

GAME BASICS

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 a game, usually 10 minutes.

Overtime

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

Paint

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

Rim

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

Shot Clock

A timer that limits the amount of time the offensive team has to attempt a shot, typically 12 seconds.

Timeout

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

Two-Point Line

The arc on the court, shots made from beyond it are worth two points instead of one.

VIOLATIONS & RULES

Charge

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

Clear the Ball

A rule requiring the defensive team to take the ball outside the two-point line after gaining possession, before attempting to score.

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.

GAMEPLAY ACTIONS

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.

Check Ball

The process used to start or restart play, where the ball is handed to the defensive team and then returned to the offensive team before play begins.

Dunk

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

From Downtown

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

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 two-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.

