



AAASP POLICIES AND PROCEDURES

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Policies and Procedures

Section 1 Organization Purpose

AAASP is an athletic association whose prime objective is to provide a stable and sustainable infrastructure to a membership of partnering school systems and agencies in support of interscholastic athletics for students with physical disabilities. AAASP believes that participation in interscholastic athletics leads to academic success and that students with physical disabilities deserve equal access to these activities.

Section 2 Governance

The American Association of Adapted Sports Programs, Inc. (AAASP) governs the **adaptedSPORTS**[®] programs. As an example, in Georgia, the Georgia High School Association (GHSA) and AAASP serve in a dual governance alliance whereby GHSA recognizes AAASP as the governing and sanctioning body for interscholastic adapted athletics serving Georgia's students with physical disabilities or qualifying sensory impairments.

Section 3 Membership

Association membership is open to all school districts. If the district elects, they may collaborate with another school district or community partner, such as a local YMCA and/or Parks and Recreation Department. Member programs of AAASP must complete a yearly membership agreement and must keep current all seasonal association fees. In order for school districts and their partnering agencies to maintain membership, all **adaptedSPORTS**[®] coaches and coordinators must attain AAASP certification in the adapted sport(s) that they coach.

Section 4 Student Eligibility

Eligible students are girls and boys who attend grades 1-12 and who have an orthopedic impairment as defined under federal law (IDEA). Examples of the types of disabilities served include students with cerebral palsy, spina bifida, spinal cord injury, amputee, muscular dystrophy, osteogenesis imperfecta, and other physical disabilities. Students who are sensory

impaired may also be eligible. Students, who are fully mainstreamed, partially mainstreamed, or attending special education classes and whose primary disability is physical (either acquired or at birth) are eligible to participate. Students who are mainstreamed must adhere to the AAASP's no-pass/no-play policy, adopted from the State High School Association policy. Special Education students must adhere to their IEP goals. Students, who register must, at a minimum, have the maturity and ability to understand strategy and to apply standards employed for their safety. From time to time, a student's involvement in the program may be found to be inappropriate if he/she lacks the ability to benefit from the program or if there are safety concerns. When the coach or coordinator raises concerns of this type, they are reviewed on a case-by-case basis with the parents' input and involvement. As a point of clarification, the students served through AAASP are not eligible for Special Olympics because their functional limitations are based solely on a physical disability.

Section 5

Age

Students enrolled in elementary, middle and high school are eligible to participate. Special Education students who are over the age of 18 yet still enrolled in 12th grade are eligible to participate. Upon graduation from 12th grade the student is no longer eligible to participate.

Section 6

Document Validity

Participants are required to have an annual physical from a physician approving participation. This form must be on file at the AAASP office, and with the local program. If there is a change in the students health status due to the progression of disease, surgery, accidents, etc. then it is the responsibility of the student's parent to notify their Area Coordinator. If this change in status requires the student athlete to stop participating for a time, then AAASP will require a written statement from a physician clearing the student to participate again.

AAASP will accept as valid **ONLY** those Athlete Health Forms (which are completed by the athlete's physician) that include a doctor's signature, contact information, including telephone number and date of the physical. AAASP reserves the right to verify this and any information submitted as a requirement of eligibility and registration.

Section 7

Team Eligibility

All AAASP member teams must be in good standing to be eligible for participation. Teams must adhere to all AAASP policies and procedures. All fees and necessary documents and

paperwork must be current. The team's coordinator and coaches must hold AAASP certification in their sports. All team members must use a wheelchair for the wheelchair sports whether or not the student uses a wheelchair on a daily basis or at all. Wheelchair handball and wheelchair football allows students to participate in either a manual or power wheelchair. Wheelchair basketball allows students to participate in a manual chair. Track and field allows students to participate in a racing chair for track events and a manual, power or throwing chair for field events. An ambulatory student-athlete must have a permanent orthopedic, neuromuscular, visual, or other physical disability. Permanent orthopedic impairment and/or visual impairment shall be verified by a licensed physician and maintained on permanent file at the school.

Section 8 Team Composition for School Districts and RESA's

Team members are comprised of students from the various schools in a particular district. Student participants may be enrolled at their home school or another school in the district in which they have been assigned. The district will select a centralized, accessible venue for the team to be housed. All practices and home contests will be held at this centralized venue. Depending on the number of eligible students, a district may elect to field more than one team in any particular sport. If this is the case, a second venue may be necessary. All teams in each of the adapted sports are co-ed and will be referred to as Co-op teams. Teams are generally comprised of student athletes with varying physical disabilities.

An AAASP team can be formed through a Georgia Regional Educational Service Agency (RESA). Adapted sports student athletes who attend school districts within that particular RESA may be eligible to take part in the program.

Adapted Sports students may only participate in one division (varsity or JV) in their district or RESA, if there is more than one team.

Adapted sports students who attend schools that do not have a team may join an AAASP team if that team is in their RESA alignment and if the district allows it.

If a member athlete plays on a RESA team and a district within the RESA decides to form a team, then the player must go to the district team. If the move provides a hardship such as transportation issues or the player is a varsity level player and the new team is a JV team then the player can make a onetime appeal to remain with the RESA team unless a hardship develops. At that time the parent/custodial guardian can make a hardship appeal to the AAASP state office.

An Adapted Sports Area Coordinator may file an appeal with the AAASP Executive Director for any student athlete who moves out of district or RESA and wants to remain with their original team, instead of joining the AAASP team in the district they have moved. The Executive Director will hear the case and determine that all issues involved are presented properly by both of the school districts. If both districts agree that the student should remain with their original team, then the student will be allowed to do so. If there is disagreement between the districts, the E.D. makes the decision that is best for that situation. If that decision is challenged by one of the districts, it could be appealed to the Executive Committee of the AAASP Board for resolution.

A student who makes a bona fide move from one-member district to another member district cannot begin playing for the new team if the roster submission date has passed.

A player living in a non-member area who wishes to join a member team can apply to play on a district or RESA team.

- a. The student may join the geographically closest team to his/her residence as long as that district or RESA approves out-of-district players. The exception would be if the player was a Level A or Varsity level player and the closest team was a JV team.
- b. Once an out-of-district individual declares a team he/she wants to play for, the individual must remain with the team the entire year.

In some cases, only individualized participation may be available, as in adapted track and field, due to their location.

Section 9 Divisions

AAASP has two divisions of play for its member teams – varsity and junior varsity. Coaches will be required to complete team and player profiles (see Appendix A) for the team as a whole, and for each individual player. These forms need to be completed and submitted to the State Adapted Sports Coordinator on the due date established by the Association. *AAASP reserves the right to verify this information with an onsite visit during the season (or between seasons).* Teams will be placed by AAASP in either the varsity or junior varsity division based on player and team profiles. If a player's medical status changes or if a new athlete has joined a team then the Coach will be required to complete and submit a new player profile form. Team placement and formats will be determined by AAASP in cooperation with the state's Area Coordinators prior to each season. There is a limit to how many players can field a team in each adapted sport (see Section 10 below). Certain policies and procedures exist to ensure equitable and fair play.

Section 10

Limits of Participation

Each sanctioned adapted sport has a limit for the number of players a team may roster. Teams may roster 14 players for wheelchair handball and wheelchair football; however, teams may roster only 12 players for wheelchair basketball. For wheelchair handball and wheelchair basketball, every player must play a minimum of one period in each half of the game. All players must play at least one complete, continuous 8-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: 10 Players on a team

First period, 8 minutes, five players play the complete 8 minutes

Second period, 8 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, 8 minutes, the coach must play any player that has not played in the first or second period.

For Wheelchair Football, **all** players should play in **both** halves. The coach is responsible for making sure that all members of the team play. If, for medical or disciplinary reasons, a player cannot play, the coach must notify the Area Coordinator, officials, and the opposing head coach before the game.

Section 11

Recruiting and Undue Influence

Eligible students for the various sanctioned **adaptedSPORTS®** may be recruited within the district that the team(s) is housed. If the team(s) is located in a rural area of the state and the program is comprised of multiple districts, then students may be recruited from those districts. Coaches, Coordinators or anyone else associated with a local program may not use undue influence to persuade a player from another local program to join their team. However, if a team is competing within junior varsity and they have a varsity player who wants to play, then that player may elect to compete on the closest varsity team if availability exists on the roster and the coaches and coordinators are in agreement.

Local programs are encouraged to review and possibly adopt their Athletic Department's guidelines and policies concerning year-round athletes. Coordinators and coaches may find eligible students within their districts by conferring with the Special Education Director, the 504 Coordinator, school principals, adapted physical education teachers, orthopedic classroom teachers, itinerate staff, and related services staff.

Section 12 Uniforms

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 this section.

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.

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.

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

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).

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.

Section 13 Staff Requirements

Coach (stipend to be determined by local school district)

AAASP requires a student/coach ratio of six to one (6:1) due to the special needs of these student athletes. Member programs are responsible for selecting their coaches and providing them with a coach's stipend. Personnel who serve in the capacity of an adapted sports coach must be AAASP certified and may be orthopedic classroom teachers, itinerate teachers, adapted physical education teachers, physical therapists, occupational therapists, recreational therapists, high school coaches and any other school system employee (or partnering agency employee) who may have an interest in this area.

Referee (\$70 per game is recommended)

Each team has three (3) home games and three (3) away games for wheelchair handball, wheelchair basketball, power soccer, wheelchair football, and beep baseball. Member programs are responsible for paying referees for their home games. AAASP will work in cooperation with local member programs to place referees for all games. Referees are required to be trained by AAASP in each sport that they officiate. Referees with previous experience and/or dual certification are preferred. AAASP pays all tournament officials.

Table Officials (Volunteer)

Table officials are generally volunteers and will receive orientation from the local area coordinator.

Area Coordinator (stipend to be determined by local school district)

Area coordinators serve as the liaisons between their local program and AAASP. They are required to obtain AAASP certification in each of the sports they manage. They are also responsible for the local management of the [adaptedSPORTS®](#) programs. Other responsibilities include, but are not limited to, securing venues, arranging for transportation, distributing and collecting documents from parents, reporting game results; being on-site at all home games in order to oversee contests and resolve conflicts, should they arise.

Section 14 Compensation for Game Officials

Member programs, at their discretion, may elect upon their annual Membership Application and Registration form to compensate game officials through the processes already established by their Athletic Department. For all others, as a service, AAASP will invoice the member program for the actual costs of game officials at the end of the season. Game officials will be compensated one time at the end of each sports season at a rate of \$70/per game, effective the 2022-2023 school year. AAASP will issue tax forms to the game officials for these purposes. In that “game coverage” including administrative oversight, mediation between teams and even coverage for absent officials for any reason is considered a responsibility of the Area Coordinator. Area Coordinators who may be called upon to officiate at one of their home games are not eligible for additional compensation. However, if an Area Coordinator is attending an away game and AAASP or another Area Coordinator calls upon them to officiate at an away game, compensation may be approved.

NOTE: If a check mailed to an official gets lost in the mail, AAASP will reissue a replacement check once 15 days have elapsed (per the USPS). On the 16th day, AAASP will reissue a replacement check at no cost to the official. If for some reason, the official needed to get a replacement check BEFORE the 16th day, they would be responsible for paying a \$35.00 stop payment fee on the check.

Section 15 Absence of Game Officials

If game officials do not arrive for a contest, then both teams should agree on one of the following procedures:

- a) Use officials who might be in attendance at the contest.
- b) Agree to play the game on another date.
- c) Use coaches or school or agency personnel from both teams.

Section 16 Contest Rules

All interscholastic **adaptedSPORTS®** contests are to be played according to the rules published by the American Association of Adapted Sports Programs, Inc. Wheelchair Basketball is the only exception to this rule and is played according to the rules of the NCAA and the NWBA, with AAASP adaptations.

In determining tournament seeding, AAASP will not use a point spread system but will look to the winner(s) of a second-game scenario between teams with the same record. In past years, AAASP used a coin toss to break a tie (teams with the same record who have split 1-1 vs. each other). However, the A/C's determined, by a vote of six to one, that AAASP would no longer use a coin toss, but look to a second game to determine tournament seeding.

Section 17 Interscholastic **adaptedSPORTS**® Contests and Practices

All practices and interscholastic contests for AAASP member teams shall be conducted outside the school day. State and National playoffs and tournaments are exempt from this rule. AAASP will provide the rules and regulations for competition among member programs for the sanctioned interscholastic adapted sport. Member teams shall only compete against other member teams who are affiliated with AAASP.

Legal practice dates are established annually by AAASP for each interscholastic adapted sport. Member programs shall adhere to these dates for their team's practices.

Section 18 Forfeiture and Restitution

If a team does not arrive at the game site for any contest without notifying the host opponent of a late arrival, that contest will be forfeited 30 minutes after the scheduled game-time. If the second game or contest was to be played by a different team, then a decision to forfeit that game will be made 30 minutes after the scheduled beginning of the second game.

If there are to be multiple games by the same team and the team does not arrive at the game site without notifying the host opponent of a late arrival, all games will be forfeited 30 minutes after the scheduled game-time of the first contest.

If a team fails to show up for a game or cancels a game within four (4) hours of the scheduled starting time without an emergency condition or weather-related conditions, that team shall pay a forfeiture fee to the host school equivalent to the cost of the officials. NOTE: If the host school is the violating team, the fee will be paid directly to the Association. The host school shall reimburse the visiting team(s) for mileage incurred by the visiting team(s) when the host team violates this procedure.

If a team fails to show up for a game or cancels within four (4) hours of the scheduled game time without emergency reasons or weather-related reasons for a second time, that team must

make restitution again and must show cause to the AAASP Executive Director as to why they should not be placed on probation by the Association.

The minimum penalty for allowing an ineligible athlete to participate in an interscholastic contest is forfeiture of the game(s). Fines or other penalties may also be imposed. NOTE: If it is determined by the Executive Director that the school district has exercised every reasonable precaution and has been deceived regarding the student's data, any or all penalties may be set aside.

A team shall forfeit any team standing when an ineligible student participates in a contest.

Section 19 Sportsmanship

All AAASP member teams are required to conduct all relationships with other teams in a spirit of good sportsmanship. All AAASP coordinators and coaches are required to convey to their team members, parents, bus drivers, spectators, administrators, and others associated with their team that good sportsmanship is a requirement of AAASP and must be adhered to for the conduct and management of interscholastic **adaptedSPORTS®** contests. AAASP has the authority to assess penalties against member teams, coordinators, and/or coaches for conduct unbecoming of a professional educator, agency personnel, coach, or other school or agency personnel at AAASP events. Penalties may include fines, probation or suspensions. Any player, coach, or coordinator who is ejected from an AAASP contest for a sportsmanship violation shall be suspended from competing in all levels of competition in that sport until the period of the suspension has expired. Ejections are based on judgment calls by an official and are not reviewable or reversible.

Section 20 Changing from Manual Chair User to Power Chair User

An athlete must be registered as a power chair or manual chair user at the beginning of a sport season. This can be found on their registration form. An athlete can change this status during a school year between sport seasons only by contacting and gaining pre-approval from AAASP. Requests for change will be evaluated by AAASP on a case-by-case basis. An athlete cannot switch from manual chair use to power chair use once the sport season has started. An athlete cannot switch from a manual chair to a power chair during a game or in between games occurring on the same day. An area coordinator does have the right to appeal to AAASP for an exception to this rule during a sport season. AAASP reserves the right to allow this change in some cases upon an appeal. An appeal may include medical documentation and will require

time to assess ruling and notification of opposing teams. The initial appeal must be submitted at least 12 days prior to the game in which the change is desired.

Section 21 Jewelry

Players are not allowed to wear jewelry during play. This includes earrings, piercing jewelry, rings, necklaces, etc. Only medical notification jewelry is allowed. Tape must be applied to cover and secure.

Section 22 Coach's Box

All coaches must be listed on the team roster and, with the exception of the head coach (if ambulatory) must be seated in the coach's box, which will be delineated at 14 feet from the end line and then again at 28 feet from the end line. Game officials may choose to enforce this policy at their discretion (this would be based on any unsportsmanlike behavior on the part of the coaches as perceived by the game officials). When this rule is not being enforced, only the head coach (if ambulatory) will be allowed to stand, interact with the officials, or call a time out, etc. Additionally, the officials will only respond to the head coach. When an official does their pre-game check, they will ask who the head coach will be for that contest. Any technical assessed against the coaching staff will be assessed against the head coach. The head coach is responsible for the behavior of the rest of the coaching staff. Even though the head coach is allowed to stand (if ambulatory), he/she should have a chair in the box for the reason that if a technical foul is assessed against them, they must then sit down or if instructed to do so for any reason by the game officials.

PROCEDURE: For the first perceived infraction (as deemed by the officials), the coach(s) will receive a warning to stay in their box and sit (if ambulatory). If the behavior is not corrected, then the game official(s) may administer a technical foul against the head coach. If, or when, the next infraction occurs (a second technical), then the coach will be ejected from the game and suspended for one game. Additionally, if an athlete is ejected from a game for these same infractions, as perceived by the game officials, they too will be suspended for the next contest.

There will be as many chairs in the coach's box as there are rostered (ambulatory) coaches. The rostered coaches need to remain within the box. If they overflow, they may be behind the box, if room allows.

Section 23 Player-Coach Ejection

Any player, coach, or team personnel who is ejected from an AAASP contest for unsporting behavior shall be suspended from all levels of competition (i.e., varsity or junior-varsity) in that sport or activity (regular season or playoffs) until the period of suspension has expired. NOTE: Ejection penalties must be served at the next contest regardless of whether the team has received official notice from the AAASP office by that time.

- a) Ejections are based on judgment calls by an official and are not reviewable or reversible.
- b) A coach shall have no role nor be in attendance at pre-game warm-ups or activities, and shall not be in attendance at games until the period of suspension has been served.
- c) Player or team personnel may not be in the competitive area nor in the team bench area at any time before, during or after the game until the period of suspension has expired.

Penalties for ejections of a coach or player for unsporting acts shall be:

First Ejection:

Coach: The coach shall be suspended from the next scheduled game. The coach must successfully complete the online "NFHS Sportsmanship Course" before returning to coach. The Area Coordinator is required to confirm to AAASP that the coach has completed the "NFHS Sportsmanship Course." If the ejection occurs at the end of the season, the suspension will continue into the next sport (i.e., ejected at the end of the handball season, suspension will continue into the basketball season, etc.)

Player: The player shall be suspended from the next scheduled game. The player must successfully complete the online "NFHS Sportsmanship Course" before returning to play. The Area Coordinator is required to confirm to AAASP that the player has completed the "NFHS Sportsmanship Course." If the ejection occurs at the end of the season, the suspension will continue into the next sport (i.e., ejected at the end of the handball season, suspension will continue into the basketball season, etc.)

Second Ejection:

Coach: The coach shall be suspended for the next two (2) scheduled games. If the ejection occurs at the end of the season, the suspension will continue into the next sport (i.e., ejected at the end of the handball season, suspension will continue into the basketball season, etc.)

Player: The player shall be suspended for the next two (2) scheduled games. If the ejection occurs at the end of the season, the suspension will continue into the next sport (i.e., ejected at the end of the handball season, suspension will continue into the basketball season, etc.)

The following examples of unsporting behavior would be cause for an automatic ejection from a contest:

1. Fighting, which includes throwing a punch or attempting to throw a punch at another player or official;
2. Leaving your chair in attempt to confront another player, coach or official;
3. Flagrant and/or excessive play in an attempt to intentionally injure another player, coach, or official;
4. Use of profanity directed to another player, coach or official; or
5. Any other act that threatens the safety of another player or official.

Section 24 Able-Bodied Players

If a team does not have the minimum number of players for a particular sport (six for handball and football; five for basketball) and are short by one or two players, then that team may add one or two able-bodied (AB) players to complete their roster.

A team may not add more than two AB players to their roster and may do so **only** in the circumstance of the team not having enough players with physical disabilities to complete the required minimum number needed to field a team. For example, the minimum number required to play wheelchair basketball is five players and a team only has three eligible players, then they may elect to roster two AB players to complete the minimum requirement for participation. Again, for basketball, if the team has four players then they would be allowed to roster one AB player. The AB player(s) can only be added to the team roster at the beginning of the season during the registration period and must follow the required registration procedure as the rest of the team.

These AB players may be a sibling or friend of one of the team members. The AB players are required to compete in a wheelchair and must wear a scrimmage vest over their team jersey so that the officials can identify them as an AB player.

The AB player(s) cannot dominate or significantly impact the game greatly. The AB player is to be considered an assist player. The AB player(s) may not score.

When the AB player is defending an offensive player who has control of the ball, the AB player may only defend the offensive player on a vertical plane (upwards or to the side). The AB player cannot reach towards the offensive player or take/slap the ball off the lap of the offensive player. If the offensive player loses possession of the ball (example: pass, dropped ball, shot) then the AB player can make an attempt to obtain the ball.

Able-Bodied (AB) Policies Specific to Each Sport:

Wheelchair Handball: An AB player who violates their restrictions by attempting to score or does not guard a player on a “vertical plane” will be assessed and administered a penalty. The opposing team will be awarded a penalty shot and receive possession at half court to inbound. If an AB player scores, the score will be annulled. If an AB player is awarded a penalty shot, the head coach will designate a teammate who was on the floor at the time the penalty was committed to take the shot. If the AB player deflects or inadvertently scores while on defense in the goal they are defending - the score does count for the other team and no penalty is assessed.

Wheelchair Basketball: An AB player who violates their restrictions by attempting to score or does not guard a player on a “vertical plane” will be assessed and administered a Physical Advantage Foul (PAF). PAF’s are ruled a technical foul. They count toward that player’s and the team’s foul count. When playing basketball, the opposing team will be awarded two foul shots and receive possession at half court to inbound. If an AB player scores, the score will be annulled. If an AB player is awarded a foul shot, the head coach will designate a teammate who was on the floor at the time the foul was committed to take the shot. An AB player is also never allowed to line the lane on a free-throw attempt. They must check back behind the three-point line. Any player receiving two technical fouls will be eliminated from the game.

Wheelchair Football:

Offense: An AB player can block (can’t play position of quarterback, running back or wide receiver).

Defense: AB players must start each play lined up as defensive lineman. If the offensive lineman that they are lined across from were to release and go downfield as an eligible receiver, then the AB player could go with them and defend against the pass for that player only. **NOTE:** An AB player MAY NOT line up against a wide receiver and defend against a pass. While playing on the line of scrimmage, they may raise their hands in an attempt to knock down passes; however, they cannot intercept a ball. If they were to intercept, it would simply be ruled an incomplete pass (not an interception). Additionally, as a lineman, they cannot rush the QB or rush over the line of scrimmage to make a tackle on any

offensive player with the ball. Once an offensive player in possession of the ball crosses the line of scrimmage, and then retreats behind the line of scrimmage, the AB player can pursue and tackle them. AB players are allowed to make tackles when playing defense. AB players are allowed to make tackles on any player who has crossed the line of scrimmage.

PROCEDURE: First time: warning, plus 5-foot penalty; Second time: warning, plus 15-foot penalty; Third and subsequent times: 15-foot penalty.

PLAYER PROFILE

1. Player's Name: _____

2. Player's disability? _____

3. Player's age and grade level? _____(Years Old) _____(Grade Level)

4. Player's daily mobility? Manual W/C Power W/C Assistive Devices Ambulatory

5. Player's: *(place an "X" under each)*

	Excellent	Good	Moderate	Poor
Balance				
Range of Motion				
Endurance				

Player's ability to:

	Excellent	Good	Moderate	Poor
Push wheelchair				
Pass				
Dribble				
Shoot				

6. Player's competition W/C

	Manual	Power
Handball		
Basketball		
Football		

7. Number of years on team? _____

8. Level you think player is? Beginner Intermediate Advanced

9. Has player ever attended any specialized sports camp(s)? No Yes (If yes, please list camp, sport & year attended)

10. Has player ever been part of a traveling team? No Yes (If yes, please list team, sport & years played)

11. Is player being served under:

General Education No Yes

Special Education No Yes (If yes, what is the primary and/or secondary disability listed on the IEP?)

504 Plan No Yes

TEAM PROFILE

1. Team Name: _____

2. Number of player's on team? _____

3. How many of those athletes played last year? _____

4. Did team compete in any State Championships last year? _____ No _____ Yes
 (If yes, please list sport[s] below):

5. In what division did they compete at State Level? Varsity Junior Varsity

6. What were the results of the game(s) at State Level? _____

7. Team standings for:
 Wheelchair Handball
 Wheelchair Basketball
 Wheelchair Football

	Win		Loss
Wheelchair Handball			
Wheelchair Basketball			
Wheelchair Football			