

# SPORTS

## New rules help college hoops catch up

The winds of change in college basketball blew abruptly in the last decade. We went from the days of the four corners to the age of Loyola Marymount's run-'n-gun, almost overnight. The game, so quickly, yet so successfully, changed before our eyes. More than any other sport, college basketball thrives on its ability to change, to evolve.

But changes never come without imperfections. The 45-second clock, the 3-pointer, widespread TV coverage — the game's most dramatic transformations — have created their own little problems.

Last season, televised games often had as many Budweiser commercials as slam dunks. A player fouled on a 3-pointer received only two free throws. And the 45-second shot clock punished good defense.

The rules hadn't fully adapted to basketball's sweeping changes — to the 3-pointer, the shot clock and TV.

In an effort to bring the rulebook back to our time, the NCAA Basketball Rules Committee enacted several new pieces of on-court legislation for the 1990-91 season. As with almost all NCAA legislation, many of these new rules are flawed — the NCAA has a knack for making mistakes. But, for the most part, these rules are a step forward — another chapter in the continuing evolution of college hoops.

Among the latest changes:  
**■ The "Award the 'D'" rule:** With this rule, the 45-second clock is no longer reset after a blocked shot goes out-of-bounds. In previous seasons, a blocked shot often benefited the offense, which would receive another 45-second time allotment if one of its shots was launched out-of-bounds.

To its credit, this new rule finally rewards a good defensive player for his efforts. Or at least most of them. The new rule still resets the shot clock if a defender forces a player to shoot an airball. Ideally, the NCAA should adopt the NBA rule: Reset the clock only after the ball hits iron. Such a change would award the defense in all instances.

**■ The 10-foul rule:** Of all the new legislative changes, the 10-foul rule reveals the NCAA's knack for not accomplishing what it sets out to do.

Under the rule, players are awarded two free throws, instead of the normal one-and-one, after the opposing team's 10th foul of each half. Supposedly, this will speed up games by ending incessant fourth-quarter fouling marathons.

**Stewart Chisam**  
**Staff Writer**

Traditionally, teams trailing in a game's waning minutes have fouled unendingly, hoping to regain possession of the ball after a player misses the front end of a one-and-one.

The rule's failure? A thinking team will continue to foul at the end of game — essentially conceding the two points off of the charity stripe. Even if a team gives up two points of off free throws, it can still catch up if it cans a 3-pointer in response. The odds of erasing a large deficit this way are slim, but a team has to give it a chance.

In addition, under the 10-foul rule, games are often made longer. When a team's 10th foul comes eight minutes into the second half, every foul from then on necessitates a waste of time; besides, players should be forced to hit the front-end of the one-and-one. It's part of the game.

If the Rules Committee wants to speed up the game, it should — once again — turn to the NBA rulebook and stop the clock after made field goals in the last three minutes of a game.

One of the reasons teams foul — and call timeouts — is to stop the clock. Stopping it for them will reduce the temptation to foul or call timeout after every basket.

**■ The "Three for Three" rule:** This rule — like the "Award the 'D' rule" — is long overdue. It gives a player three free throws when he is fouled in the act of shooting a 3-pointer. Previously, conniving coaches often kept players from scoring a game-tying 3-pointer at the end of a game; they simply told their players to foul on a 3-point attempt. This sent the shooter to the line for two free throws, essentially ending the game.

With the new rule, the game's outcome returns where it belongs — in the player's hands.

**■ The "Not so Many TOs, Baby" rule:** Traditionally, televised basketball games have featured the cheerleaders at center court as much as they have featured the players. With a TV timeout every five minutes — plus four timeouts per team — lack of team depth has ceased to be a factor in televised games. The players get plenty of rest.

In order to help solve this problem, the NCAA has cut the number of timeouts allowed per team in televised

### 1990-91 NCAA Rule Changes

Following are changes approved by the NCAA Basketball Rules Committee for the 1990-91 season:

- Three free throws will be awarded to a player who is fouled while shooting beyond the 3-point line.
- A player will be assessed a technical foul for taunting or swearing at an opponent and will be suspended for the season if involved in two on-court fights. A player who fights during a game will be suspended for his team's next game.
- Coaches or players charged with two technical fouls will be ejected from the game while the head coach will be ejected after three bench technicals have been called on his team.
- Players will be awarded two free throws instead of a one-and-one after the opposing team's 10th foul of each half and timeouts will be cut from four to three for each team in televised games.
- A player will be assessed a technical foul if he grasps or hangs on the rim unless he is fouled or is trying to avoid an obvious injury to himself or another player.
- The 45-second clock will not be reset when a blocked shot goes out of bounds.
- Only four players from each team may line up on the lane during free throw attempts.

games from four to three. Nothing major, but it should speed the game up.

**■ The "Settle Down" rule:** Adopted from a Big East Conference policy, this legislation comes down hard on on-court squabbling. Under the rule, a player will be suspended for one game after an on-court fight. A second fight, at any other point in the season, disqualifies the player for the season.

A tough rule, it should crack down on useless slugfests. But look for officials to be lenient on what they label a fight. The rule carries too stiff a penalty for the refs to carelessly dish it out.

**■ "Settle down" rule, part II:** This legislation mainly cracks down on the coaches. A coach charged with two technical fouls is automatically tossed from the game. (The limit used to be three technicals.) Any three technicals against a team's bench sends the coach to the locker room — regardless of which players or staff members committed the infractions.

#### On the horizon

A couple of rules the NCAA should consider for the 1991-92 season:

- NEVER count the basket on a

**charge:** Presently, it's possible for a player to commit a charge and still score a bucket on the same play. This essentially makes nobody completely happy, and it gives the referees a convenient cop-out call that won't make either coach too upset.

Let's award a player with the guts to take a charge: Take the "kiss-your-sister" call out of basketball.

**■ Move the stripe back:** 19-foot-9-inches is too short for a 3-pointer. Move it to the international mark, 21 feet.

**■ No more standing around:** Last season, referees were no longer required to hand the ball to a player at the free throw line. Instead, the official under the basket could throw it to the shooter. It was a small rule change, but it sped up the game.

Now the NCAA should take the rule one step further. Instead of handing a ball to a player before every in-bounds play, allow an official to throw the ball to a player as soon as the teams are set — as is done in the NBA. Such a rule would eliminate a lot of useless standing around, of which college hoops, with television timeouts, has plenty already.

## Blue Team gives fans a blast from the past

By **JAMIE ROSENBERG**  
 Sports Editor

After nine years of dormancy, a Tar Heel tradition resurfaced in the Smith Center Tuesday night.

No, students weren't back in the good seats, and Dean Smith's hair didn't lose any of its graying luster.

But the famed "Blue Team," that UNC trademark of the '70s and early '80s, arose once again.

Not since 1981 have North Carolina fans seen this Smith creation, which involves substituting an entire team of five reserves at one time. But in Tuesday's 104-61 thumping of Jacksonville, Smith experimented twice with his old innovation, and he came up with relatively successful results.

With 12:04 to play in the first half and his regulars lagging to a 19-12 lead, Smith looked down his bench and said, "Kenny, your team go in."

Five players, led by sophomore point guard Kenny Harris, leapt from their spots and headed onto the court as the official scorer struggled to keep up. Freshmen Pat Sullivan, Brian Reese, Kevin Salvadori and Cliff Rozier all checked in with Harris, with only Rozier having seen playing time earlier in the game.

After 2:45, the score was 25-17. The Blue Team had held its own, outscoring the Dolphins 6-5, and a fresh Tar Heel starting five returned to pummel Jacksonville 11-0 in the next 4:36.

"I've called them a Blue Team," Smith said. "We retired the Blue Team in 1981 when they got beat 9-0 by Wake Forest after about a nice 12-year run. But I'm not sure we'll have it this year."

The fact that the Blues had allowed two easy buckets on the defensive end didn't go over well with Smith, ever basing his evaluations on defensive performance.

"I was upset with the first group when I put them in," he said. "They didn't really do great. I don't think."

Nevertheless, Smith gives his Blue Teams records of their own ("The best Blue Team I had was in '72. It was undefeated and had four ties"), and after the group's second appearance, a 5-4 stretch late in the second

half, it had posted an 11-9 "victory."

Harris, as the team's "senior" member, hadn't realized he was giving Tar Heel fans a blast from the past.

"I didn't really know we were a Blue Team until tonight, so I guess that's what we are," he said. "We just go in and try to pick up the tempo. We try to show Coach that we can do things right, too."

"We just try not to hurt the team when we're in there. We try to make a lot of good things happen."

Reese, who scored seven points and dished out two assists in 14 minutes of playing time, wasn't exactly proud to be a Blue Team member.

"We are the few that are not going to get that much playing time, and that's a situation we're going to have to get used to," he said.

The revival of a Blue Team may be the answer to Smith's greatest dilemma this season, namely that of providing enough playing time for deserving members of his prodigiously deep squad. Under this system, he can have five starters, two or three "regular" reserves, and then the Blue Team, allowing him to play as many as 13 of his 15 players consistently without losing chemistry on the court. After all, if you substitute five for five, you don't have to worry about the substitution well with those already on the floor.

And if UNC's newcomers continue to hold their own, such a combination could be deadly for opponents.

"The upperclassmen go off the court and the freshmen come in, and there's not much of a letdown," senior Rick Fox said. "That's got to be frustrating for the other coach. It seems like it never ends."

Before passing permanent judgment, though, Smith will give this experiment a few more games to develop.

"Nothing's in cement this early," he said. "I don't want to get set on a lineup yet."

If the Blue Team tradition returns for good, then... who knows? ... maybe students will get their courtside seats, back, and then maybe the gray will, miraculously disappear from atop Smith's head.

## Field hockey garners 3 All-America picks

From staff reports

Three North Carolina field hockey players, Peggy Anthon, Jennifer Clark and Laurel Hershey, have been named first-team All-America selections for their performances this season.

Anthon, a senior forward, led the NCAA runner-up Tar Heels with 31 assists and 40 points. Both totals also topped the ACC, and Anthon's assist numbers set a conference record.

Clark, a junior sweeper, was UNC's leading goal scorer with 21. Hershey, a senior midfielder and two-time honorable mention All-America, tallied 13 goals and eight assists.

UNC finished the season at 20-4, falling 5-0 to ODU in the NCAA final.

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