



2025

OFFICIAL AUSTRALIAN BASKETBALL SHOOTERS LEAGUE RULES

**ABSL RULES &
ABSL EQUIPMENT**

Valid as of **27th September 2025**



Official ABS L Rules 2025

As approved by

ABS L Directors

NSW, Australia, 24th August 2025

Valid as of 27th Sep 2025

V1.0a

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Throughout the Official ABSL Rules the text applies equally to all genders and shall be read accordingly.

RULE ONE – THE EVENT

Article 1 Definitions

1.1 ABSL Event

An ABSL Event involves individual competitors shooting consecutive 3-point shots and free-throws in a specific time-frame. The aim is to score the highest number of points during the timed sessions.

The event is conducted by the supervisors, officials, technical delegates/directors (if present), and shooting participants.

1.2 Participants' responsibility

All participants in the event, supervisors, officials, the technical delegates/directors (if present), all shooting participants, coaches and other accompanying delegation members should play a positive role in the smooth running of the event and are expected to always demonstrate ethical behaviour. Should they become aware of an inaccuracy (correctable error) in scorekeeping as well as the timekeeping and shot clock operations, they are expected to notify the officials immediately to ensure and facilitate the error to be corrected in accordance with these rules.

1.3 Winner of an event

The shooter that has scored the highest number of points in their age/gender category at the event shall be the winner.

1.3.1 In case of a tie

If multiple shooters achieve the same highest score in a category, the winner shall be determined by the following factors, in order:

- a) The shooter with the highest combined scores from both rounds of shooting
- b) The shooter with the highest score in a 3-point round of shooting
- c) The shooter with the highest score in both 3-point rounds of shooting
- d) The shooter with the highest score in a free-throw round
- e) The shooter who registered for the event earliest

RULE TWO – COURT AND EQUIPMENT

Article 2 Half-Court

2.1 Half-Court

The half-court shall have a flat, sprung-wooden surface free from obstructions (Diagram 1) with dimensions as close as possible to official FIBA regulations of 14 m in length by 15 m in width measured from the inner edge of the boundary line.

2.2 Floor

The floor shall include the court area surrounded by a further boundary lane free from obstructions with a minimum of 1 m in width (Diagram 2). Therefore, the floor shall have dimensions of a minimum of 15 m in length and a minimum of 17 m in width.

2.3 Lines

All lines shall be marked in white or other contrasting colour, 5 cm in width and clearly visible.

2.3.1 Boundary line

The court shall be limited by the boundary line, consisting of the endlines and the sidelines. These lines are not part of the court.

Any obstruction shall be at least 1 m from the court, and 1 m from the shooting racks.

2.3.2 Free-throw semi-circles

The free-throw semi-circles shall be marked on the court with a radius of 1.80 m measured to the outer edge of the circumference and with their centres at the mid-point of the free-throw lines (Diagram 3).

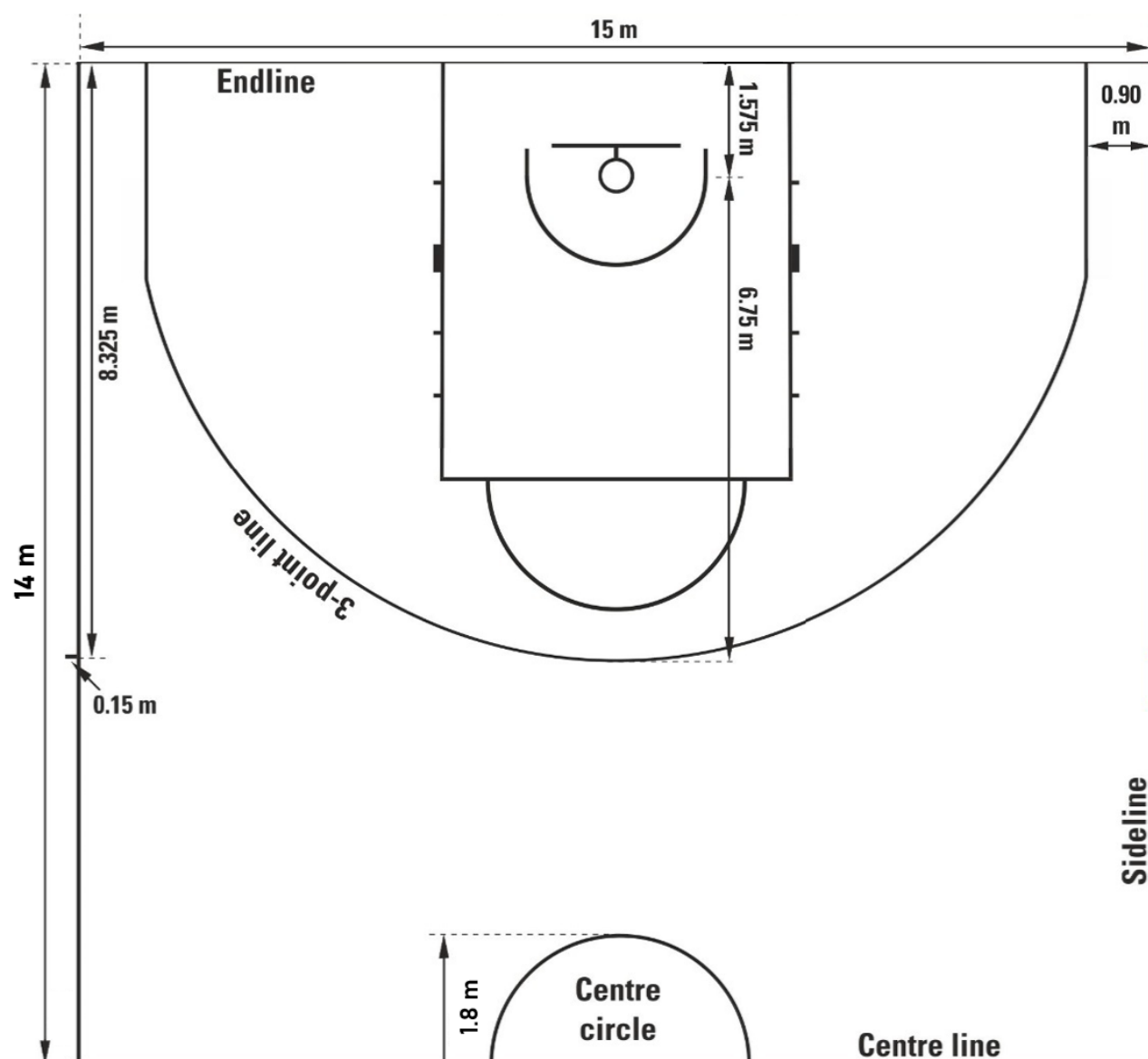


Diagram 1 Half-Court

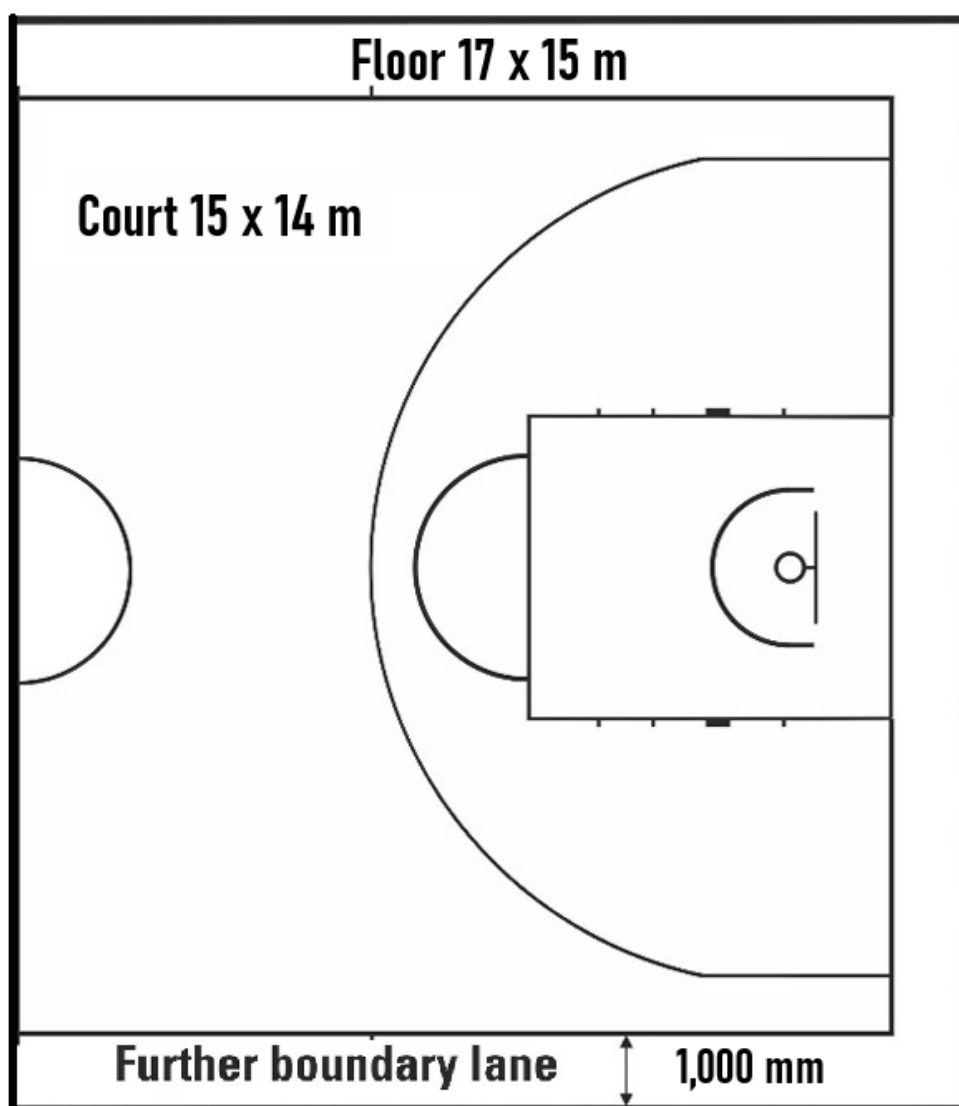


Diagram 2 Court and floor

2.3.3 Free-throw lines, key and free-throw rebound places

Although not all of these markings are entirely necessary for an ABSL event, markings should be consistent with those articulated in official FIBA rules. The free-throw line shall be marked parallel to the endline. It shall have its furthest edge 5.80 m from the inner edge of the endline and shall be 3.60 m long. Its mid-point shall lie on the imaginary line joining the mid-point of the 2 endlines.

The restricted areas shall be the rectangular areas marked on the court limited by the endlines, the extended free-throw lines and the lines which originate at the endlines, their outer edges being 2.45 m from the mid-point of the endlines and terminating at the outer edge of the extended free-throw lines. These lines, excluding the endlines, are part of the restricted area.

Free-throw rebound places along the restricted areas, reserved for players during free throws, shall be marked as in Diagram 3.

2.3.4 3-point goal area

The 3-point goal area (Diagram 1 and Diagram 4) shall be the entire half-court area, except for the area near the opponents' basket, limited by and including:

- The 2 parallel lines extending from and perpendicular to the endline, with the outer edge 0.90 m from the inner edge of the sidelines.
- An arc of radius 6.75 m measured from the point on the court beneath the exact centre of the opponents' basket to the outer edge of the arc. The distance of the point on the court from the inner edge of the mid-point of the endline is 1.575 m. The arc is joined to the parallel lines.

The 3-point line is not part of the 3-point goal area.

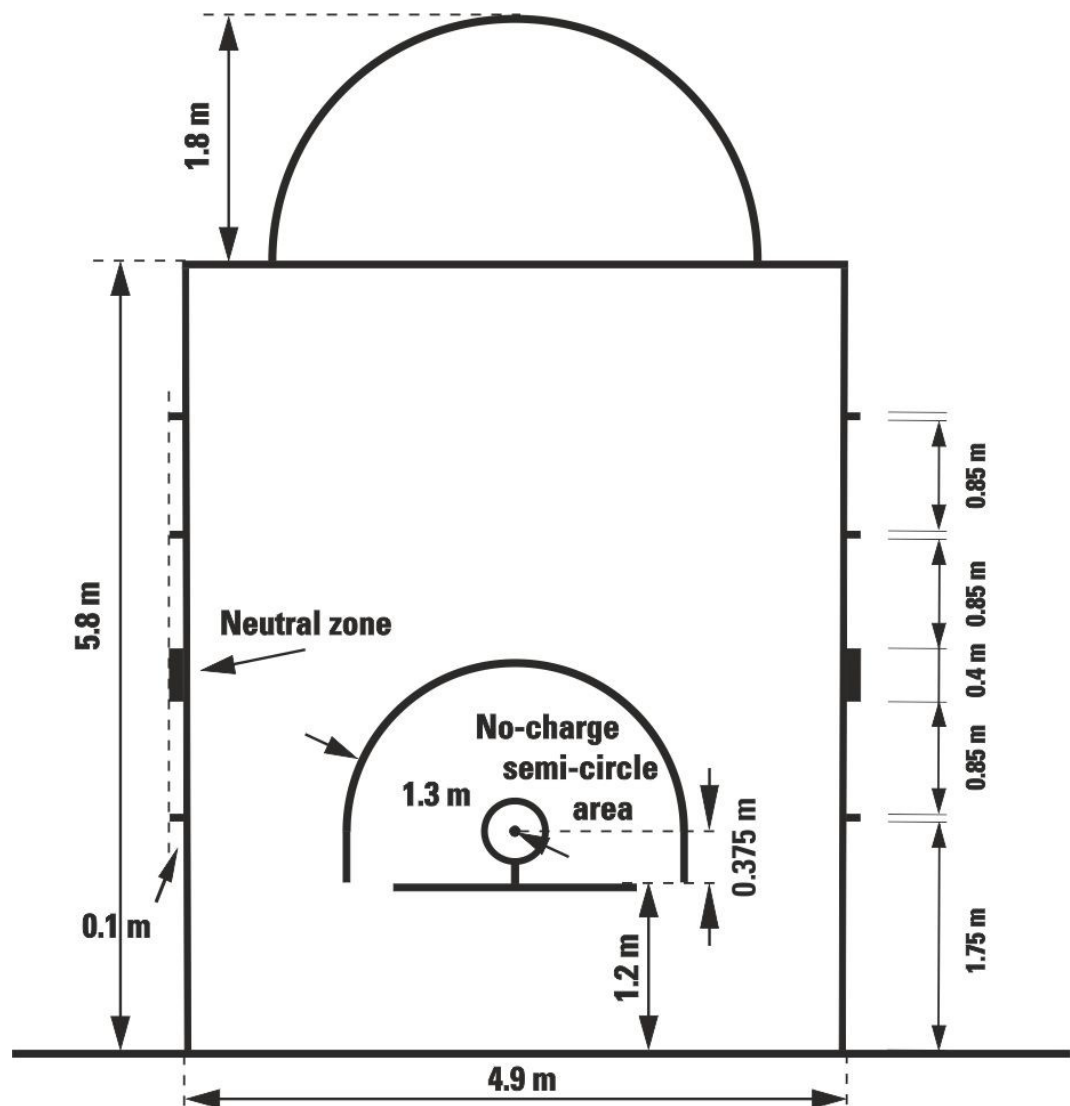


Diagram 3 - Key Area/Restricted Area

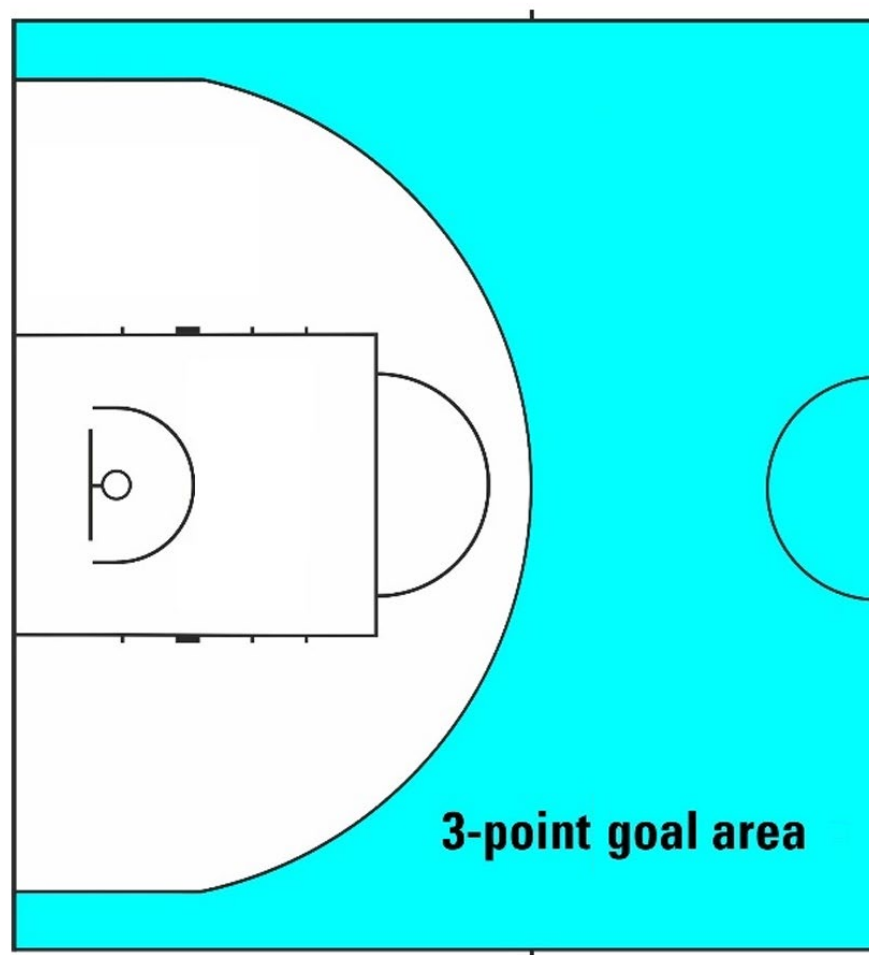


Diagram 4 3-point goal area

2.4 Position of the official's table (Diagram 5)

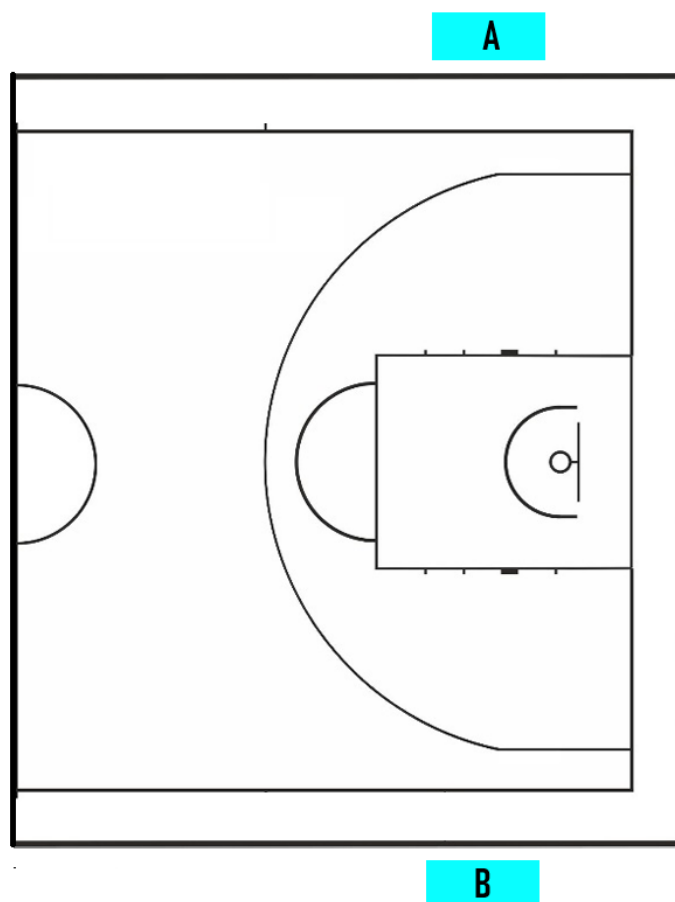


Diagram 5 - Official's Table position (A or B)

The official's table should be positioned off the side of the court area and just forward of the basketball ring, in either position A or B. The Event Supervisor or Director will decide upon the position of the official's table, taking into account the position of the scoreboard, the crowd, or other venue factors.

Article 3 Equipment

The following equipment shall be required:

- Backstop units, consisting of:
 - Backboards
 - Baskets comprising (pressure release) rings and nets
 - Backboard support structures including padding.
- Basketballs (Wilson-branded)
- Ball racks
- Basketball collection tubs
- Scoreboard
- Speakers for timer audio
- Scoresheet
- Floor
- Court
- Adequate lighting

For a more detailed description of basketball equipment, see the Appendix on Basketball Equipment.

RULE THREE – SHOOTERS

Article 4 Shooters

4.1 Definition

- 4.1.1 A shooter is eligible to participate when they have officially registered for an event.
- 4.1.2 A shooter is entitled to compete when entered on the schedule before the start of the event and as long as the player has neither been disqualified or barred from competing.
- 4.1.3 During any interval of play, all shooters entitled to compete are considered as shooters.

4.2 Uniforms

- 4.2.1 The uniform of all shooters shall consist of:
 - Shirts and shorts. If shirts have sleeves, they must end above the elbow. Long sleeved shirts are not permitted. All players must tuck their shirts into their playing shorts. 'All-in-ones' are permitted.
- 4.2.2 All shooters must wear a uniform of a team they are a member of, being either:
 - A club team
 - An association representative team
 - Another representative team (State, regional, national etc)
 - A social team
 - A school team
- 4.2.3 For shooters who are not a member of any organised team, clothing must consist of:
 - Shirt and shorts. If shirts have sleeves, they must end above the elbow. Long sleeved shirts are not permitted.
 - Clothing design must be plain, with no (or minimal) branding, imagery or advertising.
 - Shooters may wear ABSL-branded shirt and shorts if they wish.

4.3 Other equipment

4.3.1 All equipment used by players must be appropriate for the game. Any equipment that is designed to increase a player's height or reach or in any other way give an unfair advantage is not permitted.

4.3.2 Players shall not wear equipment (objects) that may cause injury to themselves or others.

- The following are permitted:
 - Upper arm, thigh or lower leg protective equipment if sufficiently padded.
 - Arm and leg garments, including undershirts and undershorts, made of compression material.
 - Headgear. It shall not cover any part of the face entirely or partially (eyes, nose, lips etc.) and shall not be dangerous to the player wearing it and/or
 - to other players. The headgear shall not have any parts extruding from its surface.
 - Knee, shoulder and ankle braces.
 - Protector covering an injured nose, even if made of hard material.
 - Non-coloured transparent mouth guard.
 - Spectacles.
 - Wristbands and headbands, maximum of 10 cm wide textile material.
 - Taping of arms, shoulders, legs etc.

Each shooter must have their arm and leg compression garments including undershirts and undershorts, headgear, wristbands, headbands and tapings of the same colour.

4.3.3 During the game a player may wear shoes of any colour combination. No flashing lights, reflective material or other adornments are permitted.

4.3.4 During the game a player may not display any commercial, promotional or charitable name, mark, logo or other identification including, but not limited to, on the player's body, in the hair or otherwise.

4.3.5 Any other equipment not specifically mentioned in this article must be approved by ABSL Directors.

Article 5 Shooters: Injury and assistance

- 5.1 In the event of injury to a shooter(s), the official may stop the shooting session. If the shooter can not continue after a short period of time (approximately 15 seconds), the round is complete and the shooter's score at the time of injury is recorded as the score for that round. (This applies to both 3-point rounds, and each individual round of 10 free-throws.)
- 5.2 Any shooter who is bleeding or has an open wound must leave the court area and attend to the bleeding. The shooter may return to the court only after the bleeding has stopped and the affected area or open wound has been completely and securely covered.
- 5.3 If the injured player or any player who is bleeding or has an open wound recovers during the session, the shooter may continue to shoot their second round. At the discretion of ABSL officials, the order of shooters may be rearranged to cater for an injured shooter's return.
- 5.4 Although an injured player can re-enter the competition to attempt their second shooting round, an injured player is not allowed to restart or re-attempt the session or round in which they were injured.
- 5.5 Under no circumstance can a shooter be replaced by or substituted with another shooter.

RULE FOUR – PLAYING REGULATIONS

Article 6 3-point session times, and general timing

- 6.1 A 3-point session time is an approximately 50-minute period in which a group of ten shooters each shoot two rounds of 3-point shooting.
- 6.2 A 3-point session begins with a buzzer sound, and the announcement that the session has begun.
- 6.3 A 3-point session ends with a buzzer sound, and the announcement that the session has ended.
- 6.4 There shall be an interval of play of 5 minutes before the first session of the day, and an interval of 10 minutes in between each session thereafter.
- 6.5 An interval of play starts:
- 5 minutes before the first session of the day
 - When the buzzer sounds for the end of each shooting session.
- 6.6 An interval of play ends:
- At the start of each session when the buzzer sounds, and the announcer states that the session has begun.

Article 7 Free-throw round timing

- 7.1 Free-throw sessions will run concurrently with 3-point sessions, with a ten-minute interval of play each hour.
- 7.2 A free-throw round for a shooter, comprises one warm-up free-throw, and ten consecutive free-throw attempts.
- 7.3 There is no specific time limit for a free-throw round, but each shooter must release the ball within 5 seconds after it is placed at the shooter's disposal by the referee.

Article 8 3-point shooting round timing

- 8.1 Each 50 minute 3-point shooting session is broken into 20 blocks of approximately 2 minutes and 30 seconds, to accommodate 20 shooting rounds: two for each of the 10 shooters.
- 8.2 Each shooter has approximately 60 seconds to warm-up. This time begins once the buzzer has sounded, ending the prior shooter's round.
- 8.3 65 seconds into the warm-up, the shooter will hear the announcement "15 seconds to start". With 8 seconds to start, the shooter will hear the announcement "Shooter, get ready". There will finally be a 4 second countdown of beeps, with three notes at the pitch of "middle c", followed by a final note of "c" an octave higher. When the final note begins sounding, the shooter's time begins, and the first ball may be picked up.
- 8.4 The shooter has 70 seconds to shoot all 25 basketballs. The last five seconds are counted down by the announcer, with a buzzer sounding at 70.0 seconds to end the round. Only balls released before the start of the final buzzer sound are counted in the score.

Article 9 Status of the ball

- 9.1 The ball can be either live or dead.
- 9.2 The ball becomes **live** when:
- During a 3-point round, the starting beep sounds.
 - During a free throw, the ball is at the disposal of the free-throw shooter.
- 9.3 The ball becomes dead when:
- Any goal or free throw is made.
 - It is apparent that the ball shall not enter the basket on a free throw – ie: it has hit the ground or a rebounding player has collected the ball.
 - The buzzer sounds for the end of the round.
- 9.4 The ball does not become dead and the goal counts if made when:
- The ball is in flight on a shot for a goal and:
 - The buzzer sounds for the end of the round
 - The shot clock signal sounds.
 - The ball is in flight on a free throw and an official intervenes for any rule infraction other than by the free-throw shooter.

Article 10 Location of a shooter

- 10.1 The location of a shooter is determined by where the shooter is touching the floor.
- While airborne, the player shall retain the same status as where that player last touched the floor. This includes the 3-point line, the free-throw line, and the lines delimiting the court area.

Article 11 How the ball is played

11.1 Definition

During the session, the ball is played with the hand(s) only and may be dribbled or shot, subject to the restrictions of these rules.

Article 12 Goal: When made and its value

12.1 Definition

- 12.1.1 A goal is made when a live ball enters the basket from above and remains within or passes through the basket entirely.
- 12.1.2 The ball is considered to be within the basket when the slightest part of the ball is within the basket and below the level of the ring.

12.2 Rule

- 12.2.1 A goal is credited to the shooter as follows:
- A goal released from a free throw counts 1 point.
 - A goal released from the 3-point goal area with an orange ball counts 1 point
 - A goal released from the 3-point goal area with a red/blue/white “moneyball” counts 2 points

Article 13 Shooter excluded by non-attendance/non-participation

13.1 Rule

A shooter may be excluded from an event if:

- The shooter is not present when their session begins.
- The shooter’s actions prevent the session from being administered.
- The shooter refuses to participate after being instructed to do so by an official.

In the event of a shooter being late to a 3-point session: ABSL officials may use discretion in allowing a shooter to participate, only if the inclusion of the shooter can be achieved in a manner that does not disrupt the flow or timing of the session or event.

RULE FIVE – VIOLATIONS

Article 14 Technical exclusion

14.1 Rules of conduct

- 14.1.1 The proper conduct of an event demands the full and loyal cooperation of the shooters, coaches, delegation members and officials.
- 14.1.2 Each shooter shall do their best to secure victory, but this must be done in the spirit of sportsmanship and fair play.
- 14.1.3 Any deliberate or repeated non-cooperation or non-compliance with the spirit and intent of this rule shall be considered as a technical exclusion, meaning the shooter is excluded from the current 3-point round or the current free-throw round.
- 14.1.4 If a technical exclusion is issued, an ABSL Director/Event Supervisor should be informed immediately to determine whether the shooter can continue to compete in the event. The ABSL Director/Event Supervisor may decide to issue a direct warning to the shooter, or may decide to disqualify the shooter from the event.
- 14.1.5 An ABSL official may prevent technical exclusions by giving warnings or even overlooking minor infractions which are obviously unintentional and have no direct effect upon the session, unless there is repetition of the same infraction after the warning.

14.2 Definition

- 14.2.1 A technical exclusion is a shooter violation of a behavioral nature including, but not limited to:
 - Disregarding warnings given by officials.
 - Disrespectfully dealing and/or communicating with ABSL officials, other competitors, venue staff or spectators.
 - Using language or gestures likely to offend or incite others.
 - Baiting and taunting an opponent.
 - Obstructing or distracting another shooter.
 - Trash-talking.
 - Excessively speaking/making noise during another shooter's round.
 - Passing a ball aggressively or improperly (Eg: at someone's feet/head)
 - Acting aggressively in frustration (Eg: kicking a ball, punching a wall etc)
- 14.2.2 A shooter shall be disqualified for the remainder of the event when charged with 2 technical exclusions. If this is the case, none of the shooter's scores are recorded for the event.

Article 15 Fighting/Violence/Assault

15.1 Definition

Fighting/Violence/Assault is physical interaction between 2 or more shooters or event participants – including spectators and officials.

15.1.1 All instances of fighting/violence/assault will be reported to state/territory police.

All involved in instances of fighting/violence/assault will need to show cause, in writing, as to why they should be allowed to participate further in ABSL events. ABSL Directors will determine the outcome of such an application.

RULE 6 – GENERAL PROVISIONS

Article 16 Free throws

16.1 Definition

- 16.1.1 A free throw is an opportunity given to a shooter to score 1 point, uncontested, from a position behind the free-throw line and inside the semi-circle.

16.2 Rule

16.2.1 The free-throw shooter shall:

- Take a position behind the free-throw line and inside the semi-circle.
- Use any method to shoot a free throw in such a way that the ball enters the basket from above or the ball touches the ring.
- Release the ball within 5 seconds after it is placed at the shooter's disposal by the referee.
- Not touch the free-throw line or enter the restricted area until the ball has entered the basket or has touched the ring.
- Not fake a free throw.

16.2.2 Other competitors who are fulfilling the role of rebounders, should stand outside the restricted area, and outside of the semi circle.

During the free throws these competitors shall not:

- Enter the restricted area, the neutral zone or leave the free-throw rebound place until the ball has left the hand(s) of the free-throw shooter.
- Distract the free-throw shooter by their actions.
- Stand or walk past the base-line in the line-of-sight of the shooter.

16.3 Penalty

- 16.3.1 If a free throw is successful and the violation is committed by the free-throw shooter, the point shall not count.
- 16.3.2 If a free throw is successful and the violation is committed by any competitor other than the free-throw shooter:
- The point shall count.
 - The violation(s) shall be disregarded.
- 16.3.3 If a free throw is not successful and the violation is committed by:
- Someone other than the free-throw shooter, a substitute free throw may be awarded to the free-throw shooter, if the ABSL official determines that the shooter may have been disadvantaged.
- 16.3.4 ABSL officials will ensure that these rules are not taken advantage of in order to deliberately benefit the free-throw shooter. After one warning, any repeated behaviour that unfairly advantages the free-throw shooter should be reported to the Event Supervisor or ABSL Director. The penalty may include technical exclusion from the round, or disqualification from the event.

Article 17 Correctable errors

17.1 Correctable errors – General procedures

- 17.1.1 An official may intervene immediately upon identification of a correctable error, unless doing so places a competitor at a disadvantage, or unless intervening would significantly disrupt the conduct of a session.
- 17.1.2 After the correction of the error, the session shall be resumed as efficiently as possible, with a view to not further disrupting the session or overall competition.

RULE 7 – ABSL Officials, Event Supervisor and Directors: DUTIES AND POWERS

Article 18 ABSL Officials, Event Supervisor and Directors

- 18.1 Each 3-point session will have two ABSL officials managing the session.
- 18.2 One official will be seated at the table, scoring each shooter and ensuring that shooters compete in the correct order.
- 18.3 The other official will be standing in the vicinity of the key area, ensuring the smooth operation of the 3-point session
- 18.4 The Event Supervisor and/or ABSL Director/s will lead all ABSL officials in implementing these rules and ensuring the smooth operation of the event.
- 18.5 The ABSL Officials and Event Supervisor shall conduct the event in accordance with these rules and have no authority to change them.
- 18.6 The officials' uniform shall consist of an ABSL polo shirt and black pants (may be shorts or tights).

Article 19 Event Supervisor: Duties and powers

The event supervisor shall:

- 19.1 Inspect and approve all equipment to be used during the event.
- 19.2 Have the power to stop a session when conditions warrant it.
- 19.3 Make the final decision whenever necessary or when the officials disagree. To make a final decision the officials and ABSL Director/s may be consulted.
- 19.4 Have the power to make decisions on any point not specifically covered by these rules.

Article 20 ABSL Officials: Duties and powers

- 20.1 ABSL Officials shall have the power to make decisions on infractions of the rules committed either within or outside the boundary lines including the areas of the floor near to the scorer's table and the areas immediately behind the boundary lines.
- 20.2 When deciding on an infraction, the officials shall, in each instance, have regard for and consider the following fundamental principles:
- The spirit and intent of the rules and the need to uphold the integrity of the event.
 - Consistency in application of the concept of 'advantage/disadvantage'. The referees should not seek to interrupt the flow of the session or event unnecessarily in order to penalise incidental personal contact which neither gives the competitor responsible an advantage nor places another competitor at a disadvantage.
 - Consistency in the application of common sense to each session, bearing in mind the abilities of the shooters concerned and their attitude and conduct during the competition.
- 20.3 If an official is injured or for any other reason cannot continue to perform the official's duties, they will be immediately replaced by a reserve official. An Event Supervisor or ABSL Director may step in temporarily or for the rest of the session or event.
- 20.4 The implementation and interpretation of the Official Australian Basketball Shooters League Rules by the officials, regardless of if an explicit decision was made or not, is final and cannot be contested or disregarded, except by lodging an official protest in writing (email) to the ABSL Director at absl@absl.net.au.

Article 21 Scorer: Duties

- 21.1 The scorer shall be provided with a scoresheet and shall keep a record of:
- Participants, by entering the names of the shooters competing in each session.
 - The scorer may keep a running summary of points scored, by tallying 1-point baskets and 2-point moneyball baskets.
- 21.2 Where a scoreboard is in operation, the scorer shall keep a running summary of points scored by operating the scoreboard. In case of any discrepancy between the scoreboard and the scoresheet, the scorer will consult with the ABSL Official supervising the shooting station in order to determine the appropriate score. Any further disagreement about the score should be communicated to the ABSL Director via www.absl.net.au.

Article 22 Administration Official

22.1 The Administration Official is responsible for compiling scores from the shooting stations, and ensuring that the official records of all competitors are recorded appropriately on the official database.

22.2 Working together with the Event Supervisor, the Administration Official will:

- Ensure that the timing audio is started at the appropriate time to correctly keep the day's timeline on schedule.
- Collect scoring data from each shooting station and ensure that it is correctly compiled into the ABSL database.
- Determine winners for each age group and category.
- Publish scoring data online as soon as possible.
- Work with all ABSL officials, and under the Event Supervisor, to support the implementation of ABSL processes and rulings.

APPENDIX A – NATIONAL CHAMPIONSHIPS

General

- A.1 An ABSL National Championship Event will be held each year after the completion of all events in the ABSL Event Schedule.
- A.2 Competition at the National Championship Event will determine a winner/national champion shooter in each of the following gender and age categories:
- U12 Boys
 - U12 Girls
 - U14 Boys
 - U14Girls
 - U18 Boys
 - U18 Girls
 - Open Men
 - Open Women

Qualification for National Championships

- A.3 The winner of each gender/age category at each event on the annual ABSL Schedule will be invited to that year's National Championship Event, except in circumstances where:
- There are fewer than three competitors in the category
 - The winning score is less than 70% of the national average for winning scores.
- A.4 ABSL Directors will use discretion in all decisions about who will be invited to the National Championships.
- A.5 In cases where a winner is unavailable or declines the opportunity to participate at the National Championships, ABSL Directors may decide to invite the next-placed shooter from that event, or may decide to invite a next-placed shooter from a different event. These decisions will be made with consideration given to the standard of shooting expected at the National Championships, fairness to all competitors, and the goal of achieving representation from all parts of Australia.
- A.6 In exceptional circumstances, ABSL Directors may decide to invite additional shooters to the National Championships Event if it deemed their inclusion will benefit the ABSL competition. Careful consideration should be made to ensure such an invitation does not unduly affect the integrity or fairness of the competition.

Conduct of the National Championship Event

A.7 The National Championship Event will be held over one or two days at a venue that best meets the following criteria:

- High quality venue capable of catering for 800 competitors
- Location/community capable of accommodating 800 competitors and supporters
- Enthusiastic and supportive local basketball club/community
- Location/venue that contributes to the ABSL being considered a truly “nationwide” event
- Location/venue that contributes to the advancement and future development of the ABSL initiative

A.8 **Structure:** The structure of the National Championship Event will differ from the usual ABSL Event in that there will be an initial round of qualifying/seeding, before the event will move to a tournament phase.

A.9 **Qualifying/Seeding Round:** Each shooter will have the opportunity to shoot one 3-point round. Their 3-point round score will be combined with the score they achieved at their qualifying event, to come up with their seeding score. Shooters will be ranked/seeded to determine the tournament schedule.

A.9.1 Where a tie occurs, the following characteristics, in order, will determine the higher-seeded shooter:

- the shooter with the higher initial event qualifying score
- the shooter who registered for National Championships earliest

A.10 **Tournament Rounds:** Once shooters are seeded, they will compete in a single elimination bracket-style tournament, with the highest seed matching up with the lowest seed.

A.10.1 Matches between two shooters will occur on the same court, under normal 70-second session rules.

A.10.2 The winner of each match will progress in the tournament.

A.10.3 In case of a tie, the higher-seeded shooter will advance.

A.11 **Championship Match:** In the championship match, the shooter with the highest score will win the title of “National Champion”. In case of a tie, shooters will take a 3-minute rest period, before competing again in a 70-second round. This process will continue until a champion is confirmed.

APPENDIX B – THE SCORESHEET

Diagram 9 Basic Scoresheet

U12 Boys

Shooter No.	Name	3pt Rd 1	3pt Rd 2	FT Rd 1	FT Rd 2	Combined Total Score	Combined Best Scores
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
Winner:							

- B.1 The scoresheet shown in Diagram 9 is the one approved by the ABSL Directors.
- B.2 The scorer shall consult with the ABSL Official supervising the relevant shooting station to ensure that each session score is agreed upon. The Administration Official will ensure that the Combined Total Score and the Combined Best Scores are calculated correctly and entered into the official ABSL register.

APPENDIX C – PROTEST PROCEDURE

- C.1** A shooter may file a protest if their interests have been adversely affected by:
- a) An error in scorekeeping, timekeeping or session operations, which the referees were authorised to correct as provided in these rules and had access to verifiable evidence available at the time of the decision to correct the error but failed to do so.
 - b) A decision to forfeit, cancel, postpone, not resume or not conduct the session.
 - c) A violation of the applicable eligibility rules.
- C.2** In order to be admissible, the shooter shall, within 24 hours, email the ABSL Director at absl@absl.net.au with an explanation of the circumstances leading to the protest.

APPENDIX D – EQUIPMENT

- D.1 Basketballs** shall be officially approved by ABSL Directors. Currently the approved ABSL basketball is the Wilson JET Indoor/Outdoor basketball.
- D.2 Ball Racks** are supplied by ABSL and consist of the following dimensions:
- a)



- D.3 Basketball Collection Tubs** are supplied by ABSL and consist of the following characteristics:
- a) 100L volume: approximately 778mm Length, 528mm Height, 378mm Width
- b) Coloured Black

**END OF RULES
AND
GAME PROCEDURES**



ABS

AUSTRALIAN BASKETBALL SHOOTERS LEAGUE