"I believe the spectators want a game that is full of action and at the same time does not have roughness," said Dr. Naismith, inventor of the game and professor of physical education at K.C. "Basketball, the thrill should be in the unexpected, in suspense."

"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 his right side, was charged with the foul.

"Another way to lessen roughness would be by returning to one of the original rules—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 emphasis should attach to the making of fouls.

"Instead of saying that a team 'owed one free throw,' 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 we revealed 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 U-P.I. 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 seconds and another scoring attempt. Then came 54 passes taken 15 minutes of time.

"My remedy? I'd penalize the defense for delaying the game. It's their business to keep the ball moving. As an alternative, I'd make a goal from a point farther from the goal that the most distant defense must 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 to the stronger team," he said.

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NAISMITH OFFERS CAGE SUGGESTIONS

March 14, 1939

Game's Inventor Would Reduce Roughness, Penalize Delays

LIKES CENTER JUMP

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