

Spalding Official Speedball

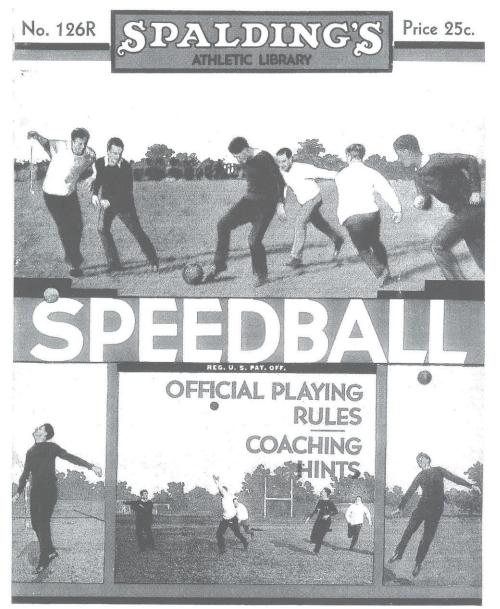
<u>HISTORY OF THE CALIFORNIA</u> <u>INTERSCHOLASTIC FEDERATION</u> <u>SOUTHERN SECTION</u> <u>(CIFSS)</u>



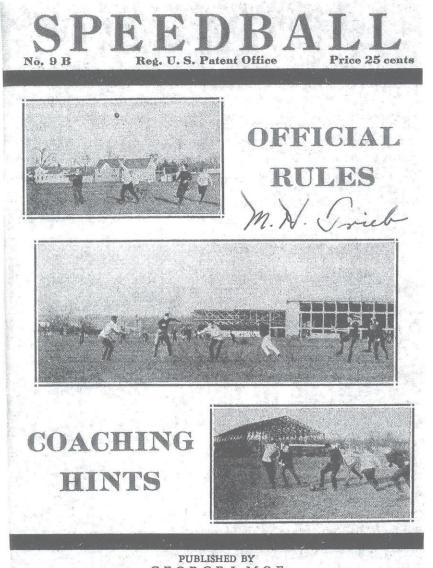
33rd historical "tidbit."

<u>SPEEDBALL</u>

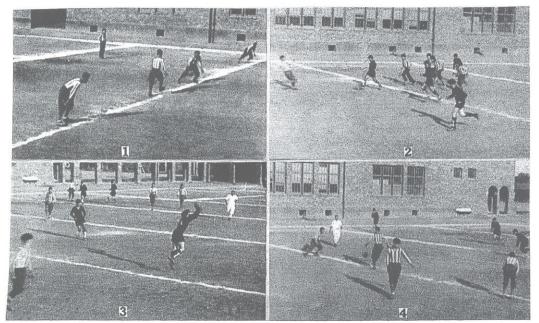
Speedball was developed at the University of Michigan in 1921 by Elmer D. Mitchell. The sport became a very popular outdoor game in Southern California and was a small school substitute for football before six-man football was invented. It was more popular at than soccer because the hands could be used and resembled Gaelic football.



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1—Kick-off. 2—Team-kicking attack. 3—A fly ball. A ball kicked into the air may be played with the hands until it again touches the ground. 4—Stubbing the ball to team mate for Catch. Courtesy Visual Text Sales Co., Los Angeles.



SPEEDBALL

ORIGIN AND DEVELOPMENT

Speedball is a modification of soccer that combines some basketball passing skills and the drop kick and pass scoring from football. The game was developed at the University of Michigan in 1921 by Elmer D. Mitchell as part of the men's intramural program. Its purpose was to provide a game that could be played and enjoyed by players of average athletic ability.

The game was immediately successful, and by 1926 Mitchell had the rules standardized and copyrighted. Gradually more and more schools began to play speedball, and today it is widely enjoyed all over the country, especially as a class and intramural sport. It is also played in Canada, Mexico, the Philippines and China.

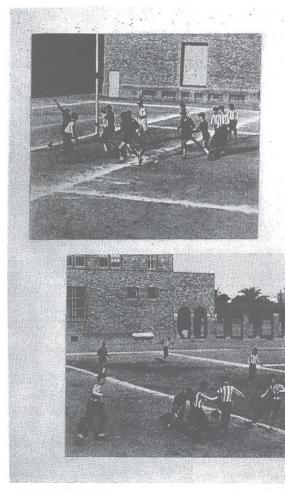
— A.G.Spalding & *Bros. =* Spalding Official Speedball







This was a small school substitute for football before six-man football was invented. It was played on a football field with rules from soccer and basketball. A kick through the goal was three points, a kick over the cross bar was one point and a completed pass over the goal line was two points.



History of Speedball

The game of speedball was developed by E.D. Mitchell at the University of Michigan in the early 1920's because of the need for a vigorous team game that could be played outdoors in the fall and that combined many of the elements found in other rather well-known sports. Many of the students in the mid-west had been introduced to basketball in public schools and they did not like soccer because of the restrictions regarding the use of hands on the ball. Touch football, while a popular game, had certain limitations in that many players on the team did not get to handle the ball regularly. Speedball eliminated many of these objections by providing a game that permitted all the players to participate in all aspects of the game. The game has developed rapidly and is now a widely played sport in physical education and intramural programs throughout the country.

Basic Rules

Fields vary in size from 80 to 100 yards in length. In front of each goal post and extending across the field is a penalty area. Fouls committed in this area by the defense are penalized more severely than fouls committed outside the area. The ball is put into play by a free kick at the center of the field and all members of the kicking team must be behind the ball when it is kicked. The ball must travel forward the length of its circumference before it may be recovered by the offense. Defensive players must remain behind the restraining line, ten yards back, until the ball is kicked.

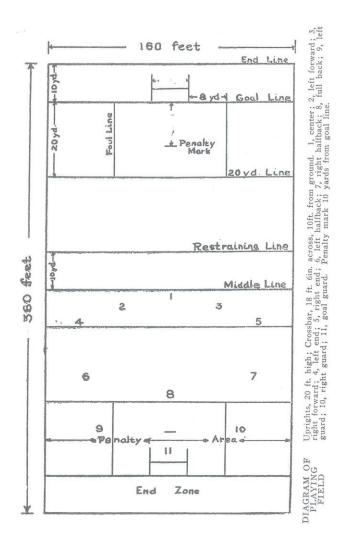
When a team causes the ball to go out of bounds on the sidelines, the opponents may put the ball into play by a pass. If the ball goes over the end lines without a score resulting, the opponents may put the ball in play by a pass or a kick. **Scoring**

There are 3 ways of scoring in speedball:

- Field Goal: Ground ball kicked under the cross bar and between the uprights. Scores 3 points.
- Drop Kick: Over the cross bar from outside the penalty area. Scores 2 points.
- Touchdown: Ball passed from the field of play to a teammate behind the goal line. Scores 1 point.

Playing Privileges

- Ground Ball. A ground ball is one that is stationary, rolling or bouncing. While
 a ground ball, it cannot be played with the hands or any part of the arms, but
 must be kicked or bounced off the body.
- Aerial or fly ball. The ball may be caught, or otherwise played with the hands, whenever it is clearly a "fly ball", or one that has been raised into the air directly from a kick by one or both feet. A fly ball that has been caught may be held, passed, punted, drop-kicked or played as an overhead dribble.
- Dribbling the ball. A player may dribble the ball with his/her feet at will. A player may use one overhead dribble in advancing the ball without the aid of his/her teammates ~ he/she may throw the ball in any direction and run and catch it before it strikes the ground.
- **Goaltender.** The same rules of ground, aerial/fly and dribbling the ball apply to the goaltender as the other players. There is no limit to the number of goaltenders a team has.



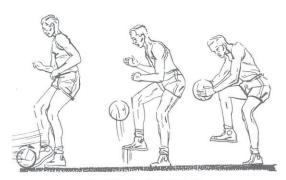


Fig. 83. One-foot kick-up.

VALUES OF SPEEDBALL

Speedball retains many of the desirable values of soccer and eliminates the features that are most difficult for the average player, from the standpoint of skill and condition, to perform. It seems to be natural for players to want to use their hands on aerial balls; this game allows for the expression of this tendency and in turn provides for more accurate and controlled passing than when the feet alone are used.

Unskilled soccer players are often afraid to head high balls; hence permitting use of the hands in speedball practically eliminates the need for this skill.



Fig. 82. Two-foot kick-up.

Display Ad 1 - No Title Los Aureles Times (1886-Current File): Oct 25, 1943: ProQuest I



SOMETIMES darn it you'd almost think this was a column instead of an adv. for the Farmers Market which is where anybody in their right mind would go if they wanted to buy a first rate artichokeor an apple. But the way the press agents keep giving us inside tips about what we should put in the paper, you'd think it was a column.

Not once have I ever taken the beix--not even the time the man offered to give me four tickets to the circus if I would put it in the paper that the circus was in town, which it was, Good, too-but I paid for my sect.

Most persistent press agent is Clifford Dektar-faster on the draw than Ivy Lee in his hey days and twice as persuasive as Steve Hannigan. Better than Bob Doman even.

So-I'm not going to take any chance favoring one high school over another. So-just to keep everybody's chin dry I'll offer to buy another bond, after school today, if L. A. High's press agent isn't kept in after school. * *'* And what's the matter with Uniwhat's the matter with one-versity High? Venice is mak-ing you kids look silly at football, speedball, volleyball, basketball and at about everything but balls put on at the Bel-Air Golf Club. * * * What with all that West End gilt in your school district, seems to me that if Univeraity High were to challenge Venice to a bond drive—you can't tell.

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TROY PIGSKIN PORTRAITS I on Annueles Times (1886-Current File): Nov 20, 1936; ProQuest Historical Newspapers Los Angeles Times (1881 - 1985)

keroes who meet Thanksgiving Day in Coliseum.-Editor's note.) she

S . NO. 5-COYE DUNN

Coye Elvis Dunn, better known



X . Coye Dunn

"Punchy," was born March 7, Coye's hobby is hunting and 1016, on the plains of Eastern riding, naturally after his early Colorado, thirty-five miles from life in the wide open spaces. He the nearest town and ten miles likes to break horses and hopes from the nearest neighbor.

When Coye as a lad used to by the boys as a nature of the boys, he's a musician. He played go to school, it was a real ad-violin in a junior symphony or yenture. The school was a lone-ty frame building out on the plains thirty-five miles away, JUST MARRIED plains inity ive miles away, o'cor, marketing and Coye and his brother George, who was three years older, Coye's life is saved for the last would start out on horseback On last August 30 he eloped to at 4 o'clock in the morning and Yuma with Phyllis Listman of the three in time for the artist. Bayerly Hills The artist beauty get there in time for the open- Beverly Hills. The only bragging big bell at 9. The teacher was he does is about his ability to abbig fat fellow who stuttered, wash a wicked dish. and Coyo still claims that the hardship of that daily trip was worth it to see the old boy in and one-half inches in height and action.

(This is the fifth of a series of person-ality sketches about Trojan and Brain grid rents decided to lease their cattle ranch and move to San Diego

so that Coye and George and their two younger sisters, Maxine and Frieda, could have bet-Coye Elvis Dunn, better known to: his University of Southern California football team mates as school in San Diego and then Memorial Junior High School where he showed such athletic prowess that as a ninth grader he was captain of his school's

teams in basketball, baseball, speedball and track. Entering San Diego High School in September, 1932, Coye went out for football and alternated at right guard with Bob Sanders, now also a member of the Trojan squad. The next two ycars he played left half, which under Hobbs Adams, then San Diego High coach and now Trojan frosh coach, was a blocking back position.

ALERT BALL HAWK

Coye rarely gets the chance to carry the ball but he has scored a couple of touchdowns. One was an 80-yard run after a pass interception in a game between San Diego and Phoenix high schools. The other was in the recent Southern California-Stanford game when he intercepted a pass and battled his way thir

to return to ranching one of these days. Like all true cowboys, he's a musician. He played

weighs 194 pounds.

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COLUMBUS (O.) Nov. 4. (P)---Ohio State University's intramural athletic system has swung into action with sixteen teams engaged in speedball contests. Before the year is out, 5000 students will be enrolled. The curricula include horseshoe pitching, cross-country, volley ball, baseball, bowling, swimming, hand-ball, tennis and soccer. **Display Ad 60 -- No Title**

Los Angeles Times (1886-Current File); Mar 26, 1944; ProQuest Historical Newspapers Los Angeles Times (1881 - 1985) pg. E14



GOLF, Patty Berg-Famous champion demonstrates with clear simplified instruc-tions and. 76 "show-how" photographs, how to improve your golf. Leads you step-by-step, showing right equipment, grip, stance, address, wrist and hand action, wood play, intron play, putting, etc.
 TENNIS, Helen Heil Jacoba - This famous player says that great tannis cham-ploas play a simple game-and with charts, diarcamt, test. hotoeratoba of herself and other stars in action, she shows how you can play bigitme tannis. Basic strokes, strategy, timlag, equipment, etc.
 YMMMING, R. J.H. Rhouth-Yale's

-strategy, timing, equipment, etc. 17, SWIMMING, R.J.: H. Kiphuth-Yale's famous coach of American Olympic Swim-ming Teams now shows how to be a strong, easy swimmer, with plenty of speed and endurance. Important pre-water servicies; breasil-atoka, back-atroka, pop-ular free-style. Drawings, 94 photes show how. Special advice on teams. Clair Bee's Basketball Books

Long Island U. basketball teams, coacked by Glair Bee, have won over '22% of all games played in last P yearsi This great coach has part hat the following 4 books the techniques; strategies and dellis had pall victory on the coart, fundrads of diagrams and pallviceout photos of great teams in a citia.

of great teams in action. 37, THE SCIENCE OF COACHING Choosing stuad, condition-ing: training: practice and coaching methods; build-ing offenses, defenses, strat-egy and tectics; scouting: "fan" interest; building and maintaining team apirit, etc.

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Spirit, etc. 38. DRILLS and FUNDA-MENTALS - Championship practice routines; funda-mentals of co-ordination, footwork, feinting, cutting, passing, dribbling, shooting, two- and .htree-man plays, combinations.

37. MAN-TO-MAN DE-FENSE AND ATTACK-How to match each oppo-

man Keasey - How to enjoy what is "probably the fastest growing sport in the country today." A B-C's of new "relaxed method" of today's archery champions. Choice and care of exipment, right and wrong positions: competitions, teaching methods, etc., illustrated with dozens of sketches, photographs.

Stetcher, photographi.
S. BASKEFSALL, Charles C. Murphy – Basic book for all who want to understand cood basketball-coaches, spectators, play-ers themsetwork. Shooting, ball mananen, footwork, defense, offense, drills, clearly illustrated with flash photos, progressive-action drawings.

action drawings. 6. 80WLING FOR ALL, Joe Falczro and Murzay Goodmanv-- World's Undefeated Match Games Bowing Champion (Pal-caro) teaches you championship bowing -beginners, arguerts, all agest Principle-, equipment, delivery, direction, speed, strikes, spare, "Do's and Don'ts," Rules and Tournaments, Action photos of Fal-roa, others.

Lare, orders.
21. PHYSICAL CONDITIONING, Stafford and Duncan-Here to get in condition for forthall, baselall, heakerthall, etc., "tough-en up" for any energency. 436 drawings, plus simple directions, show you 34 inter-etting exercises.

aring contribut.
IS. ROPING, Bernard S. Mason-A rope and a little spare time are all you need to learn the roping and rope-spinning tricks that hold thousands spellbound at the big rodeos. How to do flat spins, ver-tical spins, heriat throwing, exhibition and contest stunts.

14. RIDING, J. J. Bonilace-Mounting, position, posting, mistakes to avoid, jump-ing, bronc-busting, polo, racing, care and treatment of horses, etc.

15. LAWN GAMES, John R. Tunis-Arch-esy, badminioa, croquet, deck tensis, horseshees, lawn bowl, shuffleboard, etc. Outdoor games for fun-doing familier; school, church, eamp recreational leaders. Complete with rules, diagrams, photo-graphs.

FOOTBALL, W. Glenn Killinger-For players, spectators, coaches, and arm-chair and radio strategists. Easy-to-follow text, "Irozen; motion" flash photos, drawings, formation and play dingrams, sketches of

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11. SIX-MAN FOOTBALL, Ray O. Duncan -Instead of having to use too-small, too-young players to acrape up a stendard eleven, many schools now play six-man (outball-just as exciting, resizer to make up tasm. Here are rules, plays, techniques, formations, etc., illustrated with diagrams, photos, sketches.

photos, statches. 10. TRACK AND FIELD, Ray M. Conger-Champion techniques of running, jump-ing, throwing. Correct forms, positions, tographs of world-famous athletes in

action, etc. 41. BASKETBALL OFFICIATING. Dave Tabay-First book of its kind for basket-ball officials, coaches, player. Duties. code of aignais; aignel, double official systems: game aituations, including screening, frat take-outs, dribbiling, rebounds, etc. 67 photos of fouls, etc., fist of 91 "Do's and Don'ts."

Don'ta' – World's Champion above you have to develop a cham-pionhip game. Test and draw-ings correct of miniske, how how to develop a cham-the deve Rules, tournaments.

2. BETTER BADMINTON, Jacka. DESIGN DAUMINTON, Jack-son and Swan - Explains stances, strokes, grips, etc. Starts beginners off on "right track," corrects faulty habits of experienced players. How to serve, smash, drop; using fore-hand, backhand, overhead, net strokes.

7, 30XING, Edwin L. Hailet -Not only WHICH techniques to learn, but WHEN and HOW to learn and use them. Easy-to-understand text, clear drawnings explain position, hitting, blocks, footwork, training, etc.

D. LACROSE, Tad Stanwick-"Fasteri game on two feet." Fun to learn, tough, strenuous. History, terms, rules, defense, attack, term-play, coaching, equipment, sample plays. Diagrams, charts, action bintose

photos. 12. FUNDAMENTAL HANDBALL, Bernath E. Phillipa-Clear instructions on ground-work, using hand, footwork, strukes,



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the big stars. 16. SOFTBALL, Arthur T. Noren - Ex-plained in complete, but simple detail by expert. How to improve players and teams. Official rules, equipment, etc.;

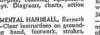
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