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NATIONAL ALLBALL ASSOCIATION

Official Rules

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This Code of Rules: governs the playing of ALLBALL games by professional teams of the NATIONAL ALLBALL ASSOCIATION, as well as any sanctioned ALLBALL League in the youth and amateur divisions.

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Section 1 - Game Objective

- A. ALLBALL is a game between two teams consisting of 4 players each. The game is played in an enclosed court in accordance with these rules, under jurisdiction of 2 or more referees.
- B. The objective is to score more points than the opponent.
- C. The winner of the game is the team that scores the most points, in accordance with these rules, at the conclusion of a game.
- D. ALTERNATE PLAYER OPTIONS: the game can be played with as little as 2 players per team and as many as a game can handle without a safety issue.

Section 2 - Equipment & Uniforms

- 1. The Official ALLBALL must be used in all games. The ball will be a Size 6 for all games in the Professional and Amateur Divisions for the ages of 15 and older. The ball will be a size 5 for ages 5-14 for youth boys and all women's divisions.
- 2. The Official Allball will feature the NATIONAL ALLBALL ASSOCIATION logo.
- 3. The A-Goal is the official goal. It is 10' wide by 6.7' high and 4' deep. The top bar is 10' in length. Youth A-Goal is 8' wide by 6' high and 4' deep. The top bar is 8' in length.
- 4. Players are required to wear matching uniforms. All uniforms will feature a waist cut or full length, sleeveless game jersey, game shorts that feature a 7" inseam, and team colored calf high socks. Headbands and or wristbands must match team colors.
- 5. Player's jerseys require the team name with a 6" number on the front, or the option of no front number. With a 10" number on the back for adult uniforms. Youth requires a 4" front and an 8" back number.
- 6. Player names on the back of the jersey are optional.
- 7. Uniform numbers can range from 00-99.
- 8. Uniforms and logos must be approved by the NAA.
- 9. Team jackets/Warm-ups must be matching in team colors.
- 10. All players gear and uniforms must have the National Allball Association logo displayed.
- 11. Elbow pads, shin guards and knee pads are permitted on any player. Pads must have the NAA logo.

12. Trappers are suggested to wear ALLBALL shin guards, and ALLBALL chest guard. Wrist pads are suggested.
13. Hoop Nets should be 15" long.
14. All players are required to wear sneakers on the court.
15. Coaches are required to wear a collared shirt and khakis, jeans, shorts or slacks.

Section 3 - Court Dimensions

Professional Courts must have a 100' foot long main court, with a 10' End Zone at each end. Actual playing surface will be 120' in length by 50' in width. Each End Zone must have a back wall which must be at least 15' in height.

- A. The Trap must be 15' in distance from the backboard and 19' from the goal to the top of the trap. The Trap will extend 12' in length along the start of the End Zone. The center of the Trap will be directly under the basket. This will form a rectangle. The Trap lines should be 3" wide.
- B. All lines on the court must be 2" in diameter and must be a different color than the court.
- C. Each end of the floor will have a 3-point line which extends 20' from the basket in all directions.
- D. The Midline will run through the center of the court from sideline to sideline. There will be a face-off circle which will be a 6' radius at the center of the mid-line.
- E. Each court will have a basket at both ends of the Trap. Baskets will have a backboard with a rim attached. The rim shall be 10' from the floor and have a net attached. The rim to the left end of the scorer's table will have a red net, while the rim to the right of the scorer's table will have a blue net.
- F. Each court will have an A-Goal under each basket. The red goal will be placed at the left end of the scorer's table. The blue goal will be placed to the right end of the scorer's table.
- G. ALTERNATE COURT OPTIONS: Each court can vary in length and width. Courts without walls can make a End Zone to suit the structure of the court. Play beyond the End Zone will be considered out of bounds. The officials will amend the rules to suit the size and dimensions of the court.

Section 4 - Scoring

- A. Points can be earned by the ball being thrown in, shot in, headed in or kicked into the A-Goal or basket for 2-10 points depending on the location on the court.
- B. The ball must cross the A-Goal line completely to be counted as points. Any ball that is partially in and is knocked out will not count as a score.
- C. Players can not score points by shooting from the sidelines (out of bounds) directly to the basket or goal unless it deflects or touches a teammate or opponent first.
- D. Players can not score points by shooting from their offensive End Zone directly into the goal.

- E. A player can shoot from their offensive End Zone into their scoring basket which would be 2 points. If a ball hits the back of the backboard and enters the goal, it will be scored as 2-points. It cannot be shot in on an inbound play from the End Zone.
- F. If a shot is deflected by an offensive player on the way to a score, the points awarded will be from the deflected area, not the origination of the shot.
- G. If a shot is deflected by a defensive player on the way to a score, the points will be awarded from the origination of the shot.
- H. If the player's foot is impeding into the next scoring area, or touching a scoring line, then the player will be credited with the lesser points.
- I. If a player leaps over any scoring line while attempting a shot, points will be awarded from where the shot originated from as long as the shot is released before landing.
- J. End Zone plays must be passed from anywhere outside the midline to a teammate inside the End Zone. Passes can be kicked, thrown or headed to a teammate. Points will be awarded from the area that they are passed from. At no time can the ball touch the court or any other object. It can be deflected by a defensive player and caught by an offensive player. If it is deflected by an offensive player outside the end zone and caught by an offensive player in the End Zone points will be not awarded. If both offensive players are in the End Zone where the deflection occurs, then points will be awarded from the spot of the pass. Both players must be present in the End Zone to receive points on an offensive deflection. Pass will be completed providing the receiving player catches the ball with both feet landing inside the End Zone with possession. No part of the ball may be touching the court or back wall.
- K. **2-point plays are any ball that is headed, shot, or thrown into the basket from inside the outside the Trap. A shot may not be kicked in the goal or basket from inside the 3-point zone.**
- L. **3-point plays are any ball that is kicked, headed, shot, or thrown into the A-Goal or shot into the basket from outside the 3-point zone and inside the midline.**
- M. **4-point plays are any ball that is kicked, headed, shot, or thrown into the A-Goal or shot into the basket from outside the 4-point zone and inside the midline**
- N. **5-point plays are any ball that is kicked, headed, shot, or thrown into the A-Goal or shot into the basket from beyond the midline and inside the 6-point zone. Also, End Zone Plays from behind the midline.**
- O. **6-point plays are any ball that is kicked, headed, shot, or thrown into the A-Goal or shot into the basket from beyond the midline and outside the opposite 3-point zone. Also, End Zone Plays from behind the 6 line.**
- P. **8-point plays are any ball that is kicked, headed, shot, or thrown into the A-Goal or shot into the basket from inside the opposite 3-point zone. Also, End Zone Plays from this area.**
- Q. **10-point plays are any ball that is kicked, headed, shot, or thrown into the A-Goal or shot into the basket from the opposite End Zone. Also, End Zone Plays from this area.**

- R. **If a player knocks the ball into their own goal or basket, it will be scored as a 2-point shot and credited to the last opposing player to touch the ball.**
- S. If a shot hits the rim or backboard and inadvertently enters the goal without being touch by either team, it will be scored a 2-point goal and credited to the shooter.
- T. If a pass or shot hits the back of the backboard and goes in the A-Goal, it will be scored as two points.

Section 5 - Fouls

- A. Fouls are any act of over aggressive play against an opposing player. Result of the foul while shooting into the basket or A-Goal, will have the fouled player take 2 foul shots from anywhere on the court that the shooter chooses. The shot can be in the basket or shot on goal. Attempt must be announced prior to the shot.
- B. If a player is in the act of an End Zone pass and is fouled, two shots will be awarded.
- C. Players can not impede the progress of an opposing player by holding, tripping, pushing, charging into, force from behind or extending an arm, leg, or knee.
- D. End Zone Fouls while the ball is in the air; any player that is holding, pushing, under cutting another player will be assessed a technical foul. Any player while in the End Zone when an EZP is thrown will be called for a technical foul if the following occurs:
 - Playing through the back of an opponent in an attempt to make a play on the ball.
 - Grabbing an opponent's arm(s) in such a manner that restricts his opportunity to catch a pass.
 - Cutting off the path of an opponent by making contact with him/her, without playing the ball.
 - Initiating contact with an opponent by shoving or pushing off, thus creating separation.
- E. Contact by a player who is not playing the ball that restricts the opponent's opportunity to make the catch.
- F. Swinging of elbows in an excessive manner is not permitted. Result is a turnover.
- G. If contact is made during elbow swinging a foul will be called.
- H. Contact with the Trapper in the trap is an automatic 2 shot foul. Shots can be taken by any player on the fouled team.
- I. If the trapper is going for a rebound and incidental contact occurs there will be no foul called.
- J. No Foul will be called during the following, a defender can apply contact with a hand, forearm, or body, providing it doesn't impede the progress as in Rule 5C.
- K. If the foul occurs while not in the act of shooting the ball is taken out on the sideline closest to the occurrence by the fouled team.
- L. If the foul occurs in the act of shooting and the shot scores, the points count, and the shooter is awarded two shots.

- M. Bumping or contact is allowed on a shooter provided the shooting arm or kicking leg is not interfered with.
- N. If an offensive player is going for a pass or loose ball and a defender is also going for the ball and contact is made, there is no foul.
- O. If either player makes contact on a pass or loose ball without going for the ball, there will be a foul called.
- P. Offensive Fouls will be assessed when a player charges into, elbows, or uses unnecessary force on a defender. Defender does not need to have defensive positioning.
- Q. If a double foul occurs, both players and teams receive a foul and there will be a face-off between the two players at the midline. No foul shots.
- R. A player is disqualified once they receive their 5th foul in a game, or a 2nd technical foul.
- S. Technical fouls and turnovers do not count in the personal five fouls.
- T. Each team is allowed 4 team fouls in a period before the opposing team enters the bonus. The bonus awards the team one shot if not in the act of shooting, or three shots if in the act of shooting, for all fouls after 4 in a period. The 5th foul becomes a bonus.
- U. Sudden Death, each team is allowed one foul. The second foul in Sudden Death becomes a Bonus shot. If the first shot is in the act of shooting, then 2 foul shots will be awarded.
- V. If an off the ball foul is committed when the committing team is in the Bonus, fouled player gets 2 shots from anywhere and possession.

Section 6 – Technical Fouls

- A. The definition of a Technical Foul is arguing in an over aggressive manner, bumping, pushing or abusing an official. Any foul that is deemed dangerous or potentially dangerous to an opposing player by the official. The 2nd Technical Foul to a player or coach in the same game is subject to their removal from the game.
- B. A player who deliberately hangs on the basket rim, net, backboard or A-Goal will be assessed a technical foul. An exception would be in the case of preventing injury to themselves or an opponent.
- C. A foul deemed dangerous or flagrant is a player foul as well as a technical. The technical is shot first then the foul shot follows. 2 Technical shots and 1 foul shot. Ball is live on the last foul shot.
- D. Technical Fouls are not charged as a team foul. Technical Fouls are two shots from anywhere. Non-technical Team has the choice of who takes the foul shot, and that player must be on the court at the time of the technical. Ball is dead after the second shot.
- E. Punching or kicking another player will result in an automatic ejection, 1 game suspension, 2 technical foul shots.
- F. If a player attempts a punch or kick that doesn't land, the player will be charged with a technical.

- G. If additional players join in a fight to participate, they will be ejected as well. If they act as peacekeepers there will be no ejections.
- H. Breakaway foul is any foul where, there is no defender ahead of the offensive player with the transition scoring opportunity. Result is 2 foul shots and possession for the fouled team. Second shot is a dead ball.

Section 7—Foul Shots

- A. Players fouled in the act of shooting are awarded 2 foul shots. The foul shots can be shot from anywhere on the court, and from any distance on the court. Last foul shot is live.
- B. A shooter may not leap, or step over a point line on a foul shot. If so, the shot is nullified. The shooter can step on a scoring line.
- C. While attempting a foul shot the shooter is allowed 1 step before shooting or kicking. More than 1 step and the shot will be nullified.
- D. Foul shots may be attempted on the trapper in a throwing or kicking manner while in the A-Goal. Only one defensive player can guard the goal during a foul shot.
- E. Attempts on the trapper can only be a 3, 4, 5, 6, 8, 10-point shot.
- F. A 2-point attempt must be from the top of the Trap. All other shots can be from anywhere on the court.
- G. An official must hand the ball to the shooting player prior to each shot.
- H. A player has 10 seconds after he receives the ball from the official to shoot. If not, the shot attempt is nullified, and a delay of game will be called.
- I. Teams that are over the limit in each period and commit a foul of any type will reward the opposition a bonus of 1 foul shot. If it is a shooting foul, then its 3 shots. Ball is live after the last shot.

4 team fouls in each period will be the limit. After that, each foul is a considered a bonus. Team fouls reset at the end of each period.
- J. Non-shooting players must stay on the sidelines of either side of the court. Players can not release onto the court until the shooters last foul shot attempt has left the players hand or foot.
- K. Each team must have at least 1 player on each sideline. Defensive Trapper must be in the trap while defending the A-Goal.
- L. If the shooting team releases from the sideline prematurely, the shot is nullified. If it is the last shot, the ball is turned over and taken out by the defensive team from the End Zone.
- M. If the defense releases early from the sideline and the shot is made there is no penalty. If the shot is missed an additional shot is added.
- N. A players last foul shot attempt may be caught as an EZP if the sideline player releases after the ball is kicked or thrown.

- O. If the wrong offensive player inadvertently takes a foul shot, the shot is nullified and turned over to the defense.
- P. If a player is injured as a result of being fouled and must leave the game, the opposing coach will choose a player on the court to take the foul shots.
- Q. Technical Foul Shots will be 2 shots taken by anyone on the non-technical team. Second shot is a dead ball.

Section 8 - General Rules

- A. Officials must hand players the ball after all clock stoppages. Players do not need an official to hand them the ball after a score. All possessions after scores are taken out from the End Zone.
- B. Players cannot jump, vault or catapult on another player for any offensive or defensive advantage.
- C. If after a score the ball is not taken out from the end zone it is a turnover and taken out on the sideline of the 4-point zone.
- D. There are no back-court violations
- E. Goaltending is permitted if the ball is on its way down to the basket, has already touched the rim and can be knocked off, or on the backboard. A defensive player can block a shot by placing his hand up through the bottom of the net. No ball may be returned through the bottom of the net, result is a turnover.
- F. A defensive player cannot pull on the net or hang on the rim to disrupt a shot. Result is to score the shot as if it went in the basket and then a technical foul.
- G. There is no dunking into the basket. Result is a technical foul.
- H. Players can only hold the ball for 3 seconds without passing, dribbling or shooting. The trapper must release the ball within 3 seconds. Violations result in a turnover and taken out on the closest sideline.
- I. Players cannot hold and or dribble the ball without passing or shooting for more than 8 seconds. Result is a turnover and taken out on the closest side.
- J. Back Walls are in play.
- K. The ceiling or roof are a live ball and played as it lands.
- L. OUTDOOR OPTION: If no walls exist, a 10' End Zone will be marked and anything beyond that is considered out of bounds. If there is not 10' beyond the court, you can eliminate the End Zone or modify the game.
- M. Sidelines are out of bounds. Referee must hand player the ball after an out of bounds call.
- N. Courts with a larger distance beyond the playing court will treat a deflection or errant pass as out of bounds once the ball goes beyond the Landing Strip. Larger facilities may alter the Landing Strip distance to whatever is suitable.

- O. Teams switch baskets/goals at the start of each period.
- P. The defender can use his leg to block a pass or a shot.
- Q. Possession is changed after a score, steal, non-shooting foul or a turnover.
- R. Ball gets stuck behind the net it becomes a dead ball. Face off at the center of the court. Players are appointed by their coaches.
- P. Players can play behind the goal.
- Q. A player cannot touch or hold a loose ball that has landed on the back of the goal. Penalty is a turnover. Referee will take the ball and set up for a face up at the top of trap.
- R. If the ball hits a basket support, it is played as if a wall. If a shot at the basket bounces over the backboard it is in play.
- S. Moving picks or screens are permitted. Players arms and legs stay within the defender's body.
- T. Players cannot jump, vault, stand on or catapult on another player for any offensive or defensive advantage.
- U. Mercy Rule goes into effect if a team trails by 50 or more points after 4 periods. The 5th period shall be a 6-minute period.
- V. Every amateur player must pay annual dues to participate in any league or tournament.

Section 9 - Substitutions

- A. A substitute may enter the game during a break in action which is stopped by an official. Player must be summoned in by the official. The official has the right to refuse the substitution.
- B. Subs must sit in front of the scorer's table to be considered eligible to enter the game.
- C. Subs may not replace a foul shooter.
- D. A substitute must remain in the game until the ball is in play and touched by a player on the court, unless there is a foul called prior to.
- E. Substitute violation results in a technical foul which is given to the illegal substitute. Technical Foul Shots will be 2 shots taken by anyone on the non-technical team. Second shot is played live.
- F. If too many players have been disqualified or ejected and the team is out of subs, they will continue the game with a shortage of players until the end of the game.
- R. If there are too many players on the court while the game is in progress, the result is a technical foul. Technical Foul Shots will be 2 shots taken by anyone on the non-technical team. Second shot is played live.
- G. Player that was not checked in or did not check out will receive the technical.
- H. There is no limit to the number of subs used in a game.

- I. Subs and their replacements must be in place within 10 seconds or a technical foul will be issued to the head coach.

Section 10 – Kickoffs / Faceoffs

- A. Face off at mid court starts the game. Home team chooses the direction.
- B. One player from each team stands at opposite sides of the circle.
- C. If a face off player enters the circle before the official's whistle, a warning is issued. Second violation by the same team is a turnover and the ball is awarded to the opponent at half court.
- D. Kicker kicks from any spot in the End Zone. Kicking team players must start in the End Zone alongside their kicker and cannot release until the ball is kicked. Ball is live after it crosses the midline.
- E. If kicking team has a player cross the end-line before his kicker kicks off there is an over the line violation granted to the opposing team. One shot from anywhere and the kicking team will re-kick.
- F. If the ball does not cross the midline on the kick-off, it is awarded to the receiving team at the nearest sideline where the ball stops or at the point where the ball went out of bounds.
- G. If a kick-off goes out of bounds untouched, receiving team takes one shot from the top of the Trap. The shot is a dead ball, and receiving team maintains the ball at mid court.
- H. Receiving team on the kick-off cannot have a player across the midline until the ball reaches the midline. If the receiving player touches the ball prior to the midline, then the kicking team receives the ball at the midline.
- I. Winning team kicks off at the start of each period.
- J. If the kickoff enters the basket or A-Goal, 10 points will be rewarded to the kicking team.
- K. If the score is tied, then the teams will face off at mid court.

Section 11 - Conduct

- A. Once the game begins the officials have control of the game. Prior to the start of the game the home team is in charge.
- B. Officials have the right to assess a technical foul or eject any player, player on the bench, or coach for conduct that is detrimental to the game.
- C. Such conduct violations may be one, or any of the following:
 1. Disrespecting an official
 2. Physically contacting an official
 3. Over reacting displays of emotion towards an official's call
 4. Use of profanity, or gestures of profanity

5. A coach or player that enters the court without permission of an official
 6. Taunting of another player or an official
 7. Punching of an opponent
 8. Fighting
 9. Entering the stands other than continuance of a play
 10. Excessive celebrations
 11. Eye guarding (a hand in the face of an opponent when they don't have the ball)
 12. Cursing or making obscene gestures on the court to anyone
- D. League President has the right to ban any player or coach from the league based on detrimental conduct.
- E. Coaches ejections will be reviewed by the league office. Results can vary from a fine, suspension or removal from the league.

Section 12 – Dribbling / Traveling

- A. Offensive players can dribble the ball either by hand or by foot.
- B. The ball can be hand dribbled and then dropped to a foot dribble, only if there is one step taken in between. The ball must maintain forward progression.
- C. Foot dribbling can be switched to a hand dribble, only if there is one step taken in between. The ball must maintain forward progression.
- D. Heading the ball is permitted. Continuous heading is considered dribbling.
- E. Double dribble by hand is illegal and results in a turnover. A double dribble is any action of stopping your dribble and starting again or, dribbling the ball with two hands at a time.
- F. Double Dribble by foot is stopping your dribble and then continuing. If the foot dribble is stopped, a player may pick it up and pass or shoot providing a pivot foot is established. Placing a foot on top of the ball is considered stopping your dribble.
- G. A dribbler is allowed one step before an attempted shot or pass. Two steps, results in a turnover.
- H. A leaping player must release the ball before landing or traveling will be called.
- I. While hand dribbling, a player can establish a pivot foot. Player must release the ball before the pivot foot is lifted.
- J. Players cannot exchange a pivot foot.
- K. Offensive players cannot be the first to touch their own pass or shot, if that pass or shot does not make contact with the basket, backboard, back wall or A-Goal.
- L. A player who falls to the court cannot progress forward or, gain advantage while sliding. The player can stand up and re-establish a pivot foot then proceed to pass or shoot.

- M. If a player dives for a loose ball he/she can start a dribble and gain control, providing there is no advancement without dribbling.
- N. If a player who is holding the ball, drops or fumbles it without being touched by an opponent, it can be picked up but not advanced. If the player recovers the ball, he must establish a pivot foot and pass or shoot the ball. If not, it is considered traveling.
- O. Players can dribble the ball into and out of the trap.
- P. The dribbling player may not put any part of his hand under the ball and carry it from one point to another. The dribbler cannot bring it to a pause and then continue to dribble again.

Section 13 - Kicking

- A. An offensive player can foot dribble the ball and then kick, but the ball must be on the ground prior to the kick. The ball cannot be punted or drop kicked.
- B. Players can hand dribble then drop and roll the ball to kick, providing the player maintains forward progression.
- C. If a player is stationary while holding the ball and then drops the ball to the ground for a kick, that player must take at least two steps before kicking.
- D. Players cannot take more than one step when a transfer occurs from hand to foot, or a traveling violation will be called.

Section 14 - Delay of Game

- A. Kicking or throwing the ball away from an official.
- B. Kicking or throwing the ball away from an opponent.
- C. Preventing the ball from being put in play in a timely manner.
- D. Interfering with the ball after a foul shot.
- E. Interfering with a ball that has crossed into the out of bounds area.
- F. Not entering or leaving the floor within 10 seconds of a regular substitution.
- G. Spending more than the allotted time in a time out.
- H. Throwing the ball into the stands.
- I. Taking more than 10 seconds to shoot a foul shot.
- J. Excessive celebration.
- K. Delay of Game penalty is a technical foul.
- L. Two shots for the non-technical team.

Section 15 - Timing

1. The Professional and Amateur Divisions, ages 15 and above, play 5, 11- minute periods. The Junior Division 11-14 years of age plays 5, 9- minute periods. The Rookie Division plays 5, 8 - minute periods.
2. There is no shot clock.
3. If the game ends in a tie, then Overtime begins. The clock is set at 3:30. First team to score 10 points is declared the winner. If time expires without a team scoring 10 points, then another Overtime period will begin. Both teams will reset their scores and play until someone reaches 8 points. Each team must have at least one possession.
4. The clock is set at 3:30 for Overtime.
5. Overtime starts with a face off at center court.
6. Playoff Overtime will follow the same Overtime rules as above.
7. 2 minutes will be permitted between periods.
8. Teams are permitted 20 seconds to replace a disqualified player.
9. The game clock shall be equipped to show tenths of a second during the last minute of each period.
10. Teams have 3 seconds to inbound the ball. Shots cannot be taken from out of bounds.
11. If a shot is attempted at the sound of the final buzzer, it must be released before the buzzer sounds or it will be nullified.
12. If the buzzer shot is touched by a defensive player at the buzzer and scores, it will count. If an offensive player touches the buzzer shot the shot is nullified.
13. If there is a foul as the buzzer sounds, the period will end when the foul is penalized.
14. Each team is allowed 1 timeout per period, but 2 timeouts in the final period. Sudden Death permits 1 time out per team.
15. Timeouts cannot be carried into the next period.
16. Timeouts are 60 seconds.
17. If a team is out of timeouts and a player or coach calls one, a technical foul is granted to the opposing team. The technical foul is charged to whoever called time out. Two shots for non-technical team. Second one is a dead ball.
18. Timeouts may be called only by the offensive team while the ball is in play. A defensive timeout may be called while the offensive team is inbounding the ball, or in between foul shots. Offensive team can call a timeout during an inbounding.
19. Teams cannot call a timeout after a timeout if the ball has not been put in play. Violation is a technical foul, 2 shots and the second one is a dead ball.

20. Only players on the court can call a timeout during play. If the whistle blows a coach may call a timeout. After a score, a coach or player may call a timeout.
21. Clock stops at fouls, foul shots, injuries, timeouts and balls out of play. Restarts when in bounded and touch by a player on either team.
22. After a timeout, the ball is spotted at the nearest sideline. The location is determined by the spot of the ball when a timeout was granted.
23. If a player is injured and the team does not call time out, play will continue until a break in the action. If the officials deem an injury serious or life threatening, then the game will stop immediately and resume when conditions are safe.

Section 16 - Officials

- A. All officials must be National Allball Association certified in order to referee an Allball game.
- B. The NAA has the right to dismiss an official based on actions detrimental to the association.
- C. Officials have the right to make decisions to protect the integrity of the game.
- D. Officials will be reviewed on an annual basis.
- E. NAA Officials are to wear official shirt with the NAA logo on the front and 1 color 3" state designation on the sleeve, number on the back, White shorts and Black Sneakers.
- F. Prior to the start of the game the officials must inspect and approve all equipment, including court, baskets, nets, goals, timers, and game balls.
- G. 2-3 officials are required for all games from the age of 10 and up.
- H. Players will not be permitted to wear any jewelry, including earrings.
- I. Officials shall not permit any player to wear equipment that in their judgment is dangerous to other players. Casts, splints, braces or guards must be padded. Equipment approval is on a game by game basis. Equipment that is designed for advantage such as height or reach will not be permitted.
- J. Head official will check the rosters of both teams 15 minutes before the start of the game.
- K. Team captains must meet with officials at the midline prior to the start of the game.
- L. Game Balls need to be supplied by the home team. Each team should have at least 5 balls for warm-ups.
- M. Officials must report any atypical or unusual incidents to the league office.
- N. If there is a difference of opinion between officials, a conference is required to re-enact the play and make the correct call.
- O. If, both teams commit a foul at the same time, the fouls are counted. Then a face off at the midline between the two.

- P. When a foul or violation occurs, the official will blow his whistle to stop the play. Indicate the violation and the number of the player that committed the foul. If no foul shots are required, then the spot of the inbound will be provided.
- Q. If there is inadvertent whistle, play stops and the ball will be brought to the nearest sideline for a throw in.
- R. If a player suffers a laceration or a wound where bleeding occurs, the officials should suspend the game and allow 60 seconds of treatment. After that time the player must be removed if the laceration cannot be brought under control.
- S. Referees will have an annual membership fee to officiate in NAA games.
- T. A referee cannot officiate any league game that he is a registered player in.

Section 17 - Scorekeeping

- A. An official scorer will be designated before the start of each game.
- B. Scoreboard operator will work with the lead official to coordinate the game clock.
- C. If a scoring mistake occurs, it must be corrected as soon as possible. Scoring errors can be fouls, points, time outs, etc.
- D. Scorers must keep track of all players points, fouls, minutes, attempts, turnovers, blocks, assists, etc.
- E. Scoreboard operators will maintain the time, score, and fouls.
- F. Scoreboard operators will sound the horn at the end of each period and whenever a substitution is made.
- G. If the horn sounds while the ball is in play, the play will continue, and the official must use his judgment in allowing play to proceed.
- H. If Team A accidentally scores for Team B the points will count for Team B and the closest Team B player will be credited with the score.

Section 18 - Fans

1. Fans attending a game have no right to enter the court at any time while the game is being played.
2. Any fan entering the court will be removed from the building.
3. Fans that endanger the well-being of anyone on the court, or in the stands will be subject to arrest.
4. Any fan that throws an object or disrupts the game in anyway will be removed.
5. If a fan interferes with the game while in progress, the game will be stopped and resume at the nearest sideline once the fan has been controlled.

6. Any fan who verbally abuses players and or coaches in a manner that the officials feel is interfering with the flow of the game will be warned by security. If the abuse continues the fan will be removed.

Section 19 - Defense

- A. The defense can double or triple team.
- B. Zone defense is permitted.
- C. Players do not need to cover an opponent at any time.
- D. There cannot be contact against the trapper while he/she, is in the Trap. If he/she leaves the Trap, then contact is permitted as if he/she is any other player.
- E. Incidental contact on the trapper while both players are going for a rebound is not a foul.
- F. If an offensive player makes contact with the trapper while in the Trap, the result is a foul.
- G. Defenders do not need to establish positioning for foul purposes at any time.
- H. Bumping another player is allowed.

Section 20 - Trap

- A. Players can not shoot inside the Trap.
- B. If a player leaps into the trap to shoot or pass the defense may foul the offensive player without a violation. The foul cannot be flagrant. If so, the penalty will be enforced. Holding, knocking down, or fouls of force are considered flagrant and a technical will be issued.
- C. If an offensive player releases a shot on the basket while outside the trap, but his momentum carries him into the trap, the defense cannot foul the shooter.
- D. The offensive player cannot land in the trap without releasing the ball. If the player does land, the result will be a turnover to the opposing team which will be taken out on the closest sideline.
- E. Offensive players can be in the trap to set a pick, screen, get a rebound, catch a ball off the wall, pass, or dribble but not shoot in the Trap.
- F. Offensive players have 5 seconds in the trap before they must exit. They can return once they have left the trap for one second. Violation is a turnover.
- G. All rebounds recovered in the trap must be passed out of the Trap for another scoring attempt. Any shot inside the trap that goes in is a turnover.
- H. Opponents cannot make contact with the trapper, while inside the Trap. Contact is allowed once a trapper is outside of the trap.
- I. Contact with the trapper in the trap is a foul.
- J. If the trapper is going for a rebound and incidental contact occurs, there is no foul.

- K. The trapper must have at least some portion of his body outside the A-Goal while defending a shot. If not, a goal will be awarded.

Section 21 - Face Offs

- A. A Face Off occurs when two opponents have one or both hands firmly on the ball that neither can gain sole possession without undue roughness.
- B. Face Off is held at the midline circle. Players will kick the ball on the official's whistle.
- C. Only players that are involved in the face off, can be on the outside line of the midline circle. All other players must be at least 6 feet away from the circle.
- D. Players that are facing off, can line up anywhere on their side of the circle, as long as they are not over the midline.
- E. Neither player can have their foot in the neutral zone prior to the whistle. The official will not blow the whistle until the zone is clear.

Section 22 - Out of Bounds

- A. A player is out of bounds when he is touching the ball and any part of his body is in contact with the sideline.
- B. The ball out of bounds is determined by the last player to touch it. Result is a turnover.
- C. If opposing players both touch the ball as it goes out of bounds it will be deemed a face off.
- D. When a ball is out of bounds it is turned over at the spot where it went out of bounds.
- E. If an Offensive or Defensive player runs out of bounds to gain an advantage or for any other reason, they cannot be the first to touch the ball when they return to the court. Result is a turnover.
- F. If the player is forced out, then Rule 22-E does not apply.

Section 23 – Inbounding

- A. After a score, non-scoring team must take the ball out from the end zone. It must be passed in. It cannot be dribbled or kicked in. Each in-bounder will have 3 seconds to get the ball in.
- B. In-bounder can run the sideline from midline to end line as long as the ball is thrown in within 3 seconds.
- C. In-bounder cannot step on the court over the boundary line before the release of the ball. At least one foot must be in the End Zone or on the sidelines.
- D. If the inbound pass lands out of bounds before touching another player, it will be returned to the original throw in spot and turned over to the opposing team.
- E. In-bounder can hand the ball to a teammate to inbound the ball.
- F. A teammate can switch spots with an in-bounder provided that, they receive the ball out of bounds via a handoff or a pass. A wall pass, or bounce pass is permitted.

- G. Defender must give the offensive player 3 feet on an inbounds pass. If not, a warning is given. Second time results in a technical foul.
- H. In-bounder cannot be the first player to touch the inbounds pass. PENALTY: Loss of possession.
- I. In-bounder cannot leave the playing surface to gain an inbounding advantage. PENALTY: Loss of possession.
- J. Inbound locations will be on the sidelines at the top of the trap lines, or the midline on either side of the court.

Section 24 - Positions

- A. Trapper-the player that guards the A-Goal. The trapper is untouchable in the trap area. Once the trapper leaves the Trap, he/she is treated as any other player.
- B. Wing-the player that is primarily responsible for scoring. Typically playing alongside the Point.
- C. Point-the player that brings the ball up and directs the offense.
- D. Safety-defensive player that defends the end line.
- E. Guard-defensive player the defends the Point.
- F. Receiver-offensive player that plays in the end zone.

Section 25 - League Age

- 1. A player's age is determined by their calendar year. Example; 5/21/2000 in 2019, would be a 19-year old player.
- 2. All players can play in older age divisions.
- 3. A player cannot play in a younger age division without league permission.

Section 26 - Bench

- A. 3 Coaches, 1-Head Coach and 2 Assistants are permitted on the bench.
- B. Coaches must wear matching team shirts in color and coordinating with team uniform.
- C. Coaches position can be on the sideline from their bench to the mid court line during live action. Anything else will result in a technical foul.
- D. There may be one trainer on the bench.
- E. Team official scorer must sit at the scorer's table.
- F. Only players on the roster are permitted on the bench

Section 27 - Rosters

- A. Teams will have a minimum of 10 players and a maximum of 12 on their rosters.

- B. Rosters can be changed during the calendar year. All players that are replaced must be registered with the NAA. League rosters will be frozen once a team has played 50% of their regular season games.
- C. Teams are permitted two captains to represent the team.
- D. Amateur players are required by the NAA, to pay an annual membership fee to be eligible to participate in the NAA.
- E. All players must be registered by the NAA to participate in any league or tournament.
- F. Players that are released will be eligible to play for any other team, providing their membership is in good standing and the frozen roster deadline has not passed.
- G. Members that allow a non-member to use their ID Number will be suspended from the NAA for one year.
- H. All coaches must be approved by the NAA.
- I. Coaches are required to pay an annual membership fee to the NAA.
- J. Teams are required to send all roster changes to NAA Headquarters for approval.
- K. Registered players and coaches will have a NAA Membership Card.
- L. Referees will check each members ID Card prior to each game.
- M. Roster changes for tournaments must be finalized before the start of the first scheduled game. Once the tournament has begun there will be no roster changes allowed.

Section 28 - Fines

- A. Technical Fouls...TBD
- B. Ejections...TBD
- C. Misconduct...TBD
- D. Illegal Rostering...TBD

Section 29 - (NAA) ALLBALL Divisions

- A. **Allball Rookie Division**.....Players age 5-10
- B. **Allball Junior Division**.....Players age 11-14
- C. **Allball Varsity Division**.....Players age 15-18
- D. **Allball Adult Division**.....Players age 18 and over
- E. **Major League Allball**.....Professional Players 18 and over
- F. **Allball Silver Division**.....Players age 40 and over
- G. **Allball Golden Division**....Players age 55 and over
- H. **Women's Allball Rookie Division**...Players age 5-10

- I. **Women's Allball Junior Division**.....Players age 11-14
- J. **Women's Allball Varsity Division**....Players age 15-18
- K. **Women's Allball Adult Division**.....Players 18 and over
- L. **Women's Major League Allball**.....Professional Players 18 and over
- M. **Women's Allball Silver Division**.....Players age 40 and over
- N. **Women's Allball Golden Division**.....Players age 55 and over

Section 30 – Protests

Only rules can be protested. Official's judgment calls cannot be protested. When filing a protest, the official must sign both scorebooks and list the rule in protest.

The protest must then be reported to the league or tournament director. If the protest is granted, the game is replayed in its entirety.

Section 31 – Playoffs

- A. **Playoff Tie Breakers**...1. Head to Head
- B. **Playoff Tie Breakers**...2. Best record within the division
- C. **Playoff Tie Breakers**...3. Best record within the conference or league
- D. **Playoff Tie Breakers**...4. Best record vs. common opponents outside of the division
- E. **Playoff Tie Breakers**...5. Best record based on strength of schedule
- F. **Playoff Tie Breakers**...6. Least points given up in a season based on average per game
- G. **Playoff Tie Breakers**...7. One game playoff
- H. Playoff schedules cannot be altered unless league approval has been granted.
- I. Forfeiting a playoff game will result in a 1-year suspension of the coach from the NAA.

Section 32 - ALLBALL: Terms and Definitions

A-Goal-The name of the goal in Allball

Allball-Name of the game

Allballer – The name for a player that plays Allball

Back Trap Pass-A pass behind the A-Goal

Back Wall-Wall at the back of the court on both ends

Bonus-A foul shot for each foul over the 8 per team per period limit.

Bowling Pass-Rolling the ball to your teammate

Carrier-Player who brings the ball up and directs the offense

Danny Quattro-4 point shot

Deuce-2 point shot

Dime-10 point shot

Double Dribble-Bouncing the ball with two hands, or starting your dribble after it has been stopped

Drop Kick-Holding the ball then dropping it to the court and kicking it

End Zone - The area on the court where points can be scored via a pass. End Zone is found at both ends of the court. Also, the area to in-bound the ball after a score

EZP-Pass to a receiver in the End Zone.

Full Count - 5 point shot

Gap Line D- Zone Defense along the center of the trap. Defenders are spread wide leaving a gap in between each other.

Goaltending-Blocking or deflecting a shot that is on the way down into the basket.

Guard-defensive player the defends the Point

Hard Ten-10 point pass attempt

Illegal Roster-Having a player on your bench or on your roster that is not registered with the NAA.

In For a Landing-Completed pass to a receiver.

Man to Man-Defense where each player is covered by one player

Neutral Zone-Area kept clear during a face-off

Nickel -5 point shot

Offensive Foul-Aggressive move against a defender

Over the Line-Kicking team player crosses the end-line before the ball is kicked

Point-the player that brings the ball up and directs the offense

Press-Full court defensive pressure

Receiver-offensive player that plays in the end zone

Safety-defensive player that defends the end line

Scoring Zone-Designated zone to score various points

Scoring Line-The line that separates each scoring area

Side Ball - Ball thrown in from the sidelines that was deflected out of bounds or turned over to an opponent.

Sixers-6 point shot

Sudden Death – Equal possessions by both teams at the end of a tie game.

Trapper-Player who guards the A-Goal

The G – A leaping shot attempt on the Trapper.

Technical - Foul for an over aggressive play, or arguing with an official.

Timeouts-A break in action called by a particular team

Traveling-Player moving with the ball without dribbling

Trap-Area in front of the A-Goal

Triangle D-Zone Defense with a player at the top of the trap and a wing on each

Tri Line D-Zone Defense along the top of the trap. Defenders are 3 across in a tight formation

Wall Pass-Passing to a teammate using the back wall

Wing-Offensive player who plays on the outer portion of the offense

Yogi-8 point shot

3 Ball-3 point shot

Section 33 - Officials Calls:

5 Second Violation-5 fingers raised out front

10 Second Violation-10 fingers raised out front

2 Point Attempt-2 fingers in the air on the shot, if good both hands in the air

3 Point Attempt-3 fingers in the air on the shot, if good both hands in the air

4 Point Attempt-4 fingers in the air on the shot, if good both hands in the air

5 Point Attempt-5 fingers in the air on the shot, if good both hands in the air

6 Point Attempt -6 fingers in the air on the shot, if good both hands in the air

8 Point Attempt-8 fingers in the air on the shot, if good both hands in the air

10 Point Attempt-10 fingers in the air on the shot, if good both hands in the air

Back Foul-Place hands towards your lower back

Charging Foul-One hand on your head with elbow leading forward

Double Dribble-Moving hands up and down in an alternating manor

Elbow Foul-Extend right elbow to the side

Face Off-Hands clasped together in front of your chest, arms extended

Foul in the Act of Shooting-Hack your left arm with your right hand

Foul Shot Violation-Wave both arms overhead nullifying the shot

Holding Foul-Grab your wrist with opposite hand

Over the Line-Right hand juts in an over and back motion

Punching Foul-Short left jab straight forward

Pushing Foul-2 hands extending forward

Trap Shooting Violation-Hands straight up and over to form the trap

Technical Foul-Hard T made with both hands

Timeout-Hands on shoulders

To Stop the Clock-Blow the whistle

Traveling-Rotation of both arms in front of your chest

Tripping Foul-Right leg kicking the left shin

Violation-Arms straight out to the sides