



WHEELCHAIR

BASKETBALL

OFFICIAL AAASP INTERSCHOLASTIC
WHEELCHAIR BASKETBALL

2018-19
RULEBOOK



AAASP GUIDELINES (RULE ADAPTATIONS)

AAASP teams will be split into two divisions: Varsity and Junior Varsity. Each division will have its own set of rule adaptations (to National Wheelchair Basketball Association rules).

The **Varsity** teams will follow the National Wheelchair Basketball Association Junior League rules with the following modifications:

I. PLAYING TIME

Each game will consist of six, eight-minute periods, three in the first half and three in the second half with a 10-minute half-time break and two minutes between periods.

The clock will stop for time-outs, injuries, official time outs, and for free throws.

Possession: After the jump ball to start the game, all possessions alternate after subsequent jump ball situations until the end of regulation. If overtime is necessary, a jump ball will start the overtime period.

II. PLAYERS

Only five players of a team are allowed on the floor during play. AAASP will follow an open classification system. Players are not allowed to play a zone defense.

III. SUBSTITUTION

Every player must play a minimum of one period in each half of the game. All players must play at least one complete, continuous eight-minute period per half. The coach has the option as to which of the three periods in each half to play all of their players. Players that are playing in their first period of the half cannot be substituted for (except for injuries). Players that have played a complete period may be substituted for in their second or third period of play in each half. The coach is responsible for making sure that all members of the team play. If for medical reasons a player, that is present, cannot play, the coach must notify the official, scorekeeper, and the opposing coach before the game.

Example: Ten players on a team
First period, eight minutes, five players complete eight minutes

Second period, eight minutes, the coach has the option to play the same five players or any combination of players that have played and players that have not played

Third period, eight minutes, the coach must play any player that has not played in the first or second period

IV. WIN/LOSS/TIE

OVERTIME: When the score is tied at the end of the sixth period, play shall continue without change of baskets for one or more extra period(s) with a two (2) minute intermission before each extra period. The game shall end, when, at the end of any extra period, the score is not tied. The length of each extra period is five (5) minutes. The extra periods are an extension of the second half.

V. TIME-OUTS

Each team is allowed four time-outs per game for 60 seconds each. For each overtime, there will be only one time-out allotted. The one-minute will not begin to count until both teams have reached their benches. It is the game officials' responsibility to be sure that the table does not begin counting down the one minute until this time.

VI. SHOT CLOCK

There will be no shot clock.

VII. FOUL LIMIT

There will be a five (5) foul limit per player.

The **Varsity** teams will use the following NWBA rules:

1. The baskets will be the standard ten foot (10') baskets
2. The ball used will be the NCAA men's basketball.
3. All players will shoot free throws from the free throw line.

4. Both teams will be allowed to full court press for the entire game. The team that is winning can full court press unless they are winning by 20 or more points. If a team is winning by 20 or more points, the farthest they can initiate their point of pick up is their 3 point line extended.

VIII. EQUIPMENT

All wheelchairs, except foot-propelled, must have a strap extending from one side of the chair to the other, behind the player's legs, and must be within six inches above the point where the player's feet make contact with the foot platform(s). This strap must be drawn taut enough to prevent the feet from falling off the platforms and being injured, or from being used as a brake. All players must keep their feet secured to their footplates. Strapping can be used to secure the player's foot/feet to their footplate. All Wheelchairs must also have a strap extending from one side of the chair to the other, over the player's upper thighs, as close to the hips as possible, or at the player's lap. This strap must be drawn taut enough to prevent the player from falling out of their chair. Bungee cords are not permitted.

The **Junior Varsity** teams will follow the National Wheelchair Basketball Association Junior League rules with the following modifications:

I. PLAYING TIME

Each game will consist of six, eight-minute periods, three in the first half and three in the second half with a 10-minute half-time break and two minutes between periods.

The clock will stop for time-outs, injuries, official time outs, and for free throws.

Possession: After the jump ball to start the game, all possessions alternate after subsequent jump ball situations until the end of regulation. If overtime is necessary, a jump ball will start the overtime period.

II. PLAYERS

Only five players of a team are allowed on the floor during play. AAASP will follow an open classification system. Players are not allowed to play a zone defense. Defensive players may not engage in a full-court press. Players will shoot on an eight and one-half-foot goal.

III. SUBSTITUTION

Every player must play a minimum of one period in each half of the game. All players must play at least one complete, continuous eight-minute period per half. The coach has the option as to which of the three periods in each half to play all of their players. Players that are playing in their first period of the half cannot be substituted for (except for injuries). Players that have played a complete period may be substituted for in their second or third period of play in each half. The coach is responsible for making sure that all members of the team play. If for medical reasons a player, that is present, cannot play, the coach must notify the official, scorekeeper, and the opposing coach before the game.

Example: Ten players on a team

First period, eight minutes, five players complete eight minutes

Second period, eight minutes, the coach has the option to play the same five players or any combination of players that have played and players that have not played

Third period, eight minutes, the coach must play any player that has not played in the first or second period

IV. WIN/LOSS/TIE

OVERTIME: If regulation play ends in a tie, one five (5) minute overtime period will be played. If the score remains tied after this overtime period is played, a five (5) minute sudden death overtime period will be played. If neither teams scores in this sudden death overtime period, the game will be resolved through free throws. Each team will select one (1) player (it can be any player on the roster whether they played in either of the earlier overtime periods or not). These two players will shoot free throws from wherever they have been shooting free throws during the game. The second shooter will always get the opportunity to tie if the first shooter scores. Once one player scores and the other misses, the game is over. If, after five (5) attempts by each player no one has scored, both players will be allowed to move closer (by half the distance) to the basketball goal. If neither player makes a shot from this distance after five (5) attempts each, they may move up to the lay-up distance. The players will shoot from this distance until one scores to end the game.

V. TIME-OUTS

Each team is allowed four time-outs per game for 60 seconds each. There will be only one time-out allotted for each overtime period.

VI. SHOT CLOCK

There will be no shot clock.

VII. DEFENSIVE POINT OF PICKUP

- A) There is no full-court press allowed at any time during the game.
- B) The initial point of pickup is the outer edge of the center jump circle which is six feet beyond the half court line. After the initial point of pickup, the defense can extend and guard the offense until the half-court line. The initial point of pickup can start when the offensive player with the ball crosses the outer edge of the center jump circle extended. This rule applies during the entire game. This will allow the offense to cross the half court line uncontested but will allow the defense to pick up before the three-point line.
- C) If a team goes up by 20 points, the point of pickup will become the top of the key extended (also described as the three point line extended).

VIII. BASKET HEIGHT

The basket for the junior varsity teams will be set at eight and one-half feet (8 ½’).

IX. FREE THROWS

In venues where AAASP attachable goals are used all players, regardless of age, must shoot free throws from the foul line. In venues where the goals lower from 10 feet to 8 ½ feet, players aged 6-12 may shoot free throws from the hash marks located just inside the foul line. Players age 13 and up must shoot from the foul line.

Junior Varsity: For a shooter who shoots free throws from the hash marks, two offensive players and two defensive players may line the lane with the defensive players being closer to the basket. The third space from the basket must remain empty during a free throw so that no player is lining the lane even with or behind the shooter.

X. FOUL LIMIT

There will now be a six (6) foul limit per player. (This rule is now uniform for Wheelchair Handball and Wheelchair Basketball.)

XI. BALL

The ball used for the junior varsity teams will be the NCAA women’s ball.

XII. EQUIPMENT

All wheelchairs, except foot-propelled, must have a strap extending from one side of the chair to the other, behind the player’s legs, and must be within six inches above the point where the player’s feet make contact with the foot platform(s). This strap must be drawn taut enough to prevent the feet from falling off the platforms and being injured, or from being used as a brake. All players must keep their feet secured to their footplates. Strapping can be used to secure the player’s foot/feet to their footplate. All Wheelchairs must also have a strap extending from one side of the chair to the other, over the player’s upper thighs, as close to the hips as possible, or at the player’s lap. This strap must be drawn taut enough to prevent the player from falling out of their chair. Bungee cords are not permitted.

PERSONAL FOULS, PHYSICAL ADVANTAGE FOULS (PAF's), AND TECHNICAL FOULS:

I. How different fouls count toward the foul limits:

All personal fouls count as team fouls. Technical fouls also count toward athlete's personal foul limit and toward team foul limits. PAF's are also counted toward both personal and team foul limits. In varsity, an athlete will be ejected upon committing a fifth personal foul. In junior varsity, an athlete is ejected upon committing a sixth personal foul. In both divisions, an athlete is ejected upon committing a second technical foul (or a combination of personal and technical fouls that add up to that division's foul limit, with only one being a technical). Upon committing a third PAF (or a combination of fouls that adds up to that division's foul limit with only one being a technical foul and only two being a PAF) an athlete is ejected.

Examples: (1) In varsity, an athlete has four personal fouls and is given a technical. The athlete is ejected because the technical foul counts toward the five personal foul limit. (2) In junior varsity, an athlete has five personal fouls and is given a technical foul. The athlete is ejected because the technical foul counts toward the sixth personal foul limit. (3) An athlete has two personal fouls and commits two technical fouls. The player is ejected because they have committed their second technical (even though they are under the foul limit). (4) In varsity, an athlete has four personal fouls, and is called for a PAF. The athlete is ejected because PAF's do count toward the five foul limit. (5) In junior varsity, an athlete has five personal fouls, and is called for a PAF. The athlete is ejected because PAF's do count toward the six foul limit. (6) An athlete has only one personal foul, but commits three PAFs. The athlete is ejected upon committing the third PAF.

II. Individual fouls vs. team fouls:

Team fouls start over in the second half. Personal fouls, PAF's and technical fouls accrue for the whole game plus any overtime periods.

III. Technical fouls called on coaches:

A technical foul called on a coach does not count toward a team's limit. A coach will be ejected upon committing his/her second technical foul. A coach might receive a technical foul for arguing a referee's call, for stepping out onto the court (unless asked to by a referee), for cursing, etc.

IV. Technical fouls assessed for point of pick up violations in junior varsity:

A technical foul will be assessed against a team after two warnings for violations of the point of pick up rule. Each team may have two warnings for each of these rule infractions, however, upon breaking either of these rules for the third time, the opposing team will be awarded two foul shots plus possession at half court. This technical will not count toward the team foul limit or toward any individual.

V. One and one fouls vs. two shot fouls:

If during either half, a team reaches its seventh team foul, the opposing team is awarded a one and one from that foul to the ninth foul. If the team then commits a tenth foul (in a half), the opposing team is awarded two foul shots from the tenth foul on. Before the seventh team foul is reached, teams are awarded foul shots only on fouls committed during a shot attempt. If the shooter is fouled while attempting a two-point shot and the shot is successful, the basket will count and they will be awarded one foul shot. If the shooter is fouled while attempting a three-point shot and the shot is successful, the basket counts for three points and they are awarded one foul shot. If a shooter is fouled during the shot attempt and the shot is unsuccessful, they will be awarded as many foul shots as the basket would have counted for. For example, if they were attempting a two-point shot, they would be awarded two free throws. If they were attempting a three-point shot, they would be awarded three free throws.

VI. Defense on an inbound attempt:

On an inbound attempt when the offensive team is within the legal point of pickup, a defensive athlete may be as close to the inbounder as possible so long as they remain on the court (this is unlike wheelchair handball where a three-foot barrier is required). If the defensive player reaches over the plane of the out-of-bounds line and touches the basketball, the referee should call a technical foul on the defensive player.

LANE VIOLATIONS

I. Three second lane violation:

Once a lane violation count begins, it is terminated if the ball becomes “loose” (because no one has possession), or if the offensive player leaves the lane. It is also suspended if the offensive player with the ball engages in the act of shooting. This is defined as “cocking” the wrist with the lower and upper arms at approximately a 90-degree angle. In this position, the

ball handler may stay for five seconds during which the count is suspended. If the athlete then does anything other than take the shot (i.e., passes, dribbles or brings the ball down from a shooting position), a lane violation is immediately called.

- II. In the instance of the offensive team inbound in his or her front (or offensive) court, no offensive player may be in the lane prior to or during the referee handing the ball to the inbound player. Once the ball is given to the inbounder, his/her teammates may enter the lane to receive an inbound pass. They simply cannot set up in the lane before the referee completes the act of offering the ball to the inbounder. If the offensive team is in their backcourt, they may be in the lane any time prior to, during, or after the referee gives the ball to the inbounder.

INCIDENTAL CONTACT

- I. Contact which is entirely incidental to an effort by opponents to reach a loose ball or which may result when opponents are in equally favorable positions should not be considered illegal. It is up to the referee's discretion as to what is "equally favorable".
- II. Contact caused by a player to affect the progress or position of another player is not incidental. It is a form of blocking, charging, holding, or pushing. Contact caused by the momentum of a chair by a player who makes no visible effort to stop their chair is a charge. Contact after the ball is dead is unsporting conduct and will result in a technical foul being assessed.

EXAMPLES OF TECHNICAL FOULS

XIII. TECHNICAL FOULS CALLED ON AN ATHLETE

- Purposely obscuring the vision of the shooter without playing on the ball
- Unsportsmanlike contact during a dead ball situation
- Cursing
- Arguing with a referee's call
- Unsportsmanlike behavior such as slamming the ball down in disgust, etc.
- Obscene gestures
- Taunting opponents

XIV. TECHNICAL FOULS CALLED ON COACHES

- Entering the court during play or on a dead ball (unless called out onto the court by a referee)
- Cursing
- Arguing with a referee in a disrespectful manner
- Putting a player back on the court who has already fouled out

ADMINISTRATIVE TECHNICAL FOULS

- Fans throwing debris onto the court
- Fans cursing, taunting, or berating referees or players, etc.



The following are the Official Wheelchair Basketball Rules and Casebook of the National Wheelchair Basketball Association (NWBA).

AAASP acknowledges and thanks the NWBA for the encouragement and support in this effort to serve youth of all physical disabilities through sports.



**NATIONAL WHEELCHAIR
BASKETBALL ASSOCIATION**

2016-2017 Official Rules/Casebook

NATIONAL WHEELCHAIR BASKETBALL ASSOCIATION

OFFICIAL RULES AND CASE BOOK

2016-2017

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NATIONAL WHEELCHAIR BASKETBALL ASSOCIATION OFFICIAL RULES

Wheelchair Basketball is played according to the rules of the National Collegiate Athletic Association (Men's) except wherein modifications, deletions and additions have been made, as follows:

RULE 1 -COURT AND EQUIPMENT

Section 1. The playing court shall be a rectangular surface free from obstructions and with minimum dimensions of 84 feet (25.60 m) in length and 50 feet (15.24 m) in width.

For exceptions, see COMMENTS ON THE RULES.

Section 2. The wheelchair used in tournament and league competition shall meet the following requirements:

- (a) The height of the seat rail must be no more than 21 inches. Measurement must be made from ground or court to the top of the seat rail bar (highest point) with player in the chair.
- (b) The part of the footrest or roll bar that projects forward the furthest and which would be the first point of contact with another wheelchair in head-on contact must be at a height of not more than five inches from the ground or court.
- (c) A strap must be attached firmly and drawn taut to the telescope bar of the foot rest platform. This strap shall measure no less than one and one-half inches in width and the bottom of the strap must be attached within six inches of the footrests. In the case of all players, this strap should be drawn taut so that a foot may not be used as a brake.
- (d) Use of a cushion is condoned, being of common understanding that it is specifically for therapeutic reasons. As such, it shall be composed of any therapeutic material as made by popular manufacturers, and shall not exceed four inches at its highest point (thickness) for Class 1.0-3.0 players, no more than two inches at its highest point (thickness) for Class 3.5-4.5 players. Pneumatic cushions and contoured cushions are permissible providing they are commercially manufactured for therapeutic use and do not exceed thickness restrictions (above). Cushions composed of non-therapeutic materials, such as hard (non-pliable) rubber, wood, or other solid composition, shall not be acceptable. In all situations, the decision of the officials shall be final.

- (e) Each chair must be equipped with a roll bar, or the foot platforms must be adequately covered on their undersides to insure against damage to the playing surface
- (f) The footrest must have rounded or smooth corners. Door bumpers, knobs, projections of folding footrest, or other projections from the body of the footrest, which may readily become entangled in the wheels and/or spokes of another chair, or used to hook and/or hold an opponent, shall not be allowed.
- (g) Any chair equipped with either a horizontal bar behind the backrest or push handles extending to the rear, must have these areas sufficiently padded so as to prevent injury to another player.
- (h) When the chair is in the forward driving position the chair is permitted to have anti-tip casters attached to the underside or rear of the chair. The lowest point of the anti-tip caster cannot exceed one inch from the floor nor can any part of the anti-tip caster project from the chair rearward so that it would extend past any part of the rear wheels.

RULE 2 -OFFICIALS AND THEIR DUTIES

Section 1. ...In addition to their regular duties, the Officials shall aid in retrieving loose balls and aid fallen players, when they are in need of help, to keep the game moving and to prevent injuries to participants. The National Wheelchair Basketball Association shall accredit the Officials through approbation. All officials will be required to maintain active membership in the National Wheelchair Basketball Officials Association.

Section 2. ...The Referee shall not permit any player to wear braces or other equipment, which in his/her judgment, are dangerous to other players or designed to increase height or to gain a physical advantage. He/She shall not permit wheelchairs to be mechanized in any form for turning or for forward, backward or upward propulsion. He/She shall inspect wheelchairs and prohibit their use if said chairs deviate so as to be unfair or unsafe to others. He/She shall have in his/her possession a metal tape rule to determine all wheelchair measuring parts such as: seat rail, foot strap, foot platform, bumpers, and cushions. He/She will inspect all wheelchairs prior to the starting of the game or prior to a player entering the game with a chair that was not inspected. A Class A technical foul will be called for illegal measurements discovered while in play, providing the officials correctly measured the chair before it was put in play. The officials shall disqualify offenders for any repeated infraction of this rule.

Section 3. ...A warning signal will be sounded fifteen seconds before the expiration of the forty-five-second time limit to repair or replace a player's equipment or to replace the player or the player's wheelchair. The signal also shall be sounded at the end of forty-five seconds.

RULE 3 -PLAYERS, SUBSTITUTES AND EQUIPMENT

Section 1. ... In order to be eligible for play in the NWBA, an athlete must have a lasting lower extremity disability that consistently interferes with mobility as quantified by standard medical examination and/or testing. Such conditions may include, but are not limited to, paralysis, amputation, radiological evidence of limb shortening, and partial to full joint ankyloses or replacement. Findings such as soft tissue contracture, ligamentous instability, edema or disuse atrophy, or symptoms such as pain or numbness without other objective findings shall not be considered a lasting lower extremity disability.

If a player's leg must protrude beyond the footrest because of fusion of the knee or some other acceptable reason, this player should be examined and properly advised prior to the beginning of the game. When an individual requires elevation because of short legs or some other physical difference, the difference in elevation must be remedied by means that will not require the raising of the foot platform above the specified level, or extend beyond the standard length for the prescribed playing chair. In all cases, the individual will require the approval for play by the game officials. It is granted that such player not be barred from competition so long as he/she does not use the leg as a physical advantage over another player nor to create a hazard to other players.

Section 2. ...When a coach is also a player for the team, he or she must designate a player other than himself or herself to serve as the floor captain.

RULE 4 – DEFINITIONS

Section 1. ...To execute a dribble, a player may:

- (a) Wheel the chair by two pushes on the wheels (one hand or two hands in either direction) of the chair followed by one or more taps of the ball to the floor, after which he/she may start pushing again.
- (b) Wheel the chair and bounce the ball simultaneously just as a player may run and bounce the ball simultaneously in regular basketball. He/She may not push more than twice in succession with one hand or two hands in either direction. Taking more than two pushes in succession constitutes a traveling violation and the ball is awarded to the opposing team out of bounds.

Section 2. ...The large wheels of the chair must be behind and not over the free throw line. The point of contact for the large wheels of the chair with the floor must be behind the free throw line however, the front casters may be on or over the line.

Section 3. ...The location of a player is determined by where any part of the chair is touching the floor as far as being inbounds or out of bounds or being in the front court or back court.

Section 4. ...Pivot. It is legal to pivot as in regular basketball. A pivot takes place when a player, who is holding the ball, turns the chair to the left or right in a given place without specific direction.

This may be done:

- (a) By a player who is in motion braking one of the wheels without forward or backward direction to the wheels. This is not a push and therefore could occur after the player with the ball has pushed two times.
- (b) By a player who has not yet utilized two pushes, pushing with both hands simultaneously in opposite directions, constituting one of the two pushes to which he/she is entitled before passing, shooting, or dribbling.
- (c) By a player with the ball pushing twice with one hand or two hands, constituting both pushes to which he/she is entitled before passing, dribbling, or shooting the ball.

Therefore, a pivot can occur with or without deliberate action by the player on the wheels (pushes). However, when the player with the ball does exercise deliberate actions on the wheels (pushes) in pivoting, these are counted against the two pushes to which he/she is entitled and limited without passing, dribbling or shooting the ball.

RULE 5 -SCORING AND TIMING REGULATIONS

Section 1. ... For a successful three-point field goal, the point of contact for the large wheels of the chair with the floor must be behind the three-point line when the player attempts the shot; however, the front casters may be over the line. There is no relation to the plane regarding the position of the shooter.

RULE 6 -LIVE BALL AND DEAD BALL

Section 1. ...For any jump ball, each jumper shall be firmly seated in the chair and shall have all wheels on or inside that half of the restraining circle that is farther from his/her own basket. An official shall toss the ball upward between the jumpers in a plane at right angles to the side lines, to a height greater than either of them can reach and so that it will drop between them. One or both of the jumpers must tap the ball after it reaches its highest point. If it touches the floor or lands on either jumper without being tapped by at least one of the jumpers, the official shall toss the ball again.

RULE 7 -OUT OF BOUNDS AND THE THROW-IN

Section 1. ...A player is out of bounds when any part of his/her body or wheelchair touches the floor or any object on or outside of a boundary...

RULE 8 -VIOLATIONS AND PENALTIES

Section 1. ...No player of the team with a throw-in in the frontcourt shall enter the free-throw lane until the throw-in starts.

Section 2...A player shall not remain in an opponent's three-second lane for more than three consecutive seconds while the ball is in control of that player's team in the front court and the game clock is running. Allowances shall be made for a player who:

- (a) Makes an attempt to leave the three-second lane.
- (b) Is in the three-second lane when he/she or a teammate is in the act of shooting and the ball is leaving or has just left the player's hand on the shot for a goal.
- (c) Dribbles in the three-second lane to shoot for a goal after having been there for less than three seconds. However, a player shall not pass the ball instead of trying for the goal.
- (d) Interlocks his/her wheelchair with an opponent.

A player establishes himself/herself outside of the three-second lane by placing all wheels of his/her wheelchair and any anti-tip caster(s), which continuously come, into contact with the floor outside of the three-second lane.

NOTE: The three-second rule does not apply when the ball is dead or is in flight on a try because the team is not in control, but does apply during an interrupted dribble.

Section 2. ...Tilting Chair. A team loses possession when a player leans forward in the chair to the extent that the chair tilts and the footrest touches the floor while gaining, maintaining, shooting, or retrieving the ball. The ball is then awarded to a nearby opponent at the out of bounds spot nearest the violation.

Section 3. ...Player Falling Out of Chair. A player may not leave, or fall out of the chair to gain or maintain possession of the ball or gain any other advantage.

- (a) Player falling out of chair directly into line of play. The officials shall call time immediately. Ball is awarded out of bounds to team in possession at nearest point of infraction. If no possession is maintained when play is stopped, the officials will award the ball to the team according to alternating possession arrow.
- (b) Player falling out of chair not directly in line of play while potential scoring play is in progress. Time will be called (only if fallen player needs help) in accordance with NCAA procedures for stopping play due to an injury.
- (c) Play is stopped immediately when an injury is anticipated to a seated or fallen player.
- (d) A team loses possession if, in the judgment of the officials, a player falls out of his/her wheelchair to gain or maintain possession of the ball.

Section 4. ...When a player intentionally throws the ball off of an opponent's chair or body, it is a violation. The ball will be given to the opposing team at the nearest point of the violation.

RULE 9 – FOULS AND PENALTIES

Section 1. ...Personal Foul. A player shall not contact an opponent or opponent's wheelchair with his/her hand unless such contact is only with the opponent's hand while it is on the ball and is incidental to an attempt to play the ball. The wheelchair is considered a part of the player. General rules of contact apply in wheelchair basketball. Because of the nature of the game, negligible contact is to the discretion of the officials. Intentional chair contact caused by a player to affect the progress or position of another player is a form of blocking, charging, holding or pushing. Contact caused by the momentum of a chair by a player who had made no visible effort to stop his/ her chair while moving in for a goal is a charge. Contact after the ball is dead is unsporting conduct.

Section 2. ...Physical Advantage Foul. All players must remain firmly seated in the wheelchair at all times, not using a functional leg or stump for physical advantage over an opponent (e.g., raising out of his/her chair, or using the heel on the floor to maneuver the chair, or leaning forward on the foot rests to guard a player). A defensive player guarding an offensive player may not gain an advantage by leaning so far forward that his/her foot rests touch the floor.

- (a) Any infraction of this constitutes a "physical advantage foul," which is penalized like a non-contact technical foul. The offended team is awarded two free throws and is awarded the ball out of bounds at either end of the division line
- (b) The scorer will be officially responsible for recording these infractions with a "PAF" in the foul column.
- (c) Three of these infractions, (i.e., three physical advantage fouls) constitute an automatic dismissal from the game.
- (d) Physical Advantage Fouls (PAF's) will be counted towards the total number of PERSONAL and TEAM FOULS. A player will be disqualified from play when he/she receives any of the following:

Two (2) Direct Technicals

Three (3) PAF'S

Five (5) Total Fouls (which may include Technical and PAF's).

RULE 10 -PLAYER CLASSIFICATION AND TEAM BALANCE

Section 1. ...Purposes

- To encourage more individuals with severe disabilities to participate.
- To extend the opportunities of participation to more individuals.
- To encourage new teams.
- To make competition more equitable among existing and new teams.
- To counter a tendency on the part of some teams to use exclusively players with lesser disabilities, thereby seemingly discouraging people with severe disabilities and making for inequitable competition
- To maintain high standards of competition, quality of play and spectator or interest.

Section 2. ...Player Classification

Class 1.0-No active movement of the trunk in the vertical, forward or sideways plane.

Class 1.5Has characteristics of a class one, but able to move partially out into forward plane, able to rotate upper trunk, able to transition from catching to passing or shooter faster than class 1.0, more stable upon contact than class 1.0, and more at ease with ball within cylinder of movement.

Class 2.0Has active use of upper trunk in the vertical and forward planes, able to rotate the upper trunk while upright in both directions, able to hold the ball forward with both arms extended, able to lean the trunk into the forward plane about 45 degrees with control and return to the upright sitting position, able to actively bring upper trunk off the backrest of the chair, and uses hands to return to upright of trunk if no thighs-unless knees are significantly higher than the hips.

Class 2.5Has characteristics of class one, but able to lean forward 90 degrees and return to upright sitting position without proper upper extremity assist with knees higher than hips, able to lean forward and rotate the upper trunk simultaneously, able to lean forward and rotate the upper trunk simultaneously, active movement of both the Upper and Lower Trunk but not coordinated or as 1 unit, lower Trunk is not against the backrest at all times, may have a lordosis (Curve in low back) to assist in returning to upright, and more stable than a Class 2.0 player but still has loss of stability in trunk.

Class 3.0-Displays active use of the upper and lower trunk in the forward and vertical planes: Can lean forward 90 degrees, placing chest on thighs and return to upright with ease without knees significantly higher than hips, can hold the ball with both hands outstretched in front of face without loss of stability, can rotate upper and lower trunk as a unit not supported by wheelchair backrest, rotation of the trunk occurs at the level of the pelvis not the waist, unable to maintain stability leaning sideways, and works within a 'Cylinder'

Class 3.5-Has characteristics of a class 3.0, but able to Able to move partially out into the sideways plane and return to upright sitting, able to remain upright in hard contact situations forward, able to sit with hips higher than knees, often raises and lowers trunk with each push, able to generate some power in legs with pushing, able to retrieve a ball with two hands on the floor slightly to the side and return to upright position, can lean to the side but remains within his base of support, plays within a WIDER cylinder than a Class 3.0 player, does not have full volume of action to either side.

Class 4.0-Displays the ability to move the trunk maximally in all planes of movement with weakness to one side, has one strong side and one weaker side, able to lean strongly to one side, usually able to lean to weak side slightly, can hold the ball with outstretched hands in

front or overhead without loss of stability even in contact situations, no need to counterbalance even in contact situations unless contact is forceful and directed into the weaker side.

Class 4.5-Displays the ability to move the trunk maximally in all planes of movement with no significant weakness in any direction, full volume of action in all planes, displays ability to lean to either side during shooting, passing, contesting a shot or trying to intercept a pass.

Section 3. ...Team Balance

All teams will be required to field a team of 15 points or less.

Teams In Division III may only play with a maximum of two class 3.5 or higher players on the floor at any given time.

For this season Division 1, II, and Women's Division will play with **15 points** on the court. The junior division will not use classification points. At this time there is no point restriction for Division III as long as there is a maximum of 15 points on the court at one time. College Division should refer to the College Division Guidelines for points clarifications.

All women that play on Championship and Division III teams will drop 1 point. Exception: No female player may drop below a class 1.0 at any time.

Section 4. ...Procedures, Control and Enforcement

- (a) The coach, in placing his/her team's roster in the official scorebook before each game, will place the players classification in a common line between the player's name and jersey number designating that player's disability classification.
- (b) The official scorer will be responsible for monitoring that the players on the floor for either team at any given time do not exceed the team balance rule. This will only have to be checked at the start of each half and at the time of substitutions. No checking of the total value points will be necessary if a Class 1.0 substitutes for a Class 1.0, or a Class 2.0 substitutes for a Class 2.0 or Class 3.0. It will only be necessary if a Class 3.0 substitutes for a Class 2.0 or a Class 1.0, or a Class 2.0 substitutes for a Class 2.0.
- (c) Checking of the scorebook before, after, and at any time during the game, remains a responsibility of the Game Officials.

- (d) If, at any time during a game, it is identified that a team exceeds the "player point limit," an administrative technical foul will be called against the violating team and handled as are all other administrative technical fouls, with a correction in the lineup being made at that time.
- (e) Any error in the listing of the classification of players in the scorebook, whether intentional or accidental, will be the responsibility of the particular coach. This error is justification for a forfeit by game officials prior to the end of their jurisdiction or by the appropriate conference commissioner after receiving notification of the infraction.

RULE 11 – FREE THROW LANE REQUIREMENT

A maximum of six players (four players for the defensive team and two teammates of the offensive team) shall be permitted on the lane. All of the other players shall remain behind the free throw line extended and behind the three-point line.

- (a) The two lane spaces closest to the end line shall remain open.
- (b) The first lane space on each side of the lane that is closer to the free thrower is designated for the opponents of the free thrower. The next space (center) on the lane is reserved for a teammate of the free thrower while the lowest spot of the lane is reserved for opponents of the free thrower.
- (c) Teammates of the free thrower shall not occupy spaces designated for opponents of the free thrower; opponents of the free thrower shall not occupy spaces reserved for teammates of the free thrower.

COMMENTS ON THE RULES

PLAYING COURT DIMENSIONS

Regular season conference games may be played on courts with substandard dimensions only if both competing teams agree to the game site in advance. Notifications of substandard court size and team agreement procedures shall be governed by conference regulations. Any game played on a substandard court without conforming to appropriate notification and agreement procedures shall be subject to forfeiture by the home team. Exceptions to playing court minimum dimensions will not be made for Regional and Championship games.

INCIDENTAL and INTENTIONAL PERSONAL CONTACT

When ten players in wheelchairs are moving rapidly in a limited area, some contact is certain to occur. Contact, which is entirely incidental to an effort by opponents to reach a loose ball, or accidental contact, which may result when opponents are in equally favorable positions to perform normal defensive or offensive movements should not be considered illegal. Likewise, accidental contact which does not hinder the opponent from participating in normal defensive or offensive movements, and which is not the result of carelessness, should be considered incidental. If, however, a player approaches an opponent from behind or from an unfavorable position, such that he/she has no reasonable chance to play the ball without making contact, the responsibility is on the player in the unfavorable position.

Intentional chair contact caused by a player to affect the progress or position of another player is a form of blocking, charging, holding or pushing. Note: Players that jam an opponent intentionally with their footplates to stop the movement of the opposing player is a foul. This commonly happens when the offensive team makes a shot, then transitions into a full court defense, and the defensive players will jam their footplates into their opponents that are moving toward there frontcourt.

IN SCREENING SITUATIONS

- (a) If A takes a position behind and so close to stationary opponent B that a contact foul occurs when B makes normal chair movement, A is primarily responsible for the foul. If the screener A is at the side or in front of his/her stationary opponent B, any distance short of contact is legal.

- (b) If A takes a position in the path of moving opponent B, who does not have the ball, so quickly that B cannot stop or change direction in time to avoid contact, then A is primarily responsible if a contact foul occurs.

USE OF CUSHIONS

This rule is quite clear and concise and should be rigidly enforced. The only exception to this is the special modification permitted for spinal cord injured Class I players with a single-leg, above the knee (AK) amputation. Modifications in the dimensions of the cushion for such players may be made as follows:

- (a) An extension of the cushion beyond the front edge of the seat may be constructed on the side of the amputation which shall not extend more than 1" past the vertical line drawn from the most forward part of the player's knee to the ground.
- (b) The thickness of the extended portion of the cushion may be increased to accommodate a concave pocket which shall have a depth and width no greater than 1/4 of the diameter of the basketball (i.e., 2 1/2").
- (c) The extension shall be of the same material prescribed for all cushions and shall not contain or consist of any material that is rigid or non-flexible.

ANTI-TIP CASTERS

This rule concerns the use of a caster, or casters at the rear of the chair. To clarify, there is no restriction as to the number of these casters. Manufacturers generally build the chairs with one; however, more than one is legal. The caster or casters may touch the floor at all times. There is no minimum height specified in the rule. However, the maximum height from the floor cannot exceed 1 inch. The caster, or casters, cannot protrude beyond the rear wheels of the chair in the drive position. The drive position is when the caster or casters is in a rearward position as if the player is moving forward.

NWBA THREE SECOND RULE CLARIFICATION

The player shall not remain for 3 seconds in that part of the players free throw lane between the end boundary and the farthest edge of the free throw line while the ball is in control of the players team in his or her frontcourt.

Allowances shall be made if the wheels of the opposing players should lock together, or, for a player who having been in the restricted area for less than 3 seconds, dribbles pivots, or moves in for a try for a goal. If the player passes the ball instead of trying for a goal,

the player will be called for a violation. The count shall not be terminated during an interrupted dribble. All lines designating the free throw lane are part of the lane, and touching these lines with one or more wheels constitutes being in the lane. A player shall not be whistled for a three second violation if they are attempting to leave the free throw lane area. Any player attempting to leave the lane area that becomes involved in the play, (setting a pick for a player driving to the basket) or (prior to a shot attempt does not clear the lane area, then turns their chair to gain a better rebounding position on the anticipated shot attempt) shall be whistled for a 3 second violation.

PHYSICAL ADVANTAGE FOUL

Your attention is called to the Physical Advantage Foul. It incorporates the concept that those players able to use their legs should not be permitted to do so as an advantage over others. Officials are not expected to commit to memory, which of those players in a game have complete or partial use of their lower extremities. They can only rule objectively in any circumstance where a player is seen to exercise a physical advantage as described without regard to physical classification or degree of paralysis.

THROW-IN

This rule is intended to eliminate dead ball fouls in the free-throw lane prior to a throw-in. Before placing the ball at the disposal of the thrower-in (in his/her frontcourt), officials should ensure that no teammates of the in bounding team are located within the free-throw lane. The ball is "placed at the disposal of the thrower-in" when the official completes the act of offering the ball to the thrower-in (or when the official places the ball on the floor if no player of the team entitled to the throw-in is present). Thus, it is not necessary for the thrower-in to touch the ball in order for a lane violation to be assessed.

SHOT CLOCK

All division will be using the 30-second shot clock. If such devices are not provided at the site, teams are encouraged to purchase their own visible shot clocks. It is recognized that the expense of these items may be prohibitive for some NWBA teams, however. If visible, shot clocks are not available for any regular season game, a stop-watch (or similar device) may be used by the 30-second shot clock operator. Visible shot clocks must be used at all Championship play-off games.

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Junior Division Playing Rules

National Wheelchair Basketball Association Junior Division Playing Rules Adopted March 15, 2001, * Revised 03/15/05, ** 03/23/06, *** 2008, † 2009, ^2011		
	Varsity	Prep
Age	21 and Under AND enrolled in a recognized high school program.	A player is eligible for Prep play if they meet the following requirements: *Male 12 years and under ^ Female 12 years and under ^ A Prep Exemption is available for players of limited functional ability age 13 and up.
Basket Height	10'	8-1/2'
Free Throw Line	15'	** 13'
		Regulation lane for 3 sec calls.*** Officials will line up players for free throws to accommodate for add-on baskets for 8-1/2 foot or baskets that can be lowered.
Ball Size	**Official NWBA 29.5 (Mikasa BD 2000 Men's)	Size 27.5 Spalding NBA Rookie Gear Composite
3-Point	Yes	*Yes
Shot Clock	NCAA - 30 Seconds	None *Game clock will stop after a made basket with 1-minute left in game.
Periods	20 Minute Halves	8-Minute Quarters. Clock stops on whistles.
Intermission	10 Minutes	1 minute Between Quarters 10 Minutes Between Halves
Overtime	5 Minute Intermission 5 Minute Overtime Period	2 Minute Intermission 2 Minute Overtime Period
Time Outs	NCAA 4 – Full 2 - 30 Second	4 - Full
Jump Ball	NCAA Alternating Possession	NCAA Alternating Possession
Fouls	NCAA - 5	NCAA - 5
Defense		^No press in the backcourt. If the offensive team calls a timeout in their backcourt, the defense may apply a full court press immediately after the timeout. The 10-second backcourt violation rule applies throughout the game.
	^A team with a 20 point lead in the second half may only apply a half court defense, i.e. no full court press. Defense must give the offense one chair length beyond the mid-court line before defending the opponents. If the team that is down by 20 or more points begins to press, then both teams may press. †	
Offense*		When a change of possession occurs, the offense cannot prevent the defense from crossing the mid-court line into their defensive positions, i.e. no back-picking by an offensive player on a defensive player in the offensive team's backcourt.
Classification and Points	No Point System Classification Form OR Completed Minimum Disability Form	No Point System Classification Form OR Completed Minimum Disability Form
Chair Specifications	NWBA	Chair must be safe for all players on the court. * No Power Chairs.
All other NWBA & NCAA rules applied to the higher divisions will be applied to the Junior and Prep Divisions		

**** IF A TEAM CALLS A TIMEOUT IN ITS BACKCOURT, THE DEFENSE MAY APPLY A FULL COURT PRESS IMMEDIATELY FOLLOWING THE TIMEOUT (PREP ONLY).**

PREP ELIGIBILITY:

1. All players 12 and under with physical disabilities meeting the requirements of the NWBA Youth League.
2. All players 13 and up (still in high school) with significant neurological (i.e. muscular dystrophy, cerebral palsy) and/or cognitive disabilities (i.e. cerebral palsy, traumatic brain injury, spina bifida with hydrocephalus/shunt malfunctions) which affect mobility, coordinated movement, strength, and endurance.
 - These athletes will be reviewed by a selected committee of NWBA Youth League coaches and/or team representatives for eligibility.
 - An athlete meeting these requirements cannot compete in any tournament in the Varsity League.
 - At the start of the tournament, these players will be reviewed and have consent from at least 2 coaches to remain in the prep league.

WOMEN'S DIVISION RULES

The Women's Division of the National Wheelchair Basketball Association (NWBA) plays according to the Official Rules of the NWBA except wherein modifications, deletions and additions have been made, as follows:

RULE 1 -COURT AND EQUIPMENT

14. b & d ... The ball used for play in the NWBA's Women's Division shall conform to specifications in The NCAA's Women's Rules.



CASE BOOK

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NATIONAL WHEELCHAIR BASKETBALL ASSOCIATION OFFICIAL CASE BOOK

The Official NWBA Case Book presents interpretations of current National Wheelchair Basketball Association rules by specifying the appropriate ruling in selected wheelchair basketball situations. The primary purpose of this document is to provide a vehicle for national standardization of NWBA officiating, and situations considered unique to wheelchair basketball. The Case Book, prepared by the Rules Committee of the National Wheelchair Basketball Association, serves exclusively as a supplement to the Official NWBA Rules and is intended to clarify and amplify the rulings contained therein. Whenever possible, the appropriate reference (Rule, Section and Paragraph) for each interpretation has been included for clarification.

RULE 1 – COURT AND EQUIPMENT

101. **PLAY** -A2 comes onto the playing floor with a wheelchair failing to meet the specifications of the NWBA Official Rules.

RULING -The chair is not legal. It should not be necessary for a team to protest the use of illegal chairs or equipment. It is the duty of the referee to see that this equipment is not used and it is the obligation of the offending team to secure proper equipment or adequately alter the illegal item so that it conforms to legal specifications.

101A. **PLAY** -A2 has secured a strap to the underside of the seat, which raises the surface of the seat considerably above the height of the chair's 21-inch seat rail.

RULING -The chair is not legal. Although the chair is legitimate as defined by Rule 1, Section 24a, the intent of this rule is to limit the height of the chair's seating surface. Any device used to raise the top of the seat more than 1/4-inch (allowing for seat thickness) above the height of a 21-inch seat rail must result in the chair being disqualified from play until such device is removed.

101B. **PLAY** -A3 enters the game with a strap securing his/her left leg to the wheelchair's foot platform.

RULING -Legal. There is no restriction to securing any portion of a player's body to the wheelchair.

101C. **PLAY** -During a time-out, Team A's captain objects to B1's use of a strap around his/her knees. This strap, in addition to providing support for B1's knees, serves as a "cradle" to prevent the ball from rolling forward off of B1's lap.

RULING -No violation. There are no stated or implied restrictions to using a strap (or other device) to provide support for a player or his/her extremities. Neither are there restrictions to such a device also providing support for the ball.

101D. **PLAY** -B1 attempts to enter the game using a "therapeutic" cushion with cut-out portions to conform to his/her legs and buttocks.

RULING -The cushion is legal; such cushions are not prohibited, providing they are composed of appropriate materials and do not exceed thickness restrictions.

101E. **PLAY** -During play, A2 rests his/her foot upon the strap attached to the telescope bar of the foot rest platform.

RULING -No violation, although the official should ensure that the strap remains "attached firmly and drawn taut".

101F. **PLAY** -As the referee and umpire are measuring and inspecting the wheelchairs before a game, they notice that player A1 has no strap attached to the footrest bar. A1 argues that since he/she is a bilateral above the knee amputee, he/she is not required to have a "leg strap".

RULING -There are no provisions in the NWBA Official Rules, which exclude anyone from having a strap attached to the bar of the footrest platform. A1 must attach a strap in order to participate.

101G. **PLAY** -As the referee and umpire are measuring and inspecting the wheelchairs before a game, they notice that player A1 has 2 horizontal bars behind the backrest. Diagonal bars connect the bars to each other. Only the top horizontal bar is padded.

RULING – A1 must put padding on the second horizontal bar and the diagonal bar. The purpose of the rule is to prevent injury to a player in the event he/she collides with the rear of A1's chair.

101H. **PLAY** – While measuring Team A's chairs prior to the start of the game, the officials back the players against a wall to verify that no rear casters extend beyond the rear wheels. At that time an official sees that A2's 5th wheel caster is contacting the floor at all times.

RULING – Chair is legal. There is no minimum height from the floor specified in the NWBA Rulebook.

RULE 2 – OFFICIALS AND THEIR DUTIES

201. **PLAY** -During play, it is discovered that B4 is using an illegal cushion. A Class A technical foul is called and the cushion is removed from play. Later in the game, the official notices that Player B4 is again using the illegal cushion.

RULING – Class A technical foul; Team A is awarded two (2) free throws and Player B4 is disqualified.

202. **PLAY** -Play is stopped after A5's wheelchair breaks an axle, and Team A's equipment manager is having difficulty making an immediate repair.

RULING -After a reasonable time (45 seconds), the official should instruct Team A to either (a) replace the damaged chair, (b) substitute for A5, or (c) call a time-out (which is charged to the team).

202A. **PLAY** -Player A1, prior to attempting a free throw, requests that an official grant an uncharged time-out in order to: (a) make a change in the location of his/her wheel axles; or (b) change from one properly functioning wheelchair to another.

RULING – In (a) and (b), an uncharged time-out is not granted. Although allowance is made for an uncharged time-out (45 seconds) to repair or replace malfunctioning wheelchair equipment, no such allowance is made for altering or replacing equipment that is functioning properly.

202B. **PLAY** – Referee administers the ball to player A1 for a free throw. B1 who is positioned at the top of the three-point line yells instructions to his/her teammates. Player A1 a) makes the free throw or b) misses the free throw.

RULING – In (a) play continues with team B throwing the ball in bounds. In (b) the referee awards A1 a substitute free throw. The rules make no provisions on what type of behaviors or vocalizations are not disconcerting to the free thrower or for where on or off the court an opponent may behave in a manner that disconcerts the free thrower. After the ball is administered to the free thrower the referee must interrupt such behavior as disconcerting and unsporting behavior. This would include members of the opponent's team on the bench.

RULE 3 -PLAYERS, SUBSTITUTES AND EQUIPMENT

301. **PLAY** -A4 uses a wide strap to secure him/herself to the wheelchair. In so doing, the strap covers (or obscures) the numbers on the front of the player's jersey.

RULING -The numbers on the front of a player's jersey should be visible to officials at all times. The official should instruct A4 to ensure that his/her number is visible by adjusting, replacing, or removing the strap. Repeated infractions should result in a technical foul.

301A. **PLAY** -As the referee and umpire are measuring and inspecting the wheelchairs before a game they notice that player A1 is wearing (a) a pierced earring or (b) a wedding ring. The referee advises the player to remove (a) the earring or (b) the wedding ring. In both instances A1 enters the court before the opening tip with tape covering the jewelry.

RULING -In both (a) and (b) the referee shall not permit A1 to participate in the game wearing jewelry. There are no provisions in the rules for allowing players to participate with tape covered earrings or rings.

RULE 4 – DEFINITIONS

401. **PLAY** -A5 has used the two (2) pushes to which he/she is entitled. A5 subsequently begins a dribble. After the ball has left his/her hand, but before it strikes the floor, A5 takes an additional push.

RULING -Violation. Two (2) legal pushes must be followed by one (1) or more taps of the ball to the floor before additional pushes are allowed.

401A. **PLAY** -A4, after securing control, tosses the ball down the court and pushes to retrieve the ball. In so doing, A4 takes a third consecutive push: (a) prior to the ball striking the floor; or (b) after the ball strikes the floor.

RULING -In (a), a violation should be called. A4 began a dribble by tossing the ball into the air. Thus, taking a third consecutive push prior to the tap of the ball to the floor constitutes a traveling violation. In (b), no violation occurs and A4 may continue to push the wheelchair without penalty while the ball is bouncing or rolling on the floor.

401B. **PLAY** -A5 executes a dribble by pushing the ball to the floor with both hands and continues to dribble by simultaneously batting the ball to the floor with both hands.

RULING -Legal maneuver. There is no double dribble violation in wheelchair basketball.

401C. **PLAY** -While executing a legal push on the wheelchair, A4 carries the ball wedged between his/her legs below the knees.

RULING -Legal. There is no restriction as to how a ball may be carried while in control.

401D. **PLAY** -A1 possesses the ball and takes his/her two pushes. While holding the ball with one or both hands and before any dribble, A1 pushes on his/her right wheel with one elbow or simultaneously on both wheels with both elbows.

RULING -In either case it is a traveling violation.

402. **PLAY** -A3 executes a successful free throw with the forward portion of his/her large wheels extending over the vertical plane of the free throw line, but not in contact with the line.

RULING -No violation. One (1) point is awarded. During a free throw, the point of reference is where the large wheels make contact with the floor. Therefore, the wheels may break the vertical plane but not come into contact with the floor beyond the edge of the free throw lane, which is farthest from the basket.

402A. **PLAY** -During a free throw by A4, A3 assumes his/her position along the lane. Although his/her front casters are behind the line, his/her footrest platforms are penetrating the vertical plane of the lane boundary.

RULING -Legal position. No infraction is called unless the casters cross the lane boundary prior to the shooter releasing the ball.

NOTE: The location of a player remains as defined in NWBA Rule 4, Section 25 and Rule 7, Section 1. This also applies to all wheelchair basketball situations involving NCAA "vertical plane" rules (i.e., jump ball and free throws).

402B. **PLAY** -A3 prepares to execute a free throw. After legally positioning his/her wheelchair, A3 slides his/her buttocks forward to the front edge of his/her seat and executes a successful free throw.

RULING -Legal maneuver. The player may slide forward on the seat provided

he/she remains firmly seated in the wheelchair.

403. **PLAY** -A2 intercepts a pass (gaining possession) from Team B while in Team A's front court. Before A2 can stop his/her momentum, the front casters of the chair cross the division line into the back court.

RULING -A2 has caused the ball to go from the frontcourt to the back court and, therefore, has committed a violation. The ball is awarded to Team B.

404. **PLAY** -A4, having utilized both pushes to which he/she is entitled, executes a pivot by braking the forward motion on one wheel (without forward or backward direction to the wheel).

RULING -Legal maneuver. A4 must now dribble, pass or shoot prior to exerting further forward or backward motion on either or both wheels.

- 404A. **PLAY** -A1, having utilized both pushes to which he/she is entitled, changes the direction of his/her moving wheelchair to the left by pressing one hand against the left wheel (without forward or backward direction to the wheel). Then, without dribbling, A1 changes direction a second time by pressing one hand against the right wheel, causing the moving wheelchair to veer to the right.

RULING -Legal maneuver, providing A1 does not exert forward or backward motion on either wheel prior to dribbling, passing or shooting. Repeated changes of direction to a moving wheelchair, as described above, do not constitute pushes unless forward or backward motion is exerted on one or both wheels.

- 404B. **PLAY** -A4 rebounds a shot and then executes a legal pivot by pushing with both hands simultaneously in opposite directions. Subsequently, A4 takes two (2) pushes without dribbling, passing or shooting.

RULING -Violation. The pivot constituted one (1) of the two (2) pushes to which A4 was entitled. The third consecutive push resulted in a traveling violation.

- 404C. **PLAY** – A1 is dribbling the ball in the front court when the ball momentarily gets away from him/her. While the dribble is interrupted: (a) A1 pushes B2 while trying to retrieve the ball; (b) A2 is in the lane for three seconds; or (c) A1 calls a timeout.

RULING – In (a), team-control foul called on A. In (b), three-second violation on A2; or (c) a timeout shall not be acknowledged during an interrupted dribble.

RULE 5 -SCORING AND TIMING REGULATIONS

501. **PLAY** -Player A1 releases a successful try for a goal. Although the points of contact for the large wheels of A1's wheelchair are behind the three-point line, the front casters are over (or in contact with) the line.

RULING -A three-point field goal is awarded to A1. The points of reference for awarding a three-point field goal are the contact points of the large wheels with the floor as the try is released; therefore, the front casters may be in contact with, or extend over, the three-point line. The points of contact for both large wheels must be behind the line when the try is released.

502. **PLAY** -Subsequent to establishing control, A1 drops the ball and it begins rolling toward the sideline. A1 anticipates that he/she will be unable to regain control prior to the ball going out of bounds. To avoid losing team control, A1 immediately requests a time out from the nearest official.

RULING -The official should not acknowledge the time out request.

RULE 6 – LIVE BALL AND DEAD BALL

601. **PLAY** -During a jump ball. A3 places his/her non-tapping hand on the wheel and/or hand rim for balance.

RULING -No violation. Although such a maneuver is often used to gain an advantage, prohibiting its use would constitute a potential hazard to players with poor balance. If possible, the official not tossing the ball should be positioned to observe that neither jumper commits a Physical Advantage Foul by rising from his/her seat during the tap.

602. **PLAY** -B2 and A4 are involved in a jump ball. Prior to tossing the ball, however, the official notices that both players are facing in the same direction.

RULING -Legal alignment. The official should toss the ball. Requiring that players face in opposite directions on a jump ball would dictate the use of the same tapping hand by each player. Such a situation could result in an unfair advantage to one of the competitors.

603. **PLAY** -Teams A and B line up for a jump ball. B5, rather than facing toward the jumpers, positions his/her chair parallel to the restraining circle. Subsequently: (a) no objection is raised by Team A; or (b) A1 requests that the official instructs B5 to face toward the jumpers so that A1 can occupy a portion of the area assumed by B5.

RULING -In (a), no adjustment in B5's position is required. In (b), A1's objection is valid and the official should instruct B5 to either turn his/her chair to face the jumpers or move to occupy an uncontested area.

NOTE: This interpretation corresponds to NCAA rulings where an able bodied player is only allowed to occupy an area equal to his/her body width he/she may not, therefore, spread his/her legs or arms to increase his/her floor area along the restraining circle.

604. **PLAY** – Team A requests and receives a timeout during the second half. Team B’s bench is in Team A’s back court. Team A breaks from their timeout before Team B and A3, A4 and A5 go to the back court and begin to back pick B1, B2 and B3. The referee instructs Team A to retreat to their frontcourt and stop legally obstructing members of Team B.

RULING – The referee is incorrect. There is no rule that prevents a player from legally obstructing an opponent during a live ball or a dead ball. It is the duty of the officials to officiate during a dead ball.

RULE 8 – VIOLATIONS AND PENALTIES

801. **PLAY** -During a free throw by A5, A2 takes a position along the free throw lane in space two. Prior to placing the ball at the disposal of A5, one official notes that one of Player A2's wheels is breaking the vertical plane. A2 informs the official that his/her wheels are spaced (or cambered) such that they do not fit within the space allotted along the lane.

RULING -A2 must leave his/her position along the lane. If a player chooses to use a wheelchair with wheels that do not fit within the lane spaces, he/she relinquishes the opportunity to occupy such space.

Question: In the situation described above, may Player A2 legally back his/her wheelchair slightly so that the wheels do not come in contact with the painted lane space markings?

Answer: No. While only the area 8 inches by 12 inches is painted on the court, the neutral zone is 12 inches wide and extends back from the nearer free-throw-lane boundary for 36 inches. Breaking the plane of any boundary of either the neutral zone or spaces along the lane is a violation.

802. **PLAY** -Team B causes the ball to go out of bounds in Team A's front court. A3 enters the free-throw lane: (a) before the official is ready to place the ball at the disposal of the thrower-in; or (b) as the official places the ball at the disposal of the thrower-in.

RULING -In (a), no violation is called. Players of either team may enter the free-throw lane prior to the official preparing to place the ball at the disposal of the thrower-in; however, players from Team A must vacate the lane prior to the official placing the ball at Team A's disposal. In (b), a violation is called. At the moment the official completes placing the ball at the disposal of the thrower-in, no players of Team A shall be located within the free-throw lane.

NOTE: The free-throw lane restriction and three-second rule applies only to the team with the ball, and only in the frontcourt. Thus, in the above situation, players from Team B are entitled to remain in the free-throw lane before and during the throw in. If the above situation had occurred in Team A's back court, neither team would be restricted from entering the free-throw lane.

803A. **PLAY** -Player A1 remains in the three-second lane of his/her opponent for more than three seconds because Team B's defensive alignment prevents the player from leaving the lane. During this time, A1 attempts to leave the lane.

RULING -No violation. An allowance is made for a player who makes an attempt to leave the three-second lane.

803B. **PLAY** -Player A1 remains in the three-second lane for two seconds. As the official's count reaches three-seconds, A1 dribbles towards the basket and (a) shoots for a goal or (b) passes the ball to A2.

RULING -In situation (a), there is no violation. An allowance is made for a player who is in the three-second lane for less than three seconds who dribbles in the lane and shoots for a goal. In situation (b), this is a three-second violation. No allowance is made for a player who is in the three-second lane for less than three seconds who dribbles in the lane and passes the ball to a teammate.

804. **PLAY** -A4 is closely guarded in the front court area. Without moving, A4 dribbles for several seconds, and then holds the ball for several seconds. He/she continues to alternate between dribbling and holding the ball, while remaining in the frontcourt area

RULING -No violation, providing A4 neither dribbles for five (5) consecutive seconds nor holds the ball for five (5) consecutive seconds.

805. **PLAY** -A5 leans over to gain control of the ball. While in contact with the ball, A5's chair tilts to one side and his/her right wheel and caster leave the floor.

RULING -No violation is called providing neither the player's foot/feet nor the footrests or anti-tip (safety) casters come in contact with the floor.

806. **PLAY** -Player A1 loses his/her balance while in possession of the ball, and places one hand on the floor to prevent falling from the chair.

RULING -No violation. A player in possession of the ball may touch his/her hand(s) to the floor without penalty providing the player's feet and the wheelchair's footrests or front anti-tip (safety) casters do not come into contact with the floor.

806A. **PLAY** -B4, while in the key, falls from the chair and is unable to regain his/her seat without assistance. As he/she falls, Team A has a potential scoring play in progress. Player A2 releases a try for a goal that is: (a) successful; (b) unsuccessful, and Player A3 gains possession of the rebound.

RULING -Play is stopped after team A's try is released. In (a), the field goal is awarded to Team A, and the ball is put into play with a throw-in by Team B. In (b), play is stopped before Player A3 gains possession, and the ball is awarded to the team next entitled to the throw-in using the alternating jump ball process.

806B. **PLAY** -B2 attempts to prevent a ball from going out of bounds. In doing so he/she loses his/her balance and falls from the chair after tapping the ball to a teammate.

RULING -No violation occurs and play should continue unless B2 falls into the line of play or is unable to regain his/her chair without assistance. If, however, the official rules that Player B2 deliberately left his/her chair in order to gain an advantage, this constitutes a Physical Advantage Foul.

806C. **PLAY** – Offensive player A2, while in chair, falls in the key and then crawls out of the key to prevent a three-second count.

RULING – It is a violation on A2 and the ball is awarded to the defensive team.

806D. **PLAY** – Defensive player D2, while in chair, falls in the key to prevent offensive player A1 from attempting a drive to the basket.

RULING – It is a Class A technical foul on D2 for unsporting conduct.

RULE 9 -FOULS AND PENALTIES

901. **PLAY** -A3 prepares to execute a try for goal. B1, without attempting to play the ball, deliberately extends his/her arm and hand in order to obstruct A3's vision of the basket. B1's hand is held inches from A3's eyes for an extended period of time; however, no contact is made.

RULING – Class B technical foul is assessed against B1. Purposely obstructing an opponent's vision by waving (or holding) hands near his/her eyes is a technical foul (NCAA 10-6-1).

NOTE: A technical foul does not apply if player B1 is making a legitimate attempt to play the ball, nor does it apply for momentary interference with A3's vision during a try for goal.

901A. **PLAY** -A2's chair makes "negligible" contact with the spokes of B1's chair. Subsequently, A2 maintains pressure against B1's spokes and prevents B1's advancement.

RULING – Negligible contact is a judgment call, contact is part of the game, the official should determine advantage or disadvantage with all negligible contact. The subsequent pressure constitutes chair contact affecting the progress or position of another player is a personal foul on A2.

901B. **PLAY** – A1 controls the ball and is advancing down the court. B1 passes A1, i.e. his/her rear axles and rear wheels are ahead of A1. B1 stops and A1 collides with B1's rear wheel.

RULING – This is a player control foul on A1. Since B1's rear axle was beyond A1's foot platforms, he/she has legal guarding position.

901C. **PLAY** -A1 is driving for the basket and is in the act of trying for a goal. B4, while following A1; (a) attempts to play the ball. In so doing, B4 allows his/her chair to come into contact with one rear wheel of A1, thus altering the direction or speed of A1's chair; (b) does not attempt to play the ball, and allows his/her chair to come into contact with A1's chair to the extent that A1 is (or could be) caused to fall from the wheelchair.

RULING -In (a), a flagrant 1 foul in the act of shooting is assessed against B4. Such contact with the chair of a player in the act of trying for a goal should not be considered negligible. In (b), a flagrant 2 foul is assessed against B4; two (2) free throws are awarded to A1, B4 is ejected and the ball is awarded to Team A.

901D. **PLAY** -B1 positions his/her chair to impede the progress of A2 in Team A's back court area. As A2 attempts to go around B1, Player B1 uses his/her superior maneuvering ability to adjust his/her position and continues to block A2's advance into the front court. No chair or player contact occurs.

RULING -No foul or violation. Play continues unless either B1 or A2 initiates contact with the opponents.

901E. **PLAY** – A2, while in possession of the ball, establishes a straight-line path toward the basket. B5 legally establishes a stationary position in A2's path, but B5's wheelchair is perpendicular (sideways) to A2. Without further movement by B5, A2's wheelchair collides with the side of B5's wheelchair.

RULING -Player control foul is assessed against A2. In wheelchair basketball, a player is not required to face the wheelchair directly toward an opponent in order to establish a legitimate defensive position.

901F. **PLAY** – A5 is pursuing a loose ball, but appears unable to secure the ball prior to the ball going out of bounds. At this point, A3, who is screened from the ball by A5, pushes teammate A5 from behind in order to assist his/her pursuit of the ball. So aided, A5 secures the ball prior to the ball going out of bounds.

RULING -No violation. Players may push or otherwise assist teammates, providing such actions are not performed in an unsporting manner.

901G. **PLAY** – A1 is back picking B1 in A1's back court or front court. As A1 releases he/she turns abruptly into B1 displacing B1 from B1's path.

RULING – Foul on A1.

901H. **PLAY** – A1 controls the ball. B1 comes from across the court and is a) stationary or b) moving when A1 runs into his/her rear wheel. The rear wheel in both instances is perpendicular to collinear with A1's path.

RULING – In both a) and b) A1 has committed a player control foul unless the contact is incidental.

901I. **PLAY** – A2 sets a legal pick on B1. A1 tries to roll off the pick but B1 presses his/her foot platform so hard against A1's rear wheel that A1 cannot roll to the basket.

RULING – B1 is holding and should be charged with a foul.

901J. **PLAY** – A3 leaves the court at the baseline under his/her goal in order to get to the other side of the lane.

RULING – This is a Class B technical foul. Any member of Team B may shoot two (2) free throws. Team A then puts the ball in play at the point of interruption.

902. **PLAY** -A1 lifts one (1) foot off the foot platform and swings it to the side of the chair in order to increase his/her leverage while executing a down court pass.

RULING -Physical Advantage Foul. Team B is awarded two (2) free throws and is given the ball out-of-bounds at the division line. It should be stressed, however, that inadvertently lifting one (1) or both feet from the platform is not a Physical Advantage Foul. The official must determine if the player uses such a maneuver to gain an advantage over his/her opponent.

902A. **PLAY** -A2, having already received one Class A technical foul for unsporting conduct, commits a Physical Advantage Foul (his/her first PAF of the game).

RULING -The player is not dismissed from the game. Although a Physical Advantage Foul is penalized like a Class B technical foul, it must be considered separately for disqualification from play.

902B. **PLAY** -A5 is driving toward the goal. While A5 is releasing the try for goal, B4 rises from the seat and, at approximately the same time, commits a personal foul against A5. A5's try for goal is successful.

RULING -The official should determine whether B4 rose from the seat prior to contact with A5, or vice versa. If B4 left the seat prior to contact with A5, a Physical Advantage Foul is called. If, however, contact occurred prior to B4 leaving the seat, a personal foul is charged. In either case, the successful field goal is allowed.

902C. **PLAY** -B2 attempts to rebound a missed try for goal by A1. In so doing, B2 rises from the wheelchair and (a) successfully secures the rebound, or (b) is unsuccessful and fails to touch the ball.

RULING -In both (a) and (b), a Physical Advantage Foul (PAF) is assessed against B2. It is not necessary for a player to actually touch the ball to be assessed a Physical Advantage Foul (PAF) for rising out of the seat.

902D. **PLAY** -B4, who is securely strapped into the wheelchair, secures a position in front of A3 to prevent A3 from receiving a pass. A high pass is made to A3 out of the reach of B4. However, B4 forcefully thrusts his/ her body and arms into the air to the extent that all wheels of the wheelchair "jump" from the floor. In so doing, (a) B4 deflects the pass while the wheelchair is off of the ground; or (b) B4 fails to deflect the pass. B4's strap keeps his/her buttocks in contact with the seat throughout this maneuver.

RULING -In both (a) and (b), Physical Advantage Foul (PAF) is assessed against B4. The use of a strap allowed B4 to remain in contact with the seat; however, the strap also enabled B4 to use functional trunk muscles to gain an advantage over an opponent (i.e., raise all wheels of the wheelchair off of the floor without holding onto the wheels or hand rims).

NOTE: "Jumping" a wheelchair by using both hands on the wheels or hand rims are neither a PAF nor a violation. This maneuver is commonly used to move laterally short distances or to disengage interlocked wheelchairs.

902E. **PLAY** -A5, during the execution of his/her free throw, steadies his/her chair by placing one (1) foot: (a) against one (1) wheel; (b) on the floor beside the chair.

RULING -In both (a) and (b), a Physical Advantage Foul (PAF) is assessed due to A5's use of a functional leg to gain an advantage. The free throw in progress is disallowed and Team B is awarded two (2) free throws for the PAF violation. Play resumes with the ball awarded to Team B out of bounds at either end of the division line.

902F. **PLAY** – A3, a lower extremity amputee, is advancing toward the goal with both hands holding the ball. As B2 approaches from the side, A3 presses his/her functional leg stump against one (1) wheel, thus maneuvering the chair away from the defender.

RULING -A Physical Advantage Foul (PAF) is assessed against A3 due to his/her use of a functional leg stump to gain an advantage over an opponent.

902G. **PLAY** -A2 attempts to execute a bounce pass to a teammate. Defender B1 deflects the pass by extending a functional leg and "kicking" the ball.

RULING -Physical Advantage Foul (PAF). A player may not use a functional leg to gain an advantage over an opponent.

902H. **PLAY** -B1 slides forward on his/her seat, leans to the right and deflects a pass from A3 to A5. In so doing, the chair's footrests do not come into contact with the floor, and (a) both buttocks maintain contact with the seat, or (b) his/her left buttock loses contact with seat; however, the right buttock remains in contact with the seat.

RULING - In (a), legal maneuver, the player may slide forward on the seat provided he/she remains firmly seated in the wheelchair. In (b), a Physical Advantage Foul (PAF) is assessed against B1. Both buttocks must maintain contact with seat (or cushion) during play

902I. **PLAY** - B2 has been assessed four (4) personal fouls, but no technical fouls. Subsequently, he/she: (a) uses profanity in protesting an official's decision and is charged with a Class A technical foul; or (b) raises from the seat during play and is charged with a Physical Advantage Foul (PAF).

RULING - B2 is disqualified in situations (a) & (b). In (a), B2 is disqualified because the technical foul constitutes his/her fifth foul. Also, the technical foul counts toward Team B's fouls in reaching bonus free throw situations. In (b), B2 is disqualified because PAFs are now considered for disqualification from play. Moreover, PAFs now do count toward team fouls in reaching bonus free throw situations.

RULE 10 -PLAYER CLASSIFICATION AND TEAM BALANCE

1001. **PLAY** - Team B begins a game with five (5) players (15 points), but subsequently: (a) is forced to continue with four (4) players due to a

disqualification of their only Class I player; or (b) voluntarily continues with only four (4) players by removing their Class I from the floor.

RULING -In (a), no infraction is called and Team B is allowed to continue with four (4) players provided the team does not violate the team balance rule and is unable to maintain a five players, 15-point team through substitution. In (b), Team B is not allowed to continue with four (4) players. If eligible players are available, a team must complete with five (5) players.

1001A. **PLAY** -Team A begins the game with 16 points on the floor. After the tap, the official scorer discovers the error and alerts the referee to this infraction. Team A, unable to meet the 15-point requirement, attempts to continue the game with only four (4) players on the floor.

RULING -Forfeit; Team A loses to Team B. Although the error was discovered after the opening tap, the game must begin with five (5) eligible players (15 points or less) and Team A was unable to meet the requirement.