



Game ball

ABA has dedicated game balls, ensure they are inflated to an air pressure such that, when it is dropped onto the floor from a height of approximately 1.8m, it should rebound to a height of 1.0-1.1m, measured to the underside of the ball.

Size 5 - Boys/Girls under 12 **Size 6** - Boys under 14, Girls under 18 and below, Womens **Size 7** - Boys under 18, Mens

Check the court is safe

- All bags/balls/people are off the court and away from the sideline
- No dust/rubbish/water on the court
- Score table, bench seats are 1m away from sideline, no obstructions on baselines

Are the teams ready?

- Ensure players are entered on scoresheet
- Ensure players are wearing correct jersey and numbers are correct
- Ensure no jewelry, earrings, watches
- Nails are trimmed
- Home team (left side of draw) is Orange, Away team (right side of draw) is Black
- Team must field minimum 4 players
- Final series must field minimum 5 players
- No borrowed players are permitted from same or higher age level, only lower age division can be borrowed at most 1 player.

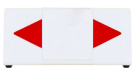
Score bench setup

2 substitution chairs should be setup either side of the table. These are only for substitutes and not part of the team bench. Make sure tables and chairs are as far back as possible from the court. Ensure the score board is reset with team fouls, timeouts and scores all at zero. The scoring tablet should be opened to the current game and players selected. Period is set to the current period when the timer starts.

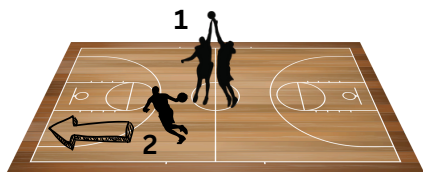
Game time

Possession Arrow - Start of game

Before the game starts the possession arrow is in middle position



The Tip Off will occur and a team will gain possession



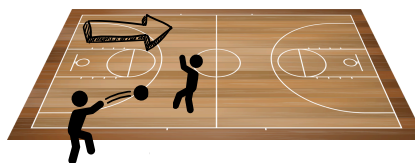
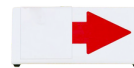
The arrow is set to the opposing team direction



Possession Arrow - During game (Jump Ball)



If a referee blows the whistle and shows the Jump Ball signal, the referee will use the arrow for who gains possession.



Once the ball is passed in, scorebench changes the arrow to the opposite direction.



Possession Arrow - End of quarter 2 only (half time)

At end of the quarter 2 only (half time) the teams swap direction of play for quarter 3. As such the arrow needs to swap over as well to ensure the current possession remains with the current team.



(at the whistle of end of quarter 2)

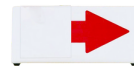
Communicate with referees to confirm the arrow has been swapped ready for Quarter 3 commencement.



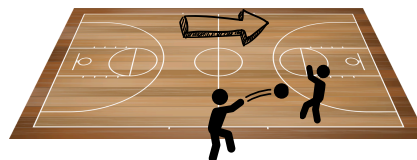
(after confirming with referees and arrow swapped over, before quarter 3 start)

Possession Arrow - Starting new quarter

The referee will check the current possession arrow to determine direction of play



The referee will hand the ball to the team in possession



Once the ball is passed in, scorebench changes the arrow to the opposite direction.



Responsibilities

The **Crew Chief** (head referee) is ultimately responsible for the gameplay and players with the support of 1 or 2 umpires. The Crew Chief during warmup and between quarters, will gather the umpires and run through any specific player actions that are needing to be monitored. The Crew Chief should check with the scorebench that players are entered and they are ready to commence, there should also be a checkin done between quarters.

The **Scorebench** plays a crucial role in overseeing game time, tracking scores, and monitoring the foul status of both teams and players. **It is essential to have two individuals at the score table at all times:** one person to keep the scoresheet updated and the other to manage the scoreboard.

Positive Communication

The referees should move to a clear view of the scorebench before reporting an event. The scorebench should always keep a visual on referees and provide a clear acknowledgement. The scorebench should advise the Referees of Team Foul conditions (which occurs from the 5th team foul within a single quarter).

Scoring

During gameplay the scorebench should cross check between the scoresheet and the scoreboard at every basket and at the ending of each quarter (before the scoresheet confirms the scores). To reset the scoreboard, ensure the timer is stopped and press and hold the Undo button until all values are reset.

Team Fouls

For every personal, technical, unsportmanlike and disqualifying foul, a team foul is recorded against that players team. Once the team has 5 or more team fouls this is a Team Foul penalty situation which any personal foul on a player not in the act of shooting shall be penalised by 2 free throws instead of a throw in. When the 5th Team Foul is recorded, the scorebench should sound the siren and notify the Referee of Team Foul penalty condition.

Personal Fouls

When a player gets their 3rd and 4th foul, notify the coach of the team.

Game Start

Games are required to commence at their designated times. The scorebench will initiate the warmup timer **three minutes** before the scheduled start. Players should utilize this time to warm up and be ready for the tip off at the assigned start time. **If players are not ready (or close to being ready) for the tip off after the warmup period, the scorebench must inform the Referee and proceed to start the quarter and sound the siren again. (the tip off will then occur sometime during the first quarter in this case)**

Game Timers

- Quarter times
 - Under 14 and below - 8 minute quarters
 - All other games - 10 minute quarters
- Breaks
 - 1 minute break after 1st and 3rd quarters
 - 2 minute break after 2nd quarter (half time)
- Timeout
 - 1 minute

Stop Clocks

- There are no stop clocks for fouls/violations unless final 2 minutes of 4th quarter if score margin is 10 or less; or instructed by referee.
- Stop clock on timeouts called by Referee
- Stop clock on injuries called by Referee

Timeouts

1 per team per quarter/extra time except
2 per team in the last quarter

Sirens

- 30 secs before game play is to start, use the siren to signal warning to Referees and Players to prepare.
- If the bench request substitutions, at the next dead ball (out of bounds, violation, foul or before first free throw) signal the referees by using the siren. (throw in after baskets are not dead balls)
- On the 5th Team Foul, sound the siren and referees notified of Team Foul penalty condition.
- On the 5th Personal Foul, sound the siren to notify referees the player needs to be substituted for the remainder of the game.
- The Siren will automatically sound at the end of the timer. Should the referee not acknowledge, the scorebench can manually pulse the siren to gain the attention of the Referees.