

BASKETBALL DICTIONARY

篮球

1 assist:

the last *pass* to a teammate that leads directly to a *field goal*; the scorer must move immediately toward the *basket* for the passer to be credited with an assist; only 1 assist can be credited per field goal.

2 backboard:

the rectangular structure, to which the *basket* is attached.

3 bank shot:

a shot where the ball is first bounced (or banked) off the *backboard* at such an angle that it then drops into the *basket*.

4 blocked shot:

the successful deflection of a shot by touching part of the ball on its way to the basket, thereby preventing a field *goal*.

5 blocking:

the use of a defender's body position to illegally prevent an opponent's advance; the opposite of *charging*.

6 boxing out:

a player's attempt to position his body between his opponents and the *basket* to get *rebounds* and prevent the opponents from doing so.

7 charging:

an offensive *foul* which occurs when an offensive player runs into a defender who has *established position*.

8 crossover dribble:

when a *ball handler dribbles* the ball across his body from one hand to the other.

9 defensive rebound:

a *rebound* of an opponent's missed shot.

10 dribble or dribbling:

when a player repeatedly pushes, pats, taps or bats the ball toward the *floor* with one hand to cause the ball to bounce back up to either of his hands; used to advance the ball or keep control of it.

11 dunk:

when a player close to the *basket* jumps and strongly throws the ball down into it; an athletic, creative shot used to intimidate opponents.

12 established position:

when a defensive player has both feet firmly planted on the *floor* before an offensive player's head and shoulder get past him; the offensive player who runs into such a defender is *charging*

13 fake or feint:

a deceptive move to throw a defender off balance and allow an offensive player to *shoot* or receive a *pass*; players use their eyes, head or any other part of the body to trick an opponent.

14 fast break:

also called the run-and-shoot offense, it begins with a *defensive rebound* by a player who immediately sends an outlet pass toward midcourt to his waiting teammates; these teammates can sprint to their *basket* and quickly shoot before enough opponents catch up to stop them.

15 field goal:

when the ball enters the *basket* from above during play; worth 2 points, or 3 points if the *shooter* was standing behind the 3-point line.

16 forwards:

the 2 players on the *court* for a team who are usually smaller than the center and bigger than the *guards*; often a team's highest scorers.

17 foul lane:

the painted area bordered by the *end line* and the *foul line*, outside which players must stand during a *free-throw*; also the area an offensive player cannot spend more than 3-seconds at a time in.

18 foul line:

the line 4,60 meters from the *backboard* and parallel to the *end line* from which players shoot *free-throws*.

19 free-throw:

an unguarded shot taken from the *foul line* by a player whose opponent committed a *personal* or *technical foul*; it is worth 1 point.

20 guards:

the 2 players on each team who are the smallest on the *court*; they usually handle setting up plays and *passing* to teammates closer to the *basket*.

21 guarding:

the act of following an opponent around the *court* to prevent him from getting close to the *basket*, taking an open shot or making easy an *pass*, while avoiding illegal contact.

22 in the paint:

being in the *foul lane* area which is painted a different color.

23 jump ball:

2 opposing players jump for a ball an *official* tosses above and between them, to tap it to their teammates and gain *possession*; used to start the game (*tip-off*) and all *overtime periods*, and sometimes to restart play.

24 layup or layin:

a shot taken after *driving to the basket* by leaping up under the *basket* and using one hand to drop the ball directly into the basket (layin) or to *bank* the ball off the *backboard* into it (layup).

25 loose ball:

a ball that is *alive* but not in the *possession* of either team.

26 man-to-man defense:

the defensive style where each defensive player is responsible for *guarding* one opponent.

27 MVP (Most Valuable Player):

an award recognizing the *NBA* player who contributed most to the regular season or to the *Finals*.

28 overtime or OT:

the extra *period(s)* played after a *regulation game* ends tied.

29 pass:

when a *passer* throws the ball to a teammate; used to start plays, move the ball *downtcourt*, keep it away from defenders and get it to a *shooter*.

30 personal foul:

contact between players that may result in injury or provide one team with an unfair advantage; players may not push, hold, trip, hack, *elbow*, restrain or *charge* into an opponent; these are also counted as *team fouls*.

31 pivot:

a center; also the foot that must remain touching the *floor* until a *ball handler* who has stopped *dribbling* is ready to *pass* or shoot.

32 playmaker:

the point guard who generally sets up plays for his teammates.

33 rebound:

when a player grabs a ball that is coming off the rim or *backboard* after a shot attempt; see *offensive rebound* and *defensive rebound*.

34 release:

the moment that the ball leaves a *shooter's* hands.

35 screen or screener:

the offensive player who stands between a teammate and a defender to give his teammate the chance to take an open shot.

36 Steal:

when a player takes the ball away from an opposing player.

37 team fouls:

each *personal foul* committed by a player is also counted against his team; when a team goes *over the limit*, its opponent is awarded *free-throw* opportunities.

38 throw-in:

the method by which a team with *possession inbounds* the ball.

39 timeout:

when play is temporarily suspended by an *official* or at the request of a team to respond to an injured player or discuss strategy

40 tip-off:

the initial *jump ball* that starts the game.

41 traveling:

a *floor violation* when the *ball handler* takes too many steps without *dribbling*; also called walking.

42 turnover:

when the *offense* loses *possession* through its own fault by passing the ball *out of bounds* or committing a *floor violation*.

43 zone defense:

a defense where each defender is responsible for an area of the *court* and must *guard* any player who enters that area; compare with *man-to-man defense*.

Each basketball player has a specific position and responsibilities. The positions — which consist of two guards, two forwards, and one center — call for different physical requirements and skills:

- **Point Guard:** Usually the shortest player on the team. Should be the team's best passer and ball handler; not primarily a shooter. Traditional role is to push the ball upcourt and start the offensive wheels turning. Should either take the ball to the basket or remain near the top of the key, ready to retreat on defense. Best and brightest: Derek Rose.
- **Shooting Guard:** Generally taller than a point guard but shorter than a small forward. Not necessarily a great ball handler, but normally the team's best perimeter shooter. A good shooting guard (or two guard) comes off screens set by taller teammates prepared to shoot, pass, or drive to the basket. Also tries to grab rebounds on offense. Best and brightest: Dwyane Wade.

- **Small Forward:** The all-purpose player on offense: aggressive and strong; tall enough to mix it up inside but agile enough to handle the ball and shoot well. Must be able to score both from the perimeter and from inside. Best and brightest: Carmelo Anthony.
- **Power Forward:** Has muscles or at least a little bulk. Must be able to catch passes and hit shots near the basket. A good, rugged rebounder, but athletic enough to move with some quickness around the lane on offense and defense. Expected to score when given the opportunity on the baseline, much like a center, but usually has a range of up to 15 feet all around the basket. Best and brightest: Pau Gasol.
- **Center:** Usually the tallest player on the team. Should be able to post up offensively — that is, receive the ball with his back to the basket and use pivot moves to hit a variety of short jumpers, hook shots, and dunks. Also must know how to find the open player in the paint and grab offensive rebounds. Best and brightest: Dwight Howard.