

A. Naismith, inventor of the game and professor of physical education at K. U.

"I believe the spectators want a game that is full of action and at the same time does not have roughness," said Dr. Naismith. "In basketball the thrill should lie in the unexpected, in suspense.



DR. JAS. NAISMITH

"One way to get better action and less roughness would be to enforce rule 15, section 9. Under this rule the player dribbling down the court must make an 'obvious effort' to avoid colliding with a defense man. This past season the player who maintained his place on the floor as is his right, was charged with the foul.

"Another way to lessen roughness would be by returning to one of the original rules—the one requiring the ball to be handled by the hands only. When a player hugs the ball to his body, roughness inevitably results."

#### Opposes 10-Second Rule

Dr. Naismith also suggested that more odium should attach the making of fouls.

"Instead of saying that a team 'won on free throws', we should say that a team 'lost because of fouls,'" Dr. Naismith said.

The inventor is not in favor of the "ten-second" rule.

"The more crowded the playing floor, the more chance for roughness," he said. "To those who wanted the rule to prevent stalling, I would say that it has not necessarily stopped that. Since the adoption of the ten-second rule, I have seen an A.A.U. game in which one team stalled 12 minutes. When I noted the stalling, I counted the times the ball was passed in the back court and reached 57 before a scoring attempt was made, then following 48 passings and another scoring attempt. Then came 343 passes taking 12 minutes of time.

"My remedy? I'd penalize the defense for delaying the game. It's their business to go after the ball. As an alternative, I'd make a goal from a point farther from the goal than the most distant defense man count for more points than a near shot."

Dr. Naismith opposes the elimination of the center jump as done by the Big Ten conference last week-end.

"Giving the ball to the opponent after a score is too much of a handicap for the stronger team," he said.

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## NAISMITH OFFERS CAGE SUGGESTIONS

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Game's Inventor Would Re-  
duce Roughness, Pen-  
alize Delays

LIKES CENTER JUMP

Two suggestions for making basketball more attractive to spectators are suggested by Dr. James