



UNIQUE ABA RULES

Revised September, 2016

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ABA Rules Note

ABA rules also include various rules from the NBA and FIBA. However, besides the ABA unique rules, the primary basics of the NCAA Men's Rules make up the balance of the ABA Rules.

Some of the basic fundamentals of these NCAA Rules are in an updated version of the NCAA Rules Book.

The ABA simply updates its unique rules each season.

If you have other questions pertaining to the ABA Rules, not seen here, feel free to look into the NCAA Rules Booklet, which can be found at the NCAA website.

Also feel free to contact Tom Chichester, ABA Director of Officials.

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THE GAME

The Game shall consist of Four 12 Minute Quarters.

The Game shall be played using a 24-Second Shot Clock.

The offensive team will have a total of Seven (7) Seconds to advance the ball from backcourt status to frontcourt status. If a team is granted a time-out, or the defensive team deflects the ball out-of-bounds, there will not be a new Seven-Second Count. The offensive team will have the **BALANCE** of the Seven Seconds to advance the ball to frontcourt status. (Trail Official Informs the Head Coach of the Balance.)

The game shall use the **“3-10 & OUT”** Overtime Rule.

The Game shall be played using the Rawlings™ 10 Panel **RED, WHITE** and **BLUE** Basketball.

The Game shall be officiated by Three (3) ABA Officials: One Crew Chief & Two Referees.

THE TEAM ROSTER

Each Team Is Allowed To Have Up To **12 Team Members** In Uniform.

In **Addition...**The **Home Team** Is Allowed **ONE CELEBRITY** Team Member, Who Is Also Eligible To Play. The **CELEBRITY** Team Member Must Be **IDENTIFIED** And **NOTED** In The Scorebook. The **CELEBRITY** Rule Only Applies To The **Home** Team.

THE COURT

The **ABA Free Throw Lane shall be 12 feet wide.** (Same as the NCAA utilizes). **However, when the 16 foot lane is available,** (same lane as the NBA utilizes), it is then the one (16'lane) that will be used in that particular ABA game.

There will be Three (3) Lane Spaces on each side of the lane.

The 3-Point Line shall be a distance of Twenty (20) Feet & Nine (9) Inches, which is the same as the NCAA Men's Rule.

PENALTY/BONUS

A **Bonus** of **TWO FREE THROWS** will be in effect on the **8th Foul** of Each Quarter.

There is no **“one & one”** in the ABA.

FOUR POINT FIELD GOAL

A **4-Point Field Goal** is scored on field goals made from **BEHIND** the Division Line.

3D RULE

When a team loses possession of the ball (violation or foul), before **PLAYER** Control is established in the frontcourt, the **3D RULE IS "ON."**

This, of course, also includes any turnover, resulting from a pass from the backcourt.

When "**3D IS ON**"...

One Additional Point Shall Be Added To The Point Value Of A Field Goal:

- A 2-Point Field Goal Shall Have A Value Of **THREE** Points.
- A 3-Point Field Goal Shall Have A Value Of **FOUR** Points.
- A 4-Point Field Goal Shall Have A Value Of **FIVE** Points.

The "**3D**" Shall Remain "**ON**," Until:

- The Team Scores
- Attempts A Free Throw For A Personal Foul (other than Flagrant)
- The Other Team Gets Control Of The Ball
- The Quarter/Overtime Ends

Free Throws

When A Team In Control Of The Ball Is Fouled On A Try For Goal And The "**3D Is ON**," Free Throw(s) Will Be Administered As Follows:

- On A Successful Field Goal, The Free Thrower Will Attempt One Free Throw. (3D Was Turned **OFF** After The Goal And The Extra Point Given To Team A.)
- On An Unsuccessful Field Goal Attempt, The Free Thrower Will Attempt:
 - **Three (3) Free Throws**, When The Try Is In The 2-Point Area.
 - **Four (4) Free Throws**, When The Try Is Behind The 3-Point Line.
 - **Five (5) Free Throws**, When The Try Is Behind The Division Line.

Bonus...Regulation Play... "3-D is On"

When a common foul is committed, the fouled player will attempt the **TWO FREE THROWS** for the **BONUS** and the **ONE FREE THROW FOR 3-D**.

Bonus...Overtime Play... "3-D is On"

When a common foul is committed, the fouled player will attempt the **THREE FREE THROWS** for the **BONUS** and **ONE FREE THROW FOR 3-D**.

A foul committed by a **SIXTH FOUL PLAYER** on a player in the "*Act Of Shooting*," whether the try for goal is successful or unsuccessful, will also carry the additional penalties. (See **Sixth Foul Player Rule**)

Other Players During Free Throws

Players not on the Free Throw Lane Lines, must remain behind the 3-Point Line. They can be anywhere, as long as they are behind the 3-Point Line.

All players, with the exception of the free thrower, may break the plane of their restriction line (3-Point Line, Lane Lines) upon the **RELEASE** of the ball by the free

thrower. Players positioned outside the 3-Point Line **and** below the Free Throw Line extended, shall not move in a manner as to *disconcert* the Free Thrower. Free Throws are to be **FREE**: Free of defense and free of distractions.

Signal & Announcement

The Official(s) will show the 3D Signal when the “**3D is ON**” and the **PA Announcer** shall announce, “**3D is On!**” The 3-D Light will then be turned on.

The Official(s) must signal (thumb down) when **3D is OFF**, the **3D Lights** shall be turned off when **3-D is OFF**. When in doubt...**DO NOT TURN 3D ON**.

SIXTH FOUL PLAYER

A player having committed a **Sixth Foul** (combination of personals and direct technical) may continue to participate in the game. The player’s status will be known as:

“A SIXTH FOUL PLAYER.”

- When A **Sixth Foul Player** Commits A Foul, The Offended Team Shall Receive A **Penalty Free Throw & The Ball**, Out-Of-Bounds Nearest The Spot Of The Foul.
- This **Penalty Free Throw** May Be Attempted By Any Player Of The Offended Team, Who Was In The Game, At The Time Of The Foul.
- No Players Shall Line Up Along The Free Throw Lane Lines During The Free Throw(s).
- Personal & Direct Technical Fouls Committed By A **Sixth Foul Player** Shall Count As Team Fouls.

PROCEDURE

- The Ruling Official Must **Notify The Coach** That The Player Has Committed His Sixth Foul.
- The Coach Has The Option To Keep The Player In The Game Or Substitute For The Player With Six Fouls. This is an immediate decision for the coach.

RULING

When A **Sixth Foul Player** Commits A Foul:

- A1 Will Attempt The Number Of Merited Free Throws (if any)...With No Players Along The Free Throw Lane Lines.
- Any Player Of Team A...Who Was In The Game At The Time Of The Foul...May Attempt The Penalty Free Throw...With No Players Along The Free Throw Lane Lines. Team A Will Then Get The Ball For A **Throw-In**...Out-Of-Bounds...Nearest The Spot Of The Foul.

BASKET INTERFERENCE

Once the ball hits the ring, either team is allowed to make contact with the ball. Anytime the ball is on the ring, basket interference cannot occur by touching the **BALL**.

The ball may be touched when in the imaginary cylinder, **IF** the ball has already made contact with the ring.

When the ball is on or within the basket, the **basket** continues to be “*off-limits*.” The unique **ABA Basket Interference Rule** only pertains to the touching of the **BALL... AFTER** the ball has made contact with the ring.

Of course, all “*put backs*” and Taps are **New Tries for Goal**.

QUICK THROW-IN

When the offensive team commits a violation in their frontcourt (out-of-bounds, 3-Seconds, back down, traveling, illegal dribble, etc.), the ball will be made available to the opponent for a **Quick Throw-In** at the nearest out-of-bounds spot, to

where the violation occurred.

The new trail official shall handle the ball, designate the throw-in spot and immediately hand or bounce the ball to the thrower. The administering official is **NOT** to wait for the defensive team or the other officials to “*get ready*.”

The **ONLY** Way The **Quick Throw-In** Can Be Interrupted Is:

- New Offensive Team’s Request For A Time-Out
- Media Time-Out

REMEMBER: If the situation requires the official to communicate or receive information from the scorer’s table...a **Quick Throw-In is not allowed**. In this case...the Throw-In will be administered in the usual manner. For Example: Fouls, Held Ball, AP Arrow, Basket Interference, Goaltending, etc.

KICKING RULE REMINDER

The shot clock shall not be reset when a kicking violation occurs, with 15 seconds or more on the shot clock.

The shot clock shall be set to 15 seconds, if there is less than 15 seconds on the shot clock, when the kicking violation occurs.

BACK DOWN RULE

The purpose of the **Back Down Rule** is to promote the movement of the basketball in the area **Below** the Free Throw Line extended.

All Four Of The Following Factors Must Be Present For A Violation To Occur:

1. The Player Must Be **Dribbling**.
2. The Player Must Be **Closely Guarded (within 6 feet)**.
3. The Player Must Have His **Back To The Basket**.
4. The Player Must Be **Below The Free Throw Line Extended**.

The Covering Official Will Use A Visible Count.

The Offensive Player May **Not Continue The Dribble** For More Than **Three (3) Seconds**.

The **Back Down Count Ends** When One Of These Four Factors Is Missing.

PENALTY

A Violation By The Offensive Team Shall Be The Ruling, Which Results In A Quick Throw-In.

OFFICIAL'S SIGNAL

1. Show The Approved ABA Signal
2. Indicate Direction Of Ball
3. Indicate Spot For **Quick Throw-In**

SUBSTITUTIONS

SUBSTITUTIONS ARE ALLOWED:

- When The Ball Is **Dead** And The Clock Is Stopped.

EXCEPTION

- When The Clock Is Stopped After A Field Goal In The Last Minute Of The 4th Quarter/Over-Time.
- Before Or During A **Quick Throw-In**.

- Before The Last Free Throw For Personal Fouls.
- Before The Warning Signal During Time-Outs.
- Before Or After Either Free Throw For A Technical Foul.

SUBSTITUTIONS ARE NOT ALLOWED:

- Before The First Free Throw Of Multiple Free Throws.
- Following The Last Free Throw For A Personal Foul.
- Before Or During A **Quick Throw-In**, By Either Team
- If The Substitute Does Not Report To The Scorer **Before** The Warning Signal, During Time-Outs.
- After A Field Goal In The Last Minute Of The 4th Quarter/Overtime.

OVERTIME: “3-10 & OUT”

The Overtime Period will be **Three Minutes** in length, with **ONE 30-SECOND TIMEOUT** per team.

The Overtime Period shall begin with a **Jump**

Ball at the Center Circle.

The game clock shall stop just as it does during regulation play, including the clock stopping in the last minute, after each field goal.

All players are eligible to play in the “3-10 & Out” Overtime, so the best players can participate in the final minutes of the game. **Sixth Foul Players** are **NO LONGER Sixth Foul Players**.

EXCEPTION: Team Members Who Have Been Disqualified For “Bad Behavior” May NOT Return To The Game.

A player fouls out of the game on his **2nd FOUL** in the Overtime. (Could Be Only His 2nd Foul Of The Game)

Personal Fouls and Team Fouls do not carry-over from the 4th Quarter into Overtime.

A “**Bonus Situation**” occurs on the **4TH TEAM FOUL** of the Overtime. (Personals + Class A Technical Fouls)

NON-SHOOTING FOUL (BONUS)

- The fouled player will receive **THREE FREE THROWS**.

NON-SHOOTING FOUL (BONUS)... “3-D is On”

- The fouled player will receive **THREE FREE THROWS** for the **BONUS** and **ONE FREE THROW** for the **3-D**.

SHOOTING FOULS

- The Bonus does **NOT** come into play when a player is fouled in the “**Act of Shooting**.”

DOUBLE OVERTIME

When The Score Is Tied At The End Of The First Overtime Period:

- The Score Shall Be Recorded In The Score Book.
- The Scoreboard Shall Be Cleared Of Points.
- The Game Clock Shall Be Set To **00:00.0** And **Not** Used.
- No Team Shall Be Granted A Time-Out
- The 24-Second Shot Clock Rule Shall Continue To Be Used During The 2nd Overtime.
- All Team Fouls And Player Fouls Carry Over From 1st Overtime To 2nd Overtime Period.
- The First Team To Score **10 POINTS** Will Be The Winner.
- The Points Scored In The 2nd Overtime Shall Be Added To The Score And Recorded As The Final Score Of The Game.

INJURED/BLEEDING PLAYER

An injured player may remain in the game, if able to play immediately. If the trainer/team personnel come onto the court to assist, the player **MUST** leave the game until the next opportunity to substitute, or the team may

request and be granted a time-out.

If medical personnel are beckoned to evaluate blood on the uniform, the player may resume play immediately, when medical personnel determine that blood has not saturated the uniform.

If a time-out is granted, the player may return to the game at the conclusion of the time-out. The game may be stopped for an injured player. Avoid stopping play on a breakaway situation when possible. If the official errors, he/she should error on the "*side of safety.*"

TIME-OUTS

- There will be **Two Media Time-Outs** each quarter: At, or under, **8:00 Minutes & 4:00 Minutes** remaining in the quarter. **Media Time-Outs** shall be **75 Seconds** in length

and may not be shortened. A warning horn will sound with 15 seconds remaining in the Time-Out.

- When a team is granted a time-out request at or under 9:00/5:00 of a quarter, the requested time-out shall be charged to the team, but shall be considered the mandatory 75-Second Media Time-Out.
- When a free throw(s) is to be administered and it is time for a Media Time-Out, the Media Time-Out shall be taken.
- All Games will use the Media Time-Out Format, even if there is no Media coverage.
- Each team will have **Two 60-Second Time-Outs Per Half**. A warning horn will sound with 15 seconds remaining in the Time-Out. Unused time-outs do not carry over to the second half or Overtime.
- Each team will have **One 20-Second Time-Out Per Half**. Unused time-outs do not carry over to the second half or Overtime.
- Time-Outs shall **NOT** be granted to the scoring team following a field goal.
- Each team shall be allotted **ONLY One Time-Out** during overtime, and it shall be a **30-Second Time-Out**. There is no carry-over of unused time-outs into the overtime period.

FREE THROWS

Other Players During Free Throws

Players not lined up along the Free Throw Lane Lines, must remain behind the Three Point Line. (*A total of 6 players will be allowed. 4*

players from the defensive team and 2 players from the shooting team.)

All players, with the exception of the free thrower, may break the plane of their restriction line (3-Point Line, Lane Lines) upon the **RELEASE** of the ball by the free thrower.

Players positioned outside the 3-Point Line **and** below the Free Throw Line extended, shall not move in a manner as to *disconcert* the Free Thrower. Free Throws are to be **FREE**: Free of defense and free of distractions. Nothing should occur that distracts from the Free Thrower performing at his best.

STOPPAGE OF PLAY

Do not stop play to fix a hanging net or to wipe up a wet spot on the floor, unless a danger is present. The home team shall have personnel available to handle these situations.

Play should be stopped for a Bleeding Player.

DELAY OF GAME

A team shall not delay the game by preventing the ball from being promptly put in play, such as delaying the administration of a throw-in or a free throw by engaging in a team huddle. One

warning per game shall be given to a team that fails to comply and an **Administrative Technical Foul** shall be charged to the **Team** thereafter.

Class B Technical Fouls do **NOT** count toward the player or team totals.

The scorer shall record in the scorebook, all warnings and technical fouls resulting from delay of game.

PLAYERS' UNIFORMS

Teams are required to have matching uniforms.

All Players and Team Members are required to wear their uniforms properly, with the jersey tucked in and the pants pulled up. **All jersey's are required to have the numbers showing on the back and the front of the jersey.**

The first time an official must tell a player to tuck in the game jersey, the official shall issue a warning to that team, by informing the Head Coach. The next time any player on the same team has the game jersey un-tucked, that player shall leave the game, until the next opportunity to substitute. (No Technical Foul...Just Leave The Game)

**~ Men's NCAA Various Rules Changes that have
been applied to the ABA~**

(Only those rulings applied to the ABA are listed here)

RULE 1.7...THREE-POINT LINE

From the center of the basket to the outside edge of the three-point field goal line, the Men's line shall be a distance of 20 feet 9 inches.

RULE 2.4.4...OFFICIALS' JURISDICTION

When all three officials leave the visual confines of the playing area at the end of the game, the officials' jurisdiction has ended and the score has been approved.

RULE 2.10.9...DUTIES OF TIMER

Sound a warning horn 15 seconds before the expiration of the 20-second time limit to replace a disqualified or injured player. The signal shall also be sounded at the end of the 20 seconds to replace a disqualified or injured player.

RULE 4.34.3...GOALTENDING

When the entire ball is above the level of the ring during a field goal try and contacts the backboard, it is considered to be on its downward flight. In such case, it is goaltending when the ball is touched by a player.



**ABA GAME DAY STANDARDS
and Code of Conduct
(have been sent out to all teams)**