

NBAABO PRE-GAME DISCUSSION POINTS



- POINTS OF EMPHASIS:
- Post Play
 - Bench Decorum
 - Dribbler Contact
 - Verticality

NEW TRAVEL RULE

UNIFORM/ACCESSORIES ENFORCEMENT

HISTORY BETWEEN TEAMS, WITH COACHES & PLAYERS

MINOR OFFICIALS – *REVIEW SHOT CLOCK AND SCORESHEET DUTIES*

ACTION ABOVE THE RIM – INTERFERENCE OR GOALTENDING

DEAD BALL MECHANICS – ***KEEP THE GAME MOVING!***

SPECIAL SITUATIONS (multiple fouls, technicals, unsportsmanlikes)

LAST 2 MINUTES (rule differences, responsibilities, last second shot)

SHOT CLOCK AWARENESS (erroneous resets, no reset, 14 secs)

NO CHARGE SEMI-CIRCLE
OFFENSIVE REBOUND SHOT CLOCK } University/Collegiate ONLY

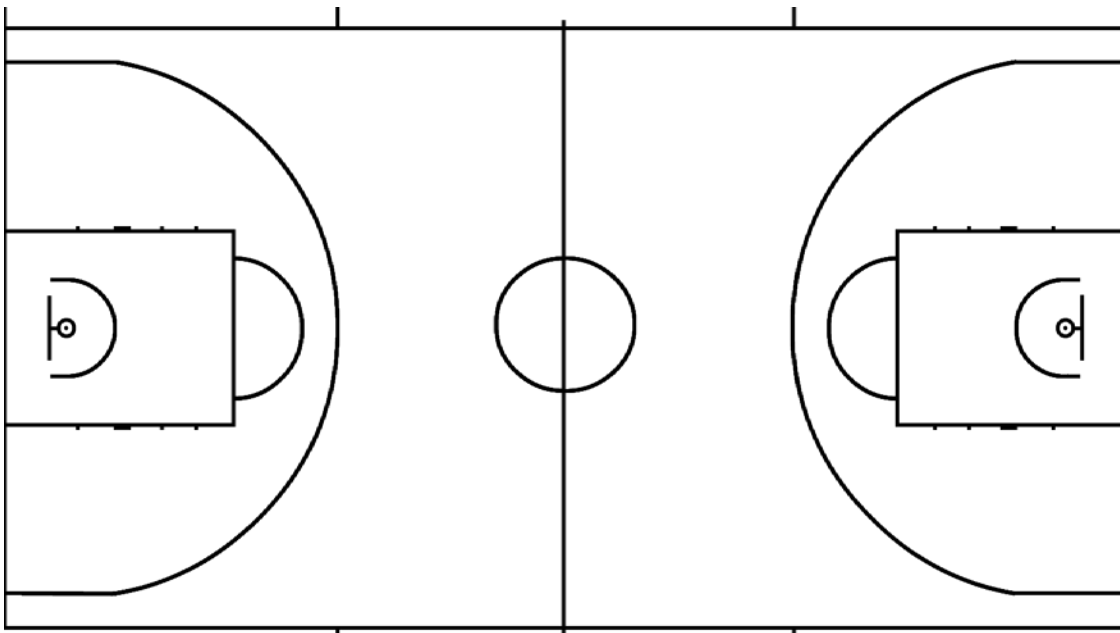
DOUBLE WHISTLES

THREE PERSON OFFICIATING:

- Rotations
- Active Officiating from Center

GENERAL COURT COVERAGE:

- **Active Officiating from Trail**
- **Press Situations**

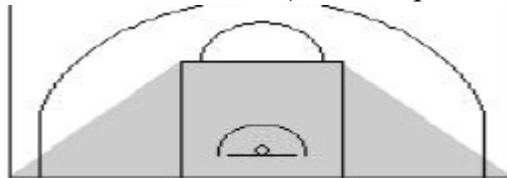


HUSTLE TO WHERE YOU NEED TO BE

BE PROFESSIONAL IN ALL PLAYER/COACH INTERACTIONS



- Games shall be played in 4-on-4 format, with 10 periods of 3-minute duration.
- Shoot BONUS on a team's 8th foul of the half.
- Halftime (between shifts 5 & 6) is 5 minutes; 30 secs between all other shifts.
- Overtime periods shall be 3-minutes. There will be a 2-minute interval before the first OT period and a 1-minute interval before all other OT periods.
- Alternating possession used to start each period/shift.
- No player may play in more than two (2) periods more than his/her teammates in the same game. When a player enters a game period, that player receives a "floor time check mark". There are no playing time or substitution restrictions during overtime periods.
- Players may ONLY be subbed out of a period for reasons such as illness, injury, discipline or foul trouble. A player who has been removed from a period may re-enter the same period.
- There is NO three-point field goal.
- The 30-second rule will be in effect during the last period of the game and all OT periods. The table officials will be responsible for the 30-second count.
- NO screens are permitted (including ball screens, area screens, and dribble weaves/handoffs)
- Double-teaming an offensive player (with or without the ball) is NOT permitted, unless in the grey "double team area"



- Zone defenses of any kind are NOT permitted.
- When a team has established a 20 point lead, no full court defense is permitted.

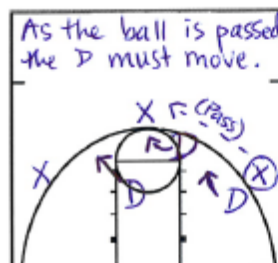
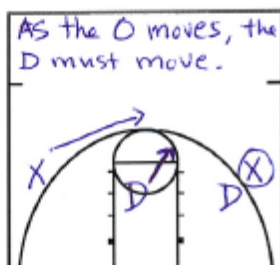
BANTAM RULES

- Zone defenses of any kind are NOT permitted (note that double teams are OK)
- 10 seconds to advance the ball from the back court
- 30 second shot clock

NO ZONE DEFENSE

If a team is in a full-court press, they must defend the inbounder.

In general, each player on the defensive team should be in proximity to the player they are guarding, and should make defensive moves associated with the movement of the offensive player. From a "help defense" standpoint, the defense is to remain on the same side of the court as the player they are guarding (ie do not cross the "basket line")



REFEREE ONLY YOUR PRIMARY AREA AND COURT LINES
TRUST YOUR PARTNER TO REFEREE ELSEWHERE