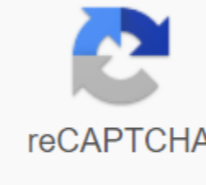




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Glossary of basketball terms pdf

The glossary of terms and definitions on this page from the second version of the deeply acclaimed book *B-Ball Made Simple: The Viewer's Guide*. The glossary has been updated in the new third version of this book, available for purchase on this site for \$11.95. Alive: The ball is alive when it discharges the shooter or hurler, or legitimately tapped jumper among the jump ball. Game clocks begin just when the ball ends clearly alive; analyze live. Rule of alternating possession: in school, the possession of the arrow changes course after each subsequent ball jump situation, replacing which group gets possession for a throw-in. Help: The last pass to the partner, which directly leads to the field goal. The scorer must move quickly to the basket for the passer to be credited with the help; Only 1 assist can be credited to the field goal. Rear board: rectangular structure, 6 x 3 1/2, to which the basket appendage. backcourt: Area from midcourt line to end line furthest from offense basket. Ball Handler: Player with ball; usually dot the monitor to the beginning of the game. Bank Shot: A shot where the ball first bobbet (or managed the score) from the backboard on such an edge, to the point that it at that point falls into the basket. Base level: see basket; attached to the backboard, it consists of a metal edge 18 wide suspended 10 from the floor, from which 15-18 wired net hangs, and through which the scoring focuses; additionally used to hint at a successful field goal. Beat the defender: At a time when a hostile player, with or without the ball, can go beyond the opponent who guards him. Blind Pass: A pass from a ball handler who does not see his receiver, but rather assesses where he should be. Blocked shot: Effective redirection of the shot touching a piece of the ball on his approach to the basket, respectively anticipating the field of goal. Blocking: Use of the position of the body guarantee for improper measures to ensure the movement of the enemy; Reverse charging. accelerators: graduated from a class of supporters of school groups. Boxing Out: The player's desire to position his body between his opponents and the basket to get rebounds and keep opponents away from this as such. Break: See a quick break. Central Circle: Round about the territory in the midcourt from which jump balls are taken. Charge: An offensive foul that occurs when a hostile player continues to work in the quarterback who created the position. Clear: See one-on-one confrontation. Commissioner: NBA leader. Court: 94 x 50 Region is limited to 2 sidelines and 2 end lines containing a basket at each end on which the ball is played. vision of the court: the player's ability to see everything on the court during the game - for example, his partners and defenders are set up - which gives him the opportunity to dwell on the best decisions in passing; The best watch point is this. Crossover dribble: The moment the ball handler drips the ball over his body from one hand to the other. cylinder: A quaint region right above the basket where goaltending or basket interference can occur. Dead Ball: Any ball that is not alive; occurs after each successful goal of the field or the attempt of a free throw, after the whistle of any official or if the ball leaves the court; it stops the game, which then continues to jump the ball, throwing or free throw. Defense: demonstration of saving offense from scoring; group without the ball. Defensive rebound: Rebound of the opponent's missed shot. Double team: at a time when two colleagues are joining the efforts to protect one opponent. Downcourt or down the court: Bearing the group on offense moves, from his backcourt in his frontcourt and to his own basket. Project: The strategy by which NBA teams each year select school or foreign players to their teams is designed to promote an adjusted rivalry in the NBA. Dream Team: the name given to the media by the American b-ball group, which won gold jewelry at the 1992 Olympic Games in Barcelona; it was the first run through non-newcomers was allowed to speak to the people; Charles Barkley, Larry Bird, Clyde Drexler, Patrick Ewing, Magic Johnson, Michael Jordan, Christian Lattner, Karl Malone, Chris Mullin, Scottie Pippen, David Robinson and John Stockton. At the 1996 Olympics, the American band was called Dream Team II, and in 2000 Dream Team III. dribble or dribbling: at a time when a player pushes more than once, taps, taps or bats the ball to the floor with one hand to let the ball go down to both hands; used to move the ball or keep it under control. Dribbling series: Various consecutive drips that end when the player allows or the ball to rest in one or two hands: The player is only allowed one spill arrangement before he has to pass or shoot. Drive to the basket: Move quickly to the basket with the ball. Dunk: At the moment when the player near the basket jumps and decisively throws the ball down into it; A sporty, inventive shot is used to scare opponents. elbows: This is a violation if the player vigorously or unnecessarily shakes his elbows, regardless of whether there is contact with; It is a foul if the contact is made, and is programmed discharge if this contact is above shoulder level. End of line: The limit line behind each basket additionally called basic. Position: At the moment when the protected player has two legs firmly planted on the floor before the head and shoulder of the hostile player go beyond him; Hostile which continues to work in such a charging guarantee. Fake or feint: feint: Tempting move to start a guarantee and allow a hostile player to shoot or get a pass; Players use their eyes, head or any other body piece to catch an opponent. Fast break: Also called a run-and-shoot offense, it starts with a defensive rebound from a player who quickly sends an outlet to go to midcourt his holding partners; These colleagues can throw themselves into the basket and shoot quickly before enough opponents for lost time to stop them. Goal field: At the point where the ball enters the basket from above in the middle of the game; stands 2 focuses, or 3 focuses if the shooter is left behind the 3-point line. NBA Finals: The annual post-NBA title agreement. Final Four: 4 local champions (West, East, Midwest and Southeast), remaining from 64 school teams that compete in the annual NCAA Tournament; They play each other to decide the national champion. flagrant foul: unnecessary or exorbitant contact with the opponent. Floor: The area of the court is within the end lines and side lines. Gender violation: the actions of a player who ignores the guidelines but does not harass the development of the enemy or cause him pain; is punishable by a change of ownership. Forwards: 2 players on the court for a group that is usually a little smaller than the middle and more than the guards; regularly the group's most notable scorers. Foul: The actions of players who violate the standards; however, are not violations of the sex; Is punishable by changing possession or free-throw opportunities; see a personal foul or technical foul. Foul Lane: Painted area 19 x 16 (12 at school) surrounded by the end of the line and foul line, beyond which players must remain among the free throw; in addition, the territory of the hostile player can not spend more than 3 seconds at the end of an inch foul line: line 15 from the back and parallel to the end of the line from which players shoot free throws. Foul Shot: See the free throw. 4-to-game: 3-point throw followed by a successful free throw. franchise: expert group. Franchise player: A star player around whom the franchise is built. Free agent limited: an NBA player whose agreement is terminated and who has received a qualifying offer from his current club, which gives the level of salary predetermined by collective bargaining assentment. While this player has the right to arrange an offer from another group, his current group has the right to first refuse to agree on the proposal, thus obliging him to stay with his current group. Free agent, Unlimited: A player who has finished his third NBA season (or a fourth season if his momentum team has practiced his choice to have him play for the fourth year) and is eligible to negotiate with other NBA teams without his ebb and flow of the group, right to the first waiver. Free throw: unguarded shot taken from foul line A player whose opponent has misappropriated a personal or technical foul; It's worth 1 point. Free line throw: See the foul line. The free throw line is extended: a bizarre line drawn from the free throw line to the sideline to solve the area for certain throws. frontcourt: The region between the midcourt line and the end line closest to the offense bin. Full Court Press: At a time when safeguards begin to guard the crime in the backcourt. Game clock: Shows how much time remains in each of the four 12-minute quarters of an NBA game or two 20-minute school leaks. Guards: 2 players in each group who are the smallest on the court; they usually process setting plays and moving to colleagues closer to the basket. Guard: Demonstrate the chase for the opponent's court to keep him from drawing next to the basket, taking an open shot or making a simple pass while staying away from illegal contact. Semi-court or set offense: at a time when the group allocates the opportunity to create a game in their frontcourt, such as give-and-go or screening play; reverse quick break. High Shot Percentage: A shot that will probably go to the basket, such as a layup. High post: A quaint region outside both sides of the foul lane on the free throw line extended. In paint: being in the area of a foul lane that is painted with alternative shading. Incoming: the area within the end lines and side lines of the court; in addition, a demonstration of bringing the ball into the area by throwing. Casual contact: Minor contact is usually ignored by officials. Inside Shooting: Shots made by the player close or under the basket. Jump Ball: 2 conflicting players bounce for the ball the official throws above and between them to push it on their partners and gain possession; used to start entertainment (tip-off) and all overtime periods, and infrequently to restart the game. Keepaway game: A strategy used by a group that leads close to the finish line of the game to keep the ball away from their opponents to keep them from scoring while still spending time out of the game hours; also called hardening. keyhole or keyhole: a zone at each court finish, consisting of a foul lap, a foul and a free throw line; named after the form he had years ago. layup or layin: A shot taken after driving into the basket, jumping under the basket and using one hand to fall specifically in the box (layin) or bank the ball from the backboard into it (layup). Reporter: The moment a passer throws the ball, where he assumes the receiver is headed. Live Ball: When the ball is given to a free kicker or hurler on the throw, it's live, but the game clock doesn't restart until the ball is alive. Free Ball: A ball that is alive but not in possession either Low post: A non-existent region outside both sides of the foul strip next to the basket. Lower shot percentage: A shot that is less inclined to go to the basket, such as one thrown by a player who is cockeyed or outside his shooting range. Human-to-human protection: a cautious style where every defensive player is able to guard one opponent. March Madness: Watch the NCAA Tournament. Match-UPS: Any mixing of players into conflicting groups that guard each other. MVP (Most Valuable Player): Honor the perception of an NBA player who has made a big contribution to the regular season or the finals. NBA (National Basketball Association): An expert alliance made in 1949, which now has 27 teams in the U.S., in addition, including 2 Canadian teams in 1995. NCAA (National Collegiate Athletic Association): The willful attitude of more than 1,200 schools and colleges in the U.S., whose part is to create measures and ensure the directness of non-professional quality for understudy competitors. NCAA Tournament: Annual rivalry between 64 school groups to crown national champion; additionally called March madness, because the three-week event is held in March; See also the Final Four. NIT (National Invitational Tournament): The most established school competition in which 32 teams are not selected by the NCAA Tournament compete each year. From the dribble: A shot taken while driving to the basket. offense: A group with possession of the ball. Offensive rebound: Rebound of the team's own missed shot. Officials: The crew boss, the official and the referee who control the leaks, stop and start the game, and force penalties for violations and fouls. 1-and-1 or 1-plus-1: In school, a free throw attempt is granted for certain infractions that the shooter receives a second effort only if the first is fruitful. Open: at a time when the player is not protected by a guarantee. Outside: Region beyond, including end lines and side lines. External Shooting: Shots fired from the perimeter. Over the limit: at a time when the group provides 5 or more fouls to the team during the NBA period (4 in each overtime); at least 8 at half of the WNBA; at least 7 for every half of the school; this group is also said to be in punishment. Overtime or OT: An extra period (s) played after regulation game ends tied. Pass: at the moment when a passerby throws the ball to his partner; Used to start plays, move the ball downcourt, keep it away from the guarantees and get it into the shooter. Passer: A player who passes the ball to a colleague. Period: any segment of the quarter, half or overtime. Perimeter: The area past the foul hovers away from the basket, including the 3rd line from which players take long shots. Personal foul: contact between players, may cause damage or provide one group from an unnecessarily preferable perspective; players can't push, hold, travel, chop, elbow, elbow, Or charge in the opponent; they are additionally checked as team fouls. Taken off: hints at a warranty that was effectively kept from reaching the ball handler on the offensive screen. Pickup Game: From cuff diversions played among players who have just met. Turning: inside; Also a leg that should remain touching the floor until the ball handler who has stopped dribbling is ready to pass or shoot. Playmaker: Point defend who by and large sets plays for his colleagues. Point Shave: Illegal practice when players purposefully win entertainment, but focuses less than a point of distribution; prompted two notable school embarrassments (including 32 of the greatest stars in the 1950s, at that time 22 universities in 1961). Distribution point: a gadget built by bookmakers to give out 2 groups for betting purposes; for example, if a group of 4 is thought to be focusing above the other, the spread consists of 4 tricks; to win a bet on the top pick, this group will have to win more than the spread (for this situation, more than 4 focus); the edge of triumph can be more imperative than whether a group wins or loses. Possession: Keep or be responsible for the ball. Possession Arrow: At school, used to figure out which group to turn, it's an incoming ball to start aperiod or in a jumping ball situation. Position position: Position of a player who remains in a low position or a high position. Rebound: The moment a player snatches a ball that falls from the edge or back after a shot effort; see an offensive rebound and a defensive rebound. Receiver: The player who receives the pass from the ball handler. Regulation of the game: four 12-minute quarters in the NBA or two 20-minute parts at school; leaks that end without overtime. Release: The minute the ball leaves the hand of the shooter. Rookie: A player in his first NBA season. List: Rundown players in the group. Run: Occurs when one group scores several field goals in rapid progression while its opponents score multiple or not. Salary Cap: The annual dollar limit that a single group can pay each of its players. Opportunity to score: The moment a player gets open for a shot that will probably score. Screen or Screener: A hostile player who stays between a colleague and a defender to allow his partner to make an open shot. Shot Watch: A watch that limit the group's time with the ball must be shot; 24 seconds in the NBA; at school, 35 seconds for men, 30 seconds for ladies. Shooter: The player who decides the basket. Arrow Roll: The ability to get even the wrong shot to skip gently from the edge and into the basket. Pulp: The separation from which the player will probably make his shots. sidelines: 2 limit Court. Sixth man: the best replacement in the group; for the most part the main player dropped the spot to oust the starter. Clap dunk: See square up; the moment when the player's shoulders collide with the basket as he releases the ball for a shot; thinking of a great shooting position. Starting line-up: 5 starters who start entertainment; are usually the best players in the group. Substitute: A player who comes into entertainment to oust the player on the court. Swing Man: A player who can play both a guard and a forward position. Team fouls: Every personal foul committed by a player is also a mark against his group; when the group goes beyond the cutoff, its opponent gets a free throw. Technical fouls or Ts: procedural violation and misdemeanor that officials consider inconvenient for entertainment; punished by one free throw the possibility of not irritating the group (2 free throws and possession at school). 3-on-3: Entertainment played with only 3 players on the court for each group. 3-point game: 2-point goal, followed by a successful free throw. 3-point shot: The field goal stands 3 focuses on the grounds that the shooter was two feet on the floor behind the 3-point line when he released the ball; also checks in case one foot is behind the line and the other is visible all around. Throwing in: the strategy by which a group with possession of the incoming ball. Time out: At a time when the game is briefly suspended by an official or at the request of the group to respond to a bad player or talk about methodology; there are full timeouts (100 or 60 seconds in the NBA, 120 seconds in the WNBA, 75 or 60 seconds at school) and 20-second timeouts (30 seconds at school). Tip-off: The initial jump of the ball that starts leaking. Transition: Transition from attack to defense. Travel: Gender disturbance when the ball handler takes excessively numerous means without dribbling; additionally called walks. Triple double: at the moment when a player scores double digits in 3 classes against the background of one diversion (points, assists and rebounds are the most normal, but it can also be blocks or takes); a sign of incredible adaptability. Turnover: At a time when the offense loses possession on its own guilt, passing the ball out of bounds or presenting a sex violation. Upset: At the moment when the more seeded (better) group loses the lower seed (substandard) one. Violation: see gender violations. weak side: side of the court off the ball. protection of the zone: a defense in which each defender is responsible for the area of the court and must protect the player who enters the territory; contrast with man-to-man defense. (Go to the top of the page) Page glossary of basketball terms pdf. glossary of basketball terms meaning

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