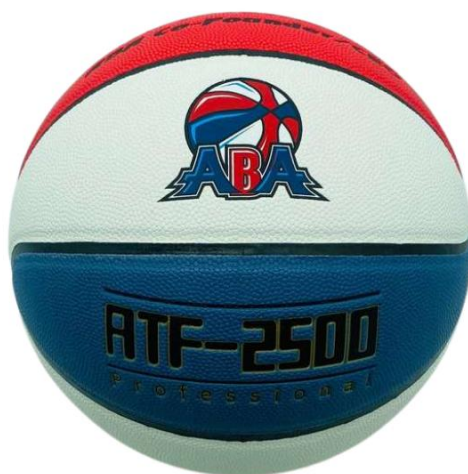




**ABA
UNIQUE
GAME RULES**

ALL RIGHTS RESERVED. No part of this ABA rule book may be used, shared, modified or photocopied by mechanical or electronic means by any entity outside of the ABA organization without the express written, dated and/or signed permission of the Publisher or ABA. Under no circumstances will any blame or legal recourse be held against the Publisher or ABA for any damages, reparations, or monetary loss due to the information contained with this book, either directly or indirectly. This rule book is for informational purposes only and may be updated or amended in the future at the discretion of the ABA and/or the Publisher.



All efforts have been made to present accurate, up-to-date, reliable, and complete information. No warranties of any kind are declared or implied. By reading this disclaimer, the readers acknowledge that the Publisher is not engaged in the rendering of legal, financial, medical, marketing, business, or professional advice. The contents of this book have been rendered from various sources. While every attempt has been made to verify the information provided, under no circumstances does the Publisher assume any responsibility for any losses direct or indirect, that are incurred as a result of the use of information contained within this book, including but not limited to, errors, inaccuracies or omissions. If advice concerning legal, financial, medical, marketing, business, or professional-related matters is needed, the services of a fully qualified professional should be sought. This book is not intended to be used as a source of legal, financial, marketing, business, or medical advice. You should be aware of any laws that govern business transactions or other business practices, in your country, city, or state.

Copyright ©2025 S.M. Blacknall & Associates, LLC. For questions or comments contact Sharon M. Blacknall at sblacknall@gmail.com or the ABA League office. Version 5.7



ABA Unique Game Rules

The ABA Game

Team Rosters

The Court

Penalty / Bonus

4-Point Field Goals

3-D Rules

Player 7th Foul Rule

Basket Interference

Quick Throw-In

Kicking Rule

Back Down Rule

Goal Tending

Substitutions

Overtime 3-10 and Out

Double Overtime



ABA Unique Game Rules

Duties of the Timer

Stoppage of Play

Injured / Bleeding Player

Timeouts

Free Throws

Delay of Game

Players' Uniforms

5-Second Closely Guarded Count

Flopping

Officials' Jurisdiction

Additional Notes

ABA UNIQUE GAME RULES

THE ABA GAME

- ABA Games shall consist of four (4) 12-minute Quarters and will 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 7-second count. The offensive team will have the **BALANCE** of the 7 seconds to advance the ball to frontcourt status. (Trail Official informs the Head Coach of the balance.)
- Any games that result in overtime shall use the **“3-10 & OUT”** Overtime Rule.
- All Games will be played using an official 8 panel **RED, WHITE, and BLUE** Basketball.
- The Game shall be officiated by Three ABA Officials: Crew Chief and two Referees.

TEAM ROSTERS

- Each Team is allowed to have up to **14 Players on their Roster. HOWEVER, ONLY 12 CAN BE LISTED IN THE OFFICIAL SCOREBOOK AND ONLY THOSE 12 CAN PARTICIPATE IN THAT GAME.**

CELEBRITY PLAYER

- During Regular season games, the Home Team is allowed to add **ONE (1) CELEBRITY** Team Member, who is also eligible to play. The **CELEBRITY** Team Member must be **IDENTIFIED** and **NOTED** in the Scorebook at the beginning of the game. The **CELEBRITY** rule only applies to the **Home** Team.
- **Acceptable examples of a “Celebrity”** are someone like the Mayor, Councilman, Local Pastor, Teacher, Hometown Hero, Sponsor, Medical Personnel, Police, Fireman, Artist, Musician, Make a Wish recipient, etc. **The rule was designed for the Celebrity to dress in the team’s uniform, warm up with them, sit on the bench, and if feasible, play for a few minutes, but not the entire game.** This in turn will help to bring more notoriety, excitement, and fans to that particular game.
- **The Celebrity Player rule was not designed to add a 13th Basketball Player to a team’s Home game Roster nor for them to participate in the Playoffs as all Players in Playoff games need to have played 3 Regular season games.**

ABA UNIQUE GAME RULES

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***, (the same lane that the NBA utilizes), it (16' lane) will be the one 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 the same distance that is utilized by the NCAA Men's Division which is 22 ft 1.75 inch.

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 GOALS

- A **4-point field goal** is scored on field goals made from **BEHIND** the half-court division Line. ****NOTE: If this basket from behind the Division Line is made while the team is in a 3D situation, the basket would be worth 5 points.**

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:
- 2-Point field goal shall have a value of **THREE** points.
- 3-Point field goal shall have a value of **FOUR** points.
- 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

ABA UNIQUE GAME RULES

3-D FREE THROWS

When a Team in control of the ball is fouled on a try for a 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 is given to Team A.)
- On an unsuccessful field goal attempt, the free thrower will attempt:
 - **Three (3) free throws**, when the try is Inside 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**.

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 3-D signal when the “**3-D is ON**” and the **PA Announcer** shall announce, “**3-D is On!**” The 3-D light will be turned on.
- The Official(s) must signal (thumb down) when **3-D is OFF**, the **3-D lights** shall be turned off when **3-D is OFF**. When in doubt - **DO NOT TURN 3-D ON**.

ABA UNIQUE GAME RULES

PLAYER FOULS (SEVENTH FOUL RULE)

A player having committed their **Seventh Foul** (a combination of personals and direct technical) during the regulation game timeframe, will foul OUT of the game and will be replaced by an available bench substitute.

The ABA Overtime 3-10 and Out Rule will remain the same. **A note about the Seventh Foul rule (PLAYERS FOULED OUT DURING REGULATION WILL BE ALLOWED BACK INTO THE OVERTIME PERIOD(s)).** *However, Players will not be allowed to play in Overtime if they were ejected out of the regulation game due to unsportsmanlike conduct.* Please see the Overtime 3-10 and Out Rule for additional information.

Official Names for Technical Fouls have changed:

- A Direct Technical Foul will now be a CLASS A Technical Foul. – Class A fouls count towards the Player/Team Total and towards the team's total for the Bonus.
- An Indirect Technical Foul will now be a CLASS B Foul – Class B fouls do not count towards totals.

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 “*putbacks*” and taps are **new tries for a goal**.

ABA UNIQUE GAME RULES

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.

SHOT CLOCK RESETS AND KICKED BALL RULE

ABA resets of the shot clock are 24 seconds on fouls and shot attempts that hit the ring. If a kickball violation occurs the shot clock will reset to 15 (if the shot clock is under 15 when the violation occurs or will remain where it is if over 15) "if shot clock equipment allows". If the equipment does not permit this reset for a kickball violation; then it is permissible to reset to 24.

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 **(3) Seconds**.

The **Back Down count ends** when one of these four factors is missing

ABA UNIQUE GAME RULES

BACK DOWN RULE con't

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 the direction of the ball
3. Indicate spot for **Quick Throw-In**

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 cases, it is goaltending when the ball is touched by a player.

SUBSTITUTIONS

SUBSTITUTIONS ARE ALLOWED:

- When the ball is **dead** and the clock is stopped.
- 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.

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.***

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.

ABA UNIQUE GAME RULES

OVERTIME: 3-10 AND OUT RULE

- The 1st Overtime period will be (3) three minutes in length, with (1) 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.
- EXCEPTION: Players 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 **3 FREE THROWS.**

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

- The fouled player will receive **3 FREE THROWS** for the **BONUS** and **1 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.”**



ABA UNIQUE GAME RULES

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 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.

DUTIES OF THE 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.

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.

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 the official errors, he/she should err on the *“side of safety* 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 err on the *“side of safety.”*

ABA UNIQUE GAME RULES

TIMEOUTS

- 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 and one 20-second time-out 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 to 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.
- ***NEW – A timeout with the player in control of the ball while airborne and heading out of bounds or heading towards the backcourt may NOW be requested and granted at that time.**

FREE THROWS

Other players during free throws

- Players not lined up along the free throw lane lines, must remain behind the 3-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.

ABA UNIQUE GAME RULES

DELAY OF GAME

A team shall not delay the game by preventing the ball from being promptly put into 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 the delay of the game.

PLAYERS' UNIFORMS

- Teams are required to have matching uniforms.
- All Players are required to wear their uniforms properly, with the jersey tucked in and the pants pulled up. ***All jerseys 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, the Player just has to leave the game)

5 SECOND CLOSELY GUARDED COUNT

IF THERE IS NOT A 24-SECOND CLOCK PRESENT FOR THE GAME, a 5-second closely guarded count while holding and dribbling the ball WILL be utilized

FLOPPING

The new NCAA “flop” rulings will not be used in the ABA. However, the “get up” signal will continue to be used if an Official passes on a foul because of a flop by the player. Also, the Official will speak with that Player about not flopping. If they continue to do it, an unsportsmanlike technical foul can be called. (Class B 1-shot point of interruption)

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.

ABA UNIQUE GAME RULES

ADDITIONAL NOTE

The ABA does not utilize the NCAA ARC rule at this time. ABA rules also include a few various rules from the NBA and FIBA. However, besides the ABA unique rules, much of the NCAA rules are the primary basics that make up the balance of the ABA rules.

The basic fundamentals of these rules (NCAA) can be found in an updated version of the NCAA rules book, which is printed out by the NCAA each season. Since this is a very costly endeavor, the ABA simply updates its special and unique rules portion of things each season.

If you have other particular questions pertaining to some things (rules) not seen here, feel free to further look into the NCAA rules booklet which can be found online with the NCAA.





©Copyright 2025
Version 5.7