



BACKBOARD — The vertical surface behind the basket from which ball will bounce when shot is missed.

BACK COURT — The division of the court between end line and division line which the offensive team must leave before ten seconds.

BASEBALL PASS — Overhead long pass generally to start fast break.

BASELINE — Boundary line at either end of the court.

BASKET — The net suspended from the backboard — also a goal from the field which counts two points.

BASKETBALL — Ball used which must not weigh less than 20 ounces nor more than 22 ounces when inflated.

BLOCKING OUT — Method of getting between the opponent and the basket in order to secure a rebound.

BOUNCE PASS — A pass which bounces once while going from sender to receiver.

BOUNDARY LINES — Lines surrounding playing area.

CENTER — The player who jumps at midcourt to start each quarter of play.

CENTER CIRCLE — The midcourt area where two centers jump for ball possession.

CHEST PASS — Quick short two-handed pass from one player to another.

COURT — The playing area.

CROSSOVER DRIBBLE — Changing dribble from one hand to another.

CUTTER — The player driving for the basket anticipating a pass from a teammate.

DEFENSIVE TEAM — The team not in possession of the ball.

DIVISION LINE — The center line on the court dividing the area in half.

DOUBLE-TEAM — To put two defensive men on one offensive player.

DRIBBLE — The act by an offensive player of bouncing the ball to the floor.

DRIVE-IN — To travel at top speed toward the basket in an effort to score.

FAKE — Any body movement to deceive an opponent.

FAST BREAK — A type of offense used, usually starting from defensive team's basket.

FEINT — As in "Fake," any body movement to deceive the opponent.

FIELD GOAL — The basket scored from the floor.

FORWARD — A player's position — the player in that position.



FOUL — A rule infraction which results in the fouled player's being awarded one or two free throws at his basket. Each successful free throw counts one point.

FOUL LINE — The line from which a free throw is attempted.

FREE THROW — A foul shot from the foul line with no hindrance by the defensive team.

FRONT COURT — The area of the court between the offensive team's division line and the basket.

GUARD — A player's position — the player in that position — also the act of defending against an offensive opponent.

HAND-OFF — Handing the ball from one player to another.

HELD BALL — A situation in which two opponents are in firm possession of the ball.

HOOK SHOT — A shot attempted while the player's back or side is toward the basket — thrown over the player's head.

JUMP BALL — A ball, tossed in the air by an official, to be batted by two opposing jumpers.

JUMP PASS — A pass attempted while the feet are in the air.

JUMP SHOT — A shot attempted while the feet are off the court.

KEY — The area defined by the lane lines and the circle around the foul line.

KNEE GUARD — Equipment which protects the player's knees from injury.

LANE — The area directly under the basket defined by the two lines perpendicular to the baseline.

LAY-UP — A shot attempted directly beneath the basket.

MAN-TO-MAN DEFENSE — The most popular and widely used type of defense. Each defensive player stays with his assigned opponent.

OFFENSIVE TEAM — The team in possession of the ball.

OFFICIALS — The referee, umpire, scorer and timer.

OUT-OF-BOUNDS — The area beyond end lines and sidelines. The ball is out of play in this area.

PASS — To throw the ball from one player to another — the act of so throwing it.

PAW DRIBBLE — Continuous dribble with one hand while changing direction of movement.

PICK-UP — To cover an offensive player who is momentarily not guarded.



PIVOT — To turn the body and move one foot while keeping the other foot stationary.

REBOUND — A ball which bounces from the backboard or basket rim.

REFEREE — The floor official in charge of a game.

SCISSORING — When a defensive player "picks up" his opponent after being temporarily screened from play.

SCORER — One who keeps the official score of a game.

SCREEN — A legal block set up by an offensive team to shake a player loose from his guard.

SET SHOT — A shot made from the floor by a player who has both feet on the court and has time to take aim at the basket.

SIDELINES — Lengthwise playing boundaries of the court.

SLAM DUNK — When player goes for lay-up and scores basket by forcing ball directly through the hoop.

SLIDE OFF — To get behind or in front of a guard after he has been screened out by an offensive teammate.

SWITCH — To change individual defensive assignments.

THREE-TWO ZONE — A type of zone defense with three guards stationed between the foul line and the division line, two guards playing between the foul line and the baseline.

TIMER — One in charge of keeping the time of the game.

TIP — To bat the ball with the finger tips to a teammate or toward the basket.

TWO-ONE-TWO-ZONE — A type of zone defense with two guards stationed near the division line — one guard stationed around the foul line area and two guards patrolling the area between the foul line and the baseline.

TWO-THREE-ZONE — A type of defense with two guards stationed between the foul and the division line, and three guards stationed between the foul line and the baseline.

UMPIRE — A floor official whose duties are the same as the referee's.

VARIATION — A slight deviation from any standard play.

WALKING — Illegal movement by a player without utilizing the dribble.

ZONE DEFENSE — A defensive strategy whereby each player covers a specific area of the court.