



WHEELCHAIR

HANDBALL

OFFICIAL AAASP INTERSCHOLASTIC
WHEELCHAIR HANDBALL

2018-19
RULEBOOK



**American Association
of Adapted Sports Programs, Inc.**

Official Youth Wheelchair Handball Rules

Fifth Edition

The American Association of Adapted Sports Programs, Inc.
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Introduction

Since its incorporation as a nonprofit in 1996, AAASP has developed one of the United States' most comprehensive and innovative athletic programs for students with physical disabilities or visual impairments. These adaptedSPORTS® programs are school-based and often supported through community partnerships.

The sports featured in the adaptedSPORTS® Model have their origin in Paralympic and adult disability sports, however, they are innovative in that they are co-ed and cross-disability in nature. Participation in adaptedSPORTS® can begin when a child enters the first grade, and continues until high school graduation.

AAASP has adapted these sports for the student-athlete based on their functional ability. By providing standardized competition rules, it is possible for the widespread implementation of an interscholastic adapted athletic system. The rules are regularly reviewed by AAASP's Sport Tech Committee to ascertain when, and if, revisions are required. This process allows AAASP to maintain high standards and promotes the widespread adoption of interscholastic athletics for this student population.

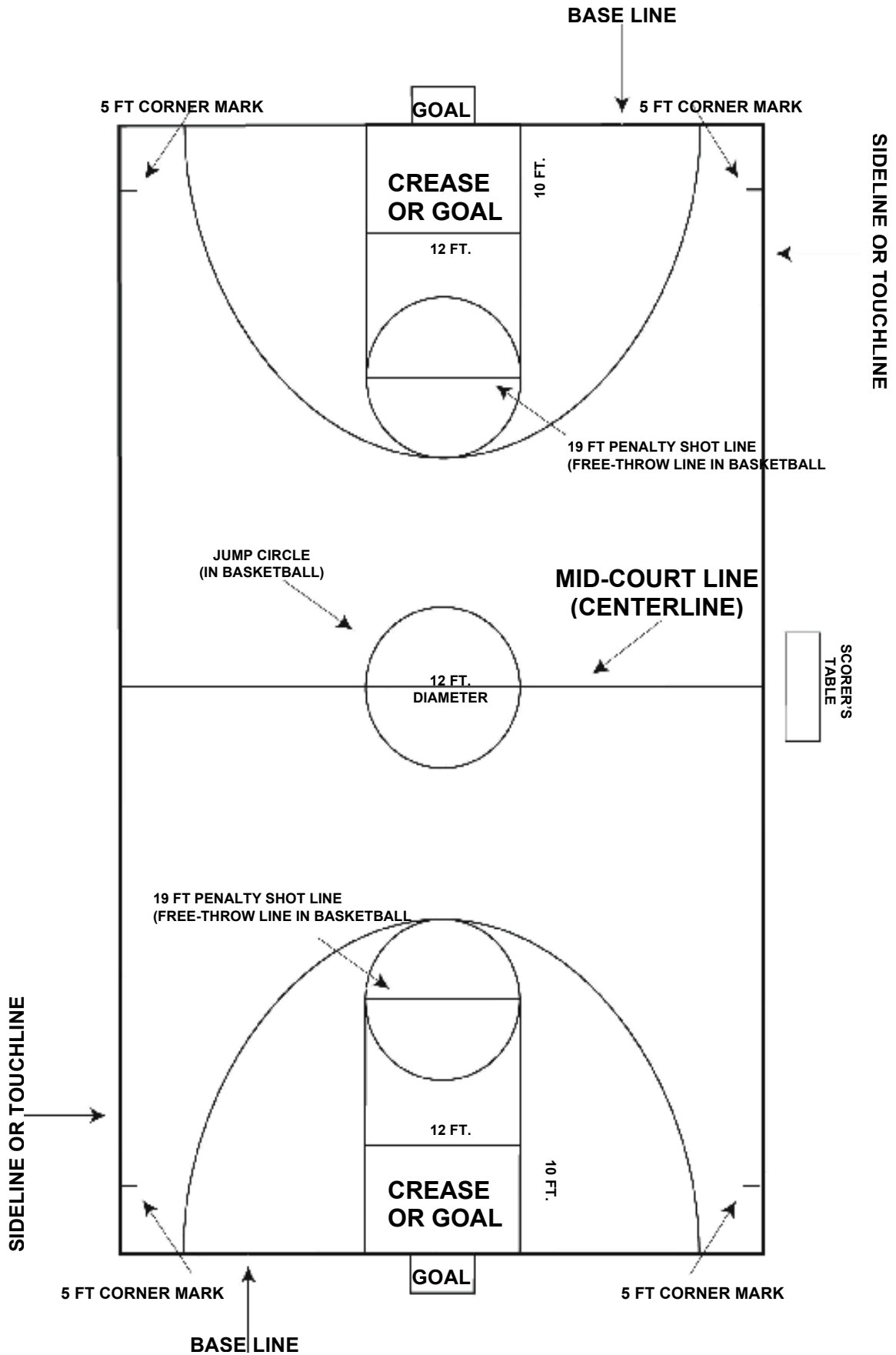
Additionally, each sport has its own season. This makes it possible to schedule tournaments on regional and statewide levels within the each sport season, thus amplifying competitive opportunities for many more young athletes and perpetuating the national growth of each sport.

The adaptedSPORTS® include:

Fall	Wheelchair handball
Winter	Wheelchair Basketball
Spring	Track and Field, Wheelchair Football

FlagHouse, a worldwide distributor of athletic equipment and products, has made adaptedSPORTS® rule books and AAASP-approved equipment available through their catalogs and online. Information about purchasing these products or ordering the current FlagHouse catalog can be obtained by calling (800) 793-7900, or by going to www.flaghouse.com.

Field of Play



Official Youth Wheelchair Handball

Rule 1: Court and Equipment

Section 1 The Game

Art. 1 Wheelchair Handball is played on an indoor court by two teams of six players. The objective is for each team to score by throwing, tapping or kicking the ball into its opponent's goal and to prevent the opponent from scoring.

Section 2 The Field of Play

- Art. 1 The diagram on page 7 includes directions for taping the court as an aid to persons who are learning the game. The tape color for the goal area must be distinct and unique to the host facility.
- Art. 2 **Playing Area:** The playing area should be located indoors where the game is to be played on a gymnasium floor. Playing outdoors on concrete or an asphalt surface is not recommended.
- Art. 3 **Dimensions:** The court dimensions should be no smaller than the dimensions of a high school basketball court measured at 50 feet wide and 94 feet long. The court dimension should be no larger than the maximum dimensions of a college basketball court measured at 50 feet wide and 100 feet long.
- Art. 4 **Marking:** The court will be marked with distinct lines that measure no more than two inches wide. A halfway line will be marked out across the court. A 12-foot diameter circle will indicate the center of the court.
- Art. 5 **Goal Area:** At each end of the court, two lines will be drawn at right angles to the goal line outside of each goal post. They should be measured three feet, six inches from the inside of the goal post. These will extend into the field of play for a distance of 10 feet and will be joined by a line drawn parallel with the goal line. The area enclosed by these lines and the goal line will be called the goal area, or crease, and will measure 12 feet wide by 10 feet deep.
- Art. 6 **Corner Mark:** The corner marks used for a throw-in will be marked at each sideline at the five-foot mark from the end line. This line should run parallel to the end line and extend one foot from the sideline.
- Art. 7 **Goals:** The goals should be placed at the center of each goal line. These goals are two upright posts, equidistant from the corners and five feet apart (inside measurement) joined by a horizontal cross bar, the lower edge of which will be five feet, six inches from the surface. The width and depth of the goal posts and crossbars will not exceed five inches. The goal posts and crossbars will have the same width. The depth of the goals will be a minimum of three feet. Nets will be attached to the posts, crossbars and to the floor or bottom rear of the goals. They should be appropriately supported and be so placed as to allow the goalkeeper ample room.

- Art. 8 Team Benches: Player benches for each team must be separated from each other by a suitable partition. Facilities may have different dimensions for benches. However, both bench areas must be identical regarding area and access to the court and scorekeeper's table.
- Art. 9 Team Benches - Scorekeeper's and Timekeeper's Table: Choice of benches is made by the home team game administration. The team benches will be located equidistant from the division line extended at each side of the scorekeeper and timekeeper's table on the sidelines.
- Art. 10 Scorekeeper's and Timekeeper's Table: These will be located courtside and at midcourt. Teams will warm up at the end of the playing court farthest from their own bench for the first half.
- Art. 11 Penalty Shot Line: A penalty shot line should be marked at the basketball free-throw line, 19 feet in front of the goal.
- Art. 12 Game Clock: The clock will be visible from both benches.

Section 3 Equipment (General)

- Art. 1 All players must play in a wheelchair. Power, standard and sport chairs are acceptable. Motorized scooters or carts and similar equipment are not allowed.
- Art. 2 The wheelchair may have three, four or five wheels.
- Art. 3 All modifications of wheelchairs will be subject to the review of the referees/officials for safety, unfair advantage or rule violations. If a referee determines the material to be in violation, alterations must be made before the player is allowed to play.
- Art. 4 The height of the foot platform at its forward-most point, which would be the first point of contact with another wheelchair, can be no more than five inches from the floor.
- Art. 5 The foot platforms must have rounded or smooth corners. Parts such as door bumpers, knobs, projections from folding footrests, or other projections from the body of the footrest that may become entangled in the wheels and/or spokes of another chair, or used to hook and/or hold an opponent, will not be allowed.
- Art. 6 For those players requiring higher platforms for proper positioning, material may be added to the underside or topside of the foot platform in order to meet the five-inch requirement. The primary frame of the adaptations must be metal and firmly attached to the frame of the chair. The adapted foot platform must comply with all appropriate articles of Rule 1, Section 3.
- Art. 7 If the frame of a wheelchair with no footrest protrudes in any way as to be hazardous or unsafe to other players, then those areas must be padded.

Art. 8 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 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.

Art. 9 No jewelry is allowed to be worn during play. This includes, but is not restricted to: watches, rings, earrings, necklaces and bracelets. Only medical notification jewelry is allowed. Tape must be applied to cover and secure the medical notification jewelry. The referee will review such taping.

Art. 10 Any chair equipped with either a horizontal bar behind the backrest or push handles extending to the rear, must have sufficient padding in these areas to prevent injury to players.

Section 4 Equipment (Protective)

Art. 1 The use of protective headgear is recommended for players prone to falling from their wheelchairs and/or who do not have the ability to protect their head and face from an oncoming ball. If falling is problematic, the referee may mandate the use of straps or remove the player from the game.

Art. 2 The use of eyeglasses with safety glass or protective goggles is recommended for players who wear eyeglasses.

Art. 3 The use of anti-tip devices and safety strapping is recommended for players who are prone to tipping over backward and/or who have difficulty keeping their lower extremities on their footrest.

Art. 4 If materials and/or protective devices on platforms touch the floor while a player has the ball or attempts to possess the ball, the opposing team will be granted an in-bound at the nearest sideline. Players in violation, who are not in possession of the ball, will be warned by the referees to correct the problem. A 45-second official's equipment time-out will be enacted if necessary (Rule 4, Section 9). The player will be cited for a court violation if there is a second violation for the same piece of equipment. Another player must substitute for the player until the problem is corrected. Anti-tips will be exempt from this rule.

Art. 5 It is recommended that the goalkeeper wear a facemask, gloves or other protective equipment.

Section 5 The Ball

- Art. 1 The ball shall be spherical with approximately a 29.25-inch circumference and should be inflated to two psi. AAASP may require a specific make and model to be used as the game ball.
- Art. 2 When dribbled vertically, without rotation, the ball shall return directly to the dribbler's hand.
- Art. 3 The home team shall provide a ball that meets the specifications listed in this section. The referee shall judge the legality of the ball and may select for use, a ball provided by the visiting team if the home team cannot provide a legal ball.

Rule 2: Players, Substitutions and Player Equipment

Section 1 The Team

- Art. 1 Two teams shall play a game. During the course of a game, no more than six or fewer than five players, one of who shall be the goalkeeper, will be on the court during play.
- Art. 2 A team unable to field five players at the prescribed starting time of the game will forfeit the game.
- Art. 3 All team bench personnel and players listed on the lineup are subject to the authority and jurisdiction of the referee.

Section 2 The Goalkeeper

- Art. 1 The goalkeeper has three options once he has possession of the ball:
- (a) hold the ball for five seconds and his team will retain possession with a throw-in at the closest corner mark;
 - (b) Pass the ball out to a teammate; or
 - (c) leave the crease with the ball.
- Art. 2 If the ball is in the goal area, the goalkeeper must make an attempt to gain possession of the ball within five seconds. Contact with the ball in any manner will be considered possession. Once the goalkeeper has made contact with the ball inside the goal area, his team will be awarded an in-bound at the nearest corner mark if the goalkeeper holds the ball for five seconds. Failure to make an attempt to take possession of the ball will result in a court violation and loss of possession.
- Art. 3 If a goalkeeper has possession of the ball and leaves the goal area, or leaves the goal area to gain possession of the ball, they will have three seconds in which to dribble, pass or shoot the ball. The goalkeeper may not return to the goal area while in possession of the ball.
- Art. 4 A goalkeeper may move anywhere on the court. Once the goalkeeper leaves the crease, the three-second rule applies (Rule 3, Section 4, Art. 1). Additionally, if the goalkeeper

leaves the crease, no other player on his team is allowed to enter the crease to play the goalkeeper's position. Only the designated goalkeeper may enter the crease.

Section 3 Substitutions

Art. 1 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 or disciplinary reasons a player that is present cannot play, the coach must notify the official, scorekeeper, and the opposing coach before the game.

Example: 10 Players on a team

First period: Eight minutes

Five players play the 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

Section 4 Uniforms

Art. 1 Teams shall have the right to choose the color and type of their uniform including the jersey and pants or shorts, as long as the uniforms meet the requirements stated in Articles 2 through 6 of this section.

Art. 2 Jersey types: Side inserts, including trim, of no more than four inches (4") in width (two inches on each side of the seam) of any color(s), centered vertically below the armpit are permitted. Side inserts for all team jerseys must be of the same width. Trim is not to exceed one inch (1") around the neck and arm openings. A visible sponsor's logo is not permitted on the team jersey, shorts/pants or undershirt.

Art. 3 The AAASP logo: The AAASP "stacked" logo must be worn on the left sleeve of the team jersey and must measure three inches (3") wide by one and a half inches (1-1/2") high. AAASP will supply the logo to each team's preferred uniform vendor. Vendors may contact AAASP at (404) 294-0070 or via e-mail at sports@adaptedsports.org to request the logo.

Art. 4 Home and away jerseys: The home team will wear white jerseys and the visiting team dark jerseys.

- Art. 5 Name of teams and players: Team names will be placed on the front of the jersey. The lettering may be arched but the first and last letters must be on the same horizontal plane. Player names, if used, must be placed on the back of the jersey and must be above the jersey number. If a player's name is used, it must be the player's last name. Any point on any letter shall not be closer than one inch (1") to any point on any number(s).
- Art. 6 Player's Number: Team jerseys will include the player's number, which shall be at least six inches (6") high on the back and at least four inches (4") high on the front and not less than three-quarters inches (3/4") in width, excluding the border. The number will be centered vertically and horizontally. Each team member will be numbered on the front and back of the team jersey with plain Arabic numerals. The following numbers are legal: 0 or 00, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55. No more than three (3) colors may be used for the number. The numbers on the front and back of the team jersey will be the same color and style. The torso of the team jersey will be the same single color from the base of the neck to the bottom of the jersey. Undershirts must be similar in the color to the torso of the shirt and will not have frayed or ragged edges. If the undershirt has sleeves, they must be the same length.

Rule 3: Definitions

Section 1 Alternating Possession Procedure

- Art. 1 The alternating possession procedure is a method of putting the ball into play with a throw-in.
- Art. 2 The alternating possession procedure starts when an official places the ball at the disposal of a player for a throw-in and ends when the throw-in is completed or when the throw-in team commits a violation or foul.
- Art. 3 The team awarded the ball for the alternating possession throw-in will be indicated by the alternate possession arrow.

Section 2 Ball in Goal Area

- Art. 1 While the ball is in the goal area, other players may attempt to gain possession as long as they do not:
- (a) Touch any part of the goal area with any part of their wheelchair or body.
 - (b) Interfere physically with the goalkeeper's attempt to gain possession.
- Art. 2 A violation of Rule 3, Section 2, Art. 1(a) or (b) by an offensive player will result in the defensive team being awarded an in-bound at the closest corner mark.
- Art. 3 A violation of Rule 3, Section 2, Art. 1(a) by the defensive team will result in the offensive team being awarded an in-bound at the closest corner mark. If the defensive player in the

crease affects the play and interferes with a shot on goal, a penalty shot will be awarded to the offensive team in accordance with Rule 9.

Section 3 Ball Movement

Art. 1 A player may use hands, feet, chair, or any part of the body to move the ball.

Section 4 Ball Possession

Art. 1 Once a player has possession of the ball, they have three seconds in which to pass, dribble or shoot. If the player fails to do so, play is stopped and the ball will be awarded to the opposing team for an in-bound at the nearest sideline to the location where the infraction occurred.

Section 5 Position

Art. 1 Position is when the point of contact of the blocking wheelchair leads the leading edge of the opponent's wheelchair. When this occurs, the blocking wheelchair is said to have "position" to execute a legal block. If the leading edge of the opponent's wheelchair precedes the blocking wheelchair, then ramming occurs by the blocking wheelchair.

Section 6 Blocking (a legal move)

Art. 1 Blocking is a legal move made by a player who has position to impede the movement of another player (Rule 3, Section 5, Art. 1). Although incidental contact may occur, ramming into another wheelchair is not allowed.

Section 7 Dribbling

Art. 1 A player may dribble the ball with one or two hands.

Section 8 Fallen Player

Art. 1 If a player falls out of the chair and is not in danger of injury, play will continue until a dead-ball situation occurs or a goal is scored. If, in the view of the referee, the player is in danger of injury, play will be stopped immediately. The player's coach will be beckoned onto the court to assist the player. The team who had possession of the ball when play was stopped will be given an in-bound at the nearest sideline to the ball.

Art. 2 A player may not touch the court surface while in possession of the ball or in an attempt to obtain possession of the ball. An exception is made for those players who use their feet to propel the chair, where only their feet may touch the surface. If a player who falls has possession of, or touches the ball, it will be awarded to the opposing team at the sideline nearest the ball.

Section 9 Held Ball

Art. 1 The ball is considered to be tied-up during play if neither team is able to move it for two seconds. After a tie-up, possession will be determined by the possession arrow, which shall alternate. The in-bound shall take place at the nearest sideline.

Section 10 Hooking (an illegal move)

Art. 1 Hooking is an illegal move where a player's progress is impeded by another player who uses any part of his body or chair to hook onto any part of the first player's chair. Referees should use Rule 3, Section 5, Art. 1 to determine if there is a hooking violation or if the player had "position" and the other player created the "hook" with his own maneuvers. However, under normal circumstances it is the players' responsibility to comply with Rule 1, Section 3, Art. 5.

Section 11 Illegal Save Attempt

Art. 1 If a player intentionally throws or taps the ball onto an opponent, thus causing it to go out of bounds, it is a violation. The ball will be awarded to the opposing team.

Section 12 Legal Save Attempt

Art. 1 If a player unintentionally throws or taps the ball onto an opponent, thus causing it to go out of bounds, no violation has occurred. The ball will be awarded according to normal rules of play.

Section 13 Ramming (an illegal move)

Art. 1 Ramming is a collision from any angle in which a player fails to gain position, or make an attempt to either stop their wheelchair or alter its path. Players are expected to have control of their wheelchairs at all times.

Rule 4: Scoring and Timing Regulations

Art. 1 Except as otherwise provided by the rules, a goal is scored when the entire ball has passed through the plane of the goal line. The goal line plane is defined as the end line between the goal posts and under the crossbar. The plane of the goal line is always stationary even if the goal post moves.

Art. 2 A goal cannot, in any situation, be allowed if some object out of the field of play has touched the ball. If this happens in the normal course of play, the game shall be restarted in accordance with Rule 5, Section 4, Art. 1.

Art. 3 After a scored goal, the ball is returned to center court and the team scored upon will have possession of the ball for a kick-off, as outlined in Rule 5, Section 1, Art. 2. In the third and sixth periods only, the clock is stopped after each goal.

Art. 4 The referee will make the final judgment and award all goals scored.

Art. 5 If a shot leaves the shooter's hand before the buzzer sounds, but enters the goal after the buzzer, it is a goal. If, however, the shot carom off any player or wheelchair, other than the goalkeeper, then enters the goal, the shot does not count as a goal.

Art. 6 If, on a scoring attempt, a player enters the crease after the entire ball has crossed the goal line, the scored goal is good. The goal would be disallowed if, in the referee's opinion, the player enters the crease before the ball crossed the goal line.

Section 2 Winning Team

Art. 1 The winning team will be the team that has accumulated the greatest number of points when the game ends, except as stated in Rule 4, Section 3.

Section 3 Forfeit

Art. 1 When a forfeit is declared, the score will be recorded as 1-0.

Art. 2 When the team behind in points as recorded in the scorebook is declared the winning team by forfeiture, that team's score will be marked with an asterisk in the official records. It will also be noted that the game was won by a forfeit.

Section 4 Interrupted Games

Art. 1 When a game is interrupted because of events beyond the control of the responsible administrative authorities, it will be continued when appropriate from the point of interruption.

Section 5 Length of Game

Art. 1 Each game will consist of six eight-minute periods, three in the first half and three in the second half, with two minutes between periods.

Section 6 Halftime

Art. 1 The interval between halves will be 10 or 15 minutes (Rule 10, Section 6, Art. 4).

Section 7 Stopping the Clock

Art. 1 During periods 1, 2, 4 and 5, the clock will stop only for time-outs, injuries, penalty shots, and by the decision of the official.

Art. 2 During periods 3 and 6, the clock will stop after each goal scored and for the reasons stated in Rule 10, Section 6, Art. 2. (NOTE: Exception would be if Mercy Rule was applied, see Rule 4, Section 12, Art. 1)

Art. 3 During the sixth period of a game, if a team is winning by 12 points or more, officials will not stop the clock after a goal is scored if the Mercy Rule (Rule 4, Section 12, Art. 1) was agreed upon by both head coaches before the game began.

Section 8 Charged Time-outs

Art. 1 Each team has four time-outs per game.

Art. 2 Each time-out is one minute in length.

Art. 3 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.

Art. 4 During any team time-out, all players except the goalkeeper must leave the field of play for the entire one minute. The defensive team will be first to establish position on the court.

Art. 5 During a live-ball situation, only the team with possession may call a time-out. However, during a dead-ball, either team may call a time-out. Possession will not change because of a time-out being called by either team.

Section 9 Equipment Time-outs

Art. 1 The referee will call an official's equipment time-out when a player's wheelchair is in need of repair.

Art. 2 An equipment time-out is 45 seconds in duration.

Art. 3 If the wheelchair is not repaired within this timeframe, the team must make a player substitution or take a team time-out.

Art. 4 If a team that has the equipment problem has possession of the ball, the referee will immediately grant the equipment time-out.

Art. 5 If the team that has the equipment problem does not have possession of the ball, is out of the line of play and in no danger, the equipment time-out will be granted when the ball becomes dead or when that team gains possession of the ball.

Art. 6 If the team that has the equipment problem does not have possession of the ball but is in the line of play and/or is in danger, the referee will immediately grant the equipment time-out.

Section 10 Extra Period

Art. 1 If, at the completion of regulation time, the score is tied, the game will go into one eight-minute sudden death overtime period.

Art. 2 A flip of the coin will determine possession of the ball (the visiting team calls the coin flip).

- Art. 3 The teams will continue to defend the same goal they defended during the second half.
- Art. 4 There will be a five-minute intermission between the conclusion of regulation play and the kick-off that begins the overtime period.
- Art. 5 Each team will be allowed one time-out during the overtime period. Time-outs may not be carried over from regulation play.
- Art. 6 The first team to score in the overtime period will win the game.

Section 11 Shootout

- Art. 1 If, at the conclusion of the sudden death overtime period, the score is still tied, a winner will be determined by penalty shots.
- Art. 2 Each team will choose five players.
- Art. 3 Each player will attempt to score from the penalty shot line. The team not awarded the kick-off at the start of the overtime period will have the option of shooting first or second. Players will shoot on a rotating basis. Team A will shoot one penalty shot, and then Team B will shoot one penalty shot, etc. At the conclusion of a round of five shots for each team, the goals will be added up. The team with the most scored goals will be declared the winner.
- Art. 4 All shots will be conducted according to the penalty shot procedure outline in Rule 9, Section 1 with the ball being dead after each shot attempt.
- Art. 5 The goalkeeper must have played in the goal at least one full period during regulation play, and must have played goalkeeper during the eight-minute overtime period, except in the case of an injury.
- Art. 6 If, after five rounds of penalty shots, a winner is not declared, the same five players will alternate penalty shots with the first to score being declared the winner. The team choosing not to shoot first, as stated in Rule 4, Section 11, Art. 3, shall have the choice to shoot first or second.

Section 12 Mercy Rule

- Art. 1 If one team has a 12-point lead at the beginning of the 6th period, then the Mercy Rule may go into effect. The Mercy Rule, if applied, will mean that the clock will not stop after a goal is scored in the 6th period. Both teams' head coaches must agree during the pre-game meeting with the officials that they want the Mercy Rule to go into effect. If one coach does not want the Mercy Rule to go into effect, then it will not be applied.

Rule 5: Live Ball and Dead Ball

Section 1 Start of the Game

- Art. 1 The visiting team will call the coin toss. The winner of the coin toss will choose who has first possession of the ball. The team not receiving the ball will choose which goal to defend in the first half of the game.
- Art. 2 For a legal start, the following must occur:
- (a) One offensive player is positioned in the center circle.
 - (b) The remaining offensive players must line up outside the center circle and on their half of the court.
 - (c) The offensive player in the center circle can face any direction.
 - (d) The defensive team must line up on their half of the court at least 10 feet back from the centerline.
 - (e) Once the ball is administered to the offensive player in the center circle, no offensive or defensive player is allowed to move. If a player moves, a violation is called.
 - (f) The offensive player in the center circle must pass the ball to any other offensive player.
 - (g) When the ball is passed, all offensive and defensive players may move.
 - (h) The offensive player starting the play cannot touch the ball a second time until another player has touched the ball.
 - (i) At least one player other than the offensive player starting the play must touch the ball before a goal is scored or before the clock is started.
- Art. 3 After the referee has signaled by lowering his arm, time will officially start.
- Art. 4 If any offensive player commits a violation prior to the kicker's initial play on the ball, the kick-off shall be awarded to the opposing team. If the defensive team violates the rule, an offensive restart would occur if, in the official's judgment, the defensive team gained an unfair advantage.

Section 2 Held Ball - Alternating Possession

- Art. 1 In held-ball situations, teams will alternate taking possession of the ball at the designated spot.
- Art. 2 The team that does not begin the game with possession of the ball will start the alternating process when the next alternation possession situation occurs.
- Art. 3 After any goal has been scored, the game will be restarted by the team that has been scored upon (Rule 5, Section 1, Art. 2).
- Art. 4 After halftime, teams will exchange ends of the court and the team that did not have first possession in the first half will have first possession in the second half. The second half will begin with a kick-off as described in Rule 5, Section 1, Art. 2.

Art. 5 For periods 2, 3, 5 and 6, the possession arrow will determine which team should begin the period with the ball. The ball should be brought in-bound at the half-court line.

Art. 6 If a game requires an overtime period, possession will be determined by a coin toss.

Section 3 Alternating Possession Situations

Art. 1 The ball will be put into play by the team awarded the throw-in at the assigned spot where:

- (a) a held ball occurs;
- (b) the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are in-bounds or out-of-bounds;
- (c) when the officials are in doubt as to whom last touched the ball;
- (d) simultaneous personal fouls are committed by the opponents; or
- (e) simultaneous technical fouls re committed by the opponents.

Art. 2 The ball becomes dead when neither team is in control and no goal, violation, foul or end of a period is involved.

Art. 3 The direction of the alternating possession arrow will be reversed immediately after an alternating possession throw-in ends. It also ends if the in-bounding team commits a throw-in violation.

Art. 4 The opportunity to make an alternating possession throw-in will be lost when the throw-in team violates the throw-in provisions.

Art. 5 A foul by either team during an alternating possession throw-in will not cause the throw-in team to lose the alternating possession arrow.

Section 4 Restarting Play

Art. 1 When restarting the game for any reason not mentioned elsewhere in these rules, the referee shall award a side-out. The team receiving the side-out shall in-bound the ball from the closest sideline to the occurrence.

Section 5 Live Ball

Art. 1 The ball is in play at all times from the start of the game to the finish including:

- (a) if it rebounds from a goal post or crossbar into the field of play;
- (b) if it rebounds off a referee if they are in the field of play; or
- (c) in the event of a suspected infringement of the rules, until the referee has blown the whistle to stop play.

Section 6 Dead Ball

Art. 1 A dead-ball situation occurs when:

- (a) any goal is made;
- (b) any injury occurs;
- (c) a held-ball occurs;
- (d) the ball goes out of bounds;
- (e) a referee blows the whistle;
- (f) time expires for a period;
- (g) a foul occurs; or
- (h) any floor violation occurs.

Art. 2 A live ball will not become dead until the try-in-flight ends when:

- (a) a referee blows his whistle;
- (b) time expires for a period; or
- (c) a foul occurs.

Art. 3 When a player starts a goal attempt and then a foul is committed against that player, a live ball will not become dead. However, it is dead if the period ends before the player attempting a goal puts the ball into flight.

Art. 4 A live ball will not become dead when the ball is in flight on a goal attempt, unless the offensive team commits a foul against the defensive team.

Art. 5 If the goalkeeper has possession of the ball in the goal area for five seconds, or if the ball is in the goal area and unable to be reached by the goalkeeper or another player for five seconds, the goalkeeper's team will be awarded a throw-in at the five-foot mark.

Rule 6: Out of Bounds and the Throw-in

Section 1 Out of Bounds

Art. 1 The ball is out of play:

- (a) when it has touched the sideline or end line;
- (b) when it has made contact with any part of the building;
- (c) when the game has been stopped by one of the referees;
- (d) when members of the last team to touch the ball with any part of their bodies or their chairs has committed the out-of-bounds infraction; or
- (e) when a player or any part of their chair touches the out-of-bounds line while in possession of the ball.

Art. 2 All players must stay on the court at all times while the ball is live.

Art. 3 If a player leaves the court to get around an opposing player's position, a violation is immediately called.

Section 2 Ball Touched Simultaneously/Referees' Doubt

- Art. 1 Play will be resumed by use of the alternating possession arrow when the ball goes out of bounds and;
- (a) Was last touched simultaneously by two opponents, both of whom are inbounds or out of bounds; or
 - (b) When the referees are in doubt as to who touched the ball last.

Section 3 Putting the Ball In-bounds

- Art. 1 The following rules apply to putting the ball in-bounds.
- (a) The player must throw the ball with two hands from over the head. If a player's disability dictates, they may use one hand as long as the throw is initiated from behind the head.
 - (b) The player must throw the ball within five seconds from the time the referee indicates the start of play by blowing the whistle once. Referees should recognize the player's disability when making a time-related call.
 - (c) If a player is unable to in-bound the ball as described in (a) or (b) above, they should be identified to the referees during the equipment inspection period prior to the game (Rule 10, Section 3, Art. 7).
 - (d) If the player does not in-bound the ball as described in (a) and (b) above, a turnover will occur to the opposite team who will inbound from the same spot.
- Art. 2 A minimum of one player not including the defending goalkeeper must touch the ball following an in-bound before a goal can be scored.
- Art. 3 A minimum of one player must touch the ball following an in-bound before the clock is started.
- Art. 4 All in-bounds are taken from the sideline when the ball goes out over a sideline. Balls going out over the end line are put into play from the nearest corner mark. Balls should never be in-bounded from an end line.
- Art. 5 When in-bounding, if the ball goes out on the other side of the court without being touched by another player, it is considered to have been touched last by the team in-bounding the ball. A court violation will be assessed and the ball will be awarded to the opposing team with an in-bound from the same location as the previous throw-in. If time is stopped, then no time shall leave the clock. If the clock is running, the officials may stop the clock under Rule 10, Section 2, Art. 3 or assess an unsportsmanlike penalty if the referee determines that the player was attempting to delay the game.
- Art. 6 If the player in-bounding the ball does not do so in the air (i.e., the ball bounces on or outside the line), the ball is awarded to the opposing team at the same location.

- Art. 7 The ball is out of bounds when it touches the sideline or end line. Therefore, a player who is completely out of bounds and is hit by the ball has no effect on the determination of possession.
- Art. 8 A player's thrown-in ball must be touched by another player or chair before the in-bounding player may touch the ball again. Violation of this rule results in the opposing team being awarded an in-bound from the same location.
- Art. 9 No player, offensive or defensive, may be closer than three feet to the in-bounding player during the throw-in. An infraction by the offensive team will result in the ball being awarded to the opposing team for an in-bound from the same location. An infraction by the defensive team will result in a re-throw by the offensive team.
- Art. 10 Defensive players may not interfere with the in-bounding player's re-entry to the court after the throw-in.
- Art. 11 The in-bounding player must re-enter the court at the spot of the throw-in. If the player re-enters other than at the spot of the throw-in, it is a violation and the ball will be immediately awarded to the opposing team at the spot of the previous throw-in.
- Art. 12 If a player dribbles the ball while in bounding, it will be considered their in-bound attempt. The ball will then be awarded to the opposing team to in-bound from the same location.
- Art. 13 In all cases, the referee will signal the start of time with the lowering of his arm.

Rule 7: Violations and Penalties

Section 1 Ball Possession

- Art. 1 A player may not have possession of the ball for longer than three seconds without dribbling, passing or shooting on goal.
- Art. 2 A player's feet or footplate may not touch the floor while in possession of the ball, except for athletes who must use their feet to propel their chairs. A player's hand to the floor while in possession of the ball is no longer considered a violation.

Section 2 Ball Out of Bounds

- Art. 1 A player may not cause the ball to go out of bounds.

Section 3 Player Out of Bounds

- Art. 1 A player may not go out of bounds at any time while the ball is live.
- Art. 2 If a player leaves the court to get around an opposing player's position, a violation is immediately called.

Section 4 Throw-in

Art. 1 The in-bounder may not:

- (a) leave a designated spot;
- (b) fail to use a two-handed overhead throw-in;
- (c) consume more than five seconds from the time the throw-in starts until the ball is released;
- (d) dribble before in-bounding the ball;
- (e) touch the ball in the playing court before it has touched another player; or
- (f) throw the ball so it enters the goal before it has touched another player.

Art. 2 No player other than the in-bounder may in-bound the ball or be out of bounds after a throw-in spot has been designated.

Art. 3 No player other than the in-bounder may be out of bounds when he or she touches or is touched by the ball after it has crossed the vertical inside plane of the boundary line.

Art. 4 The opponents of the in-bounder may not have any part of their person or wheelchair within three feet of the in-bounder.

Art. 5 The teammates of the in-bounder may not have any part of their person or wheelchair within three feet of the in-bounder.

Art. 6 The in-bounding player must re-enter the court at the location of the throw-in. If the player re-enters in any place other than at the throw-in, it is a violation. The ball is immediately awarded to the opposing team for an in-bound at the spot of the original throw-in.

Section 5 Number of Players

Art. 1 A team may not have more than six players on the court.

Section 6 Substitution

Art. 1 A substitute player may not enter the game until they have checked in at the scorekeeper's table and the referee has summoned them onto the court.

Section 7 Crease

Art. 1 Defensive players may not enter the crease. If a defensive player enters the crease and does not affect the play, the offensive team will maintain possession and will be awarded a throw-in at the nearest corner mark. If play is affected, a foul is reported and a penalty shot is awarded to the offensive team (Rule 9, Section 1).

Art. 2 Offensive players may not enter the crease. If an offensive player does enter the crease, the ball will be awarded to the opposing team at the nearest corner mark. Any attempts on goal will be disallowed unless the ball crosses the goal line before the player entered the crease (Rule 4, Section 1, Art. 6).

Section 8 Physical Advantage

Art. 1 No player may lift their bodies up off their seat or stand up to gain an advantage.

Section 9 Illegal Saving of the Ball

Art. 1 No player may intentionally throw or tap the ball off of an opponent in an effort to retain possession.

Section 10 Offensive Foul

Art. 1 Any offensive common foul will result in a turnover. After the fifth team foul of the half, an offensive foul will result in a penalty shot.

Art. 2 If an offensive player commits an unsportsmanlike foul, unnecessary roughness foul, etc., the opposing team is awarded a penalty shot plus possession of the ball at mid-court regardless of whether the team is over the team foul limit (Rule 8, Sections 2, 3 and 4).

Section 11 Centerline Shot Violation

Art. 1 A player is guilty of a centerline shot violation when he or she shoots (or last touches) the ball across the centerline toward the opponent's goal without touching another player between the centerline and the goal.

Art. 2 If a violation of the centerline shot rule is declared, the referee shall award an in-bound to the opposing team, to be taken at the centerline. Any goal scored will not count.

Rule 8: Fouls and Penalties

Section 1 Fouls

Art. 1 Common fouls committed by the offensive team before the penalty shot bonus takes effect will result in a turnover.

Art. 2 Common fouls committed by the offensive team beginning with the team's sixth foul of that half will result in a penalty shot for the opposing team. The team taking the penalty shot will maintain possession of the ball with an in-bound at mid-court (Rule 8, Section 6, Art. 5).

Art. 3 Common fouls committed by the defensive team will result in the offensive team being awarded an in-bound at the sideline nearest the spot of the foul.

Art. 4 Common fouls committed by the defensive team beginning with the team's sixth foul of that half will result in a penalty shot for the opposing team. The team taking the penalty shot will maintain possession of the ball with an in-bound at midcourt (Rule 8, Section 6, Art. 5).

- Art. 5 The offensive area is the offensive team's frontcourt. This is the area between the centerline and the end line.
- Art. 6 Fouls committed by the defensive team in the offensive area, and on the ball handler during a shot attempt, will result in a penalty shot for the offensive team unless the shot attempt was successful. In which case, the foul is reported but no penalty shot is awarded.
- Art. 7 Common fouls include:
- (a) ramming,
 - (b) holding,
 - (c) hooking, and
 - (d) physical contact on an opponent by hand, arm, foot, shoulder or head.
- Art. 8 If a defensive player enters the crease on a shot attempt and effects play, it is a foul. A penalty shot is awarded unless the original shot attempt was successful. The foul is reported regardless of whether a penalty shot is assessed.
- Art. 9 A player is disqualified upon committing their sixth foul of the game.
- Art. 10 If disqualified, the ejected player must be substituted. If a player cannot be substituted, the team must play one player short.

Section 2 Unnecessary Roughness

- Art. 1 All fouls for unnecessary roughness will result in a penalty shot and possession of the ball at mid court for the opposing team.

Section 3 Unsportsmanlike Conduct

- Art. 1 All fouls for unsportsmanlike conduct will result in a penalty shot and possession of the ball at mid-court for the opposing team.
- Art. 2 Unsportsmanlike conduct fouls count toward a player's six fouls for disqualification and toward the team foul total.
- Art. 3 A player will be disqualified immediately for abusive behavior toward a referee or another player.
- Art. 4 A player will be disqualified for committing a flagrant foul.
- Art. 5 If a player is disqualified from the game, the team may substitute another player. If they do not have another player, they must play one player short.

Section 4 Fighting

- Art. 1 A player will be disqualified for fighting.

Art. 2 Fighting is defined as:

- (a) an attempt to strike an opponent with arms, hands, legs or feet;
- (b) an attempt to punch or kick an opponent regardless of whether contact is made; or
- (c) an attempt to instigate a fight by committing an unsportsmanlike act toward the opponent.

Art. 3 All fouls for fighting will result in a penalty shot and the opposing team will gain possession of the ball at mid-court.

Section 5 Individual Fouls

Art. 1 Players with six fouls must leave the game.

Art. 2 Individual fouls from the first half carry over into the second half and overtime period(s).

Section 6 Team Fouls

Art. 1 Teams are allowed five common fouls before the penalty bonus takes effect.

Art. 2 Team fouls from the first half do not carry over into the second half.

Art. 3 Team fouls from the second half carry over into the overtime period(s).

Art. 4 Fouls will be tallied up against individual players as well as the team.

Art. 5 All fouls committed while a team is in the penalty bonus situation (a team having six or more fouls in a half), results in a dead-ball penalty shot. In this situation, the ball is dead after the shot attempt, regardless of whether the shot is successful. The ball is then awarded to the shooting team at the centerline.

Art. 6 Other penalty shots taken during the course of the game (i.e., before a team reaches the six-foul limit) will be played according to Rule 9, Section 1.

Rule 9: Penalty Shots

Section 1 Penalty Shots

Art. 1 When a penalty shot is awarded to a team, any offensive player, including the goalkeeper, who is on the court at the time of the foul may take the penalty shot.

Art. 2 The player will be given the ball at the 19-foot mark (basketball free-throw line).

Art. 3 The referee will hand the ball to players who shoot by throwing, and place the ball on the line for players who shoot by kicking.

Art. 4 The player must take the shot without going over or touching the line.

- Art. 5 The player will have five seconds to take the shot after being signaled by the referee (usually by a whistle) to begin.
- Art. 6 All other players, except the defensive team's goalkeeper, must be behind the center court line.
- Art. 7 Offensive players will be given outside positions at center court.
- Art. 8 Defensive players will take inside positions at center court.
- Art. 9 All players must remain behind the center-court line until the ball is officially in play.
- Art. 10 The ball is officially in play once it has traveled the distance of its own circumference.
- Art. 11 If a defensive player commits a violation during the penalty shot, the offensive team will be awarded another penalty shot if the attempt failed.
- Art. 12 If an offensive player commits a violation during a penalty shot, the defensive team will be given an in-bound at the nearest corner mark.
- Art. 13 A goal will not count if the offensive team crosses the center-court line early.
- Art. 14 If a goal is scored, the game will restart according to Rule 5, Section 1, Art. 2. The team that committed the foul will gain possession. Exception: If the penalty shot is awarded because of a bonus situation (Rule 8, Section 6, Art. 5), unsportsmanlike conduct (Rule 8, Section 3, Art. 1), unnecessary roughness foul (Rule 8, Section 2, Art. 1), or fighting (Rule 8, Section 4, Art. 3), the ball is dead after the shot attempt.
- Art. 15 If the shot crosses over the end line, the opposing team will be given an in-bound at the corner mark as determined by the referee. Exception: If the penalty shot is awarded because of a bonus situation (Rule 8, Section 6, Art. 5), unsportsmanlike conduct (Rule 8, Section 3, Art. 1), unnecessary roughness foul (Rule 8, Section 2, Art. 1), or fighting (Rule 8, Section 4, Art. 3), the ball is dead after the shot attempt.
- Art. 16 If the goalkeeper saves the shot, he/she may hold the ball for five seconds, pass the ball, or take the ball into play him/herself. Exception: If the penalty shot is awarded because of a bonus situation (Rule 8, Section 6, Art. 5), unsportsmanlike conduct (Rule 8, Section 3, Art. 1), unnecessary roughness foul (Rule 8, Section 2, Art. 1), or fighting (Rule 8, Section 4, Art. 3), the ball is dead after the shot attempt.
- Art. 17 If the ball deflects off the goal posts, crossbar, and/or goalkeeper and return to the field of play, the ball is considered to be live and any player may attempt to gain possession. Exception: If the penalty shot is awarded because of a bonus situation (Rule 8, Section 6, Art. 5), unsportsmanlike conduct (Rule 8, Section 3, Art. 1), unnecessary roughness foul (Rule 8, Section 2, Art. 1), or fighting (Rule 8, Section 4, Art. 3), the ball is dead after the shot attempt.

Rule 10: Referees and their Duties

Section 1 The Referees

Art. 1 A system will be used with two or three referees on the floor. All floor referees shall have the full power granted them by the rules. Their authority begins when they enter the field of play. They are responsible for keeping records of the game, overseeing the timekeeper and allowing the full or agreed upon time.

Section 2 Referee's Authority

The referee's power of penalizing extends to offenses committed when play has been temporarily suspended or when the ball is out of play. Referee's decisions about points-of-fact connected with play shall be final as far as the result of the game is concerned. Referee responsibilities encompass the following:

- Art. 1 Referees shall enforce the rules. Should a player commit two infringements of a different nature concurrently, the referee shall penalize the more serious offense.
- Art. 2 Referees may refrain from penalizing in cases where they are satisfied that by so doing, they would be taking away a legitimate and immediate scoring opportunity for the offense.
- Art. 3 The referees have the discretionary power to stop the game for any infringement of the rules and to suspend or terminate the game by reason of the elements, interference by spectators or other cause. In such cases, a detailed report shall be submitted to the game organizers and the Sport Technical Chair.
- Art. 4 From the time they enter the field of play, the referee shall penalize any player or non-playing team personnel who is guilty of misconduct. They will caution any player for unsportsmanlike behavior. If forewarned players persist, they should be ejected from the game. In such cases, the referee will report the offender to the game organizer and the Sport Technical Chair.
- Art. 5 The referee shall send off the field of play, any player who, in their opinion:
- (a) is guilty of violent conduct or serious foul play;
 - (b) uses or displays foul or abusive language or behavior; or
 - (c) persists in misconduct after having received a caution.
- Art. 6 The referee will allow no person, other than the players and assistant referees, to enter the field without permission.
- Art. 7 The referee will stop the game if they believe a player has been seriously injured. They will have the player removed from the field of play as soon as possible and play will resume immediately.
- Art. 8 The referee will signal for the restart of the game after all stops.

Section 3 The Referee – Pre-game Duties

- Art. 1 Twenty minutes prior to the start of the game, each team will present a lineup of the players at the scorekeeper's table. This includes names and uniform numbers of squad members who may participate in the game. The six starting players should be indicated.
- Art. 2 The referee will inspect and approve all players' uniforms, wheelchairs, goals, scoring, and timing devices.
- Art. 3 All equipment is subject to review by the referees. This review should take place no later than 20 minutes prior to the start of the first game of the day, thus allowing a player to make equipment changes if necessary. Subsequent equipment checks will be set in agreement of both coaches. Officials must be made aware of any substantial modification made after the initial equipment check.
- Art. 4 The referee, in conjunction with the Area Coordinator (A/C), will designate the official clocks and operators.
- Art. 5 The referee, in conjunction with the A/C, will designate the official scorebook and official scorekeeper.
- Art. 6 The referee, in conjunction with both teams' head coaches, will reach unanimous agreement before start of the game as to whether they would like to apply the mercy rule if one team has a 12-point advantage over the opposing team at the beginning of the 6th period. Both teams' head coaches must be in complete agreement as to whether or not they want the rule applied before the game begins (see Rule 4, Section 12). If they are not in agreement, then the Mercy Rule will not be applied.**
- Art. 7 The referee will notify the teams when play is about to begin at the start of the game.
- Art. 8 During this time, coaches should identify to the referee those players (e.g., hemiplegics) unable to correctly make an inbound throw-in. Referees will make a formal note of each player's functional limitations.
- Art. 9 During this time, coaches should identify to the referee any player who is present but not playing due to injury or disciplinary reasons.

Section 4 The Referee - Duties During the Game

The referee shall perform the following duties during the game:

- Art. 1 The referee will administer the ball to start the game.
- Art. 2 The referee will administer the alternating possession arrow to start periods 2, 3, 5 and 6.
- Art. 3 The referee will prohibit practice during a dead ball, except between halves.

- Art. 4 The referee will administer penalties.
- Art. 5 The referee will grant and charge timeouts.
- Art. 6 The referee will beckon substitutes to enter the playing court.
- Art. 7 The referee will indicate a successful goal.
- Art. 8 The referee will notify teams when play is about to begin after an intermission or a timeout.
- Art. 9 The referee will report a warning for delay to the official scorekeeper and coaches.
- Art. 10 The referee will signal the official timekeeper to stop the clock when needed.
- Art. 11 The referee will clearly signal:
- (a) when a team is entitled to a throw-in;
 - (b) the act that caused the ball to become dead;
 - (c) which team is entitled to the throw-in; and
 - (d) the designated spot for the throw-in.
- Art. 12 The referee must administer all starts of play and will indicate that play may begin by blowing the whistle once.
- Art. 13 The referee will forfeit the game when conditions warrant.
- Art. 14 The referee will penalize unsportsmanlike conduct by a player, coach, substitute, team attendant or follower.
- Art. 15 The referee will penalize flagrant misconduct by an offender.
- Art. 16 The referee will remove a player that commits their sixth foul.
- Art. 17 The referee will notify the coach and then the player when there is a disqualification.
- Art. 18 The referee, in conjunction with the A/C, will decide matters upon which the timekeepers and scorekeepers disagree.
- Art. 19 The referee will inform each team and the table officials of the overtime procedures when the score is tied at the end of regulation time.
- Art. 20 The referee will correct a scoring or bookkeeping mistake.
- Art. 21 The referee will check the score of each period and approve the final score.

Section 5 Duties of the Scorekeeper

The official scorekeeper will be responsible for the following:

- Art. 1 The scorekeeper will signal the referee when a substitution is to be made, using a device with a sound very different from the referee's whistle. This procedure should be decided upon between the referee and the scorekeeper prior to the start of the game.
- Art. 2 The scorekeeper will monitor penalties assessed to each player as well as team foul totals.
- Art. 3 The scorekeeper will monitor accumulated playing time of goalkeepers.
- Art. 4 The scorekeeper will monitor goals scored by each team.
- Art. 5 The scorekeeper will monitor turnover advantage.

Section 6 Duties of the Timekeeper

The timekeeper will be responsible for the following:

- Art. 1 The timekeeper will operate the time clock.
- Art. 2 The timekeeper will stop the clock when:
 - (a) signaled by the referee to do so;
 - (b) a goal is scored in the third and sixth periods. (**EXCEPTION:** If the Mercy Rule is accepted by both coaches before the start of the game, the clock will NOT stop after goals scored in the sixth period).
 - (c) a penalty shot is awarded; and
 - (d) for substitutions.
- Art. 3 The timekeeper will start the clock under Rule 5, Section 1, Art. 2 and Rule 6, Section 3, Art. 3 and 13.
- Art. 4 During halftime, the timekeeper will sound a warning horn at approximately two minutes before halftime is over. This is to communicate to coaches that they have two minutes to have their lineups back on the court. The A/C has the option of shortening halftime from the regulation 15 minutes to a 10-minute halftime. In order for the halftime to be shortened, both coaches, the A/C, and the head official must agree that it is to be done. If the halftime is to remain at 15 minutes, the A/C and table officials must ensure that the game is starting as soon as the horn sounds. The warning horn should be activated approximately at the 13-minute mark for a 15-minute halftime and at the 8-minute mark for a 10-minute halftime.
- Art. 5 The timekeeper will ensure that the game clock is visible to both benches.
- Art. 6 The timekeeper will monitor the possession arrow.

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