Dec. 28, 1926. 1,612,699

C. DE V. COLE

BASKET BALL GAME

Filed June 4, 1926 3 Sheets-Sheet 1

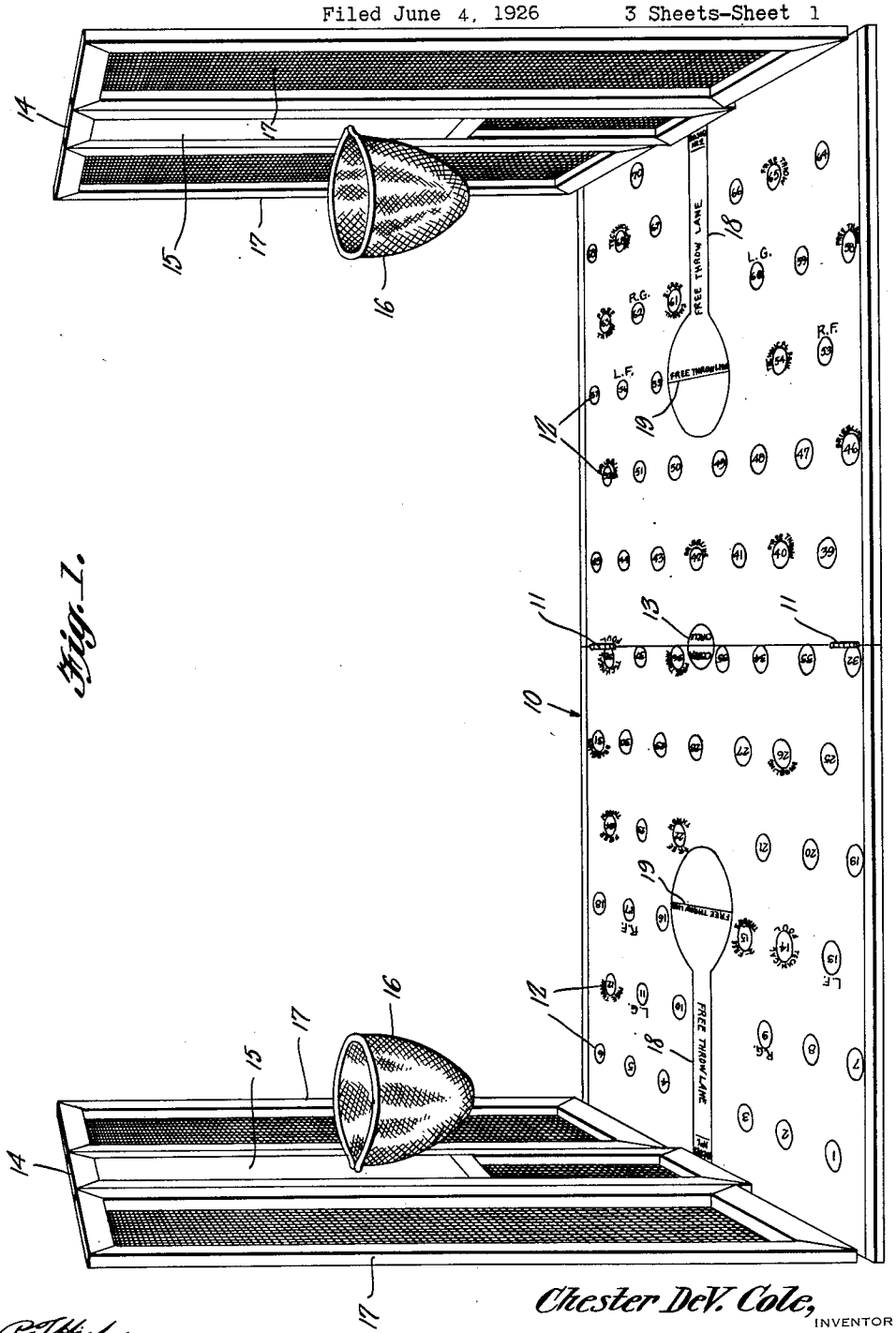


Fig. 1.

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BASKET BALL GAME

Filed June 4, 1926 3 Sheets-Sheet 2

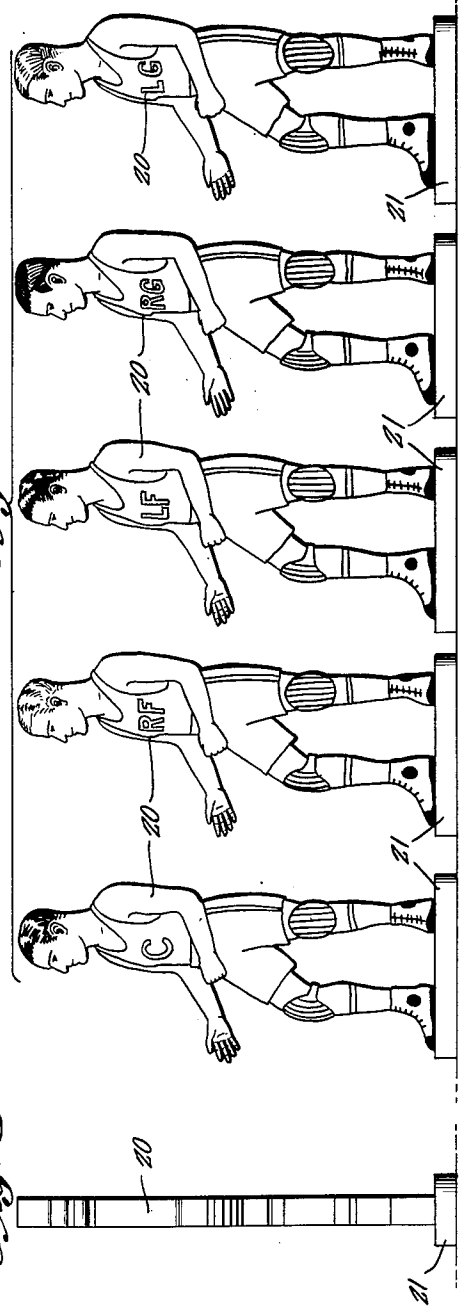


Fig. 2.

Fig. 3.

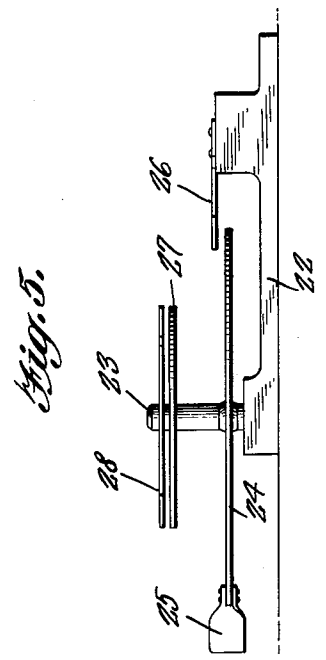


Fig. 5.

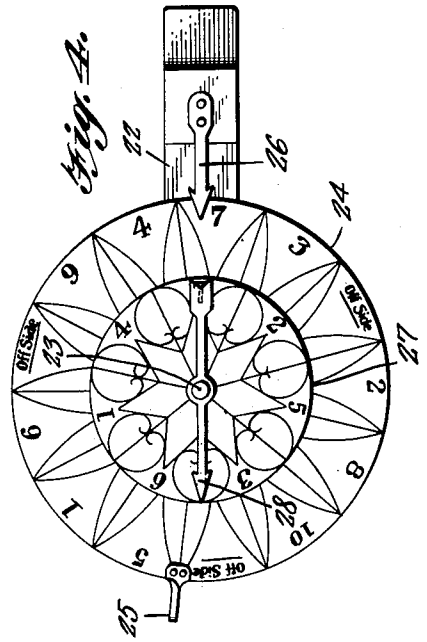


Fig. 4.

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BASKET BALL GAME

Filed June 4, 1926 3 Sheets-Sheet 3

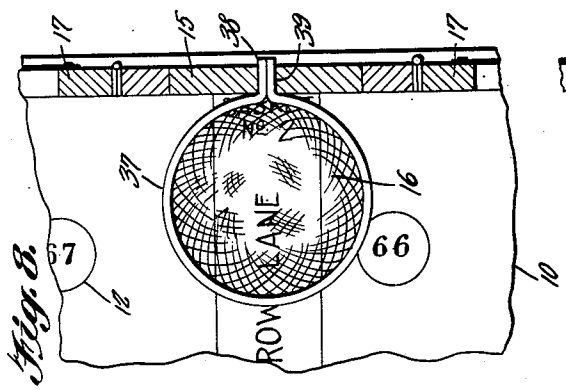


Fig. 8.

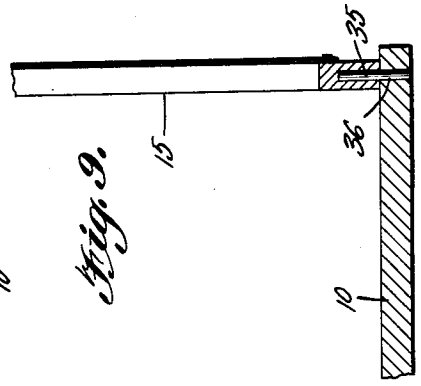


Fig. 9.

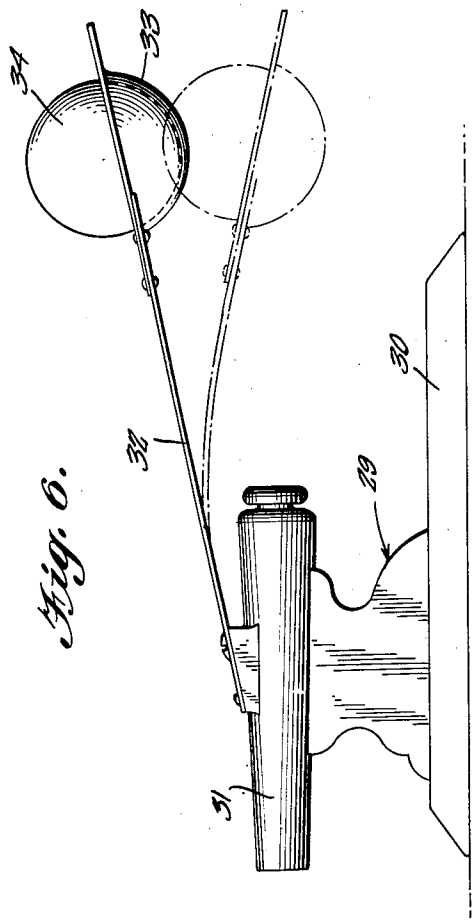


Fig. 6.

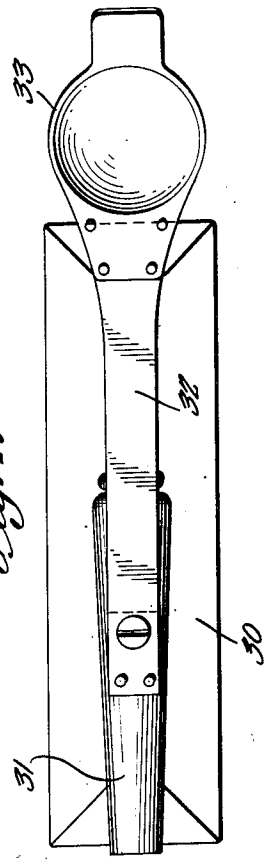


Fig. 7.

P. T. Hickey.

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Patented Dec. 28, 1926. 1,612,699

UNITED STATES PATENT OFFICE.

CHESTER DE V. COLE, OF BRIDGEPORT, CONNECTICUT.

BASKET-BALL GAME.

Application filed June 4, 1926. Serial No. 113,773.

This invention relates to a new and novel game apparatus and has for an object the provision of an apparatus which will represent in miniature a basket ball court, means being provided by which a game may be played which will closely simulate the ordinary game of basket ball.

A further object of the invention is the provision of a game apparatus of the above character which includes players or pieces designed to be moved over the court in simulation of the various plays executed in the ordinary game of basket ball, together with means whereby the ball may be shot for the basket in simulation of a shot from the field, a free throw from the free throw line, or a shot from any of the various positions upon the court.

With the above and other objects in view, the invention further includes the following novel features and details of construction, to be hereinafter more fully described, illustrated in the accompanying drawings and pointed out in the appended claims.

In the drawings:—

Figure 1 is a perspective view of a game apparatus constructed in accordance with the invention.

Figure 2 is a side elevation showing five players or pieces used in playing the game.

Figure 3 is an edge view of one of the players or pieces.

Figure 4 is a plan view of the counter.

Figure 5 is a side view of the same.

Figure 6 is a side elevation of the gun.

Figure 7 is a plan view of the same.

Figure 8 is a fragmentary horizontal sectional view of a portion of the apparatus, one of the baskets being shown in plan view.

Figure 9 is a fragmentary vertical sectional view.

Referring to the drawings in detail wherein like characters of reference denote corresponding parts, the reference character 10 indicates a game board which may be of any suitable size and is preferably formed of separate sections, the sections being hingedly connected as shown at 11 so that the board may be folded and thus occupy a minimum amount of space when not in use.

The board is designed to represent the court used in playing the game and is provided upon its playing field with a plurality of position spots 12. These spots are shown in the form of circles, but it is obvious that they may be of a different character if desired. The spots are consecutively numbered in rows and range from number 1 at one end corner of the court, to 70 at the opposite end corner, the numbers representing the different position of the players or pieces during the progress of a game. In addition to the spots 12, there is provided a central spot or circle 13 upon the opposite sides of which are positioned the "centers" of the opposing teams. Certain of the spots 12 are provided with additional indicia such as "Free throw", "Two free throws", "Technical foul", "Dribbling" and so forth.

At each end of the court or field there is provided an upright wall 14 which forms the opposite end boundaries of the court or field, while the opposite side edges of the board form the side boundaries or side lines of the field. The end walls 14 include a central panel 15 from which extends a basket 16 and side panels 17 which are hingedly secured to the side edges of the central panel so as to fold outwardly. These side panels 17 are preferably of screen covered frames.

Extending from the end walls 14 beneath the baskets 16 are free throw lanes 18, while at the inner ends of these lanes are circles and free throw lines 19.

The pieces or players which are designed to be moved over the board during the action of play, are indicated at 20 and are provided with indicia indicating their various positions. For example, one player or piece is provided with the letter "C" to indicate center, while the other players are provided with letters "RF", "LF", "RG" and "LG" indicating respectively, "right forward", "left forward", "right guard" and "left guard". The players or pieces may be made of any suitable material and equipped with a suitable base 21 so that they will stand firmly in position upon the field.

The counter which is shown in Figures 4 and 5 of the drawings comprises a base 22 through which rises a standard 23 and rotatably mounted upon this standard is a disk 24 having devices thereon numbered from 1 to 10 and spaces indicating "off side". The disk carries an indicator finger 25 which is adapted to cooperate with a pointer 26 carried by the base 22. Also mounted upon the standard 23 is a relatively small stationary disk 27, a pointer 28 being rotatably mounted above this disk. The disk 27 is divided into spaces numbered from 1 to 7.

The apparatus also includes a gun 29 illus-

trated in Figures 6 and 7 of the drawings. This gun comprises a base 20 and a barrel 31 in simulation of a cannon, while secured to this barrel is one end of a spring arm 32. The opposite end of this spring arm is provided with a pocket 33 to receive a ball 34 preferably of rubber, the pocket being so constructed as to permit the ball to readily leave the same when the arm is operated.

The end walls 14 are removably secured to the ends of the board 10 and for this purpose, carry spaced pins 35 which are removably received in openings or pockets 36 provided in the ends of the board. The baskets 16 are carried by frames 37 and the latter are preferably formed of spring metal and have their ends 38 removably received within openings 39 provided in the panels 15.

The rules are substantially the same as in the ordinary game of basket ball, there being ten players or pieces. If desired, these pieces may be made to represent male players, or female players, or both. It is preferred to have a player for each team of five pieces and after the teams have been selected, they may be indicated as first team, or second team, or in any other manner, the teams being thus indicated for clearness of explanation. It is preferred where the players represent a male team to play two periods of twenty minutes each with a three minute rest to change baskets, after the manner of the ordinary game of basket ball, the change of baskets being made at the end of the first period. Where female players are used, it is preferred to have four periods of ten minutes each with a three minute rest between periods with the teams changing baskets at the end of the second period. As in the ordinary game, a whistle or other signal will be sounded at the start of the game and at the end of the first, second, third and fourth periods and for all fouls, off side ball, or whenever centers line up at the center circle to start play. In positioning the players, the centers of each team face one another upon opposite sides of the center circle, the center of one team facing the basket of his team, the left and right guard of his team facing the same way, while the left and right forward face the center of their team when lining up. In positioning the players, the team playing for the basket at the end of the field having the low numbers will have its left forward on spot number 13; its right forward on number 17; its left guard on number 60 and its right guard on number 62, while the opposing team will have its left forward on spot number 65; its right forward on number 53; its left guard on number 11 and its right guard on number 9.

The players play in turn as follows:

The center of team 1 plays first, while the center of team number 2 plays second. Left forward of team number 1 plays third and left forward of team number 2 plays fourth. Right forward of team number 1 plays fifth and right forward of team number 2 plays sixth. Left guard of team number 1 plays seventh and left guard of team number 2 plays eighth. Right guard of team number 1 plays ninth and right guard of team number 2 plays tenth.

The player who has first choice of play starts the game by spinning the large dial 24 and keeps in mind the number indicated by the pointer 26. He then spins the indicator 28 of the top dial and multiplies the two number obtained. For example, if a player spins number 7 on the dial 24 and then spins number 3 on the top dial, the result will be 21 and the player would place his piece on that number on the court. If a player spins off side on the large dial, he loses his turn and the player on the opposing team playing the same position is given a free throw for the basket. If the shot is made the players line up as at the start of the game, but if the basket is missed, the player who had his free throw (should his turn happen to be next) will take his regular turn of play. If it is not his regular turn, the next player will play. For example, if the center who plays first obtains an off side play, the center of the opposing team would have a free throw from the position he occupied upon the court and would in addition take his regular turn at play. Should the player miss the basket in his free throw, the center of the opposing team takes his turn as stated and should he also obtain an off side play, the first center would be given a free throw. The first center however would not then be entitled to another spin or play as he would have already had his regular turn. The left forward of the first team would then be entitled to play and so on. All of the players must take their turn in regular order and should they be entitled to a shot at the basket, as the result of an opposing player obtaining an off side play, the player does not get another turn unless it is his next turn to play. Should the player who obtains the free throw shoot the ball over the top of the screen, no count is made and should it happen to be his next turn to play, he would take his turn in the usual manner. Should a player land upon a circle marked "Two free throws" and should make a basket on the first throw, he does not get the second throw. At the end of this play, the players all line up as at the beginning of the period. Should the player miss the basket on the first shot, he is entitled to his second shot at the basket from the same position. The shots are made from the circle occupied by the player, the gun being placed in position directly beside the player. Should one

of the players of his own team occupy the circle upon which the player is to move, the player losses his turn and no count is made. If a player on the other team is on the circle spun, such player has committed a personal foul and is penalized as will be hereinafter explained. If a player obtains a number of a circle already occupied by himself, the player loses his turn.

If the player after spinning the dials obtains a number that lands him on a circle occupied by a player of the opposing team, he has committed a personal foul and the player so fouled is placed upon the free throw line and is entitled to two free throws for the basket and both baskets count. Before the player shoots for the basket, all of the players are taken from the board and lined up (mixed if desired) on both sides of the free throw lane. After the player has had his two shots, whether the baskets are made or not, all players are at once placed in the positions they occupied at the beginning of the period. All indicating words on the circle occupied by the player who has been fouled, are ignored. The two throws are given as it is supposed that another player on the same team has committed a foul also.

A technical foul is taken care of in the same way as a personal foul, only the player who spins a number that lands him on a circle marked "Technical foul", has therefore committed a technical foul and the player on the opposing team who plays the same position has one throw for the basket. A player will never occupy a circle marked "Technical foul", as when a player lands on such a circle, he has committed a technical foul and all the players are then lined up for one free throw.

A player obtaining a number that lands him on a circle marked "Free throw" has one throw for the basket from the position on the field he occupies, provided the space is clear of all players on both sides. In the event of one of the players of his team occupying the circle, the player who is playing loses his turn and if a player of the opposing team is on the circle at the time of play, such player has committed a personal foul. Should a player land on the circle marked "Dribbling" it signifies that the player is running and bouncing the ball and is supposed to pass the ball to the player on his side nearest the basket and the player so receiving the ball takes a throw for the basket from his position. The circle marked "Dribbling" must be clear to all players and should a player of the same team occupy the circle, the player executing the play loses his turn. Should the player executing the play happen to be nearest his basket, the player shoots from the circle marked "Dribbling" that he has just landed on. If a player on the opposing team is in the circle marked "Dribbling" as is the case with any other circle, the player executing the play has committed a personal foul and the player fouled is given two throws for the basket.

Should the ball be shot over the top of the screen from any part of the field, except a shot from off side, the player on the opposing team who plays next has a shot at the basket, the shot being executed from the circle from which such player stands. This does not interfere with the regular turn of play of such player. Should the basket be made, the player does not get his turn, the players all lining up as at the start of the period. Should a player obtain two free throws and the first ball goes over the top of the screen, he loses the second throw and the above rule is followed. If the first throw does not go over the screen and the second throw does, the above rule is followed, that is, the player who plays next on the opposing team would have a shot. Should the ball go over the top of the screen from the free throw line, the player merely loses his turn and the players line up as at the beginning of the period. In the event the ball is shot over the top of the screen from the field, the player on the opposing team whose turn is next is given a free throw and should that player do the same thing, the next player is given a free throw and so on. A free throw from off side, or a free throw from free throw line is not included in this rule.

By hingedly connecting the panels 17 to the panel 15, the panels 17 may be swung outward to make room for properly positioning the gun when the ball is being shot from one of the position spaces adjacent the ends of the court.

The invention is susceptible of various changes in its form, proportions and minor details of construction and the right is herein reserved to make such changes as properly fall within the scope of the appended claims.

Having described the invention what is claimed is:—

1. A game apparatus comprising a game board arranged to represent a basket ball court, position spots arranged upon the court, said spots having indicia indicating various positions of the players during the progress of a game, pieces adapted to be moved over the board upon said spots in representation of the players and means to determine the particular spot to receive a player.

2. A game apparatus comprising a game board arranged to represent a basket ball court, position spots arranged upon the court, said spots having indicia indicating various positions of the players during the progress of a game, pieces adapted to be

moved over the board upon said spots in representation of the players, means to determine the particular spot to receive a player, a basket at each end of the court, a ball and a member adapted to be selectively positioned upon the board to shoot the ball.

3. A game apparatus comprising a game board arranged to represent a basket ball court, position spots arranged upon the court, said spots having indicia indicating various positions of the players during the progress of a game, pieces adapted to be moved over the board upon said spots in representation of the players, means to determine the particular spot to receive a player, a basket at each end of the court, a ball and a member adapted to be selectively positioned upon the board to shoot the ball, said member comprising a base, a spring arm having one end secured to the base and a ball receiving pocket in the outer free end of the spring arm.

4. A game apparatus comprising a game board arranged to represent a basket ball court, position spots arranged upon the court, said spots having indicia indicating various positions of the players during the progress of a game, indicia associated with the spots to indicate various penalties of the game, pieces adapted to be moved over the board upon said spots in representation of the players and means to determine the particular spot to receive a player.

5. A game apparatus comprising a game board arranged to represent a basket ball court, position spots arranged upon the court, said spots having indicia indicating various positions of the players during the progress of a game, pieces adapted to be moved over the board upon said spots in representation of the players, means to determine the particular spot to receive a player, a basket at each end of the court, a ball, and a ball projecting device adapted to be selectively positioned upon the court.

6. A game apparatus comprising a game board arranged to represent a basket ball court, position spots arranged upon the court, said spots having indicia indicating various positions of the players during the progress of a game, pieces adapted to be moved over the board upon said spots in representation of the players, means to determine the particular spot to receive a player, a basket at each end of the court, a ball, a ball projecting device adapted to be selectively positioned upon the court, said device comprising a body and a resilient ball holder carried by the body and adapted to be actuated to shoot the ball.

7. A game apparatus comprising a game board arranged to represent a basket ball court, position spots arranged upon the court, said spots having indicia indicating various positions of the players during the progress of a game, pieces adapted to be moved over the board upon said spots in representation of the players, means to determine the particular spot to receive a player, a wall rising from each end of the court, said wall including a relatively stationary panel and movable panels hingedly secured to opposite edges of the stationary panel and a basket at each end of the court supported by the stationary panel.

8. A game apparatus comprising a game board arranged to represent a basket ball court, position spots arranged upon the court, said spots having indicia indicating various positions of the players during the progress of a game, pieces adapted to be moved over the board upon said spots in representation of the players, means to determine the particular spot to receive a player, said means comprising a pair of superimposed dials, indicia on said dials and pointers cooperating with the indicia.

In testimony whereof I affix my signature.

CHESTER DE V. COLE.