

ABA OPERATIONS MANUAL

Game Day Operations, Standards, Code of Conduct and Unique ABA Game Rules

Version 5.5 (Sept 2024)

ALL RIGHTS RESERVED. No part of this book, ABA Operations Manual, 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 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 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 ©2021-24 S.M. Blacknall & Associates, LLC. For questions or comments contact Sharon M. Blacknall at sblacknall@gmail.com or the ABA League office. Version 5.4

Table of Contents

History and Mission of the ABA

ABA Executive Staff/Directors

Important Information for New ABA Team Owners

 Ten Suggested Steps for a successful start

Operation Upgrade Requirements and Checklists

- Team Website
- ABA Basketballs
- Uniforms
- Professional Stat Program
- Liability Insurance
- Venues (3-point line & locker rooms)
- Scheduling
- 3-D Light and Shot clocks
- Communication
- Tryouts and Practice

Code of Conduct

Table of Contents

Game Day Requirements

- Establish Pre-Game Arrival Time
- Dress Code
- Game Day Personnel
- Score Table
- Auxiliary Personnel
- Security
- Referees
- PA Announcer
- Trainer / Medical Personnel
- National Anthem
- Hospitality
- Professional Interactions with Fans, Staff and Teams

Sample ABA Forms

- Player Tryout / Waiver Form
- Release & License to Use Image, Name and/or Voice
- Waiver of Liability Form

Table of Contents

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
- 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

HISTORY AND MISSION OF THE ABA

The American Basketball Association (ABA) is a Men's Professional Basketball league. The original ABA league existed from 1967 to 1976. In June 1976, the ABA and NBA merged and four ABA teams, San Antonio Spurs, Indiana Pacers, New York Nets and Denver Nuggets, joined the NBA. As a result of this merger, some of the ABA's most notable players such as Julius Irving (Dr. J) George Gervin (The Iceman), Ricky Barry, Moses Malone along with many others became NBA players bringing their former ABA high flying, above the rim, exciting style of play that electrified fans everywhere.

In 2000, Joe Newman and Richard P. Tinkham teamed up and reformed the ABA league in partnership with the NBA. Richard Tinkham co-founded both the original ABA and the Indiana Pacers. Joe Newman was the CEO of Joe Newman Advertising, Inc. and Alliance Broadcasting Group, Inc.

Since the ABA has relaunched, it has grown to become the world's largest professional sports league with over 200 teams! The ABA has a global presence with ABA Mexico, ABA Australia and launching soon ABA Canada and ABA Caribbean.

The ABA is also the most diversified professional sports league with over 75% of its ownership being African-American, Hispanic, Asian, women and disabled. The ABA provides opportunities for more players and coaches to participate at the professional level than any other league.

The ABA exists for all of the right reasons - to extend professional basketball players' careers, to provide exciting professional basketball at affordable prices, to play for the true spirit of competition, and to serve as role models in our communities.

To be a member in good standing with the ABA, all teams are expected to adhere to the Standards and Requirements set forth in this manual.

"The ABA is more than just a game!"





The ABA is the largest
Professional
Sports league in the world!





ABA EXECUTIVE STAFF

Joe Newman, ABA CEO

Phone: 317-702-6499

Email: conniejoenewman@aol.com

Susie Packard, ABA SVP / Assistant to the ABA CEO

Phone: 317-418-4059

Email: <u>dsagroup@hotmail.com</u>

Greg Brown, ABA President

Phone: 443-800-0804

Email: g.brown@baltimorehawks.com

Marsha Blount, ABA EVP

Phone: 917-562-7815

Email: newarkexpress@msn.com

Harold Whaley, Senior Advisor to ABA CEO & ABAGALETV CEO

Phone: 619-717-6019

Email: swadesoul@gmail.com

Sharon M. Blacknall, ABA VP of Administration

Phone: 702-461-0571

Email: sblacknall@gmail.com

Larry Leonard, ABA VP of Merchandising

Phone: 267-483-7482

Email: vpofabamerch@gmail.com

Brian "Essince" Collins, ABA Media & Entertainment President

Phone: 330-592-0447

Email: mediatv@realabaleague.com

Damon Cannon, ABA VP of Strategic Initiatives/Exec. Director of RCs

Phone: 314-497-7851

Email: dcannon2010@gmail.com

Tom Chichester, ABA Director of League Operations and Officials

Phone: 585-329-0707

Email: tcrefaba@gmail.com

ABA REGIONAL CHAIRS & DIVISION CHAIRS

East Region Chair

Phone: 617-319-1659

East Division Chairs

Barry Devine

Phone: 267-251-7998

Adam Blake

Phone: 703-615-4332

Central Region Chair

Phone: 231-578-8798
Central Division Chairs

Brian Collins

Phone: 330-592-0447

Les Rogers

Phone: 708-921-9220

South Region Chair

Phone: 228-297-0197
South Division Chairs

Sharon M. Blacknall

Phone: 702-461-0571

Timothy Jones

Phone: 256-485-5884 **Alan 'Duck' Richards**

Phone: 404-402-4951

Western Region Chair Al Smith

Las Vegas Royals

Phone: 714-244-0881
West Division Chairs

Dominique Watson

Phone: 702-604-6916

Sercan Fenerci <u>sfenerci@piratesaba.com</u>

Philly Thunder g2gelite@gmail.com

Mass Wolves Adamblake33@hotmail.com

Ron Jenkins jenkinsrsj1@yahoo.com

Akron Aviators essince@gmail.com

Southland Saints <u>southlandsaints@gmail.com</u>

Charlie McCants Aba.serdirector@gmail.com

Alamo City All-Stars sblacknall@gmail.com

North AL War Dawgs <u>timothy.d.jones73@gmail.com</u>

Atlanta Aliens <u>atlantaaliens@gmail.com</u>

al@novastarsonline.com

VegasRoyals702@gmail.com

INFORMATION FOR NEW ABA TEAM OWNERS

GETTING STARTED!

Congratulations on securing your market to start a team in the ABA! Now that you've taken the first step, you are probably wondering what you should do next. The following are ten suggested steps to help you get you started towards building a successful team.

- 1. First, read this Operations Manual cover to cover several times so that you have a good understanding of the ABA culture, our unique game rules, team requirements, and what's expected of all team owners to successfully compete in this league.
- 2. Choose a name for your team. You may want to involve the community by having a contest and award the winner win season tickets or perhaps you already have a name in mind. Once you have picked your name do a name search in your area and the state business filing website to make sure there aren't any other teams or companies in your area using a similar name that could be confused with yours or make it difficult to market properly.
- 3. Create an LLC or business corporation for your team. This can be set up in your state or you can do it online in another state for tax purposes. If you register your corporation in another state, be sure to establish a DBA (Doing Business As) in your home state to legally do business in your area. Familiarize yourself with all local and state laws regarding sales tax and state income tax for your area. You will also need to go online to the IRS site during this process and get an EIN number for your business. You will need this to set up a bank account in your company name.
- 4. Find out when the next City Council or Chamber or Commerce meeting is in your area. This is where you will have a chance to interact with the leaders of your community and drum up support for your new team. Be sure to have plenty of business cards and as you speak to various members of the community, let them know that you want to be a good community partner and ally. Offer to bring your players out to speak at events or schools to youth about anti-bullying, anti-violence, the positive aspects of sports, and how it can provide opportunities for them. This is a great time to build potential relationships with future sponsors.
- 5. As you are cultivating relationships in the business community, don't overlook potential partnerships with local nonprofits and look for any opportunity to get them involved with your team.
- 6. Start hiring and putting together your team staff members. Make sure you thoroughly vet anyone you hire as they will be a representation of your team. You should start with hiring your Head Coach, Assistant Coach, General Manager, and Trainer. Let them know what your vision is and what are your business goals.

INFORMATION FOR NEW ABA TEAM OWNERS

GETTING STARTED (continued)!

- 7. Secure your team/player liability insurance for the season and then contact a gym in the local area that you will be marketing and playing in. Provide the facility with a list of 10 home dates and once they have confirmed those dates, you will be prepared when scheduling starts. Try to select a gym that has a NCAA court or at a minimum a High School gym that can be taped with the proper 3-point line for ABA games.
- 8. Hold tryouts for your team. Let your Coaches and General Manager help you make the player selections. Your Coaches will probably already know local talent and can bring them in. Once you have selected your players, make sure all of these players are covered under your liability insurance and give them a contract. Have each player sign a copy of the ABA Code of Conduct, so they will know what is expected of them.
- 9. Reach out to your Division Chair and let them know you are ready to start scheduling and get a list from them of all the owners in your Division and maybe even a neighboring Division that you can schedule a game against. Keep in mind that you must play at least 12 games out of your required 20 games within your Division during the season. Once you have your schedule, make sure all of your games are listed in the official ABA Stat Program and the Zebraweb system so referees can be assigned to your games. Make sure you hire a Scorekeeper, Shot Clock operator, and Stat Keeper for your games. Stat recording is mandatory and is what these players live for and helps them get to the next level, so make sure you have the proper personnel in place to get this done and entered into the ABA Stat program by Monday at noon following any weekend games. The stat program is locked after Monday at noon and no further entries or changes are allowed.
- 10. Promote, promote, promote! You must get out there and let as many people as possible know about your new team and invite them to the games. Reach out to local talent to perform at half-time during your games. Make sure you have all your Social Media accounts for the team active (YouTube, Twitter, Facebook, Instagram, etc.) and put new content out regularly so the fans get excited about coming to your games and following your team.

PRE-SEASON AND GAME DAY CHECKLIST

Pre-Season Team Checklist						
Team Name:						
Official Team Website (Not FB or IG):						
Using official ABA Basketballs?	Yes	No				
Does your uniforms have team name/logo?	Yes	No				
Signed up for Passage Sport Ticketing?	Yes	No				
Signed up for MyStatsOnline?	Yes	No				
Have up-to-date Team Liability Insurance?	Yes	No				
Venue Name / Address:						
Does your court have NCAA 3-point line?	Yes	No				
Venue have a Locker/Changing Room?	Yes	No				
Checking schedule in Zebraweb weekly?	Yes	No				
Do you have a 3-D Light (flashing red/blue)?	Yes	No				
Do you have a person to track Player stats?	Yes	No				
Do you have a 24-second Shot Clock?	Yes	No				
Additional comments:						
	perations Checklis		T			
Did you verify referees before each game?	Yes	No				
Are you filming your games?	Yes	No No				
Official Security present at each game? Do you have a Trainer / Medical Personnel?	Yes Yes	No				
Minimum of 2 people for Scorer's Table?	Yes	No				
Will you have a PA Announcer?	Yes	No				
2 cases of bottled water for visiting team?	Yes	No				
Safety Protocol (Bandages, sanitizer, etc.)	Yes	No				
Do you have a mop or towels to wipe floor?	Yes	No				
Confirmed by Team Official (Name): Date:						

TEAM WEBSITE

All ABA teams are required to have an actual website before the start of the ABA season. Alternate websites such as Facebook, YouTube, Instagram, Twitter, Snapchat are your social media outlets and DO NOT count as your official website. Your website should be a .com or .net or .org for fans and sponsors to visit and follow you. A domain name can be purchased for about \$20 per year. You can use a website builder for as little as \$100 per year. There are several sites you can utilize to build a website such as, Go Daddy, Wix, Strikingly, Weebly, Home Teams Online, and Basketball Shift just to name a few. Once you have your website developed, please forward the link to your Regional and Division Chair, so they can have it added to the Official League website.

ABA BASKETBALLS

All ABA games must be played with Red, White, and Blue basketballs, <u>NO</u> exceptions. For more information on how to buy an Official ABA basketball, contact Larry Leonard at vpofabamerch@gmail.com or go to the Wilson Sporting Goods website.



<u>UNIFORMS</u>

All ABA teams must have two sets of professional uniforms, a light and dark set, with their team name/logo, numbers on the front and back, and ABA logo somewhere on the front or back. **No reversible uniforms.** Player names on the uniforms is optional. Prior to the start of the season, all teams will be required to send a photo to your Division Chair for approval. If you do not have a supplier, contact your DC for suggestions. It is very important for every team to look professional.

ABA OFFICIAL STAT PROGRAM - MYSTATSONLINE

Every professional sports league keeps stats for their players. <u>ALL ABA teams are REQUIRED</u> to keep stats for their players (points, rebounds, assists, blocks, turnovers, fouls, shot attempts, etc.) and update them weekly. Make sure you log-in and input your team roster and the players' info and pictures pre-season.

Please have the person who will be responsible for inputting the stats get familiar with the program and it's features before the season starts in case, they have any questions. **Final Scores/Stats must be entered, at the latest, by noon Monday after a game.**

LIABILITY INSURANCE

All ABA teams are required to have liability insurance to cover their organization and players. You are free to choose your own carrier. The ABA has an agreement with the AAU to provide insurance that provides accidental injury insurance and general liability. For teams to be covered, the entire region must sign up also. The AAU insurance is sufficient for most venues you will rent and is in effect from September through August 31st of the following year. Be sure to have your playing and practice venues listed on your certificate of coverage.

You are free to work with other insurance companies also. Please ensure that your policy is in effect before you start practices and the season.

VENUES

ABA teams are required to play in a suitable, affordable playing venue with a full-sized NCAA court. Prior to the start of the season, teams are required to send photos of the venue (court, locker/changing rooms, seating, etc.) to their DC. Seating capacity is up to the team and not set by the ABA. Any court size exceptions, due to lack of availability or affordability, will have to be pre-approved by the DC before the start of the season.

- 3-point line The ABA uses the NCAA 3-point line (currently 22'1¾") as our standard. If the venue does not have the proper three-point line, it is the owner's responsibility to use the removable blue or black tape and properly mark the 3-point line prior to the game.
- Locker/Changing rooms Please ensure that your venue has locker rooms for teams to use or some type of room that can be used for the players to change in, as well as the officials. Public restrooms do not count as locker rooms.

SCHEDULING

In the ABA, a full schedule is considered 20 games (10 home-10 away). Teams should solidify their schedules as soon as they can so both teams can promote the games and add the games to the Zebraweb Official scheduling system. The official ABA season starts the first weekend of November each year, but teams are permitted to start the 3rd weekend of October to fit all 20 games in comfortably. The season ends the last weekend of February the following year.

When scheduling teams should keep the following points in mind:

- ALL teams should strive to schedule 20 games. If a team has a cancellation, it must be brought to the attention of the DC and RC immediately to see if an exception will be granted for that game. Teams are required to try and reschedule that game or find another opponent. No team will be allowed in the playoffs with less than 16 games and the approval of the Executive Committee.
- Teams must play a minimum of 12 games within their own Division (unless it has been otherwise approved by the League President or EVP and RCs).
- Once the schedule is done, it must be forwarded to the Division Chair for approval before submission to the Director of Officials.
- All schedules once approved, will be forwarded to the Director of Officials for uploading into the ABA Zebraweb scheduling system. All ABA games must be listed in the official ABA scheduling platform for Officials to be assigned.
- ANY changes to the schedule must be agreed to by the respective team owners and then notifications sent to the DC and Director of Officials with ample time allowed for re-assignment of officials and ABA schedule update. No changes should be enacted unless it is more than 2 days before the event or pre-approved.
- Last-minute venue changes (unless weather-related) are not acceptable.
- Hotel accommodations, if needed, are usually the responsibility of the visiting team.
- Each team owner or their designated person is responsible for checking the ABA scheduling system at least twice a week, to ensure that the team's upcoming game is showing correctly, no changes have been recorded and officials have been scheduled.

SCHEDULING PROCEDURE

ALL team schedules will be posted on a central ABA Scheduling site, Zebraweb. Every ABA team is required to review their schedules at least twice weekly and report inaccuracies to the ABA National Director of Officials. All Teams are responsible for entering their own Home games into ZebraWeb.

If a team is having trouble inputting their home games, they should contact their Regional Coordinator of Officials or the National Director of Officials for assistance. It is imperative that the games and venues are listed correctly because this is how Officials are scheduled for each game.

If something is incorrect, send the email stating the game number, date and teams involved, and what needs changing. During the course of the season, follow the same steps for any games that may be rescheduled, canceled, or venue changes.

It is each teams' responsibility to monitor the scheduling system throughout the season. If game Officials show up for a game that you canceled, rescheduled, or other, the team may still be responsible for the Officials fee if they did not contact the Director of Officials prior to the date and time showing in the system.

Each team is also responsible for checking that their schedules are reflected correctly on the ABA's Official Stat program, Mystatsonline. All games must be entered into MyStatsonline for the team to have the ability to enter weekly player statistics.



3-D LIGHT AND SHOT CLOCKS

The ABA is known for its' fast-paced, exciting style of play. Some of the most exciting moments occur when the 3-D light comes on. The coaches, players, and fans all start chanting 3-D, 3-D! It is mandatory that every team procure a 3-D light prior to the start of the season. These flashing red or blue lights can be purchased at most party supply stores, Amazon or online for about \$25.





Each team is responsible for ensuring that either the venue they are using has shot clocks available to use during the game, or they bring their own portable shot clocks for the game. *Make sure you have your shot clocks prior to the start of the season.*

PLEASE NOTE - Violations of Operation Upgrade Items will incur the following penalties!

If the Home Team does not have a 3D Light or Shot Clock: 1st Offense –
 Warning, 2nd Offense – Loss of Power Ranking Eligibility, 3rd Offense – Loss of Playoff Eligibility and 4th and Final Offense - Suspension.

COMMUNICATION

Teams must have a designated person who will be available to answer questions or communicate with the league office, regional and division chairs, or visiting teams at all times. A lack of communication is not acceptable.

Teams should ensure that they have a representative available to participate in all Division or League Zoom or conference calls. It is the team's responsibility to stay up to date on the latest news within the league and/or division. Lack of participation in conference calls, reading the daily MI Memos, or ignoring emails may cause the team to miss vital information that could affect their playoff eligibility.

All scores must be emailed to the league office by the home team within 24 hours of the conclusion of every ABA game. Information should be emailed to Joe Newman at conniejoenewman@aol.com, Tom C. at tcrefaba@gmail.com, Sharon Blacknall at sblacknall@gmail.com, and their Division Chair. The email should include the date, home and away team names, final scores, venue name/address, and estimated crowd size.

TRYOUTS AND PRACTICES

TRYOUTS AND PRACTICES

For general safety purposes, here are a few recommendations for teams to consider when conducting tryouts and practices. All tryout participants and team players should register online and digitally sign a team's liability waiver regarding illness or injury, if possible. The waiver should include legal language, to help protect an owner should one of the team players or tryout participants is injured or contracts an illness and/or have complications from catching it. The team must have Clorox wipes and hand sanitizer should be readily available also. Teams must also check with their facility to see if the facility has any additional requirements and teams must also adhere to any state or local executive orders to stay in compliance. Additionally, tryouts/practices should be closed to spectators to reduce potential team liability.

- Liability Waiver enforceability varies from state to state, and owners should become familiar with their own state guidelines.
- Before the tryout starts, the Team Trainer should conduct a pre-participation check with each player. During this check, the Trainer/ will perform the following tasks and notate for team records in case needed, for legal purposes, at future date:
 - Check the player's temperature with a touchless thermometer. Any reading above 99° will exclude the player from participating in the tryout.
 - Each Player should be asked about their general health and if they have any special health concerns (asthmatic, allergies, diabetic, high blood pressure, etc.).

Once the Trainer/Director is satisfied with the answers, they should review team safety protocols (hand sanitizer use, don't share water bottles, towels, etc.) and clear the player to participate.

Team should provide water for the tryout participants and have additional items like pickle juice (for cramping), Gatorade or some other type of electrolyte replenishment.

CODE OF CONDUCT

ABA CODE OF CONDUCT

- The ABA will not allow or tolerate unprofessionalism or lack of respect towards fellow teams, the League office, Officials or any other person affiliated with the ABA.
- The ABA also maintains a <u>ZERO</u> tolerance on display(s) of bad Sportsmanship.
- It is expected that all team owners and their staffs will follow standard ABA protocols involving any complaints or disputes involving a game scenario. Proper protocols must be always adhered to.
- It is incumbent upon team owners to ensure that all of their staff and personnel are aware of any and all protocols relating to complaints or disputes.
- Mass group emails from team owners/personnel will not be allowed to be sent to teams unless prior approval is received from the league office.
- Internal ABA/team emails are just that *internal* and must be kept to involve just those immediate parties included in the emails and League office.
- No team/ABA communications will include vulgar language, name calling, personal attacks. All communications are to be kept simple, to the point, and always civil and professional.
- Inappropriate behavior by team owners, staff and players, will not be tolerated, to include, involvement with scorer's table, owners/staff running onto the court, use of profane and vulgar language, fighting or any other unprofessional actions.
- Team owners and personnel are to uphold and support the good name of the team and the ABA brand and to promote positively the true essence of the ABA, the ABA game product and its rules.
- Treating people with dignity and respect, being professional at all times are the basic core principles of the ABA. And there is nothing more important if we as a league are going to continue to grow and achieve our maximum potential.





Community driven and family friendly!









GAME DAY OPERATION REQUIREMENTS

ESTABLISH PRE-GAME ARRIVAL TIMES

All ABA teams should clearly communicate expected pre-game arrival times with the visiting teams and their own players and staff. Teams should allow for at least one hour of set-up and warm-up time prior to tip-off.

If a visiting team is running late, and unable to be on site one hour prior to tip-off, the visiting team's owner should immediately call the home team's owner and relay that information and give them a new estimated time of arrival. It is the responsibility of the visiting team to ensure that they leave in enough time, allowing for traffic, to arrive safely and on-time. Failure to arrival on time or communicate will result in a penalty..

DRESS CODE

The ABA is a Professional league, and everyone (Staff and Players) should be cognizant of the image they are portraying on and off the court. Coaches and staff are not required to wear suits on game day, but everyone should at least be dressed in business casual attire. Players should wear either team track suits or be appropriately dressed to interact with fans and the media after the game.

GAME DAY PERSONNEL

- <u>Scorer's Table</u> Each ABA team is required to have at least two experienced people at the scorer's table to run the scoreboard, shot clock and 3-D light as well as an official scorer to record the stats of the game. Many teams have three people at the scorer's table with the third person acting as a spotter to help the scorer record all of the game stats properly.
- <u>Auxiliary Staff</u> Teams should also have staff or volunteers available to help with the venue entry table, concessions, ball boys/girls to help mop wet spots on the floor as needed (have a mop or towels available)



GAME DAY OPERATION REQUIREMENTS

GAME DAY PERSONNEL (cont'd)

- Security All ABA teams are required to have designated Security personnel present during the game to handle any incidents that may occur on or off the court (fans). While we would hope that every game is peaceful and professional, teams are expected to be prepared for the unexpected and ensure everyone's safety.
- Referees ABA games are to abide by the official ABA Unique rules and be officiated by three (3) ABA officials. Game Officials will be assigned by the ABA Director of Officials. Game Officials should be provided a separate room where they can change and lock their belongings. If a separate room is not available for Officials, teams should notify them ahead of time. All teams should hear from the Crew Chief no later than 24 hours before game time. If an ABA team has not heard from a Game Official confirming the game by then, they should immediately contact the league Director of Officials and their Division Chair for remedy.

ABA teams are required to pay the Game Officials either at the start of the game or at the latest by half-time. Payment is usually in the form of cash which the Crew Chief will disburse among the other officials. One of the officials will sign the team receipt book for their records.

- PA Announcer PA Announcers are an important part of ABA games. They keep
 the crowd and viewing listeners engaged, explain 3-D rules and any game
 infractions, as well as promoting game sponsors and/or contests. Every ABA team
 is expected to have a PA Announcer at the games.
- Trainer/Medical Personnel Each ABA home team is required to have a team trainer, doctor or medical personnel available at each game. Unfortunately, players sometimes get hurt during the course of a game, and a trainer or other medically trained personnel can evaluate the player, give an initial assessment as to the severity of the injury, and help determine the player's suitability to continue in the game.

GAME DAY OPERATION REQUIREMENTS

NATIONAL ANTHEM

The National Anthem should be played prior to all ABA games. All players and staff will stand during the National Anthem. If a player/staff member is uncomfortable with standing, they have the option to stay in the locker room until the Anthem is complete.

HOSPITALITY

All Teams are required to provide at least 2 cases of water for the visiting teams during the game. Home teams should have suggestions ready where visiting teams can get a decent meal after the game. Treat teams the way you want to be treated on the road.

PROFESSIONAL INTERACTIONS WITH FANS, STAFF AND TEAMS

The ABA prides itself on being a Professional league that is kid and family-friendly. We have some of the most passionate fans in sports. Fans feed off the energy of the team, therefore it is important for all ABA teams to be professional at all times and not use profane or vulgar language during the games. Our venues tend to be smaller than an NBA-sized arena and everything being said on the court or sidelines can be heard not only in the stands but on livestream as well. Teams are asked to work with their fans to conduct themselves appropriately during the game

It is expected that every ABA team will review the Code of Conduct with their Players and Staff and have each sign a copy of the agreement, to ensure that everyone is abiding by the Code of Conduct and conducting themselves accordingly. Violations of the ABA Code of Conduct regarding profanity will result in a penalty.



Sample ABA Forms

- Player Contract
- Coach Contract
- Player Tryout / Waiver Form
- Release & License to Use Image, Name and/or Voice
- Waiver of Liability Form Assumption of the Risk and Waiver of Liability Relating to Coronavirus/COVID-19
- Code of Conduct Signature Page



This contract (the "Contract") dated as of, 20, is by and between (Team
Name), (the "Employer") and
(the "Player"), an individual professional basketball player.
RECITALS
A. Employer is a Member of American Basketball Association, LLC; an Indiana limited liability company (the "ABA").
B. ABA is the operating entity involved in the staging and exhibition of professional basketball games in the ABA league (the "League").
C. Each member of the ABA will operate a professional basketball team in the League.
In consideration of the promises listed in this Contract, and for other good and valuable consideration, the receipt of which and the adequacy of which is hereby acknowledged by the parties, the Player and the Employer agree as follows:
1. TERM: The Employer hires the Player as a skilled professional basketball player for a term starting and ending at the conclusion of theABA Tournament series, unless terminated or renewed as specified elsewhere in this Contract. Notwithstanding the foregoing, the Employer may terminate this Contract prior to the conclusion of the term stated above, as more fully set forth herein in paragraph 7. Upon termination of this Contract, all obligations of the Employer shall immediately cease, except for the obligation of the Employer to pay compensation through the date of termination. The execution of this Contract will supersede any and all prior contracts, agreements, understandings, including renewals, if any, entered into between the Player and the Team.
2. EMPLOYMENT AND SCOPE OF SERVICES: The Employer employs the Player as a skilled professional basketball player and the Player accepts such employment. During the term of this Contract, the Player will provide to the Team all of the services required under this Contract. The Player may be traded from the roster of

basketball player and the Player accepts such employment. During the term of this Contract, the Player will provide to the Team all of the services required under this Contract. The Player may be traded from the roster of one Team to another. The Player's "Employment" with the Employer means the Player will report promptly to the Team and participate fully in all Team pre-season training camps, all Team meetings and practice sessions and all pre-season, regular season, and/or Tournament games scheduled by the ABA for the Player's Team. If invited, Player shall practice for and play in any ABA All-Star Game and will fully participate in all of the events associated with it, and will participate in all reasonable promotional events of the ABA and the Team, throughout the entire pre-season, regular season and tournament. At any time during the term of this Contract, the Employer, may affect a trade by assigning this Contract and the services of the Player hereunder to any other Team (the "New Team") in the ABA or in another league. The Employer may negotiate and charge a fee for the transfer of this Contract and/or the services of the Player to be paid by the New Team. The Player must report to the New Team within forty-eight (48) hours of being informed of the trade. As used in this section 2, the term "report" means appear in person ready and able to perform his Employment duties or to otherwise make arrangements—confirmed in writing—that are satisfactory to the New Team.



3. **COMPENSATION AND BENEFITS:** The Employer shall pay Player \$_ per week for each week of the _____ ABA regular season and Tournament that the Player is on the Team's active roster. The Player will receive a "per diem" sum of money as compensation for his preseason activities on behalf of the Team. The Player is not entitled to compensation and benefits if a strike, work stoppage or lockout causes the cancellation of any game, or if the Player retires, or if the Player's Contract is terminated by the Team, or if the Player is placed on the Team Reserve List. For purposes of the Contract, "Reserve List" means exempt list, suspended list, failure-to-report list and/or retired list. In the event the Player is placed on the injured reserve list, the Player will receive such care and compensation as provided by the Employer pursuant to applicable state laws where the Team is located. If the state in which the Team or (n the event of a trade) the Player's New Team, operates requires state Workman's Compensation insurance, then the Employer shall provide the coverage for the Player. The manner and frequency of payment to the Player by the Employer is according to its rules, regulations and business practices. The Player will be provided such benefits, if any, provided to all players employed by the Employer or the respective Teams pursuant to the then applicable standards and requirements for eligibility and participation. The Player is not authorized to incur any expenses on behalf of the Team or the ABA unless authorized, in writing, by the Team's General Manager and/or the ABA's Manager (s) respectively, to do so. In the event the Player is so authorized, the Player may seek reimbursement for the expense only from the authorizing party. Player agrees not to play for any other basketball team and/or league without permission of the Team and this fact has been considered in determining the Player's compensation.

4. PHYSICAL CONDITION/MEDICAL TESTING: The Player represents to the Team that he is in and will maintain himself in excellent physical condition. Player agrees he will undergo a complete entrance physical examination by the Team (including, if requested to do so, and if permitted by state law, a substance abuse test) at any reasonable time, by a physician approved by the Team during which physical examination Player agrees to make full and complete disclosure of any physical or mental condition known to him which might impair his performance under this Contract and to respond fully and in good faith when questioned by the Team physician about such condition. If the Player fails to establish or maintain his excellent physical condition to the satisfaction of the Team physician, then the Team may terminate this Contract. When permitted by state law, in addition to taking a substance abuse test if he is asked to do so as part of the entrance medical exam, the Player also agrees to submit to reasonable, confidential random testing for substance abuse during the term of this Contract and the Player acknowledges that his failure to comply with such testing will be grounds for the immediate termination of this Contract by the Team. The Player agrees that such termination would be "for cause". As appropriate, during the term of this Contract, the Team may direct the Player to undergo medical examinations and treatments from a health care provider selected and provided by the Team. The Team will pay for such examinations and treatments. The health care provider shall furnish all relevant information pertaining to the Player to any independent health care provider designated by the Team. The Player also agrees to submit to an exit physical examination within forty-eight (48) hours after his Team's last game of the 2005-2006 season or at the termination of this Contract, whichever occurs earlier.



- 5. ABA MANDATORY DRUG TESTING PROGRAM AND PENALTIES: At such time as the ABA will have established a formal drug testing program, said policy will be distributed in writing to the Player, and said policy shall be incorporated into this Contract as though fully described herein and shall be the ABA drug testing program to be implemented by all ABA Teams. All ABA Players will be subjected to pre-employment drug testing by their respective Teams and if permitted by applicable state law, be subject to additional random testing throughout the pre-season, regular season and post-season. The failure to submit to such testing shall subject the Player to the immediate "for cause" termination of this Contract at the Employer's sole and absolute discretion.
- **6. INJURY:** If Player is injured in the performance of his services under this Contract, he must immediately report such injury to the Team's trainer and physician no later than twenty-four (24) hours after the Player's first awareness of such injury. The Player will receive such medical and hospital care during the term of this Contract as the Team's physicians deem necessary and appropriate in their professional judgment. If the Player is unable to perform the services required of him as a member of his Team due to such injury, then the Player will receive such care and compensation as provided by the Team pursuant to applicable state laws. Players must follow the instructions of the Team physician and trainer and keep all appointments for treatment and/or rehabilitation. This includes traveling to meet with the physician and trainer, if requested by the Team or the Employer. If the Player fails to keep appointments or follow the physician's and/or trainer's instructions, it will be grounds for the termination "for cause" of this Contract by the Employer.
- 7. TERMINATION OF CONTRACT: The rights of termination set forth in this Contract will be in addition to any other rights allowed either party by law. The Team may terminate this Contract, with cause, with or without notice, at any time and for reasons set forth in this paragraph (7) and paragraphs (4) (5) (supra) and (9) (infra). For purposes of this Contract, "cause" shall exist if the Player at any time: fails, refuses or neglects to conform his personal conduct to the standards of good citizenship, good moral character and good sportsmanship; fails, refuses or neglects to keep himself in good physical condition; fails, refuses or neglects to obey the Team's or ABA's rules; acts in a manner that reflects adversely upon the ABA's or Team's reputation or impairs their business operations or financial condition; fails, in the sole opinion of the Team, to exhibit sufficient skills or ability to continue as a member of the Team; fails, refuses or neglects to render his services in any manner materially breaching this Contract.
- **8. ABA RULES AND REGULATIONS:** The Team and the ABA have or will have established reasonable written rules for the conduct of the Player and after they are provided to the Player, these rules are deemed a part of this contract. The Team and the ABA may impose reasonable fines or suspensions on the Player for violating these rules by giving the Player written notice of the amount of any fine or the length of any suspension and the reasons for the fine or suspension and by deducting the fine from any money due or to become due to the Player. During any suspension, the Player is not entitled to any compensation under the Contract.



- 9. INTEGRITY OF THE GAME: Player recognizes that any dishonest, immoral, illegal or other unbecoming behavior by Player will cause a serious, imminent and irreparable harm to the ABA, the Team, and professional basketball. Player acknowledges the detriment to the ABA, the Team and professional basketball that would result from impairment of public confidence in the honest and orderly conduct of ABA games or the integrity and good character of ABA Players. Player therefore agrees not to accept a bribe or throw or fix any ABA game or attempt to do the same. Player also agrees not to bet, legally or illegally, anything of value on the result or margin of victory of any ABA game and Player agrees to not, legally or illegally, bet anything of value on the result or margin of victory of any professional or college basketball game. Player also agrees to promptly report to the ABA League office, a bribe offer or an attempt to throw or fix an ABA game. Player also agrees not to knowingly associate with gamblers or gambling activity; not to use illegal drugs; not to provide other Players with stimulants or other drugs for any purpose; or to be found guilty of any other form of conduct reasonably judged by the ABA League to be detrimental to the ABA, the Team or professional basketball. If the ABA League, in its sole discretion, finds any Player responsible for any of the above violations, the League may suspend, dismiss and/or permanently disqualify the Player from any further association with the ABA. The ABA League findings and decisions with regard to this matter are final, binding and unappealable. In the event that the League dismisses and/or permanently disqualifies a Player based upon a violation of this section, the Employer may terminate this Contract for cause.
- 10. ASSIGNMENT: In addition to the roster assignments and reassignments described in section 2, or the Employer shall have the right to sell, exchange, assign or transfer this Contract to any other professional basketball club or leagues, including without limitation, an ABA Team, and Player shall accept such sale, exchange, assignment or transfer, and comply with his obligations hereunder as if Player had entered into this Contract with the assignee club or league instead of with Employer. The Employer shall also have the right to furnish to the officials of any club or league to which Employer desires to sell, exchange assign or transfer this Contract, all relevant contractual information relating to the Player, and Employer may authorize the ABA's drug testing organization and/or the Team's physician to furnish to the physicians and officials of such other club or league all relevant medical information relating to the Player, including the results of any drug tests conducted on the ABA's behalf. The Player shall have no right to assign this Contract or any of his obligations hereunder.



- 11. UNIQUE SKILL; BREACH OF CONTRACT: As a basic premise for entering into this Contract, the Player hereby agrees that the Player possesses extraordinary and unique skills and abilities as a professional basketball player. Accordingly, the Player acknowledges that the Player's services cannot be replaced, or the loss thereof adequately compensated for in monetary damages, and any breach of this Contract shall cause irreparable injury to the Employer. In the event that the Player plays, attempts to play or threatens to play in or for any other basketball league or club, other than the ABA or the Team, without the prior written consent of the Employer, then the Employer shall have the immediate right, in addition to any other legal or equitable rights available, to obtain a decree in a court of competent jurisdiction enjoining the Player from any further breach of this Contract and/or enjoining the Player from playing basketball anywhere in the world for any other league or club during the term of this Contract. In any proceeding brought to obtain such relief, the Player shall and hereby does waive his right, if any, to trial by jury, and his right, if any, to seek any counter-claim or set-off for any cause whatsoever against the Employer, the ABA or the Team. Any litigation arising out of this section shall be filed in the state and city in which the ABA League office is located or the state and city in which the Team plays its home games, at the discretion of the Employer.
- 12. DISPUTE RESOLUTION; ATTORNEYS' FEES: Any dispute between the Player and the Employer relating to this Contract, or concerning its performance or interpretation, other than those covered by Section 11 and 14 of this Contract, shall (by written notice to the other party) first be submitted to the League office, or its designee, for mediation. No other action may be taken during the fifteen (15) days following the submission for mediation. In the event that the dispute is not resolved by mediation, the dispute shall be settled by final and binding arbitration in accordance with the then prevailing rules for commercial arbitration of the American Arbitration Association. Any judgment or award rendered by the arbitrator may be entered in any court of competent jurisdiction. The filing of the demand for arbitration and the arbitration hearing shall take place in the city where the League office is located. The losing party in the arbitration shall pay all fees and costs of the arbitration and the prevailing party shall be entitled to reasonable attorneys' fees and costs.
- **13. RELEASE:** The Player hereby releases and waives every claim he may have, now or in the future, against the Employer and the ABA, arising out of or in connection with (i) any injury suffered by Player while performing his services hereunder; and (ii) the imposition by the league or Team of any rule, regulation or policy, including without limitation, the drug testing program administered by the ABA.



14. RIGHTS OF PUBLICITY AND PRIVACY: The Player grants to the Employer, and the ABA, separately and together, the full authority to use his name, signature, likeness and/or picture for all publicity and promotional purposes in newspapers, magazines, motion pictures, trading cards, game programs, roster manuals, all broadcasts and telecasts, digital media and all other publicity and advertising media. The Player agrees to cooperate with the news media and to participate, upon request and without further compensation that is specified herein, in any reasonable promotional activities of the Player's Club and/or the ABA including but not necessarily, limited to the following: personal appearances, media, television and print interviews, autograph sessions, videos and other media. Without limiting the generality of the foregoing, and in particular, the Player shall make a minimum of eight (8) promotional appearances and participate in a reasonable number (as determined by the Team in good faith) of pre- or post- game autograph sessions, all without claim for additional compensation. The Player also agrees not to engage in any promotional, advertising, sponsorship or related activity for any entity or purpose during the term of this Contract without the prior, written permission of the Team, and the ABA League, which permission will not be unreasonably withheld if the Team and the ABA League Counsel finds that such activity does not conflict with any and all ABA or Team protected trademarks, copyrights and/or logos associated with the ABA or any ABA member Team or any other protected purpose of the Team, the ABA or with any sponsors of the Team and/or the ABA. The terms "publicity," "endorsements," and/or "promotions," as used herein, will include, but will not necessarily be limited to, the following: athletic gear and/or apparel supplied or provided by the Team to the Player. In addition, the Team and the ABA may make pictures and sound recordings of the Player alone or with others, for photographs, computer images, motion pictures, television and other media known or unknown. The Team and the ABA may use the pictures and recordings, no matter by whom taken, in any manner for publicity, advertising, promotional, or trade purposes. The rights in any pictures and recordings belong to the Team and the ABA but not the Player. The Player may not use any logo, trademark and/or copyright of the ABA or any ABA club for any purpose without the prior written consent of the ABA League.

The Player acknowledges and agrees that the ABA and Team shall have a paid-up, royalty-free right to use in perpetuity the Player's name, signature, likeness and/or picture in their copyrighted works and in works which record or depict the Player. The ABA and the Team shall have and retain all rights afforded the owner of such rights. The ABA and the Team shall have and retain all rights afforded the owner of such copyrighted works (including a right to make derivative works incorporating in whole or in part later or preexisting works) for any purpose whatsoever in any and all media or means of commerce including, but not limited to, network television, cable television, pay-per-view television, movies, video discs, floppy discs, CDs, DVDs, the internet, or any other means of commercial exploitation, whether in existence or hereafter devised, and that player has no rights whatsoever in and to the ABA's and the Team's copyrighted works or exploitation of its copyrighted works including, but not limited to, rights to any compensation for such exploitation.

.



- 15. UNIFORM AND EQUIPMENT: The Player must wear the official uniform of the Team including, but not limited to jerseys, pants, socks, wristbands, athletic shoes, at all games, practices and other occasions when he wears a basketball uniform or plays basketball for the ABA. The Player may not remove, cover, obscure or otherwise alter any logo, name, color or mark that appears on the foregoing apparel and equipment supplied by the ABA or Team. In addition, the Player may not wear any additional identifying logo, name, colors, marks, or design of any company, product or service at any ABA basketball game, practice or other occasion when he represents the Team or the ABA including, but not limited to, logos, names, colors, marks or designs on athletic shoes, headbands, arm and wrist bands, and socks, without first obtaining the written consent of the ABA League or Team, which consent may be withheld in the sole and absolute discretion of the ABA and/or Team. Upon the termination of this Contract, or at the end of the playing season, the Player must return to the Team all of the uniforms and equipment in his possession or issued to him. As permitted by state law, the Team may deduct from any payment due the Player, the value of any uniform or equipment not returned by the Player.
- 16. PLAYER'S WARRANTIES: The Player warrants and represents that he is not obligated to play basketball for any other basketball team or league during the term of this Contract. The Player will indemnify and hold harmless the Team and the ABA for any claims, actions, demands losses, costs, expenses, attorneys fees, liability and damages with respect to any contract the Player had previously executed to play basketball during the term of this Contract; will give his best services and loyalty to the Team and the ABA and play basketball only for the Team; will be neatly and fully attired in public and will always conduct himself on and off the court according to the highest standards of honesty, morality, fair play and sportsmanship; will not do anything detrimental to the best interests of the Team or the ABA, and will not sponsor, participate in, operate or own any basketball training, teaching, scouting or tryout camp for college or professional players without the written permission of the ABA; will pay all of his obligations incurred in each city in which he participates with the ABA. If the Player fails to pay any obligation which is incurred while the Player is under contract to the Employer, the Employer may pay the obligation and, to the extent permitted by state law, deduct the amount from any amount due, or to become due to the Player.
- 17. ASSUMPTION OF RISK: The Player understands and agrees that there are risks of injury, severe injury and partial and/or permanent disability associated with playing for the employer in the ABA. These risks include the risks ordinarily associated with the playing of basketball games, practicing and traveling to and from games. Therefore, the Player agrees to assume all risks that result from playing the game of basketball and agrees to identify the employer and the ABA from any causes or claim which might arise from injury or disability within the meaning of this paragraph.
- **18. ENTIRE AGREEMENT:** This Contract and the documents explicitly incorporated by reference into this Contract (i.e. the ABA Drug Policy and ABA and Team rules and regulations) constitute the entire agreement between the Employer and the Player and cannot be modified or supplemented orally. No change, termination or attempted waiver of any portion of this Contract is binding unless in writing and signed by the Player, the Employer, and the Team.



- 19. WAIVER: Failure to insist upon strict compliance with any of the terms, covenants or conditions hereof shall not be deemed a waiver of such term, covenant or condition, nor shall any waiver or relinquishment of, or failure to insist upon strict compliance with, any right or power hereunder at any one or more times be deemed a waiver or relinquishment of such right or power at any other time or times.
- **20. GOVERNING LAW:** This Contract shall be governed in all respects, whether as to validity, construction, capacity, performance, or otherwise, by the laws of the State of ______
- **21. SEVERABILITY:** In the event that an arbitrator or court of competent jurisdiction determines that any portion of this Contract is in violation of any statute or public policy, then only the portions of this Contract which violate such statute or public policy shall be stricken. All portions of this Contract which do not violate any statute or public policy shall continue in full force and effect. Further, any arbitrator or court order striking any portion of this Contract shall modify the stricken terms to give as much effect as possible to the intentions of the parties under this Contract.
- 22. EXECUTION OF CONTRACT: This Contract is valid and binding upon the Player, and the Employer immediately upon execution. A copy of this Contract, including any attachment to it, will be sent by the Team to the ABA League within ten (10) days after execution. The ABA League shall have the right to disapprove this Contract in its sole and absolute discretion if rules and regulation of the ABA are not properly referenced or if this contract violates provisions of the ABA salary cap provision.
- 23. AMATEUR STATUS: By signing this Contract, the Player acknowledges that he may forfeit any amateur or collegiate standing or eligibility he may have.
- **24. LEGAL ADVICE**; **NEUTRAL INTERPRETATION**; **HEADINGS**: Each party has received or chosen not to seek independent legal advice from its attorneys with respect to the advisability of executing this Contract and the meaning of the provisions hereof. The provisions of this Contract shall be construed as to their fair meaning, and not for or against any party based upon any attribution to such party as the source of the language in question. Headings used in this Contract are for convenience of reference only and shall not be used in construing this Contract.
- 25. SURVIVAL: The provisions of Sections 11, 12, 13, 14, 16, 17 and 19 shall survive the termination of this Contract.

(Additional terms may be added below or on additional sheets, if needed.)



IN WITNESS WHEREOF, the Employer has caused this Contract to be executed by its duly authorized officer, and the Player has hereunto signed this Contract as of the date first written above.

EMPLOYER:	PLAYER:				
(Legal Name of Team)	(Printed Name)				
(Printed Name/Title of Team Representative)	(Player Signature)				
(Team Representative Signature)	(Date)				
(Date)					



SAMPLE COACH CONTRACT

THIS AGREEMENT is entered into this "Team") and					, (hereinafter
WHEREAS, Team is a member of the professional basketball and marketing i League.	American Bas	sketball LLC	("League")	and is in the busin	
WHEREAS, Team desires to employ the conditions set forth in this Agreement;	e Coach, and	d the Coach	desires suc	ch employment, on	the terms and
NOW THEREFORE, in consideration of follows:	of the following	ng mutual un	dertakings,	Team, and the Co	oach agree as
Employment and Duties. Team emplo and to direct their participation in ABA e media and promotional appearances as perform such other services as may be a Administrative Personnel. The Coach trainers and assistant coaches. The Team	exhibition, regularized by the assigned to him will interview	ular season a ne Team to pr m. u and recomn	and playoff on the mend to the	games. The Coach market the Team to	will also make the public and
Term. Team employs the Coach for	or a period	beginning	, 20_	, and ending	, 20
Compensation & Benefits. Team shall	compensate t	he Coach for	the perform	nance of his services	s as follows:
Base Salary. A base per annum salary of	of \$	payable as \$_		_monthly.	
Incentive Bonuses. Team Qualifies for Playoffs Named Coach of the Year by ABA Wins First Round of Playoffs Wins Second Round of Playoffs Wins Championship	\$ \$ \$ \$	_additional _additional			
Note: Employee must serve as Coach of bonuses.			R <mark>egular</mark> Sea	son and entire Play	offs to e these



SAMPLE COACH CONTRACT

<u>Team Benefit Plans.</u> During the term of this Agreement, the Coach shall be entitled to participate to the extent of his eligibility in any plan of the Team relating to medical and dental coverage or reimbursement plans the Team may adopt for the benefit of its employees, upon such terms set forth in those plans, as amended from time to time

Automobile Allowance. Team shall provide a monthly automobile allowance of \$_____

<u>Expenses.</u> The Team shall reimburse the Employee during the term of this Agreement for all appropriately documented expenses reasonably and actually incurred by him in the performance of his duties for the Team hereunder.

Tickets. Team shall provide the Coach with four (4) premium seats to each home game at no cost.

<u>Vacations.</u> At such reasonable times as Team shall in its discretion permit, the <u>Coach shall be entitled</u>, without loss of pay, to absent himself voluntarily from the performance of his employment under this Agreement. All such voluntary absences to count as vacation time provided that:

The Coach shall be limited to an annual vacation of _____weeks per year.

The timing of vacations shall be scheduled in a reasonable manner by the Coach with the consent of the Team.

The Coach shall not be entitled to receive any additional compensation from Team on account of his failure to take a vacation; provided, however, that upon termination of this Agreement, the Coach shall be entitled to receive compensation with respect to any unused vacation time in accordance with Team's vacation policy. The Coach shall not otherwise be entitled to accumulate unused vacation time from year to year.

In addition to such paid vacations, the Coach shall be entitled, without loss of pay, to absent himself voluntarily from the performance of his employment with Team for such additional periods of time and for such valid and legitimate reasons as Team in its discretion may determine. Further, Team shall be entitled to grant the Coach a leave or leaves of absence with or without pay at such time or times and upon such terms and conditions as the Team, in its discretion, may determine.

<u>Competition.</u> During the term of this Agreement, the Coach shall not: perform, directly or indirectly, any duties or provide any consultative or related services for any professional or amateur basketball organization or related entity, nor, directly or indirectly, control or otherwise be involved in any business which is at the time competitive with any aspect of the sport, entertainment or communications business of the Team without the permission of the Team.



SAMPLE COACH CONTRACT

Termination.

This Agreement shall terminate immediately upon the death or disability of the Coach during the term of this agreement. In such event, Team shall pay the Coach or his representative his salary accrued up to the date of termination. Disability shall mean a physical or mental condition that prevents performance of the Coach's duties under this Agreement for a period of ninety (90) continuous days.

Team and the Coach may terminate this agreement at any time by mutually executing a written agreement to such effect. In the event of such termination, the Coach and Team shall have only those obligations to each other that are specified in the termination agreement.

Team may terminate the Agreement at any time for cause. For the purpose of this Agreement, cause shall include: (i) a willful refusal to perform any duty directed by the Team, its Board of Directors or Chief Executive Officer which is reasonably within the scope of the Coach's duties; (ii) Any misappropriation for personal use of assets of Team; (iii) commission of a felony; or (iv) gross negligence or willful malfeasance in discharging Agreement.

Representation and Warranties. The Coach hereby represents warrants and agrees that:

The Coach has extraordinary and unique skills and ability with regard to the sport of professional basketball and that his exclusive services rendered to the team hereunder cannot be replaced, or the loss thereof adequately compensated in money damages, and that any breach by the Coach of this Agreement will cause irreparable injury to the Team. Therefore, it is agreed that in the event the Coach in any manner breaches this Agreement, the Team, in addition to any other remedies that may be available to it, shall have the right to obtain, from any court having jurisdiction, such equitable relief as may be appropriate, including without limitation a decree enjoining the Coach from any further breach of this Agreement; and

The Coach has the full right, title and authority to enter into this Agreement and perform his duties and obligations hereunder.

<u>Notice</u>. Any notice or other communication required or permitted to be given to the parties under this Agreement shall be delivered in person or mailed by certified mail; return receipt requested, addressed as follows (or at such other address as the party addressed may have substituted by notice pursuant to this paragraph 9):

To the Team To the Coach

<u>Non-Waiver</u>. Team's failure to exercise any right under this Agreement shall not operate or be construed as a waiver or abandonment of any subsequent exercise of that or any other right.

<u>Modification or Amendment.</u> This agreement may be amended or modified only by a written instrument executed by Team and the Coach.



SAMPLE COACH CONTRACT

<u>Integration.</u> This Agreement constitutes the entire agreement between the parties with respect to the subject matter addressed, and all prior and contemporaneous agreements, understandings, warranties and representations are superseded by this Agreement.

<u>Severability.</u> Should any clause, portion, or paragraph of this Agreement be unenforceable or invalid for any reason that shall not affect the enforceability or validity of the remainder of the Agreement. Governing Law. This Agreement shall be interpreted in accordance with the laws of the State of ____ <u>Successors and Assigns.</u> The terms and conditions of this Agreement shall inure to the benefit of and be binding upon the successors and assigns of Team and the heirs and personal representatives of the Coach. <u>Paragraph Headings</u>. The paragraph headings used in this Agreement are included solely for convenience and shall not affect, or be used in connection with, the interpretation of this Agreement. IN WITNESS THEREOF, the parties have executed this Agreement on the date first written above. TEAM: By Team President (Printed Name) Team President Signature/Date COACH: By Coach (Printed Name) Coach Signature/Date WITNESS:

Witness Signature/Date

By

Witness (Printed Name)

(PLEASE PRINT CLEARLY!!) Player Tryout Agreement

Player Name:	
Player Address:	
State/Zip Code:	
Contact Phone Number: ()	
E-mail:	
Driver License or Passport Number:	
Birth Date:	
Height:	
Weight: LBS.	Position 1 2 3 4 5
College Basketball Experience:	
Professional Basketball Experience:	
You are trying out for a position with (team name) (ABA) 12-man roster of players. This is an opportunity to put league setting and have a chance to perhaps go to the n	up statistics in a professional basketbal
By registering for this tryout, you are assuming all activities and assume full responsibility for any injury, I third party on or off the court, and further release and tryout facility, and the American Basketball Association arising out of your presence at the tryouts whether cause the court.	oss or damage caused to yourself or any discharge (team name) organization, the on (ABA) for any injury, loss or damage
*Any unsportsmanlike or unprofessional behavior during	
result in the immediate termination of your eligibility in	
Unsportsmanlike/unprofessional behavior is defined as conduct that violates the generally accepted rules of the	
Player Signature:	Date:
Contact us:	E-mail:
Team Web site:	E man
Visit the ABA League's official website: http://realabalea	gue.com/

(Team Name) Release & License to Use Image, Name and/or Voice

INSTRUCTIONS

By signing this release, you are giving permission to use your image or visual likeness, name, and/or your voice in (Team Name) publications or other productions. If this Release is being granted with respect to a minor, it is necessary to first obtain the prior consent of the minor's parent(s) or legal guardian(s). Contact (Team Name) for additional information.

Please Read

Print Name:

Sign Name:

The possible uses for which the (Team Name) may use the individual's image, name, and/or voice: Includes film, highlight reels, photo opportunities, interviews, and posters.

This Release & License is for the following Personal Information:

(Initial all Personal Information for which permission to use is being given)

- Image/Visual likeness
- Name
- Voice

I, the undersigned, hereby grant the (Team Name) and their staff permission to use, adapt, modify, reproduce, distribute, publicly perform and display, in any form now known or later developed, my image or visual likeness, my name and/or my voice (the "Personal Information") as specified in this Release and indicated above, throughout the world, by incorporating it or them into publications, catalogue, brochures, books, magazines, photo exhibits, motion picture films, Internet websites, videotapes, and/or other media (the "Works") or commercial, informational, educational, advertising, or promotional materials relating thereto.

I release, and hereby agree to indemnify, defend, and save harmless (Team Name), its agents, employees, licensees and assigns (collectively, "Released Entities") from any and all claims I, or any third party, may have now or in the future for invasion of privacy, right of publicity, copyright infringement, defamation or any other cause of action arising out of the use, reproduction, adaptation, distribution, broadcast, performance or display of the Personal Information.

I waive any right to inspect or to approve any Works that may be created using the Personal Information and waive any claim with respect to the eventual use to which the Personal Information may be applied. The Personal Information may be used at the (Team Name) sole discretion, with or without my name or with a fictitious name, and with fictitious or accurate biographical material, alone or in conjunction with any other material of any kind or nature except that the (Team Name) will not use the Personal Information for any criminal or illegal purposes or in a manner inconsistent with community standards of decency.

I understand and agree that the (Team Name) is and shall be the exclusive owner of all right, title, and interest, including copyright, in the Works, and any commercial, informational, educational, advertising, or promotional materials containing the Materials.

I am of full legal age and have read this release and am fully familiar with its contents.

Name:	Age:
Signature :	Date:
Address:	Phone:

(Team Name) Photo, Video and Audio Recording Release

(ABA Team Name) Waiver of Liability Form Assumption of the Risk and Waiver of Liability Relating to Coronavirus/COVID-19

The novel coronavirus, COVID-19, has been declared a worldwide pandemic by the World Health Organization. COVID-19 is extremely contagious and is believed to spread mainly from person-to person contact. As a result, federal, state, and local governments and federal and state health agencies recommend social distancing and have, in many locations, prohibited the congregation of groups of people.

(ABA Team Name) has put in place preventative measures in accordance with state, local and CDC guidelines to reduce the spread of COVID-19; however, (ABA Team Name) cannot guarantee that you will not become infected with COVID-19. Further, participating in (ABA Team Name) tryouts/practices may increase your risk of contracting COVID-19.

confirm that I am not presenting any of the following symptoms of COVID-19 listed here: Fever,
chills, and unexplained muscle pain, shortness of breath, cough, <mark>sore throat, or sudden</mark> loss <mark>of</mark>
taste or smell. Some uncommon symptoms that have been r <mark>eported and should be asked about</mark>
include rash, discoloration of extremities (toes, fingers), nausea, vomiting or diarrhea.
Player Initials:

By signing this agreement, I acknowledge the contagious nature of COVID-19 and voluntarily assume the risk that I may be exposed to or infected by COVID-19 by attending this tryout and/or practices and that such exposure or infection may result in personal injury, illness, permanent disability, and death. I understand that the risk of becoming exposed to or infected by COVID-19 at this tryout or practice may result from the actions, omissions, or negligence of myself and others, including, but not limited to, organization employees, volunteers, and program participants and their families.

I voluntarily agree to assume all of the foregoing risks and accept sole responsibility for any injury to myself (including, but not limited to, personal injury, disability, and death), illness, damage, loss, claim, liability, or expense, of any kind, that I may experience or incur in connection with my attendance at team tryouts or practices ("Claims"). On my behalf, and on behalf of my family, I hereby release, covenant not to sue, discharge, and hold harmless (*ABA Team Name*), its employees, agents, and representatives, of and from the Claims, including all liabilities, claims, actions, damages, costs or expenses of any kind arising out of or relating thereto. I understand and agree that this release includes any Claims based on the actions, omissions, or negligence of the organization, its employees, agents, and representatives, whether a COVID-19 infection occurs before, during, or after participation in any organization event or program.

Signature of Player		Date	
Print Name of Player			
Phone			
Email			
Team Representative Signature	Title	Date	

CODE OF CONDUCT ACKNOWLEDGEMENT

- The ABA will not allow or tolerate unprofessionalism or lack of respect towards fellow teams, the League office, Officials or any other person affiliated with the ABA.
- The ABA also maintains a **ZERO** tolerance on display(s) of bad Sportsmanship.
- It is expected that all team owners and their staffs will follow standard ABA protocols involving any complaints or disputes involving a game scenario. Proper protocols must be adhered to at all times.
- It is incumbent upon team owners to ensure that all of their staff and personnel are aware of any and all protocols relating to complaints or disputes.
- Mass group emails from team owners/personnel will not be allowed to be sent to teams unless prior approval is received from the league office.
- Internal ABA/team emails are just that internal and must be kept to involve just those immediate parties included in the emails and League office.
- No team/ABA communications will include vulgar language, name calling, personal attacks. All communications are to be kept simple, to the point, and must be civil and professional at all times.
- Inappropriate behavior by team owners, staff and players, will not be tolerated, to include, involvement with scorer's table, owners/staff running onto the court, use of profane and vulgar language, fighting or any other unprofessional actions.
- Team owners and personnel are to uphold and support the good name of the team and the ABA brand and to promote positively the true essence of the ABA, the ABA game product and its rules.
- Treating people with dignity and respect, being professional at all times are the basic core principles of the ABA. And there is nothing more important if we as a league are going to continue to grow and achieve our maximum potential.

Printed Name	Signature / Date

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



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 <u>will not</u> 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.
 PLEASE NOTE Violations of Operation Upgrade Items will incur the following penalties!
- If the Home Team does not have a 3D Light or Shot Clock: 1st Offense Warning, 2nd Offense Loss of Power Ranking Eligibility, 3rd Offense Loss of Playoff Eligibility and 4th and Final Offense Suspension.

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.

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

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.

PLAYER FOULS

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.

Important Note:

The "Players Sixth Foul rule" was eliminated from the ABA Unique Rules starting in the 2022-23 season.

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.

PLEASE NOTE:

If a Player is ejected from the game for receiving two technical fouls, a flagrant foul, or for unsportsmanlike conduct, the player must leave the gym area and is NOT allowed to sit on the bench or be in that area for the rest of the game.

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.

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

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 f**or more than **(3) Seconds.**

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

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.

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 <u>For "Bad Behavior" May NOT</u>
 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."



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 share 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."

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.

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.

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. Also feel free to contact Tom Chichester, ABA Director of Officials for any further rule clarifications. Thank you.





©Copyright 2024 Version 5.5