



# BASKETBALL

## GLOSSARY



### GAME BASICS

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#### Backboard

The rectangular board behind the basket that players use to bank shots.

#### Basket

The hoop and net where players score points by shooting the ball.

#### Free Throw Line

The line from which free throws are taken, located 15 feet from the basket.

#### Game Clock

The main timer that counts down the time remaining in each quarter or overtime period.

#### Overtime

An additional period played if the game is tied at the end of regulation, lasting 5 minutes.

#### Quarter

One of the four equal periods into which a basketball game is divided, each lasting 10 minutes.

#### Rim

The circular metal hoop attached to the backboard that players aim to shoot through.

#### Three-Point Line

The arc on the court, shots made from beyond it are worth three points.

#### Timeout

A break in play requested by a coach to discuss strategy or rest players.

#### Shot Clock

A timer that limits the amount of time the offensive team has to attempt a shot, typically 24 seconds.

### POSITIONS

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#### Center

Often the tallest player on a team, typically positioned near the basket for rebounds and blocks.

#### Point Guard

The primary ball handler and playmaker, responsible for directing the team's offense.

#### Power Forward

A player known for physicality, typically playing close to the basket on offense and defense.

#### Shooting Guard

A player primarily responsible for scoring, often skilled at shooting from long range.

#### Small Forward

A versatile player who contributes in scoring, defense, and playmaking.



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### GAMEPLAY ACTIONS

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#### **Alley-Oop**

A play where one player throws the ball near the basket, and a teammate catches and scores in mid-air.

#### **Assist**

A pass that leads directly to a teammate scoring a basket.

#### **Block**

A defensive move where a player stops or deflects an opponent's shot.

#### **Buzzer Beater**

A shot made just before the game or shot clock expires.

#### **Coast-to-Coast**

A play where a player dribbles the ball the entire length of the court to score.

#### **Dunk**

A powerful shot where the ball is slammed directly into the basket.

#### **Fast Break**

A quick offensive play where a team moves the ball down the court to score before the defense sets up.

#### **From Downtown**

A term referring to a shot taken from long distance, beyond the three-point line.

#### **Halfcourt Shot**

A long-distance shot attempted from the halfcourt line or farther.

#### **Inbounding**

The act of putting the ball back into play from out of bounds.

#### **Jump Ball**

The method used to start the game, where the referee tosses the ball into the air for players to jump and gain possession.

#### **Jump Shot**

A shot taken while a player is in mid-air, usually from midrange or long distance.

#### **Layup**

A close-range shot taken while moving toward the basket.

#### **Midrange Jumper**

A shot taken from the area between the paint and the three-point line.

#### **Rebound**

When a player retrieves the ball after a missed shot.

#### **Screen**

An offensive move where a player positions themselves to block a defender, allowing a teammate to move freely.



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### VIOLATIONS & RULES

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#### Backcourt Violation

A rule violation where the offensive team crosses the half-court line and then moves the ball back into their own backcourt.

#### Charge

A foul called on an offensive player who runs into a stationary defender that has established position.

#### Defensive 3 Seconds

A defensive violation where a player stays in the painted area for more than three seconds without actively guarding an opponent.

#### Double Dribble

A violation where a player dribbles, stops, and dribbles again.

#### Goaltending

A violation where a defensive player touches the ball while it is on its way down toward the basket or is directly above the rim. It results in a counting basket.

#### Halfcourt Violation

A rule violation where a team fails to advance the ball past the halfcourt line within the allowed time (8 seconds).

#### Moving Screen

A violation where a player setting a screen does not stay stationary and moves to block the defender.

#### Offensive 3 Seconds

A rule violation where an offensive player remains in the painted area for more than three seconds without attempting to score.

#### Technical Foul

A penalty for unsportsmanlike conduct or rule violations, resulting in free throws for the opposing team.

### COURT AREAS

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#### Backcourt

The half of the court containing the opponent's basket or the guards on a team.

#### Frontcourt

The half of the court containing a team's offensive basket.

#### Paint

The rectangular area near the basket, also known as the "key" or "lane," where most close-range scoring and rebounding occur.