# Basketball Study Guide (revised 06/04)

#### L 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 Collège 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 has 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 team consists of 5 players.

A. 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. <u>Dribbling:</u> 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 ef	: Factivo offense is :	accuracy in passing Pass	sing is the quickest way to
move the ball, thus allown	no the offense to c	atch the defense off balar	nce and out of position.
Types of Passes: Chest	Bounce	Overhead/Jump	One-hand Baseball
			C. II Toward alloydd ba
C. Shooting: The primary of able to shoot. Being able effectiveness of any player	to shoot a variety	ne is to score goals. There of shots from varying dist	tances increases the
Types of Shots: Set Shot	Jump Shot	Lay-Up	Hook Shot
D. D. I	ld goal attempts ar	re missed, rebounding ski ring out" or "boxing out"	in is essential to any team.
Keys to effective rebounding:	Positioning	Aggressiveness	Timing of jumps
VI. DEFENSE			
and protecting players where VII. FOULS AND VIOL.  Any infraction (breaking) of A. Violations: Breaking of There are three categories.	stamina, and team ponsible for cover than in relation to uring rebounds, in the are in foul troub ATIONS  the rules is either a rule for which the sell, Line and	work.  ing a certain area of the conting a certain area of the offer of the position of the offer of the cutting off inside shooting of the cutting off inside shooting of the cutting of	court. The defense shifts in use players. The zone ug, against taller opponents,
The Penalty: Ball is away Violation examples: * Kick * Holding the ball for 5 secon * Entering the lane too soon	ing the ball * ! nds or more	Palming the ball * T  * 3 seconds in the lane  * Any line violation	raveling * Double Dribble
1. Technical Foul: Non-co There are two categories	: delay of game and led against gets of	nd unsportsmanlike cond he or more free throws air	nuct,  and the ball on the sidelines.
Evenules * Delay of came	* Too t	* * *	Thereadomonlike conduct
* Disrespect to a	n Official * Profa yers participating	ine language of distasteri	ul gestures