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E. C. WAGNER

BASKET BALL GAME

Filed Sept. 17, 1926

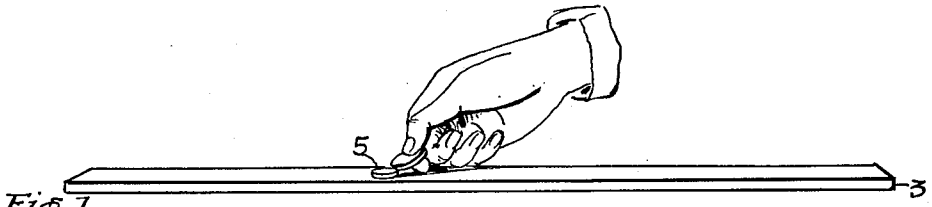


Fig. 1.

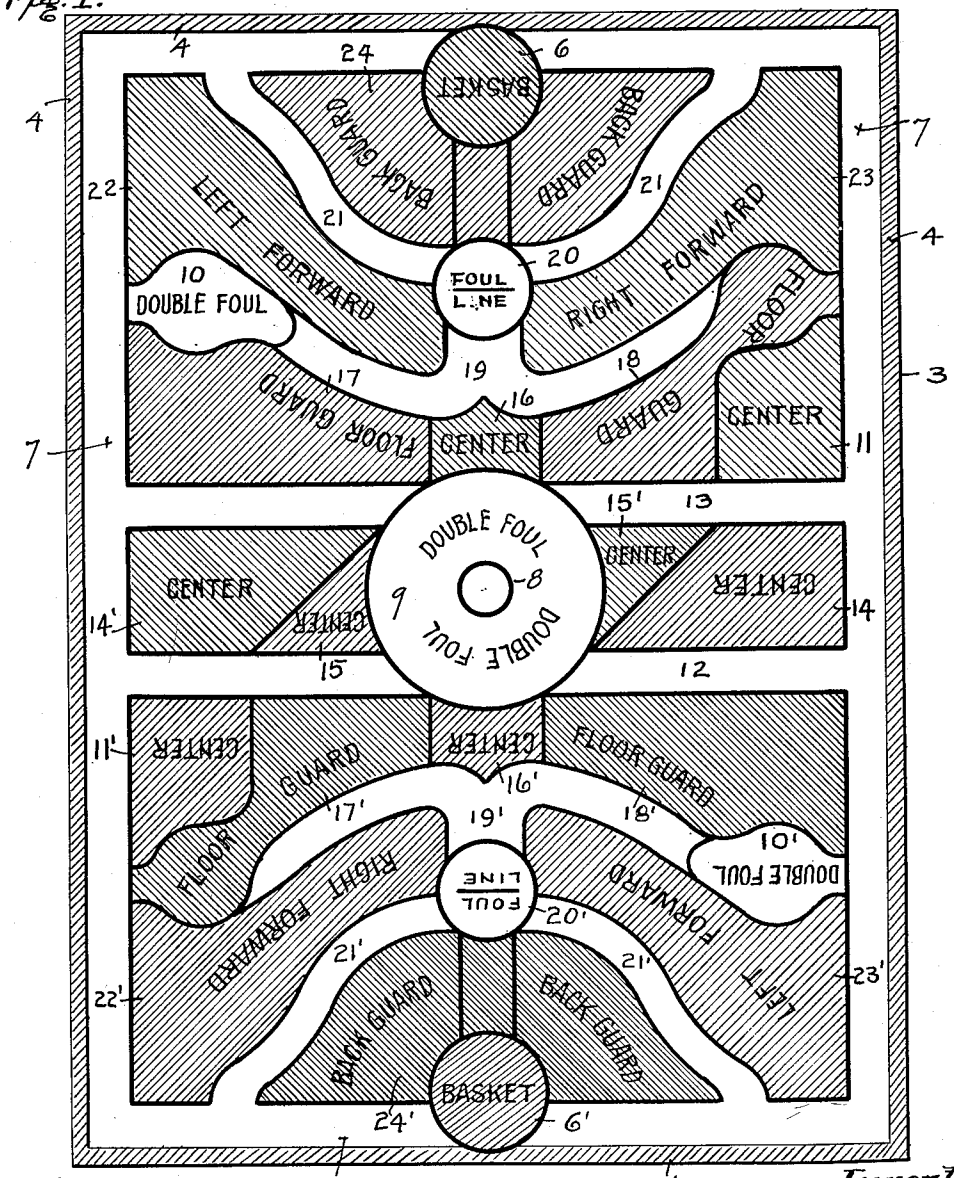


Fig. 2.

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UNITED STATES PATENT OFFICE.

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BASKET-BALL GAME.

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The object of this invention is to provide a game to be played on a board, generally supported on a stand or table, indoors, by shooting a small disc, by the aid of a second disc pressed by hand against it, toward an end space on the board designated as the basket, in a manner suggestive of the goals and plays in the standard game of basket ball.

A further object is to provide such a game of skill, to be played between competing sides comprising one or more players to a side, which will instruct in the positions of the players and in the nature and value of the plays in the standard game.

I accomplish the above, and other objects which will hereinafter appear, by the means illustrated in the accompanying drawing, in which—

Fig. 1 is an end view of my improved board, slightly in perspective, showing the manipulation of one disc which is used in shooting another disk to positions in playing the game, and

Fig. 2, is a top plan view of my improved board with the field marked off for goals, plays and fouls.

In practice the dimensions of the board 3, on which my game is played, is 18 by 25 inches, which is bounded on all four sides by a narrow band 4. Plays are made by shooting a flat circular disk 5, approximately one-half inch in diameter over the board toward circular spaces 6, 6′ at each end designated as the basket, there being one for each of the two sides playing a game. Extending around the board next to the band 4, connecting the baskets, is a space 7 known as foul territory, such that when any part of a disc rests on it after a shot the player loses his right to shoot the disc to his opponent claiming position closest to the disc.

The play is started from the small circle 8, at the center of a large circular space 9, at the middle of the board. All within this space 9 is foul territory or rather, double foul, as will be explained, except at the first play from 8.

The rest of the board is divided into spaces for each side which are alternated in a manner to require a player to shoot a disc across his opponent's territory or cross a foul space, or both, in order to advance his play toward his goal, and the halting of the disc on any space than one of his own, forfeits a continuance of his right to shoot.

For quick recognition the territory or spaces of each player, and also the foul spaces, are given distinctive colors, as green and purple for the territory of the two competing sides, and tan for the foul spaces. The out-of-bounds marginal strip is also distinctively colored.

To more fully protect the baskets 6, from center plays, the circle 9 is double foul territory, which means that any player whose disc, after a shot, stops in the space 9 loses the right to continue shooting and his opponent has the right to a double shot, or to shoot twice instead of once, as from most of the other foul territory. But there are two other double foul spaces 10, 10′, one for each side, which make play on the left of the field near the goals more difficult and equals the difficulty presented to the same side on the right of the field by the location of the center fields 11, 11′.

Extending transversely across the field and intersecting the circle 9, are foul strips 12 and 13, between which are the outside major territories 14 and 14′, and inner, minor, ones 15, 15′, which make the play more difficult.

As the divisions on the board from foul lines 12 and 13, to their adjacent baskets 6, 6′ are the same, except in a reverse order as is necessary to make them correspond for the two sides or plays going in opposite directions, a description of these for one end of the board will suffice for both.

Going from circle 9, upwardly, are the spaces 11 and 16 marked "Center" for the center player, and on each side of space 16 are areas 17 and 18 marked "Floor guard" for the floor-guard on the opposing side. Next is a foul space 19 comprising a central body with opposite outwardly curved arms the left one of which is enlarged near its outer end and outlined to form the "double foul" space 10. Next is a central circle 20 having a transverse diametrical line marked "Foul line", and extending upwardly in two ogee curved arms therefrom to intersection with the top foul space 7 is a foul line 21, which completes the definition of two spaces 22 and 23, marked "Left forward" and "Right forward" respec-

tively. The space 24 between the foul line 21, and the basket 6 and top foul line 7, is marked "Back guard" and belongs to the player playing for basket 6'.

The following are the directions for playing a game on the board as shown and above described.

Purple and green spaces.—Each purple or green space represents a certain player on the purple or green team and the territory each covers on the basket ball floor.

Tan spaces.—The tan spaces are foul territory.

Small center circle.—The center circle is where the ball is put into play to start the game and after a foul or field goal has been made.

Baskets.—The purple team tries to shoot the ball into the purple basket and the green team into the green basket.

Foul lines.—The purple team shoots its free foul shots at the purple basket from the purple foul line and the green team shoots at the green basket from the green foul line.

Out of bounds.—The dark purple border line and off the board is out of bounds territory.

Colored discs.—The small red disc is the basket ball. The large discs are the shooters. A player holds the sides of a shooter between his fore finger and thumb and places its edge on the ball which lies flat on the board. By pressing the shooter against the top of the ball and sliding it off the edge of the ball, the ball is shot in any direction desired. The harder the pressure the farther the ball will travel. By tilting the top of the shooter in the direction you wish to shoot and sliding it off of the ball in the opposite direction, a longer or more accurate shot can be made.

Number of players.—As many as ten persons can play. If two persons play, one should represent the purple team and the other the green team. If more than two play, each one should represent one or more players on a certain team (right forward, left forward, center, floor guard, back guard).

Object of the game.—The object of the game is for each team to make scores or points by shooting the ball into the basket.

How to determine who shoots first.—A player on each team (the center if more than two are playing) places a ball on his basket and shoots it towards the center circle. The player coming closest to the center circle shoots first.

To start the game.—The "center" of the team which shoots first, places the ball in the center circle and shoots it to one of his own spaces or to the space of a team mate. As in a real game of basket ball the ball should be "worked" toward the basket by shooting it from one player to another until it reaches one of the "forwards" who shoots for the basket in an attempt to make a field goal.

Dribbles.—Players can "dribble" the ball as in a real game by advancing it in a space or territory with short shots.

Who shoots the ball.—If only one player represents one team he shoots the ball every time it falls in any of his team's territory. If different players represent certain players on a team they should shoot the ball only when it lands in the territory of the player or players they represent. A player does not necessarily have to shoot the ball to one of his team mates. He can shoot for the basket direct from his territory if he desires. When either team makes a field goal the ball is put into play by the other team shooting the ball from the center circle.

Fouls.—The tan spaces not indicated as double foul territory are single foul territory. If the ball lands on single foul territory the player shooting the ball commits a single foul and the opposing player whose territory is nearest the ball gets a free shot for the basket from his foul line. If it is a double foul he gets two shots. A ball to be foul must lay directly in a tan space and not touch the dark purple line around any player's territory. If any part of the ball touches a player's territory it is not foul and it belongs to that player whose territory it touches, regardless of which player shot the ball, and he shoots it from where it lays. If any part of a foul ball touches the border line it is not foul but is counted as out of bounds and belongs to the opponent nearest that point.

How to put the ball into play after foul shots.—If a foul shot goes into the basket, the "center" of the other team puts the ball into play by shooting it from the center circle. If the ball does not go into the basket and falls into the territory of any player it belongs to that player who shoots it from where it lays. If the ball is shot out of bounds when shooting for a foul goal, the player over whose territory the ball passes out of bounds gets it and places it on the edge of the board where it passed out of bounds and shoots it in bounds to his own or some team-mate's territory. If the first shot of a double foul is missed the ball is not put into play until after the second shot.

Intercepted passes.—If, when a player shoots a ball, it falls so that all or more than half of it lays in the territory of an opponent that opponent takes the ball and shoots it from where it lays. If half or more than half of the ball lies in the shooter's territory he retains possession of it.

Out of bounds.—Whenever a ball is shot out of bounds the opposing player nearest where the ball passed out bounds shoots it

back into bounds from the edge of the board where it passed out.

Foul and field goals.—A ball, to score either a foul or field goal, must land entirely within the basket. If the edge of the ball touches the line around the edge of the basket it does not score and belongs to the opposing "back guard" who shoots it from where it lays.

How to score.—Foul goals (goals shot into the basket from the foul line after opponents have committed fouls) count one (1) point each for the team making the goal. Field goals (balls shot into the basket from any player's territory) count two (2) points each for the team making the goal.

Length of game.—The game can be played in two halves of any length agreed upon before the game starts. The team having the largest score at the end of the second half wins. If the score is tied at the end of the second half, five-minute over-time periods should be played until the tie is broken. Some persons, instead of playing halves, like to play for a certain number of points—say, 25 or 50—and the first team reaching that total wins.

While I have shown the best embodiment of my invention now known to me, it is capable of variations in the proportions, shape and relative arrangement of the players' spaces and foul spaces; also, in coloring of spaces and rules for playing the game and I therefore do not desire to be limited to the disclosure here made or any more than is required by the appended claims.

I claim:

1. The combination, with a manually controlled projectile, of a board having one or more goal spaces toward and into which the projectile is shot, a plurality of other defined spaces from which the projectile may be progressively projected toward the goal, and other defined spaces separating those of the first from each other and wherein the stopping of the projectile forfeits the right to shoot next to the opponent of the player who shot last and foul spaces partly bordering the other two.

2. The combination, with a manually, controlled projectile, of a board having a plurality of goal spaces, and other spaces contacting the first, from some of which other spaces projectile may be projected toward a goal, and foul spaces the halting of the projectile in which forfeits the right of play next from the player who last shot, to his opponent.

3. The combination, with a manually controlled projectile, of a board having two goal spaces located at opposite ends of the board, a plurality of other spaces divided between two opposing players said spaces being appropriately designated for ready distinguishment apart, and a plurality of foul spaces, all of said spaces being arranged such that of the spaces divided between the players each one thereof will be bounded either by a foul space or by a space of an opposing player, or both.

4. The combination, with a manually controlled projectile, of a board having two goal spaces located at opposite ends of the board, a plurality of other spaces divided equally between two opposing players and similarly but reversely arranged for both players, or group of players, said spaces being appropriately designated for ready distinguishment apart, and a plurality of foul spaces, all of said spaces being arranged such that each of the player's spaces will be bounded by a foul space or a space of an opposing player or both.

5. The combination, with a manually controlled projectile, of a board having two goal spaces located at opposite ends of the board, a plurality of other spaces divided equally between two opposing players, each goal being protected by a space of a player playing for the other goal, a foul space separating each of said goal protecting spaces from the rest of the board, a plurality of foul spaces, all of said spaces being appropriately designated for ready distinguishment apart, and arranged such that each of the players' spaces will be bounded by a foul space or by a space of an opposing player or both.

6. The combination, with a manually controlled projectile, of a board having two goal spaces located at opposite ends of the board, and a middle foul space from the center of which initial shots are made, the rest of the board being divided into players' spaces and foul spaces all of said spaces being appropriately designated for distinguishment apart and also arranged such that each of the players' spaces will be bounded by a foul space or by a space of an opposing player or both.

7. The combination, with a manually controlled projectile, of a board having two goal spaces located at opposite ends of the board, and a middle foul space from the center of which initial shots are made, the rest of the board being divided into players' spaces and foul spaces, designated as center, floor guard, right guard and left guard, back guard, foul and double foul spaces, and arranged such that an advance toward goal from one to another of a player's spaces must be over a foul space or a space of an opponent.

8. The combination, with a manually controlled projectile, of a board having two goal spaces located at opposite ends of the board, a middle foul space from which initial shots are made, the board being bounded by a foul space two opposing side lines of which are connected with each other and with the middle foul space by a pair of foul spaces which

divide the board into three major parts, the middle one of which major parts is divided into four center parts one for each playing side on each side of the middle foul space, and the two other major parts being divided into center, floor guard, right forward, left forward, back guard, and foul spaces arranged such that an advance toward goal from one to another of a player's spaces must be over a foul space or a space of an opponent.

In testimony whereof I affix my signature.

ERVIN C. WAGNER.