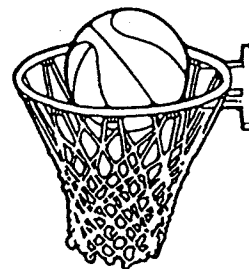


BASKETBALL 10



GLOSSARY OF TERMS

- Backcourt - the half of a court which a team defends.
- Blocking - a foul by a player who impedes the path of an opponent.
- Charging - a foul by an offensive player who runs into an opponent.
- Fast Break - a style of offense in which a team attempts to race to the offensive basket before the defense can get set.
- Field Goal - a basket made from the court during normal play. A field goal is worth 2 or 3 points, depending on the part of the court from which the shot is attempted.
- Free Throw - a free (unguarded) shot from the free throw line, awarded after certain fouls by the opposing team. Also called a foul shot.
- Front Court - the half of the court in which a team is trying to score.
- Man to Man Defense - a style of team defense where each player is assigned one specific opponent to guard.
- Personal Foul - a player foul involving contact with an opponent.
- Rebound - the recovery of a missed field goal attempt.
- Steal - the capture of the ball by a defender from an opposing player; an intercepted pass.
- Technical Foul - unsportsmanlike conduct or failure to follow the basic rules of the game.
- Travelling - running or walking with the ball without dribbling it.
- Turnover - loss of possession of the ball without attempting a field goal.
- Violation - minor infraction of the rules.
- Zone Defense - a style of team defense where each player guards a specific area of the court rather than a specific opponent

SIMPLIFIED RULES

The Game: Basketball is a game played by two teams, with only five players from each team permitted on the court at one time.

Officials: During a game there are two officials on the floor, a referee and an umpire. They are assisted by a scorekeeper, timekeeper and 30 second (shot clock) timer.

Scoring: A successful field goal attempt taken beyond the 3 point line is worth 3 points. A successful field goal attempt taken inside the 3 point line is worth 2 points. A successful free throw attempt is worth 1 point.

Length of Game: In international basketball the playing time consists of two 20 minute halves with a 10 minute half-time break. The N.B.A. plays four 12 minute quarters(48 minutes in total).

Jump Ball: There are a number of reasons for a jump ball to occur during a game:

1. to start the game, quarter or half
2. to restart after a ball has been held for 5 seconds by two opponents
3. to restart after a double foul by two opponents
4. when there is uncertainty as to which team put the ball out of bounds

Violations: Minor infractions of the rules. After a violation the ball is put back in play from the sideline nearest to where the violation took place by the opposing team. Violations include:

1. travelling - including moving without dribbling the ball, changing pivot foot
2. stepping or going out of bounds with the ball
3. over and back - bringing the ball back into your backcourt from the frontcourt
4. double dribble
5. three seconds in the opponents key
6. foot ball - any time a player intentionally strikes the ball with his foot
7. shooter stepping over the free throw line before the free throw hits the rim

Personal Fouls: A personal foul is a player foul which involves contact with an opponent. The player responsible for the contact is charged with a personal foul. After 5 personal fouls the player is eliminated from the game. Personal fouls include:

1. holding an opponent
2. pushing or tripping an opponent
3. charging into an opponent
4. illegally blocking an opponent
5. illegal use of the hands - hitting an opponents arm or body especially while that player is shooting.

COURT DIAGRAM

