

SPALDING'S ATHLETIC LIBRARY



Spalding's

Official
**BASKET
BALL
GUIDE**



AMERICAN SPORTS PUBLISHING Co.
16 & 18 Park Place, New York.

OFFICIAL RULES

Season 1903-1904

RULE I.

GROUNDS. SECTION 1. Basket Ball may be played on any grounds free from obstruction, said grounds not to exceed 3,500 square feet of actual playing space. In serial championships the size of actual playing space shall not be smaller than 2,400 square feet.

Boundary lines. SEC. 2. There may be a well defined line marked around the floor or field. When side lines are used they shall be straight and at least 3 feet from the wall or fence. The end boundaries shall be directly below the surface against which the goal is placed. This line shall form the boundary of the field of play. Upon agreement by both teams the boundary lines may be dispensed with.

SEC. 3. A circle with a two-foot radius shall be drawn in the centre of the field of play as per diagram on page 147 (Rule XI, section 2).

SEC. 4. A lane 6 feet wide shall be drawn on floor as shown in diagram on page 147 (Rule XI, section 14).

RULE II.

BALL. SECTION 1. The ball shall be round; it shall be made of a rubber bladder covered with a

NOTE—"Basket Ball for Women," edited by Miss Sepda Berenson, of Smith College, and containing the revised rules for women, is published in Spalding's Athletic Library; price 10 cents.

leather case; it shall be not less than 30 nor Size of Ball. more than 32 inches in circumference; the limit of variableness shall not be more than one-fourth of an inch in three diameters; it shall weigh not less than 18 nor more than 20 ounces.

SEC. 2. The ball shall be provided by the Ball provided by home team or Championship Committee as the case may be. home team; except in serial championships, when the championship committee shall furnish the ball; shall be tightly inflated and so laced that the ball cannot be held by the lacing, and shall be otherwise in good condition.

SEC. 3. The ball made by A. G. Spalding & Bros. shall be the official ball. Official balls will be stamped as herewith, and will be in sealed boxes.



SEC. 4. The official ball must be used in all Official ball to be used in all match games. match games. The referee may in all match games and shall in serial championships declare all games void when this rule is violated

RULE III.

SECTION 1. The goals shall be hammock GOALS. nets of cord, suspended from metal rings 18 inches in diameter (inside). The rings shall be placed 10 feet above the ground in the centre of the short side of the actual playing field. The inside rim shall extend 6 inches from the surface of a flat, perpendicular screen or other rigid surface measuring at least 6 feet Screen back of goals. horizontally and 4 vertically. If a screen is

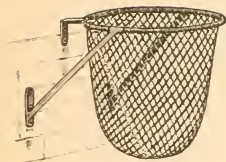
used it must not extend more than one foot below the upper edge of the goal.

SEC. 2. The goals shall be rigidly supported from below. There must be no projections beyond the sides nor above the upper edge of the goal.

SEC. 3. The goal made by A. G. Spalding & Bros. shall be the official goal.

SEC. 4. The official goal must be used in all match games. The referee may in all match games and shall in serial championships declare all games void when this rule is violated.

SEC. 5. No spectators or others shall be permitted nearer than six feet to the goal in any direction. The referee shall see that this rule is enforced and act in accordance with Rule XI, section 34, and Rule VI, section 35.



OFFICIAL GOAL.

Official goal to be used in all match games.

RULE IV.

TEAMS.

SECTION I. Teams for match games shall consist of five men.

SEC. 2. In match games all players must be bona fide members of the Association, Branch, Department or organization which they represent.

SEC. 3. In serial championship games no member of one team shall play or act as substitute on any other team in that championship.

Players must be bona fide members of teams they represent.

SEC. 4. Physical Directors or their salaried assistants shall not play in match games.

SEC. 5. *Official A.A.U. rules* govern the eligibility of all players playing under the sanction of the A.A.U. (See Article X, page 41, and Article XI, page 44, of A.A.U. Official Handbook.)

A. A. U. rules govern.

SEC. 6. *Official Y.M.C.A. Athletic League rules* govern the eligibility of all players playing under the sanction of the Y.M.C.A. Athletic League. (See sections 8, 9 and 10, pages 31 and 32 of Y.M.C.A. Athletic League Handbook.)

Y. M. C. A. athletic rules govern.

SEC. 7. *Official I.C.A.A.A.A. rules* govern all games played between teams representing educational institutions.

I.C.A.A.A.A. rules govern.

(1) When teams from educational institutions play teams not representing educational institutions, A.A.U. rules govern.

When A.A.U. rules govern educational institutions.

(2) Teams from educational institutions are required to get sanction and have the individual players registered in the A.A.U. when they play teams not representing an educational institution. (See Article X, page 41, and Article XI, page 44, of A.A.U. Official Handbook.)

When teams from educational institutions are required to get sanction and have individuals registered.

RULE V.

SECTION 1. The officials shall be a **Referee**, one **Umpire**, a **Scorer** and a **Timekeeper**.

OFFICIALS.

NOTE—A. A. U., I. C. A. A. A. and Y. M. C. A. Athletic League hand-books may be secured from the publishers of this Guide.

SEC. 2. In each serial championship game the championship committee shall pay the actual expenses of the officials.

RULE VI.

REFEREE.

Referee an out-
sider.

Visiting teams
must be notified
about referee.

SECTION 1. The **Referee** in all cases must be a thoroughly competent and impartial person, and shall not be a member of either of the competing organizations.

SEC. 2. In all but championship games, the visiting team shall choose the **Referee**, but shall notify the home team of such selection not later than four days before the date fixed for the game. Any team neglecting to send such notification within the limit specified shall forfeit the right to appoint the referee.

SEC. 3. In all championship games the **Referee** shall be selected by the Championship Committee.

Alterations in
rules, about
grounds and
time.

SEC. 4. Before the game begins the **Referee** shall see that the regulations respecting the ball, goal, grounds and spectators (Rule III, section 5) are adhered to. By mutual agreement of the captains, the referee may allow alterations in the rules regarding grounds and time, but not in goal, ball or teams. The referee shall ascertain before the commencement of the game the time for beginning, or any other arrangements that have been made by the captains.

SEC. 5. The **Referee** shall be judge of the ball. He shall decide when the ball is in play, to whom it belongs, when a goal has been made, and have equal power with the umpire to call fouls.

Referee judges when ball is in play and when goal has been made and calls fouls.

SEC. 6. The **Referee** shall approve of the timekeeper and scorer before the game begins.

SEC. 7. Whenever the ball is put in play by tossing it up the **Referee** shall stand so that he shall throw the ball in a plane at right angles to the side lines. (Rule XI, section 4.)

Ball, how put in play.

SEC. 8. The **Referee** shall call time when necessary by blowing a whistle.

Calling Time.

SEC. 9. No player but the captain shall address any official. The **Referee** shall call a foul for violation of this rule.

Referee calls foul on player who speaks to officials.

SEC. 10. The **Referee** is the superior officer of the game and shall decide all questions, but shall have no power to alter a decision of the umpire when it is in regard to matters under his jurisdiction.

Cannot alter decision of umpire.

SEC. 11. Any team refusing to play within three minutes after receiving instructions to do so from the **Referee** shall forfeit the game.

Team refusing to play forfeits game.

SEC. 12. The **Referee's** term of office shall only extend from the time the game begins until it is concluded, and his decision awarding the game must then be given. His jurisdiction shall then end and he shall have no longer any power to act as referee.

Referee has no power after game.

SEC. 13. Decides when goal has been made. (Rule XI, section 1.)

SEC. 14. Puts the ball in play. (Rule XI, sections 2, 3 and 4.)

SEC. 15. Indicates the two men nearest ball when time was called and who are to jump for it when play is resumed. (Rule XI, section 5.)

SEC. 16. Throws ball up when it is held by two or more players for any length of time. (Rule XI, section 6.)

SEC. 17. Awards point to opposing team when goal or ball is touched. (Rule XI, section 10.)

SEC. 18. Makes decisions on Rule XI, section 13.

SEC. 19. Decides on violations of Rule XI, section 14.

SEC. 20. Decides whether goal has been made according to Rule XI, section 18.

SEC. 21. Disqualifies for rough play. (Rule XI, section 21.)

SEC. 22. Blows whistle when ball goes out of bounds. (Rule XI, section 24, par. [d].)

SEC. 23. Decides who touched ball first when it goes out of bounds [b] and calls foul when latter part of [j] is violated. (Rule XI, section 24 [b and j].)

SEC. 24. Makes all decisions on violations of Rule XI, section 24 [j].

SEC. 25. Decides when player has held ball

more than 5 seconds outside. (Rule XI, section 24 [g].)

SEC. 26. Makes decisions when ball is bounced, etc., to out of bounds. (Rule XI, section 24 [a].)

SEC. 27. Makes decisions on Rule XI, section 25.

SEC. 28. Decides whether ball was in the air when whistle sounded and whether goal counts. (Rule XI, section 26.)

SEC. 29. When two or more officials blow their whistles simultaneously the official's whistle calling attention to a foul committed shall take precedence. (Rule XI, section 27.)

SEC. 30. Decides whether a goal thrown by a team making a foul counts. (Rule XI, section 28.)

SEC. 31. Decides games won by default. (Rule XI, section 29.)

SEC. 32. Decides when game has been won by default according to Rule XI, section 30.

SEC. 33. Announces the score of a defaulted or forfeited game. (Rule XI, section 31.)

SEC. 34. Calls foul for derogatory remarks about officials. (Rule XI, section 33.)

SEC. 35. Shall have power to give game to visiting team in accordance with Rule XI, section 34.

SEC. 36. Makes decisions, within his jurisdiction, on questions arising regarding the spectators. (Rule XI, section 35.)

SEC. 37. Calls fouls for persistent or intentional delays. (Rule XI, section 36.)

SEC. 38. Disqualifies for profanity. (Rule XI, section 37.)

Referee to notify committee when man has been disqualified.

SEC. 39. The **Referee** shall notify the secretary of the committee under whose jurisdiction the game has been played, whenever a player has been disqualified, giving the player's name, date, place, name of team and nature of the offence. The referee shall call fouls when the following rules are violated: Rule VI, section 9; Rule XI, sections 33 and 36; Rule X, section 3; and in addition divides the responsibility with the **Umpire** for calling all other fouls.

Referee calls fouls.

RULE VII.

UMPIRE.

Umpire, outsider.

SECTION 1. The **Umpire** in all cases must be a thoroughly competent and impartial person, and shall not be a member of either of the competing organizations.

Visiting team must be notified about umpires.

SEC. 2. In all but serial championship games the home team shall choose the umpire, but shall notify the visiting team of such selection not later than four days before the date fixed for the game. A team neglecting to send such notification within the limit specified shall forfeit to the visiting team its right to appoint the umpire.

SEC. 3. In all serial championship games

the **Umpire** shall be selected by the Championship Committee.

SEC. 4. The **Umpire** shall be judge of the men, shall make decisions and call fouls as follows: **Umpire** calls fouls for violations of Rule XI, sections 16, 17, 18, 19, 20, 21.

Umpire calls fouls.

SEC. 5. The **Umpire** shall make his decisions independently of the **Referee** and a foul called by one shall not be questioned by the other.

Umpire not to question Referee's decisions.

SEC. 6. Whenever a foul is made the **Referee** or **Umpire** shall blow a whistle, and indicate the offender, and announce the nature of the foul so both the offender and the scorer can hear it.

Whistle blown on foul.

RULE VIII.

SEC. 1. The scorer shall be appointed by the captain of the home team, except in serial championship games when he shall be appointed by the Championship Committee.

SCORER.

SEC. 2. He shall notify the **Referee** when a player should be disqualified, according to Rule XI, section 21.

Scorer must notify referee about disqualifying players.

SEC. 3. Official games shall be scored according to the details in the official score book.

SEC. 4. The use of blackboard, cards, etc., to announce the score to spectators, shall be in charge of the scorer or one of his assistants, and only the official score shall be announced thereon.

Blackboards, cards, etc., for announcing score, to be in charge of official scorer.

RULE IX.

TIMEKEEPER.

SECTION 1. A timekeeper shall be appointed by the captain of the home team, except in serial championship games, when he shall be appointed by the Championship Committee.

SEC. 2. He shall note when the game starts and shall blow his whistle at the expiration of twenty minutes' actual playing time in each half.

Time out only
on referee's
order.

SEC. 3. Time consumed by stoppages during the game shall be deducted only on order of the referee.

RULE X.

CAPTAINS.

SECTION 1. Captains shall be indicated by each side previous to the commencement of a match; they must be players in the match.

SEC. 2. The captains shall be the representatives of their respective teams.

Captains speak
to officials.

SEC. 3. The captains shall toss for choice of goals and be entitled to respectfully call the attention of the officials to any violation of the rules which they think has been made. The Referee shall apply Rule XI, section 33, to the captains' conduct when necessary.

SEC. 4. Before the commencement of a match each captain shall furnish the scorer with a list of his team with their positions.

RULE XI.

THE GAME.

SECTION 1. A goal made from the field shall

count 2 points; a goal made from a foul shall count as 1 point; a goal thrown shall count for the side into whose goal the ball is thrown, even though it was done by mistake. The ball must enter and remain in the basket until after the **Referee's** decision to constitute a goal.

Scoring of goals.

What constitutes a goal.

SEC. 2. The **Referee** shall put the ball in play by tossing it up to a greater height than either of the centre men can jump, in a plane at right angles to the side lines, so that it will drop near the centre of the field, which shall be indicated by a conspicuous mark. The centre of the field of play shall be marked by a circle with a 2-foot radius. The two centre men must stand with both feet inside this circle. This is to be done at the opening of the game, at the beginning of the second half and after each goal.

Ball, how and when put in play at centre.

Centre to be conspicuously marked.

SEC. 3. After the **Referee** puts the ball in play in the centre, it must be first touched by one of the centre men. The **Referee** shall put the ball in play again in the same manner when this rule is violated. When two fouls at once, on opposite sides, are called, they should be thrown in succession. The ball should then be put in play in the centre.

Ball to be touched first by one of the centre men.

Two fouls at once.

SEC. 4. After time has been called the **Referee** shall stand between the players and the nearer side line and put the ball in play by tossing it up in such a manner that it will drop near the spot where it was when time was called, un-

After "time," ball goes up at spot where it was when time was called, except when it was outside.

less it was held out of bounds. In this case play shall be resumed at the whistle of the referee, as if time had not been called. (Rule VI, section 7; also Rule XI, section 5.)

Two opponents nearest to jump for ball.

SEC. 5. The two opponents nearest this spot when time was called shall jump for the ball. They shall be indicated by the **Referee**.

Held ball.

SEC. 6. When the ball is held by two or more players for any length of time the **Referee** shall blow his whistle, stop the play and throw the ball up from where it was held. (Rule VII, section 7; also Rule XI, section 5.)

Players who "jump" for ball must stand with both feet together.

SEC. 7. Whenever the ball is put in play the players who are to first touch the ball must not stand further than two feet from the spot where the ball is to fall and have both feet together.

SEC. 8. A game must be decided by the winning of the most points in forty minutes playing time, except in case of tie.

Requires two points to win in case of tie.

SEC. 9. In case of a tie the game shall continue (without exchange of goals) until either side has made 2 additional points. The goals may be made either from field or foul line, the team first scoring 2 points wins.

Goal or ball touched by opponent.

SEC. 10. If the goal or ball is touched by an opponent when the ball is on the edge of the goal, the **Referee** shall award 1 point to opposing team.

Time of halves for seniors and juniors.

SEC. 11. For seniors the game shall consist of two halves of twenty minutes each, with a

rest of ten minutes between the halves. For juniors the halves shall consist of fifteen minutes, 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, except in serial championship games, in which case the championship committee shall make the change if necessary.

SEC. 12. The teams shall change goals at the end of the first half.

SEC. 13. When a foul has been made the opposite side shall have a free throw for the goal at a distance of fifteen feet from a point on the floor directly beneath the centre of the goal, measuring towards the opposite goal. The player having a free throw shall not cross the fifteen-foot line until the ball has entered or missed the goal. If this rule is violated, a goal, if made, shall not be scored, and, if missed, the ball shall be dead and put in play in the centre. The ball shall not be thrown to another player; an honest attempt must be made to cage it; if the ball is caromed to another player and he succeeds in throwing a goal it shall not be counted. Whether the goal is made or missed it shall be thrown up at the centre. The **Referee** makes the decisions on this rule.

SEC. 14. No player shall stand nearer than six feet to the thrower, nor in a lane six feet wide from the thrower to the goal, nor inter-

Free throw
mark.

Thrower must
not cross mark

Ball to be
thrown at
basket.

Six-foot lane for
players. Pen-
alty for crossing
line before ball
reaches basket.

ferre with the ball until after it reaches the goal. He shall not be interfered with in any way whatever, either by player or spectators. If this rule is violated by one of the opposite team, and a goal is not made, he shall have another free throw. If violated by one of his own team, or by players of both teams, and a goal is made, it shall not count, and whether missed or made the ball shall be thrown up in the centre. If the goal is not made and no rules have been violated the ball shall be in play. The players must stay back of the line until the ball has entered or missed the goal. The **Referee** makes the decisions for violation of this rule.

SEC. 15. The ball may be thrown or batted in any direction with one or both hands.

Kicking or
using fists not
allowed.

SEC. 16. The ball shall not be kicked or struck with the fists. The **Umpire** or **Referee** shall call a foul for violation of this rule.

Ball not to be
carried.

SEC. 17. A player shall not carry the ball while in bounds. He must play it from the spot on which he catches it. Allowance is to be made for one who catches it while running, provided he throws it at once or stops as soon as possible. This shall not be interpreted as interfering with a man's turning around without making progress as long as he keeps one foot in place. The **Umpire** or **Referee** shall call a foul for violation of this rule.

"Dribbling"
with one hand
but not with
two.

SEC. 18. A man may touch the ball with both hands but once during the dribble; it

makes no difference at what point this using both hands comes. He may catch it with both hands, then dribble it with one hand, but cannot touch it with both hands again until some one else has played it. Or he may get the ball with one hand, and dribble it a ways, and then take it with both hands and throw it. In dribbling with one hand there is nothing to prevent the hands being used alternately. The ball must be played by another player; touching him is not sufficient. The principle is that he can take it with both hands but once in a single dribble. The **Umpire** or **Referee** shall call foul for violation of this rule. This does not interfere with his throwing for a goal twice or more in succession, even if no other player touches it between times. If a player dribbles the ball and throws a goal it shall not count and the ball shall then be thrown up in the centre; if he misses it the ball is in play. The two hand play refers only to dribbling. One bounce is considered dribbling.

SEC. 19. The ball shall be held by the hands only. The using of any other part of the body to hold or assist in holding the ball constitutes a foul. Hugging the ball is a foul. The **Umpire** or **Referee** shall call a foul for violation of this rule.

SEC. 20. There shall be no tackling or holding or pushing of an opponent. The arms shall not be used in any way to interfere with

Goal thrown at end of dribble does NOT count.

One bounce a dribble.

Ball held by hands only.

Holding, etc.

the progress of a player who has not the ball. Grasping the clothing or person of a player with the hands or putting one or both arms about a player shall be called holding. The **Umpire** or **Referee** shall call a foul for violation of this rule.

Roughness will disqualify.

Disqualification for one year.

SEC. 21. There shall be no shouldering, tripping, striking, kicking, hacking or intentional or unnecessary roughness of any kind. Violation of this rule constitutes a foul. The **Referee** may, for the first offence, and shall, for the second offence, disqualify the offender, for that game and for such further period as the committee in charge shall determine; except that disqualification for striking, hacking or kicking shall be for one year, except by alteration of penalty in any special case by the proper Registration Committee of the Amateur Athletic Union or the Governing Committee of the Athletic League of the Young Men's Christian Association. A foul is a violation of the rules, whether committed unintentionally, ignorantly or otherwise. The fact that a foul is made is the only guide for the officials in calling the same. The **Umpire** or **Referee** shall call a foul for violation of this rule. The **Referee** has power to disqualify for violation of this rule whether foul was called or not.

Substitute allowed for disqualified player.

SEC. 22. A substitute shall be allowed for a player who has been disqualified, and the foul made by him shall be counted.

SEC. 23. Whenever, because of sickness or accident to a player, it becomes necessary for the referee to call "time," play must be resumed in five minutes. If the injured player is unable to resume play by that time, a substitute shall take his place, or the game start at once without him. If it becomes necessary for any other reason than sickness or injury to change men it can only be done between halves, and only after the referee and scorer have been notified. Any goals made by the team violating this rule shall not be counted, but this shall not affect the score of the other team. A man once removed from the game cannot play again during that game.

Five minutes for "time."

Men to be changed between halves only, except in case of sickness or injury.

A man once removed cannot play again.

SEC. 24. The ball is out of bounds only when it has completely crossed the line.

Ball out of bounds.

(a) When the ball is batted, rolled, bounced, passed, etc., from the field of play and *remains there*, the **Referee** shall give it to the opposite side.

(b) In case of a doubt in the mind of the **Referee** as to which player touched it last, it shall be tossed up between two players indicated by the referee.

(c) In case of a doubt in the mind of the **Referee** as to which player first touched the ball outside, he shall toss it up inside the field of play on a line with the spot where it left the field of play.

Doubt as to who touched it first.

When ball rolls
or bounces in
again.

(*d*) When the ball goes out of bounds and rolls or bounces in again, play shall continue whether or not it was touched while out of bounds, except if the whistle of the **Referee** is blown, the ball shall then be put in play as though it had not returned to the field of play.

Passed to a
player outside.

(*e*) When it is passed to a player out of bounds by one of his own team, the **Referee** shall give it to the opponent at the spot where it left the field of play.

Carried from the
field of play.

(*f*) The ball shall not be carried from the field of play. The **Umpire** or **Referee** shall call a foul for violation of this rule. (Rule XI, section 17.)

(*g*) A player is allowed five seconds to hold the ball out of bounds, and if he holds it longer it shall be given to his opponent by the **Referee**.

Batting ball
out of bounds.

(*h*) When the **Referee** is tossing the ball up between two men and one of them bats it to out of bounds, it shall be given to the opposite side where it left the field of play.

To be played by
another player.*

(*i*) The ball may be thrown in any direction into the field of play, from any spot (outside of bounds) on a line drawn at right angles to the boundary line at the spot where the ball crossed it. The ball must be *thrown*, *not rolled*, into the field of play, and must be played by some other player before the player who passed it in can again play it.

When either of these rules are violated the

Referee shall give the ball to the opponent at the same spot.

(j) There shall be no interfering with the player who is returning the ball: that is, no part of the person of his opponent shall be outside of the field of play; the opponent shall not touch the ball until it has crossed the line. If either of these rules is violated the **Referee** shall return the ball to the player who had it and have it again put in play at the original place. However, if his opponent knocks the ball out of his hands, then Rule XI, section 36, may be applied to this action of the opponent by the **Referee**.

Interfering with thrower in.

SEC. 25. When a player makes a throw for goal and the **Referee** decides that part of his person was out of bounds the referee shall put the ball in play in the centre of the field of play. If a goal is made it shall be declared no score.

Goal from outside.

SEC. 26. If a player throws for the goal and the **Referee** decides the ball was in the air when the whistle of the **Referee**, **Umpire** or timekeeper sounded, and the throw results in a goal, it shall count, except as in section 28 of this rule.

Goal counts if whistle is blown when ball is in the air.

SEC. 27. When the **Umpire's** whistle sounds simultaneously with either the **Referee's** or timekeeper's the official's whistle calling attention to a foul shall take precedence. The **Umpire** or **Referee** shall have power to call fouls

Whistle calling attention to foul made takes precedence.

for violation of rules committed either within or without the boundary lines, also at any moment from the beginning of play to the call of time at the end of a half or game. This includes the periods when the game may be momentarily stopped for any reason. Fouls may be called on two players on the same side for fouling an opposing player.

Goals affected
by fouls.

SEC. 28. The **Referee** shall decide that a goal thrown before the whistle can be blown for a foul made by the team throwing it shall not count. If a player, while trying for goal, is fouled by an opponent the **Referee** shall award one point to the team whose player was fouled and if the player succeeds in making a goal it shall also count.

Winning by
default.

SEC. 29. If only one team puts in an appearance at the appointed time, the **Referee** shall announce that the team complying with the terms agreed upon shall be declared the winner of the game by default. (Rule XI, section 31.)

When neither
team is ready.

SEC. 30. When it happens, however, that neither team is ready to begin playing at the hour appointed for the game, the team which completes its number first and appears on the field ready for play cannot claim a default from its opponent. The latter shall be entitled to fifteen minutes' additional time, and if then unable to present a full team shall be obliged to play short-handed or forfeit the game. The **Referee** shall be the authority on this rule.

SEC. 31. The **Referee** shall announce a team defaulting or forfeiting a game the loser by a score of 2 to 0.

SEC. 32. There shall be no protests against the decisions of the officials except in regard to interpretation of rules. (See Rule XII, section 3.)

Protesting
decisions of
officials.

SEC. 33. Any remarks on the part of a player during the progress of the game derogatory in any way to the officials shall be called a foul by the **Referee**.

Derogatory
remarks about
officials.

SEC. 34. The home team shall be held responsible for the behavior of the spectators. Failure to keep them from interfering with the progress of the game or from discourteous conduct shall, after a warning by the **Referee**, make the home team liable to forfeit the game. In serial championship games the championship committee is responsible. (See Rule VI, section 35; Rule III, section 5.)

Behavior of
spectators.

SEC. 35. In case of any doubt on any point, *in the mind of the Referee or Umpire*, arising from the presence of the spectators, the visiting team shall have the benefit of the doubt.

Visiting team to
have benefit of
doubt

SEC. 36. Any persistent or intentional delay of the game shall be counted as a foul against the team so delaying. The **Referee** shall call this foul.

Intentional
delay of game.

SEC. 37. The **Referee** shall promptly disqualify any player using profane or abusive language.

Profanity
disqualifies.

RULE XII.

FOULS. SEC. 1. Fouls are classified according to their penalties, as follows:

General.—1. Players addressing officials (Rule VI, section 9). 2. Kicking or striking ball (Rule XI, section 16). 3. Carrying ball (Rule XI, sections 17 and 24 [f]). 4. Holding ball (Rule XI, section 19). 5. Tackling, holding, pushing opponents (Rule XI, section 20). 6. Delaying game (Rule XI, section 36).

Specific—Fouls for which players may be disqualified.—1. Striking. 2. Kicking. 3. Shouldering. 4. Unnecessary rough play. 5. Tripping. 6. Hacking. (Rule XI, sections 21 and 37).

Officials to be
strict and to go
by spirit of
rules.

SEC. 2. Officials are expected to be as strict as possible, both with players and spectators. In all cases not covered in these rules officials are to use their own judgment in accord with the general spirit of the rules.

Questions con-
cerning inter-
pretation of
rules

SEC. 3. All the questions pertaining to the interpretation of the rules may be referred to the Basket Ball Committee of the Amateur Athletic Union, 3 West Twenty-ninth Street, tenth floor, New York City, or of the Y.M.C.A. Athletic League, 3 West Twenty-ninth Street, New York City. Protests must be presented in writing within forty-eight hours.