



Playing-Rules History

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Dr. James Naismith's 13 Original Rules of Basketball



1. The ball may be thrown in any direction with one or both hands.
2. The ball may be batted in any direction with one or both hands (never with the fist).
3. A player cannot run with the ball. The player must throw it from the spot on which he catches it, allowance to be made for a man who catches the ball when running at a good speed.
4. The ball must be held in or between the hands; the arms or body must not be used for holding it.
5. No shouldering, holding, pushing, tripping, or striking in any way the person of an opponent shall be allowed; the first infringement of this rule by any person shall count as a foul, the second shall disqualify him until the next goal is made, or if there was evident intent to injure the person, for the whole of the game, no substitute allowed.
6. A foul is striking at the ball with the fist, violation of rules 3 and 4, and such as described in rule 5.
7. If either side makes three consecutive fouls, it shall count a goal for the opponents (consecutive means without the opponents in the meantime making a foul).
8. A goal shall be made when the ball is thrown or batted from the grounds into the basket and stays there, providing those defending the goal do not touch or disturb the goal. If the ball rests on the edge and the opponent moves the basket it shall count as a goal.
9. When the ball goes out-of-bounds it shall be thrown into the field, and played by the person first touching it. In case of a dispute, the umpire shall throw it straight into the field. The thrower-in is allowed five seconds, if he holds it longer it shall go to the opponent. If any side persists in delaying the game, the umpire shall call a foul on them.
10. The umpire shall be judge of the men, and shall note the fouls, and notify the referee when three consecutive fouls have been made. He shall have power to disqualify men according to Rule 5.
11. The referee shall be judge of the ball and shall decide when the ball was in play, in bounds, and to which side it belongs, and shall keep the time. He shall decide when a goal has been made, and keep account of the goals with any other duties that are usually performed by a referee.
12. The time shall be two 15-minute halves, with five minutes' rest between.
13. The side making the most goals in that time shall be declared the winners. In case of a draw, the game may, by agreement of the captains, be continued until another goal is made.

Note: These original rules were published in January 1892 in the Springfield College school newspaper, The Triangle.

Important Rules Changes by Year

The earliest rules book available for this research was from the 1905-06 season. Some of the rules listed in 1905-06 could have actually been instituted before that season.

1891-92

- The 13 original rules of basketball were written by Dr. James Naismith in December 1891 in Springfield, Massachusetts.

1894-95

- The free-throw line was set at 20 feet.

1895-96

- Points awarded for field goal change from three to two, and points awarded for each successful free throw from three points to one point.

1896-97

- Backboards were installed.

1900-01

- A dribbler could not shoot for a field goal and could dribble only once, and then with two hands.

1905-06

- Personal fouls were separated into two classes: "A" for general fouls and "B" for more flagrant fouls. Class A fouls were called for delay of game, tackling the ball (touching the ball when a teammate was already touching it), kicking the ball, striking the ball, advancing the ball, hugging the ball, shooting after dribbling, tackling the opponent, holding the opponent, pushing the opponent, or addressing the game officials. Class B fouls could lead to possible game disqualification and were called for striking the opponent, kicking the opponent, shouldering the opponent, tripping the opponent, hacking the opponent, unnecessary roughness or using profane or abusive language. If two class B fouls were committed by one player, he was disqualified for the rest of the game.
- If a player was fouled during the act of shooting, his team was automatically awarded one point and one free-throw attempt. If the original shot

from the field for goal was good, it counted along with the awarded extra point and free-throw attempt.

- Each game had one referee, one umpire and two inspectors. The referee was the superior officer of the game and had supreme authority once the game began until it concluded. The referee's main duties were calling fouls and stopping play. The umpire could call fouls and reported to the referee. Inspectors were the referee's assistants and were stationed one at each end of the court. Inspectors had no power to make decisions but noted whether goals were made in accordance with the rules and reported such to the referee. The official scorer kept a book containing the scoring and fouls made for each player and each team. The duties of the official scorer have basically remained the same through all the years.
- One timekeeper was appointed by the home team. The visiting team could appoint an assistant timekeeper if it chose.
- A timeout called while the ball was in play resulted in a jump ball when play was resumed. If the ball was out-of-bounds when a timeout was called, the team in possession of the ball kept possession.
- Time stopped only when ordered by the referee. It did not stop for dead-ball situations such as free throws or when the ball was out-of-bounds.
- Games were played in two 20-minute halves with a 10-minute rest time between the halves.
- Although not yet known as defensive goaltending, if a player touched the ball or basket when the ball was on the edge of the rim, the referee awarded one point to the shooting team.

1906-07

- The free-throw line was moved from 20 to 15 feet.

1907-08

- Inspector was no longer a game official position.

1908-09

- A dribbler became permitted to shoot. The dribble was defined as the "continuous passage of the ball," making the double dribble illegal.

- A second official was added for games in an effort to curb the rough play.

1910-11

- Within Class B fouls, personal fouls were distinguished from the other.
- No coaching was allowed during the progress of the game by anybody connected with either team. A warning was given for the first violation and a free throw was awarded after that.

1913-14

- The bottom of the net was left open.

1915-16

- College, YMCA and AAU rules were made the same. Working together for the best interests of the organizations and for the welfare of the game, a new set of rules was adopted nationally for amateur basketball. This uniform set of rules was prepared by officially appointed representatives of the Young Men's Christian Association (YMCA), the Amateur Athletic Union (AAU) and the National Collegiate Athletic Association (NCAA).
- Players were disqualified upon committing their fourth personal foul.
- Class A fouls were changed to violations, and Class B fouls became technical and personal fouls.
- If a player was fouled in the act of shooting, his team was awarded two free throws regardless of whether the original field goal was made or missed. If it was made, those two points counted.
- Defensive interference with the ball or basket while the ball was on the basket's rim resulted in one free-throw attempt for the shooting team.
- All players shall be numbered with plain numbers at least six inches high and one inch wide fastened securely on the backs of their shirts.

1920-21

- A player could re-enter the game once. Before this rule, if a player left the game, he could not re-enter for the rest of the game.
- The backboards were moved two feet from the wall of the court. Before this rule, players could "climb" the padded wall to sink baskets.

1921-22

- Running with the ball changed from a foul to a violation.

1922-23

- Defensive interference with the ball or basket while the ball was on the basket's rim was declared a goal for the shooting team.

1923-24

- The player fouled must shoot his own free throws. Before this rule, one person usually shot all his team's free throws.

1924-25

- Time stopped when ordered by the referee for injuries, substitutions, two-shot fouls and timeouts requested by the team captain. The clock kept running at all other times including dead-ball situations, such as out-of-bounds.
- Two timekeepers were used, one from each team, and shared a watch placed on a table so both could see it. The timekeepers kept track of all the incidents that time was out and added that to the game time. The timekeepers indicated when time expired by using a gong, pistol or whistle.
- Only team captains could call for a timeout. Each team had three timeouts per game.

1925-26

- Players of the same team shall not wear duplicate numbers.

1927-28

- On uniforms, teams were urged not to use the numbers one or two.

1928-29

- The charging foul by the dribbler was introduced.

1930-31

- A held ball could be called when a closely guarded player was withholding the ball from play for five seconds. The result was a jump ball.
- The maximum circumference of the ball was reduced from 32 to 31 inches, and the maximum weight from 23 to 22 ounces.
- If a player was fouled in the act of shooting, his team was awarded two free throws if the original field goal was missed. If it was made, those two points counted and only one free throw was attempted.

1932-33

- The 10-second center (division) line was introduced to reduce stalling.
- No player could stand in the free-throw lane with the ball for more than three seconds.
- Each player must be numbered on the front of his shirt as well as on the back. To quote the rules book: "It may seem needless, but it will save cor-

respondence for the editor, to add here that the *same* number appear on front and back."

1933-34

- A player could re-enter the game twice.

1934-35

- The circumference of the ball again was reduced to between 29½ and 30¼ inches.

1935-36

- No offensive player could remain in the free-throw lane, with or without the ball, for more than three seconds.
- After a made free throw, the team scored upon put the ball in play at the end of the court where the goal had been scored.

1937-38

- The center jump after every goal scored was eliminated.

1938-39

- The ball was thrown in from out-of-bounds at midcourt by the team shooting a free throw after a technical foul. Before this rule, the ball was put into play with a center jump after a technical-foul free throw.
- The circumference of the ball was established as 30 inches.

1939-40

- Teams had the choice of whether to take a free throw or take the ball out-of-bounds at midcourt. If two or more free throws were awarded, this option applied to the last throw.
- The backboards were moved from 2 to 4 feet from the end line to permit freer movement under the basket.

1940-41

- Fan-shaped backboards were made legal.

1942-43

- Any player who was eligible to start an overtime period was allowed an extra personal foul, increasing the total so disqualification was on the fifth foul.

1944-45

- Along with the ball on the rim, defensive interference by touching the ball after it had started its downward flight during an opponent's field goal attempt was declared a goal for the shooting team.
- Five personal fouls disqualify a player. An extra foul was not permitted in overtime games.
- Unlimited substitution was introduced.

1946-47

- Transparent backboards were authorized.

1947-48

- The clock was stopped on every dead ball the last three minutes of the second half and of every overtime period. This included every time a goal was scored because the ball was considered dead until put into play again. (This rule was abolished in 1951.)

1948-49

- Coaches were allowed to speak to players during a timeout.

1951-52

- Games were played in four 10-minute quarters.

1952-53

- Teams could no longer waive free throws in favor of taking the ball out-of-bounds.
- The one-and-one free-throw rule was introduced, although the bonus was used only if the first shot was missed. The rule was in effect the entire game except the last three minutes, when every foul resulted in two free throws.

1954-55

- The one-and-one free throw was changed so that the bonus shot was given only if the first shot was made.
- Games were changed back to being played in two 20-minute halves.

1955-56

- The free-throw lane was increased from 6 feet to 12 feet.
- The two-shot penalty in the last three minutes of the game was eliminated. The one-and-one became in effect the entire game.

1956-57

- On the lineup for a free throw, the two spaces adjacent to the end line were occupied by opponents of the free-thrower. In the past, one space was marked "H" for a home team player to occupy, and across the lane the first space was marked "V" for a visiting team player to stand in.

- Grasping the basket became classified as a technical foul under unsportsmanlike tactics.

1957-58

- Offensive goaltending was banned so that no player from either team could touch the ball or basket when the ball was on the basket's rim or above the cylinder. The only exception was the shooter in the original act of shooting.
- One free throw for each common foul was taken for the first six personal fouls by one team in each half, and the one-and-one was used thereafter.
- On uniforms, the use of the single digit numbers one and two and any digit greater than five was prohibited.
- A ball that passed over the backboard—either front to back or back to front—was considered out-of-bounds.

1959-60

- The use of an orange ball of an approved shade is permitted. Before this, the only colors allowed were "a natural tan" color or yellow.

1962-63

- A black and white striped garment is now recommended for the official scorer.
- The wording is changed for timekeepers for indicating the end of periods from "by the Timers' gong, pistol or siren" to "by the Timers' signal".

1963-64

- The clock is now stopped when any violation is called. This includes when the ball goes out-of-bounds. The rule prevents delaying tactics for the purpose of consuming playing time when the ball is out of play.

1964-65

- Coaches had to remain seated on the bench except while the clock was stopped or to direct or encourage players on the court. This rule was to help keep coaches from inciting undesirable crowd reactions toward the officials.

1967-68

- The dunk was made illegal during the game and pregame warm-up.

1970-71

- During a jump ball, a nonjumper could not change his position from the time the official was ready to make the toss until after the ball had been touched.

1972-73

- The free throw on the first six common fouls each half by a team was eliminated.
- Players could not attempt to create the false impression that they had been fouled in charging/guarding situations or while screening when the contact was only incidental. An official could charge the "actor" with a technical foul for unsportsmanlike conduct if, in the official's opinion, the actor was making a travesty of the game. (In 2002, this rule was deleted because of lack of use.)
- Freshmen became eligible to play varsity basketball. This was the result of a change in the NCAA bylaws, not the basketball playing rules.

1973-74

- Officials could now penalize players for fouls occurring away from the ball, such as grabbing, holding and setting illegal screens.

1974-75

- During a jump ball, a nonjumper on the restraining circle could move around the circle after the ball had left the official's hands.
- A player charged with a foul was no longer required to raise his hand. (In 1978, however, it was strongly recommended that a player start raising his hand again.)

1976-77

- The dunk was made legal again.

1977-78

- The option of a third official was allowed.

1980-81

- Conferences began experimenting with the three-point field-goal at different distances.

1981-82

- The jump ball was used only at the beginning of the game and the start of each overtime. An alternating arrow was used to indicate possession in jump-ball situations during the game.
- All fouls charged to bench personnel were assessed to the head coach.

1982-83

- When the closely guarded five-second count was reached, it was no longer a jump-ball situation. It was a violation, and the ball was awarded to the defensive team out-of-bounds.

1983-84

- Two free throws were taken for each common foul committed within the last two minutes of the second half and the entire overtime period, if the bonus rule was in effect. (This rule was rescinded one month into the season.)

1984-85

- The coaching box was introduced, whereby a coach and all bench personnel had to remain in the 28-foot-long coaching box unless seeking information from the scorers' table.

1985-86

- The 45-second clock was introduced. The team in control of the ball had to shoot for a goal within 45 seconds after it attained team control.
- If a shooter was fouled intentionally and the shot was missed, the penalty was two shots and possession of the ball out-of-bounds to the team that was fouled.
- The head coach could stand throughout the game, while all other bench personnel had to remain seated.

1986-87

- The three-point field goal was introduced and set at 19 feet 9 inches from the center of the basket.
- A coach could leave the confines of the bench at any time without penalty to correct a scorer's or timer's mistake. A technical foul was assessed if there was no mistake. (This was changed the next year to a timeout.)
- A television replay could be used to prevent or rectify a scorer's or timer's mistake or a malfunction of the clock.

1987-88

- Each intentional personal foul carried a two-shot penalty plus possession of the ball.

1988-89

- Any squad member who participated in a fight was ejected from the game and was placed on probation. If that player participated in a second fight during the season, he was suspended for one game. A third fight involving the same person resulted in suspension for the rest of the season including championship competition.

1990-91

- Beginning with the team's 10th personal foul in a half, two free throws were awarded for each common foul, except player-control fouls.
- Three free throws were awarded when a shooter was fouled during an unsuccessful three-point try.
- The fighting rule was amended. The first time any squad member or bench personnel participated in a fight, he was suspended for the team's next game. If that same person participated in a second fight, he was suspended for the rest of the season, including championship competition.

1991-92

- Contact technical fouls counted toward the five fouls for player disqualification and toward the team fouls in reaching bonus free-throw situations.
- The shot clock was reset when the ball struck the basket ring, not when a shot left the shooter's hands as it had been since the rule was introduced in 1986.

1992-93

- Unsporting technical fouls, in addition to contact technical fouls, counted toward the five fouls for player disqualification and toward the team fouls in reaching bonus free-throw situations.

1993-94

- The shot clock was reduced from 45 seconds to 35. The team in control of the ball had to shoot for a goal within 35 seconds after it attained team control.
- A foul was ruled intentional if, while playing the ball, a player caused excessive contact with an opponent.
- The game clock was stopped after successful field goals in the last minute of the game and the last minute of any overtime period with no substitution allowed.
- The five-second dribbling violation when closely guarded was eliminated.
- The rule concerning the use of profanity was expanded to include abusive and obscene language in an effort to curtail verbal misconduct by players and coaches.

1994-95

- The inner circle at midcourt was eliminated.
- Scoring was restricted to a tap-in when 3/10 (.3) of a second or less remained on the game clock or shot clock.
- The fighting and suspension rules were expanded to include coaches and team personnel.

1995-96

- All unsporting technical fouls charged to anyone on the bench counted toward the team foul total.
- Teams were allowed one 20-second timeout per half. This was an experimental rule in the 1994-95 season.

1996-97

- Teams had to warm up and shoot at the end of the court farthest from their own bench for the first half. Previously, teams had the choice of baskets in the first half.
- In games not involving commercial electronic media, teams were entitled to four full-length timeouts and two 20-second timeouts per game. In games involving commercial electronic media, teams were entitled to two full-length timeouts and three 20-second timeouts per game.

1997-98

- The five-second dribbling violation when closely guarded was reinstated.
- Timeout requests could be made by a player on the court or by the head coach.

1998-99

- In a held-ball situation initiated by the defense, the ball would be awarded to the defensive team. Previously, possession was awarded by the direction of the possession arrow.

1999-2000

- Held-ball change from previous season rescinded.
- Twenty-second timeouts increased to 30 seconds in length. New electronic-media timeout format adopted.
- Uniform numbers one and two were permitted.
- During the season, the rules committee made a rule that required the official to look at the courtside monitor to determine if a potential game-winning shot in the last second of the game or overtime would count.

2000-01

- Technical fouls were divided into direct (two-shot penalty) and indirect (one-shot penalty) with the ball returned to the point of interruption.
- Number of players permitted on free-throw lane reduced from eight to six.

2001-02

- Both direct and indirect technical fouls were penalized by two shots and returned to the point of interruption.
- Officials could check an official courtside monitor to determine if a try was a three- or two-point attempt, regardless of whether the try was successful.

2002-03

- Composite ball could be used without mutual consent of coaches.
- Two free-throw lane spaces closest to the free-thrower would remain unoccupied.
- No free throws were awarded to the offended team in bonus for personal fouls committed by a team while in team control or in possession of the ball during a throw-in (team-control foul).
- For Division I, shot clocks had to be mounted and recessed on the backboard, red warning light had to be added and game clock had to show a tenth-of-a-second display.

2003-04

- Officials could consult a courtside monitor at the end of either half or any extra period to determine: (1) if a field-goal try beat the horn; (2) whether a shot-clock violation at the end of the first half beat the horn; or (3) whether a shot-clock violation that would determine the outcome of a game beat the horn. The officials also could use a courtside monitor to correct a timer's mistake or to determine if the game clock or shot clock expired at or near the end of a period.
- A team would have control when a player of that team had disposal of the ball for a throw-in.
- For Division II, shot clocks were recessed and mounted.

2005-06

- Expanding on the rule from two seasons before, officials who consult a courtside monitor at the end of either half or any extra period could correct the official game time if needed and/or determine whether a foul was committed before time expired. Officials could also consult a courtside monitor any time during the game to correct a timer's mistake.
- The time allowed to replace a disqualified player was reduced from 30 to 20 seconds, and the warning signal was sounded five seconds before the expiration of the time limit.
- Violations when the ball had been intentionally kicked no longer resulted in the reset of the shot clock to 35 seconds. When the violation occurred with 15 or fewer seconds remaining, the shot clock was reset to 15 seconds. Otherwise, when the violation occurred with more than 15 seconds remaining, there was no reset of the shot clock.

2006-07

- A timeout would not be recognized when an airborne player's momentum carried him either out-of-bounds or into the backcourt.

2007-08

- During free throws, eliminated the first lane space nearest the basket on each side of the lane and used the second, third and fourth lane space on each side as an alignment for free throws.
- Use of a courtside monitor was allowed for determining whether a flagrant foul occurred or to assess the situation during a fight.

2008-09

- The three-point line was extended to 20 feet 9 inches.
- When the entire ball is above the level of the ring during a field-goal try and contacts the backboard, it is considered to be on its downward flight. In such a case, it is goaltending when that ball is touched by a player.

2009-10

- Division II and III institutions are required to have a game clock with a tenth-of-a-second display, a red light or LED lights, and shot clocks mounted on the backboard.
- Expanding on the rule from two seasons before, when an official uses a courtside monitor to determine whether a flagrant foul occurred, if it is determined that a flagrant foul did not occur but an intentional personal foul or a contact technical foul did occur, those fouls shall be penalized accordingly. However, no other infractions may be penalized.
- The new "contact technical foul" occurs when the ball is dead and involves contact that is unnecessary, unacceptable and excessive.
- When a player is injured and is unable to attempt his free throw(s), the coach from the opposing team shall select one of the four remaining players on the court to attempt the free throw(s). When the foul is intentional or flagrant, the injured player's coach shall select any player or team member to shoot the free throw(s).

Rules History by Subject

Ball: 1930-31, The maximum circumference of the ball was reduced from 32 to 31 inches, and the maximum weight from 23 to 22 ounces. 1934-35, The circumference of the ball again was reduced to between 29½ and 30¼ inches. 1938-39, The circumference of the ball was established as 30 inches. 1959-60, The use of an orange ball of an approved shade is permitted. Before this, the only colors allowed were "a natural tan" color or yellow. 2002-03, Mutual consent no longer needed for composite ball to be legal.

Basket Equipment: 1896-97, Backboards were installed. 1913-14, The bottom of the net was left open. 1920-21, The backboards were moved two feet from the wall of the court. Before this rule, players could "climb" the padded wall to sink baskets. 1939-40, The backboards were moved from 2 to 4 feet from the end line to permit freer movement under the basket. 1940-41, Fan-shaped backboards were made legal. 1946-47, Transparent backboards were authorized. 1957-58, A ball that passed over the backboard—either front to back or back to front—was considered out-of-bounds. 1986-87, Shot clock added to both ends of the court. 1996-97, Teams had to warm up and shoot at the end of the court farthest from their own bench for the first half. Previously, teams had the choice of baskets in the first half. 2002-03, For Division I, shot clocks had to be mounted and recessed on the backboard, a red warning light had to be added and game clock had to show a tenth-of-a-second display. 2003-04, For Division II, shot clocks were recessed and mounted. 2009-10, Division II and III institutions are required to have a game clock with a tenth-of-a-second display, a red light or LED lights, and shot clocks mounted on the backboard.

Block/Charge: 1928-29, The charging foul by the dribbler was introduced. 1972-73, Players could not attempt to create the false impression that they had been fouled in charging/guarding situations or while screening when the contact was only incidental. An official could charge the "actor" with a technical foul for unsportsmanlike conduct if, in the official's opinion, the actor was making a travesty of the game. (In 2002, this rule was deleted because of lack of use.)

Clock Stoppage: 1905-06, Time stopped only when ordered by the referee. It did not stop for dead-ball situations such as free throws or when the ball was out-of-bounds. 1924-25, Time stopped when ordered by the referee for injuries, substitutions, two-shot fouls and timeouts requested by the team captain. The clock kept running at all other times including dead-ball situations, such as out-of-bounds. 1947-48, The clock was stopped on every dead ball the last three minutes of the second half and of every extra period. This includes every time a goal was scored because the ball was considered dead until put into play again. (This rule was abolished in 1951.) 1963-64, The clock is now stopped when any violation is called. This includes when the ball goes out-of-bounds. The rule prevents delaying tactics for the purpose of consuming playing time when the ball was out of play. 1993-94, The game clock was stopped after successful field goals in the last minute of the game and the last minute of any overtime period with no substitution allowed.

Closely Guarded: 1982-83, When the closely guarded five-second count was reached, it was no longer a jump-ball situation. It was a violation, and the ball was awarded to the defensive team out-of-bounds. 1993-94, The five-second dribbling violation when closely guarded was eliminated. 1997-98, The five-second dribbling violation when closely guarded was reinstated.

Coaching: 1910-11, No coaching was allowed during the progress of the game by anybody connected with either team. A warning was given for the first violation and a free throw was awarded after that. 1948-49, Coaches were allowed to speak to players during a timeout. 1964-65, Coaches had to remain seated on the bench except while the clock was stopped or to direct or encourage players on the court. This rule was to help keep coaches from inciting undesirable crowd reactions toward the officials. 1984-85, The coaching box was introduced, whereby a coach and all bench personnel had to remain in the 28-foot-long coaching box unless seeking information from the scorers' table. 1985-86, The head coach could stand throughout the game, while all other bench personnel had to remain seated. 1986-87, A coach could leave the confines of the bench at any time without penalty to correct a scorer's or timer's mistake. A technical foul was assessed if there was no mistake. (This penalty was changed the next year to a timeout.) 1994-95, The fighting and suspension rules were expanded to include coaches and team personnel. 1995-96, All unsporting technical fouls charged to anyone on the bench counted toward the team foul total.

Dribbling: 1891-92, A player cannot run with the ball. The player must throw it from the spot on which he catches it, allowance to be made for a man who catches the ball when running at a good speed. The ball may be batted in any direction with one or both hands (never with the fist). 1900-01, A dribbler could not shoot for a field goal and could dribble only once, and then with two hands. 1905-06, Personal fouls were separated into two classes: "A" for general fouls and "B" for more flagrant fouls. Shooting after dribbling became a Class A foul, which later became known as a violation. 1908-09, A dribbler became permitted to shoot. The dribble was defined as the "continuous passage of the ball," making the double dribble illegal. 1928-29, The charging foul by the dribbler was introduced. 1993-94, The five-second dribbling violation when closely guarded was eliminated. 1997-98, The five-second dribbling violation when closely guarded was reinstated.

Dunking: 1967-68, The dunk was made illegal during the game and pregame warm-up. 1976-77, The dunk was made legal again.

Field Goals: 1891-92, A goal shall be made when the ball is thrown or batted from the grounds into the basket and stays there, providing those defending the goal do not touch or disturb the goal. If the ball rests on the edge, and the opponent moves the basket, it shall count as a goal. 1895-96, A field goal changes from three to two points, and free throws from three points to one point. 1905-06, If a player was fouled during the act of shooting, his team was automatically awarded one point and one free-throw attempt. If the original shot from the field for goal was good, it counted along with the awarded extra point and free-throw attempt. 1915-16, If a player was fouled in the act of shooting, his team was awarded two free throws regardless of whether the original field goal was made or missed. If it was made,

those two points counted. 1930-31, If a player was fouled in the act of shooting, his team was awarded two free throws if the original field goal was missed. If it was made, those two points counted and only one free throw was attempted.

Fighting: 1988-89, Any squad member who participated in a fight was ejected from the game and placed on probation. If that individual participated in a second fight during the season, he was suspended for one game. A third fight involving the same person resulted in suspension for the rest of the season including championship competition. 1990-91, The fighting rule was amended. The first time any squad member or bench personnel participated in a fight, he was suspended for the team's next game. If that same person participated in a second fight, he was suspended for the rest of the season, including championship competition. 1994-95, The fighting and suspension rules were expanded to include coaches and team personnel.

Fouls: 1891-92, No shouldering, holding, pushing, tripping or striking in any way the person of an opponent shall be allowed. The first infringement of this rule by any player shall count as a foul, the second shall disqualify him until the next goal is made, or if there was evident intent to injure the person, for the whole of the game, no substitute allowed. A foul is striking at the ball with the fist. If either side makes three consecutive fouls, it shall count a goal for the opponents (consecutive means without the opponents in the meantime making a foul). 1905-06, Personal fouls were separated into two classes: "A" for general fouls and "B" for more flagrant fouls. Class A fouls were called for delay of game, tackling the ball (touching the ball when a teammate was already touching it), kicking the ball, striking the ball, advancing the ball, hugging the ball, shooting after dribbling, tackling the opponent, holding the opponent, pushing the opponent or addressing the game officials. Class B fouls could lead to possible game disqualification and were called for striking the opponent, kicking the opponent, shouldering the opponent, tripping the opponent, hacking the opponent unnecessary roughness, or using profane or abusive language. If two Class B fouls were committed by one player, he was disqualified for the rest of the game. 1910-11, Within Class B fouls, personal fouls were distinguished from the other. 1915-16, Class A fouls were changed to violations, and Class B fouls became technical and personal fouls. 1981-82, All fouls charged to bench personnel were assessed to the head coach.

(For more on Fouls, please see Field Goals, Fouling Out, Rough Play and Technical Fouls.)

Fouling Out: 1905-06, Players were disqualified upon committing their second Class "B" foul (as described in the preceding "Fouls" section). 1915-16, Players were disqualified upon committing their fourth personal foul. 1942-43, Any player who was eligible to start an extra period was allowed an extra personal foul, increasing the total so disqualification was on the fifth foul. 1944-45, Five personal fouls disqualify a player. An extra foul was not permitted in overtime games. 1991-92, Contact technical fouls counted toward the five fouls for player disqualification and toward the team fouls in reaching bonus free-throw situations.

Free Throws: 1894-95, The free-throw line was set at 20 feet. 1895-96, A field goal changes from three to two points, and free throws from three points to one point. 1905-06, If a player was fouled during the act of shooting, his team was automatically awarded one point and one free-throw attempt. If the original shot from the field for goal was good, it counted along with the awarded extra point and free-throw attempt. 1906-07, The free-throw line was moved from 20 to 15 feet. 1915-16, If a player was fouled in the act of shooting, his team was awarded two free throws regardless of whether the original field goal was made or missed. If it was made, those two points counted. 1923-24, The player fouled must shoot his own free throws. Before this rule, one person usually shot all his team's free throws. 1930-31, If a player was fouled in the act of shooting, his team was awarded two free throws if the original field goal was missed. If it was made, those two points counted and only one free throw was attempted. 1935-36, After a made free throw, the team scored upon would put the ball in play at the end of the court where the goal had been scored. 1939-40, Teams had the choice of whether to take a free throw or take the ball out-of-bounds at midcourt. If two or more free throws were awarded, this option applied to the last throw. 1952-53, Teams could no longer waive free throws in favor of taking the ball out-of-bounds. 1952-53, The one-and-one free-throw rule was introduced, although the bonus was used only if the first shot was missed. The rule was in effect the entire game except the last three minutes, when every foul was two shots. 1954-55, The one-and-one free throw was changed so that the bonus shot was given only if the first shot was made. 1955-56, The two-shot penalty in the last three minutes of the game was eliminated. The one-and-one became in effect the entire game. 1955-56, The free-throw lane was increased from 6 feet to 12 feet. 1956-57, On the lineup for a free throw, the two spaces adjacent to the end line were occupied by opponents of the free thrower. In the past, one space was marked "H" for a home team player to occupy, and across the lane the first space was marked "V" for a visiting team player to stand in. 1957-58, One free throw for each common foul was taken for the first six personal fouls by one team in each half, and the one-and-one was used thereafter. 1972-73, The free throw on the first six common fouls each half by a team was eliminated. 1983-84, Two free throws were taken for each common foul committed within the last two minutes of the second half and the entire overtime period, if the bonus rule was in effect. (This rule was rescinded one month into the season.) 1985-86, If a shooter was fouled intentionally and the shot was missed, the penalty was two shots and possession of the ball out-of-bounds to the team that was fouled. 1987-88, Each intentional personal foul carried a two-shot penalty plus possession of the ball. 1990-91, Beginning with the team's 10th personal foul in a half, two free throws were awarded for each common foul, except player-control fouls. 1990-91, Three free throws were awarded when a shooter was fouled during an unsuccessful three-point try. 1991-92, Contact technical fouls counted toward the five fouls for player disqualification and toward the team fouls in reaching bonus free-throw situations. 1992-93, Unsporting technical fouls, in addition to contact technical fouls, counted toward the five fouls for player disqualification and toward the team fouls in reaching bonus free-throw situations. 1995-96, All unsporting technical fouls charged to anyone on the bench counted toward the team foul total. 2000-01, Number of players permitted on free-throw lane reduced from eight to six. 2002-03, Two free-throw lane spaces closest to the free-thrower would remain unoccupied. 2002-03, No free throws were awarded to the offended team in bonus for personal fouls committed by a team while in team control or in possession of the ball during a throw-in (team-control foul). 2007-08, During free throws, eliminated the first lane space nearest the basket on each side

of the lane and used the second, third and fourth lane space on each side as an alignment for free throws. 2009-10, When a player is injured and is unable to attempt his free throw(s), the coach from the opposing team shall select one of the four remaining players on the court to attempt the free throw(s). When the foul is intentional or flagrant, the injured player's coach shall select any player or team member to shoot the free throw(s).

Freshmen: 1972-73, Freshmen became eligible to play varsity basketball. This was the result of a change in the NCAA bylaws, not the basketball playing rules.

Game Officials: 1891-92, The umpire shall be judge of the men, and shall note the fouls, and notify the referee when three consecutive fouls have been made. He shall have power to disqualify men according to rule on fouls. The referee shall be judge of the ball and shall decide when the ball is in play, in bounds, and to which side it belongs, and shall keep the time. He shall decide when a goal had been made, and keep account of the goals with any other duties that are usually performed by a referee. 1905-06, Each game had one referee, one umpire and two inspectors. The referee was the superior officer of the game and had supreme authority once the game began until it concluded. The referee's main duties were calling fouls and stopping play. The umpire could call fouls and reported to the referee. Inspectors were the referee's assistants and were stationed one at each end of the court. Inspectors had no power to make decisions but noted whether goals were made in accordance with the rules and reported such to the referee. The official scorer kept a book containing the scoring and fouls made for each player and each team. The duties of the official scorer have basically remained the same through all the years. One timekeeper was appointed by the home team. The visiting team could appoint an assistant timekeeper if it chose. 1907-08, Inspector was no longer a game official position. 1908-09, A second official was added for games in an effort to curb the rough play. 1924-25, Two timekeepers were used, one from each team, and shared a watch placed on a table so both could see it. The timekeepers kept track of all the incidents that time was out and added that to the game time. The timekeepers indicated when time expired by using a gong, pistol or whistle. 1962-63, A black and white striped garment is now recommended for the official scorer. 1962-63, The wording is changed for timekeepers for indicating the end of periods from "by the Timers' gong, pistol or siren" to "by the Timers' signal". 1977-78, The option of a third official was allowed. 1986-87, Shot clock operator added.

Goaltending/Basket Interference: 1905-06, Although not yet known as defensive goaltending, if a player touched the ball or basket when the ball was on the edge of the rim, the referee awarded one point to the shooting team. 1915-16, Defensive interference with the ball or basket while the ball was on the basket's rim resulted in one free-throw attempt for the shooting team. 1922-23, Defensive interference with the ball or basket while the ball was on the basket's rim was declared a goal for the shooting team. 1944-45, Along with the ball on the rim, defensive interference by touching the ball after it had started its downward flight during an opponent's field-goal attempt was declared a goal for the shooting team. 1957-58, Offensive goaltending was banned so that no player from either team could touch the ball or basket when the ball was on the basket's rim or above the cylinder. The only exception was the shooter in the original act of shooting. 2008-09, When the entire ball is above the level of the ring during a field-goal try and contacts the backboard, it is considered to be on its downward flight. In such a case, it is goaltending when that ball is touched by a player.

Held Ball: 1930-31, A held ball could be called when a closely guarded player was withholding the ball from play for five seconds. The result was a jump ball. 1998-99, In a held-ball situation initiated by the defense, the ball would be awarded to the defensive team. Previously, possession was awarded by the direction of the possession arrow. (This was rescinded the next season.)

Intentional Foul: 1985-86, If a shooter was fouled intentionally and the shot was missed, the penalty was two shots and possession of the ball out-of-bounds to the team that was fouled. 1987-88, Each intentional personal foul carried a two-shot penalty plus possession of the ball. 1993-94, A foul was ruled intentional if, while playing the ball, a player caused excessive contact with an opponent.

Jump Ball/Alternate Possession: 1905-06, A timeout called while the ball was in play resulted in a jump ball when play was resumed. If the ball was out-of-bounds when a timeout was called, the team in possession of the ball kept possession. 1930-31, A held ball could be called when a closely guarded player was withholding the ball from play for five seconds. The result was a jump ball. 1937-38, The center jump after every goal scored was eliminated. 1970-71, During a jump ball, a nonjumper could not change his position from the time the official was ready to make the toss until after the ball had been touched. 1974-75, During a jump ball, a nonjumper on the restraining circle could move around it after the ball had left the official's hands. 1981-82, The jump ball was used only at the beginning of the game and the start of each extra period. An alternating arrow would indicate possession in held-ball situations during the game. 1994-95, The inner circle at midcourt was eliminated.

Lines: 1894-95, The free-throw line was moved from 20 to 15 feet. 1932-33, The 10-second center (division) line was introduced to reduce stalling. 1955-56, The free-throw lane was increased from 6 feet to 12 feet. 1956-57, On the lineup for a free throw, the two spaces adjacent to the end line were occupied by opponents of the free-thrower. In the past, one space was marked "H" for a home team player to occupy, and across the lane the first space was marked "V" for a visiting team player to stand in. 1984-85, The coaching box was introduced, whereby a coach and all bench personnel had to remain in the 28-foot-long coaching box unless seeking information from the scorers' table. 1986-87, The three-point field goal was introduced and set at 19 feet 9 inches from the center of the basket. 1994-95, The inner circle at midcourt was eliminated. 2008-09, The three-point line was extended to 20 feet, 9 inches.

Out-of-bounds: 1891-92, When the ball goes out-of-bounds, it shall be thrown into the field and played by the person first touching it. In case of a dispute, the umpire shall throw it straight into the field. The thrower-in is allowed five seconds; if he holds it longer, it shall go to the opponent. If any side persists in delaying the game, the umpire shall call

a foul on them. 1905-06, A timeout called while the ball was in play resulted in a jump ball when play was resumed. If the ball was out-of-bounds when a timeout was called, the team in possession of the ball kept possession. 1905-06, Time stopped only when ordered by the referee. It did not stop for dead-ball situations such as free throws or when the ball was out-of-bounds. 1924-25, Time stopped when ordered by the referee for injuries, substitutions, two-shot fouls and timeouts requested by the team captain. The clock kept running at all other times including dead-ball situations, such as out-of-bounds. 1938-39, The ball was thrown in from out-of-bounds at midcourt by the team shooting a free throw after a technical foul. Before, the ball was put into play with a center jump after a technical-foul free throw. 1939-40, Teams had the choice of whether to take a free throw or take the ball out-of-bounds at midcourt. If two or more free throws were awarded, this option applied to the last throw. 1947-48, The clock was stopped on every dead ball the last three minutes of the second half and of every extra period. This includes every time a goal was scored because the ball was considered dead until put into play again. (This rule was abolished in 1951.) 1952-53, Teams could no longer waive free throws in favor of taking the ball out-of-bounds. 1957-58, A ball that passed over the backboard—either front to back or back to front—was considered out-of-bounds. 1963-64, The clock was stopped when any violation was called. This included when the ball went out-of-bounds. The rule prevented delaying tactics for the purpose of consuming playing time when the ball was out of play. 1982-83, When the closely guarded five-second count was reached, it was no longer a jump-ball situation. It was a violation, and the ball was awarded to the defensive team out-of-bounds. 1985-86, If a shooter was fouled intentionally and the shot was missed, the penalty was two shots and possession of the ball out-of-bounds to the team that was fouled. 2003-04, A team would have control when a player of that team had disposal of the ball for a throw-in. 2006-07, A timeout would not be recognized when an airborne player's momentum carried him either out-of-bounds or into the backcourt.

Overtime: 1942-43, Any player who was eligible to start an extra period was allowed an extra personal foul, increasing the total so disqualification was on the fifth foul. 1944-45, Five personal fouls disqualify a player. An extra foul was not permitted in overtime games. 1993-94, The game clock was stopped after successful field goals in the last minute of the game and the last minute of any extra period with no substitution allowed.

Periods: 1891-92, The time shall be two 15-minute halves, with five minutes' rest between. 1905-06, Games were played in two 20-minute halves with a 10-minute rest time between the halves. 1951-52, Games were played in four 10-minute quarters. 1954-55, Games were changed back to being played in two 20-minute halves. 1996-97, Teams had to warm up and shoot at the end of the court farthest from their own bench for the first half. Previously, teams had the choice of baskets in the first half.

Rough Play: 1905-06, Personal fouls were separated into two classes: "A" for general fouls and "B" for more flagrant fouls. Class B fouls could lead to possible game disqualification and were called for striking the opponent, kicking the opponent, shouldering the opponent, tripping the opponent, hacking the opponent unnecessary roughness, or using profane or abusive language. If two Class B fouls were committed by one player, he was disqualified for the rest of the game. 1908-09, A second official was added for games in an effort to curb the rough play. 1910-11, Within Class B fouls, personal fouls were distinguished from the other. 1915-16, Class A fouls were changed to violations, and Class B fouls became technical and personal fouls. 1939-40, Teams had the choice of whether to take a free throw or take the ball out-of-bounds at midcourt. If two or more free throws were awarded, this option applied to the last throw. 1952-53, Teams could no longer waive free throws in favor of taking the ball out-of-bounds. 1957-58, One free throw for each common foul was taken for the first six personal fouls by one team in each half, and the one-and-one was used thereafter. 1972-73, The free throw on the first six common fouls each half by a team was eliminated. 1973-74, Officials could now penalize players for fouls occurring away from the ball, such as grabbing, holding and setting illegal screens. 1974-75, A player charged with a foul was no longer required to raise his hand. (In 1978, however, it was strongly recommended that a player start raising his hand again.) 1983-84, Two free throws were taken for each common foul committed within the last two minutes of the second half and the entire overtime period, if the bonus rule was in effect. (This rule was rescinded one month into the season.) 1987-88, Each intentional personal foul carried a two-shot penalty plus possession of the ball. 1990-91, Beginning with the team's 10th personal foul in a half, two free throws were awarded for each common foul, except player-control fouls. 1991-92, Contact technical fouls counted toward the five fouls for player disqualification and toward the team fouls in reaching bonus free-throw situations. 1992-93, Unsportsmanlike technical fouls, in addition to contact technical fouls, counted toward the five fouls for player disqualification and toward the team fouls in reaching bonus free-throw situations. 1993-94, A foul would be ruled intentional if, while playing the ball, a player caused excessive contact with an opponent. 2007-08, Use of courtside monitor allowed for determining whether a flagrant foul occurred or to assess the situation during a fight. 2009-10, Expanding on the rule from two seasons before, when an official uses a courtside monitor to determine whether a flagrant foul occurred, if it is determined that a flagrant foul did not occur but an intentional personal foul or a contact technical foul did occur, those fouls shall be penalized accordingly. However, no other infractions may be penalized.

Shot Clock/Stalling: 1932-33, The 10-second center (division) line was introduced to reduce stalling. 1985-86, The 45-second clock was introduced. The team in control of the ball must now shoot for a goal within 45 seconds after it attains team control. 1991-92, The shot clock was reset when the ball struck the basket ring, not when a shot left the shooter's hands as it had been since the rule was introduced in 1986. 1993-94, The shot clock was reduced to 35 seconds from 45. The team in control of the ball must shoot for a goal within 35 seconds after attaining team control. 2005-06, Violations when the ball had been intentionally kicked would no longer result in the reset of the shot clock to 35 seconds. When the violation occurred with 15 or fewer seconds remaining, the shot clock was reset to 15 seconds. Otherwise, when the violation occurred with more than 15 seconds remaining, there was no reset of the shot clock.

Shot in Closing Seconds: 1994-95, Scoring was restricted to a tap-in when 3/10 (.3) of a second or less remained on the game clock or shot clock. 1999-2000, During the

season, the rules committee made a rule that required the official to look at the courtside monitor to determine if a potential game-winning shot in the last second of the game or overtime would count. 2003-04, Officials could consult courtside monitor at the end of either half or any extra period to determine: (1) if a field-goal try beat the horn; (2) whether a shot-clock violation at the end of the first half beat the horn; or, (3) whether a shot-clock violation that would determine the outcome of a game beat the horn. The officials also could use a courtside monitor to correct a timer's mistake or to determine if the game clock or shot clock expired at or near the end of a period.

Substitution: 1920-21, A player could re-enter the game once. Before this rule, if a player left the game, he could not re-enter for the rest of the game. 1933-34, A player could re-enter the game twice. 1944-45, Unlimited substitution was introduced. 1993-94, The game clock was stopped after successful field goals in the last minute of the game and the last minute of any extra period with no substitution allowed. 2005-06, The time allowed to replace a disqualified player was reduced from 30 to 20 seconds, and the warning signal was sounded five seconds before the expiration of the time limit.

Technical Fouls: 1905-06, Personal fouls were separated into two classes: "A" for general fouls and "B" for more flagrant fouls. Class B fouls could lead to possible game disqualification and were called for striking the opponent, kicking the opponent, shouldering the opponent, tripping the opponent, hacking the opponent, unnecessary roughness or using profane or abusive language. If two Class B fouls were committed by one player, he was disqualified for the rest of the game. 1908-09, A second official was added for games in an effort to curb the rough play. 1910-11, Within Class B fouls, personal fouls were distinguished from the other. 1915-16, Class A fouls were changed to violations, and Class B fouls became technical and personal fouls. 1938-39, The ball was thrown in from out-of-bounds at midcourt by the team shooting a free throw after a technical foul. Before, the ball was put into play with a center jump after a technical-foul free throw. 1956-57, Grasping the basket became classified as a technical foul under unsportsmanlike tactics. 1981-82, All fouls charged to bench personnel were assessed to the head coach. 1988-89, Any squad member who participated in a fight was ejected from the game and was placed on probation. If that player participated in a second fight during the season, he was suspended for one game. A third fight involving the same person resulted in suspension for the rest of the season including championship competition. 1990-91, The fighting rule was amended. The first time any squad member or bench personnel participated in a fight, he was suspended for the team's next game. If that same person participated in a second fight, he was suspended for the rest of the season, including championship competition. 1991-92, Contact technical fouls counted toward the five fouls for player disqualification and toward the team fouls in reaching bonus free-throw situations. 1992-93, Unsporting technical fouls, in addition to contact technical fouls, counted toward the five fouls for player disqualification and toward the team fouls in reaching bonus free-throw situations. 1993-94, The rule concerning the use of profanity was expanded to include abusive and obscene language in an effort to curtail verbal misconduct by players and coaches. 1994-95, The fighting and suspension rules were expanded to include coaches and team personnel. 1995-96, All unsporting technical fouls charged to anyone on the bench counted toward the team foul total. 2000-01, Technical fouls were divided into direct (two-shot penalty) and indirect (one-shot penalty) with the ball returned to the point of interruption. 2001-02, Both direct and indirect technical fouls were penalized by two shots and returned to the point of interruption. 2009-10, The new "contact technical foul" occurs when the ball is dead and involves contact that is unnecessary, unacceptable and excessive.

Television Replay: 1986-87, A television replay could be used to prevent or rectify a scorer's or timer's mistake or a malfunction of the clock. 1999-2000, During the season, the rules committee made a rule that required the official to look at the courtside monitor to determine if a potential game-winning shot in the last second of the game or overtime would count. 2001-02, Officials could check an official courtside monitor to determine if a try was a three- or two-point attempt, regardless of whether the try was successful. 2003-04, Officials could consult the courtside monitor at the end of either half or any extra period to determine: (1) if a field-goal try beat the horn; (2) whether a shot-clock violation at the end of the first half beat the horn; or (3) whether a shot-clock violation that would determine the

outcome of a game beat the horn. The officials also could use a courtside monitor to correct a timer's mistake or to determine if the game clock or shot clock expired at or near the end of a period. 2005-06, Expanding on the rule from two seasons before, officials who consult a courtside monitor at the end of either half or any extra period could correct the official game time if needed and/or determine whether a foul was committed before time expired. Officials could also consult a courtside monitor any time during the game to correct a timer's mistake. 2007-08, Use of a courtside monitor was allowed for determining whether a flagrant foul occurred or to assess the situation during a fight. 2009-10, Expanding on the rule from two seasons before, when an official uses a courtside monitor to determine whether a flagrant foul occurred, if it is determined that a flagrant foul did not occur but an intentional personal foul or a contact technical foul did occur, those fouls shall be penalized accordingly. However, no other infractions may be penalized.

Three Seconds: 1932-33, No player could stand in the free-throw lane with the ball more than three seconds. 1935-36, No offensive player could remain in the free-throw lane, with or without the ball, for more than three seconds.

Three-Point Shot: 1980-81, Conferences began experimenting with the three-point field-goal at different distances. 1986-87, The three-point field goal was introduced nationally and set at 19 feet 9 inches from the center of the basket. 1990-91, Three free throws were awarded when a shooter was fouled during an unsuccessful three-point try. 2008-09, The three-point line was extended to 20 feet 9 inches.

Timeouts: 1924-25, Only team captains could call for a timeout. Each team had three timeouts per game. 1948-49, Coaches were allowed to speak to players during a timeout. 1995-96, Teams were allowed one 20-second timeout per half. This was an experimental rule in the 1994-95 season. 1996-97, In games not involving commercial electronic media, teams were entitled to four full-length timeouts and two 20-second timeouts per game. In games involving commercial electronic media, teams were entitled to two full-length timeouts and three 20-second timeouts per game. 1997-98, Timeout requests could be made by a player on the court or by the head coach. 1999-2000, Twenty-second timeouts increased to 30 seconds in length. A new electronic-media timeout format was adopted. 2006-07, A timeout would not be recognized when an airborne player's momentum carried him either out-of-bounds or into the backcourt.

Traveling: 1900-01, A dribbler could not shoot for a field goal and could dribble only once, and then with two hands. 1908-09, A dribbler was permitted to shoot. The dribble was defined as the "continuous passage of the ball," making the double dribble illegal. 1921-22, Running with the ball changes from a foul to a violation.

Uniforms: 1915-16, All players shall be numbered with plain numbers at least six inches high and one inch wide fastened securely on the backs of their shirts. 1925-26, Players of the same team shall not wear duplicate numbers. 1927-28, On uniforms, teams are urged not to use the numbers one or two. 1932-33, Each player must be numbered on the front of his shirt as well as on the back. To quote the rules book: "It may seem needless, but it will save correspondence for the editor, to add here that the same number appear on front and back." 1957-58, On uniforms, the use of the single digit numbers one and two and any digit greater than five was prohibited. 1999-2000, Uniform numbers one and two were permitted.

Violations: 1905-06, Personal fouls were separated into two classes: "A" for general fouls and "B" for more flagrant fouls. Class A fouls were called for delay of game, tackling the ball (touching the ball when a teammate was already touching it), kicking the ball, striking the ball, advancing the ball, hugging the ball, shooting after dribbling, tackling the opponent, holding the opponent, pushing the opponent, or addressing the game officials. Class B fouls could lead to possible game disqualification and were called for striking the opponent, kicking the opponent, shouldering the opponent, tripping the opponent, hacking the opponent unnecessary roughness, or using profane or abusive language. If two Class B fouls were committed by one player, he was disqualified for the rest of the game. 1915-16, Class A fouls were changed to violations, and Class B fouls became technical and personal fouls. (For more on Violations, please see Block/Charge, Closely Guarded, Dribbling, Dunking, Goaltending/Basket Interference, Three Seconds, and Traveling.)

Basketball Rules Committee Secretary-Rules Editor Roster

Name	Affiliation	Years
Oswald Tower	non-NCAA	1939-59
John Bunn	Colorado St.	1960-67
Ed Steitz	Springfield	1967-91
Henry Nichols	Villanova	1992-96
Ed Bilik	Springfield	1997-present

Division I Basketball Rules Committee Chair Roster

Name	Affiliation	Years
H.H. Salmon Jr.	Princeton	1939-40
Floyd Rowe	non-NCAA	1941
James W. St. Clair	SMU	1942-44
E.J. Hickox	non-NCAA	1945, 1947
H.G. Olsen	Ohio St.	1946
George Edwards	Missouri	1948-51
Bruce Drake	Oklahoma	1952-55
Paul Hinkle	Butler	1956-59
H.E. Foster	Wisconsin	1960-65
Polk Robison	Texas Tech	1966
Norvall Neve	Atlantic Coast, Missouri Valley Conferences	1967-75
Richard Wilson	Amherst	1976
John Carpenter	Rider	1977-78
Jack Thurnblad	Carleton	1979-80
C.M. Newton	Alabama, Southeastern Conference	1981-85
James Dutcher	Minnesota	1986
Jerry Krause	Eastern Wash.	1987
Richard Sauers	Albany (NY)	1988
Gene Bartow	UAB	1989-93
George Raveling	Southern California	1994-96
Larry Keating Jr.	Seton Hall	1997
Herb Kenny	Wesleyan (CT)	1998
Reggie Minton	Air Force	1999-2000
Roy Williams	Kansas	2001
Art Hyland	Big East Conference	2002-03
Willis Wilson	Rice	2004
Perry Watson	Detroit	2005
Larry Keating Jr.	Kansas	2006-07
Brad Jackson	Western Wash.	2008
Dick Hack	Pitt.-Greensburg	2009
Bobby Lutz	Charlotte	2010

Basketball Rules Committee Roster

Name	Affiliation	Years
Phog Allen	Kansas	1939-41
William Anderson	Lafayette	1951-54
Lewis Andreas	Syracuse	1946-49
Tom Apke	Creechton, Colorado	1979-84
Tim Autry	South Carolina St.	1998-2002
Joe Baker	Wis.-La Crosse	2003-05
Ralph Barkey	Sonoma St.	1996
Sam Barry	Southern California	1946-48
Justin Barry	Southern California	1949-51
Gene Bartow	Memphis, Illinois, UCLA, UAB	1974-78, 88-93
Steve Belko	Oregon	1966-69
John Bennington	St. Louis, Michigan St.	1960-65
Bill Berry	San Jose St.	1988-90
Ed Bilik	Springfield	1968-69, 72-78, 1996-2002
Hoyt Brawner	Denver	1960-66
Mike Brey	Notre Dame	2008-present
Adam Brick	George Mason	2009-present
Charlie Brock	Springfield	2003-07
Clint Bryant	Augusta St.	1996-99
Tom Bryant	Centre	1996-98
John Bunn	Stanford, Springfield, Colorado St.	1939-40, 54-67
Clarence Burch	Lycoming	1979-82
Jim Burson	Muskingum	1987-92
L.C. Butler	Colorado St.	1951-53
E.M. Cameron	Duke	1956-61
John Carpenter	Rider	1973-78
Don Casey	Temple	1979-82
Dale Clayton	Carson-Newman	2003-07
Gary Colson	New Mexico, California	1986-92

Name	Affiliation	Years
Robert Corn	Mo. Southern St.	2008-present
Forrest Cox	Colorado	1940-44
Joe Dean Jr.	Birmingham So.	2003-07
Sumner A. Dole	Connecticut	1939-41
Ed Douma	Hillsdale	2001-04
Bruce Drake	Oklahoma	1947-55
Fran Dunphy	Penn.	2004-06
James Dutcher	Minnesota	1983-86
W.H.H. Dye	Washington	1955-59
Scott Eaton	Northern Ky.	2009-present
C.S. Edmundson	Washington	1941-45
George Edwards	Missouri	1942-51
Fred Enke	Arizona	1957-61
Wesley E. Fesler	Wesleyan (CT)	1944
Dan Fitzgerald	Gonzaga	1996-97
H.E. Foster	Wisconsin	1958-66
Clarence Gaines	Winston-Salem	1992-93
Jayson Gee	Charleston (WV)	2001-03
Pete Gillen	Xavier	1993-97
Jack Gray	Texas	1951-52
Hugh Greer	Connecticut	1963
Jim Gudger	Tex. A&M-Commerce	1976, 78
Dick Hack	Medaille, Pitt.-Greensburg	2006-09
Richard Harter	Penn.	1972
Rick Hartzell	UNI	2008
Clem Haskins	Minnesota	1992-96
E.O. "Doc" Hayes	SMU	1967-69
R.E. Henderson	Baylor	1953-56
Paul Hinkle	Butler	1954-59
Howard Hobson	Yale	1952-55
Ron Holmes	McMurry	1999-2002
Art Hyland	Big East Conference	1998-2003
Henry Iba	Oklahoma St.	1952-54, 67-69
Clarence Iba	Tulsa	1956-59
George Ireland	Loyola (IL)	1963-66
Calvin Irvin	N.C. A&T	1979
Brad Jackson	Western Wash.	2004-08
Bill Jones	North Ala.	1985-91
Larry Keating, Jr.	Seton Hall, Kansas	1994-97; 2003-07
Herb Kenny	Wesleyan (CT)	1993-98
William Knapton	Beloit	1981-86
Jack Kraft	Villanova	1968-69
Jerry Krause	Eastern Wash. St.	1976-78, 83-87
Mike Krzyzewski	Duke	1991
John Kundla	Minnesota	1968-69, 72-74
Eugene Lambert	Arkansas	1945-49
Dale Lash	Springfield	1942-43
Debra Lazorik	Marietta	1999-2002
Harry Litwack	Temple	1960-65
Bobby Lutz	Charlotte	2007-present
Edward P. Markey	St. Michael's	1992-95
Jack Martin	Lamar	1974-79
Rollie Massimino	UNLV	1993-95
Arthur McAfee	Morehouse	1975-80
Fran McCaffery	Siena	2010-present
Walter "Doc" Meanwell	Wisconsin	1939
Gene Mehaffey	Ohio Wesleyan	1993-98
Bill Menefee	Baylor	1972-73
Ray Meyer	DePaul	1979-82
Joey Meyer	DePaul	1993-95
Douglas Mills	Illinois	1947-53
Reggie Minton	Air Force	1997-2000
Mike Montgomery	Stanford	1997-2000
Steve Moore	Wooster	2007-present
Gerald Myers	Texas Tech	1986-92, 2009-present
Norvall Neve	Atlantic Coast, Missouri Valley Conferences	1967-75
C.M. Newton	Alabama, Southeastern Conference	1981-85
Henry Nichols	Villanova	1992-96
Thomas Niland Jr.	Le Moyne	1985-91
Kenneth Norton	Manhattan	1955-59
Tom O'Connor	George Mason	1998-2003
Dave Odom	Wake Forest	2001-04
H.G. Olsen	Ohio St.	1940-46
Ray Oosting	Trinity (CT)	1946-49, 51, 58-62
James Padgett	California, Nevada	1972-74
Curtis Parker	Centenary (LA)	1939-41
Rob Passage	Kalamazoo	2010-present
Ted Paulauskas	St. Anselm	1997-99
Richard H. Perry	UC Riverside	1992
Vadal Peterson	Utah	1945-48
Mac Petty	Wabash	1987-92
Digger Phelps	Notre Dame	1988-91
Jerry Pimm	Utah	1979-84

Name	Affiliation	Years	Name	Affiliation	Years
Lonnie Porter	Regis (CO)	2004-08	Bob Thomason	Pacific	2004-08
Clarence Price	California	1952-54	John M. Thompson	N.C. Wesleyan	2008-present
Skip Prosser	Wake Forest	2004-07	John Thompson III	Princeton	2003-04
Jack Ramsay	St. Joseph's	1966-67	Jack Thurnblad	Carleton	1975-80
George Raveling	Southern California	1993-96	Alvin J. Van Wie	Wooster	1981-86
Lonn Reisman	Tarleton St.	2000-03	Bob Vanatta	Sunshine State Conference	1994-95
Polk Robison	Texas Tech	1962-66	Kevin Vande Streek	Calvin	2003-06
Paul Rundell	San Fran. St.	1980-81	A. Kenyon Wagner	BYU-Hawaii	2009-present
Adolph Rupp	Kentucky	1962-66	M. Edward Wagner	California Collegiate Athletic Association	1976-79
Andy Russo	Florida Tech, Lynn	1997-2000	Russell Walseth	Colorado	1972-75, 77-78
H.H. Salmon Jr.	Princeton	1939-40	Perry Watson	Detroit	2002-05
Richard Sauers	Albany (NY)	1983-87	Stanley Watts	BYU	1954-57
William Scanlon	Union (NY)	1989-94	Clifford Wells	Tulane	1953-56
Jim Schaus	Ohio	2009-present	Don White	Connecticut	1945
Norman Shepard	Davidson	1942-47	Reggie Witherspoon	Buffalo	2006-09
J. Dallas Shirley	Southern Conference	1984-87	Vining William	Ouachita Baptist	1977
Dean Smith	North Carolina	1967-69, 72-73	James Williams	Colorado St.	1972-78
James W. St. Clair	SMU	1939-44	Roy Williams	Kansas	1997-2000
Floyd Stahl	Ohio St.	1956-57, 60-61	Floyd Wilson	Harvard	1964-69
Ed Steitz	Springfield	1959-91	Richard Wilson	Amherst	1972-75
Norm Stewart	Missouri	1985-91	Willis Wilson	Rice	2001-04
Kenneth Stibler	St. Thomas (FL)	1978-84	Willard A. Witte	Wyoming	1939
Eddie Sutton	Arkansas	1980-85	John Wooden	UCLA	1961-64
H. Jamison Swarts	Penn.	1941-45	Ned Wulk	Arizona St.	1968-69
A.K. Tebell	Virginia	1948-52	Jim Zalacca	New Paltz St., SUNY Potsdam	1999-2002

Division I Basketball Firsts

The First Time...

Playing rules were published:

January 1892 in the Springfield College school newspaper, The Triangle.

A game was played:

January 20, 1892, at the Training School of the International YMCA College, now known as Springfield College in Massachusetts.

A game was played in public:

March 11, 1892, at Springfield College. A crowd of 200 saw the students defeat the teachers, 5-1.

A full schedule of games was played by a college:

1894, when the University of Chicago compiled a 6-1 season record.

A game between two colleges was played:

February 9, 1895, when the Minnesota School of Agriculture defeated Hamline, 9-3. Nine players were allowed on the court at the same time for both teams.

A game between two colleges was played with five players on each team:

January 16, 1896, when Chicago defeated Iowa, 15-12, in Iowa City. Iowa's starting lineup was composed of a YMCA team that just happened to be university students.

A game between two true college teams with five players on a team was played:

1897, when Yale defeated Penn, 32-10.

A conference season was played:

1901-02 by the East League, known today as the Ivy Group.

A conference tournament was played:

1921 by the Southern Conference. Kentucky was the winner.

A consensus all-America team was selected:

1929. Members were Charley Hyatt, Pittsburgh; Joe Schaaf, Penn; Charles Murphy, Purdue; Vern Corbin, California; Thomas Churchill, Oklahoma; and John Thompson, Montana State.

A game was filmed for a newsreel:

February 20, 1931, St. John's (NY) against Carnegie Mellon.

The National Invitation Tournament was played:

1938, when Temple was the winner.

A college game was televised:

February 28, 1940, when Pittsburgh defeated Fordham, 50-37, at Madison Square Garden in New York City. In the second game, New York University defeated Georgetown, 50-27. The games were broadcast on New York station W2XBS.

The three-point shot was used experimentally in a game:

February 7, 1945, Columbia defeated Fordham, 73-58. The three-point line was set at 21 feet from the basket as Columbia scored 11 "long goals" to Fordham's nine. Also, free-throwers had an option to take their shots from the regular 15-foot distance for one point or from 21 feet for two points. Eight "long fouls" were made during the game.

The 12-foot free-throw lane was used experimentally in a game:

February 7, 1945, Columbia defeated Fordham, 73-58, in the same game as mentioned above. The free-throw lane was widened from 6 feet to 12 for this game, and the rule was adopted 11 years later.

An Associated Press poll was published:

1949, when St. Louis was ranked No. 1. By the end of the season, Kentucky had taken over the top spot.

Five African-Americans were on the court for a Major College (Division I) team:

December 29, 1962, Loyola (IL) against Wyoming in the All-City Tournament in Oklahoma City. In the second half of the game, starter John Egan was replaced by Pablo Robertson to make all five players in the game for Loyola African-American. Three months later Loyola won the NCAA title.

All the games of a conference tournament were televised:

1979, the Sun Belt on ESPN.

The RPI was released to the public:

February 1, 2006, when the Rating Percentage Index (RPI) appeared on the NCAA Web site.

NCAA Tournament Firsts

The first game:

March 17, 1939, when Villanova defeated Brown, 42-30, in Philadelphia.

The first championship game:

March 27, 1939, when Oregon defeated Ohio State, 46-33, in Evanston, Illinois.

The first NCAA tournament MOP:

1939, Jimmy Hull of Ohio State was named the tournament's Most Outstanding Player.

The first player to score 30 points or more in a tournament game:

March 22, 1941, George Glamack of North Carolina scored 31 points against Dartmouth in a regional third-place game.

The first time two teams from the same conference played in the NCAA tournament:

1944, when Iowa State and Missouri, both of the Big Six, played in the Western regional.

The first freshman named NCAA tournament MOP:

1944, Arnie Ferrin of Utah.

The first two-time NCAA tournament MOP:

1946, Bob Kurland of Oklahoma State was MOP in 1945 and 1946.

The first time four teams advanced to the final site:

1946, the teams were North Carolina, Ohio State, Oklahoma State and California.

The first championship game televised:

March 26, 1946, locally in New York City by WCBS-TV. Oklahoma State defeated North Carolina, 43-40. An estimated 500,000 watched the game on television.

The first player to dunk:

March 26, 1946, when Bob Kurland, the 7-foot center for Oklahoma State, threw down two dunks late in the game to help preserve a 43-40 victory over North Carolina in the championship game.

The first repeat champion:

March 26, 1946, Oklahoma State followed its 1945 championship with a title in 1946.

The first player to score 30 points or more in a Final Four game:

March 22, 1947, George Kaftan of Holy Cross scored 30 points against CCNY in the national semifinal game.

The first school to win the NCAA championship in its home town:

March 28, 1950, CCNY won the title in New York.

The first NCAA championship team to have an integrated roster of white and black players:

March 28, 1950, CCNY's squad was the first integrated championship team, starting three black players

The first time conference champions qualified automatically:

1951.

The first time a team entered the tournament undefeated:

1951, Columbia at 21-0. The Lions lost to Illinois in the first round, 79-71.

The first time a conference tournament champion qualified automatically for the NCAA tournament instead of the regular-season champion:

1952, North Carolina State finished second in the Southern Conference but won the conference postseason tournament.

The first time there were four regional sites:

1952.

The first time games were televised regionally:

1952.

The first NCAA tournament MOP not to play on the national championship team:

1953, B.H. Born of Kansas.

The first player to score 40 points or more in a tournament game:

March 22, 1952, Clyde Lovellette of Kansas scored 44 points against St. Louis in the regional final game.

The first player to score 40 points or more in a Final Four game:

March 18, 1953, Bob Houbregs of Washington scored 42 points against LSU in the national third-place game.

The first time a Final Four was played on Friday and Saturday:

1954.

The first tournament championship game televised nationally:

1954, for a broadcast rights fee of \$7,500.

The first time an undefeated team won the NCAA championship:

March 23, 1956, when San Francisco went 29-0.

The first player to score 50 points or more in a tournament game:

March 15, 1958, Oscar Robertson of Cincinnati scored 56 points against Arkansas in the regional third-place game.

The first time an orange-colored basketball was used instead of brown:

March 22, 1958, Kentucky defeated Seattle, 84-72, in the NCAA championship game. Butler head coach Paul "Tony" Hinkle introduced the concept of using the orange ball developed by Spalding.

The first time two teams from the same state played in the NCAA title game:

March 25, 1961, when Cincinnati defeated Ohio State, 70-65, in overtime.

The first football Heisman Trophy winner to play in the Final Four:

1963, Terry Baker of Oregon State.

The first player to score 50 points or more in a Final Four game:

March 20, 1965, Bill Bradley of Princeton scored 58 points against Wichita State in the national third-place game.

The first championship team to start five African-Americans:

March 19, 1966, UTEP with Harry Flournoy, David Lattin, Bobby Joe Hill, Orsten Artis and Willie Worsley.

The first three-time NCAA tournament MOP:

1969, Lew Alcindor of UCLA was MOP in 1967, 1968 and 1969.

The first time the Final Four was played on Thursday and Saturday:

1969.

The first time the Final Four was played on Saturday and Monday:

1973.

The first NCAA title game televised during prime time:

March 26, 1973, UCLA's win over Memphis was televised by NBC.

The first time television rights totaled more than \$1 million:

1973.

The first public draw for Final Four tickets:

1973 for the 1974 championship.

The first time teams other than the conference champion could be chosen at large from the same conference:

1975.

The first reference to the term "Final Four":

1975 Official Collegiate Basketball Guide, page 5 in national preview-review section written by Ed Chay of the Cleveland Plain Dealer. Chay wrote, "Outspoken Al McGuire of Marquette, whose team was one of the final four in Greensboro, was among several coaches who said it was good for college basketball that UCLA was finally beaten."

The first time two African-American coaches played each other in a tournament game:

March 13, 1976, when Fred Snowden's Arizona Wildcats defeated John Thompson's Georgetown Hoyas, 83-76, in a first-round game.

The first time two teams from the same conference played in the Final Four title game:

March 29, 1976, when Indiana defeated Michigan, 86-68. Both teams were Big Ten members.

The first player to play for two teams in the Final Four championship game:

1978, Bob Bender with Indiana in 1976 and Duke in 1978.

The first time the seeding process was used to align teams in the bracket:

1978.

The first time a reference to the term "Final Four" was capitalized:

1978 Official Collegiate Basketball Guide (page 7, first line).

The first time all teams were seeded in the bracket:

1979.

The first public lottery for Final Four tickets:

1979.

The first time more than two teams from the same conference were allowed in the NCAA tournament:

1980.

The first time none of the No. 1 seeds in the NCAA tournament advanced to the Final Four:

1980.

The first time the Rating Percentage Index (RPI), a computer ranking system, was used as an aid in evaluating teams for at-large selections and seeding:

1981.

The first time two No. 1 seeds in the NCAA tournament advanced to the Final Four:

1981, they were LSU and Virginia.

The first time a Final Four logo was produced that was specific to the site of the championship game:

1981, when the final game was played in Philadelphia and the logo included the Liberty Bell.

The first live television broadcast of the selection show announcing the NCAA tournament bracket:

1982.

The first time CBS was awarded the television rights for the NCAA tournament:

1982.

The first TV announcer to use "March Madness" in referring to the tournament:

1982, Brent Musburger of CBS Sports.

The first African-American to coach a team into the Final Four:

1982, John Thompson of Georgetown.

The first time a men's and women's team from the same school advanced to the Final Four in the same year:

1983, when both Georgia teams lost in the national semifinals.

The first time awards were presented to all participating teams in the NCAA championship tournament:

1984.

The first African-American to coach a team to the NCAA basketball championship:

1984, John Thompson of Georgetown.

The first time 64 teams participated in the NCAA tournament:

1985.

The first unranked team to win the championship:

1985, Villanova.

The first double-digit seed to reach the Final Four:

1986, LSU as an 11-seed.

The first coach to win the NCAA title in his first year as a head coach:

Steve Fisher of Michigan in 1989.

The first time 65 teams participated in the NCAA tournament:

2001.

The first time two people of color faced each other as coaches in a Final Four game:

March 30, 2002, when Mike Davis' Indiana Hoosiers defeated Kelvin Sampson's Oklahoma Sooners, 73-64, in a national semifinal game.

The first time three teams from the same conference advanced to the Final Four:

1985, when Georgetown, St. John's (New York) and Villanova represented the Big East.

The first time all 64 NCAA tournament teams were subject to drug testing:

1987.

The first time neutral courts were used in all rounds of the NCAA tournament:

1989.

The first time all the Nos. 1 and 2 seeds in the NCAA tournament advanced to the Sweet Sixteen:

1989.

The first time a bearded coach advanced to the Final Four:

1989, P.J. Carlesimo of Seton Hall.

The first No. 15-seed to defeat a No. 2-seed:

1991, Richmond over Syracuse, 73-69.

The first time a minimum facility seating capacity of 12,000 for first and second rounds and regionals was established:

1993.

The first time three No. 1 seeds in the NCAA tournament advanced to the Final Four:

1993, they were Kentucky, Michigan and North Carolina.

The first time two former Final Four most outstanding players returned to the Final Four:

1995, when North Carolina's Donald Williams (1993) and Arkansas' Corliss Williamson (1994) returned to the Final Four.

The first time all four No. 1 seeds in the NCAA tournament advanced to the Final Four:

2008, they were Kansas, Memphis, North Carolina and UCLA.

The First School...

To play in both the NIT and the NCAA tournament in the same year:

Duquesne in 1940

To win 30 games in a season:

Wyoming went 31-2 in 1943.

To win a football bowl game and the NCAA tournament title in the same academic year:

Oklahoma State won the Cotton Bowl and the NCAA championship in 1944-45.

To be ranked No. 1 in the final regular-season poll and go on to win the NCAA championship:

Kentucky ended the 1949 regular season ranked No. 1 and proceeded to win its second NCAA title.

To win the NCAA tournament and the NIT in the same year:

CCNY won both tournaments in 1950.

To play for the national championship in both football and basketball in the same academic year:

Oklahoma lost in both the Orange Bowl and the Final Four title game in 1987-88.

To be ranked No. 1 in the men's and women's polls:

Connecticut's men's and women's basketball programs were ranked No. 1 in their respective top-25 polls February 13, 1995.

To be voted the national champion in football and win the NCAA basketball tournament in the same academic year:

Florida in 2006-07

To play in four different national post-season tournaments in four straight years:

Bradley in 2006-09. Bradley won games in the 2006 NCAA Tournament (2-1), 2007 National Invitation Tournament (NIT, 1-1), 2008 College Basketball Invitational (CBI, 4-2) and 2009 CollegeInsider.com Tournament (CTI, 3-0). Jim Les was the coach all four years; however, no student-athletes played in all four tournaments.

The First Coach...

Who also happened to be the inventor of the game:

Dr. James Naismith invented the game in December 1891 at Springfield College in Massachusetts.

To have won the NCAA tournament at his alma mater:

Howard Hobson of Oregon in 1939.

To lead his team to a finish among the final four teams in the nation in his first season as a head coach:

Bruce Drake of Oklahoma in 1939.

To take two different teams to the NCAA tournament:

Ben Carnevale—North Carolina in 1946 and Navy in 1947.

To lead his alma mater into the NCAA tournament after having played in the tournament:

Elmer Gross played for Penn State in the 1942 NCAA tournament and later coached them in the 1952 tournament.

To lead a school other than his alma mater into the NCAA tournament after having played in the tournament:

Doyle Parrack played for Oklahoma State in the 1945 NCAA tournament and later coached Oklahoma City in the 1952 tournament.

To be recognized as national coach of the year:

Phil Woolpert of San Francisco was named the 1955 coach of the year by United Press International.

To take two different teams to the Final Four:

Forddy Anderson and Frank McGuire. Anderson—Bradley in 1950 and Michigan State in 1957; McGuire—St. John's (New York) in 1952 and North Carolina in 1957.

To take two different schools to the NCAA championship game:

Frank McGuire in 1957 with North Carolina after St. John's (New York) in 1952.

To take three different teams to the NCAA tournament:

Eddie Hickey—Creighton in 1941 (first year), Saint Louis in 1952 and Marquette in 1959.

To have won the NCAA championship his first year at a school:

Ed Jucker at Cincinnati in 1961.

Who was African-American to coach at a Division I school:

Will Robinson at Illinois State in the 1971-72 season.

To win the NCAA championship after playing for an NCAA championship team:

Bob Knight coached Indiana to the championship in 1976 after playing for the 1960 champion Ohio State.

To take four different teams to the NCAA tournament:

Eddie Sutton—Creighton in 1974 (first year), Arkansas in 1977, Kentucky in 1986 and Oklahoma State in 1991.

To take a school to the Final Four in four different decades:

Dean Smith took North Carolina to the Final Four 11 times from 1967 to 1997.

To take three different teams to the Final Four:

Rick Pitino—Providence in 1987, Kentucky in 1993 and Louisville in 2005.

The First Player...**To score 1,000 points in his career:**

Christian Steinmetz of Wisconsin from 1903-05.

To be named consensus all-American three times:

John Wooden of Purdue from 1930-32.

To popularize the jump shot:

John Cooper of Missouri in 1932-34, Hank Luisetti of Stanford in 1936-38 and Kenny Sailors of Wyoming in 1941-43 and 1946.

To score 50 points in one game:

Hank Luisetti of Stanford, who scored 50 in a win over Duquesne, January 1, 1938.

To dribble behind his back:

Hank Luisetti of Stanford and Bob Davies of Seton Hall, are believed to be two of the first innovators of the behind-the-back dribble in the 1930s and early 1940s. Davies was photographed doing so.

To dunk in a game:

Bob Kurland, the 7-foot center for Oklahoma State, in 1946. His first dunk was disallowed, although his subsequent dunks were allowed.

Who was African-American to be named to the consensus all-America team:

Don Barksdale of UCLA in 1947.

Who was African-American to play on the U.S. Olympic team:

Don Barksdale of UCLA in 1948.

To score 2,000 points in his career:

Jim Lacy of Loyola (Md.) scored 2,154 points from 1946-49.

To lead the nation in scoring during the regular season and play for the NCAA championship team in the same year:

Clyde Lovellette of Kansas in 1952.

To grab 50 rebounds in one game:

Bill Chambers of William and Mary brought down 51 boards against Virginia on February 14, 1953.

To grab 700 rebounds in a season:

Walt Dukes of Seton Hall brought down 734 boards during the 1953 season.

To score 100 points in a game:

Frank Selvy of Furman scored 100 points in a 149-95 victory over Newberry on February 13, 1954, in Greenville, South Carolina.

To score 1,000 points in a single season:

Frank Selvy of Furman scored 1,209 during the 1954 season.

To average 40 points a game for a season:

Frank Selvy of Furman averaged 41.7 points a game during the 1954 season.

To average 30 points a game for a career:

Frank Selvy of Furman averaged 32.5 points a game from 1952-54.

To achieve 2,000 points and 2,000 rebounds in his career:

Tom Gola of La Salle scored 2,462 points and pulled down 2,201 rebounds from 1952-55.

Recognized as the national player of the year:

Tom Gola of La Salle was named the 1955 player of the year by United Press International.

To average more than 20 points and 20 rebounds per game during his career:

Bill Russell of San Francisco from 1954-56. He averaged 20.7 points and 20.3 rebounds.

To score 3,000 points in his career:

Pete Maravich of LSU scored 3,667 points from 1968-70.

To average 40 points a game for a career:

Pete Maravich of LSU averaged 44.2 points a game from 1968-70.

To score a three-point field goal (not counting the Columbia-Fordham game in 1945):

Ronnie Carr of Western Carolina drilled a 23-footer against Middle Tennessee at 7:06 p.m. on November 29, 1980. The three-pointer was used as an experiment by several conferences until the rule was adopted nationally for the 1986-87 season.

To be named consensus all-American his freshman season:

Wayman Tisdale of Oklahoma in 1983.

To lead the nation in scoring and rebounding in the same season:

Xavier McDaniel of Wichita State in 1985.

To make 400 three-point field goals in his career:

Doug Day of Radford hit 401 three-pointers from 1990-93.

To be named national player of the year his freshman season:

Kevin Durant of Texas in 2007.