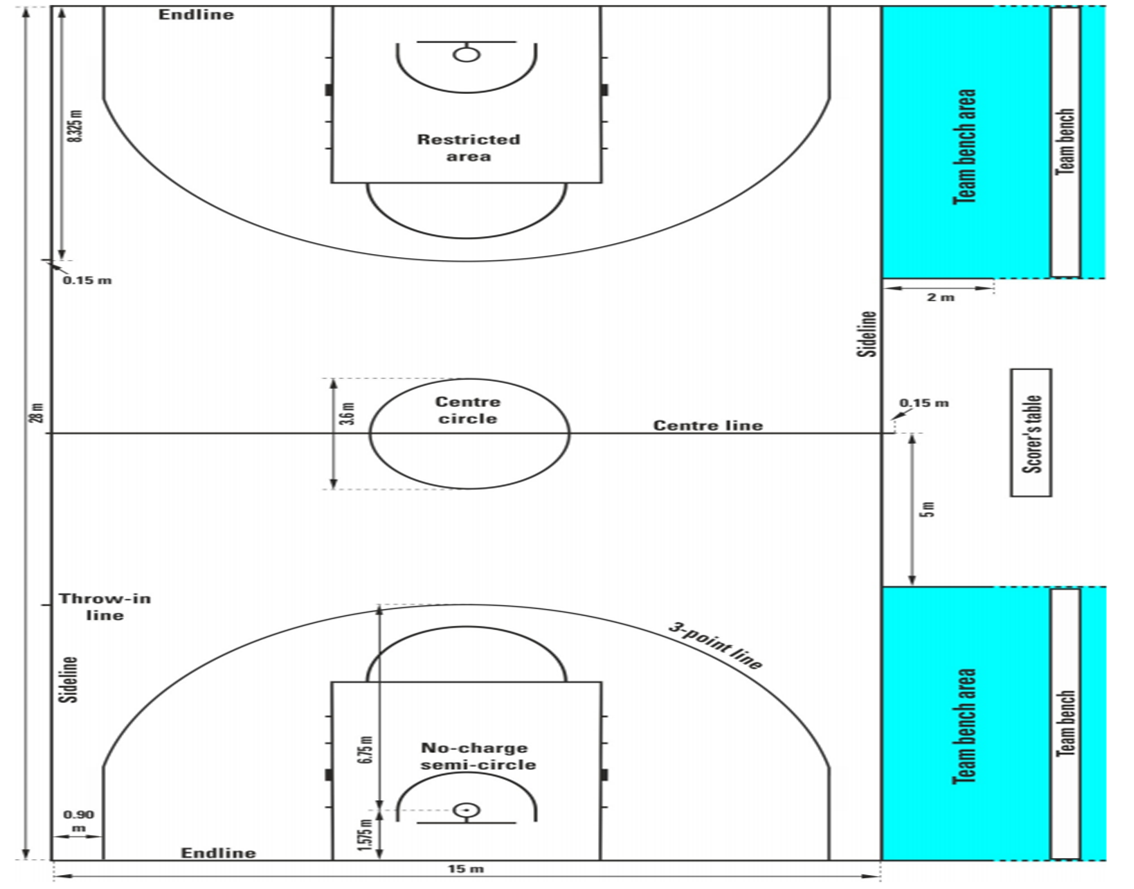
# **Court Dimensions:**

1. Court Length = 94' x 50' (28.65m x 15.24m).
2. Size of Lane = 19’ x 16’ 8" (5.7912m x 5.08m).
3. Rim Height = 10’ (3.05m).
4. No Charge Zone Arc = 4.1’ (1.25m).
5. Center Circle Diameter = 11.81’ (3.6m).
6. **Three-Point Arc Dimensions:**
   1. *Arc Radius/FG Distance from the basket:*
      1. Top of the arc = 22’ 2”.
      2. In the corner = 21’ 8”.
      3. Minimum distance from sidelines = 4’ 1”.



# **Ball Dimensions:**

1. Circumference = 74.9-78 cm (29.5-30.7").

# **Timing Rules:**

1. Duration of the game is 4 10-minute quarters.
2. The length of halftime is 15 minutes.
3. Rest Time Between 1st / 2nd and 3rd / 4th Periods**=**2 minutes.
4. **The shot clock is 24 seconds:**
5. When play resumes with less than full amount on shot clock (e.g., defense taps ball out-of-bounds), shot clock does not start until team establishes control inbounds.
6. The shot clock is not reset on a double foul or an alternating possession situation when the same team retains possession.
7. After an offensive rebound, the shot clock reverts to 14 seconds
8. The shot clock resets when the shot is released or the FG attempt hits rim.
9. The shot clock is reset after most fouls (personal or technical).
10. *The shot clock will reset to 14 seconds (instead of 24) after any of the following occur:*
    1. an offensive rebound of an unsuccessful field goal or free throw attempt which contacted the basket ring.
    2. a loose ball foul is called on the defensive team in the sequence immediately following an unsuccessful field goal or free throw attempt which contacted the basket ring.
    3. the offensive team gains possession after the ball goes out of bounds in the sequence immediately following an unsuccessful field goal or free throw attempt which contacted the basket ring.
11. The back violation occurs after 8 seconds; Count is not reset if ball is deflected out of bounds by defense or if possession is retained because of an alternating possession throw-in.
12. The game clock stops after a successful FG during the last 2 minutes of the 4th period and any overtime period.
13. When play resumes with less than full amount on shot clock (e.g., defense taps ball out-of-bounds), shot clock does not start until team establishes control inbounds.

## **Overtime Formats:**

1. **Format #1:**
   1. The first format will be a 4v4, with the center (or tallest player on the team) being a “goalkeeper” of sorts by having them stay in their key/lane at all times.
   2. *Periods are 5 minutes in duration, but will also end when a team manages to score 21 points:*
      1. There are no overtime periods during the preseason & the Summer League.
      2. There is a max of 1 overtime periods of this format per game during the regular-season & postseason.
2. **Formats #2-3:**
   1. *The 2nd format resembles the 3-point contest from the all-star break:*
      1. Teams will attempt 5 alternating attempts (i.e. only a max of 5 players may shoot).
      2. There are only 3 shots per player (1 at the top of the 3-point arc, & 1 in each corner).
      3. Each successful shot will be worth 1 point.
      4. The player must start from either corner & have only 24 seconds to attempt all 3 shots.
   2. *The 3rd format resembles a penalty shot from ice hockey:*
3. Only a max of 5 players may shoot.
4. Only the player and “goalie” may be on the floor.
5. The tallest player on the team (i.e. a “goalie”) may not leave the key at any time.
6. There is only one shot per player.
7. The player must start from half court & has only 24 seconds to attempt either a layup or a dunk.
8. Each successful attempt will be worth 1 point.
   1. *For Both Formats:*
      1. Whichever team has the most points after the 5 tries, or after one team gains an insurmountable lead, will be the winner.
      2. If the teams are still tied after 5 attempts in the postseason, teams play multiple rounds until one team scores, which wins it.

# **Gameplay Rules:​**

1. **Players are limited to 5 fouls (any combination of personal and technical):**
   1. All fouls involving contact, even when play is stopped, are personal fouls.
2. **Bonus Free Throws:**
   1. *a team is "in the bonus" after either of the following occurs:*
      1. 4th team foul per quarter (2 FTs).
      2. 2nd team foul in the last 2 minutes of the quarter.
   2. Team fouls include all personal fouls and player (not coach) technical fouls.
   3. Extra periods are extensions of the 4th quarter.
3. **Technical Foul** = 1 free throw and possession of the ball at center.
4. **Jump Ball = Yes:**
   1. On all held ball/jump ball situations during the game, play resumes with a (tossed) jump ball.
   2. If the offense retains possession after a jump ball, the clock is reset to 14 seconds or remains the same if there were more than 24 seconds on the clock.
5. **Legal Alley-Oop** = Yes.
6. **Touch Ball On/Above Cylinder = Yes (Once the ball touches the rim or backboard, it's fair game):**
   1. Any player(s) can reach up and swat it away or tip it in.
   2. All players are prohibited from touching the ball on its downward flight toward the basket before it hits the rim if it still has a chance to enter the basket.
   3. Reaching through the basket to play the ball is also a violation.
7. **Closely Guarded For 5 Seconds**= Yes (While holding or dribbling the ball within 3' (1m) anywhere on the court; not a combination of both).
8. **Number of Referees** = Three (3).
9. **3-Point Shot (Status Change):**
   1. Once a 3-point shot has been released, if the ball is touched by any player in the 2-point area, the status of the shot changes to a 2-point shot.
   2. Note: If a shooter is fouled in the act of shooting for a 3-point goal and the shot is not successful, 3 free throws will be awarded; the status of the shot does not change the status of the shooter.
10. **Injured Player:**
    1. A 20-second timeout is automatically called and no team is charged with a time-out;
    2. Referee stops play at an appropriate time to deal with injury.
    3. If an injured player is entitled to free throws and must leave the game, the substitute shall attempt the throws.
11. **Rebounding Own Shot Allowed** = Yes (provided that the refs judge that it was a shot at goal).
12. **Ball over Backboard**:
    1. The ball is still in play if it passes over the backboard in either direction, provided it does not hit a basket support.
13. **Goaltending/basket interference:**
    1. No blocking a ball in downward flight towards the rim.
    2. Once the ball strikes the rim, any player can play the ball (i.e. swat it away or tap it in).
14. All types of zone defenses are allowed, just like in NCAA and high school basketball without the 3-second restriction in the key.
15. Once a player touches the frontcourt, that player has frontcourt status; the same applies to the backcourt. It is possible for a player to have dual status as that player progresses from the backcourt to the frontcourt, so once the player touches the frontcourt as a ball holder/dribbler, the player must continue to proceed to the frontcourt.
16. **Procedures to Initiate a Challenge:**
    1. *To initiate a challenge, the head coach must call a legal timeout in a timely manner:*
       1. For a timeout to be considered “timely”, the challenging coach must call the timeout prior to live play resuming including, for example, prior to a referee handing the ball to the thrower-in, a referee handing the ball to a free throw shooter, or a referee tossing a jump ball.
       2. Once these windows of opportunity have closed, any subsequent timeout no longer will be considered timely for purposes of triggering a challenge; and, as a result, a team is no longer permitted to challenge a previous event.
    2. *Immediately after calling a timeout to initiate a challenge:*
       1. The coach shall press a button that will illuminate a blinking light positioned at the end of the scorer’s table closest to the challenging team’s bench; and
       2. After the referee approaches the head coach following the stoppage in play, the coach shall explain to the referee the specific event that he/she would like to challenge.
       3. If a team calls a timeout to challenge an event that may not be challenged, it will retain its challenge but will be charged with the timeout.
       4. If a team calls a timeout to challenge an event but does not have any timeouts remaining, it will be charged an excessive timeout, resulting in a technical foul, and no challenge review will take place.
    3. *Standard of Review:*
       1. The Replay Center will help facilitate the review, but the on-court referees will make the final determination on all reviews.
       2. For each reviewable matter (regardless of whether it is triggered by a head coach or referee), the current reviewable matters as set forth by NBA rules will apply.
       3. To overturn the call on the floor via a challenge, the visual evidence available on replay must be clear and conclusive. If the video is inconclusive, the challenge will be deemed unsuccessful.
       4. If the replay equipment is not functional or the challenged event is not captured on video, the call on the floor will stand and the challenging team will retain its challenge and timeout.

## Free Throw Rules:

1. The number of players permitted on free throw lane is 5 (3 opponents of shooter, 2 teammates).
2. Rebound places, if left vacant, cannot be used by opponents.
3. Players in rebound places may leave on release of the free throw; others must remain behind the free throw line extended and behind the 3-point line until the ball strikes the ring.
4. A violation by the free throw shooter overrides all other violations; if the free throw is successful and the shooter does not violate, all other violations are ignored and the free throw counts.
5. All players have 5 seconds to attempt the free throw.

## Timeout & Challenge Rules:

1. **Each team gets 2 time-outs in first half, 3 in second half, and 1 per extra period:**
   1. One 60-second in each of the 1st three periods, two 60-second in 4th period.
   2. All time-outs are 60 seconds in duration, & they do not accumulate.
2. All timeouts can only be called by the head coach at the scorer’s table during dead-ball situations.
3. The time-out will be granted on next play stoppage or, if requested in time, after the next field goal scored against the team that requested the time-out.
4. No time-outs are allowed once a set of free throws has started (ball at disposal of free thrower for first or only free throw).
5. **All NBA teams have 2 official challenges per game:**
   1. If the coach's challenge is successful -- that is, the ruling on the court is overturned -- then his team isn't charged with a timeout. However, if the second challenge is successful, the team retains its timeout but no longer has a challenge.
   2. If it's unsuccessful, it costs the team a timeout. A coach can't challenge any ruling if he doesn't have at least one timeout remaining.
   3. An unused challenge carries over from regulation to overtime and from one overtime period to the next overtime period, but a team out of challenges at the end of regulation does not gain a new or additional challenge.
   4. *Within these time constraints, a team’s head coach may challenge the following select NBA replay triggers:*
      1. Not reasonably certain whether a successful field goal was released or a called foul was committed prior to the expiration of the 24-second shot clock.
      2. Not reasonably certain as to which team should be awarded possession after a ball goes out-of-bounds or whether an out-of-bounds in fact occurred.
      3. Not reasonably certain whether a called common foul or called clear path foul met the criteria of a clear-path-to-the-basket foul.
      4. Not reasonably certain as to which player should attempt free throws on a called foul.
      5. Not reasonably certain as to whether the defender was inside or outside the restricted area (after the referees called a block or charge foul in the vicinity of the restricted area).
      6. Not reasonably certain whether a goaltending or basket interference violation was called correctly.
      7. *Not reasonably certain whether an off-ball foul occurred prior to any of the following:*
         1. an offensive player beginning his shooting motion on a successful field goal if the off-ball foul is committed by a defensive player.
         2. a defensive foul committed prior to the ball being released on a throw-in.
         3. the ball being released on a successful field goal or a double-foul if the off-ball foul is committed by an offensive player.
      8. Not reasonably certain whether a team had an improper number of players on the court while the ball is in play.
   5. *Referees will possess the sole and exclusive ability to initiate the following replay triggers at any point during the game:*
      1. Player altercation.
      2. Not reasonably certain whether a called foul met the criteria of a flagrant foul.
      3. A field goal is made with no time remaining on the clock at the end of any period.
      4. A foul is called with no time remaining on the clock at the end of any period.
      5. A play concludes (i) with no time remaining on the clock (0:00) at the end of any period or (ii) at a point when the referees believe that actual time may have expired in any period; and the referees are reasonably certain that the game clock malfunctioned during the play.
   6. *Referees will possess the sole and exclusive ability to initiate the following replay triggers during the final two minutes of the fourth period and at any point during overtime:*
      1. Not reasonably certain whether a successful field goal was scored correctly as a 2-point or 3-point field goal, or in the case of a called shooting foul, whether the player was attempting a 2-point or 3-point field goal; and
      2. Not reasonably certain whether the ball touched the rim and thus whether the shot clock should be adjusted.
6. **Procedures to Initiate a Challenge:**
   1. *To initiate a challenge, the head coach must call a legal timeout in a timely manner:*
      1. For a timeout to be considered “timely”, the challenging coach must call the timeout prior to live play resuming including, for example, prior to a referee handing the ball to the thrower-in, a referee handing the ball to a free throw shooter, or a referee tossing a jump ball.
      2. Once these windows of opportunity have closed, any subsequent timeout no longer will be considered timely for purposes of triggering a challenge; and, as a result, a team is no longer permitted to challenge a previous event.
   2. *Immediately after calling a timeout to initiate a challenge:*
      1. The coach shall press a button that will illuminate a blinking light positioned at the end of the scorer’s table closest to the challenging team’s bench; and
      2. After the referee approaches the head coach following the stoppage in play, the coach shall explain to the referee the specific event that he/she would like to challenge.
      3. If a team calls a timeout to challenge an event that may not be challenged, it will retain its challenge but will be charged with the timeout.
      4. If a team calls a timeout to challenge an event but does not have any timeouts remaining, it will be charged an excessive timeout, resulting in a technical foul, and no challenge review will take place.
   3. *Standard of Review:*
      1. The Replay Center will help facilitate the review, but the on-court referees will make the final determination on all reviews.
      2. For each reviewable matter (regardless of whether it is triggered by a head coach or referee), the current reviewable matters as set forth by NBA rules will apply.
      3. To overturn the call on the floor via a challenge, the visual evidence available on replay must be clear and conclusive. If the video is inconclusive, the challenge will be deemed unsuccessful.
      4. If the replay equipment is not functional or the challenged event is not captured on video, the call on the floor will stand and the challenging team will retain its challenge and timeout.

**​Substitution Rules:**

1. A "substitution opportunity" begins when the clock is stopped and the ball is dead (i.e. after a whistle or after a field goal in the last two minutes). It ends when the ball is placed at the disposal of a player making a throw-in, or placed at the disposal of a free throw shooter for the first or only free throw. One major effect of this is to prevent substitutions during free throws.
2. Either team may sub on any foul, violation, alternating possession situation or time-out.
3. **A sub for the free throw shooter must report before the free throw activity begins, and the opponents may send one matching sub provided the sub reports before the ball is at the disposal of the free throw shooter for the last free throw:**
   1. These players may enter only if the last free throw is successful.
4. **After a basket in the last 2 minutes of play, the team scored upon may initiate a substitution provided the substitute(s) request is communicated to the officials (through the scorer) before the ball becomes live after the scoring of the basket:**
   1. If the team scored upon makes a substitution, the opponents may do so also.
5. Referee’s stoppages are included as substitution opportunities.

# **Uniform Rules:**

1. **Both teams must wear their dark color uniforms during games (similar to this** [**NAL Championship Game**](https://www.youtube.com/watch?v=5gMMdVxPCN4&feature=youtu.be)**) unless either of the following occurs (i.e. mandatory “Color Rush”):**
   1. The teams share similar colors.
   2. If someone is colorblind (i.e. teams with red or green uniforms will not participate).
   3. NBA Example: Indiana Pacers vs Toronto Raptors.
2. **If that is the case, the designated home team will wear their dark color uniforms and the away team will wear either of the following:**
   1. Their lighter color uniforms.
   2. An alternative darker color uniform.

# **Season Structure:**

1. **Each team will receive premier points for entry into the postseason:**
   1. Points are now used to determine which teams will advance into the postseason. Points are being implemented in order to encourage attacking play throughout a game and to reward teams for "coming close" in losing efforts.
   2. 3 points for winning a game.
   3. 2 points for winning a game in overtime.
   4. 1.5 points for drawing a game.
   5. 0 points for losing a game.
   6. 1 bonus point for losing by 10 points (or fewer) or in overtime.
   7. 1 bonus point for scoring at least 100 points.
   8. 9 bonus points for winning the In-Season Tournament championship
   9. All teams can only have a max of 2 bonus points per game.
2. **At the end of the regular season, the team with the best regular-season record (i.e. highest point total) is awarded the Maurice Podoloff Trophy (NBA) or the “Divisional” Championship (Summer League):**
   1. For those who don't know, it echoes the practice of the top European soccer leagues in which the team with the best regular-season record is the champion, similar to the Supporter’s Shield in MLS.
   2. The NBA Maurice Podoloff Trophy winner is guaranteed home-court advantage in all rounds of the playoffs they compete in, except for the NBA championships.
   3. However, the award can just be a certificate in a frame.
   4. *Tiebreaker criteria when competitors are level on points:*
      1. The team that won the head-to-head match (if applicable) is ranked first.
      2. If this game was a draw, then the team with the more wins is ranked first.
      3. Point difference (PD) = is the number of points scored in all league matches minus the number of points conceded.
      4. Points for (PF) = is the total number of points scored by a team over the course of the regular-season.
      5. Points against (PA) = is the number of goals scored against them by their opponents over the course of the regular-season.
      6. Fewest disciplinary actions.
      7. Strength of schedule = two-third (66 2/3%) for the opponent's record and one-third (33 1/3%) for the opponents' opponents record.
      8. Total number of points scored on the road.
      9. Road point difference.
      10. Total number of points scored @ home.
      11. Home point difference.
      12. If still identical, a play-off is required.
      13. Coin toss (2 teams) or drawing of lots (at least 3 teams).
3. **The 6-game (3h/3a) preseason is an international exhibition series (similar to the NBA Global Games) that starts in the first week of October and ends in mid-October:**
   1. Teams will be allowed to choose which team that they would like to play from the following leagues:
      1. EuroLeague.
      2. National Basketball League (NBL).
      3. Chinese Basketball Association (CBA).
      4. Basketball Africa League (BAL).
      5. Teams will have with one long European/African/Asian tour (for American franchises) and one long American tour (for European/African/Asian franchises) in an alternating cycle.
   2. All NBA & G-League affiliate players must play in at least 2 games during the preseason/international exhibition games before the start of the regular season.
   3. There must be a 2-day break in between games during each tour, a 3-day break in-between tours, and another 3-day break between the end of the preseason & start of the regular-season.
   4. *Every year when the FIBA AmeriCup or FIBA Basketball World Cup are not held, the national teams will hold a series of 4 exhibition games (2 of which must be in their home country) around the world during August & September:*
      1. All of the national teams can play in any basketball arena with a total seating capacity of at least *10,000* seating capacity.
      2. All of the national team players will complete fall training with their national team.
      3. All of the national team players must be paid during the preseason while they are playing with their national team.
   5. All preseason tickets (including national team exhibitions) must not cost more than 2017 US$35 (must be adjusted for inflation).
4. **The regular-season is a 78-81 game (38-40h/38-40a/1n; including the in-season tournament) season that starts in late October and ends in mid-March:**

|  |  |  |  |
| --- | --- | --- | --- |
| *Atlantic:* | *Midwest:* | *Central:* | *Pacific:* |
| Boston Celtics | Atlanta Hawks | Dallas Mavericks | Golden State Warriors |
| Brooklyn Nets | Chicago Bulls | Denver Nuggets | Las Vegas Stars |
| Charlotte Hornets | Cleveland Cavaliers | Houston Rockets | Los Angeles Clippers |
| Miami Heat | Detroit Pistons | Memphis Grizzlies | Los Angeles Lakers |
| New York Knicks | Indiana Pacers | New Orleans Jazz | Phoenix Suns |
| Orlando Magic | Milwaukee Bucks | Oklahoma City Thunder | Portland Trailblazers |
| Philadelphia 76ers | Minnesota Timberwolves | San Antonio Spurs | Sacramento Kings |
| Washington Wizards | Toronto Raptors | Utah Flash | Seattle SuperSonics |

* 1. *The Main Regular Season (72 games; 36h/36a):*
     1. Each team plays 6 games (3h/3a) against all of the other 7 teams in their division (42 Games).
     2. Each team plays 2 games (1h/1a) against all of the other 8 teams in their conference (16 Games).
     3. Each Team plays 1 game (4h/4a) against all 8 teams from one of the two nonconference divisions (8 Games).
     4. Each team plays 2 games (1h/1a) against 1 team from each of the other 3 divisions based on the final division standings from the prior season (i.e. Atlantic #1 plays Midwest/Central/Pacific #1, etc.) (6 Games).
  2. *The NBA Cup / In-Season Tournament (6-9 games):*
     1. The NBA Cup / In-Season Tournament is a knockout cup/tournament that occurs during the regular season, similar to the WNBA Commissioner's Cup & the US Open Cup in soccer.
     2. *All 32 teams will be drawn into 4 groups of 4 within their conference based on the amount of bonus points from the previous regular season:*
        1. Bracket #1 = Teams #1-4
        2. Bracket #2 = Teams #5-8
        3. Bracket #3 = Teams #9-12
        4. Bracket #4 = Teams #13-16
     3. Beginning in early November and continuing through late November, each team will play 6 designated Group Play games on “Tournament Nights” – two games against each opponent in its group, with 3 games at home and 3 on the road.
     4. *The knockout stage will be an 8-team single-elimination bracket in December with the championship being in either of the following on Christmas Day:*
        1. A neutral-site indoor arena with at least *16,000* seating capacity used for either basketball and/or ice hockey (can be NBA, NHL, College, or none of the above)
        2. An indoor NFL / American football stadium (similar to the NCAA Final Four).
     5. *The winner of the NBA Cup / In-Season Tournament will win the following:*
        1. A 2023 $500,000 bonus for each player; this must be adjusted at least once every 3 years.
        2. 9 additional bonus points
        3. An automatic playoff bid alongside the Maurice Podoloff Trophy winners (assuming that a team doesn't win both) regardless of conference.
     6. The 2-way players will get extra days in order to play in the in-season tournament with their assigned NBA team.
     7. All games in the tournament (except for the final) will count towards the regular season (and bonus point total).

1. **All-Star Weekend:**
   1. *The All-Star Weekend is held in Mid or late January. Events will include the following:*
      1. *Thursday:*
         1. G League Dream Factory Friday Night: the events include a slam dunk contest and a 3-point shootout for the top G-League players.
      2. *Friday:*
         1. The Celebrity vs Legends Game: the game features a team comprised of retired NBA & WNBA players against a team comprised of actors, musicians, and athletes from sports other than basketball from the host city.
         2. The Rising Stars Game: the game features NBA first-year & second-year players, & G-League players (1 player per G-League team) in a USA vs the World format.
      3. *Saturday:*
         1. Slam Dunk Contest: This competition showcases the creativity and athletic ability of some of the league's best and youngest dunkers. After each dunk, or attempted dunk, competitors are awarded a mark out of 10 from five judges, giving a possible high score of 50. The usual rules of 'traveling' and double dribbling do not apply.
         2. Three-Point Contest: the league's best 3-point shooters shoot five basketballs from five different spots around the three-point line. Each shot is worth one point except the last ball of each rack (informally called 'money balls'), which is worth two points. The shooters have one minute to shoot the basketballs.
         3. Skills Challenge: the challenge pits selected players in a timed obstacle course of dribbling, shooting and passing.
      4. *Sunday:*
         1. NBA All-Star Game: the game features the best players from the NBA in an East vs West format.
      5. *New Rules for NBA All-Star &Rising Stars Games:*
         1. Teams:
            1. Format = east vs. west conferences (NBA) or USA vs World (Rising Stars), but everyone wears their team uniforms
            2. Max of 14 (NBA) or 18 (Rising Stars) players per team/conference
            3. Max of 3 (NBA) or 6 (Rising Stars) subs per quarter; no groups and unlimited subs for OT.
            4. Coaches determine which group players are assigned to.
            5. NBA = 2 main groups of 7 (NBA) or 9 (Rising stars) players each; Each main group plays 2 quarters (either 1st/2nd + 3rd/4th or 1st/3rd or 2nd/4th)
            6. Rising Stars = 4 main groups of 4 G-League players each & 1 reserve group of 2 first-year/second-year players; Each main group of G-League players will only play 1 quarter, while the NBA first-year/second-year players can play in all 4 quarters as substitutes
         2. Gameplay:
            1. 4 quarters
            2. 3v3
            3. Half court only
            4. Play switches ends for each quarter; 1st/3rd & 2nd/4th quarter court side will be determined by coin toss.
            5. The team that scores 21 points first wins the quarter.
            6. Max of 1 OT period in case of tie; 1st to 25 points wins OT.
            7. Team/conference that wins the most quarters wins home-court advantage for NBA finals.
2. **Playoffs - the post-season is a 12-team Best-of-Series tournament:**
   1. There must be a 3-day break in-between the end of the regular-season and the start of the postseason.
   2. *The 12 teams that enter the tournament are top 3 teams from each division:*
      1. The top 6 teams in each conference are ranked in order by their amount of premier points, & teams are never "reseeded".
      2. *The Postseason Play-in (i.e. four-team tournaments featuring the 3rd, 4th, 5th, and 6th seeds in each division):*
         1. The 3rd seed will host the 4th seed, with the winner of that game facing the winner of the 5v6 matchup for the final playoff spot.
         2. The 5th seed will host the 6th seed, with the winner of that game facing the winner of the 3v4 matchup for the final playoff spot.
   3. *The 1st Round (Conference Quarterfinals):*
      1. 2v3 for each division; #1 seed gets bye.
      2. The first round is a best 2-of-3 series in a 1-1-1 format.
   4. *The 2nd Round (Conference Semifinals):*
      1. 1 vs 2/3 for each division.
      2. The second round is a 3-of-5 series in a 2-2-1 format.
   5. *The 3rd Round (Conference Finals):*
      1. 1/2/3 vs 1/2/3 from each division.
      2. The final round is a 4-of-7 series in a 2-2-1-1-1 format.
      3. The lower-ranked team hosts the second 2 games, and the teams alternate between the final 3 games.
   6. *The 4th Round (NBA Championship):*
      1. The final round is a 4-of-7 series in a 2-2-1-1-1 format.
      2. The lower-ranked team hosts the second 2 games, and the teams alternate between the final 3 games.
3. **Order of Season (# of Games):**
   1. NBA preseason / international crossover (6)
   2. NBA Regular Season (78)
   3. NBA Post Season Play-In (2).
   4. NBA Postseason (13-22)
   5. Total Games = 97-108.

# **Roster & Salary:**

1. **All NBA teams must have 15 players, and all players are considered active:**
2. *All NBA teams can call up NBA-eligible players in the G-League & vice versa as many times as they choose:*
   1. However, players with two-way contracts should be considered first before other players.
3. *After the G-League regular-season (or post-season, depending on each individual team) ends, a max of 5 G-League players can be brought up to the NBA to play in the final games of the regular-season as well as participate in the first half of each post-season game, bringing the total roster to 20 players:*
   1. *These players will be the following:*
      1. The 2 players with 2-way contracts; these players won’t get any bonus.
      2. 3 players without 2-way contracts; these plyers will earn $175 for each regular season game & $250 per postseason game for every game they play in.
4. **The Salary Caps:**
   1. All NBA teams can no longer give guaranteed player contracts.
   2. *All NBA teams have a hard salary cap of $85 million per season similar to the NFL for all 15 players on the roster:*
      1. The minimum salary for all players not in two-way contracts $800,000 per season.
   3. *A hard salary cap means that all contracts which cause a team to violate a hard cap are subject to major sanctions, including any of the following while breaching salary cap rules:*
      1. 1st offense = reduction of $5 million in their salary cap for the next season.
      2. 2nd offense = reduction of another $10 million in their salary cap for the next season in addition to the previous reduction.
      3. 3rd offense = reduction of another $15 million in their salary cap for the next season in addition to the previous reductions & the voiding of violating contracts.
      4. 4th offense = reduction of another $20 million in their salary cap for the next season in addition to the previous reductions, the voiding of violating contracts, & the stripping of championships won.
   4. *Signing bonuses for drafted players is guaranteed money that's given regardless of whether the player stays or not (i.e. gets cut):*
      1. Example Contract = a basketball player right out of college signs a deal worth $22.1 million over 4 years, plus a $14.5 million signing bonus. To minimize the impact on the salary cap, the team spreads the bonus over the life of the contract, in this case, $3.625 million each year.
      2. However, all of the bonus money that was being prorated throughout the length of the contract still has to be paid if the player quits, is released, traded or waived.
5. **All Summer League rosters must consist of the following:**
   1. The recently drafted players.
   2. Players with 1 or 2 years of experience in the NBA.
   3. The G-League affiliate players.
   4. Signed free agents regardless of experience.
   5. There are no limits to each team’s Summer League roster.
   6. All players must earn at least $50 per game ($350 per season), free room & board, & $75 bonus for winning the divisional championship in addition to their regular season salaries.
   7. *2018 Example Summer League roster (Indiana Pacers):*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Pos.** | **No.** | **Name:** | **Height:** | **Weight:** | **College:** |
| F | 18 | Barnett, Jordan | 6 ft 7 in (2.01 m) | 215 lb (98 kg) | Missouri |
| G | 23 | Denzel-Dyson, Demetrius | 6 ft 5 in (1.96 m) | 200 lb (91 kg) | Samford |
| G | 15 | Gray, Rob | 6 ft 1 in (1.85 m) | 185 lb (84 kg) | Houston |
| G | 17 | Hicks, Stephan | 6 ft 6 in (1.98 m) | 215 lb (98 kg) | Cal State Northridge |
| G | 3 | Holiday, Aaron | 6 ft 1 in (1.85 m) | 185 lb (84 kg) | UCLA |
| G | 1 | Hornbeak, Je'lon | 6 ft 3 in (1.91 m) | 190 lb (86 kg) | Monmouth |
| F | 24 | Johnson, Alize (NBA) | 6 ft 9 in (2.06 m) | 212 lb (96 kg) | Missouri State |
| F | 7 | Johnson, Omari | 6 ft 9 in (2.06 m) | 220 lb (100 kg) | Oregon State |
| F | 22 | Leaf, T. J. | 6 ft 10 in (2.08 m) | 230 lb (104 kg) | UCLA |
| G | 30 | Mooring, Jovan | 6 ft 2 in (1.88 m) | 195 lb (88 kg) | UNLV |
| G | 11 | Nwamu, Ike | 6 ft 5 in (1.96 m) | 205 lb (93 kg) | UNLV |
| G | 32 | Reed, Davon | 6 ft 5 in (1.96 m) | 208 lb (94 kg) | Miami (FL) |
| F/C | 11 | Sabonis, Domantas | 6 ft 10 in (2.08 m) | 252 lb (114 kg) | Gonzaga |
| F | 21 | Sam, Jared | 6 ft 10 in (2.08 m) | 210 lb (95 kg) | Southern |
| G | 5 | Sumner, Edmond (NBA) | 6 ft 5 in (1.96 m) | 188 lb (85 kg) | Xavier |
| F | 25 | Thibodeaux, Travin | 6 ft 8 in (2.03 m) | 242 lb (110 kg) | New Orleans |

**﻿NBA Draft Structure:**

1. **The NBA Draft takes place in the last Thursday of June and lasts for three (3) rounds:**
   1. Round #3 will be used for players not eligible to play immediately in the NBA, but eligible to play in the G-League (i.e. replacing the NBA G-League draft).
2. **All potential players must be at least 21 years old and meet the following requirements in order to become eligible to play in the NBA:**
   1. *Options to skip collegiate basketball:*
      1. Playing at least 3 years in the G-League.
      2. Playing at least 3 years of international basketball (for foreign players & domestic players skipping college by signing with an international team only).
   2. *Options to skip the G-League entirely:*
      1. Playing at least 3 years of collegiate basketball.
      2. Playing at least 3 years of international basketball (for foreign players & domestic players skipping college by signing with an international team only).
   3. *Options combining Collegiate & Professional Play:*
      1. At least 1 year of collegiate & 2 years of professional basketball either domestically (i.e. G-League) and/or internationally.
      2. At least 2 years of collegiate & 1 year of professional basketball either domestically (i.e. G-League) and/or internationally.
      3. Junior college players are eligible to be drafted once they complete their 2-year degrees, but they must play in the G-League for at least 1 year.
   4. *All potential players must be at least 18 years old and have a high school diploma or GED in order to be eligible to play in the G-League:*
      1. All players must spend at least 1-3 years in the NBA G-League and/or any international basketball league in order to be able to be moved up to the NBA.
      2. All players without college degrees must play the same number of years that they are skipping in college to play professionally in either in 1) the G-League or 2) an international basketball league (ex: a sophomore leaving college must play at least 1 year in the G-League while being enrolled in an accredited accelerated education program).
   5. All college players who declare for the draft and are not drafted remain eligible for college basketball unless & until they sign a professional contract.
3. **Order of 1st Round Draft Picks:** 
   * 1. The selection order for the first round is based on each team's amount of bonus points in the previous season & whether the team reached the playoffs.
     2. Teams that did not reach the playoffs the previous season are ranked in reverse order of their records (so the team with the fewest wins is awarded the first selection).
     3. Ties between teams with identical records are determined by the following tiebreakers (in order): strength of schedule and a pre-draft coin flip.
     4. Non-playoff teams (1-20)
     5. Eliminated in the Conference Quarterfinals (21-24)
     6. Eliminated in the Conference Semifinals (25-28)
     7. Eliminated in the Conference Finals (29-30)
     8. NBA Runner-up (31)
     9. NBA Champion (32)
4. **The selection order for the 2nd & 3rd rounds is based on a lottery selection:**
   1. 32 ping-pong balls numbered 1 through 32 will be placed in a lottery machine.
   2. All 32 balls are placed in the lottery machine and they are mixed for 20 seconds; then the first ball is removed.
   3. The process repeats until all teams have been assigned a pick.
5. All draft picks can be traded.