



IWBF

International Wheelchair
Basketball Federation

2023

OFFICIAL WHEELCHAIR BASKETBALL RULES

**Wheelchair Basketball Rules &
Wheelchair Basketball Equipment**



IWBF

International Wheelchair
Basketball Federation

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Official Wheelchair Basketball Rules 2023

As approved by

IWBF Executive Council
Mies, Switzerland, January 2023

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Throughout the Official Wheelchair Basketball Rules, the text applies equally to all genders, and all references in this text to males or females (e.g. he, his, him or she, hers, her) shall be considered to apply also to other genders and shall be read accordingly. It must be understood that this is done for practical reasons only.

RULE ONE – THE GAME

Art. 1. Definitions

1.1. Wheelchair basketball game

Wheelchair basketball is played by 2 teams of 5 players each. The aim of each team is to score in the opponents' basket and to prevent the other team from scoring.

The game is controlled by referees, table officials and a commissioner, if present.

1.2. Basket: opponents'/own

The basket that is attacked by a team is the opponents' basket and the basket which is defended by a team is its own basket.

1.3. Winner of a game

The team that has scored the greater number of game points at the end of playing time shall be the winner.

RULE TWO – PLAYING COURT AND EQUIPMENT

Art. 2. Court

2.1. Court

The court shall have a flat, hard surface free from obstructions (Diagram 1) with dimensions of 28 m in length by 15 m in width measured from the inner edge of the boundary line.

2.2. Floor

The floor shall include the court area surrounded by a further boundary lane free from obstructions with a minimum of 2 m (Diagram 2). Therefore the floor shall have dimensions of a minimum of 32 m in length by a minimum of 19 m in width.

2.3. Backcourt

A team's backcourt consists of its team's own basket, the inbounds part of the backboard and that part of the court limited by the endline behind its own basket, the sidelines and the centre line.

2.4. Frontcourt

A team's frontcourt consists of the opponents' basket, the inbounds part of the backboard and that part of the court limited by the endline behind the opponents' basket, the sidelines and the inner edge of the centre line nearest to the opponents' basket.

2.5. Lines

All lines shall be of the same colour and drawn in white or other contrasting colour, 5 cm in width and clearly visible.

2.5.1. Boundary line

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

Any obstruction including seated head coach, first assistant coach, substitutes, excluded players and accompanying delegation members shall be at least 2 m from the court.

2.5.2. Centre line, centre circle and free-throw semi-circles

The centre line shall be marked parallel to the endlines from the mid-point of the sidelines. It shall extend 0.15 m beyond each sideline. The centre line is part of the backcourt.

The centre circle shall be marked in the centre of the court and have a radius of 1.80 m measured to the outer edge of the circumference.

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

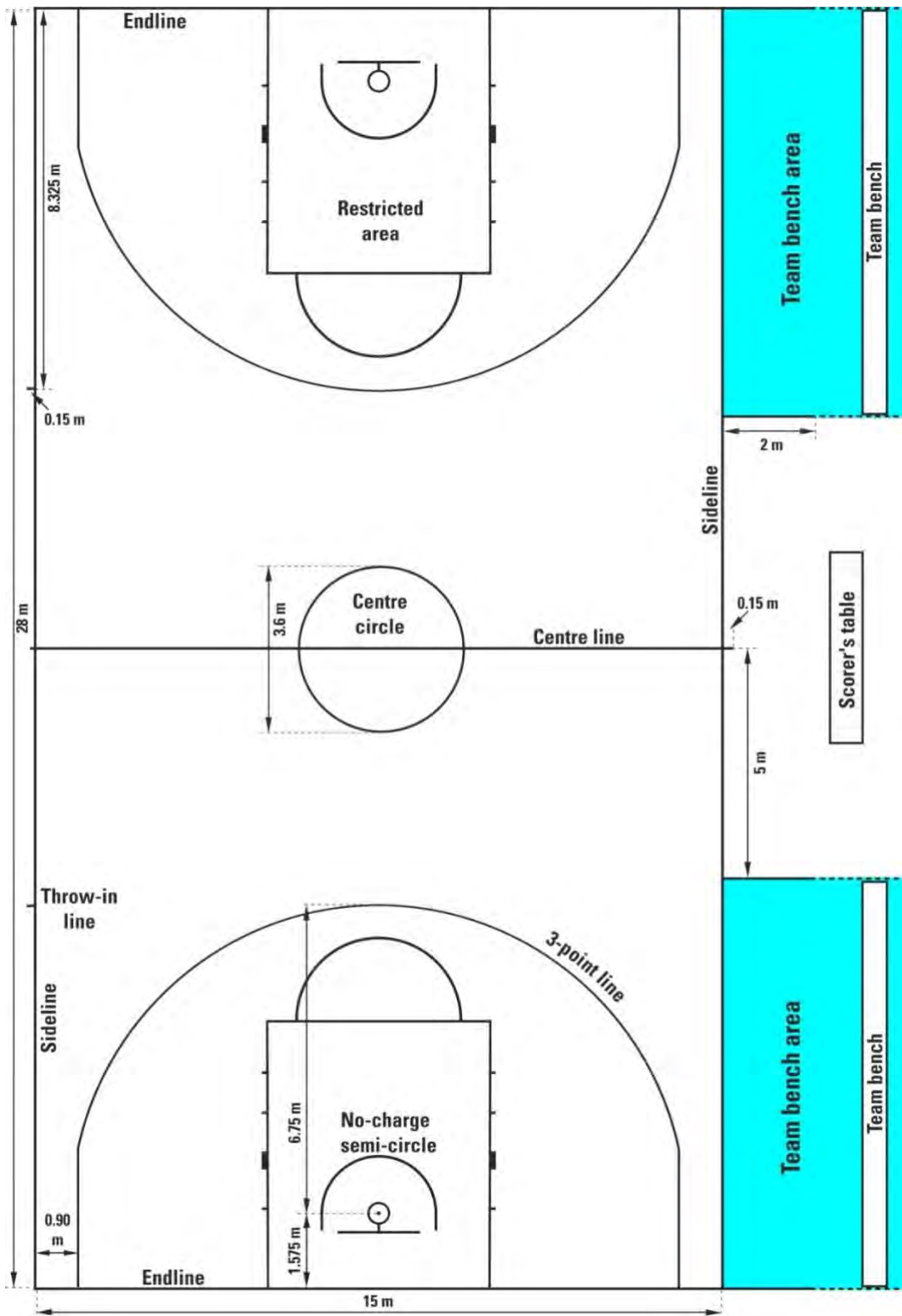


Diagram 1 – Full size court

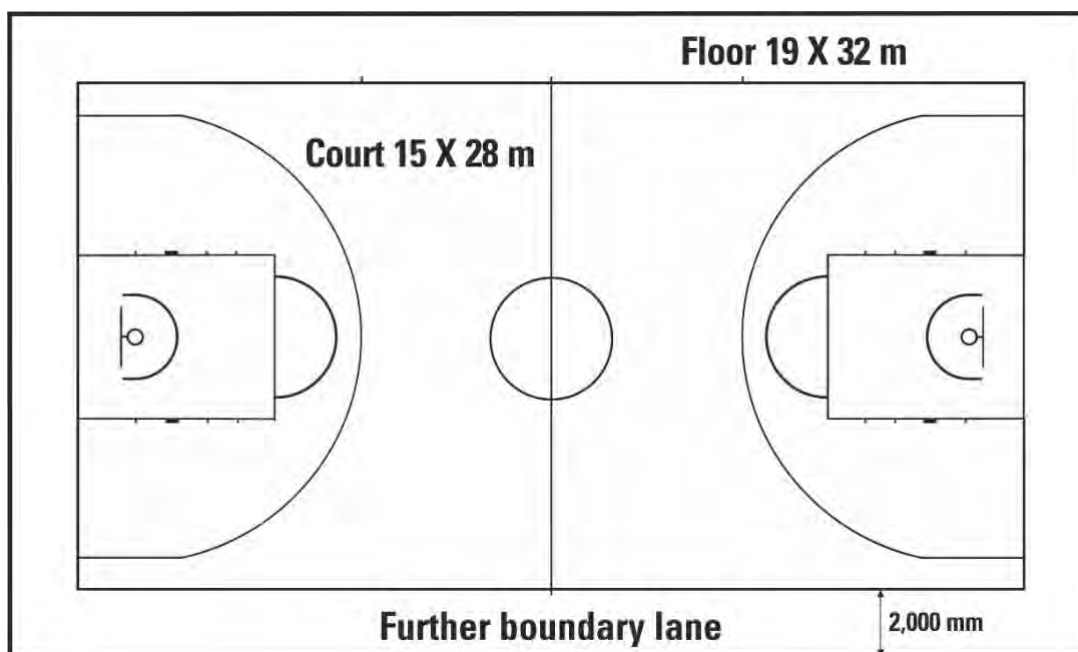


Diagram 2 – Court and floor

2.5.3. Free-throw lines, restricted areas and free-throw rebound places

The free-throw line shall be drawn parallel to each endline. It shall have its furthest edge 5.80 m from the inner edge of the endline and shall be 3.60 m long. Its mid-point shall lie on the imaginary line joining the mid-point of the 2 endlines.

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

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

2.5.4. 3-point goal area

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

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

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

2.5.5. Team bench areas

The team bench areas shall be marked outside the court limited by 2 lines as in Diagram 1.

There must be 16 seats available in each team bench area for coaches, the assistant coaches, the substitutes, the excluded players and the accompanying delegation members. All players will use their wheelchairs at the bench. Any other persons shall be at least 2 m behind the team bench.

2.5.6. Throw-in lines

The 2 lines of 0.15 m in length shall be marked outside the court at the sideline opposite the scorer's table, with the outer edge of the lines 8.325 m from the inner edge of the nearest endline.

2.5.7. No-charge semi-circle areas

The no-charge semi-circle areas shall be marked on the court, limited by:

- A semi-circle with radius of 1,25 m measured from the point on the court beneath the exact centre of the basket to the inner edge of the semi-circle. The semi-circle is joined to:
 - The 2 parallel lines perpendicular to the endline, the inner edge 1.25 m from the point on the court beneath the exact centre of the basket, 0.375 m in the length and ending 1.20 m from the inner edge of the endline.

The no-charge semi-circle areas are completed by imaginary lines joining the ends of the parallel lines directly below the front edges of the back board.

The no-charge semi-circle lines is part of the no-charge semi-circle areas.

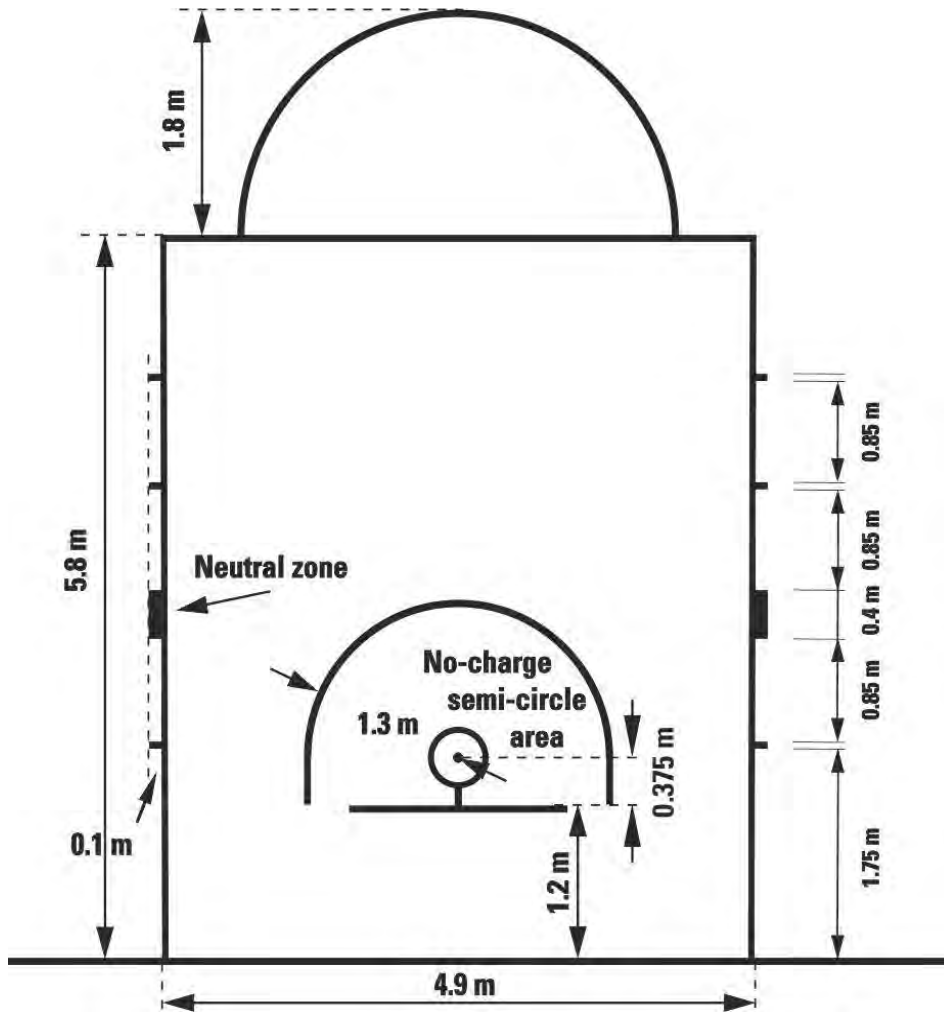


Diagram 3 – Restricted area

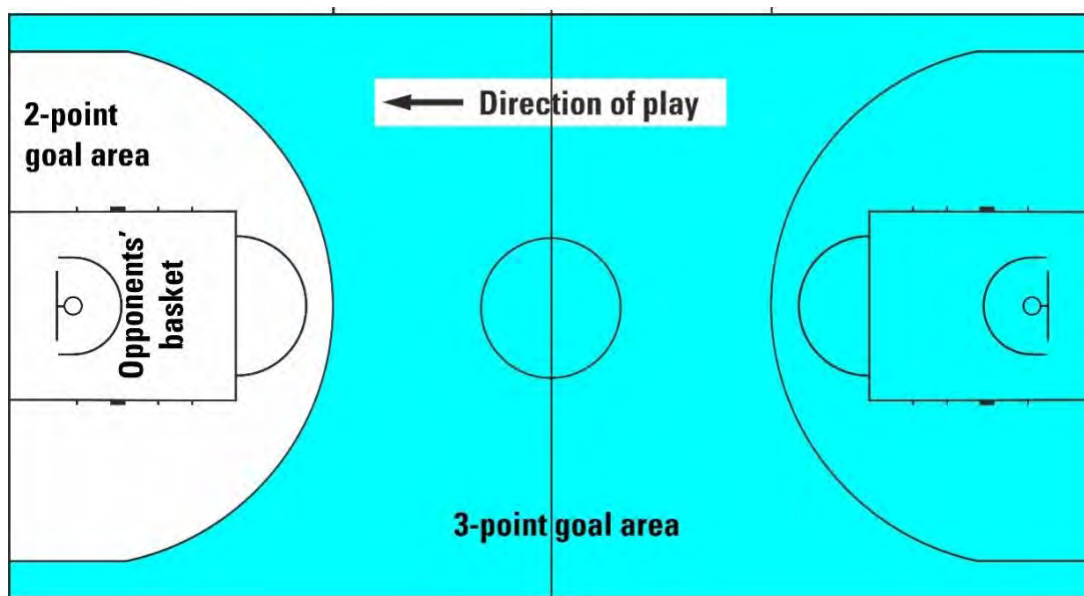
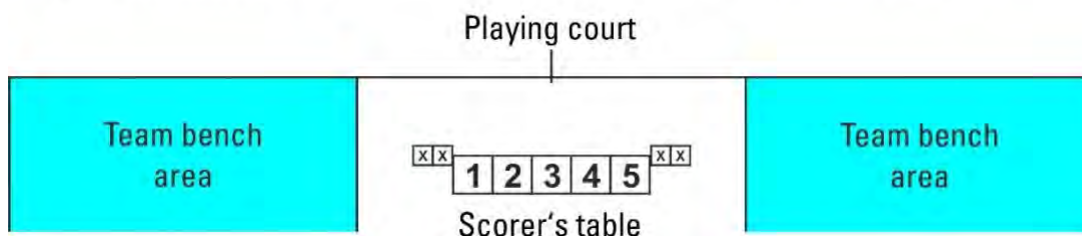


Diagram 4 – 2-point/3-point goal area

2.6. Position of the scorer's table and substitution spaces (Diagram 5)

- | | |
|-------------------------|------------------------------|
| 1 = Shot clock operator | 3 = Commissioner, if present |
| 2 = Timer | 4 = Scorer |
| x = Substitution chairs | 5 = Assistant scorer |



The scorer's table and substitution spaces must be placed on a platform. If a platform is used it must have a ramp to make it accessible for a person in a wheelchair. The announcer and/or statisticians (if present) can be seated at the side of and/or behind the scorer's table.

Diagram 5 – Scorer's table and substitution spaces

Art. 3. Equipment

The following equipment shall be required:

- Backstop units, consisting of:
 - Backboards
 - Baskets comprising (pressure release) rings and nets
 - Backboard support structures including padding.
- Basketballs
- Game clock
- Scoreboard
- Shot clock
- Stopwatch or suitable (visible) device (not the game clock) for timing time-outs
- 2 separate, distinctly different and loud signals, one of each for the
 - shot clock operator,
 - timer.
- Scoresheet
- Player foul markers
- Team foul markers
- Alternating possession arrow
- Floor
- Court
- Adequate lighting.

For a more detailed description of wheelchair basketball equipment, please refer to the FIBA Official Basketball Rules 2022 – Basketball Equipment book version 1 valid as of 1st October 2022.

3.1. Wheelchairs

3.1.1. Particular attention must be paid to the wheelchair, as it is considered to be part of the player. Contravention of the following rules will result in the wheelchair being banned from the game.

3.1.2. A protective horizontal bar at the front/side of the wheelchair must be 11 cm from the floor at its most forward point and throughout its whole length. Such a bar may be straight, **angled** or curved between the two front castors. Where the **angle** is made up of two or more straight bars joined, the **external angle** of the joined bars should not be more than 200° degrees. Wheelchairs with the footplate positioned behind a single front castor must have a protective horizontal bar extending to the rear wheels in advance of the castor.

The measurement is taken when the front castor(s) is in the forward driving position.

Where a protective horizontal bar is not present the footrest must be 11 cm from the floor at its most forward point and throughout its whole length. Where a protective horizontal bar is present the footrest behind the bar can be any height as long as it does not touch the floor.

- 3.1.3. The underside of the footrests must be designed to prevent damage to the playing surface. A roller bar fitted to the underside of the wheel rests for floor protection and a small anti-tip castor(s) attached to the back of the wheelchair for safety purposes is permitted.
- 3.1.4. 1 or 2 anti-tip devices utilizing no more than a total of 2 small castors attached to either the frame or the rear axle and located at the rear of the wheelchair, castors that frequently or even continuously come into contact with the floor, can be added to the wheelchair. The width between castors must be limited to the distance between the inside of the 2 big wheels. When the player is sitting in the wheelchair and it is in the forward driving position, the maximum permissible distance between the bottom of the castor(s) and the playing surface is 2 cm. The anti-tip castor(s) must not protrude beyond the vertical plane that touches the rearmost points of the driving wheels. This alignment should be judged with the wheelchair in its forward driving position.

Note: Within the scope of this paragraph, an anti-tip castor(s) is not a wheel.

- 3.1.5. The maximum height from the floor to the top of the cushion, when a cushion is used, or the top of the seat platform, when a cushion is not used must not exceed
- 63 cm for players 1.0 – 3.0
 - 58 cm for players 3.5 – 4.5

Measurements must be taken with the front castor(s) in the forward driving position and the player must be out of the chair.

- 3.1.6. The wheelchair shall have either 3 or 4 wheels – i.e. 2 large wheels at the back and 1 or 2 small wheels at the front of the chair. The large wheels, including the tyres, may have a maximum diameter of 69 cm.

Wheel hubs must be of round outer construction with no sharp points, edges or protrusions.

In the case of the 3-wheel wheelchair, the small wheel (or castor) must be located at the centre and inside of the horizontal bar at the front of the wheelchair. A second small wheel (or castor) may be added to the single small wheel at the front of the wheelchair. Lighting that reflects or flashes, is not permitted on the wheels, the chair or the castors.

- 3.1.7. There must be 1 handrim on each wheel.
- 3.1.8. No steering devices, brakes or gears are allowed on the wheelchair.

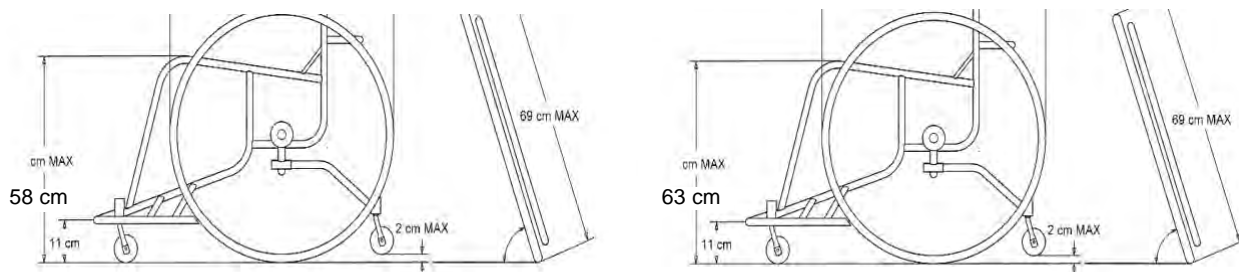
- 3.1.9. Any tyre or castor(s) that marks the floor is not permitted. Exceptions may be made where it can be demonstrated that the marks can be easily removed.
- 3.1.10. Arm rests and other upper body supports that are attached to the wheelchair should not project beyond the line of the player’s legs or trunk in the natural sitting position.
- 3.1.11. The padding of the horizontal bar located at the back of the backrest of the wheelchair must be of a minimum thickness of 1.5 cm (15mm). It must be sufficiently flexible to allow a maximum indentation of a third of its original thickness and may have a minimum indentation factor of fifty percent (50%). This means that when a force is applied suddenly to the padding, the indentation on the padding cannot exceed 50% of its original thickness. The padding is required to prevent injury to the other players.

Note 1: During a game, it is possible to have a problem with the wheelchair that causes the wheelchair to no longer be functional or become unsafe. The referee will stop the game at an appropriate time to allow the team to complete the repair. **If the repair cannot be completed in 50 seconds or less from the time the game was stopped the player must be substituted.**

Note 2: It is possible that a player may fall out of the wheelchair without a foul occurring. The referee should pay careful attention to the need to protect the player when determining the appropriate time to stop the play.

For 3.5 – 4.5 players

For 1.0 – 3.0 players



In all cases the height is measured from the floor to the highest point on the seat platform including the cushion if one is used.

Diagram 6 – Wheelchair Dimensions

RULE THREE - TEAMS

Art. 4. Teams

4.1. Definition

- 4.1.1. A team member is eligible to play when he/she has been authorised to play for a team according to the regulations, including regulations governing age limits, of the organising body of the competition.
- 4.1.2. A team member is entitled to play when his/her name has been entered on the scoresheet before the beginning of the game and as long as he/she has neither been disqualified nor committed 5 fouls.
- 4.1.3. During playing time, a team member is:
- A player when he/she is on the court and is entitled to play.
 - A substitute when he/she is not on the court but he/she is entitled to play.
 - An excluded player when he/she has committed 5 fouls and is no longer entitled to play.
- 4.1.4. During an interval of play, all team members entitled to play are considered as players.

4.2. Rule

- 4.2.1. Each team shall consist of:
- No more than 12 team members entitled to play, including a captain.
 - A head coach.
 - A maximum of 8 accompanying delegation members, including assistant coach who may sit on the team bench. In case a team has assistant coaches, the first assistant coach shall be entered on the scoresheet.
- 4.2.2. During playing time 5 team members from each team shall be on the court and may be substituted.
- 4.2.3. A substitute becomes a player and a player becomes a substitute when:
- The referee beckons the substitute to enter the court.
 - During a time-out or an interval of play, a substitute requests the substitution to the timer.

4.3. Uniforms

4.3.1. The uniform of all team members shall consist of:

- Shirts of the same dominant colour front and back. If shirts have sleeves they must end above the elbow. Long sleeved shirts are not permitted.
All players must tuck their shirts into their playing shorts. 'All-in-ones' are permitted.
- T-shirts, long sleeved shirts, or compression garments regardless of style, may be worn under uniforms. The T-shirts, long sleeved shirts, or compression garments must all be the same solid colour but does not have to be the same colour as the uniform shirt.
- Playing suit trousers or shorts of the same dominant colour front and back, but not necessarily of the same colour as the shirts.

4.3.2. Each team member shall wear a shirt numbered on the front and back with plain numbers, of a colour contrasting with the colour of the shirt.

The numbers shall be clearly visible and:

- Those on the back shall be at least 16 cm high.
- Those on the front shall be at least 8 cm high.
- The numbers shall be at least 2 cm wide.
- Teams may only use numbers 0 and 00 and from 1 to 99.
- Players on the same team shall not wear the same number.
- Any advertising or logo shall be at least 4 cm away from the numbers.

4.3.3. Teams must have a minimum of 2 sets of shirts and:

- The first team named on the schedule (home team) shall wear light- coloured shirts (preferably white).
- The second team named on the schedule (visiting team) shall wear dark- coloured shirts.
- However, if the 2 teams agree, they may interchange the colours of the shirts.

4.3.4. Playing barefoot is not permitted.

4.4. Other equipment

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

4.4.2. Players shall not wear equipment (objects) that may cause injury to other players.

- The following **are not** permitted:
 - Finger, hand, wrist, elbow or forearm guards, helmets, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
 - Objects that could cut or cause abrasions (fingernails must be closely cut).

- Hair accessories and jewellery.
- The following **are** permitted:
 - Shoulder, upper arm, thigh or lower leg protective equipment if sufficiently padded.
 - Arm and leg garments, including undershirts and undershorts, made of compression material.
 - Headgear. It shall not cover any part of the face entirely or partially (eyes, nose, lips etc.) and shall not be dangerous to the player wearing it and/or to other players. The headgear shall not have opening/closing elements around the face and/or neck and shall not have any parts extruding from its surface.
 - Knee braces.
 - Protector for an injured nose, even if made of a hard material.
 - Non-coloured transparent mouth guard.
 - Spectacles, if they do not pose a danger to other players.
 - Wristbands and headbands, maximum of 10 cm wide textile material.
 - Taping of arms, shoulders, legs etc.
 - Ankle braces.

All players on the team must have all their T-shirts, undershirts, long sleeve shirts, undershorts, arm and leg compression garments, headgear, wristbands, headbands, and tapings of the same solid colour.

- 4.4.3. During the game a player may wear shoes of any colour combination, but the left and right shoe must match. No flashing lights, reflective material or other adornments are permitted.
- 4.4.4. During the game a player may not display any commercial, promotional or charitable name, mark, logo or other identification including, but not limited to, on his/her body, in his/her hair or otherwise.
- 4.4.5. Any other equipment not specifically mentioned in this article must be approved by the IWBF Technical Commission.

Art. 5. Players: Injury and assistance

- 5.1. In the event of injury to a player(s), the referees may stop the game.
- 5.2. If the ball is live when an injury occurs, the referee shall not blow his/her whistle until the team in control of the ball has shot for a field goal, lost control of the ball, withheld the ball from play or the ball has become dead. If it is necessary to protect an injured player, the referees may stop the game immediately.
- 5.3. If the injured player cannot continue to play immediately (within approximately 15 seconds) or if he/she receives treatment or if a player receives any assistance from his/her own head coach, assistant coaches, substitutes, excluded players and/or accompanying delegation members, he/she must be substituted unless the team is reduced to fewer than 5 players on the court.
- 5.4. Head coach, assistant coaches, substitutes, excluded players and accompanying delegation members may enter the court, only with the permission of a referee, to attend to an injured player before he/she is substituted.
- 5.5. A doctor may enter the court, without the permission of a referee if, in the doctor's judgement, the injured player requires immediate medical treatment.
- 5.6. During the game, any player who is bleeding or has an open wound must be substituted. He/she may return to the court only after the bleeding has stopped and the affected area or open wound has been completely and securely covered.
- 5.7. If the injured player or any player who is bleeding or has an open wound, recovers during a time-out taken by either team, before the timer's signal for the substitution, that player may continue to play.
- 5.8. Players who have been designated by the coach to begin the game or who receive treatment between free throws may be substituted in the event of an injury. In this case, the opponents are also entitled to substitute the same number of players, if they so wish.

Art. 6. Captain: Duties and powers

- 6.1. The captain (CAP) is a player designated by his/her coach to represent his/her team on the court. He/she may communicate in a courteous manner with the referees during the game to obtain information only when the ball is dead and the game clock is stopped.
- 6.2. The captain shall inform the crew chief no later than 15 minutes following the end of the game, if his/her team is protesting against the result of the game and sign the scoresheet in the 'Captain's signature in case of protest' column.

Art. 7. Coaches: Duties and powers

- 7.1. At least 40 minutes before the game is scheduled to begin, each coach or his/her representative shall give the scorer a list with the names and corresponding numbers and classification points of the team members eligible to play in the game, as well as the name of the captain of the team, coach and **the first** assistant coach. All team members whose names are entered on the scoresheet are entitled to play, even if they arrive after the beginning of the game.
- 7.2. At least 10 minutes before the game is scheduled to begin, each **head** coach shall confirm **his/her** agreement with the names and corresponding numbers and classification points of **his/her** team members and the names of the head coach and **first assistant coach** by signing the scoresheet. At the same time, **the head coach** shall indicate the 5 players to begin the game. The **head** coach of team 'A' shall be the first to provide this information.
- 7.3. The **head** coaches, assistant coaches, substitutes, excluded players and accompanying delegation members are the only persons permitted to sit on the team bench and remain within their team bench area. During playing time all substitutes, excluded players and accompanying delegation members shall remain seated.
- 7.4. The **head** coach or the **first** assistant coach may go to the scorer's table during the game to obtain statistical information only when the ball becomes dead and the game clock is stopped.
- 7.5. The **head** coach may communicate in a courteous manner with the referees during the game to obtain information only when the ball is dead and the game clock is stopped.
- 7.6. Either the **head** coach or the first assistant coach, but only one of them at any given time is permitted to remain standing during the game. It is understood that if either the **head** coach or the **first** assistant coach is a wheelchair user this rule is also meant to address them. They may address the players verbally during the game provided they remain within their team bench area. The **first** assistant coach shall not communicate with the referees.
- 7.7. If there is a **first** assistant coach, **his/her** name must be entered on the scoresheet before the beginning of the game (his signature is not necessary). **He/she** shall assume all duties and powers of the **head** coach if, for any reason, the **head** coach is unable to continue.
- 7.8. **If** the captain leaves the court, the **head** coach shall inform a referee of the number of the player who shall act as captain on the court.

- 7.9. The captain shall act as player **head** coach if there is no **head** coach, or if the **head** coach is unable to continue and there is no **first** assistant coach entered on the scoresheet (or the latter is unable to continue). If the captain must leave the court, **he/she** may continue to act as **head** coach. If **he/she** must leave following a disqualifying foul, or if he/she is unable to act as **head** coach because of injury, **his/her** substitute as captain may replace **him/her** as **head** coach.
- 7.10. The head coach shall designate the free-throw shooter of **his/her** team in all cases where the free-throw shooter is not determined by the rules.

RULE FOUR - PLAYING REGULATIONS

Art. 8. Playing time, tied score and overtime

- 8.1. The game shall consist of 4 quarters of 10 minutes each.
- 8.2. There shall be an interval of play of 20 minutes before the game is scheduled to begin.
- 8.3. There shall be the intervals of play of 2 minutes between the first and second quarter (first half), between the third and fourth quarter (second half) and before each overtime.
- 8.4. There shall be a half-time interval of play of 15 minutes.
- 8.5. An interval of play begins:
 - 20 minutes before the game is scheduled to begin.
 - When the game-clock signal sounds for the end of the quarter or overtimes.
- 8.6. An interval of play ends:
 - At the beginning of the first quarter when the ball leaves the hand(s) of the crew chief on the toss for the tap-off.
 - At the beginning of all other quarters and overtimes when the ball is at the disposal of the player taking the throw-in.
- 8.7. If the score is tied at the end of the fourth quarter, the game shall continue with as many overtimes of 5 minutes duration each as necessary to break the tie.

If the aggregated score of both games for a 2-games home and away total points series competition system is tied at the end of the 2nd game, this game shall continue with as many overtimes of 5 minutes duration each as necessary to break the tie.
- 8.8. If a foul is committed near the end of a quarter and overtime, the referee shall determine the remaining playing time. A minimum of 0.1 second shall be shown on the game clock.
- 8.9. If a technical, unsportsmanlike or disqualifying foul is committed during an interval of play, any eventual free throw(s) shall be administered before the beginning of the following quarter or overtime.

Art. 9. Start and end of a quarter, overtime or the game

March 6, 2023

- 9.1. The first quarter begins when the ball leaves the hand(s) of the crew chief on the toss for the tap-off in the centre circle.
- 9.2. All other quarters or overtimes **start** when the ball is at the disposal of the player taking the throw-in.
- 9.3. The game cannot **start** if one of the teams is not on the court with 5 players ready to play.
- 9.4. For all games, the first team named in the schedule (home team) shall have, **when facing the court from the scorer's table:**
- its team bench is on the left side of the scorer's table,
 - its warm-up before the game in the half-court in front of its team bench.
- However, if the both teams agree, they may **exchange** the team benches and/or **warm-up half-courts for the first half.**
- 9.5. Teams shall exchange **their warm-up half-courts and baskets for the second half.**
- 9.6. In all overtimes, the teams shall continue to play towards the same baskets as in the fourth quarter.
- 9.7. A quarter, overtime or game shall end when the game clock signal sounds for the end of the quarter or overtime. When the backboard is equipped with red lighting around its perimeter, the lighting takes precedence over the game clock signal sound.

Art. 10. Status of the ball

- 10.1. The ball can be either live or dead.
- 10.2. The ball becomes **live** when:
- During the tap-off, the ball leaves the hand(s) of the crew chief on the toss.
 - During a free throw, the ball is at the disposal of the free-throw shooter.
 - During a throw-in, the ball is at the disposal of the player taking the throw-in.
- 10.3. The ball becomes **dead** when:
- Any **goal** or free throw is made.
 - A referee blows **his/her** whistle while the ball is live.
 - It is apparent that the ball will not enter the basket on a free throw which is to be followed by:
 - Another free throw(s).
 - A further penalty (free throw(s) and/or possession).
 - The game clock signal sounds for the end of the quarter or overtime.
 - The shot clock signal sounds while a team is in control of the ball.
 - The ball in flight on a shot for a field goal is touched by a player from either team after:
 - A referee blows **his/her** whistle.
 - The game clock signal sounds for the end of the quarter or overtime.
 - The shot clock signal sounds.

- 10.4. The ball does not become **dead** and the goal counts if made when:
- The ball is in flight on a shot for a goal and:
 - A referee blows his/her whistle.
 - The game clock signal sounds for the end of the quarter or overtime.
 - The shot clock signal sounds.
 - The ball is in flight on a free throw and a referee blows his/her whistle for any rule infraction other than by the free-throw shooter.
 - The ball is in the control of a player in the act of shooting for a goal who finishes his/her shot with a continuous motion which started before a foul is committed by any opponent player or on any person permitted to sit on the opponent's team bench.

This provision does not apply, and the goal shall not count if:

 - After a referee blows his/her whistle and an entirely new act of shooting is made.

Art. 11. Location of a player and a referee

- 11.1. The location of a player is determined by where his/her wheelchair is touching the floor.
- 11.2. The location of a referee is determined in the same manner of a player. When the ball touches a referee, it is the same as touching the floor at the referee's location.

Art. 12. Tap-off and alternating possession

12.1. Tap-off definition

- 12.1.1. A **tap-off** occurs when a referee tosses the ball between any 2 opponents.
- 12.1.2. A **held ball** occurs when one or more players from opposing teams have one or both hands firmly on the ball so that neither player can gain control without undue roughness.

12.2. Tap-off procedure

- 12.2.1. Each player involved in the tap-off shall have his/her wheelchair inside the half of the centre circle nearest to his/her own basket with one wheel close to the centre line.
- 12.2.2. Team-mates may not occupy adjacent positions around the circle if an opponent wishes to occupy one of those positions.
- 12.2.3. The referee shall then toss the ball vertically upwards between the 2 opponents, higher than either of them can reach.
- 12.2.4. The ball must be tapped with the hand(s) of at least one of the players involved in the tap-off after it reaches its highest point.
- 12.2.5. Neither player involved in the tap-off shall leave his/her position until the ball has been legally tapped.
- 12.2.6. Neither player involved in the tap-off may catch the ball or tap it more than twice until it has touched one of the other players or the floor.

- 12.2.7. If the ball is not tapped by at least one of the player involved in the tap-off, the tap-off shall be repeated.
- 12.2.8. No part of the other players' bodies or wheelchairs may be on or over the circle line (cylinder) before the ball has been tapped.

An infraction of Art. 12.2.1, 12.2.4, 12.2.5, 12.2.6, and 12.2.8 is a violation.

12.3. Penalty

The ball shall be awarded to the opponents for a throw-in from the place nearest to the infraction, except from directly behind the backboard.

12.4. Tap-off situations

A tap-off situation occurs when:

- A held ball is called.
- The ball goes out-of-bounds and the referees are in doubt or disagree about which of the opponents last touched the ball.
- A double free-throw violation occurs during an unsuccessful last free throw.
- A live ball lodges between the ring and the backboard except:
 - o Between free throws,
 - o After the last free throw followed by a throw-in from the throw-in line in the team's frontcourt.
- The ball becomes dead when neither team has control of the ball nor is entitled to the ball.
- After the cancellation of equal penalties against both teams, if there are no other foul penalties remaining for administration and neither team had control of the ball nor was entitled to the ball before the first foul or violation.
- All quarters other than the first one and all overtimes are to **start**.

12.5. Alternating possession definition

Alternating possession is a method of causing the ball to become live with a throw-in rather than a tap-off.

12.6. Alternating possession procedure

- 12.6.1. In all tap-off situations teams shall alternate possession of the ball for a throw-in from place nearest to where the tap-off situation occurs, except directly behind the backboard.
- 12.6.2. The team that does not gain **first time control of the live ball** after the tap-off shall be entitled to the first alternating possession **throw-in**.
- 12.6.3. The team entitled to the next alternating possession at the end of any quarter or overtime shall begin the next quarter or overtime with a throw-in from the centre line extended, opposite the scorer's table, unless there are further free throws and a possession penalty to be administered.

- 12.6.4. The team entitled to the alternating possession throw-in shall be indicated by the alternating possession arrow in the direction of the opponents' basket. The direction of the alternating possession arrow shall be reversed immediately when the alternating possession throw-in ends.
- 12.6.5. A violation by a team during its alternating possession throw-in causes that team to lose the alternating possession throw-in. The alternating possession arrow shall be reversed immediately, indicating that the opponents of the violating team shall be entitled to the alternating possession throw-in at the next tap-off situation. The game shall then be resumed by awarding the ball to the opponents of the violating team for a throw-in from the place of the original throw-in.
- 12.6.6. A foul by either team:
- Before the beginning of a quarter other than the first one and an overtime, or
 - During the alternating possession throw-in,
- does not cause the team entitled to the throw-in to lose that alternating possession.

Art. 13. How the ball is played

13.1. Definition

During the game, the ball is played with the hand(s) only and may be passed, thrown, tapped, rolled or dribbled in any direction, subject to the restrictions of these rules.

13.2. Rule

To **deliberately** push the ball with the wheelchair or block it with any part of the leg or strike it with the fist is a violation.

However, to accidentally come into contact with or touch the ball with the wheelchair or with any part of the leg is not a violation.

An infraction of Art. 13.2 is a violation.

13.3. Penalty

The ball shall be awarded to the opponents for a throw-in from the place nearest to the infraction, except from directly behind the backboard.

Art. 14. Control of the ball

14.1. Definition

14.1.1. Team control **starts** when a player of that team is in control of a live ball by holding or dribbling it or has a live ball at **his/her** disposal.

14.1.2. Team control **continues** when:

- A player of that team is in control of a live ball.
- The ball is being passed between team-mates.

14.1.3. Team control **ends** when:

- An opponent gains control.
- The ball becomes dead.
- The ball has left the player's hand(s) on a shot for **a** goal or for a free throw.

14.1.4. It is a violation for a player in control of the ball or attempting to gain control of the ball to:

14.1.4.1. Touch the floor with any part of **his/her** body except the hand(s), or

14.1.4.2. Lean either forward or backward in the chair, causing it to tip so that any part of it, other than the tyre(s)/castor(s), touches the floor.

Art. 15. Player in the act of shooting

15.1. Definition

15.1.1. A shot for a field goal or a free throw is when the ball is held in a player's hand(s) and is then thrown into the air towards the opponents' basket.

A tap for a field goal is when the ball is directed with the hand(s) towards the opponents' basket.

A tap is also considered as a shot for a field goal.

A continuous movement on drives to the basket or other moving shots is an action of a player who catches the ball while **he/she** is progressing or upon completion of the dribble and then continues with the shooting motion, usually upwards.

15.1.2. The act of shooting on a shot:

- **Starts** when the player **begins**, in the judgement of a referee, to move the ball upwards towards the opponents' basket.
- Ends when the ball has left the player's hand(s), or if an entirely new act of shooting is made and the follow-through of the shot is completed (i.e. the shooter's hand(s) completes its movement in the direction of the floor, the wheelchair or, in the case of an underhand shot, the basket).

15.1.3. The act of shooting in a continuous movement on drives to the basket or other moving shot:

- **Starts** when the ball has come to rest in the player's hand(s), upon completion of the dribble and the player starts, in the judgment of the referee, the shooting motion preceding the release of the ball for **a goal**.
- May include the player's arm(s) and/or body and/or wheelchair movement in his/her attempt to shoot for **a goal**.
- Ends when the ball has left the player's hand(s), and the follow-through of the shot is completed (i.e. the shooter's hand(s) completes its movement in the direction of the floor, the wheelchair or, in the case of an underhand shot, the basket) or if an entirely new act of shooting is made.

15.1.4. There is no relationship between the number of legal pushes made and the act of shooting.

15.1.5. During the act of shooting the player might have **his/her** arm(s) held by an opponent, thus preventing **him/her** from scoring. In this case it is not essential that the ball leaves the player's hand(s).

15.1.6. When a player is in the act of shooting and after being fouled **he/she** passes the ball off, he/she is no longer considered to have been in the act of shooting.

Art. 16. Goal: When made and its value

16.1. Definition

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

16.2. Rule

- 16.2.1. A goal is credited to the team attacking the opponents' basket into which the ball has entered as follows:
- A goal released from a free throw counts 1 point.
 - A goal released from the 2-point field goal area counts 2 points.
 - A goal released from the 3-point field goal area counts 3 points.

Comment: The 2 large wheels must be within the 3-point field goal area, i.e. the small wheels and castor(s) may be on or in front of the line of the 3-point field goal area.

- 16.2.2. If a player **accidentally** scores a goal in his/her team's basket, the goal counts 2 points and shall be recorded as having been scored by the captain of the opponents' team on the court.
- 16.2.3. If a player **deliberately** scores a goal in his/her team's basket, it is a violation and the goal does not count.
- 16.2.4. If a player causes the entire ball to pass through the basket from below, it is a violation.
- 16.2.5. The game clock must indicate 0.3 (3 tenths of a second) or more for a player to **gain control** of the ball on a throw-in or on a rebound after the last free throw in order to attempt a shot for a goal. If the game clock or the shot clock shows 0.2 or 0.1 the only type of a valid goal made is by tapping the ball, provided that the hand(s) of the player are no longer touching the ball when the game clock or the shot clock show 0.0.

Art. 17. Throw-in

17.1. Definition

17.1.1. A throw-in occurs when the ball is passed into the court by the out-of-bounds player taking the throw-in.

17.1.2. A throw-in:

- **Starts** when the ball is at the disposal of the player taking the throw-in.
- **Ends** when:
 - The ball touches or is legally touched by any player on the court.
 - The team taking the throw-in commits a violation.
 - A live ball lodges between the ring and the backboard during a throw-in.

17.2. Procedure

17.2.1. A referee must hand or place the ball at the disposal of the player taking the throw-in. He/she may also toss or bounce pass the ball provided that:

- The referee is no more than 4 m from the player taking the throw-in.
- The player taking the throw-in is at the correct place as designated by the referee.

17.2.2. The player shall take the throw-in from the place nearest to the infraction or where the game was stopped, except directly behind the backboard.

17.2.3. At the beginning of all quarters other than the first one and all overtimes, the throw-in shall be administered at the centre line extended, opposite the scorer's table.

The player taking the throw-in shall have one rear wheel on either side of the centre line extended, opposite the scorer's table, and shall be entitled to pass the ball to a team-mate at any place on the court.

17.2.4. When the game clock shows 2:00 minutes or less in the fourth quarter or overtime, following a time-out taken by the team that is entitled to possession of the ball from its backcourt, the head coach of that team has the right to decide whether the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt or from the team's backcourt at the place nearest to where the game was stopped.

17.2.5. Following a personal foul committed by a player of the team in control of a live ball, or of the team entitled to the ball, game shall be resumed with a throw-in from the place nearest to the infraction.

17.2.6. Following a technical foul, the game shall be resumed with a throw-in from the place nearest to where the ball was located when the technical foul was called, unless otherwise stated in these rules.

17.2.7. Following an unsportsmanlike or disqualifying foul, the game shall be resumed with a throw-in from the throw-in line at the team's frontcourt, unless otherwise stated in these rules.

17.2.8. Following a fight, the game shall be resumed as stated in Article 39.

17.2.9. Whenever the ball enters the basket, but the goal or the free throw is not valid, the game shall be resumed with a throw-in from the free-throw line extended.

17.2.10. Following a successful field goal or a successful last free throw:

- Any player of the non-scoring team shall take the throw-in from any place behind that team's endline. This is also applicable after a referee hands or places the ball at the disposal of the player taking the throw-in after a time-out or after any interruption of the game following a successful field goal or a successful last free throw.
- The player taking the throw-in may move laterally and/or backwards and the ball may be passed between team-mates behind the endline, but the 5 second count starts when the ball is at the disposal of the first player out-of-bounds.

17.3. Rule

17.3.1. The player taking the throw-in shall not:

- Take more than 5 seconds to release the ball.
- Move into the court while having the ball in his/her hand(s).
- Cause the ball to touch out-of-bounds, after it has been released on the throw-in.
- Touch the ball on the court before it has touched another player.
- Cause the ball to enter the basket directly.
- Move from the designated throw-in place behind the boundary line laterally in one or both directions, exceeding a total distance of 1 m before releasing the ball. However, he/she is permitted to move directly backwards from the boundary line as far as circumstances allow.

17.3.2. During the throw-in, other player(s) shall not:

- Have any part of their bodies or wheelchairs over the boundary line before the ball has been thrown-in across the boundary line.
- Be closer than 1 m to the player taking the throw-in when the throw-in place has less than 2 m distance between the boundary line and any out-of-bounds obstructions.

17.3.3. When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, and there is a throw-in, the referee shall use an illegal boundary line crossing signal as a warning while administering the throw-in.

If a defensive player:

- Moves any part of his/her body over the boundary line to interfere with a throw-in, or
- Is closer than 1 m to the player taking the throw-in when the throw-in place has less than 2 m distance,

it is a violation and shall lead to a technical foul.

17.3.4. An offensive player is not allowed to enter the restricted area during an out of bounds situation until the ball is at the disposal of a player for the throw-in. (see Rule 26.1.1).

An infraction of Art. 17.3 is a violation.

17.4. Penalty

The ball is awarded to the opponents for a throw-in from the place of the original throw-in.

Art. 18. Time-out**18.1. Definition**

A time-out is an interruption of the game requested by the head coach or first assistant coach.

18.2. Rule

18.2.1. Each time-out shall last 1 minute.

18.2.2. A time-out may be granted during a time-out opportunity.

18.2.3. A time-out opportunity begins when:

- For both teams, the ball becomes dead, the game clock is stopped and the referee has ended his/her communication with the scorer's table.
- For both teams, the ball becomes dead following a successful last free throw.
- For the non-scoring team, a goal is scored.

18.2.4. A time-out opportunity ends when the ball is at the disposal of a player for a throw-in or for a first free throw.

18.2.5. Each team may be granted:

- 2 time-outs during the first half.
- 3 time-outs during the second half with a maximum of 2 of these time-outs when the game clock shows 2:00 minutes or less in the fourth quarter.
- 1 time-out during each overtime.

18.2.6. Unused time-outs may not be carried over to the next half or overtime.

18.2.7. A time-out is charged against the team whose head coach first made a request unless the time-out is granted following a goal scored by the opponents and without an infraction having been called.

18.2.8. A time-out shall not be permitted to the scoring team when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime and, following a successful field goal unless a referee has interrupted the game.

18.3. Procedure

18.3.1. Only a head coach or first assistant coach has the right to request a time-out. He/she shall establish visual contact with the scorer's table or he/she shall go to the scorer's table and ask clearly for a time-out, making the proper conventional sign with his/her hands.

- 18.3.2. A time-out request may be cancelled only before the timer's signal has sounded for such a request.
- 18.3.3. The time-out period:
- Begins when the referee blows his/her whistle and gives the time-out signal.
 - Ends when the referee blows his/her whistle and beckons the teams back on the court.
- 18.3.4. As soon as a time-out opportunity begins, the timer shall sound his/her signal to notify the referees that a team has requested a time-out.
- If a goal is scored against a team which has requested a time-out, the timer shall immediately stop the game clock and sound his/her signal.
- 18.3.5. During the time-out and during an interval of play before the beginning of the second and fourth quarter or each overtime the players may leave the court and may stay in the time-out team bench area and any person permitted to sit on the team bench may enter the court provided they remain within the vicinity of their time-out team bench area.
- 18.3.6. If the request for the time-out is made by either team after the ball is at the disposal of the free-throw shooter for the first free throw, the time-out shall be granted if:
- The last free throw is successful.
 - The last free throw, if not successful, is followed by a throw-in.
 - A foul is called between free throws. In this case the free throw(s) shall be completed, and the time-out shall be permitted before the new foul penalty is administered, unless otherwise stated in these rules.
 - A foul is called before the ball becomes live after the last free throw. In this case the time-out shall be permitted before the new foul penalty is administered.
 - A violation is called before the ball becomes live after the last free throw. In this case the time-out shall be permitted before the throw-in is administered.
- In the event of consecutive sets of free throws and/or possession of the ball resulting from more than 1 foul penalty, each set is to be treated separately.

Art. 19. Substitution

19.1. Definition

A substitution is an interruption of the game requested by the substitute to become a player.

19.2. Rule

19.2.1. A team may substitute a player(s) during a substitution opportunity.

19.2.2. A substitution opportunity begins when:

- For both teams, the ball becomes dead, the game clock is stopped and the referee has ended his/her communication with the scorer's table.
- For both teams, the ball becomes dead following a successful last free throw.

- For the non-scoring team, a goal is scored when the game clock shows 2:00 minutes or less in the fourth quarter and of in each overtime.
- 19.2.3. A substitution opportunity ends when the ball is at the disposal of a player for a throw-in or a first free throw.
- 19.2.4. A player who has become a substitute and a substitute who has become a player cannot respectively re-enter the game or leave the game until the ball becomes dead again, after a clock-running phase of the game, unless:
- The team is reduced to fewer than 5 players on the court.
 - The player entitled to the free-throws as the result of the correction of an error is on the team bench after having been legally substituted.
- 19.2.5. A substitution shall not be permitted to the scoring team when the game clock is stopped following a successful field goal when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime unless a referee has interrupted the game.
- 19.2.6. If the player receives any treatment or any assistance, he/she must be substituted unless the team is reduced to fewer than 5 players on the court.
- 19.3. Procedure**
- 19.3.1. Only a substitute has the right to request a substitution. he/she (not the head coach or the first assistant coach) shall move to the scorer's table and ask clearly for a substitution making the proper conventional sign with his/her hands, or stay in the substitution space. He/she must be ready to play immediately.
- 19.3.2. A substitution request may be cancelled only before the timer's signal has sounded for such a request.
- 19.3.3. When a substitution opportunity starts, the timer shall sound his/her signal to notify the referees that a request for a substitution has been made.
- 19.3.4. The substitute shall remain outside the boundary line until the referee blows his/her whistle, gives the substitution signal and beckons him to enter the court.
- 19.3.5. The player being substituted is permitted to move directly to his/her team bench without reporting either to the timer or the referee.
- 19.3.6. Substitutions shall be completed as quickly as possible. A player who has committed 5 fouls or has been disqualified must be substituted immediately (taking no more than 30 seconds). If, in the judgement of a referee, there is a delay of the game, a time-out shall be charged against the offending team. If the team has no time-out remaining a technical foul for delaying the game may be charged against the head coach, recorded as 'B'.
- 19.3.7. If a substitution is requested during a time-out or during an interval of play other than the half-time interval, the substitute must report to the timer before entering the game.

19.3.8. If the free-throw shooter must be substituted because he:

- Is injured, or
- Has committed 5 fouls, or
- Has been disqualified,

the free throw(s) must be attempted by his/her substitute who may not be substituted again until he/she has played in the next clock-running phase of the game.

19.3.9. If the request for a substitution is made by either team after the ball is at the disposal of the free-throw shooter for the first free throw, the substitution shall be granted if:

- The last free throw is successful.
- The last free throw, if not successful, is followed by a throw-in.
- A foul is called between free throws. In this case the free throw(s) shall be completed, and the substitution shall be permitted before the new foul penalty is administered, unless otherwise stated in these rules.
- A foul is called before the ball becomes live after the last free throw. In this case the substitution shall be permitted before the new foul penalty is administered.
- A violation is called before the ball becomes live after the last free throw. In this case the substitution shall be permitted before the throw-in is administered.

In the event of consecutive sets of free throws and/or possession of the ball resulting from more than one (1) foul penalty, each set is to be treated separately.

19.3.10. Once the substitution has been completed (player is beckoned into the court by a referee), the assistant scorer (see Art. 48.5) shall verify that the total points value of the team requesting the substitution does not exceed the legal limit (see Art. 51.2). If he/she determines that the 14 point limit rule has been exceeded he/she shall inform the timer who will, in turn, inform the referee by sounding his/her signal at the conclusion of the next phase of play if the offending teams opponents are in control of the ball, or immediately, if the offending team is in control of the ball.

Art. 20. Game lost by forfeit

20.1. Rule

A team shall lose the game by forfeit if:

- The team is not present or is unable to field 5 players within the 14-point limit rule ready to play 15 minutes after the game is scheduled to begin.
- Its actions prevent the game from being played.
- It refuses to play after being instructed to do so by the crew chief.

20.2. Penalty

- 20.2.1. The game is awarded to the opponents and the score shall be 20 to 0. Furthermore, the forfeiting team shall receive 0 classification points.
- 20.2.2. For a 2-games (home and away) total points series (aggregate score) and for Play-Offs (best of 3), the team that forfeits in the first, second or third game shall lose the series or Play-Offs by 'forfeit'. This does not apply for Play-Offs (best of 5 and best of 7).
- 20.2.3. If in a tournament the team forfeits for the second time, the team shall be disqualified from the tournament and the results of all games played by this team shall be nullified.

Art. 21. Game lost by default**21.1. Rule**

A team shall lose a game by default if, during the game, the team has fewer than 2 players on the court ready to play.

21.2. Penalty

- 21.2.1. If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped. If the team to which the game is awarded is not ahead, the score shall be recorded as 2 to 0 in its favour. The defaulting team shall receive 1 classification point.
- 21.2.2. For a 2-game (home and away) total point series (aggregate score), the team that defaults in the first or in the second game shall lose the series by 'default'.

RULE FIVE - VIOLATIONS

Art. 22. Violations

22.1. Definition

A **violation** is an infraction of the rules.

22.2. Penalty

The ball shall be awarded to the opponents for a throw-in from the place nearest to the infraction, except directly behind the backboard, unless otherwise stated in these rules.

Art. 23. Player out-of-bounds and ball out-of-bounds

23.1. Definition

23.1.1. A player is out-of-bounds when any part of **his/her** body or any part of his/her wheelchair is in contact with the floor, or any object other than a player above, on or outside the boundary line.

23.1.2. The ball is out-of-bounds when it touches:

- A player, wheelchair or any other person who is out-of-bounds.
- The floor or any object above, on or outside the boundary line.
- The backboard supports, the back of the backboards or any object above the court.

23.2. Rule

23.2.1. The ball is caused to go out-of-bounds by the last player to touch or be touched by the ball before it goes out-of-bounds, even if the ball then goes out-of-bounds by touching something other than a player.

23.2.2. If the ball is out-of-bounds because of touching or being touched by a player who is on or outside the boundary line, this player causes the ball to go out-of-bounds.

23.2.3. If a player(s) move(s) to out-of-bounds or to **his/her** backcourt during a held ball, a tap-off situation occurs.

23.2.4. If a player deliberately throws or taps the ball onto an opponent, thus causing it to go out-of-bounds, the ball shall be awarded to the opponents, even though it was last touched by that team.

Art. 24. Dribbling

24.1. Definition

24.1.1. A dribble is the movement of a live ball caused by a player in control of that ball who throws, taps, rolls or bounces the ball on the floor.

24.1.2. **A dribble starts** when a player, having gained control of a live ball on the court:

- pushes on his/her large wheels and dribbles the ball simultaneously, or

24.1.3. Takes one or two pushes on his/her large wheels while the ball is either resting on his/her lap, not between his/her knees, or held in his/her hand, followed by dribbling the ball. This sequence may be repeated as often as the player wishes, or

- Use both of the above sequences alternately, or
- Throws, taps, rolls, dribbles it on the floor or deliberately throws it against the backboard and touches it again before it touches another player.

24.1.4. A player who accidentally loses and then regains control of a live ball on the court is considered to be fumbling the ball.

24.1.5. The following are not dribbles:

- Successive shots for a goal.
- Fumbling the ball at the beginning or at the end of a dribble.
- Attempts to gain control of the ball by tapping it from the vicinity of other players.
- Tapping the ball from the control of another player.
- Deflecting a pass and gaining control of the ball.
- Tossing the ball from hand to hand and allowing it to come to rest in one or both hands before touching the floor, provided that no travelling violation is committed.
- Throwing the ball against the backboard and regaining the control of the ball.

Art. 25. Travelling (Three pushes)

25.1. Definition

25.1.1. A player may progress with a live ball on the court in any direction within the following limits:

- The number of pushes while holding the ball shall not exceed 2.
- Any pivot movements shall be considered part of the dribble, and are limited to 2 consecutive pushes without dribbling the ball.

25.1.2. Braking a wheel without backward or forward movement of the hand(s) does not constitute a push.

25.2 An infraction of this article is a violation.

Art. 26. 3 seconds

26.1. Rule

- 26.1.1. A player shall **not** remain in the opponents' restricted area for more than 3 consecutive seconds while **his/her** team is in control of a live ball on the court and the game clock is running.
- 26.1.2. Allowances must be made for a player who:
- Makes an attempt to leave the restricted area.
 - Is in the restricted area when **he/she** or his/her team-mate is in the act of shooting and the ball is leaving or has just left the player's hand(s) on the shot for a goal.
 - Dribbles in the restricted area to shoot for a field goal after having been there for less than 3 consecutive seconds.
- 26.1.3. To establish himself outside the restricted area, the player must place all wheels of **his/her** wheelchair and any anti-tip castor(s), which continuously come into contact with the floor outside the restricted area.

Art. 27. Closely guarded player

27.1. Definition

A player who is holding a live ball on the court is closely guarded when an opponent is in an active legal guarding position at a distance of no more than 1 m.

27.2. Rule

A closely guarded player must pass, shoot or dribble the ball within 5 seconds.

Art. 28. 8 seconds

28.1. Rule

28.1.1. Whenever:

- A player in the backcourt gains control of a live ball, or
 - On a throw-in, the ball touches or is legally touched by any player in the backcourt and the team of that player taking the throw-in remains in control of the ball in its backcourt,
- that team must cause the ball to go into its frontcourt within 8 seconds.

28.1.2. The team has caused the ball to go into its frontcourt whenever:

- The ball, not in control of any player, touches the frontcourt.
- The ball touches or is legally touched by an offensive player who has all wheels of his/her wheelchair and any anti-tip castor(s), which continuously come into contact with the floor completely in contact with his/her frontcourt.
- The ball touches or is legally touched by a defensive player who has part of his/her wheelchair in contact with his/her backcourt.
- The ball touches a referee who has part of his/her body in the frontcourt of the team in control of the ball.
- During a dribble from the backcourt to the frontcourt, the dribbler has the ball and all wheels of the wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, are in completely contact with the frontcourt.

- The dribbler who has all wheels of the wheelchair and any anti-tip castor(s) completely touching the frontcourt:
 - Allows the ball to come to rest in one or both hands
 - Places the ball on his/her lap
- 28.1.3. The 8 second period shall continue with any time remaining when the same team that previously had control of the ball is awarded a throw-in in the backcourt, as a result of:
- A ball having gone out-of-bounds.
 - A player of the same team having been injured.
 - A technical foul committed by that team.
 - A tap-off situation.
 - A double foul.
 - A cancellation of equal penalties against both teams.
- 28.1.4. The eight (8) second period will continue with any time remaining when the team that previously had control of the ball deliberately throws or taps the ball onto an opponent in the front court causing it to return to the back court.

Art. 29. Shot clock

29.1. Rule

29.1.1. Whenever:

- A player gains control of a **live** ball on the court,
 - On a throw-in, the ball touches the wheelchair or touches or is legally touched by any player on the court and the team of that player taking the throw-in remains in control of the ball,
- that team must attempt a shot for a field goal within 24 seconds.

To constitute a shot for a field goal within 24 seconds:

- The ball must leave the player's hand(s) before the shot clock signal sounds, and
- After the ball has left the player's hand(s), the ball must touch the ring or enter the basket.

29.1.2. When a shot for a goal is attempted near the end of the **shot clock** and the shot clock signal sounds while the ball is in the air:

- If the ball enters the basket, no violation has occurred, the signal shall be disregarded and the goal shall count.
- If the ball touches the ring but does not enter the basket, no violation has occurred, the signal shall be disregarded and the game shall continue.
- If the ball misses the ring, a violation has occurred. However, if the opponents gain immediate and clear control of the ball, the signal shall be disregarded and the game shall continue.

When the backboard is equipped with yellow lighting along its perimeter at the top, the lighting takes precedence over the shot clock signal sound.

29.2. Procedure

29.2.1. After a tap-off or after a throw-in from the centre line at the start of a quarter other than the first quarter or overtime, if a player gains control of a live ball on the court, regardless whether in the backcourt or frontcourt, the shot clock shall be started with 24 seconds.

29.2.2. The shot clock shall be reset whenever the game is stopped by a referee:

- For a foul or violation (not for the ball having gone out-of-bounds) by the team not in control of the ball,
- For any valid reason by the team not in control of the ball,
- For any valid reason not connected with either team,

In these situations, the possession of the ball shall be awarded to the same team that previously had control of the ball. If the throw-in is then administered in that team's:

- Backcourt, the shot clock shall be reset to 24 seconds.
- Frontcourt, the shot clock shall be reset as follows:
 - If 14 seconds or more are displayed on the shot clock at the time when the game was stopped, the shot clock shall not be reset, but shall continue from the time it was stopped.
 - If 13 seconds or less are displayed on the shot clock at the time when the game was stopped, the shot clock shall be reset to 14 seconds.

However, if the game is stopped by a referee for any valid reason not connected with either team and, in the judgement of a referee, the reset of the shot clock would place the opponents at a disadvantage, the shot clock shall continue from the time it was stopped.

29.2.3. The shot clock shall be reset whenever a throw-in is awarded to the opponents' team after the game is stopped by a referee for a foul or violation (including for the ball having gone out-of-bounds) committed **by the team in control of the ball**.

The shot clock shall also be reset if the new offensive team is awarded a throw-in according to the alternating possession procedure.

If the throw-in is then administered in that team's:

- Backcourt, the shot clock shall be reset to a new 24 seconds.
- Frontcourt, the shot clock shall be reset to 14 seconds.

29.2.4. Whenever the game is stopped by a referee for a technical foul committed by the team in control of the ball, the game shall be resumed with a throw-in from the place nearest to where the game was stopped. The shot clock shall not be reset but shall continue from the time it was stopped

29.2.5. When the game clock shows 2:00 minutes or less in the fourth quarter or overtime, following a time-out taken by the team that is entitled to the possession of the ball from its backcourt, the **head** coach of that team has the right to decide whether the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt or from the team's backcourt at the place nearest to where the game was stopped.

After the time-out, the throw-in shall be administered as follows:

- If as a result of the ball having gone out-of-bounds and if it is in the team's:
 - Backcourt, the shot clock shall continue from the time it was stopped.

- Frontcourt: if the shot clock shows 13 seconds or less it shall continue from the time it was stopped. If the shot clock shows 14 seconds or more, it shall be reset to 14 seconds.
 - If as a result of a foul or violation (not for the ball having gone out-of-bounds) and if it is the team's:
 - Backcourt, the shot clock shall be reset to 24 seconds.
 - Frontcourt, the shot clock shall be reset to 14 seconds.
 - If the time-out is taken by the team which has a new control of the ball, and if it is in the team's:
 - Backcourt, the shot clock shall be reset to 24 seconds.
 - Frontcourt, the shot clock shall be reset to 14 seconds.
- 29.2.6. When the team is awarded a throw-in from the throw-in line in the team's frontcourt as part of the penalty for an unsportsmanlike or disqualifying foul, the shot clock shall be reset to 14 seconds.
- 29.2.7. After the ball has touched the ring of the opponent's basket, the shot clock shall be reset to:
- 24 seconds, if the opponents' team gains control of the ball.
 - 14 seconds, if the team which regains control of the ball is the same team that was in control of the ball before the ball touched the ring.
- 29.2.8. If the shot clock signal **sounds in error** while a team has control of the ball or neither team has control of the ball, the signal shall be disregarded, and the game shall continue.
- However, if in the judgement of a referee, the team in control of the ball has been placed at a disadvantage, the game shall be stopped, the shot clock shall be corrected and the ball shall be awarded to that team.

Art. 30. Ball returned to the backcourt

30.1. Definition

- 30.1.1. A team is in control of a live ball in its frontcourt when:
- A player of that team is touching his/her frontcourt with all parts of his/her wheelchair while holding, catching or dribbling the ball in his/her frontcourt, or
 - The ball is passed between the players of that team in its frontcourt.
- 30.1.2. A team in control of a live ball in the frontcourt has caused the ball to be illegally returned to its backcourt, if a player of that team is the last to touch the ball in his/her frontcourt and the ball is then first touched by a player of that team:
- Who has part of his/her wheelchair or his/her hand(s) in contact with the backcourt, or
 - After the ball has touched the backcourt of that team.

This restriction applies to all situations in a team's frontcourt, including throw-ins. However, it does not apply to a player who establishes new team control as a result of intercepting a pass from his/her opponents near the centre line, while his/her hands are off the wheels, and cannot stop his/her momentum before he/she returns with the ball into the backcourt.

30.2. Rule

A team which is in control of a live ball in its frontcourt may not cause the ball to be illegally returned to its backcourt.

30.3. Penalty

The ball shall be awarded to the opponents' team for a throw-in in its frontcourt at the place nearest to the infraction except directly behind the backboard.

Art. 31. Lifting**31.1. Definition - Lifting**

31.1.1. Lifting is the act of raising the player's buttock's so that both cheeks are no longer in contact with the seating platform of the wheelchair or the cushion where a cushion is used on the wheelchair in order to gain an unfair advantage.

A player shall not lift from the wheelchair to shoot, rebound or pass the ball or attempt to block shot or a pass from an opponent or attempt to secure a pass from a team-mate or during contesting a tap-off at the beginning of the first quarter.

31.1.2. A player shall not cause that all parts of his/her wheelchair come off the floor while both hands are removed from the rear wheels (jumping).

31.2. Penalty

31.2.1. A **technical foul** shall be charged against the offender.
1 free throw shall be awarded to the opponents, followed by the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped. If neither team had control of the ball nor was entitled to the ball, a held ball situation occurs.
Except if it was lifting as a result of the attempt to block a shot on a player in the act of shooting.

31.2.2. If the lifting is a result of the attempt to block a shot on a player in the act of shooting, a technical foul shall be charged against the offender and the player in the act of shooting shall be awarded a number of free throw(s) as follows:

- If the shot from the goal area is successful, the goal shall count and, in addition, 1 free throw shall be given.
- If the shot from the 2-point goal area is unsuccessful, 2 free throws shall be awarded.
- If the shot from the 3-point goal area is unsuccessful, 3 free throws shall be awarded.
- If the lifting occurs as, or just before, the game clock signal sounds for the end of the quarter/overtimes or as, or just before, the shot clock signal sounds, while the ball is still in the player's hand(s) and the field goal is successful, the goal shall not count and 2 or 3 free throws will be awarded.

In each of the above four bullet cases, the game will resume by the throw-in administered by the team which had control of the ball or who had just shot the ball, from the place nearest to where the ball was located when the game was stopped.

31.3. A violation shall be charged against the player, when leaning forward to retrieve a ball from the floor and raising his/her buttock's so that both cheeks are no longer in contact with the seating platform of the wheelchair or the cushion where a cushion is used on the wheelchair.

31.4. Definition - Tilting

Tilting is an action initiated by a player who, with one or two hands removed from the wheels, lifts **one rear wheel with one front castor** off the floor while, shooting, defending, receiving or trying to intercept a pass, rebounding or taking part in the tap-off. Tilting is legal.

RULE SIX - FOULS

Art. 32. Fouls

32.1. Definition

- 32.1.1. A foul is an infraction of the rules concerning illegal personal contact with an opponent or his/her wheelchair and/or unsportsmanlike behaviour.
- 32.1.2. Any number of fouls may be called against a team. Irrespective of the penalty, each foul shall be charged, entered on the scoresheet against the offender and penalised according to these rules.
- 32.1.3. If a foul is committed after the ball has become dead when
- the game clock signal sounds for the end of the quarter or overtimes,
 - an infraction is committed,
- it shall be disregarded unless it is a technical, unsportsmanlike or disqualifying foul.

Note: The wheelchair is considered to be part of the player.

Art. 33. Contact: General principles

33.1. Cylinder principle

The cylinder principle is defined as the space within an imaginary cylinder occupied by a player and his/her wheelchair on the floor. It includes the space above the player and is limited to:

- The **front** by the palms of the hands and the footrest or the horizontal bar at front of the wheelchair,
- The **rear** by the back outside edge of the large wheels, and
- The **sides** by the outside edge of the large wheels where they touch the floor.
- The hands and arms may be extended in front of the torso no further than the position of the footrest or the horizontal bar at the front of the wheelchair, with the arms bent at the elbows so that the forearms and hands are raised. The distance between the large wheels will vary according to the camber of the wheels.



Diagram 7 – Wheelchair Cylinder

33.2. Principle of verticality – The wheelchair cylinder

On the basketball court, each player has the right to the space (cylinder) on court occupied by his/her wheelchair and his/her torso when in the upright seated position.

Note: The cylinder is defined as the geometrical shape formed by the player, his/her wheelchair with all wheels including anti-tip castor(s) in contact with the floor as viewed from above.

This principle protects the space on the floor which his/her wheelchair occupies and the air space above his/her torso and his/her wheelchair.

As soon as the player leaves his/her vertical position (cylinder) and body or wheelchair contact occurs with an opposing player who had already established his/her own vertical position (cylinder), the player who left his/her vertical position (cylinder) is responsible for the contact.

The defender must not be penalized for having his/her hands and arms extended above him and within his/her own cylinder.

The offensive player shall not cause contact with a defensive player in a legal guarding position by:

- Using his/her arms to create additional space for himself (clear-out).
- Spreading his/her legs or arms to cause contact during or immediately after a shot for a field goal.

33.3. Legal guarding position

A defensive player has established a legal guarding position when:

- He has covered the path of an opponent, or
- He has established a position in the path of an opponent while, at the same time, allowing that opponent time to avoid contact.
- The path of a player is the direction that the player is moving.
- The path of a player is as wide as the parallels drawn from either side of the seat of a wheelchair in the direction that the wheelchair is travelling.

Note: The parallel lines extending from either side of the seat will serve as a practical point of reference for the referee. This definition does not imply that the wheels are not part of the wheelchair or part of the player.

To cover the path of an opponent, a player must position his/her wheelchair across the opponent's path, with his/her wheelchair extending from one side of the path across to the other side.

A player may not place his/her wheelchair between the rear wheels of an opponent's wheelchair

The legal guarding position extends upwards above the player's torso, but within the cylinder formed by the player's body and wheelchair. The player may raise his/her

arms above his/her head, but he/she must maintain them in a position inside the imaginary cylinder.

33.4. Guarding a player who controls the ball

A player who stops in the path of a moving opponent must give the opponent time and distance to stop or change direction.

- Slight or incidental contact which disadvantages neither player may be disregarded.
- A player who covers the path of an opponent is considered to have given the opponent time and distance to avoid contact.

The player with the ball, while moving or stationary, must expect to be guarded and must be prepared to stop or change direction whenever an opponent takes a legal guarding position in front of him.

- The guarding (defensive) player must establish a legal guarding position without causing contact prior to taking that position.
- Once a defensive player has established a legal guarding position, he/she must maintain this position; that is, he/she may not extend his/her arms or move his/her wheelchair illegally to prevent the player with the ball from passing him by.

When Judging a Block/Charge situation a referee shall use the following principles:

- The defensive player must establish an initial legal guarding position by either;
 - Covering the path of the opponent, or
 - Establishing a position in the path of the opponent that allows the opponent time to avoid contact. (See also Art 33.6, 33.7, 33.8).
- The defensive player may remain stationary, or move forwards or backwards to re-establish the guarding position, particularly to cover the path of an opponent who is attempting to move away.
- The defensive player must be on the spot first. If this defensive player has legally covered the path of the opponent, the defensive player is considered to be on the spot first.

IF THE THREE ITEMS ABOVE ARE PRESENT, THEN THE CONTACT IS CAUSED BY THE PLAYER WITH THE BALL.

33.5. Guarding a player who does not control the ball

A player who does not control the ball is entitled to move freely on the court and take any position not already occupied by another player.

- In taking up a legal position close to an opponent, a player must occupy the position first.
- The defensive player must be on the spot first. The defensive player is considered to have a legal position if he/she reaches a spot before an opponent who does not control the ball.

Once a defensive player has taken a legal guarding position, he/she may not prevent an opponent from passing him by extending his/her arms into the opponent's path.

he/she may however, in order to prevent injury, turn or place his/her arms in front of his/her body, or turn his/her wheelchair, providing that in turning his/her chair he/she does not, in the opinion of the referee, significantly change his/her position in the path of the opponent.

Once a defensive player has taken a legal guarding position:

- He may remain stationary or move laterally or move away from the opponent in order to maintain his/her legal position in relation to the opponent.
- He may move towards his/her opponent; however, if contact occurs, he/she is responsible.

A defender who is stationary within a chair length of the braking area of a moving opponent who does not control the ball, and who then moves into the braking area of that opponent, must allow the opponent time and distance to avoid contact.

33.6. Crossing the path

Crossing the path occurs when one of two opponents, travelling either parallel (in the same direction) or on converging paths, changes direction and turns across into the path of the opponent.

A moving player with or without the ball may legally cross into the path of an opponent under the following conditions:

- The axle of the rear wheel of the player crossing the path can be seen in advance of the most forward part of the opponent's wheelchair, that is either the footrests or, in case of a chair with a forward projection located in front of the wheelchair, in front of the most forward point of that projection.
- The player who cross the path must allow the opponent time and distance to avoid contact.

If a player legally crosses the path of an opponent, then the opponent is responsible for contact.

Illegal crossing the path is personal contact that takes place when a player, with or without the ball, changes direction and attempts to cross into the path of an opponent without allowing that opponent time to stop or change direction.

33.7. The elements of time and distance

Coming to an immediate stop with a wheelchair is impossible.

Moving players who stop ahead of an opponent must allow sufficient distance between the wheelchairs in order to give the opponent the opportunity to brake or to change direction without causing severe contact.

Slight contact can be regarded as incidental if a player tries **to brake or to change the direction** of his/her wheelchair.

The distance needed by a player to stop is directly proportional to the speed of his/her wheelchair.

33.8. Screening: Legal and illegal

Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the court.

LEGAL screening takes place when the player who is screening an opponent:

- **Is Stationary** (inside his/her cylinder) when contact occurs.
- Has established a legal position on the floor.
- If the screen is set **within** the field of vision of a stationary opponent (front or lateral), the screener may establish the screen as close to him as he/she wishes, providing there is no contact.
- If the screen is set **outside** the field of vision of a stationary opponent (frontal or lateral), the screener may establish the screen as close to him, short of contact, as he/she desires
- If the opponent is **in motion**, the elements of time and distance shall apply. The screener must either cover the path of the player who is being screened or leave enough space so that the player who is being screened is able to avoid the screen by stopping or changing direction.
- A player who is legally screened is responsible for any contact with the player who has set the screen.

ILLEGAL screening takes place when the player who is screening an opponent:

- Was **moving** when contact occurred.
- Did not respect the elements of time and distance of an opponent **in motion** when contact occurred.
- Failed to cover the path of the opponent.

33.9. Charging

Charging is illegal personal contact, with or without the ball, by pushing or moving into an opposing player's wheelchair.

33.10. Blocking

Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball.

A player who is attempting to screen is committing a blocking foul if contact occurs when he/she is moving and his/her opponent is stationary or retreating from him.

If a player disregards the ball, faces an opponent and shifts his/her position as the opponent shifts, he/she is primarily responsible for any contact that occurs, unless other factors are involved.

The expression 'unless other factors are involved' refers to deliberate pushing, charging or holding of the player who is being screened.

It is legal for a player to extend his/her arm(s) or elbow(s) outside of his/her cylinder in taking position on the floor but they must be moved inside his/her cylinder when an opponent attempts to go by. If the arm(s) or elbow(s) are outside his/her cylinder and contact occurs, it is blocking or holding.

33.11. Contacting an opponent with the hand(s) and/or arm(s)

The touching of an opponent with the hand(s) is, in itself, not necessarily a foul.

The referees shall decide whether the player who caused the contact has gained an unfair advantage. If contact caused by a player in any way restricts the freedom of movement of an opponent, such contact is a foul.

Illegal use of the hand(s) or extended arm(s) occurs when the defensive player is in a guarding position and his/her hand(s) or arm(s) is placed upon and remains in contact with an opponent with or without the ball, to impede his/her progress.

To repeatedly touch or 'jab' an opponent with or without the ball is a foul, as it may lead to rough play.

It is a foul by an **offensive player with the ball** to:

- 'Hook' or wrap an arm or an elbow around a defensive player in order to obtain an unfair advantage.
- 'Push off' to prevent the defensive player from playing or attempting to play the ball, or to create more space between himself and the defensive player.
- Use an extended forearm or hand, while dribbling, to prevent an opponent from gaining control of the ball.

It is a foul by an **offensive player without the ball** to 'push off' to:

- Get free to catch the ball.
- Prevent the defensive player from playing or attempting to play the ball.
- Create more space for him.

33.12. Illegal guarding from the rear

Illegal guarding from the rear is personal contact with an opponent or his/her wheelchair, by a defensive player, from behind. The fact that the defensive player is attempting to play the ball does not justify his/her contact with an opponent or his/her wheelchair from the rear.

33.13. Holding

Holding is illegal personal contact with an opponent that interferes with his/her freedom of movement or that of his/her wheelchair. This contact (holding) can occur with any part of the body or the wheelchair.

33.14. Pushing

Pushing is illegal personal contact with any part of the body or the wheelchair in which a player forcibly moves or attempts to move an opponent with or without control of the ball.

33.15. Fake being fouled

Fake is any action by a player to simulate that he/she has been fouled or to make theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an advantage.

Art. 34. Personal foul

34.1. Definition

34.1.1. A personal foul is a player's illegal contact with an opponent (which includes his/her wheelchair), whether the ball is live or dead.

A player shall not hold, block, push, charge, trip or impede the progress of an opponent by extending his/her hand, arm, elbow, shoulder nor by bending his/her body into an 'abnormal' position (outside his/her cylinder), nor shall he/she indulge in any rough or violent play

34.1.2. A throw-in foul is a personal foul committed by a defensive player on an opponent on the court when the ball is out-of-bounds for a throw-in and still in the hands of the referee or at the disposal of the player taking the throw-in, and it is not normal wheelchair basketball play.

34.2. Penalty

A personal foul shall be charged against the offender.

34.2.1. If the foul is committed on a player not in the act of shooting:

- The game shall be resumed with a throw-in by the non-offending team from the place nearest to the infraction.
- If the offending team is in the team foul penalty situation, then Art. 41 shall apply.

34.2.2. If the foul is committed on a shooter, that player shall be awarded a number of free throws as follows:

- If the shot released from the goal area is successful, the goal shall count and, in addition, 1 free throw.
- If the shot released from the 2-point goal area is unsuccessful, 2 free throws.
- If the shot released from the 3-point goal area is unsuccessful, 3 free throws.

34.2.3. If the foul is committed as a throw-in foul:

- The player who was fouled shall be awarded only 1 free throw, regardless whether the offending team is already in the team penalty situation. The game shall be resumed with a throw-in by the non-offending team from the place nearest to the infraction.

Art. 35. Double foul

35.1. Definition

35.1.1. A double foul is a situation in which 2 opponents commit personal or unsportsmanlike/disqualifying fouls against each other at approximately the same time.

35.1.2. To consider 2 fouls as a double foul the following conditions must apply:

- Both fouls are player fouls.
- Both fouls involve physical contact.
- Both fouls are between the same 2 opponents fouling each other.

- Both fouls are either 2 personal or any combination of unsportsmanlike and disqualifying fouls.

35.2. Penalty

A personal or unsportsmanlike/disqualifying foul shall be charged against each offender. No free throws shall be awarded and the game shall be resumed as follows:

If at approximately the same time as the double foul

- A valid field goal, or a last free throw is scored, the ball shall be awarded to the non-scoring team for a throw-in from any place behind that team's endline.
- A team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a throw-in from the place nearest to the infraction.
- Neither team had control of the ball nor was entitled to the ball, a tap-off situation occurs.

Art. 36. Technical foul

36.1. Rules of conduct

- 36.1.1. The proper conduct of the game demands the full and loyal cooperation of the players, coaches, assistant coaches, substitutes, excluded players and accompanying delegation members with the referees, table officials and game commissioner, if present.
- 36.1.2. Each team shall do its best to secure victory, but this must be done in the spirit of sportsmanship and fair play.
- 36.1.3. Any deliberate or repeated non-cooperation or non-compliance with the spirit and intent of this rule shall be considered as a technical foul.
- 36.1.4. The referee may prevent technical fouls by giving warnings or even overlooking minor infractions which are obviously unintentional and have no direct effect upon the game, unless there is repetition of the same infraction after the warning.
- 36.1.5. If an infraction is recognised after the ball becomes live, the game shall be stopped and a technical foul charged. The penalty shall be administered as if the technical foul had occurred at the time it is charged. Whatever occurred during the interval between the infraction and the game being stopped shall remain valid.

36.2. Definition

- 36.2.1. A technical foul is a player non-contact foul of a behavioural nature including, but not limited to:
- Disregarding warnings by referees.
 - Disrespectfully dealing and/or communicating with the referees, the commissioner, the table officials, the opponents or persons permitted to sit on the team benches.
 - Disrespectfully communicating with the referees, the game commissioner if present, the table officials or the opponents.

- Using language or gestures likely to offend or incite the spectators.
 - Baiting and taunting an opponent.
 - Obstructing the vision of an opponent by waving/placing his/her hand(s) near his/her eyes.
 - Excessive swinging of elbows.
 - Delaying the game by deliberately touching the ball after it passes through the basket or by preventing a throw-in or a free throw from being taken promptly or coming on the court late to start the game or the second half.
 - Fake being fouled.
 - Leaving the playing court to gain an unfair advantage.
 - Taking his/her feet off the foot rests to gain an unfair advantage.
 - Using any part of the lower limb(s) to gain an unfair advantage or to steer the wheelchair.
 - Lifting.
- 36.2.2. A technical foul by any person permitted to sit on the team bench is a foul for disrespectfully communicating with or touching the referees, the commissioner if present, the table officials or the opponents, or an infraction of a procedural or an administrative nature.
- 36.2.3. A player shall be disqualified for the remainder of the game when he/she is charged with 2 technical fouls, or 2 unsportsmanlike fouls, or with 1 unsportsmanlike foul and 1 technical foul.
- 36.2.4. A head coach shall be disqualified for the remainder of the game (game disqualification) when:
- He is charged with 2 technical fouls ('C') as a result of his/her personal unsportsmanlike behaviour.
 - He is charged with 3 technical fouls, either all of them ('B') or one of them ('C'), as a result the unsportsmanlike behaviour of other persons permitted to sit on the team bench.
- 36.2.5. If a player or head coach is disqualified under Art. 36.2.3 or Art 36.2.4 that technical foul shall be the only foul to be penalised and no additional penalty for the disqualification shall be administered.

- 36.2.6. A technical foul may also occur as the result of a request by a head coach to have a chair check made on a player of the opposing team. If the crew chief determines that the chair is illegal the player will be disqualified in accordance with Article 38.1.3. If the crew chief determines that the chair is legal the head coach requesting the chair check shall be assessed a technical foul (“C”).

36.3. Penalty

36.3.1 If a technical foul is committed:

- By a player, a technical foul shall be charged against him/her as a player foul and shall count as one of the team fouls.
- By any person permitted to sit on the team bench, a technical foul shall be charged against the head coach and shall not count as one of the team fouls.

36.3.2 The opponents shall be awarded 1 free throw. The game shall be resumed as follows:

- The free throw shall be administered immediately. After the free throw, the throw-in shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped.
- The free throw shall also be administered immediately, regardless whether the order of any other possible penalties for any other fouls has been determined or whether the administration of the penalties has been started. After the free throw for a technical foul, the game shall be resumed by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place where the game has been interrupted for the technical foul penalty.
- If a valid field goal, or a last free throw is scored, the ball shall be resumed with a throw-in from any place behind the endline.
- If neither team had control of the ball nor was entitled to the ball, a held ball situation occurs.
- With tap-off in the centre circle at the beginning of the first quarter.

Art. 37. Unsportsmanlike foul

37.1. Definition

- 37.1.1. An unsportsmanlike foul is a player contact which, in the judgement of a referee is:
- Contact with an opponent and not a legitimate attempt to directly play the ball within the spirit and intent of the rules.
 - Excessive, hard contact caused by a player in an effort to play the ball or an opponent.
 - An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition. This applies until the offensive player begins his/her act of shooting.
 - An illegal contact caused by a player from behind or laterally on an opponent, who is progressing towards the opponent's basket and with no opponents between the progressing player and the basket, and
 - the progressing player is in control of the ball, or
 - the progressing player is attempting to gain control of the ball, or
 - the ball has been released on a pass to the progressing player,
 except if it is a legitimate attempt to cross the path of the offensive player laterally.
 This applies until the offensive player begins his/her act of shooting.
- 37.1.2. The referee must interpret the unsportsmanlike fouls consistently throughout the game and to judge only the action.

37.2. Penalty

- 37.2.1. An unsportsmanlike foul shall be charged against the offender.
- 37.2.2. Free throw(s) shall be awarded to the player who was fouled, followed by:
- A throw-in from the throw-in line in the team's frontcourt.
 - A tap-off in the centre circle at the beginning of the first quarter.
- The number of free throws shall be awarded as follows:
- If the foul is committed on a player not in the act of shooting: 2 free throws.
 - If the foul is committed on a player in the act of shooting: the goal, if made, shall count and, in addition, 1 free throw.
 - If the foul is committed on a player in the act of shooting and the goal is not made: 2 or 3 free throws.
- 37.2.3. A player shall be disqualified for the remainder of the game (game disqualification) when he/she is charged with 2 unsportsmanlike fouls, or 2 technical fouls, or with 1 technical foul and 1 unsportsmanlike foul.
- 37.2.4. If a player is disqualified under Art. 37.2.3, the unsportsmanlike foul shall be the only foul to be penalised and no additional penalty for the disqualification shall be administered.

Art. 38. Disqualifying foul

38.1. Definition

- 38.1.1. A disqualifying foul is any flagrant unsportsmanlike action by players, substitutes, coaches, assistant coaches, excluded players and accompanying delegation members.
- 38.1.2. A coach who has received a disqualifying foul shall be replaced by the assistant coach as entered on the scoresheet. If no assistant coach is entered on the scoresheet, he/she shall be replaced by the captain (CAP).
- 38.1.3. In order to assist the team in confirming that their equipment meets the requirements covered under Article 3.1 the commissioner will conducting a chair check prior to the start of the tournament. It is the responsibility of the player to ensure that their wheelchair meets the requirements covered under Article 3.1 when the player enters the court with the wheelchair. To alter a wheelchair not in accordance with the rules is considered to be flagrantly unsportsmanlike behaviour. Referees may conduct directed chair checks during a game. Any equipment found to be altered shall be removed from the game. The player is responsible for his/her equipment and any modification shall be considered a deliberate act to gain an unfair advantage. The player will be assessed a disqualifying foul. If the same player is found to have altered his/her wheelchair a second time during the tournament he/she shall be disqualified from the tournament.

38.2. Violence

- 38.2.1. Acts of violence may occur during the game, contrary to the spirit of sportsmanship and fair play. These should be stopped immediately by the referees and, if necessary, by public order enforcement officers.
- 38.2.2. Whenever acts of violence occur involving players on the court or in its vicinity, the referees shall take the necessary action to stop them.
- 38.2.3. Any of the above persons who are guilty of flagrant acts of aggression against opponents or referees shall be disqualified. The crew chief must report the incident to the organising body of the competition.
- 38.2.4. Public order enforcement officers may enter the court only if requested to do so by the referees. However, should spectators enter the court with the obvious intention of committing acts of violence, the public order enforcement officers must intervene immediately to protect the teams and referees.
- 38.2.5. All areas beyond the court or its vicinity, including entrances, exits, hallways, dressing rooms, etc., come under the jurisdiction of the organising body of the competition and the public order enforcement officers.
- 38.2.6. Physical actions by players or any person permitted to sit on the team bench, which could lead to damaging of game equipment, must not be permitted by the referees. When behavior of this nature is observed by the referees, the head coach of the offending team shall be given a warning. Should the action(s) be repeated, a technical or even disqualifying foul shall immediately be called on the individual(s) involved.

38.3. Penalty

38.3.1. A disqualifying foul shall be charged against the offender.

38.3.2. Whenever the offender is disqualified according to the respective articles of these rules, he/she shall go to and remain in his/her team's dressing room for the duration of the game or, if he/she so wishes, he/she shall leave the building.

38.3.3. Free throw(s) shall be awarded:

- To any opponent, as designated by his/her coach in the case of a non-contact foul.
- To the player who was fouled in the case of a contact foul.

Followed by:

- A throw-in from the throw-in line in the team's frontcourt.
- A tap-off in the centre circle at the beginning of the first quarter.

38.3.4. The number of free throws shall be awarded as follows:

- If the foul is a non-contact foul: 2 free throws
- If the foul is committed on a player not in the act of shooting: 2 free throws.
- If the foul is committed on a player in the act of shooting: the goal, if made, shall count and in addition 1 free throw.
- If the foul is committed on a player in the act of shooting and the goal is not made: 2 or 3 free throws.
- If the foul is a disqualification of a coach: 2 free throws.
- If the foul is a disqualification of an first assistant coach, substitute, excluded player or an accompanying delegation member, this foul is charged against the head coach as a technical foul: 2 free throws.

In addition, if a disqualification of an assistant coach, substitute, excluded player or an accompanying delegation member after leaving the team bench area is for their active participation during any fight:

- For each single disqualifying foul of a first assistant coach, substitute and excluded player: 2 free throws. All disqualifying fouls shall be charged against each offender.
- For each single disqualifying foul of any accompanying delegation member: 2 free throws. All disqualifying fouls shall be charged against the head coach.

All free-throw penalties shall be executed, unless there are equal penalties against the opponent's team to be cancelled.

Art. 39. Fighting

39.1. Definition

Fighting is physical interaction between 2 or more opponents and any person permitted to sit on the team benches.

This article only applies to the substitutes, head coaches, first assistant coaches, excluded players and accompanying delegation members who leave the confines of the team bench area during a fight or during any situation which may lead to a fight.

39.2. Rule

39.2.1. Substitutes, excluded players or accompanying delegation members who leave the team bench area during a fight, or during any situation which may lead to a fight, shall be disqualified.

39.2.2. Only the head coach and/or first assistant coach are permitted to leave team bench area during a fight, or during any situation which may lead to a fight, to assist referees to maintain or to restore order. In this situation, they shall not be disqualified.

39.2.3. If a head coach and/or first assistant coach leaves the team bench area and does not assist or attempt to assist the referees to maintain or to restore order, they shall be disqualified.

39.3. Penalty

39.3.1. Irrespective of the number of persons disqualified for leaving the team bench area, a single technical foul ('B') shall be charged against the coach.

39.3.2. If persons of both teams are disqualified under this article and there are no other foul penalties remaining for administration, the game shall be resumed as follows.

If at approx. the same time as the game was stopped because of the fighting:

- A valid field goal or a last free throw is scored, the ball shall be awarded to the non-scoring team for a throw-in from any place behind that team's endline.
- A team had control of the ball or was entitled to the ball, the ball shall be awarded to that team for a throw-in from the place nearest to where the ball was located when the fight has started.
- Neither team has control of the ball nor was entitled to the ball, a tap-off situation occurs.

39.3.3. All disqualifying fouls shall be recorded as described in B.8.3 and shall not count as a team foul.

39.3.4. All possible foul penalties against players on the court involved in a fight or any situation which leads to a fight shall be dealt in accordance with Art. 42.

39.3.5. All possible disqualification foul penalties against first assistant coach, substitute, excluded player or an accompanying delegation member involved actively in a fight or any situation which leads to a fight, shall be penalised in accordance with Art. 38.3.4, sixth bullet.

RULE SEVEN - GENERAL PROVISIONS

Art. 40. 5 fouls by a player

- 40.1. A player who has committed 5 fouls shall be informed by a referee and must leave the game immediately. he/she shall be substituted within 30 seconds.
- 40.2. A foul by a player who has previously committed 5 fouls is considered as an excluded player's foul and it is charged and entered in the scoresheet against the head coach ('B').

Art. 41. Team fouls: Penalty

41.1. Definition

- 41.1.1. A team foul is a personal, technical, unsportsmanlike or disqualifying foul committed by a player. A team is in the team foul penalty situation when it has committed 4 team fouls in a quarter.
- 41.1.2. All team fouls committed in an interval of play shall be considered as being committed in the following quarter or overtime.
- 41.1.3. All team fouls committed in each overtime shall be considered as being committed in the fourth quarter.

41.2. Rule

- 41.2.1. When a team is in the team foul penalty situation, all following player personal fouls committed on a player not in the act of shooting shall be penalised by 2 free throws, instead of a throw-in. The player against whom the foul was committed shall attempt the free throws.
- 41.2.2. If a personal foul is committed by a player of the team in control of the live ball, or of the team entitled to the ball, such a foul shall be penalised by a throw-in for the opponents.

Art. 42. Special situations

42.1. Definition

In the same stopped-clock period which follows an infraction, special situations may arise when additional infraction(s) are committed.

42.2. Procedure

- 42.2.1. All fouls shall be charged and all penalties identified.
- 42.2.2. The order in which all infractions occurred shall be determined.
- 42.2.3. All equal penalties against the teams and all double foul penalties shall be cancelled in the order in which they were called. Once the penalties have been recorded and cancelled they are considered as never having occurred.
- 42.2.4. If a technical foul is called, that penalty shall be administered first, regardless whether the order of the penalties has been determined or whether the administration of the penalties has been started.

If the technical foul is called on the head coach for a disqualification of the first assistant coach, substitute, excluded player and accompanying delegation member, that penalty shall not be administrated first. It shall be administrated in the order in which all fouls and violations have occurred, unless they were cancelled.

- 42.2.5. The right to possession of the ball as part of the last penalty to be administered shall cancel any prior rights to possession of the ball.
- 42.2.6. Once the ball has become live on the first free throw or on a throw-in penalty, that penalty can no longer be used for cancelling any remaining penalties.
- 42.2.7. All remaining penalties shall be administered in the order in which they were committed.
- 42.2.8. If, after the cancellation of equal penalties against both teams, there are no other penalties remaining for administration, the game shall be resumed as follows. If at approximately the same time as the first infraction:
- A valid field goal or a last free throw is scored, the ball shall be awarded to the non-scoring team for a throw-in from any place behind that team's endline.
 - A team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a throw-in from the place nearest to the first infraction.
 - Neither team had control of the ball nor was entitled to the ball, a tap-off situation occurs.

Art. 43. Free throws

43.1. Definition

- 43.1.1. A free throw is an opportunity given to a player to score 1 point, uncontested, from a position behind the free-throw line and inside the semi-circle.
- 43.1.2. A set of free throws is defined as all free throws and following possession of the ball resulting from a single foul penalty.

43.2. Rule

- 43.2.1. When a personal, an unsportsmanlike or a disqualifying contact foul is called the free throw(s) shall be awarded as follows:
- The player against whom the foul was committed shall attempt the free throw(s).
 - If there is a request for him to be substituted, he/she must attempt the free throw(s) before leaving the game.
 - If he/she must leave the game due to injury, having committed 5 fouls or having been disqualified, his/her substitute shall attempt the free throw(s). If no substitute is available, any team-mate as designated by his/her head coach shall attempt the free throw(s).
- 43.2.2. When a technical or a disqualifying non-contact foul is called, any member of the opponents' team as designated by his/her head coach shall attempt the free throw(s).
- 43.2.3. The free-throw shooter shall:
- Take a position with his/her rear wheels behind the free-throw line and inside the semi-circle. his/her front wheel(s) (or castor(s)) may be in advance of the line.
 - Use any method to shoot a free throw in such a way that the ball enters the basket from above or the ball touches the ring.

- Release the ball within 5 seconds after it is placed at his/her disposal by the referee.
- Not touch the free-throw line or enter the restricted area with any part of his/her body or either of his/her rear wheels until the ball has entered the basket or has touched the ring.
- Not fake a free throw.

43.2.4. The players in the free-throw rebound places shall be entitled to occupy alternating positions in these spaces, which are considered to be 1 m in depth (Diagram7). During the free throws these players shall not:

- Occupy free-throw rebound places to which they are not entitled.
- Enter the restricted area, the neutral zone or leave the free-throw rebound place until the ball has left the hand(s) of the free-throw shooter.
- Distract the free-throw shooter by their actions.

43.2.5. The endline defender, located in the first-lane place, may allow the rear wheel nearest the endline to overlap the lane marker extended on the endline side of the wheelchair. The rear wheels of all remaining wheelchairs may occupy up to half of the adjacent markers (left or right) defining the lane places, including the marker that describes the neutral zone.

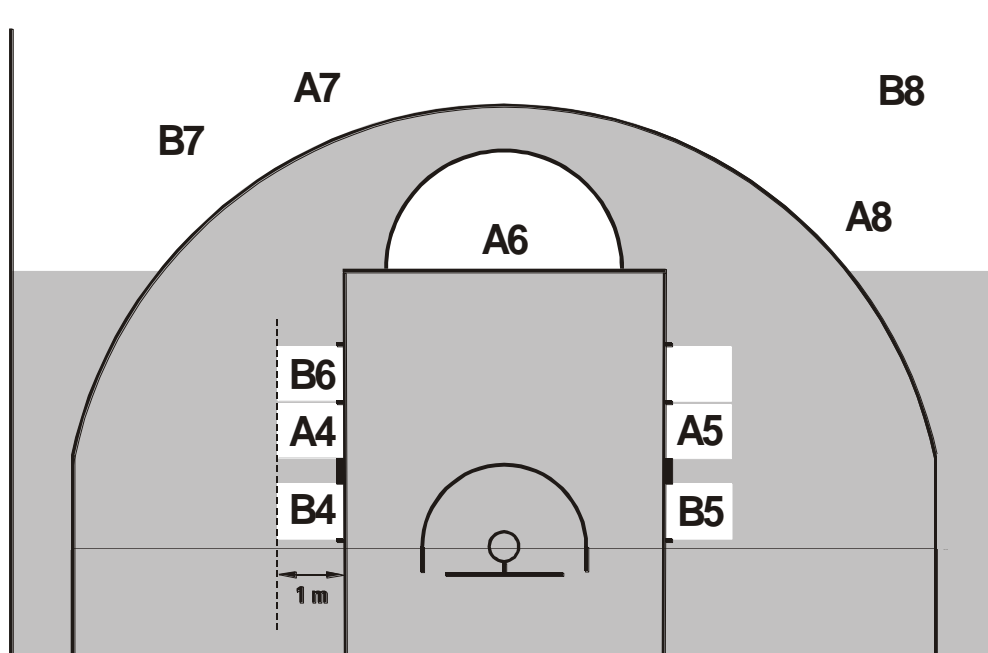


Diagram 8 – Players' positions during free throws

43.2.6. Players not in the free-throw rebound places shall remain behind the free-throw line extended and behind the 3-point goal line until the free throw ends.

43.2.7. During a free throw(s) to be followed by another set(s) of free throws or by a throw-in, all players shall remain behind the free-throw line extended and behind the 3-point goal line.

An infraction of Art. 43.2.3, 43.2.4, 43.2.6 and 43.2.7 is a violation.

43.3. Penalty

43.3.1. If a free throw is successful and the violation(s) is committed by the free-throw shooter, the point shall not count.

The ball shall be awarded to the opponents for a throw-in from the free-throw line extended, unless there is a further free throw(s) or possession penalty to be administered.

43.3.2. If a free throw is successful and the violation(s) is committed by any player(s) other than the free-throw shooter:

- The point shall count.
- The violation(s) shall be disregarded.

In case of the last free throw, the ball shall be awarded to the opponents for a throw-in from any place behind that team's endline.

43.3.3. If a free throw is not successful and the violation is committed by:

- A free-throw shooter or his/her team-mate of the last free-throw, the ball shall be awarded to the opponents for a throw-in from the free-throw line extended unless that team is entitled to further possession.
- An opponent of the free-throw shooter, a substitute free throw shall be awarded to the free-throw shooter.
- Both teams, on the last free throw, a tap-off situation occurs.

Art. 44. Correctable errors**44.1. Definition**

Referees may correct an error if a rule is inadvertently disregarded in the following situations only:

- Awarding an unmerited free throw(s).
- Failure to award a merited free throw(s).
- Erroneous awarding or cancelling of a point(s).
- Permitting the wrong player to attempt a free throw(s).

44.2. General procedure

44.2.1. To be correctable the above-mentioned errors must be recognized by the referees, commissioner, if present, or table officials before the ball becomes live following the first dead ball after the game clock has started following the error. These errors are no longer correctable after the ball becomes dead when the game clock sounds for the end of the game.

44.2.2. A referee may stop the game immediately upon recognition of a correctable error, as long as neither team is placed at a disadvantage.

44.2.3. Any fouls committed, points scored, time used and additional activity which may have occurred after the error has occurred and before its recognition, shall remain valid.

44.2.4. After the correction of the error the game shall be resumed at the point it was stopped to correct the error, unless otherwise stated in these rules. The ball shall be

awarded to the team entitled to the ball at the time the game was stopped for the correction of the error.

- 44.2.5. Once an error that is still correctable has been recognised, and:
- The player involved in the correction of the error is on the team bench after being legally substituted, he/she must re-enter the court to participate in the correction of the error at which point he/she becomes a player.
Upon completion of the correction, he/she may remain in the game unless a legal substitution has been requested again, in which case the player may leave the court.
 - The player was substituted due to his/her injury or assistance, having committed 5 fouls or having been disqualified, his/her substitute must participate in the correction of the error.

- 44.2.6. An error in scorekeeping, timekeeping or shot clock operations involving the score, number of fouls, number of time-outs, game clock and shot clock time consumed or omitted, may be corrected by the referees at any time before the crew chief has signed the scoresheet.

44.3. Special procedure

- 44.3.1. Awarding an unmerited free throw(s).

The free throw(s) attempted as a result of the error shall be cancelled and the game shall be resumed as follows:

- If the game clock has not started, the ball shall be awarded for a throw-in from the free-throw line extended to the team whose free throws had been cancelled.
- If the game clock has started and:
 - The team in control of the ball or entitled to the ball at the time the error is recognised is the same team that was in control of the ball at the time the error occurred, or
 - Neither team is in control of the ball at the time the error is recognised, the ball shall be awarded to the team entitled to the ball at the time of the error occurred.
- If the game clock has started and, at the time the error is recognised, the team in control of the ball or entitled to the ball is the opponent of the team that was in control of the ball at the time of the error, a tap-off situation occurs.
- If the game clock has started and, at the time the error is recognised, a foul penalty involving a free throw(s) has been awarded, the free throw(s) shall be administered and the ball shall be awarded for a throw-in to the team that was in control of the ball at the time the error occurred.

- 44.3.2. Failure to award a merited free throw(s).

- If there has been no change in possession of the ball since the error occurred, the game shall be resumed after correction of the error as after any normal free throw.
- If the same team scores after having been erroneously awarded possession of the ball for a throw-in, the error shall be disregarded.

- 44.3.3. Permitting the wrong player to attempt a free throw(s).

The free throw(s) attempted, and the possession of the ball if part of the penalty, shall be cancelled and the ball shall be awarded to the opponents for a throw-in from the free-throw line extended, unless the game has continued and was stopped for the correction of the error or penalties for further infractions are to be administered, in which case the game shall be resumed from the place it was stopped to correct the error.

RULE EIGHT - REFEREES, TABLE OFFICIALS, GAME COMMISSIONER: DUTIES AND POWERS

Art. 45. Referees, table officials and commissioner

- 45.1. The **referees** shall be a crew chief and 1 or 2 umpire(s). They shall be assisted by the table referees and by a game commissioner if present.
- 45.2. The **table officials** shall be a scorer, an assistant scorer, a timer and a shot clock operator.
- 45.3. The **commissioner**, if present, shall sit between the scorer and the timer. his/her primary duties during the game are to supervise the work of the table officials, to oversee the Player ID cards and ensure that the teams do not exceed 14 points on the court and to assist the crew chief and umpire(s) in the smooth functioning of the game.
- 45.4. The referees of a given game should not be connected in any way with either team on the court.
- 45.5. **The referees, the table officials and the game commissioner shall conduct the game in accordance with these rules and have no authority to change them.**
- 45.6. The referees' uniform shall consist of an referees' shirt, long black trousers, black socks and black basketball shoes.
- 45.7. The referees and table officials shall be uniformly dressed.

Art. 46. Crew Chief: Duties and powers

The crew chief shall:

- 46.1. Inspect and approve all equipment to be used during the game.
- 46.2. Designate the official game clock, shot clock, stopwatch and recognise the table officials.
- 46.3. Select a game ball from at least 2 used balls provided by the home team. Should neither of these balls be suitable as the game ball, he/she may select the best quality ball available.
- 46.4. Not permit any player to wear objects that may cause injury to other players.
- 46.5. Administer a tap-off at the beginning of the first quarter and an alternating possession throw-in to begin at the beginning of all other quarters and overtimes.
- 46.6. Have the power to stop a game when conditions warrant it.
- 46.7. Have the power to determine that a team shall forfeit the game.
- 46.8. Carefully examine the scoresheet at the end of playing time or at any time he/she feels is necessary.
- 46.9. Approve and sign the scoresheet at the end of playing time, **terminating** the referees' administration and **connection** with the game. The referees' **power** shall **begin** when they arrive on the court 20 minutes before the game is scheduled to begin, and **end** when the game clock signal sounds for the end of the game as approved by the referees.

- 46.10. Record on the reverse side of the scoresheet, in the dressing room before signing the scoresheet:
- Any forfeit or disqualifying foul,
 - Any unsportsmanlike behaviour by team members, head coaches, first assistant coaches and accompanying delegation members that occurs prior to the 20 minutes before the game is scheduled to begin, or between the end of the game and the approval and signing of the scoresheet.
- In such a case, the crew chief (or commissioner, if present) must send a detailed report to the organising body of the competition.
- 46.11. Make the final decision whenever necessary or when the referees disagree. To make a final decision he/she may consult the umpire(s), the commissioner, if present, and/or the table officials.
- 46.12. For the games where the Instant Replay System is used please refer to Appendix F.
- 46.13. After being notified by the timer, shall blow his/her whistle before the first and third quarter when 3 minutes and 1.5 minutes remain until the beginning of the quarter. The crew chief shall also blow his/her whistle before the second and fourth quarter and each overtime when 30 seconds remain until the beginning of the quarter and overtime.
- 46.14. Conduct directed checks of the wheelchair(s) to ensure that the teams are complying with Art. 3.1:
- If they have reason to believe a chair may be illegal or
 - If requested by a coach from one of the participating teams.
- 46.15. Have the power to make decisions on any point not specifically covered by these rules.

Art. 47. Referees: Duties and powers

- 47.1. The referees shall have the power to make decisions on infractions of the rules committed either within or outside the boundary line including the scorer's table, the team benches and the areas immediately behind the lines.
- 47.2. The referees shall blow their whistles when an infraction of the rules occurs, a quarter or overtime ends or the referees find it necessary to stop the game. The referees shall not blow their whistles after a successful field goal, a successful free throw or when the ball becomes live.
- 47.3. When deciding on a personal contact or violation, the referees shall, in each instance, have regard to and weigh up the following fundamental principles:
- The spirit and intent of the rules and the need to uphold the integrity of the game.
 - Consistency in application of the concept of 'advantage/disadvantage'. The referees should not seek to interrupt the flow of the game unnecessarily in order to penalise incidental personal contact which does not give the player responsible an advantage nor place his/her opponent at a disadvantage. In wheelchair basketball, slight contact can be regarded as incidental if a player tries to brake or to change the direction of his/her wheelchair.

- Consistency in the application of common sense to each game, bearing in mind the abilities of the players concerned and their attitude and conduct during the game.
 - Consistency in the maintenance of a balance between game control and game flow, having a 'feeling' for what the participants are trying to do and calling what is right for the game.
- 47.4. Should a protest be filed by one of the teams, the crew chief (or commissioner, if present) shall, upon receipt of the protest reasons, report in writing the incident to the organising body of the competition.
- 47.5. If a referee is injured or for any other reason cannot continue to perform his/her duties within 5 minutes of the incident, the game shall be resumed. The remaining referee(s) shall officiate for the remainder of the game alone, unless there is the possibility of replacing the injured referee with a qualified substitute referee. After consulting with the commissioner, if present, the remaining referee(s) shall decide upon the possible replacement.
- 47.6. For all international games, if verbal communication is necessary to make a decision clear, it shall be conducted in the English language.
- 47.7. Each referee has the power to make decisions within the limits of his/her duties, but has no authority to disregard or question decisions made by the other referee(s).
- 47.8. The implementation and interpretation of the Official Basketball Rules by the referees, regardless if an explicit decision was made or not, is final and cannot be contested or disregarded, except in cases where a protest is allowed (see Annex C).

Art. 48. Scorer and assistant scorer: Duties

- 48.1. The **scorer** shall be provided with a scoresheet and shall keep a record of:
- Teams, by entering the names and numbers of the players who are to begin the game and of all substitutes who enter the game. When there is an infraction of the rules regarding the 5 players to begin the game, substitutions or numbers of players, he/she shall notify the nearest referee as soon as possible.
 - Running summary of points scored, by entering the field goals and the free throws made.
 - Fouls charged against each player. The scorer must notify a referee immediately when 5 fouls are charged against any player. he/she shall record the fouls charged against each coach and must notify a referee immediately when a coach should be disqualified. Similarly, he/she must notify a referee immediately that a player should be disqualified, if he/she has committed 2 technical fouls, or 2 unsportsmanlike fouls, or 1 technical and 1 unsportsmanlike foul that he/she should be disqualified.
 - Time-outs. he/she must notify the referees of the time-out opportunity when a team has requested a time-out and notify the coach through a referee when the coach has no more time-out(s) left in a half or overtime.
 - The next alternating possession, by operating the alternating possession arrow. The scorer shall adjust the direction of the alternating possession arrow immediately after the end of the first half as the team shall exchange baskets for the second half.
 - For each team the head coach's challenge granted. He/she must notify the

nearest referee immediately when a head coach requests erroneously his/her second challenge.

- 48.2. The **assistant scorer** shall operate the scoreboard and assist the scorer and timer. In the case of any discrepancy between the scoreboard and the scoresheet which cannot be resolved, the scoresheet shall take precedence and the scoreboard shall be corrected accordingly.
- 48.3. If a scorekeeping error is recognised in the scoresheet:
- During the game, the timer must wait for the first dead ball before sounding his/her signal.
 - After the end of the playing time and before the scoresheet has been signed by the crew chief, the error shall be corrected, even if this correction influences the final result of the game.
 - After the scoresheet has been signed by the crew chief, the error may no longer be corrected. The crew chief or the commissioner, if present, shall send a detailed report to the organising body of the competition.
- 48.4. The commissioner or the assistant scorer shall assist the scorer by verifying the correctness of the total number of classification points of a team's five players on court. Should a team exceed the 14-point limit rule (see Art. 51.2), the commissioner or the assistant scorer shall notify the scorer who shall, in turn, inform the crew chief and a technical foul will be charged against the coach of the offending team.

Art. 49. Timer: Duties

- 49.1. The timer shall be provided with a game clock and a stopwatch and shall:
- Measure playing time, time-outs and intervals of play.
 - Ensure that the game clock signal sounds very loudly and automatically at the end of a quarter or overtime.
 - Use any means possible to notify the referees immediately if his/her signal fails to sound or is not heard.
 - Indicate the number of fouls committed by each player by raising, in a manner visible to both coaches, the marker with the number of fouls committed by that player.
 - Notify a referee immediately when 5 fouls have been charged against any player.
 - Operate the team foul marker on the scorer's table, at the end nearest to the bench of the team in the team foul penalty situation, when the ball becomes live after the fourth team foul in a quarter.
 - Effect substitutions.
 - Effect time-outs. He/she must notify the referees of the time-out opportunity when a team has requested a time-out.
 - Sound his/her signal **only** when the ball becomes dead and before the ball becomes live again. The sound of his/her signal does **not** stop the game clock or the game nor cause the ball to become dead.
- 49.2. The timer shall measure **playing time** as follows:
- Starting the game clock when:
 - During a tap-off, the ball is legally tapped by a player involved in the tap-off.
 - After an unsuccessful last free throw and the ball continues to be live, the ball touches or is touched by a player on the court.

- During a throw-in, the ball touches or is legally touched by a player on the court.
 - Stopping the game clock when:
 - Time expires at the end of a quarter and overtime, if not stopped automatically by the game clock itself.
 - A referee blows his/her whistle while the ball is live.
 - A goal is scored against a team which has requested a time-out.
 - A goal is scored when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime.
 - The shot clock signal sounds while a team is in control of the ball.
- 49.3. The timer shall measure a **time-out** as follows:
- Starting the stopwatch immediately when the referee blows his/her whistle and gives the time-out signal.
 - Sounding his/her signal when 50 seconds of the time-out have elapsed.
 - Sounding his/her signal when the time-out has ended.
- 49.4. The timer shall measure an **interval of play** as follows:
- Starting the stopwatch immediately when a previous quarter or overtime has ended.
 - Notifying the referees before the first and third quarter when 3 minutes, 1.5 minutes seconds remain until the beginning of the quarter.
 - Sounding his/her signal before the second and fourth quarter and each overtime when 30 seconds remain until the beginning of the quarter or overtime.
 - Sounding his/her signal and simultaneously stopping the stopwatch immediately when an interval of play has ended.

Art. 50. Shot clock operator: Duties

The shot clock operator shall be provided with a shot clock which shall be:

- 50.1. **Started or restarted** when:
- On the court, a team gains control of a live ball. After that, the mere touching of the ball by an opponent does not start a new shot clock period if the same team remains in control of the ball.
 - On a throw-in, the ball touches or is legally touched by any player on the court.
- 50.2. **Stopped, but not reset**, with the remaining time visible, when the same team that previously had control of the ball is awarded a throw-in as a result of:
- A ball having gone out-of-bounds.
 - A player of the same team having been injured.
 - A technical foul committed by the team.
 - A tap-off situation.
 - A double foul.
 - A cancellation of equal penalties against both teams.
- Stopped, but also not reset, with the remaining time visible, when the same team that previously had control of the ball is awarded a frontcourt throw-in and 14 or more seconds are displayed on the shot clock as a result of a foul or violation.
- 50.3. **Stopped and reset to 24 seconds**, with no display visible, when:
- The ball legally enters the basket.

- The ball touches the ring of the opponent's basket and it is controlled by the team that was not in control of the ball before it has touched the ring.
- The team is awarded a backcourt throw-in:
 - As the result of a foul or violation (not for the ball having gone out-of-bounds).
 - As the result of a held-ball situation for the team not previously in control of the ball.
 - The game is stopped because of an action not connected with the team in control of the ball.
 - The game is stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.
- The team is awarded free throw(s).

50.4. **Stopped and reset to 14 seconds**, with 14 seconds visible, when:

- The same team that previously had control of the ball is awarded a frontcourt throw-in and 13 seconds or less are displayed on the shot clock:
 - As the result of a foul or violation (not for the ball having gone out-of-bounds).
 - The game being stopped because of an action not connected with the team in control of the ball.
 - The game being stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.
- The team that previously did not have the control of the ball shall be awarded a frontcourt throw-in as a result of a:
 - Personal foul or violation (including for the ball having gone out-of-bounds),
 - Held ball situation.
- A team shall be awarded a throw-in from the throw-in line in its frontcourt as a result of an unsportsmanlike or disqualifying foul
- After the ball has touched the ring on an unsuccessful shot for a field goal (including when the ball lodges between the ring and the backboard), an unsuccessful last free throw, or on a pass, if the team which regains control of the ball is the same team that was in control of the ball before the ball touched the ring.
- The game clock shows 2:00 minutes or less in the fourth quarter or in each over-time following a time-out taken by the team that is entitled to the possession of the ball from its backcourt and the coach decides that the game shall be resumed with a throw-in for his/her team from the throw-in line in the team's frontcourt and 14 seconds or more are displayed on the shot clock at the time when the game clock was stopped.

50.5. **Switched off**, after the ball becomes dead and the game clock has been stopped in any quarter or overtime when there is a new control of the ball for either team and there are fewer than 14 seconds on the game clock.
The shot clock signal does not stop the game clock or the game, nor causes the ball to become dead, unless a team is in a control of the ball.

RULE NINE - PLAYER CLASSIFICATION SYSTEM

Art. 51. Player Classification Points System

51.1. Definition

51.1.1. In order to play in a Main Official Competition of IWBF each player must be in possession of an Official Player Classification ID card issued by the Player Classification Commission of IWBF. Player Classification ID cards may be issued at a referee tournament by the Player Classification Panel appointed by IWBF based on the observations of the classifiers in accordance with the principles contained in the Official Player Classification Handbook. This ID card contains among other things the point value the player has been assigned. Under the Regulations for Player Classification this point value can change during the tournament up until the Play-off round. It is the responsibility of the Commissioner, if present, at the scorer's table to determine the validity of the ID card and correct point value assigned to the player.

The valid player classifications in the IWBF are 1.0, 1.5, 2.0, 2.5, 3.0, 3.5, 4.0 and 4.5.

51.2. At no time in a game shall a team have players participating whose total points value exceed the 14-point limit.

Note: This total shall apply to the official competitions of IWBF as listed here. Variations in the points total may apply in other competitions.

- The main official competitions of IWBF:
- The World Championship for Men.
- The World Championship for Women.
- The Paralympic Tournaments for Men and Women.
- The World Championship for U23 Men.
- The World Championship for U25 Women.
- The Qualification tournaments for the World Championships for men, women, U25 women & U23 men.
- The Paralympic Qualifying Tournaments for Men and Women.

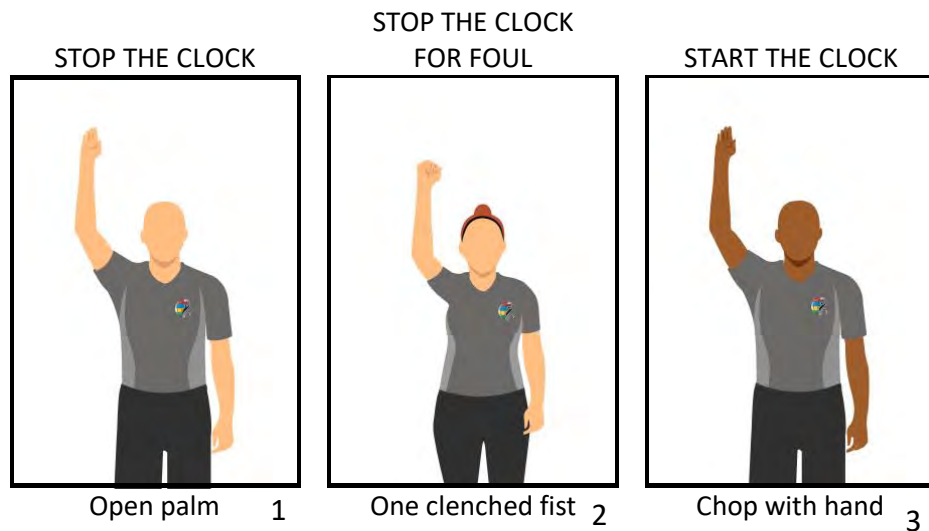
51.3. Penalty

If, at any time during a game, a team exceeds the 14-point limit, a technical foul will be charged to the coach with a correction in the line-up to be made at the same time.

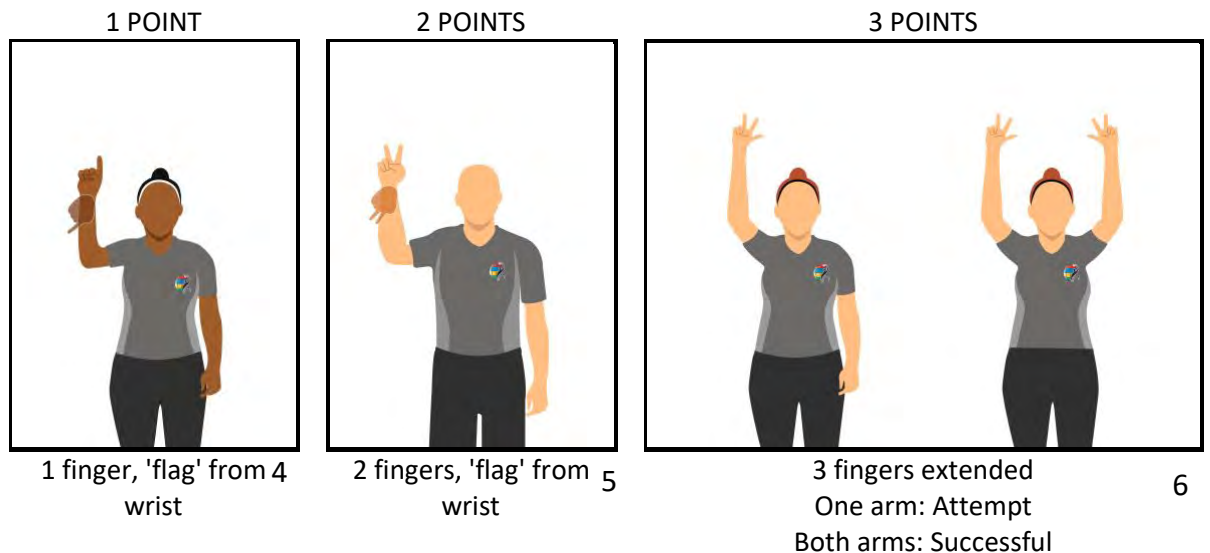
APPENDIX A - REFEREES' SIGNALS

- A.1. The hand signals illustrated in these rules are the only valid referees' signals.
- A.2. While reporting to the scorer's table it is strongly recommended to verbally support the communication (in international games in the English language).
- A.3. It is important that the table officials are familiar with these signals.

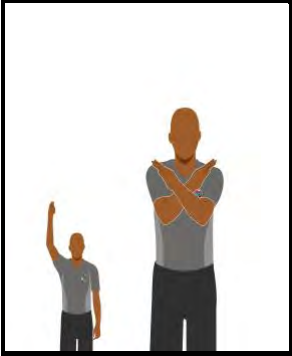



Game clock signals



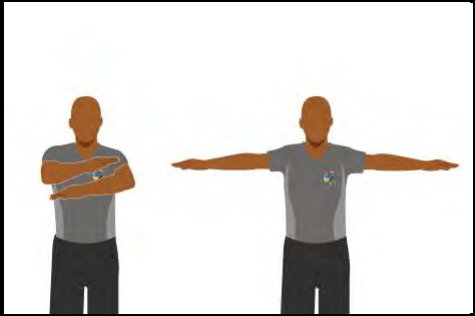
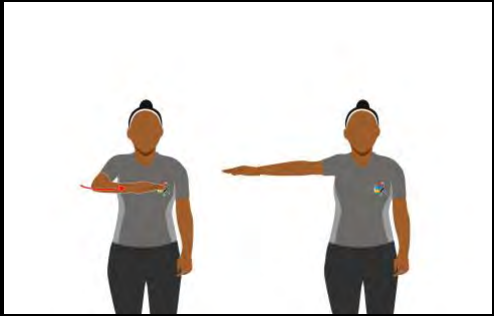



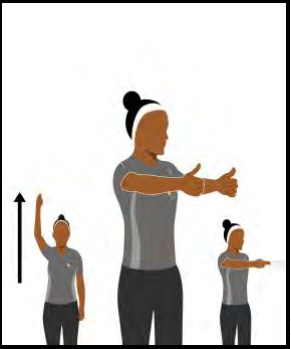
Scoring




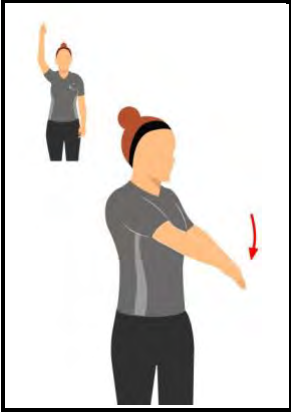
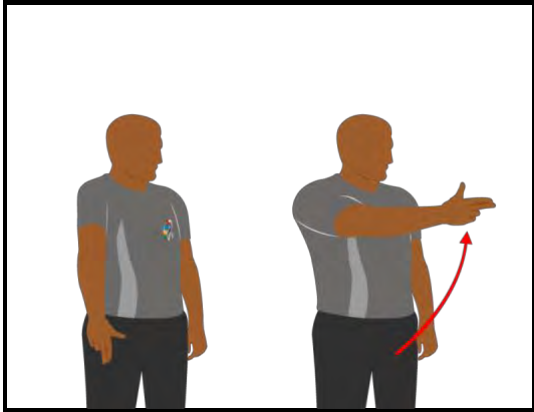



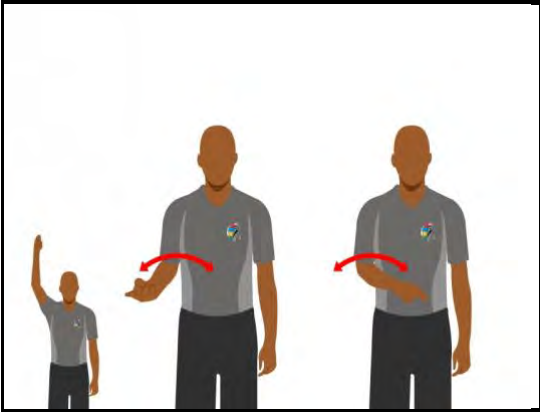
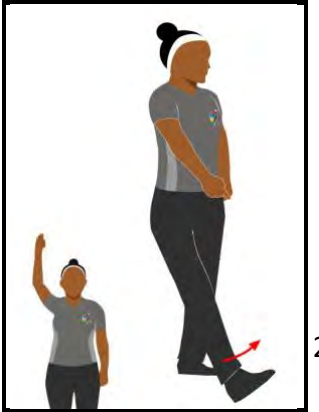
Substitution and Time-out

<p>SUBSTITUTION</p>  <p>Cross forearms 7</p>	<p>BECKONING-IN</p>  <p>Open palm, wave towards the body 8</p>	<p>CHARGED TIME-OUT</p>  <p>Form T, show index finger 9</p>	<p>MEDIA TIME-OUT</p>  <p>Open arms with clenched fists 10</p>
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Informative

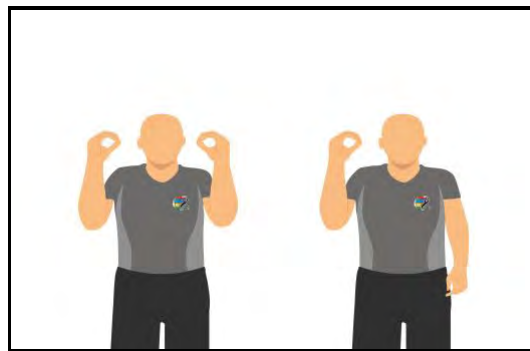
<p>CANCEL SCORE, CANCEL PLAY</p>  <p>Scissor-like action with arms, once across chest 11</p>	<p>VISIBLE COUNT</p>  <p>Counting while moving the palm 12</p>		
<p>COMMUNICATION</p>  <p>Thumb up 13</p>	<p>SHOT CLOCK RESET</p>  <p>Rotate hand, extend index finger 14</p>	<p>DIRECTION OF PLAY AND/OR OUT-OF-BOUNDS</p>  <p>Point in direction of play, arm parallel to sidelines 15</p>	<p>HELD BALL/JUMP BALL SITUATION</p>  <p>Thumbs up, then point in direction of play using alternating possession arrow 16</p>

Violations

<p>TRAVELLING</p>  <p>17</p>	<p>TOUCHING FLOOR WITH FEET OR FOOTREST</p>  <p>18</p>	<p>ILLEGAL DRIBBLE</p> <p>not applicable</p> <p>19</p>
<p>3 SECONDS</p>  <p>20</p>	<p>5 SECONDS</p>  <p>21</p>	<p>8 SECONDS</p>  <p>22</p>
<p>24 SECONDS</p>  <p>23</p>	<p>BALL RETURNED TO BACKCOURT</p>  <p>24</p>	<p>DELIBERATE KICK, BLOCK OR PUSH THE BALL WITH WHEELCHAIR</p>  <p>25</p>

Number of Players

No. 00 and 0



27

Both hands show number 0

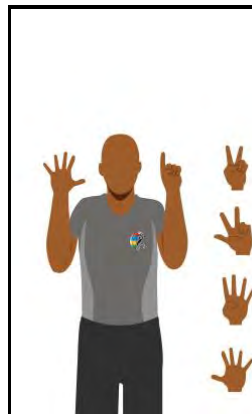
Right hand shows number 0

No. 1 - 5



Right hand shows number 1 to 5 28

No. 6 - 10



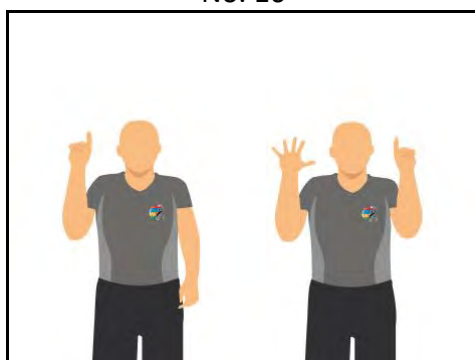
Right hand shows number 5, left hand shows number 1 to 5 29

No. 11 - 15



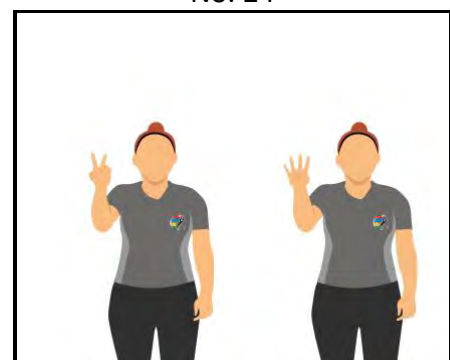
Right hand shows clenched fist, left hand shows number 1 to 5 30

No. 16



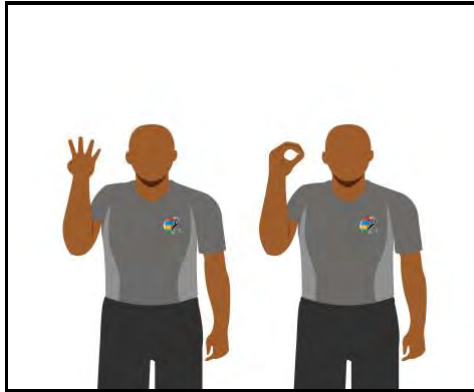
First reverse hand shows 1 for decade digit - then open hands show 6 for units digit 31

No. 24



First reverse hand shows 2 for decade digit - then open hand shows 4 for units digit 32

No. 40



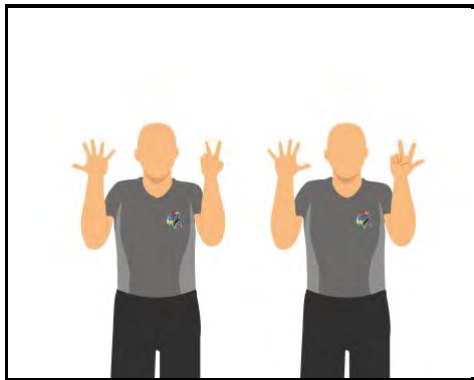
33 First reverse hand shows 4 for decade digit - then open hand shows 0 for units digit

No. 62



34 First reverse hands show 6 for decade digit - then open hand shows 2 for units

No. 78



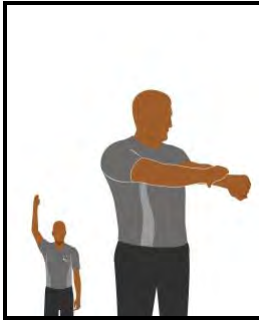

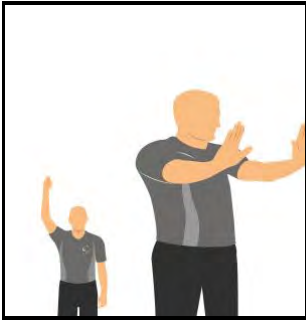

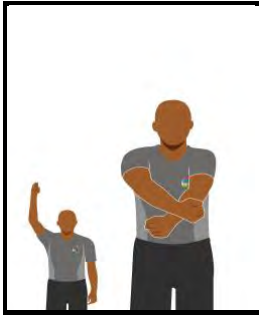

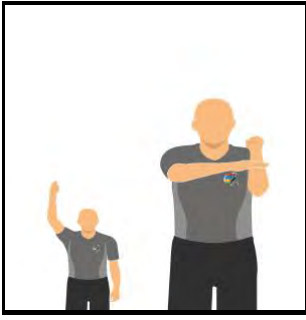

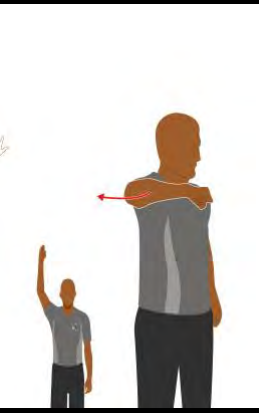
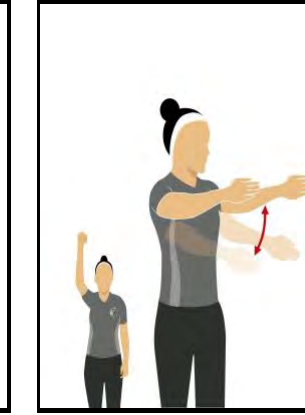
35 First reverse hands show 7 for decade digit - then open hands show 8 for

No. 99



36 First reverse hands show 9 for decade digit - then open hands

Type of Foul

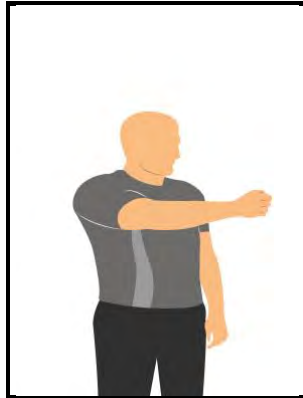
<p>HOLDING</p>  <p>Grasp wrist downward 37</p>	<p>Blocking (defense), Illegal Screen (offense)</p>  <p>Both hands on hips 38</p>	<p>PUSHING OR CHARGING WITHOUT THE BALL</p>  <p>Imitate push 39</p>	<p>HANDCHECKING</p>  <p>Grab palm & forward motion 40</p>
<p>ILLEGAL USE OF HANDS</p>  <p>Strike wrist 41</p>	<p>CHARGING WITH THE BALL</p>  <p>Clenched fist strike open palm 42</p>	<p>ILLEGAL CONTACT TO THE HAND</p>  <p>Strike the palm towards the other forearm 43</p>	<p>HOOKING</p>  <p>More lower arm backwards 44</p>
<p>EXCESSIVE SWINGING OF ELBOW</p>  <p>Swing elbow backwards 45</p>	<p>ILLIGAL CYLINDER</p>  <p>Moves both arms with open palm vertically down and up 46</p>		

HIT TO THE HEAD



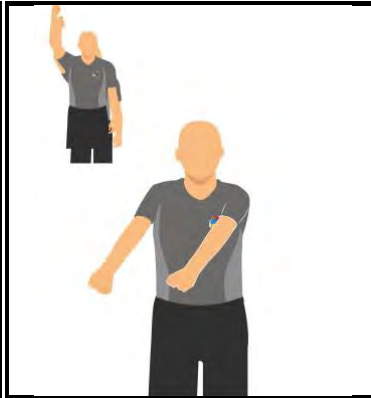
Imitate the contact to the head 47

FOUL BY TEAM IN CONTROL OF THE BALL



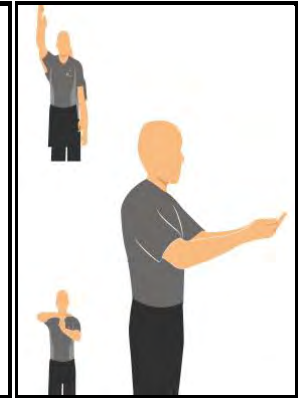
Point clenched fist towards basket of offending team 48

CROSSING TOO EARLY IN OPPONENT'S PATH



Imitate movement of wheelchair with fists 48A

LIFTING



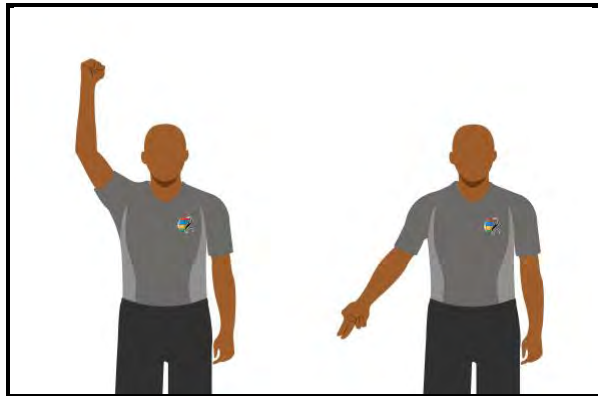
Imitate lifting with hands 48B

FOUL ON THE ACT OF SHOOTING



One arm with clenched fist, followed by indication of the number of free throws 49

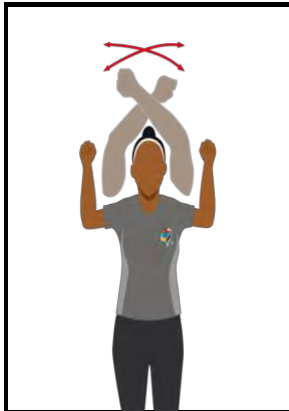
FOUL NOT ON THE ACT OF SHOOTING



One arm with clenched fist, followed by pointing to the floor 50

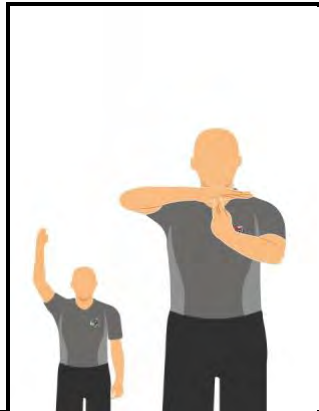
Special Fouls

DOUBLE FOUL



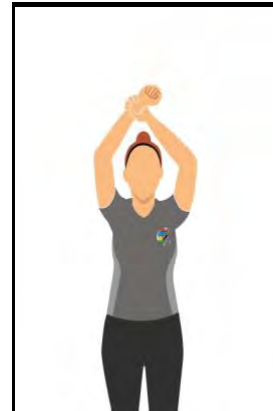
Wave clenched fists on both hands 51

TECHNICAL FOUL



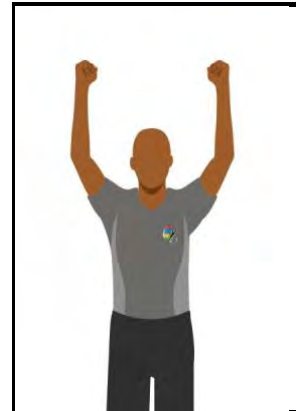
Form T, showing palms 52

UNSPORTSMANLIKE FOUL



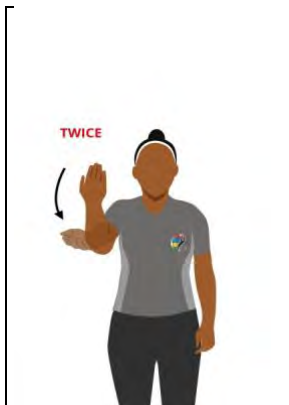
Grasp wrist upward 53

DISQUALIFYING FOUL



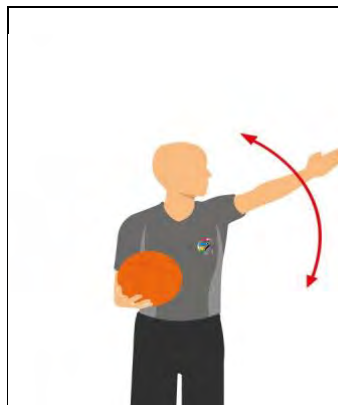
Clenched fists on both hands 54

FAKE A FOUL



Raise the lower arms twice 55

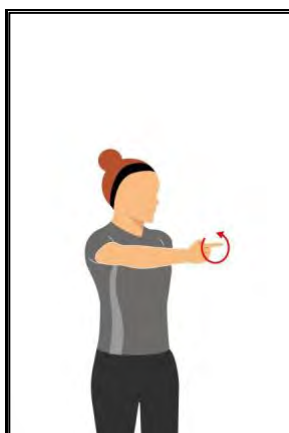
ILLEGAL BOUNDARY LINE CROSSING



Wave arm parallel to boundary line (in the last 2 minutes of the fourth quarter and overtime) 56

Instant replay System

IRS REVIEW



Rotate hand with horizontal extended 57

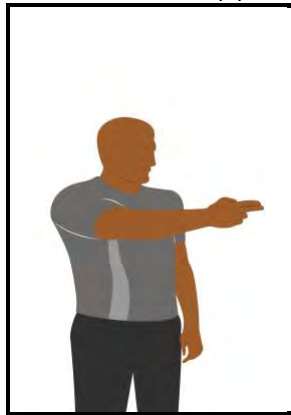
HEAD COACHE'S CHALLENGE



Draw a rectangle in the air 58

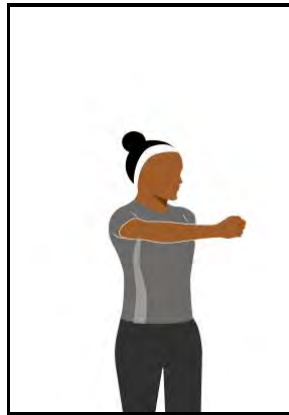
Foul Penalty Administration - Reporting to Table

AFTER FOUL WITHOUT
FREE THROW(S)



Point in direction of play, arm parallel to sidelines 59

AFTER FOUL BY
TEAM IN CONTROL
OF THE BALL



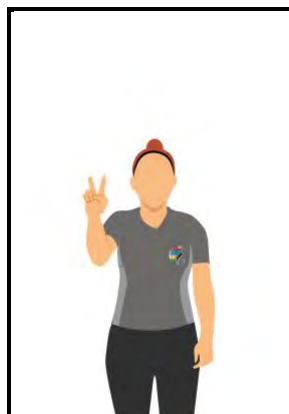
Clenched fist in direction of play, arm parallel to sidelines 60

1 FREE THROW



Hold up 1 finger 61

2 FREE THROWS



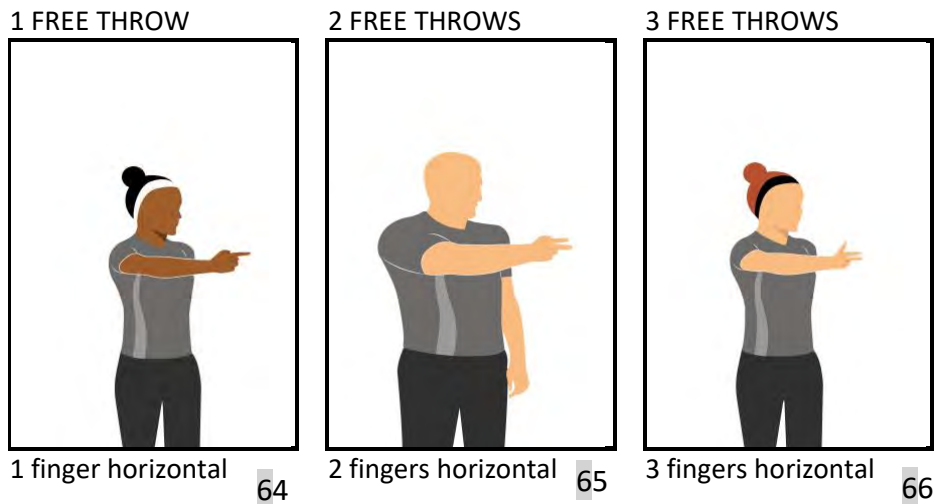
Hold up 2 fingers 62

3 FREE THROWS



Hold up 3 fingers 63

Administrating Free Throws – Active Referee (Lead)



Administrating Free Throws – Passive Referee (Trail in 2PO & Centre in 3PO)

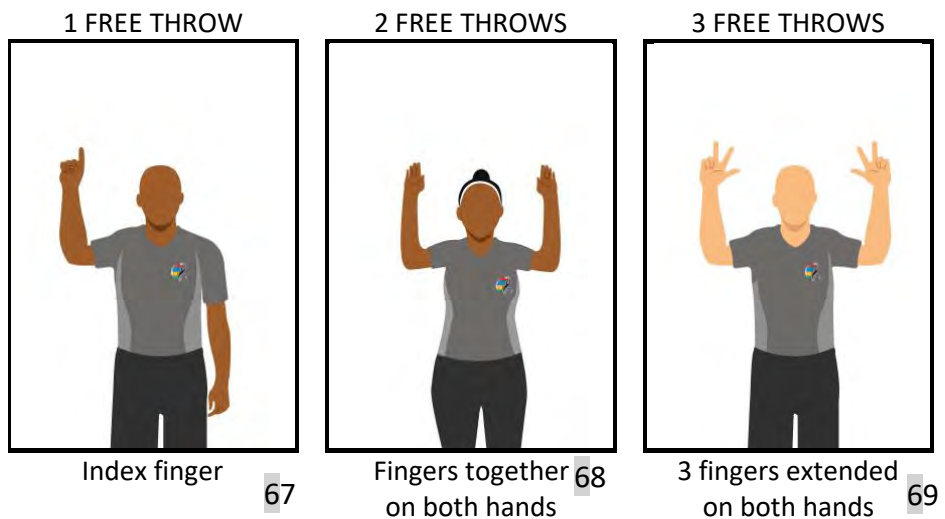


Diagram 9 – Referees’ signals

organising body of the competition, the second copy, on pink paper, is for the winning team, and the last copy, on yellow paper, is for the losing team.

Note:

1. The scorer shall use 2 different coloured pens, RED for the first and third quarter and BLUE or BLACK for the second and fourth quarter. For all overtimes, all records shall be made in BLUE or BLACK (same colour as for the second and fourth quarter).
2. The scoresheet may be prepared and completed electronically.

B.3. **At least 40 minutes before the game is scheduled to begin**, the scorer shall prepare the scoresheet in the following manner:

B.3.1. He shall enter the names of the 2 teams in the space at the top of the scoresheet. The **team 'A'** shall always be the local (home) team or for tournaments or games on a neutral playing court, the first team named in the schedule. The other team shall be **team 'B'**.

B.3.2. He shall then enter:

- The name of the competition.
- The number of the game.
- The date, the time and the place of the game.
- The names of the crew chief and the umpire(s) and their nationality (IOC code).



INTERNATIONAL WHEELCHAIR BASKETBALL FEDERATION

SCORESHEET

Team A	<u>HOOPERS</u>	Team B	<u>POINTERS</u>
Competition	<u>WCM</u>	Date	<u>22.11.2017</u>
Game No.	<u>5</u>	Time	<u>20:00</u>
Place	<u>GENEVA</u>	Crew chief	<u>WALTON, M. (USA)</u>
		Umpire 1	<u>CHANG, Y. (CHN)</u>
		Umpire 2	<u>BARTOK, K. (HUN)</u>

Diagram 11 Top of the scoresheet

B.3.3. Team 'A' shall occupy the upper part of the scoresheet, team 'B' the lower part.

B.3.3.1. In the first column, the scorer shall enter the classification units (2 digits) of each player. For tournaments, the classification points shall be indicated for each game played by his/her team.

B.3.3.2. In the second column, the scorer shall enter each player's name and initials in the order of the shirt numbers, all in BLOCK CAPITAL letters, using the list of team members as provided by the coach or his/her representative. The captain of the team shall be indicated by entering (CAP) immediately after his/her name.

B.3.3.3. If a team presents fewer than 12 players, the scorer shall draw a line through the spaces for the player's licence number (classification n.), name, number, player in, in the line below the last entered player. If there are less than 11 players the horizontal line shall be drawn horizontally until reaching the player fouls section and continue diagonally down to the bottom.

Licence no.	Players		No.	Player in	Fouls				
					1	2	3	4	5
001	MAYER,	F.	5						
002	JONES,	M.	8						
003	SMITH,	E.	9						
004	FRANK,	Y.	12						
010	NANCE,	L.	18						
012	KING,	H. (CAP)	22						
014	WONG,	P.	24						
015	RUSH,	S.	25						
021	MARTINEZ,	M.	33						
022	SANCHES,	N.	42						
Head coach		788	LOOR,	A.					
First assistant coach		555	MONTA,	B.					

Diagram 12 – Teams on the scoresheet (before the game)

B.3.4. At the bottom of each team's section, the scorer shall enter (in BLOCK CAPITAL letters) the names of the team's coach and assistant coach.

B.4. At least 10 minutes before the game is scheduled to begin each coach shall:

B.4.1. Confirm his/her agreement with the names, the classification and the corresponding numbers of his/her team members.

B.4.2. Confirm the names of the coach and assistant coach. If there is no coach and no assistant coach the captain shall act as player coach and shall be entered with a (CAP) behind his/her name.

Head coach	607	KING,	H. (CAP)				
First assistant coach							

B.4.3. Indicate the 5 players to begin the game by marking a small 'x' beside the player's number in the 'Player in' column.

B.4.4. Sign the scoresheet.

The head coach of team 'A' shall be the first to provide the above information.

B.5. At the beginning of the game, the scorer shall circle the small 'x' of the 5 players in each team to begin the game.

B.6. During the game, the scorer shall draw a small 'x' (not circled) in the 'Player in' column when the substitute enters the game for the first time as a player.

B.7. Time-outs

B.7.1. Time-outs granted shall be recorded on the scoresheet by entering the minute of the playing time of the quarter or overtime in the appropriate boxes below the team's name.

B.7.2. At the end of each half and overtime, unused boxes shall be marked with 2 horizontal parallel lines. Should the team not be granted its first time-out before the game clock shows 2:00 minutes in the fourth quarter, the scorer shall mark 2 horizontal lines in the first box for the team's second half.

Time-outs		Team fouls	
7	Quarter ①	XXXXXX	②
9 10	Quarter ③	XXXXX-4	④
	Overtimes		

Licence no.	Players	No.	Player in	Fouls				
				1	2	3	4	5
001	MAYER, F.	5	⊗ P ₂					
002	JONES, M.	8	⊗ P	P ₂				
003	SMITH, E.	9	⊗ P ₂	U ₂	P	P ₁		
004	FRANK, Y.	12	× T ₁	U ₂	GD			
010	NANCE, L.	18	⊗ P	U ₁				
012	KING, H. (CAP)	22	⊗ P ₁					
014	WONG, P.	24						
015	RUSH, S.	25	× P ₃	P ₂				
021	MARTINEZ, M.	33	× T ₁	P ₂	T ₁	GD		
022	SANCHES, N.	42	× P ₂	P ₂	U ₂	P	U ₂	GD
024	MANOS, K.	55	× P ₂	D ₂				
	Head coach	788	LOOR, A.			C, B ₁		
	First assistant coach	555	MONTA, B.					

Diagram 13 – Teams on the scoresheet (after the game)

B.8. Fouls

- B.8.1. Player fouls may be personal, technical, unsportsmanlike or disqualifying and shall be recorded against the player.
- B.8.2. Fouls committed by coaches, assistant coaches, substitutes, excluded players and accompanying delegation members may be technical or disqualifying and shall be recorded against the head coach.
- B.8.3. All fouls shall be recorded as follows:
 - B.8.3.1. A personal foul shall be indicated by entering a 'P'.
 - B.8.3.2. A technical foul against a player shall be indicated by entering a 'T'. A second technical foul shall also be indicated by entering a 'T', followed by a 'GD' for the game disqualification in the following space.
 - B.8.3.3. A technical foul against the coach for his/her personal unsportsmanlike behaviour shall be indicated by entering a 'C'. A second similar technical foul shall also be indicated by entering a 'C', followed by a 'GD' in the following space.
 - B.8.3.4. A technical foul against the coach for any other reason shall be indicated by entering a 'B'. A third technical foul (one of them could be a 'C') shall be indicated by entering a 'B' or 'C', followed by a 'GD' in the following space.
 - B.8.3.5. An unsportsmanlike foul against a player shall be indicated by entering an 'U'. A second unsportsmanlike foul shall also be indicated by entering an 'U', followed by a 'GD' in the next following space.

- B.8.3.6. A technical foul against a player with an earlier unsportsmanlike foul or an unsportsmanlike foul against a player with an earlier technical foul shall also be indicated by entering an 'U' or 'T' followed by a 'GD' in the next following space.
- B.8.3.7. A disqualifying foul shall be indicated by entering a 'D'.
- B.8.3.8. Any foul involving a free throw(s) shall be indicated by adding the corresponding number of free throws (1, 2 or 3) beside the 'P', 'T', 'C', 'B', 'U' or 'D'.
- B.8.3.9. All fouls against both teams involving penalties of the same severity and cancelled according to Art. 42 shall be indicated by adding a small 'c' beside the 'P', 'T', 'C', 'B', 'U' or 'D'.
- B.8.3.10. A disqualifying foul against an assistant coach, substitute, excluded player or an accompanying delegation member, including for leaving the team bench area in a fight situation, shall be indicated as a technical foul against the coach by entering a 'B2'.
- B.8.3.11. An 'F' shall be entered, after the 'D₂' or 'D', in all remaining spaces of the disqualified head coach, first assistant coach, substitute or excluded player in a fight.
- B.8.3.12. **Examples for disqualifying fouls on a head coach, first assistant coach, substitute, excluded player or an accompanying delegation members:**

A disqualifying foul on a head coach shall be entered as follow:

Head coach	788	LOOR, A.	D ₂		
First assistant coach	555	MONTA, B.			

A disqualifying foul on a first assistant coach shall be entered as follows:

Head coach	788	LOOR, A.	B ₂		
First assistant coach	555	MONTA, B.	D		

A disqualifying foul on a substitute shall be entered as follows:

001	MAYER, F.	5	⊗	D				
-----	-----------	---	---	---	--	--	--	--

and

Head coach	788	LOOR, A.	B ₂		
First assistant coach	555	MONTA, B.			

A disqualifying foul on an excluded player after his/her fifth foul shall be entered as follows:

015	RUSH, S.	25	⊗	T ₁	P ₃	P ₂	P ₁	P ₂	D
-----	----------	----	---	----------------	----------------	----------------	----------------	----------------	---

And

Head coach	788	LOOR, A.	B ₂		
First assistant coach	555	MONTA, B.			

A disqualifying foul on an accompanying delegation member shall be entered as follow:

Head coach	788	LOOR, A.	B ₂		
First assistant coach	555	MONTA, B.			

- B.8.3.13. **Examples of disqualifying fouls for leaving the team bench area in the fight on a head coach, first assistant coach, substitute, excluded player or an accompanying delegation member:**

Irrespective of the number of persons disqualified for leaving the team bench area, a single technical foul 'B₂' or 'D₂' shall be charged on the head coach. A disqualifying foul on a head coach and a first assistant coach shall be entered as follows:

If only the head coach is disqualified:

Head coach	788	LOOR, A.	D ₂	F	F
First assistant coach	555	MONTA, B.			

If only the first assistant coach is disqualified:

Head coach	788	LOOR, A.	B ₂		
First assistant coach	555	MONTA, B.	D	F	F

If both the head coach and the first assistant coach are disqualified:

Head coach	788	LOOR, A.	D ₂	F	F
First assistant coach	555	MONTA, B.	D	F	F

A disqualifying foul on a substitute shall be entered as follows:

If the substitute has fewer than 4 fouls, then an 'D' shall be entered, followed by an 'F' in all remaining foul spaces:

003	SMITH, E.	9	X	P ₂	P ₂	D	F	F
-----	-----------	---	---	----------------	----------------	---	---	---

and

Head coach	788	LOOR, A.	B ₂		
First assistant coach	555	MONTA, B.			

If it is the substitute's fifth foul, then an 'D' shall be entered, followed by an 'F' in all remaining foul spaces:

002	JONES, M.	8	X	T ₁	P ₃	P ₁	P ₂	D	F
-----	-----------	---	---	----------------	----------------	----------------	----------------	---	---

and

Head coach	788	LOOR, A.	B ₂		
First assistant coach	555	MONTA, B.			

A disqualifying foul on an **excluded player** shall be entered as follows:

As an excluded player has no more foul spaces then an 'D' shall be entered, followed by an 'F', both in the column behind the last foul:

015	RUSH, S.	25	X	T ₁	P ₃	P ₁	P ₂	P ₂	DF
-----	----------	----	---	----------------	----------------	----------------	----------------	----------------	----

and

Head coach	788	LOOR, A.	B ₂		
First assistant coach	555	MONTA, B.			

A disqualifying foul on an **accompanying delegation member** shall be charged on the head coach and entered as follows:

Head coach	788	LOOR, A.	B ₂	B	
First assistant coach	555	MONTA, B.			

Each disqualification of an accompanying delegation member shall be charged on the head coach, entered as B, but shall not count to the three technical fouls for his/her disqualification.

B.8.3.14. Examples of disqualifying fouls for leaving the team bench area in the fight on a head coach, first assistant coach, substitute, excluded player or an accompanying delegation member:

Irrespective of the number of persons disqualified for leaving the team bench area, a single technical foul 'B₂' or 'D₂' shall be charged on the head coach.

If the head coach is actively involved in the fight, he/she shall be charged with one 'D₂' foul only.

A disqualifying foul on a head coach and a first assistant coach shall be entered as follows:

If only the head coach is disqualified:

Head coach	788	LOOR, A.	D ₂	F	F
First assistant coach	555	MONTA, B.			

If only the first assistant coach is disqualified:

Head coach	788	LOOR, A.	B ₂		
First assistant coach	555	MONTA, B.	D ₂	F	F

If both the head coach and the first assistant coach are disqualified:

Head coach	788	LOOR, A.	D ₂	F	F
First assistant coach	555	MONTA, B.	D ₂	F	F

A disqualifying foul on a substitute shall be entered as follows:

If the substitute has fewer than 4 fouls, then an 'D₂' shall be entered, followed by an 'F' in all remaining foul spaces:

001	MAYER, F.	5	X	P ₂	P ₂	D ₂	F	F
-----	-----------	---	---	----------------	----------------	----------------	---	---

and

Head coach	788	LOOR, A.	B ₂		
First assistant coach	555	MONTA, B.			

If it is the substitute's fifth foul, then an 'D₂' shall be entered, followed by an 'F' in all remaining foul spaces:

002	JONES, M.	8	X	T ₁	P ₃	P ₁	P ₂	D ₂	F
-----	-----------	---	---	----------------	----------------	----------------	----------------	----------------	---

and

Head coach	788	LOOR, A.	B ₂		
First assistant coach	555	MONTA, B.			

A disqualifying foul on an **excluded player** shall be entered as follows:

As an excluded player has no more foul spaces then an 'D₂' shall be entered, followed by an 'F', both in the column behind the last foul:

015	RUSH, S.	25	X	T ₁	P ₃	P ₁	P ₂	P ₂	D ₂	F
-----	----------	----	---	----------------	----------------	----------------	----------------	----------------	----------------	---

and

Head coach	788	LOOR, A.	B ₂		
First assistant coach	555	MONTA, B.			

A disqualifying foul on an **accompanying delegation member** shall be charged on the head coach and entered as follows:

Head coach	788	LOOR, A.	B 2	B 2	
First assistant coach	555	MONTA, B.			

A disqualifying foul on two **accompanying delegation member** shall be charged on the head coach and entered as follows:

Head coach	788	LOOR, A.	B 2	B 2	B 2
First assistant coach	555	MONTA, B.			

Each disqualification of an accompanying delegation member shall be charged on the head coach, entered as B₂, but shall not count to the three technical fouls for his/her disqualification.

Note: Technical or disqualifying fouls according to Art. 39 shall not count as team fouls.

B.8.4. At the end of the second quarter and at the end of the game, the scorer shall draw a thick line between the spaces that have been used and those that have not been used. At the end of the game, the scorer shall obliterate the remaining spaces with thick horizontal line.

B.9. Team fouls

B.9.1. For each quarter, 4 spaces are provided in the scoresheet (immediately below the team's name and above the players' names) to enter the team fouls.

B.9.2. Whenever a player commits a personal, technical, unsportsmanlike or disqualifying foul, the scorer shall record the foul against the team of that player by marking a large 'X' in the designated spaces in turn.

B.10. The running score

- B.10.1. The scorer shall keep a chronological running summary of the points scored by each team.
- B.10.2. There are 4 columns on the scoresheet for running score.
- B.10.3. Each column is divided again into 4 columns. The 2 on the left are for team 'A' and the 2 on the right for team 'B'. The centre columns are for the running score (160 points) for each team.

The scorer shall:

First, draw a diagonal line (/ for right-handed or \ for left-handed) for any valid field goal scored and a filled circle (●) for any valid free throw scored, over the **new total** number of points as accumulated by the team that has just scored.

Then, in the blank space on the same side of the new total number of points (beside the new / or \ or ●), enter the number of the player who scored the field goal or the free throw.

B.11. The running score: Additional instructions

- B.11.1. A 3-point field goal scored by a player shall be recorded by drawing a circle around the player's number.
- B.11.2. A field goal accidentally scored by a player in his/her own basket shall be recorded as having been scored by the captain of the opponents' team on the court.
- B.11.3. Not applicable for wheelchair basketball.
- B.11.4. At the end of each quarter or overtimes, the scorer shall draw a thick circle (●) around the latest number of points scored by each team, followed by a thick horizontal line under those points and under the number of each player who scored those last points.
- B.11.5. At the beginning of each quarter or overtimes the scorer shall continue to keep a chronological running summary of the points scored from the point of interruption.
- B.11.6. Whenever possible, the scorer should check his/her running score with the visual scoreboard. If there is a discrepancy, and his/her score is correct, he/she shall immediately take steps to have the scoreboard corrected. If in doubt or if one of the teams raises an objection to --the correction, he/she shall inform the crew chief as soon as the ball becomes dead and the game clock is stopped.
- B.11.7. The referees may correct any error in scorekeeping involving the score, number of fouls or number of time-outs under the provisions of the rules. The crew chief shall sign the corrections. Extensive corrections shall be documented on the reverse side of the scoresheet.

A		B	
	1	●	6
	2	●	6
6	3	3	
	4	4	
11	5	5	5
11	●	●	5
	7	7	
10	8	8	
	9	9	10
	10	10	
10	11	11	
	12	12	7
4	13	13	7
5	14	14	
5	15	15	6
	16	16	
5	17	17	
	18	18	6
6	19	19	
	20	20	9
	21	21	
11	22	22	9
	23	23	9
11	24	24	
	25	25	7
	26	26	7
5	27	27	
	28	28	6
10	29	29	
	30	30	8
4	31	31	
	32	32	5
4	33	33	5
4	34	34	
	35	35	10
10	36	36	
	37	37	12
	38	38	
10	39	39	12
10	40	40	12

Diagram 14 - Running score

B.12. The running score: Summing up

Diagram 15 - Summing up

B.12.1. At the end of each quarter or last overtimes, the scorer shall enter the score of that quarter and all overtimes in the proper section in the lower part of the scoresheet.

B.12.1. Immediately at the end of the game, the scorer shall enter the time in the 'Game ended at (hh:mm)' column.

B.12.3. At the end of the game, the scorer shall draw 2 thick horizontal lines under the final number of points scored by each team and the numbers of the players who scored those last points. he/she shall also draw a diagonal line to the bottom of the column in order to obliterate the remaining numbers (running score) for each team.

B.12.4. At the end of the game, the scorer shall enter the final score and the name of the winning team.

B.12.5. The scorer shall then enter his/her surname, in block capital letters, on the scoresheet, after this has been done by the assistant scorer, timer and the shot clock operator. Then all table officials shall sign next to their names.

7	70	70	6
7	71	71	
7	72	72	6
	73	73	
9	74	74	
	75	75	
11	76	76	
	77	77	
	78	78	
	79	79	
	80	80	

B.12.6. Once signed by the umpire(s), the crew chief shall be the last to approve and sign the scoresheet. This act terminates the referees' administration in connection with the game.

Note: Should the captain (CAP) sign the scoresheet under protest (using the 'Captain's signature in case of protest' column), the table officials and the umpire(s) shall remain at the disposal of the crew chief until he/she gives them the permission to leave

Scorer	<u>N. MAIER</u>	Scores	Period ①	A	<u>15</u>	B	<u>18</u>
Assistant scorer	<u>O. SABAY</u>		Period ②	A	<u>19</u>	B	<u>10</u>
Timer	<u>R. LEBLANC</u>		Period ③	A	<u>26</u>	B	<u>19</u>
Shot clock operator	<u>K. AUSTIN</u>		Period ④	A	<u>16</u>	B	<u>25</u>
			Extra periods	A	<u>—</u>	B	<u>—</u>
Crew chief	<u>M. Walton</u>	Final Score	Team A	<u>76</u>	Team B	<u>72</u>	
Umpire 1	<u>Y. Chang</u>	Name of winning team	<u>HOOPERS</u>				
Umpire 2	<u>K. Bartok</u>	Game ended at (hh:mm)	<u>21:50</u>				
Captain's signature in case of protest	_____						

Diagram 16 – Bottom of the scoresheet

B.13 Head coach's challenge

B.13.1 For games where the Instant Replay System is used each team may be granted 1 head coach's challenge (HCC). If granted, the HCC shall be entered on the scoresheet below the team's name in the boxes next to the HCC. In the first box the scorer shall enter the quarter or overtime (Q1, Q2, Q3, Q4 or OT) and in the second box the minute of the playing time of the quarter or overtime.

APPENDIX C - PROTEST PROCEDURE

If, during a IWBF official competition, a team believes its interests have been adversely affected by a decision of a referee [referee or umpire(s)] or by any event that took place during a game, it must proceed in the following manner:

- C.1. A team may file a protest if its interests have been adversely affected by
- a) An error in scorekeeping, timekeeping or shot clock operations, which was not corrected by the referees.
 - b) A decision to forfeit, cancel, postpone, not resume or not play the game.
 - c) A violation of the applicable eligibility rules.
- C.2. In order to be admissible, a protest shall comply with the following procedure:
- a) The captain (CAP) of that team shall, no later than 15 minutes following the end of the game, inform the crew chief that his/her team is protesting the result of the game and sign the scoresheet in the 'Captain's signature in case of protest' column.
 - b) The team shall submit the protest reason to the crew chief in writing no later than 1 hour following the end of the game.
 - c) A fee of USD 250,00 shall be applied to each protest and shall be paid in case the protest is rejected.
- C.3. The crew chief (or commissioner, if present) shall, following receipt of the protest reasons, report in writing the incident which leads to the protest, to the IWBF representative or to the competent body.
- C.4. The competent body shall issue any procedural requests which it deems appropriate and shall decide on the protest as soon as possible, and in any event no later than 24 hours following the end of the game. The competent body shall use any reliable evidence and can take any appropriate decision, including without limitation partial or full replay of the game. The competent body may not decide to change the result of the game unless there is clear and conclusive evidence that, had it not been for the error that gave rise to the protest, the new result would have certainly materialised.
- C.5. The decision of the competent body is also considered as a field of play rule decision and is not subject to further review or appeal. Exceptionally, decisions on eligibility may be appealed as provided for in the applicable regulations.
- C.6. Special rules for IWBF competitions or competitions which do not provide otherwise in their regulations:
- a) In case the competition is in tournament format, the competent body for all protests shall be the Tournament Technical Committee (see IWBF Internal Regulations).
 - b) In case of home and away games, the competent body for protests relating to eligibility issues shall be the IWBF CLME. For all other issues giving rise to a protest, the competent body shall be IWBF acting through one or more persons with expertise on the implementation and interpretation of the Official Basketball Rules (see IWBF Internal Regulations).

Team	Games played	Wins	Losses	Classification Points	Game points	Game points difference
A	3	3	0	6	310 : 215	+ 95
B	3	1	2	4	230 : 265	- 35
C	3	1	2	4	235 : 245	- 10
D	3	1	2	4	210 : 260	- 50

Therefore 1st A

Classification of the games between B, C, D:

Team	Games played	Wins	Losses	Classification Points	Game points	Game points difference
B	2	1	1	3	175 : 165	+ 10
C	2	1	1	3	150 : 155	- 5
D	2	1	1	3	135 : 140	- 5

Therefore 2nd B, 3rd C - winner against D, 4th D

D.2.3. **Example 3**

A vs. B 85 – 90 B vs. C 100 – 95
 A vs. C 55 – 100 B vs. D 75 – 85
 A vs. D 75 – 120 C vs. D 65 – 55

Team	Games played	Wins	Losses	Classification Points	Game points	Game points difference
A	3	0	3	3	215 : 310	- 95
B	3	2	1	5	265 : 265	0
C	3	2	1	5	260 : 210	+ 50
D	3	2	1	5	260 : 215	+ 45

Therefore 4th A

Classification of the games between B, C, D:

Team	Games played	Wins	Losses	Classification Points	Game points	Game points difference
B	2	1	1	3	175 : 180	- 5
C	2	1	1	3	160 : 155	+ 5
D	2	1	1	3	140 : 140	0

Therefore 1st C 2nd D 3rd B

D.2.4 **Example 4**

A vs. B 85 – 90 B vs. C 100 – 90
 A vs. C 55 – 100 B vs. D 75 – 85

A vs. D 75 – 120 C vs. D 65 – 55

Team	Games played	Wins	Losses	Classification Points	Game points	Game points difference
A	3	0	3	3	215 : 310	- 95
B	3	2	1	5	265 : 260	+ 5
C	3	2	1	5	255 : 210	+ 45
D	3	2	1	5	260 : 215	+ 45

Therefore 4th A

Classification of the games between B, C, D:

Team	Games played	Wins	Losses	Classification Points	Game points	Game points difference
B	2	1	1	3	175 : 175	0
C	2	1	1	3	155 : 155	0
D	2	1	1	3	140 : 140	0

Therefore 1st B, 2nd C, 3rd D

D.2.5 Example 5

A vs. B 100 – 55 B vs. F 110 - 90
 A vs. C 85 – 90 C vs. D 55 - 60
 A vs. D 120 – 75 C vs. E 90 - 75
 A vs. E 80 – 100 C vs. F 105 - 75
 A vs. F 85 – 80 D vs. E 70 - 45
 B vs. C 100 – 95 D vs. F 65 – 60
 B vs. D 80 – 75 E vs. F 75 – 80
 B vs. E 75 – 80

Team	Games played	Wins	Losses	Classification Points	Game points	Game points difference
A	5	3	2	8	470 : 400	+ 70
B	5	3	2	8	420 : 440	- 20
C	5	3	2	8	435 : 395	+ 40
D	5	3	2	8	345 : 360	- 15
E	5	2	3	7	375 : 395	- 20
F	5	1	4	6	385 : 440	- 55

Therefore 5th E, 6th F

Classification of the games between A, B, C, D:

Team	Games played	Wins	Losses	Classification Points	Game points	Game points difference
A	3	2	1	5	305 : 220	+ 85
B	3	2	1	5	235 : 270	- 35

C	3	1	2	4	240 : 245	- 5
D	3	1	2	4	210 : 255	- 45

Therefore: 1st A – winner against B, 3rd D - winner against C
 2nd B, 4th C

D.2.6 **Example 6**

A vs. B	71 – 65	B vs. F	95 - 90
A vs. C	85 – 86	C vs. D	95 - 100
A vs. D	77 – 75	C vs. E	82 - 75
A vs. E	80 – 86	C vs. F	105 - 75
A vs. F	85 – 80	D vs. E	68 - 67
B vs. C	88 – 87	D vs. F	65 – 60
B vs. D	80 – 75	E vs. F	80 – 75
B vs. E	75 – 76		

Team	Games played	Wins	Losses	Classification Points	Game points	Game points difference
A	5	3	2	8	398 : 392	+ 6
B	5	3	2	8	403 : 399	+ 4
C	5	3	2	8	455 : 423	+ 32
D	5	3	2	8	383 : 379	+ 4
E	5	3	2	8	384 : 380	+ 4
F	5	0	5	5	380 : 430	- 50

Therefore 6th F

Classification of the games between A, B, C, D, E:

Team	Games played	Wins	Losses	Classification Points	Game points	Game points difference
A	4	2	2	6	313 : 312	+ 1
B	4	2	2	6	308 : 309	- 1
C	4	2	2	6	350 : 348	+ 2
D	4	2	2	6	318 : 319	- 1
E	4	2	2	6	304 : 305	- 1

Therefore: 1stC, 2nd A

Classification of the games between B, D, E:

Team	Games played	Wins	Losses	Classification Points	Game points	Game points difference
B	2	1	1	3	155 : 151	+ 4
D	2	1	1	3	143 : 147	- 4
E	2	1	1	3	143 : 143	0

Therefore: 3rd B 4th E 5th D

D.2.7 **Example 7**

A vs. B	73 – 71	B vs. F	95 - 90
A vs. C	85 – 86	C vs. D	95 - 96
A vs. D	77 – 75	C vs. E	82 - 75
A vs. E	90 – 96	C vs. F	105 - 75
A vs. F	85 – 80	D vs. E	68 - 67
B vs. C	88 – 87	D vs. F	80 – 75
B vs. D	80 – 79	E vs. F	80 – 75
B vs. E	79 – 80		

Team	Games played	Wins	Losses	Classification Points	Game points	Game points difference
A	5	3	2	8	410 : 408	+ 2
B	5	3	2	8	413 : 409	+ 4
C	5	3	2	8	455 : 419	+ 36
D	5	3	2	8	398 : 394	+ 4
E	5	3	2	8	398 : 394	+ 4
F	5	0	5	5	395 : 445	- 50

Therefore 6th F

Classification of the games between A, B, C, D, E:

Team	Games played	Wins	Losses	Classification Points	Game points	Game points difference
A	4	2	2	6	325 : 328	- 3
B	4	2	2	6	318 : 319	- 1
C	4	2	2	6	350 : 344	+ 6
D	4	2	2	6	318 : 319	- 1
E	4	2	2	6	318 : 319	- 1

Therefore: 1st C 5th A

Classification of the games between B, D, E:

Team	Games played	Wins	Losses	Classification Points	Game points	Game points difference
B	2	1	1	3	159 : 159	0
D	2	1	1	3	147 : 147	0
E	2	1	1	3	147 : 147	0

Therefore 2nd B, 3rd D - winner against E, 4th E

D.3. Forfeit

D.3.1. A team which, without valid reason, fails to show up for a scheduled game or withdraws from the court before the end of the game, shall lose the game by forfeit and receive zero (0) points in the classification.

- D.3.2. If the team forfeits for the second time, the results of all games played by this team shall be nullified.
- D.3.3. If the team forfeits for the second time in a competition played in groups, and the best placed team(s) from each group shall qualify for the next round of the competition, the results of all games played by the last placed team in the cross-over group shall also be nullified.

Example

Team 4A in group A forfeits twice, therefore all its games shall be nullified.

Final standings:

Group A	Wins	Losses	Classification points	Group B	Wins	Losses	Classification points
Team 1A	4	0	8	Team 1B	6	0	12
Team 2A	2	2	6	Team 2B	4	2	10
Team 3A	0	4	4	Team 3B	1	5	7
Team 4A				Team 4B	1	5	7

Results of the games played between teams 3B and 4B:

3B vs 4B 88 – 71 4B vs 3B 76 – 75

Therefore: 3rd 3B 4th 4B

Revised final standings in Group B:

Group B	Wins	Losses	Classification points
Team 1B	4	0	8
Team 2B	2	2	6
Team 3B	0	4	4

D.4 Cross-group classifications

D.4.1 In order to classify teams across groups (e. g. to determine the best second or third placed teams), the following criteria shall be used.

If all teams in all groups have played the same number of games, the teams on the same position in each group shall be placed in one group and the following criteria shall be used in the following order

- Better win-loss record of all games played in their revised final group standings.
- Higher game points difference of all games in their revised final group standings.
- Higher number of the game points scored in all games in their revised final group standings.

Group A	Wins	Losses	Classification points
Team 1A	8	0	16
Team 2A	6	2	14
Team 3A	4	4	12
Team 4A	2	6	10
Team 5A	0	8	8

Group B	Wins	Losses	Classification points
Team 1B	8	0	16
Team 2B	6	2	14
Team 3B	4	4	12
Team 4B	2	6	10
Team 5B	0	8	8

Group C	Wins	Losses	Classification points
Team 1C	8	0	16
Team 2C	6	2	14
Team 3C	3	5	11
Team 4C	3	5	11
Team 5C	0	8	8

Group D	Wins	Losses	Classification points
Team 1D	7	1	15
Team 2D	7	1	15
Team 3D	4	4	12
Team 4D	2	6	10
Team 5D	0	8	8

- If these criteria still cannot decide, the relevant FIBA ranking shall decide on the final classification

To determine the best second placed team:

Group X	Wins	Losses	Game points	Classification points	Game points difference
Team 2D	7	1	628 – 521	15	
Team 2B	6	2	551 – 488	14	+ 63
Team 2A	6	2	531 – 506	14	+ 25
Team 2C	6	2	525 – 500	14	+ 25

D.4.2 If after grouping the teams on the same position in each group, these teams have played a different number of games in their respective groups, then the games of the last placed team in the group or groups of the teams with the most games shall be nullified. This process shall be repeated across all groups until the number of games are the same across all groups. The following criteria shall then apply:

- Better win-loss record of all games played in their revised final group standings.
- Higher game points difference of all games in their revised final group standings.
- Higher number of the game points scored in all games in their revised final group standings.
- If these criteria still cannot decide, the relevant FIBA ranking shall decide on the final classification.

Note:

For the avoidance of doubt, the annulation of games referred above, for the purposes of cross-group classifications, shall not alter the initial standing of teams in a particular group.

Example

Group A	Wins	Losses	Classification points
Team 1A	5	0	10
Team 2A	4	1	9
Team 3A	3	2	8
Team 4A	2	3	7
Team 5A	1	4	6
Team 6A	0	5	5

Group B	Wins	Losses	Classification points
Team 1B	4	1	9
Team 2B	4	1	9
Team 3B	4	1	9
Team 4B	2	3	7
Team 5B	1	4	6
Team 6B	0	5	5

Group C	Wins	Losses	Classification points
Team 1C	4	0	8
Team 2C	3	1	7
Team 3C	2	2	6
Team 4C	1	3	5
Team 5C	0	4	4

Group D	Wins	Losses	Classification points
Team 1D	3	1	7
Team 2D	3	1	7
Team 3D	2	2	6
Team 4D	2	2	6
Team 5D	0	4	4

To determine the best third placed team, all third placed teams shall be put into one group:

Group X	Wins	Losses	Classification points
Team 3B	4	1	9
Team 3A	3	2	8
Team 3D	2	2	6
Team 3C	2	2	6

However, teams 3B and 3A have played five games whereas teams 3D and 3C have played four.

The games of the last placed team in groups A and B must be annulled to level all third placed teams to four games, and a new table formulated.

The games of group A and B resulted as follows:

Group A

Away Home	2A	3A	4A	5A	6A
1A	71 – 65	86 – 85	77 – 75	86 – 80	85 – 80
2A		80 – 75	90 – 84	98 – 79	87 – 85
3A			87 – 67	101 – 76	86 – 74
4A				78 – 54	87 – 81
5A					84 – 65

Group B

Away Home	2B	3B	4B	5B	6B
1B	81 – 76	85 – 86	77 – 75	90 – 80	85 – 69
2B		90 – 85	96 – 79	81 – 73	87 – 85
3B			87 – 67	101 – 76	86 – 74
4B				78 – 54	87 – 81
5B					84 – 65

Upon annulation of games of teams 6A and 6B, the revised standings of the group to determine the best third team are as follows:

Group X	Wins	Losses	Game points	Classification points	Game points difference
Team 3B	3	1	359 – 323	7	
Team 3A	2	2	348 – 309	6	+ 39
Team 3D	2	2	363 – 359	6	+ 4
Team 3C	2	2	302 – 298	6	+ 4

D.5 Classifications of teams in a Tournament of Phases

D.5.1 In a tournament where game results in a group are carried over from one phase to another, but a team is withdrawn from the tournament or forfeits for a second time a game for any reason, then the results of all games played by the withdrawn or forfeiting team shall be nullified from all relevant phases. The following criteria shall then apply:

- Better win-loss record of all games played in their revised final group standings.
- Higher game points difference of all games in their revised final group standings.
- Higher number of the game points scored in all games in their revised final group standings.
- If these criteria still cannot decide, the relevant FIBA ranking shall decide on the final classification.

Example

Round 1

Two groups of four teams each, playing home and away, with standings as follows:

Group A	Wins	Losses	Classification points	Group B	Wins	Losses	Classification points
Team 1A	6	0	12	Team 1B	5	1	11
Team 2A	4	2	10	Team 2B	4	2	10
Team 3A	2	4	8	Team 3B	2	4	8
Team 4A	0	6	6	Team 4B	1	5	7

Group A

Away \ Home	1A	2A	3A	4A
1A		71 - 65	86 - 85	101 - 76
2A	80 - 86		80 - 75	90 - 84
3A	80 - 85	79 - 98		87 - 67
4A	75 - 77	85 - 87	74 - 86	

Group B

Away \ Home	1B	2B	3B	4B
1B		71 - 65	86 - 85	101 - 76
2B	80 - 86		80 - 75	90 - 84
3B	80 - 85	79 - 98		87 - 67
4B	75 - 77	85 - 87	74 - 86	

Round 2

The top three teams from Groups A and B go into group C, carrying forward results and classification points. The initial ranking shall be as follows:

Group C	Wins	Losses	Classification points	Game points	Game points difference
Team 1A	6	0	12	506 – 461	+ 45
Team 1B	5	1	11	503 – 462	+ 41
Team 2A	4	2	10	500 – 480	+ 20
Team 2B	4	2	10	495 – 489	+ 6
Team 3A	2	4	8	492 – 490	+ 2
Team 3B	2	4	8	490 – 490	0

If teams play the home and away against teams not previously in their group with the following results:

Away \ Home	1A	1B	2A	2B	3A	3B
1A		77 – 98		100 – 89		95 – 74
1B	87 – 83		87 – 75		99 – 92	
2A		71 – 96		87 – 86		88 – 84
2B	65 – 76		FORFEIT		FORFEIT	
3A		87 – 97		69 – 73		83 – 81
3B	68 – 96		82 – 81		74 – 67	

Since team 2B has forfeited twice, the results of all games involving team 2B (in both rounds) shall be annulled, as follows:

Round 1 revised results:

Away \ Home	1B	2B	3B	4B
1B		71 – 65	86 – 85	101 – 76
2B	81 – 76		80 – 75	90 – 84
3B	80 – 92	98 – 79		87 – 67
4B	75 – 77	85 – 100	86 – 65	

Round 2 revised results:

Away Home	1A	1B	2A	2B	3A	3B
1A		77 – 98		100 – 89		95 – 74
1B	87 – 83		87 – 75		99 – 92	
2A		71 – 96		87 – 86		88 – 84
2B	65 – 76		FORFEIT		FORFEIT	
3A		87 – 97		69 – 73		83 – 81
3B	68 – 96		82 – 81		74 – 67	

Final standings:

Group C	Wins	Losses	Classification points	Game points	Game points difference
Team 1B	10	0	20	916 – 801	+ 115
Team 1A	8	2	18	857 – 788	+ 69
Team 2A	5	5	15	815 – 785	+ 30
Team 3A	4	6	14	825 – 837	- 12
Team 3B	3	7	13	780 – 841	- 61

D.6 Home and away games (aggregate score)

D.6.1. For a 2-games home and away total points series (aggregated score) competition system, the 2 games shall be considered as 1 game of 80 minutes duration.

D.6.2. If the score is tied at the end of the 1st game, no overtime shall be played.

D.6.3. If the aggregated score of both games is tied, the 2nd game shall continue with as many overtimes of 5 minutes as necessary to break the tie.

D.6.4. The winner of the series shall be the team that

- is the winner of both games.
- has scored the greater number of the aggregated points at the end of the 2nd game, if both teams have won 1 game.

D.7 Examples

D.7.1 Example 1

A vs B 80 – 75

B vs A 72 – 73
 Team A is the winner of series (winner of both games)

D.7.2 Example 2

A vs B 80 – 75
 B vs A 73 – 72
 Team A is the winner of series (aggregate score A 152 – B 148)

D.7.3 Example 3

A vs B 80 – 80
 B vs A 92 – 85
 Team B is the winner of series (aggregate score A 165 – B 172). No overtime for the 1st game.

D.7.4 Example 4

A vs B 80 – 85
 B vs A 75 – 75
 Team B is the winner of series (aggregate score A 155 – B 160). No overtime for the 2nd game.

D.7.5 Example 5

A vs B 83 – 81
 B vs A 79 – 77
 Aggregate score A 160 – B 160. After overtime(s) of the 2nd game:
 B vs A 95 – 88
 Team B is the winner of series (aggregate score A 171 – B 176).

D.7.6 Example 6

A vs B 76–76
 B vs A 84–84
 Aggregate score A 160 – B 160. After overtime(s) of the second game:
 B vs A 94–91
 Team B is the winner of series (aggregate score A 167 – B 170).

APPENDIX E - MEDIA TIME-OUTS

E.1. Definition

The organising body of the competition may decide for itself whether Media time-outs shall be used and, if so, of what duration (60, 75, 90 or 100 seconds).

E.2 Rule

E.2.1 In each quarter 1 Media time-out is permitted, in addition to the regular time-outs. Media time-outs in overtimes are not permitted.

E.2.2 The first time-out in each quarter (team or Media) shall be 60, 75, 90 or 100 seconds in duration.

E.2.3 The duration of all other time-outs in a quarter shall be 60 seconds.

E.2.4 Both teams shall be entitled to 2 time-outs during the first half and 3 time-outs during the second half.

These time-outs may be requested at any time during the game and their duration may be:

- If considered to be a Media time-out 60, 75, 90 or 100 seconds, i.e. the first in a quarter, or
- If not considered to be a Media time-out 60 seconds, i.e. requested by either team, after the Media time-out has been granted.

E.3 Procedure

E.3.1 Ideally, the Media time-out shall be taken before the 5 minutes remaining in the quarter. However, there is **no** guarantee that this shall be the case.

E.3.2 If neither team has requested a time-out before the 5 minutes remaining in the quarter then a Media time-out shall be granted at the first opportunity when the ball becomes dead and the game clock is stopped. This time-out shall not be charged against either team.

E.3.3 If either team is granted a time-out before the 5 minutes remaining in the quarter, that time-out shall be used as a Media time-out.

This time-out shall count as both a Media time-out and a time-out for the team requesting it.

E.3.4 According to this procedure, there would be a minimum of 1 time-out in each quarter and a maximum of 6 time-outs in the first half and a maximum of 8 time-outs in the second half.

APPENDIX F - INSTANT REPLAY SYSTEM

F.1. Definition

The Instant Replay System (IRS) review is the working method used by the referees to verify their decisions by watching the game situations on the screen of the approved video technology.

F.2 Procedure

F.2.1 The referees are authorised to use the IRS until they sign the scoresheet after the game, within the limits provided in this Appendix.

F.2.2 For the use of the IRS the following procedure shall apply:

- The crew chief shall approve the IRS equipment before the game, if available.
- The crew chief makes the decision whether the IRS review shall be used or not.
- If a decision of the referees is subject to the IRS review, the initial decision must be shown by the referees on the court.
- After gathering all information from the other referees, table officials, commissioner, the review shall start as fast as possible.
- The crew chief and minimum 1 umpire (who made the call) shall take part at the review. If the crew chief made the call, he/she shall choose one of the umpire to accompany him/her for the review.
- During the IRS review the crew chief shall ensure that no unauthorised persons have access to the IRS monitor.
- The review shall take place before the time-outs or substitutions are administered and before the game is resumed.
- If a time-out has started or a substitution has occurred when the referees identify the need for a review, the time-out and any substitutions shall be cancelled until the final decision is communicated.
- After the final decision is communicated, either head coach may request a time-out or may withdraw it, or either player may request a substitution.
- After the review the referee who made the call shall report the final decision and the game shall be resumed accordingly.
- The initial decision of the referee(s) can be corrected only if the review provides the referees with clear and conclusive visual evidence for the correction.

F.3 Rule

The following game situations may be reviewed:

- F.3.1 At the end of the quarter or overtime,
- whether a shot for a successful field goal was released before the game clock signal sounded for the end of the quarter or overtime.

- whether and how much time shall be displayed on the game clock, if:
 - An out-of-bounds violation of the shooter occurred.
 - A shot clock violation occurred.
 - An 8-second violation occurred.
 - A foul was committed before the end of the quarter or overtime.

The interval of play shall not start until after the IRS decision is communicated and any additional playing time in the quarter or overtime is completed.

F.3.2 When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime,

- whether a shot for a successful field goal was released before the shot clock signal sounded.
 - The referees are authorised to stop the game immediately to review whether a successful goal was released before the shot clock signal sounded.
 - The referees must identify the need for the review which must take place after the goal when the referees have stopped the game for the first time for any reason.
- when a foul away from the shooting situation was committed. In this case
 - whether the game or shot clock has expired,
 - whether the act of shooting has started, when the foul was committed by an opponent of the shooter, or
 - whether the ball was still in the hand(s) of the shooter when the foul was committed by a team-mate of the shooter.
- to identify the player who has caused the ball to go out-of-bounds.

F.3.3 During any time of the game,

- whether the successful goal shall count for 2 or 3 points.
- whether 2 or 3 free throws shall be awarded, after a foul was called on a shooter for an unsuccessful goal.
- whether a personal, unsportsmanlike or disqualifying foul met the criteria for such a foul or shall be upgraded or downgraded or shall be considered as a technical foul.
- after a malfunction of the game clock or the shot clock occurs, on how much time the clock(s) shall be corrected.
- to identify the correct free-throw shooter.
- to identify the involvement of team members, head coaches, first assistant coaches and accompanying delegation members during any act of violence.
 - The referees are authorised to stop the game immediately to review any act of violence or potential act of violence.
 - The referees must identify the need for the review which must take place after the goal act of violence or potential act of violence when the referees have stopped the game for the first time for any reason.

F.4 Head coach's challenge

F.4.1 In all games where the Instant Replay System (IRS) is used the head coach may request a

head coach's challenge, i. e. ask the nearest referee to verify the decision of referees by using the IRS to review the game situation.

- F.4.2 For the head coach's challenge the following procedure shall apply:
- The head coach shall be granted only one head coach's challenge in a game, regardless of whether the challenge is successful or not.
 - Only the game situations as in the Appendix F.3 may be challenged.
 - The time restrictions within Appendix F.3 do not apply. The head coach's challenge may be requested at any time in the game.
 - The head coach requesting a challenge shall establish visual contact with the nearest referee and ask clearly for his/her head coach's challenge. He/she shall say loudly in English "challenge" and at the same time show the head coach's challenge signal (drawing a rectangular with the hands). The request shall be final and irreversible.
 - The head coach must request the challenge and the review must take place at the latest when the referees have stopped the game for the first time after the decision.
 - If the game continued without a stoppage the referees are authorised to stop the game immediately when they recognise a head coach's challenge unless neither team shall be placed at a disadvantage.
 - The head coach shall indicate to the nearest referee the game situation to be reviewed.
 - The referee shall notify the scorer, using his/her signal No. 58 that the head coach's challenge has been granted.
 - During the review the players shall remain on the court.
 - If the review provides the challenged decision is in favour of the requesting team the initial decision shall be overturned.
 - If the review provides the challenged decision is not in favour of the requesting team the initial decision shall remain.
 - The referees shall use the same procedure as in the review rule.
 - After the referee has reported the final decision of the review, the game shall be resumed as after any review.

**END OF RULES
and
GAME PROCEDURES**

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