# **How to Start an USBL Franchise:**

1. **The costs to join the USBL are the following:**
	1. A one-time $4,000,000 fee.
	2. A one-time $90,000 fee & a $5,250 annual league fee until the $4,000,000 fee has been reached.
2. **However, only the following ownership types are acceptable for both the “professional” & semi-professional teams:**
	1. A group of no more than 32 people per franchise, with one holding a minimum 30% stake (may be a religious group and/or non-profit organization).
	2. *A publicly owned, non-profit corporation with a 5-member committee appointed by the board of directors*:
		1. No one is allowed to hold more than 200,000 shares.
		2. A share must cost at least $75 but no more than $350 2020 US dollars. all stocks do not include an equity interest, do not pay dividends, cannot be traded, and has no protection under securities law.
		3. *Shareholders receive nothing more than the following:*
			1. Voting rights (i.e. electing the board of directors and a 7-member executive committee that represents the team at league meetings).
			2. An invitation to the corporation's annual meeting.
			3. A 25% discount on official team merchandise & an opportunity to purchase exclusive shareholder-only merchandise.
			4. Some season-ticket purchasing privileges in the form of a 10% discount on all plans.
	3. *A City and/or County Government as a 501(c)(6) mutual-benefit nonprofit corporation:*
		1. A City and/or County Government that owns an USBL team can also sell shares/stocks in order to raise funds for the team.
		2. The same rules for shares/stocks listed above for publicly owned/non-profit corporations will also apply, except that the governmental entity will appoint 1 member each to the 1) board of directors & 2) 5-member executive committee that represents the team at league meetings.
	4. *People are allowed to invest in the league itself in order to help bailout teams if they cannot support themselves financially:*
		1. As a result, all teams may have no more than 25% of the ownership rights go to the league.
	5. All teams are required to release their financial balance sheet every year.
3. **In addition, all USBL teams must have an arena with all of the following:**
	1. A Combined Statistical Area or Metropolitan Statistical Area (MSA) of at least *250,000*.
	2. At least *8,000* total seating capacity
	3. Locker rooms with showers for both teams and officials.
	4. PA system and scoreboard.
	5. The ability to sell tickets and concession.
4. **All cities can have no more than 2 professional and/or 3 semi-professional football teams within their entire Metropolitan Statistical Area (MSA) or Combined Statistical Area (CSA):**
	1. Examples of Metropolitan Statistical Areas = [Dallas–Fort Worth metroplex](https://en.wikipedia.org/wiki/Dallas%E2%80%93Fort_Worth_metroplex), [Norfolk-Virginia Beach (Hampton Roads)](https://en.wikipedia.org/wiki/Hampton_Roads), [Riverside–San Bernardino (Inland Empire)](https://en.wikipedia.org/wiki/Inland_Empire) or [Minneapolis–Saint Paul](https://en.wikipedia.org/wiki/Minneapolis%E2%80%93Saint_Paul) ([Twin Cities](https://en.wikipedia.org/wiki/Twin_Cities)).

# **The Court:**

|  |  |
| --- | --- |
| *Overall Dimensions* | 200ft x 85ft (60.96m x 26m) |
| *In Between The Goal Lines*  | 178ft x 85ft (54.26m x 26m) |
| *The Key/Lane* | 19ft x 16ft (5.8m x 4.9m) |
| *The 2-Point Arc* | Width = 43.31ft (13.2m)Distance from basket = 22.15ft (6.75m), & 21.65 ft (6.6m) in corner. |
| *Corner Radius* | 28ft (8.53m) |
| *Area Behind the Goal Line* | 11ft (3.35m). |
| *Defensive & Offensive Zones* | 64ft x 85ft (19.51m x 26m) |
| *Center Zone* | 50ft x 85ft (15.24m x 26m) |
| *Center Tip-Off Circle* | 30ft (9.144m). |
| *3-Point Zones/Circles* | There are 5 "three-point zones" on a circle 23.75ft (7.24m; 724 cm) away from the basket.One is on the midline of the court.Two are 40 degrees away from the midline.The last two are parallel to the basket. |
| *Other* | There are 4 jump ball circles on the court in the center zone.The court will be made from either wood, rubber, or PVC. |



# **Gameplay Rules:**

## Diagram  Description automatically generatedThe Positions:

1. **There are 6 players on the court at any one time:**
	1. All teams are limited to a max of 16-18 players on the roster, with at least 2-3 players being goalkeepers.
2. **Point Guard (PG):**
	1. Nicknames = the one, the on guard, or the floor general.
	2. The point guard is in charge of running the offense, setting up plays, and controlling the tempo of the game (this position is similar to the quarterback position in American football).
	3. The point guard typically dribbles the ball up the court after the opposing team scores and plays around the perimeter unless they drive to the hoop to score.
	4. Point guards are usually the shortest player on a team but make up for their height disadvantage with their dribbling skills, shooting skills, passing skills, speed, and intelligence.
	5. The point guard should be a team's best ball handler, a great long-range shooter, and possess excellent court vision to pass the ball effectively and create open shots.
	6. The best point guards put their team's scoring efforts ahead of their own, which often leads to them tallying many assists.
	7. On offense, their speed and athleticism make them an offensive threat from both inside and outside the two-point line.
	8. On defense, the point guard mostly defends players around the perimeter and puts continuous pressure on the opposing point guard to disrupt their game plan.
3. **Shooting Guard (SG):**
	1. Nicknames = the two or off guard,
	2. The primary job of the shooting guard on offense is to score points.
	3. Shooting guards are often the best shooter on a team, and a good shooting guard should average at least 35-40% from behind the two-point line.
	4. Shooting guards are usually taller than point guards, excellent free throw shooters, strong, fast, and can drive to the basket in addition to taking long-distance shots.
	5. Since a good shooting guard is probably the offense's biggest scoring threat, many teams design their offense around the shooting guard.
	6. This position needs to be skilled at moving around the court without the ball to free themselves up for open scoring opportunities.
	7. Shooting guards should also have above-average ball-handling and passing skills in case they need to play back-up to a point guard.
	8. On defense, this position can fill various roles, but when their defense forces a turnover, the shooting guard should always transition back to offense as fast as possible to be available to score points.
4. **Small Forward (SF):**
	1. Nickname = the three.
	2. The small forward is usually the most well-rounded, versatile player on a team.
	3. A small forward must be an excellent ball-handler, three-point shooter, passer, and have the strength and speed to drive to the basket and score from down low.
	4. A team's offense counts on their small forward to be aggressive and draw fouls, leading to the small forward scoring many points from the free-throw line.
	5. On defense, teams rely on small forwards to defend both the arc and the rim.
5. **Power Forward (PF):**
	1. Nickname = the four.
	2. The power forward position requires speed, athleticism, and a good mid-range jump shot.
	3. This role prioritizes rebounds and defense, placing a high focus on rebounding the ball, and using defensive skill and size to set screens that allow their teammates to get an open shot.
	4. Power forwards are good passers that can hold their own in a post-up situation.
	5. On offense, their teams often rely on them to score near the basket and outside the paint.
	6. On defense, power forwards need to be quick enough to guard players closer to the perimeter and strong enough to match up with centers playing in the paint.
6. **The Center (C):**
	1. Nicknames = the five, the pivot, or the 2nd big man.
	2. The center plays close to the basket and scores most of their points off offensive rebounds or by "posting up" in the paint.
	3. The player in this role is typically the strongest and tallest (or 2nd tallest) player in the line-up.
	4. *On offense, Centers should be able to:*
		1. Score easily in the low post.
		2. Force the opposing team to double them, leaving one of their unguarded teammates open for a shot.
		3. Set screens on defensive players to open up scoring opportunities for their teammates.
	5. On defense, the center's primary responsibilities are using their size and strength advantage to block shots and collect rebounds alongside the goalkeeper.
7. **The Goalkeeper (GK):**
	1. Nicknames = the six, the pivot or the 1st big man.
	2. They are usually the tallest or 2nd tallest players on the team.
	3. They're typically skilled at pulling down rebounds, contesting shots and setting screens on players. they will also contest penalty shots, depending on the circumstances.
	4. The goalkeeper is not allowed to score points.
	5. *The Goalkeeper is only allowed to be in the following areas:*
		1. The key/lane.
		2. Anywhere in the 2- point arc.
		3. Anywhere in behind the goal line, except the trapezoid.
	6. As a result, the range of players used in the position are relatively slower but much taller "back to the basket" players. Like Centers, they're usually over 6 feet 8 inches (2.03 m) tall.[13]

## Ball Dimensions (FIBA Rules):

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

## Timing Rules:

1. Duration of the game is three 15-minute periods.
2. **Overtime periods are 5 minutes in duration:**
	1. There is a max of 2 overtime periods per game during the regular-season.
	2. There are no limits for overtime periods during the postseason.
3. The length of the breaks in between the periods is 10 minutes.
4. **The shot clock is 35 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 24 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 24 seconds (instead of 35) 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 backcourt violation occurs after 12 seconds:**
	1. The 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 3rd 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.

## Advancing the Ball:

1. **The ball may be struck in such a way that it contacts one or more walls without penalty or stoppage:**
	1. If the ball flies over the walls or contacts the ceiling, play is stopped and the team opposing the one that most recently touched the ball is awarded a throw-in at the location where the ball left the arena or made contact with the ceiling.
2. **Jump Ball:**
	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.
3. **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.

### Offside Rules:

1. **Once a player touches the frontcourt, that player has frontcourt status; the same applies to the backcourt:**
	1. 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.
2. All players can only play the ball outside of the trapezoid area and/or in front of the goal line.
3. If a player has the ball behind the goal line and inside the trapezoidal area for at least 3 seconds, a two-minute minor penalty for delay of game is assessed.
4. **All types of zone defenses are allowed, just like in NCAA and high school basketball without the 3-second restriction in the key with some exceptions:**
	1. Only a max of 1 offensive player & 2 defensive players (including the goalkeeper) can be in the key/lane.
	2. A 3 second restriction for the area behind the goal line will be in effect, except for the goalkeeper or any player without the ball.
	3. If a player has the ball behind the goal line and/or inside the trapezoidal area for at least 3 seconds, a two-minute minor penalty for delay of game is assessed.
5. Play will be considered *offside* if a player on the attacking team crosses the offensive blue line and into the offensive zone before the ball (unless the defensive team brings the ball into their own zone).
6. **Icing occurs when a player shoots and/or passes the ball across both the center line and the opposing team's goal line:**
	1. When icing occurs, a referee stops play if a defending player crosses enters the 2-point arc before an attacking player is able to.
	2. If the attacking player beats the defender for the puck, the icing is waved off.
	3. Play is resumed with a jump ball/tip-off in the center zone.
	4. Icing can also be waved off if, in the officials' opinion, the defending team had a viable opportunity to play the ball before crossing the goal line.
	5. After an icing, a TV timeout cannot be called.
	6. Some teams may fashion "dumping in" the puck, which is shooting the puck into the opposing team's zone, then chasing it.

## Fouls / Penalties:

1. Number of Referees = Three (3).
2. **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.
3. **If a player's team has 4 or fewer team fouls in the quarter, the team fouled gets possession of the ball:**
	1. Foul Trouble = During the track of a game, one or more players who have collected way too many fouls are said to be in “foul trouble”.
	2. All the players who have collected 6 fouls will be disqualified or eliminated from that game.
4. During an interval of play, all team members entitled to play are considered as players.
5. **A technical foul is generally given for some form of unsporting behavior:**
	1. The 1st technical fouls will result in 1 free throw and possession of the ball at center.
	2. 2 technical fouls will result in the player being ejected from the game.
6. **Flagrant fouls are the next step up the disciplinary chain:**
	1. While technicals are handed out for things that violate the spirit of the game, a flagrant usually means a player committed a physical act that is more extreme than a common foul.
	2. *A Flagrant 1 is given for “unnecessary contact,” while a Flagrant 2 is handed out for “unnecessary and excessive contact.”:*
		1. A Flagrant 1 awards the opposition two foul shots, a 5-minute power play, and the ball.
		2. A Flagrant 2 ejects the offender and gives the opposition two free throws plus possession.
	3. *There are six specific criteria laid out for a flagrant foul:*
		1. The severity of the contact;
		2. Whether or not the player was making a legitimate basketball play (e.g., whether a player is making a legitimate effort to block a shot; note, however, that a foul committed during a block attempt can still be considered flagrant if other criteria are present, such as recklessness and hard contact to the head);
		3. Whether, on a foul committed with a player’s arm or hand, the fouling player wound up and/or followed through after making contact;
		4. The potential for injury resulting from contact (e.g., a blow to the head and a foul committed while a player is in a vulnerable position);
		5. The severity of any injury suffered by the offended player; and
		6. The outcome of the contact (e.g., whether it led to an altercation).
7. **“Power Plays:”**
	1. “Power Plays” are when either team plays a man down
	2. If the opposing team score at least 5 points during this time during a 2-minute power play, the penalized player can re-enter the game.
	3. However, all 5-minute power plays must be served in full regardless of how many points the opposing team scores.

### List of Fouls / Penalties:

1. **Will not result in a “power play’:**
	1. 35-Second shot clock Violation; results in change of ball possession.
	2. 12-Second Backcourt Violation.
	3. Five-Second Violation = occurs during a throw-in when the ball is not passed by the player who is supposed to inbound the ball before 5 seconds have gone by after he or she got the ball. Usually the penalty for a five-second violation is losing of the ball from that team.
2. **Will result in a 2-minute “power play” after the 2nd total foul:**
	1. Blocking = a defensive player tries to position their body in a way to prevent the opponent from getting ahead
	2. Charging = one of the offensive team’s player runs into a defending team’s players who has already established their position.
	3. Defensive Foul = When a player practices an unnecessary or illegal contact with either the ball or away from the ball, a defensive foul is said to have been committed.
	4. Double Dribble = The offense player who dribbles the ball, stops, and then begins to dribble it again
	5. Floor Violation = an action of a player who violates the rules but doesn’t commit any foul or hinder the opponent. Usually the penalty for floor violation is a change of ball possession.
	6. Goaltending = a player illegally interferes with a shot on the rim or on a downward path to the hoop. Usually the penalty for this violation results in the shot by the offense team being assumed in and they receive a basket.
	7. Hand Check = a personal foul done by the defense team player when they either occasionally or continuously uses their hand(s) on the opponent player who has the ball.
	8. Holding = a player using their hands to interfere their opponent’s freedom of movement commits a holding fouls.
	9. Illegal Screen = a player who is setting the screen still moves when the defense team’s player makes contact with him or her. Illegal screen is a type of blocking where the defender is prevented from moving around the screen.
	10. Lane Violation = if a player enters the lane too soon at the time of a free throw, lane violation is said to have been committed. Usually the penalty for lane violation results in a turnover or the other team receives another free throw.
	11. Intentional Foul = this foul is committed by the defense team’s player on purpose to stop the clock.
	12. Offensive Foul = this is a personal foul committed by the offense team’s player. The player, who has the ball in his or her hands, charges into the defense team’s player who is standing in a stationary, defensive position.
	13. Over-the-Back = a player who jumps on and goes over the back of his or her opponent who is trying to attempt a rebound with the ball.
	14. Palming = a player who takes his or her hand under the ball and scoops it while dribbling is said to have committed the palming violation.
	15. Reaching In = when a player tries to steal the ball from the offense team’s player, the player extends their arm and hand out, making contact with the player who has the ball.
	16. Shooting Foul = when a player is fouled while in the act of shooting the ball. If the player misses the shot, he or she receives 2 or 3 free throw, depending on which shot he or she was originally taking.
	17. Traveling = The offense team’s player who has the ball and takes too many steps, anywhere on the court, without dribbling the ball is said to have committed this violation.
	18. Tripping = when a player uses his or her foot or leg to make the opponent to lose or fall during the game is said to have committed the tripping foul.
3. **Will result in a 5-minute “power play” for the 1st offense:**
	1. Elbowing = when a player swings their elbow(s) in a forceful, excessive manner. The elbowing player makes contact with the opponent at this point.
	2. Flagrant Foul = a serious contact foul where a player tries to unnecessarily and intentionally make contact during the game. Usually the penalty for flagrant foul is that the other team gets 2 free throws and the possession of the basketball out-of-bounds. And the player who committed the flagrant foul is automatically disqualified from the game.
	3. Technical Foul = any violations and misconduct which detriments the game is called a technical foul. Usually the penalty for a technical foul is a free throw to the opponent team.
	4. Unsportsmanlike Foul = any player or team that plays unfairly, unethically, and/or dishonorably is said to have committed the unsportsmanlike foul. Such fouls are usually given a penalty of a free throw to the opponent team.

## Scoring Rules:

1. All shots made inside the arc will be worth 1 point.
2. **All shots made outside of the arc will be worth 2 points:**
	1. Once a 2-point shot has been released, if the ball is touched by any player in the 1-point area, the status of the shot changes to a 1-point shot.
	2. If a shooter is fouled in the act of shooting for either a 1 point or a 2-point goal and the shot is not successful, 2 free throws will be awarded; the status of the shot does not change the status of the shooter.
3. **All shots made from any of the following locations will be worth 3 points:**
	1. *The Locations:*
		1. The 3 -point zones/circles; a player's foot must be touching any part of a circle.
		2. Outside of the blue line separating the center & offensive zones.
		3. Behind the goal line.
	2. 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.
	3. 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.
4. **Once the ball hits the rim, players can reach up and swat it away or tip it in:**
	1. 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.
	2. Reaching through the basket to play the ball is also a violation.
	3. Rebounding one’s own shot is allowed provided that the refs judge that it was a shot at goal).
5. All free throws are worth either 1 or 2 points, depending on the format used.

### Free Throw / Penalty Shot Rules:

1. **There are 2 formats:**
	1. *The 1st one is the traditional basketball free throw format:*
		1. All players have 5 seconds to attempt the free throw.
		2. This format must be used if the player that was fouled also managed to score.
		3. This format will be worth 1 point if successful.
	2. *The 2nd one resembles a penalty shot from ice hockey:*
		1. Only the fouled player may shoot.
		2. Only the player and goalie may be on the ice.
		3. The goalie may not leave the key at any time.
		4. There is only one shot.
		5. The player must start outside of the arc & has only 14 seconds to attempt either a layup or a dunk.
		6. *This format can only be used if any combination of the following applies:*
			1. The player that was fouled did not score.
			2. The player was fouled while in the act of shooting unless the plays still managed to score.
			3. The team fouled is down by at least 14 points.
		7. This format will be worth 2 points if successful.
2. **The team foul penalty is triggered when a team commits more than 4 fouls in a period:**
	1. Either 1) the 5th and/or 2) the 2nd foul within the last 2 minutes of the period (if the team had not yet reached the penalty phase in the first 8 minutes of that period; whichever comes earlier) in addition to subsequent team fouls will incur penalty free throws.
	2. All subsequent non-shooting defensive fouls committed by that team in the same quarter concede 2 free throws.
	3. All fouls committed by players count towards the team foul count.
	4. Both offensive & defensive fouls are awarded free throws.
	5. Team fouls accrue from the 3rd period on, as all overtimes are extensions of it for the purpose of team foul accumulation.
3. **The number of players permitted on free throw lane is 5:**
	1. 3 opponents of shooter, with the goalkeeper being the one closest to the basket.
	2. 2 teammates.
4. Rebound places, if left vacant, cannot be used by opponents.
5. **Players in rebound places may leave on release of the free throw:**
	1. Others must remain behind the free throw line extended and behind the 3-point line until the ball strikes the ring.
6. **A violation by the free throw shooter overrides all other violations:**
	1. If the free throw is successful and the shooter does not violate, all other violations are ignored and the free throw counts.
7. **A player who commits their 6th (and subsequent) personal foul and must remain in the game because the team has no eligible players remaining is charged with a non-unsportsmanlike conduct technical foul, with the penalty of a single free throw, regardless of offensive or defensive foul:**
	1. Likewise, a player who was the last player to commit 6 fouls is called back into the game if no eligible players remain following an injury or ejection.
	2. The player cannot be ejected for a technical foul in either situation.

## Timeout & Challenge Rules:

1. **Each team gets 1 time-out in 1st period, 2 in the 2nd & 3rd periods, and 1 per extra period:**
	1. 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 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 USBL 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 25-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 USBL 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):**
	1. 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.
	2. One major effect of this is to prevent substitutions during free throws.
	3. Either team may sub on any foul, violation, alternating possession situation or time-out.
2. **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.
3. **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.
4. Referee’s stoppages are included as substitution opportunities.
5. **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.

## Uniform Rules:

1. **Both teams must wear their dark color uniforms during games (similar to rugby or this NAL Championship Game) 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. *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.
	4. Goalkeepers must also wear a different colored headband from the other players:
		1. All other players may wear headbands, but they must be from the team’s official colors.

# **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. 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 Supporter’s Shield:**
	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 USBL Supporter’s Shield winner is guaranteed home-court advantage in all rounds of the playoffs they compete in, including the USBL 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. **Promotion & Relegation Format (once enough teams join):**
	1. The top 2 teams in each division in Level-2 / B-League will be promoted to Level-1 / A-League.
	2. The bottom 2 teams in each division in Level-1 / A-League will be relegated to Level-2 / B League.
	3. The same will apply to all of the other levels as well.
4. **The 2-game (1h/1a) preseason is a domestic exhibition series that starts in the first week of April and ends in mid-April:**
	1. Teams are allowed to choose their opponents, as each team will have 1 or 2 designated for them inside of their division.
	2. All USBL players must play in at least 2 games during the preseason before the start of the regular season.
	3. There must be a 2-day break in between games, and another 3-day break between the end of the preseason & start of the regular-season.
	4. All preseason tickets must not cost more than 2017 US$25 (must be adjusted for inflation).
5. **The regular-season is a 38-game (19h/19a) season that starts in late April and ends in early September:**
	1. Each team plays 4 games (2h/2a) against all of the other 6 teams in their division.
	2. Each team plays 2 games (2h/2a) against all of the other 7 teams in the other division.
	3. There can only be a max of 2 games per week, with at least 3 days in between games.
	4. 2023 example = Friday April 28 to September 2.
6. **Playoffs - the post-season is a 6-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 4 teams that enter the tournament are top 3 teams per division:*
		1. The top 3 teams are ranked in order by their amount of premier points, & teams are never "reseeded".
	3. *The 1st Round* *(USBL 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 (USBL Semifinals):*
		1. 1 vs 2/3 for each division.
		2. The first round is a best 2-of-3 series in a 1-1-1 format.
	5. *The 3rd Round (USBL Championship):*
		1. The second round is a 3-of-5 series in a 2-2-1 format.
		2. The lower-ranked team hosts the second 2 games.
7. **Order of Season (# of Games):**
	1. USBL preseason (2)
	2. USBL Regular Season (38)
	3. USBL Postseason (7-11)
	4. Total Games = 45-49.

# **Roster & Salary:**

1. **All USBL teams must have 16-18 players, and all players are considered active:**
	1. At least 2-3 players on the roster must be goalkeepers.
	2. Each team also has local tryouts in early March, and at least one player from the tryouts is assigned to the team.
	3. Player Numbers = any one-digit or two-digit number is acceptable (not both 0 and 00 on same team).
	4. *All USBL Teams are required to have at least 2 players that originated from within a 120mi / 193km radius of the team’s metropolitan area. Eligibility requirements include the following:*
		1. Being born inside the aforementioned limit.
		2. Residing in the aforementioned limit for at least 5 years after graduating from college.
		3. Playing high school basketball inside the aforementioned limit for at least 4 seasons.
		4. Playing college basketball inside the aforementioned limit for at least 3 seasons.
2. **The Salary Caps:**
	1. All USBL teams can no longer give guaranteed player contracts.
	2. *All USBL teams have a hard salary cap of $540,000-2 million per season similar to the NFL for all 16-18 players on the roster:*
		1. The salary range for all players drafted from college and/or international leagues is 19,000-$51,000 per season.
		2. The salary range for all players drafted straight from high school is $15,000-$25,500 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% in their salary cap for the next season.
		2. 2nd offense = reduction of another 10% in their salary cap for the next season in addition to the previous reduction.
		3. 3rd offense = reduction of another 12% 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 15% 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. Singing bonuses cannot be larger than $3,000.
		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.

**﻿****USBL Draft Structure:**

1. The USBL Draft takes place in the last Thursday of February and lasts for three (3) rounds.
2. **All potential players must be at least 18 years old and have a high school diploma or GED in order to become eligible to play in the USBL:**
	1. High school players, but only if they have graduated from high school and have not yet attended college or junior college (similar to the MLB First-Year Player Draft).
	2. All HS & college players who declare for the draft and are not drafted remain eligible for college basketball unless & until they sign a professional contract.
3. **The Order of Draft Picks for Non-Playoff teams is based on a lottery selection:**
	1. 8 ping-pong balls numbered 1 through 8 will be placed in a lottery machine.
	2. All 8 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.
4. **The Order of Draft Picks for Playoff teams:**
	* 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. Eliminated in the USBL Quarterfinals (9-10)
		5. Eliminated in the USBL Semifinals (11-12)
		6. USBL Runner-up (13)
		7. USBL Champion (14)
5. All draft picks can be traded.