

59600001



Check off each event as it happens to win prizes!

Numbers correspond to events and are used for verification purposes.

<input type="checkbox"/> Team shoots 1 and 1 25	<input type="checkbox"/> Total points in a game: 120 or more 19	<input type="checkbox"/> Total points in a game: 140 or more 21	<input type="checkbox"/> Player misses 2 straight free throws 11
<input type="checkbox"/> Referee calls technical foul 28	<input type="checkbox"/> Ball goes into crowd 1	<input type="checkbox"/> Player fouls out 27	<input type="checkbox"/> Referee calls jump ball 29
<input type="checkbox"/> Player goes into crowd 2	<input type="checkbox"/> Player scores 25 or more points 15	<input type="checkbox"/> Referee goes to monitor for video review 31	<input type="checkbox"/> Player scores 20 or more points 14
<input type="checkbox"/> Marquette calls time out 34	<input type="checkbox"/> Player scores 15 or more points 13	<input type="checkbox"/> Total points in a half: 60 or more 17	<input type="checkbox"/> Foul called in first minute of the game 22



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## 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 your card to the marketing table for a chance to win 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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