之。

注意。違此例時。不得謂之因侵害敵人而受罰者。

第二十一條

第一例 向各方面擲球

球員可以一手或兩手向各方面或拋或擲或滾。

第二例 球入界線後如何擲入

凡停止擲球之時。或球出界線之時。球員於何處使球出界線。即於其處。其敵人得以球向各方面擲入場內。擲入之時。亦可拋入。亦可滾入。

注意。

如球場限於地勢。擲球之時。裁判員可命其敵人。立於距界線內三尺之處。此時兩方面之球員。均不得距擲球者在三尺以內。最妙之法。即在場內畫一線。距界線三尺。

第三例 裁判員不能辨別之時

如裁判員不知何方面之球員使球出界線者。球於何處出界線。即於何

處命兩方面之球員各一人相對立。擲球於其間。(如第二十條)

第四例 球出界線時宣布停止擲球

當球出界線之時。正裁判員宣布停止擲球。其擲球之法。應如(第二十一條第二例)

第五例 球在場內時宣布停止擲球

如球在場內。而裁判員宣布停止擲球。(如第十六條第一例)再起首擲球之時。裁判員應在前球停止之處。依(第二十條)之法擲之。

第六例 罰球後繼續擲球

當停止擲球之時。(如第十六條第二例)罰球之後。球並未進球籃。此時應繼續進攻。但在(第二十一條第十九例)罰球後。無論球進籃與未進籃。均不得繼續進攻。

第七例 應跳球之時

當宣布停止擲球之時。(第十六條第四例)裁判員應擲球於兩球員之間。(如第二十條)之例擲之。

第八例 罰球時須在裁判員管轄之下

凡宣布罰球之時。其手續應受裁判員之管轄。如裁判員置球於罰球界線之上。在十秒鐘以內。球員應即將球向球籃擲去。

第二十二條 不正當之舉動與其罰則

第一例 球員不能違之條例

球員不得有下列各種舉動

(一) 在宣布停止擲球後。不得再向籃內擲球。

(二) 在罰球之後。球未至籃時。或球未到地時。不得以足觸罰球界線。或

遇此界線。球員罰球時。亦不得延遲過十秒鐘。

罰則。 違以上兩條者。球雖入籃後。亦作為無效。

(三) 不得故意將球向界線外擲去。

(四) 不得在界線外帶球走入場內。

(五) 球員在界線外向場內擲球後。非經他人擲過。則不得再擲此球。

(六) 球員在界線外向場內擲球。不得延遲過五秒鐘。

罰則。如違以上四條者。球即歸其敵人在界線外擲入。

(七) 在球員罰球之時。球至球籃或籃壁之際。其敵人不得進罰球區域之界綫。罰球之前。球員如爭佔地位。裁判員應依次排列之。

罰則。違以上一條者。其罰與(第二十四條第四例)同。

(八) 不得懷球行走。不得以足踢球。不得以拳擊球。

(九) 當球員持球在界線外將擲之前。其敵人不得以手觸之。不得隨意出場及故意延遲時候。

注意。如違以上兩條。作為技術上之差誤而被罰。

(十) 球員在界線之外擲球。不得糾擾之。球員在界線外擲球。如非已擲入場內。無論身體之何部分。不得出界線。

注意。參觀(第二十一條第二例)

(十一) 不得在罰球之時。故意擲球於他人。應直向球籃擲去。始爲合宜。

(十二) 不得於球在籃邊時。而動搖球籃等物。以阻球之入籃。

(十三) 在運球後。如以兩手接球。祇可向球籃擲去。或擲與他球員。但不得再繼續運球。運球而不接以兩手。而永遠繼續進行者。不得爲違例。但在擲球拋球滾球以後。不能繼續進行之時。以一手懷球。或以兩手接球之後。卽不能再行運球。故球員除運球外。如以球由左手擲至右手。卽爲違例。卽在空中亦祇可以手拍一次。

(十四) 更換球員。非經司令裁判員及檢察裁判之許可。則不得入場。罰則。如違以上七條者。卽宣布罰球。此皆因技術上之差誤而受罰者。

(十五) 球員不得推挽衝撞及阻礙其敵人。

(十六) 球員不得有不正當之猛烈舉動。

(十七) 不同方面之球員各一人。其一手或兩手同持一球時。他球員不得以身體接近而衝撞之。

罰則。 違以上三條者。應即被罰。以上三條皆作爲有意侵害敵人之罰。

(參觀第二十四條第八例) 球員犯以上之例四次者。即應出場。 裁判員因球籃違十五及十六兩條者。可立即令之出場。

(十八) 在球員正向球籃擲球之時。不得有衝撞猛烈之舉動。 罰則。 應受罰兩次者。違例之球員。即有侵害敵人之罰一次。

(十九) 在球員正向籃擲球之時。不得加以惡劣兇猛之舉動。 罰則。 被罰兩次。違例之球員。應立即出場。

注意。 如遇以上情形。球入籃後。猶必受罰兩次。

第二十三條

第一例 在邊線之旁不得有人照料

在比賽之時與兩方面球隊有關係之人不得在邊線旁或進場照料。經裁判員之許可者不在此例。

罰則 凡犯此者即宣布罰球一次。作為技術上之差誤。

第二十四條 罰球

第一例 違例之懲罰

凡違第二十二條第八、九、十、十一、十二、十三、十四、十五、十六、十七、十八、十九及二十三條者即宣布罰球一次。

第二例

凡違第二十二條第十八及十九兩例者即宣布罰球兩次。行罰第二次之罰球未入籃時可以繼續擲球。

第三例

凡違第二十二條第十四例之球員。雖擲球入籃。亦作爲無效。其敵人擲入球籃時。卽爲有效。

第四例

凡違第二十二條第一及第二例者。擲球入籃時。作爲無效。

第五例

凡違第二十二條第三、四、五、六例者。球卽歸敵人由界線之外向場內擲球。

第六例

在第二十二條第七例內。如行罰球方面之球員違例時。球雖進籃。仍爲無效。如未進籃。可以繼續進攻。如被罰方面之球員違例時。球進籃。作爲有效。如未進籃。應再命罰球一次。

第七例

凡違第二十二條第十五及十六兩例者。裁判員卽有令之出場之權。如違第二十二條第十九例者。裁判員可立卽令之出場。

第八例

凡球員因侵害敵人而被罰四次者。出場後。在其餘比賽之時間中。再不能入場比賽。

注意。以上一條。必須實行。不得稍有假借。球員出場之罰。已詳見

第二十二條第十五十六十七十八十九例中。

第九例

凡球隊反對裁判員之所不許行之事。裁判員可以罰其全隊。而停止其比賽。

第二十五條 勝負分數之訂定

第一例 分數

球員在場中擲進球籃一球。作爲兩分。在罰區域內罰進一球。作爲一分。

第二例 全隊被罰

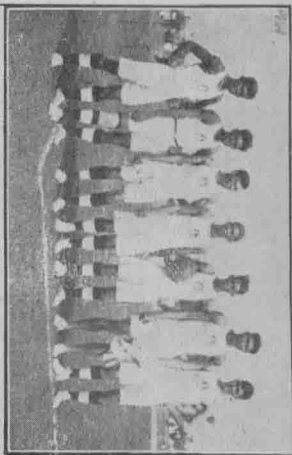
凡全隊被罰時。卽作爲無分。其餘一隊。作爲有兩分。

第三例

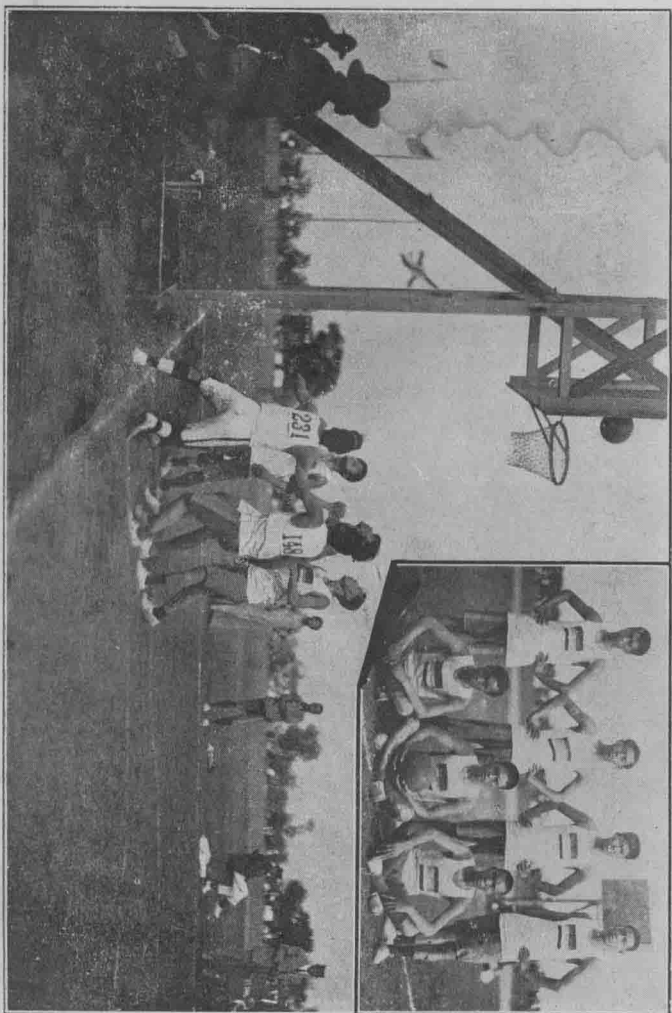
比賽之勝負。以球隊得分數之多寡爲準。

籃球規則





遠東運動會籃球運動之比賽(其一)



遠東運動會籃球比賽之(其二)

Official Rules
For
Basket Ball

Adopted by
THE FAR EASTERN ATHLETIC CONTESTS
COMMITTEE OF CHINA
AND THE
YOUNG MEN'S CHRISTIAN ASSOCIATIONS
OF CHINA

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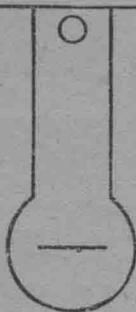
3-4 Quinsan Gardens
SHANGHAI

1916

Out of Bounds 3 feet unobstructed

Left
Forward

Right
Forward



Side Line

2 feet Radius



Center

Center Circle

Free Throw
Line

24 in.

6 feet Radius

Left
Guard

Right
Guard



6 feet

15 feet

Free Throw Lane

Basket

15 in.

End Line

Official Basket Ball Rules for 1915-16

EQUIPMENT.

RULE I.

SECTION 1. The *Playing Court* shall be a rectangular surface, free from obstructions, the maximum dimensions of which shall be 90 feet in length by 50 feet in width, and the minimum dimensions of which shall be 60 feet in length by 35 feet in width.

COURT:
Dimensions.

NOTE—By mutual agreement of the captains, Section 1 and the distance of the boundaries from obstruction named in Section 2, may be changed.

SEC. 2. The *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 fixed obstruction. The lines on the short sides of the court shall be termed the *End Lines*, those on the long sides the *Side Lines*. (See diagram on opposite page.)

Boundary lines,
Distance from
obstructions.

NOTE—See definition of ball out of bounds. Rule 6, Sec. 2.

SEC. 3. The *Center Circle* shall have a radius of 2 feet and it shall be marked in the center of the court. (See diagram on opposite page.)

Center circle.

RULE 1.

SEC. 4. The *Free Throw Lines* shall be marked 24 inches in length and 1 inch in width, the middle points of which shall be on the straight line connecting the middle points of the end lines. They shall be marked in the court parallel to, and at a distance of 15 feet from the inner edges of the end lines. (See diagram on preceding page.)

Free throw lines.

SEC. 5. The *Free Throw Lanes* shall be spaces marked in the court by lines perpendicular to the end lines at a distance of 3 feet on either side from the middle points of the end lines. These perpendicular lines shall be terminated and the lanes further marked by arcs of circles having a 6-foot radius and centers at the middle points of the free throw lines. (See diagram on preceding page.)

Free throw lanes.

RULE 2.

SEC. 1. The *Ball* shall be round; it shall be made of a rubber bladder covered with a leather case; it shall be not less than 30 nor more than 32 inches in circumference; and it shall weigh not less than 20 nor more than 23 ounces.

BALL:
Material, size and weight.

RULE 3.

SEC. 1. The *Baskets* shall be nets of cord or other material, suspended from metal rings 18 inches in inside diameter. The nets shall be so constructed or tied as to check the ball momentarily when it passes through.

BASKETS:
Material, size, position.

SEC. 2. The rings shall be rigidly attached to backgrounds, whose dimensions shall be 6 feet horizontally and 4 feet vertically. These backgrounds shall be of plate glass, or of wood painted white, or of any other material that is permanently flat and rigid.

Backgrounds:
Size and material.

RULE 3.

Position of
backgrounds
and rings.

SEC. 3. The position of the backgrounds shall be perpendicular to the side lines; and their centers shall lie in the perpendiculars erected at the middle points of the end lines. The rings shall so lie in a horizontal plane, 10 feet from the floor, that the nearest point of their inside edges shall be 6 inches from the backgrounds; they shall be attached to the backgrounds at a point 1 foot from the bottom and 3 feet from either side, by a perpendicular arm which, if extended, would pass through the center of the rings.

Projections

SEC. 4. There shall be no projections beyond the sides or above the upper edge of the baskets.

OFFICIALS AND DUTIES OF OFFICIALS.

RULE 4.

OFFICIALS.

SEC. 1. The officials shall be a **Referee**, an **Umpire**, two **Timekeepers**, and 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.

Duties of
Referee

SEC. 2. The **Referee** shall put the ball in play; shall decide when the ball is in play, when the ball is dead, to whom it belongs and when a goal has been made. He shall call fouls, and shall administer all penalties. He shall announce the final score of the game, this announcement terminating his official connection with that game.

RULE 4.

SEC. 3. The **Umpire** shall call fouls committed by any player, but he shall pay particular attention to the players in the back-field away from the ball. He may assist the **Referee** in out-of-bounds decisions and shall co-operate with him in enforcing the rule against coaching.

Duties of Umpire.

SEC. 4. Neither the **Referee** nor the **Umpire** shall have authority to set aside or question decisions made by the other.

Not to question each other's decisions.

SEC. 5. The **Referee** and the **Umpire** shall have power to make decisions for violations 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 a half or 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.

Time and place for decisions.

SEC. 6. The officials shall designate the player on whom a foul is called, and shall indicate a *personal foul* by raising a hand clearly over the head.

Designation of fouls.

SEC. 7. The **Referee** shall disqualify a player who has made four personal fouls, or who has committed the foul specified in Rule 22, Sec. 19.

Referee disqualifies.

SEC. 8. The **Referee** shall have power to call fouls for unsportsmanlike conduct, or to make decisions on any points not specifically covered in the rules.

Referee decides points Not covered in rules.

SEC. 9. The **Scorers** shall record the goals made and the fouls committed, shall distinguish in their records between personal and technical fouls, and shall notify the **Referee** immediately when the fourth personal foul has been called on any player. Their records shall constitute the official score of the game. They shall compare their

Duties of Scorers.

RULE 4.

scores after each goal and any discrepancy shall be at once referred to the **Referee**. If they fail to notify the **Referee** at once, the latter shall decide in favor of the smaller score, unless he has knowledge that permits him to decide without reference to the scorers.

NOTE—It is suggested that the **Scorers** differentiate between personal and technical fouls by designating personal fouls P₁, P₂, P₃, etc., and technical fouls T.

Duties of
Timekeepers.

SEC. 10. The **Timekeepers** shall note when the game starts; shall deduct time consumed by stoppages during the game on order of the **Referee**; and shall indicate with a gong, pistol, or whistle the expiration of the actual playing time in each half.

NOTE—It is suggested that the **Timekeepers** use one watch placed on a table before them, or otherwise placed so that both may see it.

Whistle blown,
when.

SEC. 11. The officials shall blow a whistle whenever necessary to make a decision and the **Referee** shall sound his whenever he puts the ball in play.

NOTE—It is desirable for all officials of a game to have different sounding whistles.

PLAYERS AND SUBSTITUTES.

RULE 5.

TEAMS.
Substitution,
how made.

SEC. 1. Each team shall consist of 5 players.

SEC. 2. A substitute may take the place of a player only when a whistle has been blown declaring the ball dead. He must report to and be recognized by the **Referee** or **Umpire** before going upon the court. A player who has left the game may not re-enter it.

RULE 5.

SEC. 3. A player may not leave the playing court without permission of the Referee or the Umpire until time is called at the end of the half. Player leaving court.

SEC. 4. All players shall be numbered with plain numbers at least six inches high and one inch wide, made of felt, and fastened securely on the backs of their shirts. Players to be numbered

DEFINITION OF TERMS.

RULE 6.

Out of Bounds.

SEC. 1. *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.

SEC. 2. *The Ball is Out of Bounds* when any part of it touches the boundary line, the floor outside the boundary line, any object outside the boundary line, or when it is touched by a player who is out of bounds. Ball out of bounds.

NOTE—When the ball strikes the edge of the background or the wall behind the background, it is out of bounds. As indicated by Sections 1 and 2, on the line is out of bounds (the end lines and side lines are outside the court).

SEC. 3. *The Ball is Caused to Go Out of Bounds* by the last player touched by it before it crosses the line. Who causes ball to go out of bounds.

NOTE—A player who is forced out of bounds by one of the opposing side shall not be considered as having caused the ball to go out of bounds.

RULE 7.

SEC. 1. *A Held Ball* may be declared when two players of opposing sides have one or both hands on the ball, or when one closely guarded player is withholding the ball from play. Held ball

RULE 8.

Running
with call.

SEC. I. A player shall be considered as *Running with the Ball* if, while having the ball in his possession, he advances in any direction.

NOTE—A player who is standing still when he receives the ball, may step one foot in any direction in making a pass or in starting a dribble, but the remaining foot must be kept in position until the ball has left his hands. A player who is standing still when he receives the ball, may, in throwing for goal, STEP or stride one foot in any direction and then may jump from one or both feet but the ball must leave his hands before one or both feet again touch the floor. Due allowance is to be made for a player catching the ball while running, provided he stops as soon as possible. A player with the ball in his possession who changes his position without appreciably advancing the ball in any direction, shall not be considered as running with the ball; neither shall a player pushed by one of the opposing side be considered as running with the ball.

RULE 9.

Dribbling.

SEC. I. *A Dribble* is a play in which a player after giving impetus to the ball by throwing, batting, bouncing or rolling, touches it again before it has been touched by another player. The term dribble is understood to refer to the motion of the ball while it is being batted, bounced or rolled.

NOTE—Successive tries for goal shall not be considered dribbling; a player is permitted to shoot for the basket at the termination of a dribble.

RULE 10.

Holding.

SEC. I. *Holding* is interference with a player who has the ball, by impeding his progress in any manner, whether by actual holding or by other obstruction.

RULE 10.

NOTE—Any interference with a player jumping for a thrown up ball shall be construed as holding.

RULE 11.

SECTION 1. *Blocking* is the interference in any way with the progress of a player who has not the ball. Blocking.

NOTE—[See explanation in the Interpretations, page 12].

RULE 12.

SECTION 1. When a player charges or runs into an opponent, it shall be termed *Unnecessary Roughness*. Charging;
unnecessary
roughness.

SECTION 2. Any act of violence, whether mentioned specifically in the rules or not, shall be termed unnecessary roughness, and the offender shall be charged with a personal foul.

RULE 13.

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

NOTE—A goal thrown shall count for the team into whose basket the ball was thrown even though it was done by mistake.

RULE 14.

SECTION 1. *A Free Trial for Goal* is the privilege given a player to throw for goal from a position directly behind the Free Throw line. Free trial
for goal.

NOTE—[See Rule 22, Sec. 7.]

RULE 15.

SECTION 1. *A Foul* is a violation of a rule for which a free trial for goal is allowed. Foul.

NOTE—See Rule 22, Sections 2 to 19, inclusive; also Rule 23, for definitions of specific fouls.

RULE 16.

The Ball is Dead:

Dead ball.

SEC. 1. When an official's whistle is blown calling time out.

SEC. 2. When an official's whistle is blown calling a foul.

SEC. 3. When the **Timekeeper's** signal is sounded at the expiration of each period, or whenever it may be necessary for the **Scorers** to consult the **Referee**.

EXCEPTION—If on a try for goal the ball is in the air when the signal is sounded as in Sections 1, 2, and 3, the ball shall not be dead until it has entered or missed the basket. If, however, a foul is called on the side throwing for goal the ball shall be dead at the time the foul is committed and the goal, if made, shall not count.

SEC. 4. When the **Referee's** whistle is blown calling held ball.

SEC. 5. After a goal is made.

SEC. 6. After each free trial for a goal when a foul has been called on both teams simultaneously.

SEC. 7. After the first of the two free trials awarded under Rule 24, Sec. 2.

SEC. 8. After a free throw in which the thrower has touched or crossed the Free Throw line before the ball has touched the basket or background, or has taken more than ten seconds in making the throw.

SEC. 9. When it goes out of bounds.

SEC. 10. When it lodges in any support of the baskets.

NOTE—Should the ball strike an official, it is not regarded as dead, but play continues exactly as if the ball had not touched him.

THE GAME.

RULE 17.

SEC. 1. The game shall consist of two halves of 20 minutes each, with a rest of ten minutes between the halves. This is the time of actual play. These times may be changed by mutual agreement of the captains.

Length of game.
Time of halves.
Intermission.
Time changed
by mutual
agreement.

NOTE—In games between secondary schools or in playgrounds, etc., where the players are undeveloped boys, it is recommended that an intermission of two minutes be taken in the middle of each half, during which time the players shall not leave the floor, receive coaching, or change goals.

SEC. 2. If the score is a tie at the expiration of time in the second half, play shall be continued without delay or change of baskets for an extra period of 5 minutes, or as many periods of 5 minutes as may be necessary to break the tie.

Ties score.
Extra period.

SEC. 3. When a foul is committed simultaneously with or just previous to the sounding of the **Timekeepers'** signal, it shall count and sufficient time shall be taken to permit of the free throw.

Foul
simultaneous
with
Timekeeper
signal.
Teams notified
of termination
of intermission.
Penalty.

SEC. 4. Teams shall be notified three minutes before the termination of the intermission. If either team is not on the floor ready for play within one minute after the **Referee** calls play, either at the beginning of the second half or after time has been taken out for any reason, the ball shall be put in play in the same manner as if both teams were on the floor ready to play.

RULE 18.

SEC. 1. The visiting team shall have the choice of baskets in the first half. At the beginning of the second half the teams shall take opposite goals from those assumed at the beginning of the first half.

Choice of
baskets.

RULE 19.

Time out on
order of Referee

SEC. 1. *Time shall be taken out* whenever ordered by the **Referee**. He shall order time to be taken out at the request of a captain or for injuries to players not more than three times for each team during the game. If an immediate substitution is made, however, a time-out shall not be charged.

NOTE—If an official orders time out because of injuries to players or at the request of a captain more than three times during a game for one team, that team shall be penalized for delaying the game and a technical foul shall be charged against the captain.

Umpire may
call time.

SEC. 2. The **Umpire** may call time in case of an injury to a player, which the **Referee** does not see.

Overtime play

SEC. 3. *Overtime play* shall be considered as a continuation of the second half.

Two minutes
for time out.

SEC. 4. Play shall be resumed in two minutes when time has been taken out at the request of either captain or for an injury.

Time out for
"double foul."

SEC. 5. Time shall be taken out whenever a foul is called on both teams simultaneously.

Time deducted
for stoppages.

SEC. 6. The time deducted for stoppages during the game shall be reckoned from the time the official blows his whistle calling time until he blows it again for the resumption of play.

RULE 20.

Putting ball in
play from center
circle.

SEC. 1. At the beginning of each half, when the ball is put in play after having been declared dead upon the making of a goal or an illegal free throw or because the ball has lodged in the supports of the basket (as in Rule 16, Sections 5, 8, 10), and after the last free trial for goal following a foul (Rule 16, Sec. 6), each center player shall stand facing his own goal with both feet inside the center circle, with one hand behind his back.

Position of
players.

RULE 20.

and in contact with it. The Referee shall then toss the ball up in a plane at right angles to the side lines, to a greater height than either of the center players can jump, and so that it will drop between them.

Height ball is thrown by Referee.

NOTE—"Own goal" shall mean the basket for which a team is throwing.

SEC. 2. When the Referee puts the ball in play in the center, he shall blow his whistle when the ball reaches its highest point, after which it must be touched by either one or both of the center players. Neither of the players jumping may catch the ball until it has touched a player other than the one jumping against him. If the ball be not touched first by one or both of these players jumping, the Referee shall put it in play again in the same manner in the same place.

Centers must touch ball first.

SEC. 3. If either of the center players fails to keep one hand behind his back until the ball is touched, or if either catches the ball, the Referee shall call a foul for delaying the game.

Penalty.

NOTE—This does not preclude the calling of a personal foul for interference.

RULE 21.

SEC. 1. The ball may be thrown, tossed, rolled, or batted in any direction with one or both hands.

SEC. 2. When the ball becomes dead by going out of bounds (Rule 16, Section 9), the nearest opponent of the player who caused it to go out shall put it in play by passing, bouncing or rolling it into the court in any direction, from any spot (outside of bounds) on a line drawn at right angles to the boundary line where the ball crossed it.

Ball thrown or batted in any direction.

How ball is put in play from out of bounds.

Ball belongs to opponent of player last touched by it.

NOTE—When the space out of bounds is limited for any reason, the Referee shall place the opponent of the player who has the ball out of bounds, in the court at least three feet from the boundary line. No player of either side shall be nearer than this to the player out of bounds. It is wise to have a fine line drawn in the court three feet inside the boundary lines.

RULE 21.

How ball is put in play when Referee is unable to determine to whom it belongs.

SEC. 3. If the Referee is unable to determine which player touched the ball last before it went out of bounds, he shall put it in play at that point in the court where it crossed the boundary line, by throwing it up between the two players of opposite sides nearest to it in the same manner as in Rule 20.

How ball is put in play if out of bounds when time is called.

SEC. 4. If the ball is out of bounds when the Referee declares time out (Rule 16, Section 1), it shall be put in play in the same manner as in Rule 21, Section 2.

How ball is put in play if in bounds when time is called.

SEC. 5. If the ball is in bounds when the Referee declares time out (Rule 16, Section 1), it shall be tossed up between the two players of opposite sides nearest to it, at that spot where it was when time was called, in the same manner as in Rule 20.

Ball in play when free trial if missed Exception.

SEC. 6. When the ball is dead as in Rule 16, Section 2, if the free trial for goal is missed, the ball shall be in play, except when the foul was called under Rule 22, Section 19, when the ball is dead after the first trial whether the goal was made or missed.

Held ball thrown up.

SEC. 7. When the ball is dead as in Rule 16, Section 4, it shall be put in play at the spot where it was declared dead, by throwing it up between the two players in the same manner as in Rule 20.

Free throw under control of Referee.

SEC. 8. When a free throw has been awarded, the trial must be made under the control of the Referee. He shall immediately after the foul has been called, place the ball on the Free Throw line. The throw for goal must be made within ten seconds after the ball has been put on the line.

VIOLETIONS OF RULES AND THEIR PENALTIES.

RULE 22

A Player Shall Not:

SEC. 1. Throw for basket when the ball is dead. Restrictions
on players.

SEC. 2. While making a free trial for goal, touch or cross the Free Throw line until the ball has touched the basket or background, or consume more than ten seconds in making the free throw.

PENALTY—

For violation of Sections 1 and 2—goal if made does not count.

SEC. 3. Cause the ball to go out of bounds.

SEC. 4. Carry the ball into the court from out of bounds.

SEC. 5. Touch the ball after putting it in play from out of bounds, until it has been touched by another player.

SEC. 6. Hold the ball more than five seconds out of bounds before putting it in play.

PENALTY—

For violation of Sections 3, 4, 5, and 6—the ball goes to an opponent out of bounds.

SEC. 7. Enter the Free Throw lane or touch the Free Throw lines while a free trial for goal is being made, until the ball has touched the basket or background, or attempt in any way to disconcert the player who has the free trial. If players contend for positions along the Free Throw lanes, the Referee shall arrange the players so that the desirable positions are evenly divided.

PENALTY—

See Rule 24, Section 6.

SEC. 8. Run with the ball, kick it, or strike it with the fists. TECHNICAL
FOULS

RULE 22.

TECHNICAL
FOULS (Con.) SEC. 9. Touch the ball after it has been awarded to an opponent out of bounds, leave the floor before time is called at the end of period without permission of Referee or Umpire, or otherwise intentionally delay the game.

SEC. 10. Interfere 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.

NOTE—See note to Rule 21, Section 2.

SEC. 11. Pass the ball to another player while making a free trial for goal, but must make an honest attempt to cage it.

SEC. 12. Interfere with the ball or basket while the ball is on the edge of the basket.

SEC. 13. After-starting the dribble, touch the ball with both hands simultaneously, unless he then passes it to another player or shoots for the goal. A dribble to be legal must be continuous. If the ball loses its continuity of motion after being batted, bounced or rolled and comes to rest in one hand or is touched by both hands, the dribble is stopped. It is understood that passing the ball from one hand to the other is not a legal dribble unless the ball is clearly batted, and the ball may be batted in the air only once.

SEC. 14. Go on the court as a substitute until he has reported to and been recognized by the Referee or Umpire.

PENALTY—

For violation of Sections 8, 9, 10, 11, 12, 13 and 14 — free trial for goal. These are Technical Fouls.

PERSONAL
FOULS. SEC. 15. Hold, block, trip, run into, charge or push an opponent.

SEC. 16. Use unnecessary roughness.

SEC. 17. Charge in and make bodily contact, even though the contact be accidental, with an opponent who is one of two opposing players having one or both hands on the ball.

RULE 22

PENALTY—

For violations of Sections 15, 16 and 17—free trial for goal. The offender shall be charged with a personal foul (See Rule 24, Section 8—A player making 4 personal fouls is disqualified). The Referee may disqualify for violations of Sections 15 and 16.

SEC. 18. Charge into, push, or otherwise use roughness upon an opponent who is in the act of throwing for the basket.

PENALTY—

Two free trials. The offender shall be charged with one personal foul.

SEC. 19. Use flagrant roughness on a player who is in the act of throwing for the basket.

PENALTY—

Two free trials and offender shall be disqualified.

NOTE—If a goal is made it counts and the two free trials are allowed in addition.

RULE 23.

SEC. 1. There shall be no coaching from the side lines during the progress of the game by any one officially connected with either team, nor shall any such person go on the court during the progress of the game except with the permission of the Referee or Umpire.

Coaching from
side lines a
Technical Foul

PENALTY—

Free trial for goal. This is a Technical Foul.

PENALTIES.

RULE 24.

SEC. 1. A free trial for goal shall be allowed the opposing team for violation of Rule 22, Sections 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19 and Rule 23.

Penalties for
violations.

SEC. 2. Two free trials for goal shall be allowed the opposing team for violation of Rule 22, Sections 18 and 19. If the second free throw is missed the ball shall be in play.

RULE 24

SEC. 3. For violation of Rule 22, Section 14, by a player of the side throwing for goal, the goal if made shall not count. If violated by a player of the opposing side, the goal if made shall count.

SEC. 4. For violation of Rule 22, Sections 1 and 2, if a goal is made it shall not count.

SEC. 5. For violation of Rule 22, Sections 3, 4, 5, 6, the ball shall go to the opposing side out of bounds.

SEC. 6. For violation of Rule 22, Section 7, by a player of the side throwing for goal, the goal if made shall not count, and if missed, the ball shall be in play. If violated by a player of the opposing side, the goal if made shall count, and if not made, another free trial shall be allowed.

SEC. 7. For violation of Rule 22, Sections 15 and 16, the Referee shall have power to disqualify. For violation of Rule 22, Section 19, the Referee shall disqualify.

SEC. 8. A player making four personal fouls in a game shall be disqualified by the Referee for the remainder of the game.

Personal fouls enumerated. NOTE—This section shall not be set aside under any consideration, but shall be strictly enforced. "Disqualifying Fouls" shall be personal fouls as covered by Rule 22 Sections 15, 16, 17, 18 and 19.

SEC. 9. Any team refusing to play after receiving instructions to do so from the Referee shall forfeit the game.

SCORING.

RULE 25.

Value of goals. SEC. 1. A goal made from the field shall count 2 points; a goal from a free trial shall count 1 point.

Score of forfeited game. SEC. 2. The score of a forfeited game shall be 2—0.

SEC. 3. A game shall be decided by the scoring of the most points in the playing time.

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