FRIDAY, DECEMBER 12, 1952

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Although gambler's and crooks have successfully rigged the ap-Although gambler's and crooks have successfully rigged the ap-proximate outcome of basketball games, none has come up with the age-long dream—knowing the outcome of a game before it is played. So, no one can safely predict the result of Penn State's season-opener with Alfred. However, there is a sure-fire winning bet possible in tonight's game—it's almost certain to last longer than Rec Hall basketball

games in the past. The new and controversial foul-throw rulings will lengthen the game by anywhere from eight to fifteen minutes.

The "stretcher" ruling to be in effect for the first time here is what the refs call "one and one." Any player personally fouled in a second place. They have four men situation calling for one shot in the past, now gets a second try if he misses his first. This will hold in the first 37 minutes. But in the last misses his first. This will hold in the first 37 minutes. But in the last three minutes, any foul whether a one or two shot personal will be good for two shots. However, the privilege of waiving a foul—taking move into the semi-finals of the possession at side court rather than shooting-has gone the way of the center jump after each basket.

All of which comes by way of the desire on the part of NCAA coaches-Yale Coach Howard Hobson in particular-to increase the value of the foul shot. The way the severity of a foul is increased is evident through a bit of slide-rulish figuring by Nittany Coach Elmer Gross:

First Gross explains that the average number of successful foul shots is 60 per cent. This makes every foul attempt worth .6 of a point. Still working on a percentage basis, Gross figures possession of the ball to be worth .5 of a point since the average of field goals made

from the floor is one in four shots. Thus the old one-shot foul was only worth .1 of a point by the subtraction of possession value, .5

from foul shot worth, .6. Now with two chances to make a one-shot foul, the worth of a foul is figured to be .9 since one out of two fouls is going to be made nearly every time.

Lost? Well, casting aside the slide rule, look at a cold, easy to understand fact seen in the St. Francis-Lion scrimmage last Saturday. The Frankies did over half of their scoring from the 10-foot line with 35 foul shots in 55 attempts. A great many of the 35 charity tosses came on the second throw of the "one and one" foul. The rule definitely is a booster of foul prices.

The controversy in the matter of the "one and one" rule is mainly the increased inaction and resulting "funeral dirge to the free throw line" as Kansas Coach Phog Allen called it. This aspect is certain

to be "given a chance" as many coaches are now advocating. .

However, it is the second part of the rule that has aroused the ire of many among the hardwood set. Although Gross likes the riddance of the waiving rule, Allen on the other hand prefers possession of the ball rather than the point which must be shot for under new rules

The biggest disturbance of all has been raised over the automatic two-foul rule to be in effect for the last three minutes. CCNY's Dave Polansky has gone so far as to claim that the game

has now been made one of 37 minutes rather than 40. It is his contention that a team trailing in the last three minutes finds it virtually impossible to win.

Designed to eliminate the deliberate fouling in the final three minutes, the two automatic two-foul rule in the closing minutes will

probably do just that. But the "chance" which the new rules must be given still has to show whether or not the game has been shortened to 37 minutes.

The one certain thing-that the game will be slightly longeris not sufficient cause for coeds to bring their knitting tonight. Pitt Coach Doc Carlson and his zone-protestors aren't due in town until February 28.



A trio of coming fraternity boxing clubs closed the gap in total the leading crew from Delta Upsilon yesterday in the IM boxing tournament as they cut down the DU's margin of difference to three wins.

to fall into the three-way tie for left.

Polito Gains Semis

121-lb. class. McGraw picked up Alpha, 23-13. the split-verdict through pure ag-gressiveness and anything but Warren off balance.

In the other half of the 121-lb. draw, Theta Kappa Phi's Bob Polito took a unanimous decision from Howie Guenther, Sigma Chi, to advance into the semis.

3 Independents Advance

Chuck Myers, Delta Sigma Phi's 35-pounder, eliminated Johnny Puhala, Theta Kappa Phi. Myers opened up in the final round to clinch the unanimous verdict from the tired Theta Kap.

Three independents came up with impressive wins. Walt Stan-nish, 155, John Pipa, 135, and Bob McMath, 145, all moved into the semifinals of their respective weight classes. Stannish, in copping his second fight, split-decisioned Charlie Rife. Pipa put away Jim Widman at :45 of round one, while McMath stunned Jack Scho-field in both the first and third rounds to pick up the unanimous decision.

Other fraternity winners in Other fraternity winners in-cluded: 145 lbs., Tom Hand, Lamb-da Chi Alpha, over Jake Highton, Pi Kappa Phi, :35 of round two; Joe Musial, Theta Xi, over Paul Scheaffer, Kappa Delta Rho, un-animous decision; 155 lbs., Bill animous decision; 155 lbs., Bill Matthews, Alpha Phi Alpha, over John Basista, Sigma Pi, unani-mous decision; Bob Myers, Sigma Alpha Epsilon, over Bob McFadden, Phi Kappa Tau, unanimous decision; 165 lbs., Bob Thomas, Kappa Delta Rho, over Bob Kaytes, over Phi Sigma Delta, unanimous decision; and, heavyweight, Joe Gratson, Phi Kappa Psi, over Dave Norris, Theta Xi, unanimous decision.

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ing clubs closed the gap in total team points between them and Sigma Chi, KDR Victors In IM Basketball Contests

A lop-sided walkaway and a

three men left, while Phi Sigma Kappa have four men left with eight wins. Sigma Nu picked up a pair of forfeit wins yesterday to fall into the three-way tie for other way the for extreme was the Sigma and Dick Chi-Sigma Alpha Mu game. John Hawk scored 20 points and Dick Chi-Sigma Alpha Mu game. John Hawk scored 20 points and Dick Chi-Sigma Alpha Sig. Chi-Sigma Alpha Sig. Chi-Sigma Alpha Mu game. John Hawk scored 20 points and Dick Chi-Sigma Alpha Sig. Chi-Sigma Alpha Sig. Chi-Sigma Alpha Mu game. John Chi-Sigma

other extreme was Kappa Delta Bill Warner was almost a one-Rho's 16-15 edging of Acacia. Bob Bethea netted eight markers to pace the victors. Bethea netted eight markers to pace the victors. Bill Warner was almost a one-man team for Alpha Chi Sigma, racking up 18 points. Warner's heroics did not ston Sigma Pi from

Bethea netted eight markers to pace the victors. pa, pa, pa, pa, phi Kappa Sigma, on the strength of Bill Bauer's 11 point the performance, beat Lambda Chi up Alpha, 23-13. Bethea netted eight markers to racking up 18 points. Warner's heroics did not stop Sigma Pi from beating his team 30-26. Alpha Phi Delta fought back gamely, but was finally outclassed by a smooth Beta Theta Pi five, 35-20. Dick Cameron hooped 13

Seven men shared in the scorvaries of balance. In the other half of the 121-bh to spark the Beta's. In the other half of the 121-bh to spark the Beta's balance to spark the Beta's balance.

m Babb was high man for both ams with 13 points. Tight defense marked play in Sigma Phi Alpha, 31-17. teams with 13 points.



