Basketball Study Guide
(revised 06/04)

I. HISTORY

A. Basketball is the only major sport that originated in America. Dr. James A. Naismith introduced the game to a class at the YMCA College in Springfield, Massachusetts on January 20, 1892. He wanted a winter sport that would appeal to his students as much as football and baseball did during their respective seasons. The game was first played with a soccer ball and peach baskets at a height of ten feet (which is still the height used today).

B. Smith College was the scene of the first basketball game for women. Even though the rules for the women’s game have been altered many times, today there are no differences between the women’s game and the men’s game (except the size of the ball). The first book of rules governing women’s basketball was published in 1901.

C. The original game began with 13 basic rules that are the foundation of the modern game today.

D. The game was originally played with 9 players on a team. Five players on a team have been the standard since 1895.

E. Basketball was included in the Olympic Games for men in 1936 and for women in 1976.

F. FYI (for your information): www.usabasketball.com

II. THE COURT

A. The game is played on a rectangular, hard-surfaced court, which ranges in size from a maximum length of 97 feet long by 52 feet wide for college down to a minimum of 74 feet long by 42 feet wide.

III. TEAM AND PLAYER POSITION

A. A team consists of 5 players.

B. Guards (point): Shortest, quickest, plays out front, sets up the offense, excels in ball handling skills and passing, shoots from outside (top of key).

B. Forwards (wings): Medium height to tall makes up the sides of the offensive set-up, excels in passing, outside shooting and rebounding.

C. Center (post or pivot): Tallest, usually takes the jump ball, plays near the lane, underneath the basket on offense and defense, excels in rebounding and close-range shooting.

IV. PLAY

A. The game begins with a jump ball at the center circle. There is only one jump ball in a regulation game. When the game is tied at the end, the overtime begins with a jump ball.

B. Scoring: Field goal = 3 points or 2 points

                Free Throw = 1 point

C. After each goal or free throw is scored, the ball is put in play from behind the endline.

V. SKILLS

A. Dribbling: is slower than passing as a means of moving the ball. Therefore it should not be overused. The dribble should be used only to:

                1. penetrate or drive for the basket
                2. create a better passing lane
                3. get out of a crowd

Remember, never dribble the ball when a pass can be completed successfully.
B. **Passing:** The key to an effective offense is accuracy in passing. Passing is the quickest way to move the ball, thus allowing the offense to catch the defense off balance and out of position.

<table>
<thead>
<tr>
<th>Types of Passes:</th>
<th>Chest</th>
<th>Bounce</th>
<th>Overhead/Jump</th>
<th>One-hand Baseball</th>
</tr>
</thead>
</table>

C. **Shooting:** The primary objective of the game is to score goals. Therefore, all players should be able to shoot. Being able to shoot a variety of shots from varying distances increases the effectiveness of any player.

<table>
<thead>
<tr>
<th>Types of Shots:</th>
<th>Set Shot</th>
<th>Jump Shot</th>
<th>Lay-Up</th>
<th>Hook Shot</th>
</tr>
</thead>
</table>

D. **Rebounding:** is gaining possession of the ball after an unsuccessful shooting attempt. Since approximately 60% of field goal attempts are missed, rebounding skill is essential to any team. Positioning, for the rebound, is called “blocking out” or “boxing out”.

<table>
<thead>
<tr>
<th>Keys to effective rebounding:</th>
<th>Positioning</th>
<th>Aggressiveness</th>
<th>Timing of jumps</th>
</tr>
</thead>
</table>

VI. **DEFENSE**

A. **Player-to-Player:** Each player is responsible for guarding one offensive player. This defense takes extraordinary skill, stamina, and teamwork.

B. **Zone:** Each player is responsible for covering a certain area of the court. The defense shifts in relation to the ball, rather than in relation to the position of the offense players. The zone defense is valuable in securing rebounds, in cutting off inside shooting, against taller opponents, and protecting players who are in foul trouble.

VII. **FOULS AND VIOLATIONS**

Any infraction (breaking) of the rules is either a foul or a violation.

A. **Violations:** Breaking of a rule for which the ball is put in play from out of bounds.

   There are three categories: Ball, Line and Time.

   **The Penalty:** Ball is awarded to the opponents out-of-bounds.

<table>
<thead>
<tr>
<th>Violation examples:</th>
<th>* Kicking the ball * Palming the ball * Traveling * Double Dribble</th>
</tr>
</thead>
<tbody>
<tr>
<td>  * Holding the ball for 5 seconds or more     * 3 seconds in the lane</td>
<td></td>
</tr>
<tr>
<td>  * Entering the lane too soon after a free throw   <strong>Any line violation</strong></td>
<td></td>
</tr>
</tbody>
</table>

B. **Fouls** (There are two types of fouls)

1. **Technical Foul:** Non-contact foul committed against a coach, player of fan.

   There are two categories: delay of game and unsportsmanlike conduct.

   **The Penalty:** Team fouled against gets one or more free throws and the ball on the sidelines.

   **Examples:** * Delay of game * Too many time-outs taken * Unsportsmanlike conduct
   * Disrespect to an Official * Profane language or distasteful gestures
   * Too many players participating at the same time

2. **Personal Foul:** Contact foul committed by a player while the ball is in play.

   **The penalty:** The player fouled must shoot one or more free throws. Conditions:
   If the goal is missed – the player shoots two free throws. If the goal is made – the player shoots one shot.
   A player is disqualified from further play on his/her 5th personal foul.

   **Examples:** * Holding * Pushing * Tripping * Hacking * Charging * Blocking
   * Hindering an opponent by an extended arm, hip, or knee.