



Check off each event as it happens, and win prizes!

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www.playbasketballbingo.com

To Play:

All you'll need is a pen or pencil. When one of the 16 events listed on the front of this card occurs, check off that space. Match four in a row and bring to the marketing table for a prize.

Basketball Bingo Lingo

 Terms and definitions to help you understand and enjoy the game

3-point shot = a field goal worth 3 points because the shooter had both feet on the floor behind the 3-point line when the ball was released; also counts if one foot is behind the line while the other is in the air.

3-second violation = The paint is the area inside the lane lines from the baseline to the free-throw line. If an offensive player has a foot on or inside these lines for 3 seconds or longer, the player will be called for a 3-second violation. There is no restriction on the time that defensive players can occupy the paint.

Offensive rebound = a rebound of a team's own missed shot.

1-and-1 or 1-plus-1 = in college, a free-throw attempt awarded for certain violations that earns the shooter a 2nd attempt only if the first is successful.

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.

Possession arrow = in college, the possession arrow is used to determine which team's turn it is to inbound the ball to begin a period or in a jump ball situation.

Rebound = when a player grabs a ball that is coming off the rim or backboard after a shot attempt.

Shot clock = a clock that limits the amount of time that a team has to shoot the ball; 24 seconds in the NBA; in college, 35 seconds for men, 30 seconds for women.

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

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

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