



COMMENTS AND INTERPRETATIONS

Of the

Official Wheelchair Basketball Rules

Valid as of 1st October 2010

Version 5



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INTRODUCTION AND KEY

The figures before each case refer to the equivalent article of the Official Wheelchair Basketball Rules 2010.

The purpose of these interpretations is to unify the application of the rules in different countries. In addition, this book deals with situations within the game where regulations are not specifically mentioned in the rules, but which can be derived from the spirit and the sense of the rules in the context of modern tendencies in the development of wheelchair basketball.

Since the contest for free space on the court is significantly accentuated in wheelchair basketball, more attention must be given to the part of the game played without the ball. A considerable amount of illegal contact occurs away from the ball and demands the attention of the officials.

Introduction

The rules of the game sometimes state or imply that the ball is dead, or that a foul or violation is involved. If they do not, it should be assumed that the ball is live and that no foul or violation has occurred to affect the given situation. A single infraction is not complicated by a second infraction, or subject to the 4 team-foul¹ situation unless so stated or implied.

Notation

A4 - A8 the five (5) players who are eligible to start the game for team A.

B4 - B8 the five (5) players who are eligible to start the game for team B.

A9 - A15 the seven (7) players who are entitled to substitute in the game for team A.

B9 - B15 the seven (7) players who are entitled to substitute in the game for team B.

¹ All cases in this document are based on the 4 x 10 minute game format.



RULE TWO - COURT AND EQUIPMENT

Art. 2 Court

2.4.7 No-charge semi-circle areas

Statement: The No-charge semi circle areas as defined by FIBA are not applicable for wheelchair basketball.

Art. 3 Equipment

3 Comment: Once the game ball has been selected by the officials, neither team is permitted to use it for warming up.

Art. 3.1 Wheelchairs

General comments on checking the wheelchair:

Chair Checks: Chair checks do not take place prior to the games in main official tournaments of IWBF. Normally the wheelchairs are checked by the game commissioner prior to the start of the tournament. This check is done to identify any problems that might exist and that the player needs to attend to before the wheelchair may be used in a game. Art 37.1.3 states that it is the responsibility of the player to ensure that his wheelchair is legal.

The chair is not checked again unless the game commissioner, the referee or the coach of the opposing team requests it (Art. 37.1.3). If a chair check is requested the referee with the assistance of the game commissioner if one is present will check the chair to ensure that it meets the requirements stated in Art 3.1 with primary attention paid to the height of the chair from the floor to the top of the cushion. The referee and/or the game commissioner must instruct the player to get out of the chair and not to touch his cushion if one is present. This is particularly important if the concern is that the cushion has been altered or placed in such a manner as to give the player a height advantage not intended in the rules. Minor problems such as protection coming off of castors etc. should be pointed out and corrected but would not be serious enough to lead to disqualification.

It should be noted that the chair may only be checked for purposes of Art. 37.1.3 when it is on the court in the possession of a player as defined in Art 4.1.3. It is not an infraction to be sitting on a chair that does not conform to Art 3.1 at the bench area.

It is still possible that at some games or tournaments the referee or commissioner might be responsible for confirming that the chair meets all the requirements of Art 3.1 and is legal to play with. Since the chair check is meant to be a preventative measure to assist the player it should be done as much as possible with sufficient time for the changes to be made. If this is not possible then the player may not use the chair until it meets all the requirements of Art 3.1.



Also valid for Art 37.1.3 and Art 46.1

3.1 Situation: Play is stopped after player A4's wheelchair breaks an axle and team A's equipment manager is having difficulties making an immediate repair.

Ruling: If the repair cannot be completed in 50 seconds or less from the time the game was stopped, the official will instruct team A to (1) remove the damaged chair, and (2) A4 must be substituted. This ruling applies for all other defects to the wheelchair.

3.1 Comment: Pertaining to securing a player's body to the wheelchair, there are no limitations to securing a player to the wheelchair.

For most players, any strapping that they use does not need to be noted on the playing card and they may change strapping - either removing or adding straps- without alteration to their playing points.

Exception to this is players who have double leg amputations.

ALL double leg amputee players can only secure their leg(s) to the wheelchair below the knees by way of strapping, prosthesis or wheelchair design if indicated on their playing card.

Strapping above the knees or of the legs to each other may be added or removed without alteration to their playing points.

Statement 1: The IWBF Player Classification Commission has determined that a below the knee amputee with a leg secured (strapped) or is wearing a prosthesis, has a considerable advantage over a player with a leg amputation which is not secured. A below the knee amputee with a leg secured is viewed the same as a "normal" leg and shall be classified as if the leg is complete. Since this is viewed to be a considerable advantage, it must be noted on the player's classification card and the player must play with the strapping as indicated.

Statement 2: For other players who have reduced or no leg movement, adding or removing strapping does not change their class because it only stabilizes them in the wheelchair. There is no considerable advantage to being secured (strapped) for players in these classifications.

3.1.1 Situation 1: After a time-out, player A4 enters the court with a wheelchair not meeting the criteria of Art. 3.1.

Ruling: A disqualifying foul will be charged against player A4.

3.1.1 Situation 2: During the first period an official discovers a player using a chair that was previously declared illegal

Ruling: A disqualifying foul will be charged against the player and the chair will be removed from play.

3.1.1 Situation 3: At the request of a player or during a directed chair check, the referee discovers that player A4 wants to play with a "therapeutic cushion", which has cut out portions to conform to his legs and buttocks.

Ruling: As long as the height from the floor to the top of the cushion when placed on the seat platform does not exceed the legal height for the player's class the cushion is legal. The only requirement is that the cushion must be the same dimensions as the seat of the wheelchair.

3.1.2 Situation: During play, player B4 **rests** his foot on a strap between the frame of his wheelchair.

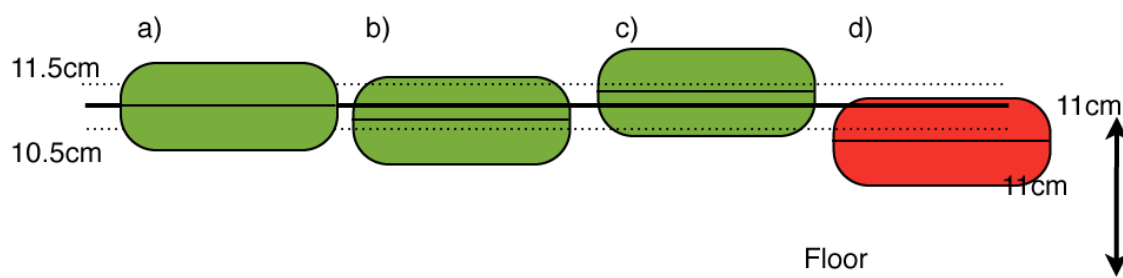
Ruling: Legal, no violation.

3.1.2 Statement 1: The footrest, without an additional protective horizontal bar, must be 11cm from the floor. The footrest, with an additional protective horizontal bar, does not have to be 11 cm from the floor at its most forward point.

3.1.2 Comment 1: Wheelchair design varies greatly between various manufacturers and models. It is important that when checking a chair and measuring the height of the horizontal bar (where fitted) for the purpose of this article, that the intent of the rule is kept foremost in mind. The intent of this rule can be categorized under two headings:

- a) Safety - The rule is designed to create a single point of contact (at 11cm) between wheelchairs and therefore protect the feet/lower limbs of players.
- b) Prevent unfair advantage - In the past it was possible to use this bar to illegally hold an opponent by having this bar set lower.

When checking the height of this bar we are not concerned with the thickness of the bar (different manufacturers use different thicknesses). What we are looking for is that the bar makes contact at 11cm.



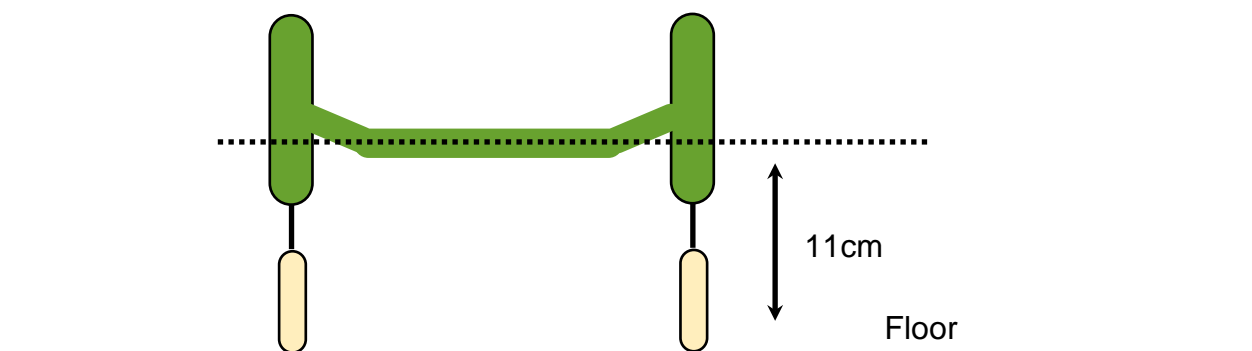
Irrespective of the shape of the tube that is used to make this bar (round or rectangular), the measurement of 11cm is made to the middle of the bar as shown above.

In the above examples:

- a) LEGAL - Bar measures 11cm at the middle of the bar
- b) ALLOWED - The middle of the bar is within 5mm of 11cm (below)
- c) ALLOWED - The middle of the bar is within 5mm of 11cm (above)
- d) ILLEGAL - The middle of the bar is NOT within 5mm of 11cm

A tolerance of 5mm would be accepted.

Sometimes the bar curves upwards/downwards close to where it attaches to the frame. (This is typically done to maintain the strength/integrity of the frame) When considering the legality of such a chair we must consider the following questions “Is this a danger to other players?” or “Does this allow the player to hold another player/gain an unfair advantage?”



The chair shown above would be considered LEGAL as this would **not** allow an unfair advantage to be gained.

3.1.2 Comment 2: To be consistent with Article 3.1.2, the protective horizontal bar at the front/sides of the wheelchair must be 11 cm from the floor at its most forward point of contact. Conditions as stated in Articles 3.1.2 and 3.1.3 shall apply to the front/sides of the horizontal bar.

3.1.2 Statement 2: This 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.

3.1.2 Example:

- (a) A4's footrest, without an additional protective horizontal bar, is 10cm from the floor.
- (b) A4's footrest is 10cm from the floor but, with an additional protective horizontal bar which is exactly 11cm from the floor.

Ruling:

In (a) A4's wheelchair is not legal. A4 may not participate with this wheelchair.

In (b) A4's wheelchair is legal.

3.1.4 Situation: At the request of a player or during a directed chair check, the referee notes that an anti-tip castor has a distance of 3cm between its lowest point and the floor and also projects beyond the rearmost vertical plane defined by the rear wheels.



Ruling: The chair is not legal. The anti-tip castor must not be more than 2cm from the floor at its lowest point and must not protrude beyond the diameter of the rear wheels. The player is disqualified. (Art 37.1.3).

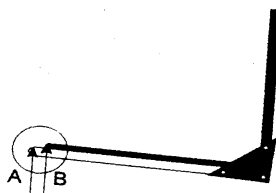
3.1.5 Situation 1: At the request of the player or during a directed chair check, the officials discover that player A4's seat-plate is not fixed to the chair. The maximum height of the chair platform is legal. May player A4 play with this wheelchair?

Ruling: No. Player A4's wheelchair is not legal. The seat is part of the wheelchair and must be fixed to it. The player must leave the court to correct the problem. The player must find a time to have the repair confirmed by the referee or the game commissioner before he can return to the playing court with the chair. This infraction is not sufficient to result in a disqualification. If the same problem is discovered in future games it should be considered that the player is modifying his equipment to gain an advantage and the player should be disqualified (Art 37.1.3).

3.1.5 Situation 2: Same situation as above. Player A4 fixes the seat-plate temporarily with any material so the plate is part of the chair but **can** be taken off easily after the game.

Ruling: The chair is legal. The seat-plate must be part of the wheelchair during the game.

3.1.5 Comment: Should the seat platform of the wheelchair exceed the height of the side seat rails, with or without a cushion, then the measurement should be taken at the highest point of the seat platform (B) as opposed to the highest point of the side seat rail (A).



3.1.6 Comment: The diameter of a wheel is defined as including the tyre when fully inflated.

3.1.6 Statement: Lighting that reflects or flashes, is not permitted on the wheels, the chair or the castors.

3.1.6 Situation: A4 has lighting on his wheelchair that reflects. Shall A4 be permitted to play with this wheelchair?

Ruling: No. Lighting that reflects or flashes is not permitted on the wheels, chair or castors.

3.1.9 Comment: Any tyre/castor(s) that leaves permanent marks on the floor is not permitted. Surface marks that are easily removed are not considered to be permanent.

3.1.10 Situation: Player A4 uses a cushion against the backrest of the wheelchair for "therapeutic" reasons.



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Ruling: A cushion against the backrest is only allowed if it is fixed to the backrest of the wheelchair.



RULE THREE - TEAMS

Art. 4 Teams

4.3.1 Situation: Team A wish to play with a combination of playing suit trousers and shorts.

Ruling: Legal, provided that the playing suit trousers and shorts are the same colour.

4.3.4 Situation 1: Player A4 is playing with socks instead of shoes.

Ruling: Legal. Only playing barefoot is not permitted.

4.3.4 Situation 2: Player A5 wishes to play in street shoes.

Ruling: Not legal. Only sport-related shoes are permitted.

4.4.2 Comment: If a player is wearing equipment or jewellery and he cannot remove it he is not allowed to play. An exception is made for a wedding ring; if it cannot be removed, it is allowed but it must be taped.

The officials shall wear no jewellery. An exception is made for a wedding ring if it cannot be removed.

4.4.2 Statement: Compression sleeves and stockings are permitted with the provision they are the same colour as the shirt/shorts.

Art. 5 Players: Injury

5.2 Situation 1: Player A4 falls out of his wheelchair near the basket after a shot. The other players try to gain control of the rebound.

Ruling: The game is stopped immediately because of the potential danger to player A4.

- a) If the official's call occurs when neither team is in control of the ball, a held ball is called and possession of the ball is awarded to the team entitled to a throw-in according to the alternating possession.
- b) If one of the two teams controls the ball when the official blows his whistle, a throw-in from out-of-bounds is awarded to the team in possession of the ball.

5.2 Situation 2: Team A is in control of the ball. Player A4 falls out of his wheelchair during a struggle to gain a favourable position. No contact was initiated by an opponent. A4 is in no danger, but team A withholds the ball from play and does not want to finish the attack without A4.

Ruling: The official is authorized to stop the play to allow A4 to re-enter his wheelchair and play shall continue without a reset of the twenty-four (24) second clock.

5.2 Situation 3: Team A is in control of the ball and is developing a strong attack close to their opponent's basket when B4 falls out of his chair beneath the basket.



Ruling: The referee must immediately stop the game because of the potential danger to B4. Team A is awarded possession of the ball for a throw-in from out-of-bounds at the endline, except directly behind the backboard, and the twenty-four (24) clock shall not be reset if fourteen (14) or more seconds is displayed on the clock. If thirteen (13) seconds or less is displayed on the on the twenty-four (24) second clock, the twenty-four (24) second clock shall be reset to fourteen (14) seconds.

5.2 Situation 4: Player A4 passes to A6, then loses his balance and falls out of his chair. His team-mates (A6 and A7) continue to attack the opponent's basket.

At what time should the game be stopped or may the official standing near to A4 assist him back into his wheelchair while the play is going on?

Ruling:

1. The official shall not assist the player back into his wheelchair.
2. If player A4 is in no danger, play is not immediately stopped.
3. If, however, in the opinion of the official there is some doubt as to the ability of player A4 to get back into his chair unaided, play should be stopped when the play has been completed; that means:
 - a) when the ball becomes dead.
 - b) when an opponent gains control of the ball.

5.2 Comment 1: However, if in the above situation the injured or fallen player is in danger, the official may interrupt the game immediately.

5.2 Comment 2: Close attention should be paid by the officials to the possibility of players, in circumstances like those described above, deliberately falling out of their chairs in order to stop a critical attack by the opposition. Such actions are flagrant unsportsmanlike infractions designed to gain an unfair advantage and should be penalized by a technical foul against the player concerned. Any repetition should be penalized by disqualification of the player concerned.

Additional information about Article 5

Statement 1

If a player is injured or appears to be injured and, as a result, the coach, assistant coach, substitute or any other team bench personnel of the same team comes on the playing court, that player is considered to have received treatment, whether or not actual treatment is performed.

Example:

A4 appears to have an injury and the game is stopped.

- (a) The team A doctor comes on the playing court and treats A4's injury.
- (b) The team A doctor comes on the playing court but A4 has already recovered.
- (c) Coach A comes on the playing court to assess A4's injury.
- (d) Assistant coach A, substitute A or team follower A comes on the playing court but does not treat A4.



Interpretation:

In (a), (b), (c) and (d) A4 is considered to have received treatment and shall be substituted.

Statement 2

There is no time limit for the removal of a seriously injured player from the playing court if according to a doctor the removal is dangerous for the player.

Example:

A4 is seriously injured and the game is stopped for about fifteen (15) minutes because the doctor indicates that removal from the playing court could be dangerous for the player.

Interpretation:

The doctor's opinion shall determine the appropriate time for the removal of the injured player from the playing court. After the substitution, the game shall be restarted without any sanction.

Statement 3

If a player is injured or is bleeding, or has an open wound, and cannot continue to play immediately (within approximately fifteen (15) seconds), he must be substituted. If a time-out is taken by either team in the same stopped clock period, and that player recovers during the time-out, he may continue to play only if the scorer's signal for the time-out has sounded before an official beckoned a substitute to become a player.

Example:

A4 is injured and the game is stopped. As A4 is not able to continue to play immediately, an official blows his whistle making the conventional sign for substitution. Coach A (or Coach B) requests a time-out:

- (a) Before a substitute for A4 has entered the game.
- (b) After a substitute for A4 has entered the game. At the end of the time-out, A4 appears to have recovered and asks to remain in the game.

Interpretation:

- (a) Time-out is granted and if A4 recovers during the time-out he may continue to play.
- (b) Time-out is granted but a substitute for A4 has already entered the game. Therefore A4 cannot re-enter until after the clock-running phase of the game.

Art. 6 Captain: Duties and powers

6.1 Comment: If the captain needs an excessive amount of time to talk to the referee, the team may be charged with a time-out.



Art. 7 Coaches: Duties and powers

Information about Article 7

Statement 1

At least twenty (20) minutes before the game is scheduled to begin, each coach or his representative shall give the scorer a list with the names and corresponding numbers of the team members who are eligible to play in the game as well as the name of the captain of the team, the coach and the assistant coach. The coach is personally responsible that the numbers in the list correspond to the numbers on the shirts of the players and that the classification for each player in the list is correct. At least ten (10) minutes before the game is scheduled to begin the coach shall confirm his agreement with the names, corresponding numbers and player classification of his team members and the names of coach, assistant coach and captain by signing the scoresheet.

Example:

Team A presents in due time the team list to the scorer. The numbers of two (2) players are not the same as the numbers displayed on their shirts or the name of a player is omitted on the scoresheet. This is discovered:

- (a) Before the start of the game.
- (b) After the start of the game.

Interpretation:

- (a) The wrong numbers are corrected or the name of the player is added in the scoresheet without any sanction.
- (b) The referee stops the game at a convenient moment so as not to disadvantage either team. The wrong numbers are corrected without any sanction. However, the name of the player cannot be added to the scoresheet.

Statement 2

At least ten (10) minutes before the game is scheduled to begin each coach shall indicate the five (5) players who are to start the game. Before the game starts the scorer shall check if there is an error regarding these five (5) players and, if so, he shall notify the nearest official as soon as possible. If this is discovered before the start of the game the starting five (5) players shall be corrected. If this is discovered after the start of the game it shall be disregarded.

Example:

It is discovered that one (1) of the players on the playing court is not one (1) of the confirmed starting five (5) players. This occurs:

- (a) Before the start of the game.
- (b) After the start of the game.



Interpretation:

- (a) The player shall be replaced without any sanction by one (1) of the five (5) players who were to start the game.
- (b) The error is disregarded and the game continues.



RULE FOUR - PLAYING REGULATIONS

Art. 8 Playing time, tied score and extra periods

8.6 Statement:

The interval of play ends when the ball leaves the hand(s) of the referee on the tap-off, or the ball is at the disposal of the player taking the throw-in.

8.6 Example:

At the beginning of the game, the referee enters the circle to administer the tap-off between opponents A4 and B4.

- (a) Before the ball is tossed by the referee
- (b) After the ball is tossed, but before it is legally tapped
- (c) After the ball is legally tapped

B5 pushes A5. The official charges B5 with a foul.

Interpretation:

In (a) the action of B5 is considered to be a technical foul because the game has not started.

In (b) and (c) the action of B5 is considered to be a personal foul.

Art. 9 Beginning and end of a period or the game

9.1 Comment: When a technical, unsportsmanlike or disqualifying foul is made after the ball has left the hand(s) of the referee on the tap-off, free-throws will be awarded. After the free-throws, the game shall be resumed by a throw-in at the centre line extended, opposite the scorer's table.

Example: Before the referee tosses the ball for the tap-off, the Commissioner notices that Team A has more than 14 points on its starting line-up. The Commissioner advises the referee. Shall the referee charge a Technical Foul to Team A, then start the game with a tap-off?

Ruling: No. Article 7, Statement 2, information about Article 7. If this is discovered before the start of the game, the starting five (5) players shall be corrected without sanction. (See also Article 51.2 Situation 2)

Additional information about Article 9

Statement 1

A game shall not begin unless each team has a minimum of five (5) entitled players on the playing court and ready to play. If fewer than five (5) players are on the playing court at the time the game is to begin, the officials must be sensitive to any unforeseeable circumstance(s) that could explain the delay. If a reasonable explanation is provided for the delay, a technical foul shall not be charged. If,



however, no such explanation is provided, a technical foul and/or forfeiture of the game may result upon arrival of further entitled players.

Example:

When the game is scheduled to begin, team A has fewer than five (5) players on the playing court and ready to play.

(a) The representative of team A is able to provide a reasonable and acceptable explanation for the late arrival of the team A players.

(b) The representative of team A is unable to provide a reasonable and acceptable explanation for the late arrival of the team A players.

Interpretation:

(a) The beginning of the game shall be delayed for a maximum of fifteen (15) minutes. If the absent players arrive on the playing court ready to play before fifteen (15) minutes have passed, the game shall begin. If the absent players have not arrived on the playing court ready to play before fifteen (15) minutes have passed, the game may be forfeited to team B and the score recorded as 20:0.

(b) The beginning of the game shall be delayed for a maximum of fifteen (15) minutes. If the absent players arrive on the playing court ready to play before fifteen (15) minutes have passed, a technical foul may be charged against coach A, recorded as 'B', after which the game shall begin. If the absent players have not arrived on the playing court ready to play before fifteen (15) minutes have passed, then the game may be forfeited to team B and the score recorded as 20:0. In all cases the referee shall report it on the reverse side of the scoresheet to the organizing body of the competition.

Statement 2

Art. 9 clarifies which basket a team is to defend and which basket it is to attack. If by confusion any period begins with both teams attacking/defending the wrong baskets, the situation shall be corrected as soon as it is discovered, without placing either team at a disadvantage. Any points scored, time used, fouls charged, etc. before the stopping of the game remain valid.

Example 1:

After the start of the game, the officials discover that both teams are playing in the wrong direction.

Interpretation:

The game shall be stopped as soon as possible and without placing any team at a disadvantage. Teams shall exchange baskets. The game shall be resumed from the mirror-opposite place nearest to where the game was stopped.

Example 2:

At the beginning of a period, team B is defending its own basket when A4 erroneously dribbles to his own basket and scores a field goal.



Interpretation:

The two (2) points shall be awarded to the captain of team A who is on the playing court.

Art. 10 Status of the ball

10.4 Situation 1: While in the act of shooting, A4 is fouled by B4. A4 continues his shooting movement but the horn to end the period sounds before the ball can be released on the try. After the horn has sounded, the shot is completed and the ball passes through the basket. Shall the goal count?

Ruling: No. In order for the goal to count, the ball must have left A4's hand(s) before the horn sounded. A foul is charged to B4 and two (or three) free-throws are awarded to A4. (See Art. 15.3 Situation 3)

10.4 Situation 2: Player A8 shoots for basket and is fouled by B5 after the act of shooting is completed. What happens if?

- a) the basket scores
- b) the basket misses
- c) the basket scores and it is the 5th team foul by team B in the period.
- d) the basket misses and it is the 5th team foul by team B in the period.

Ruling: Charge a foul against B5 and

- a) award the basket to A8 and possession of the ball with a throw-in for team A from the nearest point out-of-bounds.
- b) award a throw-in to team A from the nearest point out-of-bounds.
- c) award the basket to A8 followed by two free throws.
- d) award A8 two free throws.

Art. 12 Tap-off and alternating possession

12.2 Situation 1: During the execution of the tap-off A4 supports himself with one hand on the wheel or rim.

Ruling: Legal.

12.2 Situation 2: A4 during the tap-off, raises from his seat while attempting to tap the ball after it has left the hand(s) of the referee.

Ruling: A lifting foul is charged against player A4.

Team B is awarded the ball for a throw-in from the centre-line opposite the scorer's table.

12.2.1 Situation: During the tap-off, one of the two contesting players positions his rear wheel on the centre line.

Ruling: Not legal. The referee should correct the position of the player before administering the tap-off.

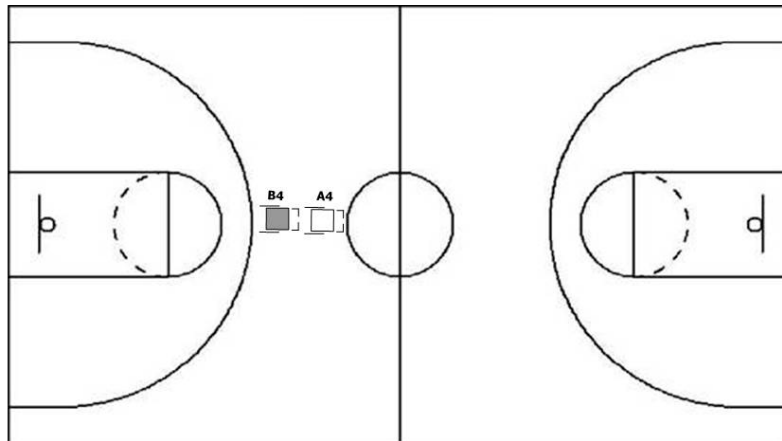
12.2.2 Situation: During the tap-off, 2 players of team A occupy adjacent positions outside the circle. Player B4 wants to position himself in between them.

Ruling: The request of B4, if made before the ball becomes live, is valid and the officials should instruct the players of team A to create sufficient space.

12.2.8 Situation 1: Player A4, during the tap-off, positions his wheelchair outside the circle, parallel to the centre line, while player B4 is at right angles to it.

Ruling: Both are legal, but no part of the player or his wheelchair may protrude into the circle, before the ball is touched.

12.2.8 Situation 2: During the tap-off, player A4 positions his wheelchair close to the circle in line with the basket. Immediately behind him B4 is also positioned in line with the basket.



Ruling: Legal. However, if the position of B4 prevents A4 from making a normal pivoting movement, any contact may be judged by the referee to be the responsibility of B4.

12.2.8 Situation 3: Before the ball has left the hand(s) of the referee on the toss of the tap-off, A4 leaves his position outside the circle and moves towards the opponent's basket.

Ruling: Legal provided the player who moves does not interfere with the two players involved in the tap-off.

12.4.3 Situation 1: A4 and B4 contest the tap-off at the start of the game. The ball is tapped directly out of bounds and the referee signals another tap-off.

Ruling: Although the game clock will have started the moment the ball was tapped, neither team had gained control of the ball and the alternating process for possession of the ball for a throw-in cannot apply. A repeat tap-off at the centre circle should take place between the same two players.



12.4.3 Situation 2: A4 and B4 contest the tap-off at the start of the game. The ball is tapped and is caught by two opposing players A5 and B5. The referee calls held ball and signals for a tap-off.

Ruling: Although the game clock will have started the moment the ball was tapped, neither team had gained control of the ball and the alternating process for possession of the ball for a throw-in cannot apply. A new tap-off should be taken at the nearest circle to the held ball between A5 and B5.

Additional information about Article 12

Statement 1

The team that does not obtain control of a live ball on the playing court after the tap off at the beginning of the game will be awarded the ball for a throw-in at the place nearest to where the next tap off situation occurs.

Example 1:

A referee tosses the ball for the opening tap off. Immediately after the ball is legally tapped by A4:

- (a) A held ball between A5 and B5 is called.
- (b) A double foul between A5 and B5 is called.

Interpretation:

Since the control of a live ball on the playing court has not yet been established, the official cannot use the alternating possession arrow to award possession. The referee shall administer another tap off in the centre circle and A5 and B5 shall be the player involved in the tap off. Whatever time has passed on the game clock, after the ball is legally tapped and before the held ball/double foul situation shall remain consumed.

Example 2:

The referee tosses the ball for the opening tap off. Immediately after the ball is legally tapped by A4 and the ball:

- (a) Goes directly out-of-bounds.
- (b) Is caught by A4 before it has touched one of the players not involved in the tap off or the floor.

Interpretation:

In both cases team B is awarded a throw-in as the result of the A4 violation. After the throw-in the team that does not gain control of the live ball **on the playing court** will be entitled to the first alternating possession at the place nearest to where the next tap off situation occurs.

Example 3:



Team B is entitled to a throw-in under the alternating possession procedure. An official and/or a scorer make(s) an error and the ball is erroneously awarded to team A for the throw-in.

Interpretation:

Once the ball touches or is legally touched by a player on the playing court, the error cannot be corrected. However, team B shall not lose its alternating possession throw-in opportunity as a result of the error and will be entitled to the next alternating possession throw-in.

Example 4:

Simultaneously with the game clock signal for the end of the first period, B5 fouls A5 and an unsportsmanlike foul is called.

Interpretation:

A5 shall attempt two (2) free throws with no line up of players and no playing time remaining. After the two (2) minutes interval of play, the game shall be resumed with a throw-in by team A at the centre line extended opposite the scorer's table. No team shall lose its right to the next alternating possession throw-in at the next tap off situation.

Statement 2

Whenever a live ball lodges between the ring and the backboard, unless between free throws, it is a tap off situation resulting in an alternating possession throw-in. As this does not result in a rebound situation, it is not considered as having the same influence on the game as when the ball simply touches the ring. Therefore if the team that was in control of the ball before it lodged between the ring and the backboard is entitled to the throw-in it shall have only the remaining time on the twenty-four (24) second clock as in any other tap off situation.

Example 1:

On a shot for a field goal by A4 the ball lodges between the ring and the backboard. Team A is entitled to a throw-in under the alternating possession procedure.

Interpretation:

After the throw-in team A has only the remaining time on the twenty-four (24) second clock.

Example 2:

While the ball is in the air on A4's shot for a field goal the twenty-four (24) second clock expires, followed by the ball lodging between the ring and the backboard. Team A is entitled to a throw-in under the alternating possession procedure.

Interpretation:

As team A has no remaining time on the twenty-four (24) second clock a twenty-four (24) second violation has occurred. Team B is entitled to a throw-in. Team A



shall not lose its right to the next alternating possession throw-in at the next tap off situation.

Art. 13 How the ball is played

13.2.1 Situation: Player A4 progresses with the ball by pushing it along the floor with his footrest, or dribbling the ball with his head.

Ruling: If the ball is deliberately played by a player in this way, a violation is called and a throw-in awarded to the opposing team from the nearest point out-of-bounds. The ball accidentally striking a chair or the head of a player is not a violation.

Art. 14 Control of the ball

14.3 Situation: While wheeling towards the basket, A4 charges into B4,

a) before the release of the try or

b) after the release of the try. This is the fifth (5th) foul for team A in that period.

Ruling: a) No free-throws are awarded to B4. Team control foul.

b) Two free-throws are awarded to B4. Once the ball is released in a field goal attempt, team control ends.

14.4.1 Situation 1: Player A4, in possession of the ball, starts tipping forward. In order to prevent his wheelchair from touching the floor, he pushes with the ball against the floor and regains his position.

Ruling: Legal. Propping with the ball is judged to be the same as propping with the hand, which is legal.

14.4.1 Situation 2: Player A4 leans sideways to gain possession of the ball. In so doing, his wheelchair momentarily tilts to the side, lifting one small and one large wheel from the floor.

Ruling: Legal, as long as no part of the frame touches the floor.

14.4.1 Situation 3: A player in possession of the ball starts tipping forward with his wheelchair. Just before any part of his chair, other than the tyres(s)/castor(s), touch the floor, he bounces the ball to the floor. After any part of his chair has touched the floor, he raises himself and the chair and restarts dribbling the ball.

Ruling: Violation. The player has not lost ball control.

14.4.1 Situation 4: Player B4 tries to prevent the ball from going out-of-bounds. In doing so, he loses balance and falls out of his wheelchair. While still in bounds but lying on the floor he taps the ball to his team-mate B6.

Ruling: Violation by team B; a throw-in is awarded to team A from the nearest point out-of-bounds.

Art. 15 Player in the act of shooting

15.1 Statement: The term “cock” as applied to the act of shooting has been deleted.



15.2 Comment 1: In wheelchair basketball, it is not easy to identify the beginning of a continuous shooting movement. The start of a shooting action must be identified precisely by the official and will include a consideration of a player's normal arm, hand and body movements prior to the release of the ball for a shot.

However, as with jumping in the 'running' game of basketball, an attempt to score often includes movements with the chair. These will never be excessive, but, if in the judgement of the referee, a foul occurs after the start of a normal shooting action that includes movements with the chair, the foul could be considered to be committed against the player in the act of shooting.

15.2 Situation 1: A4 wheels into the vicinity of the basket when he receives a waist high pass beneath the outstretched arms of defender B4. B4 immediately brings his arms down, establishing contact with A4 as the latter begins to move his shooting hand up towards the basket, but not necessarily in the classic shooting position.

Ruling: A foul is charged to B4. Two free-throws are awarded to A4.

Rationale: A foul should be called at the slightest indication that the arms are being moved upward towards the basket. This situation is analogous to the running basketball player who receives a pass and simultaneously jumps towards the basket to execute a 'scoop' shot. The running player does not have his hand in the classical shooting position but a foul is nevertheless committed. In addition, in such a situation a foul is called because the running/jumping action emphasizes the player's intention to shoot. The wheelchair player's intention to shoot is diminished by the fact that he cannot jump. Particular attention must, therefore, be placed on the upward movement of the arm(s).

15.3 Comment: Continuous Movement is that movement which habitually precedes a shot and includes any body, arm, hand or wheelchair motion normally used in shooting but does not include tapping the ball during a tap-off or slapping the ball during rebounding (see Art. 24.1.3).

15.3 Situation 1: Does the fouling of a player who is in the act of shooting immediately cause the ball to become dead?

Ruling: No, provided that the continuous movement is not interrupted. The act of shooting would not end until the release of the try. If, however, the continuous movement is interrupted, the ball becomes dead immediately. (See Art. 10.4).

15.3 Situation 2: A5 wheels and/or dribbles into the restricted area to attempt a lay-up. While still in motion, A5 gathers the ball in preparation for the release of the shot or a final push towards the basket. A5 is fouled by B4.

- a) A5's continuous movement is not interrupted and A5 successfully completes the try;
- b) A5 ceases his continuous movement after the foul but begins a second try that is successful.

Ruling: a) The goal shall count and A5 shall be awarded 1 free-throw because the continuous movement was not interrupted. (See Art. 10.4).

- b) The ball is considered dead when A5's original movement ceased. No goal can be scored. A5 is awarded 2 free-throws.



15.3 Situation 3: While in the act of shooting, A4 is fouled by B4. A4 continues his shooting movement but the horn to end the period sounds before the ball can be released on the try. After the horn has sounded, the shot is completed and the ball passes through the basket. Shall the goal count?

Ruling: No. In order for the goal to count, the ball must have left A4's hand(s) before the horn sounded. A foul is charged to B4 and two (or three) free-throws are awarded to A4. (See Art. 10.4 Situation 1)

15.3 Situation 4: A5 begins a field goal attempt. Before the ball has been released, A4 is fouled by B4. The foul is the fifth (5th) foul for team B in that period. A5's try is successful.

Ruling: A5's goal shall count and A4 shall be awarded two (2) free-throws.

15.3 Situation 5: A4 attempts a 3-point field goal. After A4 has begun the act of shooting but before the ball has left A4's hand(s), A5 fouls B4. The try is successful.

Ruling: A5 is charged with a foul; the ball becomes dead immediately and the goal does not count. The game is restarted by a player of team B taking a throw-in from the nearest point out-of-bounds. (See Art. 14.3)

Art. 16 Goal: When made and its value

16.2.1 Situation 1: During a 3-point attempt A4's front castors are on the three-point line.

Ruling: Legal. The front castors may even be positioned beyond the 3-point line. The ball must leave the hands of the shooting player before the large rear wheels touch the 3-point line, otherwise only 2 points may be scored.

16.2.1 Situation 2: A4 is fouled at the footrest bar, which extends into the 2-point field goal area, by B4 during a 3-point attempt. Neither of A4's large wheels is in the 2-point field goal area.

Ruling: Charge a foul against B4 and, in the case of a successful goal, 3 points are awarded and A4 receives one free throw. If unsuccessful, A4 receives 3 free throws.

16.2.5 Statement 1: Last second shot: The game clock must indicate 0:00.3 (three tenths of a second) or more for a player to secure control of the ball on a throw-in or on a rebound after the last or only free throw in order to attempt a valid shot for a field goal.

16.2.5 Statement 2: When the game clock indicates 0:00.2 minutes (2/10 seconds) or 0:00.1 minute (1/10 seconds), the only field goal that is valid is by tapping the ball directly into the basket.

16.2.5. Situation 1: With 0:00.2 minutes (2/10 seconds) left on the game clock, A4 secures control of A5's throw-in pass and releases a try for a goal before the game clock signal sounds to end the period. While the ball is in the air, the game clock signal sounds and then the ball enters the basket.

Ruling: The basket shall not count.



16.2.5 Situation 2: With 0:00.2 minutes (2/10 seconds) left on the game clock, A4 taps A5's throw-in pass toward the basket. While the ball is in the air, the game clock signal sounds and then the ball enters the basket.

Ruling: The basket shall count.

Additional information about Article 16

Statement

In a throw-in situation or on a rebound after the last or only free throw, a period of time will always pass from the moment the inbounds player touches the ball until that player releases the ball on a shot. This is particularly important to take into consideration near the end of a period. There must be a minimum amount of time available for such a shot before time expires. If 0:00.3 minute is displayed on the game clock, it is the duty of the official(s) to determine if the shooter released the ball before the game clock signal sounds for the end of the period. If, however, 0:00.2 or 0:00.1 minute is displayed on the game clock, the only type of a valid field goal made by a player is by tapping the ball.

Example:

Team A is awarded a throw in with

(a) 0:00.3

(b) 0:00.2 or 0:00.1

displayed on the game clock.

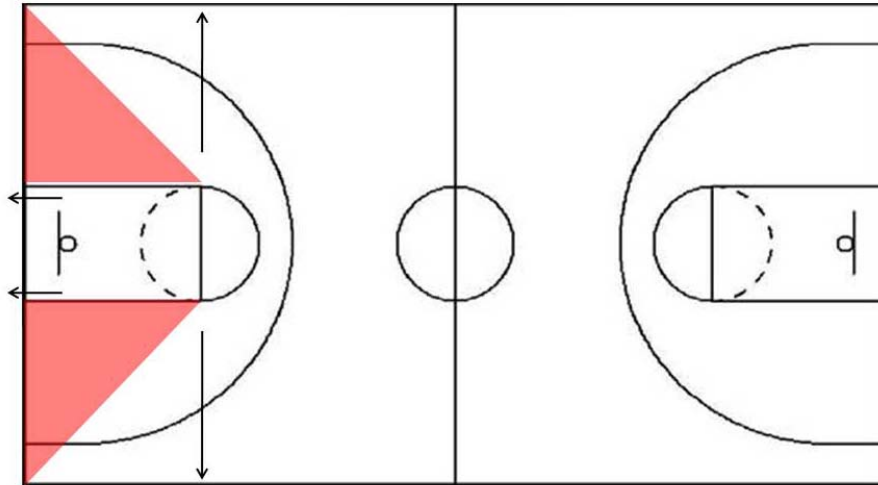
Interpretation

In (a), if a shot for a field goal is attempted and the game clock signal sounds for the end of the period during the attempt, it is the responsibility of the officials to determine if the ball was released before the game clock signal has sounded for the end of the period.

In (b), the basket can be awarded only if the ball while in the air on the throw-in pass is tapped to the basket.

Art. 17 Throw-in

17.1 Comment: In order to assist the officials in deciding whether the throw-in should be taken from the endline or the sideline, an imaginary line must be drawn from both ends of the free-throw line to the nearest corner.



17.2. Comment: There are situations in which the official must hand or place the ball at the disposal of the player taking the throw-in from out-of-bounds on the endline:

- After a charged time-out following a valid two (2) or three (3) point field goal.
- After a legal stoppage of play because of an injury to a player or an official when the ball would normally have been brought into play from the endline.
- If, after a valid field goal, the official feels that play can be speeded up by handing the ball to a player.
- After a double foul or after fouls which cancel each other according to Art. 42.
- When the ball remains in frontcourt

17.2.4 Statement: Last 2 Minutes of the Game: The team entitled to a throw-in in the backcourt takes a time out and the throw-in is at the throw-in line in its frontcourt.

17.2.4 Situation: With 1:45 seconds left to play in the fourth period, B4 commits an unsportsmanlike foul on A4 who is dribbling the ball in Team A's backcourt. Team A is granted a time-out. After the two free throws awarded to A4, Team A is entitled to a throw-in.

Ruling: Team A's throw-in shall take place at the centre line extended opposite the scorer's table. Team A shall have a new twenty four (24) second period.

17.3.1 Comment: After the ball has been placed at the disposal of the player taking the throw-in from out-of-bounds, the player shall not move his wheelchair laterally more than one (1) metre along the sidelines **or endlines** but a player is permitted to move directly backwards from the lines.

17.3.2 Situation: Player A4 has passed the ball to A6 from out-of-bounds. Afterwards, B4 prevents A4 from re-entering the court by remaining on his spot near the sideline. A4



tries to move forward outside the court to enter further down the court but B4 follows A4 parallel to the sideline to prevent him from entering the court.

Ruling: The action of B4 is contrary to the spirit of the game and, following a warning, could be penalized by a technical foul if repeated. (See Art. 47.3 Rules) A4 must be allowed to enter the court at the place where the ball was placed at his disposal.

17.3.3 Situation 1: As the official is about to hand the ball in the front court to player A4 for a throw-in, he realizes that A6 **has not left** the restricted area.

Ruling: The official advises A6 to leave the restricted area before he hands the ball to player A4. (**Preventative officiating**)

17.3.3 Situation 2: Just before the official hands the ball to A4 for a throw-in, A6 **enters** the restricted area.

Ruling: Violation by A6. Throw-in awarded to team B at the same point out-of-bounds.

17.3.3 Situation 3: Immediately after A4 has received the ball for a throw-in, A6 enters the restricted area. A4 is still in possession of the ball.

Ruling: Legal. A6 may enter the restricted area once the ball is live.

Additional information about Article 17

Statement 1

Before the thrower-in has released the ball on a throw-in, it is possible that the throwing-in motion could cause that player's hand(s) with the ball to break the plane of the boundary line separating the in-bounds area from the out-of-bounds area. In such situations, it continues to be the responsibility of the defensive player to avoid interfering with the throw-in by contacting the ball while it is still in the hands of the thrower-in.

Example:

A4 is awarded a throw-in. While holding the ball, A4's hand(s) crosses the plane of the boundary line so that the ball is above the in-bounds area. B4 grabs the ball that is in A4's hand(s) or taps the ball out of A4's hand(s) without causing any physical contact against A4.

Interpretation:

B4 has interfered with the throw-in, thereby delaying the resuming of the game. A warning shall be given to B4 and communicated to coach B and this warning shall apply to all team B players for the remainder of the game. Any repetition of a similar action by any team B player may result in a technical foul.

Statement 2

On a throw-in, the thrower-in must pass the ball (not hand the ball) to a team-mate on the playing court.

Example:



On a throw-in by A4, A4 hands the ball to A5 who is on the playing court.

Interpretation:

A throw-in violation has been committed by A4. The ball must leave the player's hand(s) in order for the throw-in to be considered legal. The ball is awarded to team B for a throw-in at the place of the original throw-in.

Statement 3

During the throw-in other players shall not have any part of their bodies or wheelchair(s) over the boundary line before the ball is thrown across the boundary line.

Example 1:

After an out-of-bounds violation A4 has received the ball from the official for the throw-in. A4 then:

- (a) Places the ball on the floor after which the ball is taken by A5
- (b) Hands the ball to A5 in the out-of-bounds area.

Interpretation:

This is a violation of A5 as he moves his body over the boundary line before the ball is thrown by A4 across the boundary line.

Example 2:

After a team A successful field goal or a successful last or only free throw a time-out is granted to team B. Following the time-out B4 receives the ball from the official for a throw-in at the endline. B4 then:

- (a) Places the ball on the floor after which the ball is taken by B6
- (b) Hands the ball to B5, who is also behind the endline.

Interpretation:

Legal play. The only restriction for team B to handle the ball on the throw-in is they must not take more than five (5) seconds to release the ball on a throw-in.

Statement 4

If a time-out is granted to a team that has been awarded possession of the ball in its backcourt during the last two (2) minutes of the fourth period or the last two (2) minutes of each extra period, the throw-in shall be administered at the throw-in line opposite the scorer's table in the throw-in team's frontcourt. The player taking the throw-in must pass the ball to a team-mate in the frontcourt.

Example 1:

In the last minute of the game, A4 is dribbling in his backcourt when a team B player taps the ball out-of-bounds at the free-throw line extended.

- (a) A time-out is granted to team B.



(b) A time-out is granted to team A.

(c) A time-out is granted first to team B and immediately after to team A (or vice-versa).

Interpretation:

In (a), the game resumes with a team A throw-in from the free-throw line extended.

In (b) and (c), the game shall resume with a team A throw-in from the throw-in line in team A's frontcourt, opposite the scorer's table.

Example 2:

In the last minute of the game, A4 is attempting two (2) free throws. During the second free throw A4's rear wheels cross the free-throw line while shooting and a violation is called. Team B requests a timeout.

Interpretation:

The game shall be resumed with a team B throw-in from the throw-in line in team B's frontcourt, opposite the scorer's table. Team B shall have a new twenty-four second period.

Example 3:

During the last two (2) minutes of the game, A4 has dribbled for six (6) seconds in team A's backcourt, when

(a) B4 taps the ball out-of-bounds

(b) B4 commits the third foul for team B in this period.

Team A is granted a time-out. After the time-out, the game is resumed by A4 with a throw-in from the throw-in line in team A's frontcourt, opposite the scorer's table.

Interpretation:

In both cases team A shall have eighteen (18) seconds remaining on the twenty-four (24) second clock.

Example 4:

During the last two (2) minutes of the game, A4 dribbles the ball in his frontcourt. B4 taps the ball to team A's backcourt where any player of team A starts to dribble the ball again. Then:

(a) B4 taps the ball out-of-bounds in team A's backcourt with six (6) seconds remaining on the twenty-four (24) second clock.

(b) B4 commits the third foul for team B in this period in team A's backcourt with six (6) seconds remaining on the twenty-four (24) second clock. Team A is granted a time-out. After the time-out, the game is resumed by A4 with a throw-in from the throw-in line in team A's frontcourt, opposite the scorer's table.

Interpretation:



Team A shall have

- (a) six (6) seconds remaining on the twenty-four (24) second clock.
- (b) fourteen (14) seconds remaining on the twenty-four (24) second clock.

Statement 5

There are additional situations to those listed in Art. 17.2.3 in which the subsequent throw-in shall be administered from the centre line extended, opposite the scorer's table.

Example:

- (a) The player taking the throw-in from the centre line extended opposite the scorer's table commits a violation and the ball is awarded to the opponents for a throw-in at the place of the original throw-in.
- (b) If during a fighting situation members of both teams are disqualified, there are no other foul penalties remaining for administration, and at the time the game was stopped a team had control of the ball or was entitled to the ball.

Interpretation:

In all the above situations the thrower-in can pass the ball to either the frontcourt or the backcourt.

Statement 6

On a throw-in the following situations may occur:

- (a) The ball lodges between the ring and the backboard.
- (b) The ball is intentionally thrown at the ring in order to reset the twenty-four (24) second clock.

Example 1:

Thrower-in A4 passes the ball towards the basket and it lodges between the ring and the backboard.

Interpretation:

This is a tap off situation. The game is resumed by applying the alternating possession procedure. If team A is entitled to the throw-in the twenty-four (24) second clock shall not be reset.

Example 2:

With five (5) seconds remaining on the twenty-four (24) second clock during the throw-in A4 passes the ball towards the basket where it touches the ring.

Interpretation:

The twenty-four (24) second operator shall not reset his clock as the game clock did not start yet. The game shall continue without interruption.



Art. 19 Substitution

19.2.2 Situation: Player A9 is waiting by the scorer's table to enter as a substitute. The game is stopped for a held ball and, according to the alternating possession the ball is awarded to team B for a throw-in. May A9 enter the game?

Ruling: Yes.

19.3.2 Situation: A9 applies for substitution at the scorer's table. After the table has sounded the signal to request substitution, coach A indicates that he wishes to cancel the request.

Ruling: Not permitted. The cancellation of a requested substitution is only possible before the signal from the table is sounded.

19.3.4 Situation: The referee has beckoned substitute B9 to enter the court on a substitution for B4. As he is moving towards the sideline, B4 is charged with a technical foul. What is the penalty?

Ruling: The moment the referee beckoned B9 onto the court he became a player. B4's foul is, therefore, charged against the coach of team B and the game is restarted with two free throws to team A followed by possession of the ball for a throw-in at the centre line extended, opposite the scorer's table.

19.3.8 Situation: Substitutes A9 and A10 approach the scorer and request substitution. The next occasion the game is stopped is for a foul called against B4 with free throws to be taken by A4. Substitute A9 indicates that he is to replace A4 but that both he and A10 must enter the court together in order to maintain a balance of classification points.

Ruling: Multiple substitutions are allowed for the player and team shooting free throws, provided that the team has complied with Art. 19.3.8 (Rules) the opposing team is therefore allowed up to the same number of substitutions.

19.3.8 Comment: If in a free-throw situation the free-throw shooter can only be changed by a multiple substitution and the opponent's team is, therefore, also granted multiple substitutions, the officials should carefully observe that no player, either from the team of the free-throw shooter or the opponent's team, is substituted from the bench or from the court for a player(s) who has been granted substitute status in the same dead-ball period (see Art.19.2.4).

19.3.9 Situation: A4 takes the first of two free throws but, before taking the second, A6 is charged with a technical foul. A4 completes the second free throw. Is it permitted for team B to make a substitution prior to the free throws for the technical foul?

Ruling: Yes.

19.3.10 Comment: To prevent a contravention of the 14-point limit rule (see Art. 51.2), the classification cards of all players will be kept at the scorer's table.

When requesting a substitution, the new player reports to the scorer and identifies the player for whom he wants to substitute. The total points of the team involved in the substitution are checked by the commissioner or the assistant scorer as the substitute is beckoned onto the floor by an official. No delay in the substitution is permitted. If a



team exceeds the 14-point limit rule, the commissioner or assistant scorer shall inform the scorer who will, in turn, inform the referee by sounding his signal at the conclusion of the next phase of play if the offending team's opponents are in control of the ball, or immediately, if the offending team is in control of the ball. A technical foul will be charged against the coach of the offending team.

Additional information about Article 19

Statement 1

A time-out cannot be granted before the playing time for a period has started or after the playing time for a period has ended.

A substitution cannot be granted before the playing time for the first period has started or after the playing time for the game has ended. Any substitution can be granted during intervals of play.

Example 1:

After the ball has left the hands of the referee on the tap off but before the ball is legally tapped, A5 who is involved in the tap-off commits a violation and the ball is awarded to team B for a throw-in. At this moment either coach requests a time-out or a substitution.

Interpretation:

Despite the fact that the game has already started the time-out or substitution shall not be granted because the game clock has not yet started.

Example 2:

At approximately the same time when the game clock signal sounds for the end of a period or extra period a foul is called and A4 is awarded two (2) free throws. Either coach requests:

- (a) A time-out.
- (b) A substitution.

Interpretation:

- (a) A time-out cannot be granted because the playing time for a period or extra period has ended.
- (b) A substitution can be granted only after the free-throw attempts have been completed and the interval of play for the next period or extra period has begun.

Statement 2

If the twenty-four (24) second clock signal sounds while the ball is in the air during a shot for a field goal, it is not a violation and the game clock does not stop. If the shot for a field goal is successful it is, under certain conditions, an opportunity for a time-out and substitution for both teams.

Example:



On a shot for a field goal, the ball is in the air when the twenty-four (24) second clock signal sounds. The ball then enters the basket. At this time either or both teams request:

- (a) Time-outs.
- (b) Substitutions.

Interpretation:

(a) This is a time-out opportunity only for the non-scoring team.

If the non-scoring team is granted a time-out, the opponents may also be granted a time-out and both teams are granted also substitution, if they require.

(b) This is a substitution opportunity only for the non-scoring team and only in the last two (2) minutes of the fourth period or the last two (2) minutes of each extra period.

If the non-scoring team is granted a substitution, the opponents may also be granted a substitution and both teams are charged with also a time-out, if they request it.

Statement 3

If the request for time-out or substitution (for any player, including the free-throw shooter) is made after the ball is at the disposal of the free-throw shooter for the first or only free throw, the time-out or substitution shall be granted for both teams if:

- (a) The last or only free throw is successful or
- (b) The last or only free throw is followed by a throw-in at the centre line extended, opposite the scorer's table, or for any valid reason the ball will remain dead after the last or only free throw.

Example 1: A4 is awarded two (2) free throws. Team A or team B requests a time-out or substitution:

- (a) Before the ball is at the disposal of the free-throw shooter A4.
- (b) After the first free-throw attempt.
- (c) After the successful second free throw but before the ball is at the disposal of the player taking the throw-in.
- (d) After the successful second free throw but after the ball is at the disposal of the player taking the throw-in.

Interpretation:

- (a) The time-out or substitution is granted immediately, before the first free-throw attempt.
- (b) The time-out or substitution is granted after the last free throw, if successful.
- (c) The time-out or substitution is granted immediately before the throw-in.
- (d) The time-out or substitution is not granted.



Example 2:

A4 is awarded two (2) free throws. After the first free-throw attempt, team A or team B requests a time-out or substitution. During the last free-throw attempt:

- (a) The ball rebounds from the ring and the game continues.
- (b) The free throw is successful.
- (c) The ball does not touch the ring or does not enter the basket.
- (d) A4's rear wheels touch or cross the free-throw line while shooting and the violation is called.
- (e) B4 enters into the restricted area before the ball has left the hands of A4. B4's violation is called and the A4's free throw is missed.

Interpretation:

- (a) Time-out or substitution is not granted.
- (b), (c) and (d) The time-out or substitution is granted immediately.
- (e) A substitute free throw is attempted by A4 and, if successful, the time-out or substitution is granted immediately.

Statement 4

If, following a request for a time-out, a foul is committed by either team, the time-out shall not begin until the official has completed all communication with the scorer's table related to that foul. In the case of a fifth (5th) foul by a player, this communication includes the necessary substitution procedure. Once completed, the time-out period shall begin when an official blows his whistle and gives the time-out signal.

Example 1:

Coach A requests a time-out after which B4 commits his fifth (5th) foul.

Interpretation:

The time-out opportunity shall not begin until all communication with the scorer's table relative to that foul has been completed and a substitute for B4 has become a player.

Example 2:

Coach A requests a time-out after which any player commits a foul.

Interpretation:

Teams shall be permitted to go to their benches if they are aware that a time-out has been requested, even though that time-out period has not formally begun.

Statement 5



If the officials discover that more than five (5) players of the same team are participating on the playing court simultaneously, the error must be corrected as soon as possible without placing the opponents at a disadvantage.

Assuming that the officials and the table officials are doing their job correctly, one (1) player must have re-entered or remained on the playing court illegally. The officials must therefore order one (1) player to leave the playing court immediately and charge a technical foul against the coach of that team, recorded as 'B'. The coach is responsible for ensuring that a substitution is applied correctly and that the substituted player leaves the playing court immediately after the substitution.

Example:

While the game is being played it is discovered that a team has more than five (5) players on the playing court.

- (a) At the time of the discovery, team A (with 5 players) is in control of the ball. (team B has more than 5 players).
- (b) At the time of the discovery, team A (with more than 5 players) is in control of the ball.

Interpretation:

- (a) The game shall be stopped immediately unless team A is placed at a disadvantage.
- (b) The game shall be stopped immediately.

In both cases the player(s) who has re-entered (or remained in) the game illegally must be removed from the game and a technical foul shall be charged against coach B in (a) and a technical foul shall be charged against coach A in (b), recorded as 'B'.

Statement 6

After it is discovered that team A is participating with more than five (5) players, it is also discovered that points have been scored or a foul has been committed by player A5 while participating illegally. All such points shall remain valid and any foul(s) committed by (or against) that player shall qualify as player fouls.

Example:

The officials realize A5 is the team A sixth player on the playing court and interrupt the game after:

- (a) A5's offensive foul is called.
- (b) A5's field goal is scored.
- (c) B5 has fouled A5 during his unsuccessful shot for a field goal.

Interpretation:

- (a) A5's foul is a player foul.
- (b) A5's field goal shall count.



(c) Any team A player on the playing court at the time when the foul has been called shall attempt free throws.

Statement 7

Art. 18 and 19 clarify when a substitution or time-out opportunity begins and ends. Coaches requesting a time-out or substitution must be aware of these limitations, otherwise the time-out or substitution shall not be granted immediately.

Example:

A substitution or time-out opportunity has just ended when coach A runs to the scorer's table, loudly requesting a substitution or a time-out. The scorer reacts and erroneously sounds the signal. The official blows his whistle and interrupts the game.

Interpretation:

Because of the official's interruption of the game the ball is dead and the game clock remains stopped, resulting in what would normally be a substitution or time-out opportunity. However, because the request was made too late, the substitution or time-out shall not be granted. The game shall resume immediately.

Statement 8

Each time-out shall last one (1) minute. Teams must promptly return to the playing court after the official blows his whistle and beckons the teams on the playing court. Sometimes a team extends the time-out beyond the allotted one (1) minute, gaining an advantage by extending the time-outs and causing also a delay of the game. A warning to that team shall be given by an official. If that team does not respond to the warning, an additional time-out shall be charged against the offending team. If the team has no time-outs remaining, a technical foul for delaying the game may be charged against the coach, recorded as 'C'.

Example:

The time-out period expires and the official beckons team A back on the playing court. The coach A continues to instruct his team which still remains in the team bench area. The official re-beckons team A on the playing court and

- (a) Team A comes finally on the playing court
- (b) Team A continues to remain in the team bench area.

Interpretation:

a) After the team starts to return to the playing court, the official gives a warning to the coach that if the same behaviour is repeated an additional time-out will be charged against team A.

(b) A time-out, without warning, will be charged against team A. If team A has no time-out remaining, a technical foul for delaying the game will be charged against coach A, recorded as 'C'.



RULE FIVE - VIOLATIONS

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

23.2.1 Situation: Player A4 tries to prevent the ball from going out-of-bounds. In doing so, he is only able to tap the ball back into the court where it bounces against the rear wheel of player B4's wheelchair and goes out-of-bounds.

Ruling: Throw-in awarded to team A from the nearest point out-of-bounds.

23.2.4 Situation: Player A4 succeeds in securing control of a ball that is rolling towards the boundary line. In doing so, A4 is on the verge of rolling out-of-bounds. He throws the ball intentionally against the wheelchair of his opponent B4, causing it to go out-of-bounds.

Ruling: Throw-in awarded to team B from the nearest point out-of-bounds.

23.2.4 Comment: Players and teams who persist in this type of activity described in Art. 23.2.4 shall be warned **in the presence of the coach of that team** by the referees with regard to the potential of injury to opposing players. Any future action, which is deemed to be dangerous, shall incur the penalty of a technical foul, charged against the player concerned.

Art. 24 Dribbling

24.1.1 Situation 1: While pushing, a player places the ball between his knees.

Ruling: Violation – the ball must be resting on his lap.

24.1.1 Situation 2

A4 deliberately throws the ball against the backboard and catches it again before the ball has touched another player.

Ruling:

After catching the ball (ball comes to rest in his hand(s)) A4 may dribble, pass or shoot the ball.

Comment:

This action is considered to be legal. The only limitation on the dribbler in wheelchair basketball is Article 25 Travelling (Three pushes).

Art. 25 Travelling (Three pushes)

25.1.1 Situation 1: Player A4 has executed two pushes and afterwards he starts to dribble. Immediately after the ball has left his hand, but before it has touched the floor, he executes an additional push.



Ruling: Legal. The travelling violation is only applicable if a player is in actual contact with the ball.

25.1.1 Situation 2: A4 rebounds the ball and places it on his lap. In order to leave the restricted area, the player pushes the right wheel forward with his right hand, then pulls the left wheel backwards with the other hand, followed by another push with both hands.

Ruling: Travelling violation.

25.1.1. Situation 3: A4 moves with two pushes towards the opponent's defence. He tries to shoot but realizes that he cannot finish the action because of an approaching defender. He places the ball on his lap and passes the defender by using an unexpected push.

Ruling: Illegal; 3 pushes. This violation is sometimes difficult to recognize because of the relatively long interval of time between the second and the third push.

25.1.1 Situation 4: A player receives the ball while moving. He places the ball on his lap, brakes with one hand on a wheel, then pulls the other wheel backwards in order to change direction. Afterwards he moves his wheelchair forward with two pushes.

Ruling: Travelling violation.

25.1.2 Situation: Player A4, in control of the ball, has executed two legal pushes. Afterwards he changes direction by braking his left wheel without moving the hand backwards.

Ruling: Legal. Braking a wheel is not a push. Afterwards, the player must pass, dribble or shoot before he is entitled to push again.

Art. 26 Three seconds

26.1.2 Situation 1: Player A4 remains in the opponent's restricted area longer than 3 seconds because players of team B hinder his departure.

Ruling: No violation as long as A4 is making attempts to leave the restricted area and does not become actively involved in the play.

26.1.2 Situation 2: A4 has remained in the opponent's restricted area for 2 seconds and then begins to move outside the restricted area. After 3 seconds have passed, his rear wheels are still touching the restricted area.

Ruling: No call by the official as long as A4 does not receive a pass or attempts to become actively involved in the play.

26.1.2 Situation 3: Player A4 remains in the opponent's restricted area in excess of 3 seconds because his wheelchair has become interlocked with that of his opponent B4.

Ruling: No violation as long as A4 is making attempts to leave the restricted area and does not become actively involved in the play.

Art. 28 Eight seconds

Comment 1



In wheelchair basketball the dribble ends when a player loses control of a live ball.

28.1.1 Statement: The count shall start as soon as any player touches or is touched by the ball in the backcourt and the team taking the throw-in remains in control of the ball in its backcourt.

28.1.1 Situation 1: A4's throw-in pass from Team A's backcourt is touched by A5 and the ball rolls on the floor.

Ruling: The official shall start the 8-second count immediately.

28.1.1 Situation 2: A4's throw-in pass from Team A's backcourt is deflected by B4 and the ball rolls on the floor.

Ruling: The official shall start the 8-second count immediately.

28.1.2 Statement: During a dribble from the backcourt to the frontcourt, the ball goes into a team's frontcourt when all wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor and the ball, are in contact with the frontcourt.

28.1.2 Situation 1: A4 is straddling the centre line with his wheelchair. He receives the ball from A5 who is in the backcourt. A4 then passes the ball back to A5 who is still in the backcourt.

Ruling: Legal play. A4 does not have all his wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, in the frontcourt and therefore is entitled to pass the ball to the backcourt. The eight (8) second count shall continue.

28.1.2 Situation 2: A4 is dribbling the ball from his backcourt and ends his dribble holding the ball and straddling the centre line. A4 then passes the ball to A5 who is also straddling the centre line.

Ruling: Legal play. A4 does not have all his wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, in the frontcourt and therefore is entitled to pass the ball to the backcourt. The eight (8) second count shall continue.

28.1.2 Situation 3: A4 is dribbling the ball from his backcourt and has one castor and a large wheel (but not both large wheels and castors) already in the frontcourt. After that A4 passes the ball to A5, who is straddling the centre line. A5 then starts to dribble the ball in his backcourt.

Ruling: Legal play. A4 does not have all his wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, in the frontcourt and therefore entitled to pass the ball to A5 who is also not in his frontcourt. A5 is therefore entitled to dribble the ball in the backcourt. The eight (8) second count shall continue.

28.1.2 Situation 4: A4 is dribbling the ball in his backcourt and stops his forward motion still dribbling while:

- a) Straddling the centre line.
- b) All his wheels of his wheelchair and any anti-tip castor(s), which continuously



come into contact with the floor, are in the frontcourt but the ball is being dribbled in the backcourt.

- c) All his wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, are in the backcourt but the ball is being dribbled in the frontcourt.
- d) All his wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, are in the frontcourt while the ball is being dribbled in the backcourt, after which A4 returns all his wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, to his backcourt.

Ruling: In all cases dribbler A4 continues to be in the backcourt until all his wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, as well as the ball are touching the frontcourt. The eight (8) second count shall continue in each situation.

28.1.2 Situation 5: The ball is on the lap of A5 when he crosses the centre line. All wheels and castor(s) are in contact with the front court.

Ruling: When the ball is on the lap of the dribbler while crossing the centre line, the ball goes into the frontcourt, when all wheels of the wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, are in contact with the frontcourt.

28.1.4 Situation: Near the end of an eight (8) second period, A4 passes the ball from his back court to A5 who is in Team A's front court. B4 in his back court, deflects the pass and the ball is first touched by A6 in Team A's back court. Shall Team A be granted a new eight (8) second count?

Ruling: Yes. Team A has caused the ball to go into its front court when the ball touches the front court, touches or is legally touched by a defensive player who has part of his wheelchair in contact with his back court.

Comment 2: If the team that previously had control of the ball deliberately throws or taps the ball onto an opponent in the front court causing the ball to return to the back court, the eight (8) second period will continue with the time remaining on the count. (Art. 28.1.4)

Additional information about Article 28

Statement 1

The application of this rule is based solely on the individual counting of the eight (8) seconds by an official. In case of any discrepancy between the number of seconds counted by the official and those displayed on the twenty-four (24) second clock, the decision of the official shall take precedence.

Example:

A4 is dribbling the ball in his backcourt when the official calls an eight (8) second violation. The display on the twenty-four (24) second clock shows that only seven (7) seconds have passed.



Interpretation:

The decision of the official is correct. The official is solely responsible to decide when the eight (8) second period is terminated.

Statement 2

The eight (8) second count in the backcourt is stopped because of a tap-off situation. If the resulting alternating possession throw-in is awarded to the team that was in control of the ball, that team shall have only whatever time is remaining in the eight (8) second period.

Example:

Team A has been in control of the ball for five (5) seconds in its backcourt when a held ball occurs. Team A is entitled to the next alternating possession throw-in.

Interpretation:

Team A shall have only three (3) seconds to cause the ball to go into its frontcourt.

Art. 29 Twenty – Four Seconds

29.2.1 Statement 1: On a throw-in, the twenty-four (24) second clock starts as soon as the ball touches or is touched by any player on the playing surface and the team taking the throw-in remains in control of the ball.

29.2.1 Situation 1: After a Team B basket, A4's throw-in pass is deflected by B4 and then deflected by A5, while no player has gained control of the ball on the court.

Ruling: The twenty-four (24) second clock shall be started upon the touch by B4.

29.2.1 Statement 2: If the game is **stopped** by an official:

- 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,

POSSESSION OF THE BALL SHALL BE AWARDED TO THE SAME TEAM THAT PREVIOUSLY HAD CONTROL OF THE BALL.

29.2.1 Statement 3: If the throw-in is administered in the backcourt, the twenty-four (24) second clock shall be reset to twenty-four (24) seconds.

If the throw-in is administered in the frontcourt, the twenty-four (24) second clock shall be reset as follows:

If fourteen (14) seconds or more is displayed on the twenty-four (24) second clock at the time when the game was stopped, the twenty-four (24) second clock shall not be reset, but shall continue from the time it was stopped.

If thirteen (13) seconds or less is displayed on the twenty-four (24) second clock at the time when the game was stopped, the twenty-four (24) second clock shall be reset to fourteen (14) seconds.



29.2.1 Situation 2: With 1:45 seconds left to play in the fourth period, A4 is dribbling the ball in Team A's backcourt for five (5) seconds when B4 deliberately deflects the ball with his foot or wheelchair. The twenty-four (24) second clock shows nineteen (19) seconds. Team A is then granted a time-out. Play resumes with a Team A throw-in at the throw-in line.

Ruling: The twenty-four (24) second clock shall not be reset to twenty-four (24) seconds and shall remain at the time displayed on the twenty-four (24) second clock if 14 seconds or more is displayed.

29.2.1 Situation 3: A4 is dribbling the ball in Team A's frontcourt when B4 fouls A4. Eighteen (18) seconds displayed on the twenty-four (24) second clock. Play resumes with a Team A throw-in.

Ruling: The twenty-four (24) second clock shall not be reset to twenty-four (24) seconds.

29.2.1 Statement 4: The twenty-four (24) second clock is stopped, but not reset, when the same team that previously had control of the ball is awarded a throw-in as a result of:

- A ball having going out-of-bounds.
- A player of the same team having been injured.
- A tap-off situation.
- A double foul or a cancellation of equal penalties against the teams

29.2.1 Situation 4: A4 is dribbling the ball in Team A's frontcourt when B4 deflects the ball which goes out-of-bounds in Team A's backcourt. The twenty-four (24) second clock shows ten (10) seconds. Play resumes with a Team A throw-in.

Ruling: The twenty-four (24) second clock shall not be reset to twenty-four (24) seconds and shall remain at ten (10) seconds.

29.2.1 Situation 5: A4 is dribbling the ball in Team A's frontcourt when play is stopped because of an injury to A5. The twenty-four (24) second clock shows ten (10) seconds. Play resumes with a Team A throw-in.

Ruling: The twenty-four (24) second clock shall not be reset to twenty-four (24) seconds and shall remain at ten (10) seconds..

29.2.1 Situation 6: A4 is dribbling the ball in Team A's backcourt when B4 commits an unsportsmanlike foul on A5. The twenty-four (24) second clock shows nineteen (19) seconds. Play resumes with a Team A throw-in straddling the mid-court line after A5's free throws.

Ruling: The twenty-four (24) second clock shall be reset to twenty-four (24) seconds.

29.2.1 Situation 7: With Team A in control of the ball and five (5) seconds left on the twenty-four (24) second clock, A4 and B4 are called for a double foul in Team B's restricted area. Play resumes with a Team A throw-in in Team A's frontcourt.



Ruling: The twenty-four (24) second clock shall not be reset to fourteen (14) seconds. Since a double foul has been committed, and Team A resumes play with a throw-in, only the remaining time on the twenty-four (24) second clock is granted.

29.2.1 Situation 8: When the twenty-four (24) second clock shows eight (8) seconds a lifting foul is called against B6 who is in the frontcourt of team A.

Ruling: Throw-in for team A in the frontcourt. The twenty-four (24) second clock shall be reset to fourteen (14) seconds.

29.2.1 Situation 9: The twenty-four (24) second clock shows fifteen (15) seconds when a lifting foul is called against B7 who is in the frontcourt of team A.

Ruling: Throw-in for team A in the frontcourt. The twenty-four (24) second clock shall not be reset, but shall continue from the time it was stopped (fifteen (15) seconds).

Additional information about Article 29

Statement 1

A shot for a field goal is attempted near the end of the twenty-four (24) second period and the signal sounds while the ball is in the air. If the ball does not touch the ring, a violation has occurred unless the opponents have gained immediate and clear control of the ball. The ball shall be awarded to the opponent for the throw-in at the place nearest to where the game was stopped by the official, except directly behind the backboard.

Example 1:

A5's shot for a field goal is in the air when the twenty-four (24) second clock signal sounds. The ball touches the backboard and then rolls on the floor, where it is touched by B4 followed by A4 and is finally controlled by B5.

Interpretation:

This is a twenty-four (24) second violation because the ball did not touch the ring and then there was no immediate and clear control of the ball by the opponents.

Example 2:

During A5 shot for a field goal the ball touches the backboard but does not touch the ring. The ball then is touched on the rebound, but not controlled by B5, after which A5 gains control of the ball. At this time the twenty-four (24) second clock signal sounds.

Interpretation:

A twenty-four (24) second violation has occurred. The twenty-four (24) second clock continues to run when the ball fails to touch the ring and the ball is again controlled by a team A player.

Example 3:



A4 shoots for a field goal at the end of a twenty-four (24) second period. The ball is legally blocked by B4 and then the twenty-four (24) second clock signal sounds.

After the signal B4 fouls A4.

Interpretation:

A twenty-four (24) second violation has occurred. B4's foul shall be disregarded unless technical, unsportsmanlike or disqualifying.

Example 4:

A4's shot for a field goal is in the air when the twenty-four (24) second clock signal sounds. The ball does not touch the ring, after which a held ball between A5 and B5 is immediately called.

Interpretation:

A twenty-four (24) second violation has occurred. Team B did not gain immediate and clear control of the ball.

Statement 2

If the twenty-four (24) second clock signal sounds in a situation where, in the judgement of the officials, the opponents will gain immediate and clear control of the ball, the signal shall be disregarded and the game shall continue.

Example:

Near the end of the twenty-four (24) second period A4's pass is missed by A5 (both players are in their frontcourt) and the ball rolls into team A's backcourt. Before B4 gains control of the ball with a free path to the basket the twenty-four (24) second clock signal sounds.

Interpretation:

If B4 gains immediate and clear control of the ball the signal shall be disregarded and the game shall continue.

Statement 3

If a team that was in control of the ball is awarded an alternating possession throw-in, that team shall have only whatever time was remaining on the twenty-four (24) second clock at the time the tap off situation occurred.

Example 1:

Team A is in control of the ball with ten (10) seconds remaining on the twenty-four (24) second clock when a held ball occurs. An alternating possession throw-in is awarded to:

- (a) Team A.
- (b) Team B.

Interpretation:



(a) Team A shall have only ten (10) seconds remaining on the twenty-four (24) second clock.

(b) Team B shall have a new twenty-four (24) second period.

Example 2:

Team A is in control of the ball with ten (10) seconds remaining on the twenty-four (24) second clock when the ball goes out-of-bounds. The officials cannot agree on whether it was A4 or B4 who was the last to touch the ball before it went out-of-bounds. A tap off situation is called and the alternating possession throw-in is awarded to:

(a) Team A.

(b) Team B.

Interpretation:

(a) Team A shall have only ten (10) seconds remaining on the twenty-four (24) second clock.

(b) Team B shall have a new twenty-four (24) second period.

Statement 4

If the game is stopped by an official for a foul or violation (not for the ball having gone out-of bounds) committed by the team not in control of the ball and the possession of the ball is awarded to the same team that previously had control of the ball in the frontcourt, the twenty-four (24) second clock is reset as follows:

If fourteen (14) seconds or more are displayed on the twenty-four (24) second clock at the time the game was stopped, the twenty-four (24) second clock shall not be reset, but shall continue from the time it was stopped.

If thirteen (13) seconds or less are displayed on the twenty-four (24) second clock at the time the game was stopped, the twenty-four (24) second clock shall be reset to fourteen (14) seconds.

Example 1:

B4 causes an out-of-bounds violation in the frontcourt of team A. The twenty-four (24) second clock shows eight (8) seconds.

Interpretation:

Team A shall have only eight (8) seconds remaining on the twenty-four (24) second clock.

Example 2:

A4 dribbles the ball in his frontcourt and is fouled by B4. This is the second foul against team B in this period. The twenty-four (24) second clock shows three (3) seconds.

Interpretation:



Team A shall have fourteen (14) seconds remaining on the twenty-four (24) second clock.

Example 3:

With four (4) seconds remaining on the twenty-four (24) second clock team A is in control of the ball in the frontcourt when

- (a) A4
- (b) B4

is injured and the officials interrupt the game.

Interpretation:

Team A shall have

- (a) four (4) seconds
- (b) fourteen (14) seconds

remaining on the twenty-four (24) second clock.

Example 4:

A4 releases a shot for a field goal. While the ball is in the air a double foul against A5 and B5 is called with six (6) seconds remaining on the twenty-four (24) second clock. The ball does not enter the basket. The alternating possession arrow indicates the next possession to team A.

Interpretation:

Team A shall have six (6) seconds remaining on the twenty-four (24) second clock.

Example 5:

With five (5) seconds remaining on the twenty-four (24) second clock A4 is dribbling the ball when a technical foul is called against B4 followed by a technical foul against coach A.

Interpretation:

After the cancellation of equal penalties, the game shall resume with a throw-in for team A and five (5) seconds remaining on the twenty-four (24) second clock.

Example 6:

With

- (a) sixteen (16) seconds
- (b) twelve (12) seconds

remaining on the twenty-four (24) second clock B4 in his backcourt deliberately kicks the ball with his foot or strikes the ball with his fist.

Interpretation:



Team B's violation. After the throw-in in the frontcourt team A shall have

- (a) sixteen (16) seconds,
 - (b) fourteen (14) seconds
- remaining on the twenty-four (24) second clock.

Example 7:

During A5's throw-in, B4 in his backcourt places his arms over the boundary line and he blocks A4's pass with

- (a) nineteen (19) seconds
 - (b) eleven (11) seconds
- remaining on the twenty-four (24) second clock.

Interpretation:

B4's violation. After the throw-in in the frontcourt team A shall have

- (a) nineteen (19) seconds
 - (b) fourteen (14) seconds
- remaining on the twenty-four (24) second clock.

Example 8:

A4 dribbles the ball in his frontcourt when B4 commits an unsportsmanlike foul on A4 with six (6) seconds remaining on the twenty-four (24) second clock.

Interpretation:

Regardless whether the free throws are made or missed team A shall be awarded a throw-in from the centre line extended, opposite to the scorer's table. Team A shall have a new twenty-four (24) second period.
The same interpretation is valid for a technical and disqualifying foul.

Statement 5

If the game is stopped by an official for any valid reason not connected with either team and if in the judgement of the officials the opponents would be placed at a disadvantage, the twenty-four (24) second clock shall continue from the time it was stopped.

Example 1:

With 0:25 to play in the last minute of the game and with the score A72 – B72 team A gains control of the ball and has dribbled the ball for twenty (20) seconds when the game is stopped by the officials due to:

- (a) The game clock or the twenty-four (24) second clock failing to run or to start
- (b) A bottle being thrown on the playing court
- (c) The twenty-four (24) second clock being erroneously reset.

Interpretation:

In all cases the game shall be resumed with a team A throw-in and with four (4) seconds remaining on the twenty-four (24) second clock. Team B would be placed at a disadvantage if the game were resumed with a new twenty-four (24) second period.

Example 2:

After A4's shot for a field goal the ball rebounds from the ring and is then controlled by A5. Nine (9) seconds later the twenty-four (24) second clock sounds in error. The officials interrupt the game.

Interpretation:

Team A in control of the ball would be placed at a disadvantage if this were a twenty-four (24) second violation. After consulting with the commissioner and twenty-four (24) second clock operator the officials resume the game with a throw-in for team A with fifteen (15) seconds remaining on the twenty-four (24) second clock.

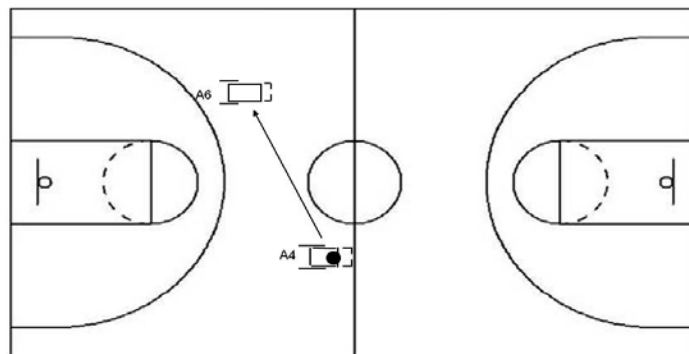
Art. 30 Ball returned to the backcourt

30.1.2 Situation 1: Player A4, in his front court, intercepts a pass by B4. Before he can stop his wheelchair, his front castor(s) touch(es) the centre line.

Ruling: NO violation.

The restriction of Art. 30 applies to 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 opponents near the centre line, while his hands are off the wheels, and he cannot stop his momentum before he returns into the backcourt.**

30.1.2 Situation 2: Player A4 has his front castor(s) on the centre line when he passes the ball backwards to A6 positioned in the backcourt.



Ruling: Legal. The centre line is part of the backcourt. (See Art. 2.2)

30.1.2 Situation 3: A4 has his front castors in the frontcourt and his rear wheels in the backcourt. He receives the ball from A5 who is in the backcourt. His team-mate A6 sits



with 3 wheels in the frontcourt and one rear wheel touching the centre line. A4 passes the ball to A6.

Ruling: Legal; A4 is still in his backcourt because of the position of his front castors and A6 is in the backcourt because of his rear wheel.

30.1.2 Situation 4: Player A4 is positioned across the centre line with two wheels in the frontcourt and two wheels in the backcourt. He receives a pass from a team-mate from his backcourt. He rotates his chair and one or both of the wheels touching the frontcourt returns to the backcourt.

Ruling: Legal; A4 was at no time in his frontcourt.

Art. 31 Lifting and Raising the Rear Wheels off the Floor

31.1 Comment 1: Lifting

Strapping has increasingly become an accepted feature of a player's 'equipment' and lifting in consequence has become more difficult to detect. However, if in wheelchair basketball a player lifts both buttocks completely from his seat, a severe infraction of the rules occurs. Minimally, one part of the buttocks must have contact with the seat.

The official should pay particular attention to the seat of the player at the moment of contact with the ball. Lifting is often best identified by watching the recovery or 'falling back' of the player onto his seat.

Lifting is not only executed by players with 'functional' legs (compare 3 and 4-point players). Lifting of the buttocks is also possible by leaning to one side of the chair and propping on the wheel with an arm (compare 1 and 2-point players).

31.2.1 Situation 1: Player A4 lifts from his seat in an attempt to secure a rebound. He touches the ball with his fingers but is unable to secure it.

Ruling: Lifting foul charged against A4. Possession of the ball for team B.

31.2.1 Situation 2: Player A4 contesting a tap-off at the beginning of the game lifts from his seat but fails to touch the ball.

Ruling: Lifting foul charged against A4. Possession of the ball for team B.

31.2.3 Situation 1: During an attempt to block a shot that has left the hand(s) of A4, B4 lifts from his seat. He succeeds in touching and changing the direction of the ball, which does not enter the basket.

Ruling: Lifting foul charged against B4; two (2) or three (3) free throws are awarded to A4.

31.2.3 Situation 2: Same situation as above, but the shot from A4 is successful.

Ruling: Charge B4 with a lifting foul. Award 2 or 3 points to A4, followed by one (1) free throw for A4.

31.4.1 Situation 1: Player A4 in control of the ball, while both hands are removed from the wheels, contacts a team-mate and his rear wheels come off the floor while attempting to shoot for a goal.



Ruling: Lifting foul charged to A4. Team A was in ball control and therefore team B will get possession of the ball for a throw-in nearest the point where the infraction occurred. (see Art. 41.2.3)

31.4.1 Situation 2: Same situation as above but it is the fifth (5th) foul of team A in the period.

Ruling: Lifting foul charged against A4. No free-throws as penalty because the team was in control of a live ball. (see Art 41.2.3)

31.4.1 Situation 3: Player A4 contesting a tap-off at the beginning of the first period, raises the rear wheels off the floor while both hands are removed from the rear wheels.

Ruling: Lifting foul charged to A4. Possession of the ball for a throw-in to team B.

31.4.1 Situation 4: Player A4 jumps the wheelchair laterally, (e.g.) to separate from a block, while both hands are removed from the rear wheels.

Ruling: Lifting foul charged to A4. Possession of the ball for a throw-in to team B.

31.4.1 Situation 5: Player B4, while both hands are removed from the wheels, contacts a team-mate and his rear wheels come off the floor while attempting to rebound.

Ruling: Lifting foul charged to B4. Possession of the ball for a throw-in to team A.

31.4.2 Statement: A lifting foul of the defending team which is in a team foul penalty situation shall be penalised by two free-throws for the opponent team.

31.4.2 Situation 1: Player B5, while both hands are removed from the wheels, contacts a team-mate and his rear wheels come off the floor while attempting to block the shot of A7. The attempt for goal of A7 is successful. It is the fifth (5th) team foul in that period.

Ruling: A lifting foul charged against B5. Two (2) or three (3) points for team A count, followed by one (1) free-throw for A7.

31.4.2 Situation 2: Player B4, while both hands are removed from the wheels, contacts a team-mate and his rear wheels come off the floor while attempting to rebound. It is the fifth (5th) foul of team B in the period.

Ruling: Lifting foul charged against B4, two (2) free-throws are awarded to any member of team A as designated by the coach of team A.

31.4.3 Statement : For a player in the act of shooting all regulations of Art. 15 of the rules apply.

31.4.3 Situation 1: Player B4, while both hands are removed from the wheels, contacts a team-mate and his rear wheels come off the floor while successfully blocking a shot of A6.

Ruling: Lifting foul against B4. Two (2) or three (3) free-throws are awarded to A6.

31.4.3 Situation 2: Player B5, while both hands are removed from the wheels, attempts to block a field goal try by A4 and both rear wheels come off the floor (no contact with a team-mate is made by B5).



Ruling: A lifting foul charged against B5. If A4's try is from the 2-point area, then two shots will be awarded. If A4's try is from the 3-point area, then three shots will be awarded. If, in both situations, the attempt is successful, then one free-throw shall be awarded and the basket shall count.

31.4.3 Situation 3: Player B5, while both hands are removed from the wheels, contacts a team-mate and his rear wheels come off the floor while attempting to block the shot of A7. The attempt for goal of A7 is successful.

Ruling: A lifting foul charged against B5. Two (2) or three (3) points for team A count and one (1) free-throw for A7.

31.4.4 Statement: The rear wheels raising off the floor following a contact with an **opponent** is generally a result of the contact, and is secondary.

It is either a "no-call" or, if in the judgement of the official this contact is a disadvantage for the opponent and shall be a personal foul against the offender.

31.5 Situation 1: Player A4 jumps the wheelchair laterally by lifting upwards and sideways as one or both hands are exerting force to the wheels.

Ruling: Legal

31.5 Situation 2: Player B4, holding a wheel with one hand, lifts both rear wheels from the floor and tilts on both front castors while defending with one arm outstretched towards A4.

Ruling: Legal

31.5 Situation 3: Player A4, holding a wheel with one hand, tilts on one rear wheel: (a) while shooting; (b) while rebounding; (c) while reaching for a pass; (d) while defending with one arm outstretched.

Ruling: Legal, in all four examples.

31.5 Situation 4: Player A4 tilts on one rear wheel and one front castor: (a) while shooting with both hands on the ball; (b) while rebounding with 2 hands; (c) while reaching for a pass with 2 hands; (d) while defending with one arm outstretched.

Ruling: Legal, in all four examples.



RULE SIX - FOULS

Art. 32 Fouls

32 Comment: The dynamics of the game and the athletic capabilities of the players have increased significantly. Because players in wheelchairs are accelerating much faster than in the past, more contact with other wheelchairs occurs. In wheelchair basketball this is true both for contact between players above the level of the seat and contact between the wheelchairs themselves. The officials should be tolerant of contact that causes no disadvantage to the player who is the subject of such contact. The officials should try to keep the play fluid and should avoid calling incidental contact as a foul. (See Art. 47.3 Rules).

Art. 33 Contact General principles

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

33.2 Situation 1: Player A4 tilts his chair legally as he attempts to shoot. As he releases the shot, he tilts too far and makes contact with B4.

Ruling: Offensive foul charged to A4 who has left his cylinder and made contact in B4's cylinder.

33.2 Situation 2: Player A4 leaves his position by tilting on one wheel. B4 moves into the position that A4 has vacated during tilting and positions his footrest under A4's raised wheel so that when A4's wheel returns to its original position, he comes into contact with a now stationary B4.

Ruling: Blocking foul charged to B4 who has entered A4's cylinder. A4 has the right to return to the spot that his raised wheel has vacated as long as he remains in his cylinder.

33.3 Situation 1: Player A4 moves with the ball towards the basket. Defender B4 tries to take up a position in front of him but comes into contact with the wheelchair of A4, forcing the attacking player to change direction.

Ruling: Foul charged against defender B4. As A4 was not considered to be in the act of shooting, throw-in awarded to team A from the nearest point out-of-bounds.

33.3 Situation 2: Player A4 shoots for a field goal. Immediately after A4's hand has completed its follow through, B4 slightly touches the footrest of A4.

Ruling: Incidental contact, no foul called as A4 was not placed at a disadvantage. (See Art. 47.3 Rules).



33.3 Situation 3: Player A4, in the act of shooting, and defender B4 move towards one another. The defender brakes and sits while the shooter immediately after releasing the ball, charges into him without braking. (See Arts. 33.4 and 33.5).

Ruling: Foul charged against A4

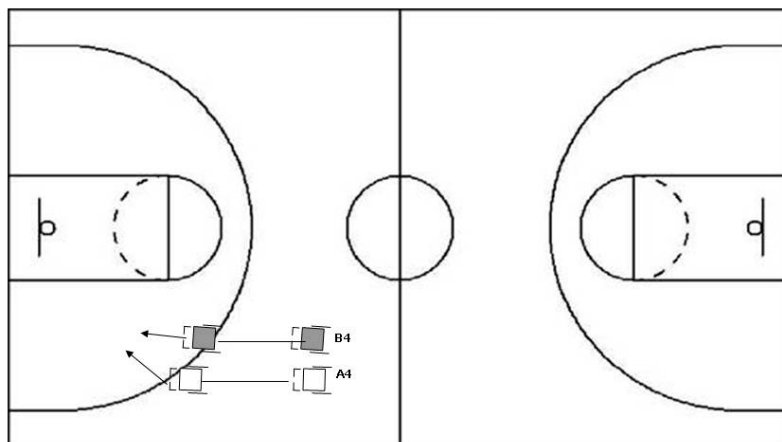
1. If successful, the basket is awarded to A4 and the game shall be resumed with a throw-in from behind the endline by team B.
2. If unsuccessful, the game shall be resumed with a throw-in to team B from the nearest point out-of-bounds.
3. If team A is in the team foul penalty, two free throws are awarded to B4.

33.3 Situation 4: Same situation as above but in this case the shooting player A4 succeeds in braking after the shot. Nevertheless, he slightly charges defender B4.

Ruling: A4's contact is considered incidental; no foul charged.

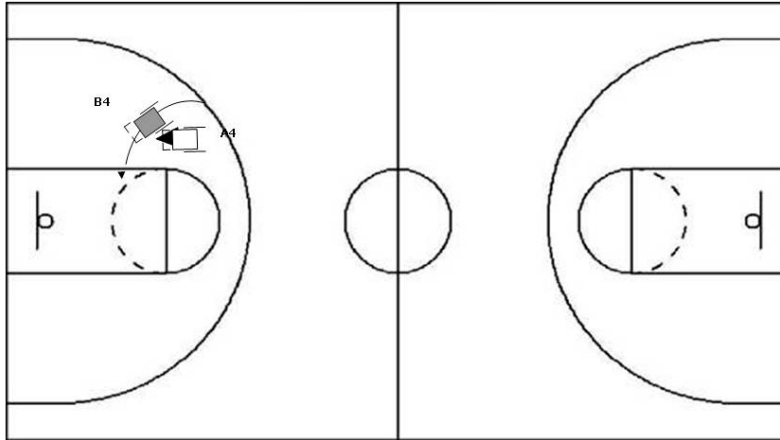
33.4.3 Comment: Charging must be officiated carefully. If a player is still moving when shooting or passing, he obviously risks charging into an opponent by neglecting to brake. A foul is called on the charging player in these circumstances if he **ignores his responsibility to avoid contact** (see Arts. 33.5.2 and 33.5.3.). However, contact which the officials consider incidental should be tolerated.

33.6 Situation: Player A4 moves with the ball in the direction of the basket. B4 moves parallel to him. Near the boundary line of the restricted area A4 realizes that he cannot approach the basket for a layup without correcting his direction. A4's footrest is ahead of B4's. A4 brakes his inner wheel to move his wheelchair in the direction of the basket. B4 contacts A4 with his footrests and the contact causes A4 to fall out of his wheelchair.



Ruling: Foul charged against A4 because he crossed the path of B4 too early. Ball awarded to team B for a throw-in from the nearest point out-of-bounds.

33.6.4 Situation: Player B4 tries to reach a defensive position in front of A4. When B4's rear wheel is passing in front of A4's wheelchair, B4 suddenly turns his wheelchair at a 45° angle into the path of A4. In so doing, severe contact occurs between A4 and B4.

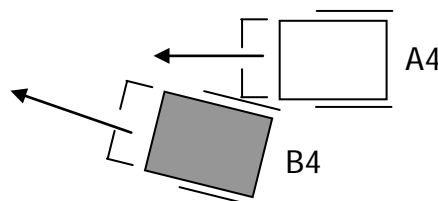


Ruling: Foul charged against B4 who has not respected the principle of crossing the path defined in Art. 33.7. Team A is awarded a throw-in from the nearest point out-of-bounds.

33.6.4 Comment: Crossing in front of the path of an opponent has to be given special attention. The player in front, player B4 in the diagram and example described above, is entitled to turn smoothly into the path of his opponent A4 only when the axle of the rear wheel of B4 can be seen to be in front of the footrest of A4.

The entire action depends on the speed of the crossing player and the relative positions of the rear wheel axle of one player to the footrest of the other. In the example described in the above diagram, B4 crossed the path of A4 too sharply and did not respect the principle of time and distance defined in Art. 33.7 Rules.

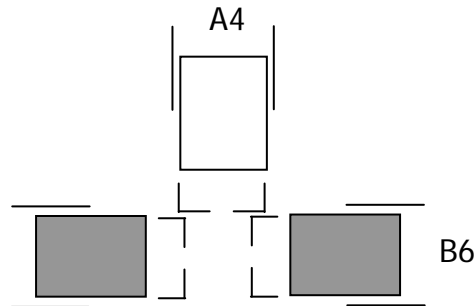
When viewed from the side, the rear wheels of both wheelchairs might be seen to describe a horizontal figure '8'. **If player B4 is legally able to achieve a position in advance of A4, the responsibility to avoid any ensuing contact is then A4's.**



33.8.2 Situation: In the backcourt, B4 tries to prevent A4 from moving into the front court. He moves alongside him, makes contact with the wheelchair of A4 and pushes the player with strong pushing actions against his wheel.

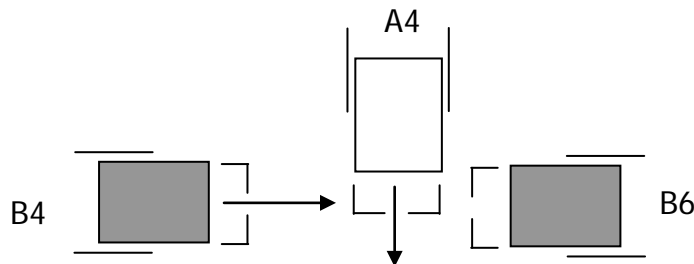
Ruling: Foul charged against B4. Team A awarded a throw-in from the nearest point out-of-bounds. Depending on the circumstances, the officials may consider such action an unsportsmanlike foul.

33.9 & 33.14 Situation 1: At the edge of the restricted area, players B4 and B6 sit with their footrests opposite to one another. The gap between both wheelchairs is too narrow for an opponent to move through. Player A4 makes contact by pushing his wheelchair into the small gap, causing the wheelchairs of B4 and B6 to part by forcibly using the front of his wheelchair as a lever in order to enter the restricted area.



Ruling: Foul charged against A4. Ball awarded to team B for a throw-in from the nearest point out-of-bounds.

33.9 & 33.14 Situation 2: As above: The gap between B4 and B6 is sufficiently large for the attacking player A4 to move through. After A4 has entered the gap, defensive player B4 tries to stop him by reducing the gap, causing contact after A4 has established his position.



Ruling: Foul charged against B4 and the ball awarded to team A for a throw-in from the nearest point out-of-bounds.

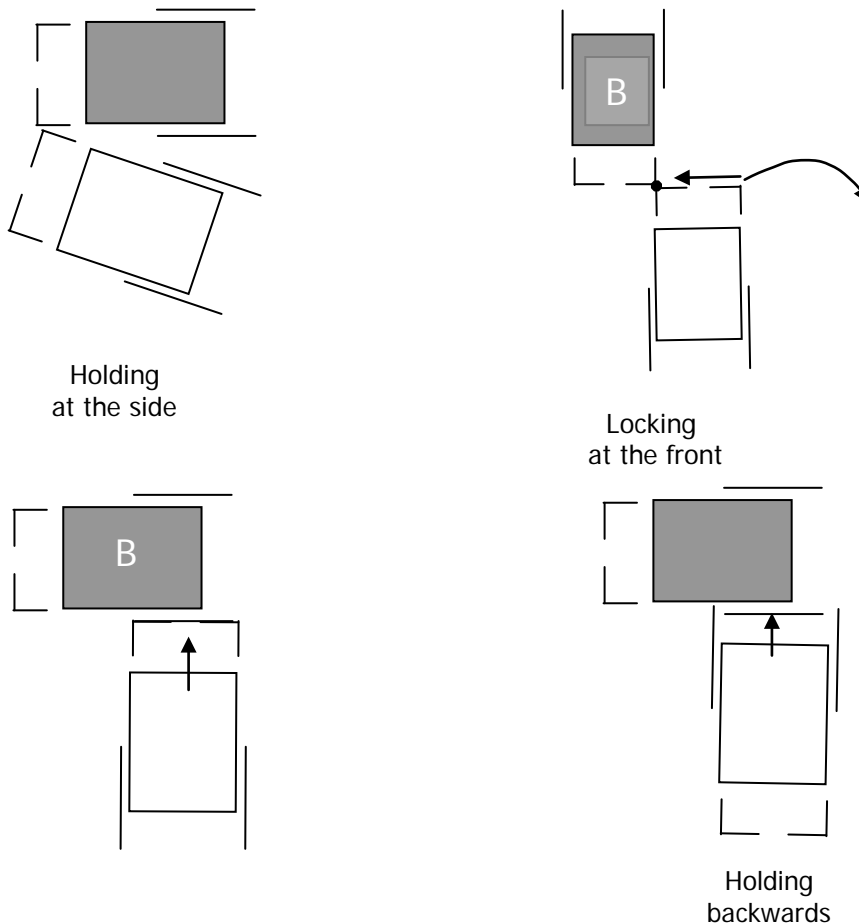
33.11 Situation 1: Player A4 holds the ball over his head in order to shoot. A defender is approaching from the side and, without initiating wheelchair contact, succeeds in tapping the ball from the shooting hand but, in doing so, makes significant contact with the hand.

Ruling: Illegal action. The defender may not touch the hand holding the ball. Foul charged against the defender and 2 or 3 free shots awarded if the referee considers that the act of shooting has begun.

33.11 Situation 2: Player A4 holds the ball with both hands on his lap. Defender B4 reaches for the ball but, in doing so, makes contact with both hands of A4.

Ruling: Illegal. Foul charged against B4.

33.13 Comment: Holding an opponent's wheelchair occurs very often in wheelchair basketball. The offending player might hold with his hand, his wheel, footrest bar or feet. A foul should be called when a player who is trying to move away is unable to free his wheelchair because of the persistent contact of his opponent.



Note: In all the above situations, 'A' is the offending player.

33.13 Situation: Player A4 sets a legal screen on B4 near the halfway line. To permit his team-mate to escape, B6 assists by holding A4.

Ruling: Foul charged against B6 and team A awarded possession of the ball for a throw-in from the nearest point out-of-bounds.

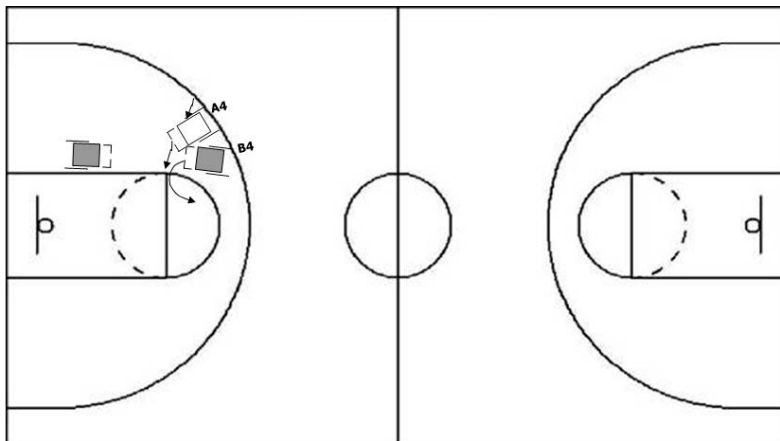
33.14 Situation 1: Player A4, with the ball in his hands, is in the act of shooting when B4 makes slight contact with A4's wheelchair.

Ruling: Foul charged against B4. Normally, any contact by a defender with a player in the act of shooting causes a disadvantage.

33.14 Situation 2: Defender B4 sits footrest to footrest opposite player A4 who has the ball in his hands and is in the act of shooting. During the shot, B4 pushes A4 slightly backward by moving his own wheelchair forward.

Ruling: Foul charged against B4. The basket (2 or 3 points) counts if scored plus an additional free-throw is awarded to A4, or 2 or 3 free-throws are awarded to A4 if unsuccessful.

33.14 Situation 3: Player A4 is positioned close to the free throw line beside defender B4. A4's footrest bar is located in front of B4's. A4 holds his inner wheel still and pushes B4 to one side by using a powerful push on the outer wheel. The way to the basket is now free for A4.



Ruling: Foul charged against A4. Possession of the ball awarded to team B for a throw-in from the nearest point out-of-bounds.

33.14 & 47.3 Situation: Player A4 sets a legal screen on B4. B4 tries to break away from A4 by moving backwards, but makes contact with player A6 who is stationary some distance away.

Ruling: Contact may be considered incidental if B4 moves away from A6 at once.

Art. 35 Double foul

Information about Article 35

Statement 1

Whenever there are contradictory decisions of the officials or the infractions of the rules occur at approximately the same time and one of the sanctions is to cancel the scored basket, that sanction prevails and no points shall be awarded.



Example:

While in the act of shooting, there is a physical contact between shooter A4 and B4. The ball enters the basket. The lead official calls an offensive foul against A4 and therefore the basket shall not count. The trail official calls a defensive foul against B4 and therefore the basket shall count.

Interpretation:

A double foul has occurred and the basket shall not count. The game shall be resumed with a team A throw-in at the free-throw line extended.

Team A shall have only whatever time was remaining on the twenty-four (24) second clock at the time the double foul occurred.

Art. 36 Unsportsmanlike foul

36 Comment 1:

- a) An unsportsmanlike foul is a personal foul which, in the opinion of the official, was deliberately committed by a player.
- b) The fact that an unsportsmanlike foul is deliberate makes it more serious than a normal personal foul but not necessarily serious enough to warrant disqualification.
- c) A player who repeatedly commits unsportsmanlike fouls must be disqualified.
- d) An unsportsmanlike foul normally carries a penalty of two (2) free-throws plus possession of the ball for a throw-in at the centre line extended, opposite the scorer's table.
 - 1). The exceptions are: When a player, deliberately fouled in the act of shooting, scores, then only one (1) free-throw is awarded, plus possession,
 - 2) When a player, deliberately fouled in the act of shooting a three (3) point attempt, fails to score, then three (3) free-throws plus possession are awarded.

36 Comment 2: Unsportsmanlike fouls can be considered to fall into two categories along a spectrum of intensity. Firstly, the unsportsmanlike foul which falls just beyond the 'error of judgement' type of foul is called and administered without necessarily warning the player. Secondly, unsportsmanlike fouls at the other end of the spectrum falling just below those considered worthy of disqualification, require the player and his captain to be warned that any repetition by the player concerned will result in disqualification. In the case of tactical fouls of an unsportsmanlike nature, if more than one similar tactical unsportsmanlike foul is called against a team, the official shall warn the coach or captain that the next player of that team who commits that type of foul will be disqualified.

36 Comment 3: Unsportsmanlike fouls can be regarded as those committed by players with the intention in mind of gaining an advantage by fouling.

36 Comment 4: In all cases where free-throws are followed by possession of the ball, the throw-in is at the centre line extended, opposite the scorer's table.

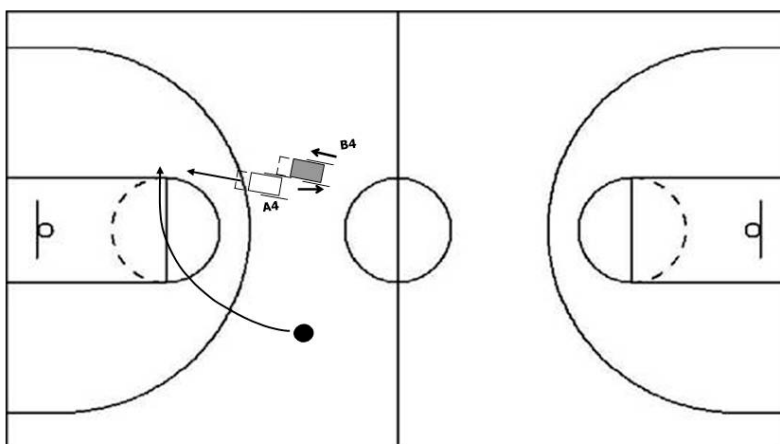
36 Situation 1: Player B4 is behind A4 on a fast break by A4. As A4 attempts to shoot, B4 makes no attempt to play the ball but (a) runs into the back of the chair of A4, or (b) taps the rear wheel of A4 with his footrest.

Ruling: In both cases, the official may assess the actions of B4 to be committed deliberately and will charge the player with an unsportsmanlike foul. If the shot of A4 was successful, the game is restarted with one free-throw (with no line-up of players at the free-throw line), followed by a throw-in at the centre line extended, opposite the scorer's table. If the shot was unsuccessful, two free-throws are awarded (no line-up), followed by a throw-in at the centre line extended, opposite the scorer's table.

36 Situation 2: In the closing 30 seconds of the game, B4 commits a personal foul on A4 which the official assesses to have been committed in order to stop the game clock.

Ruling: Tactical fouling of this nature should be rigorously controlled by the officials and should be charged as unsportsmanlike fouls against the players concerned. Continued repetitions should bring warnings to players and the coach and any escalation could lead to players being disqualified. In this case, charge B4 with an unsportsmanlike foul and award A4 two free-throws followed by a throw-in at the centre line extended, opposite the scorer's table.

36.1.3 Situation 1: As B4 plays a man to man defence, A4 gains an advantageous position, as noted in the following diagram. Just at the moment when he tries to move away from his opponent to catch a pass, his rear wheel is forcibly held by B4. A4 frees himself but too late to catch the pass and the ball goes out-of-bounds.



Ruling: B4 is charged with an unsportsmanlike foul and A4 is awarded two free-throws plus possession of the ball to team A for a throw-in at the centre line extended, opposite the scorer's table.

36.1.3 Situation 2: Player A4 executes a legal screen on B4 in order to move away for a "give and go". B4 prevents this from occurring by holding A4.

Ruling: B4 is charged with an unsportsmanlike foul and A4 is awarded 2 free-throws followed by possession of the ball for a throw-in to team A at the centre line extended, opposite the scorer's table.



36.1.3 Situation 3: In order to create an offensive mismatch (5 on 4, 3 on 2, etc.), A4 screens defender B4 in his backcourt. As A4 tries to move away, he is held by B4.

Ruling: In assessing the whole play, the officials may decide to charge B4 with an unsportsmanlike foul if B4's holding is intentional.

Comment 5: When the ball is out-of-bounds for a throw-in and is still in the hands of the official or is already at the disposal of the thrower-in, and a defensive player on the court causes DELIBERATE contact with a player of a team-mate of the thrower-in and a foul is called: This action shall be judged as unsportsmanlike.

36.1.3 Situation 4: A4 has the ball in his hands or at his disposal for a throw-in when B5 causes contact with A5 and a foul is called on B5.

Ruling: If B5 is not making any effort to play the ball and deliberately causes contact with A5 to gain an unsportsmanlike advantage by not allowing the game clock to restart, an unsportsmanlike foul must be called without a warning being given.

Comment 6: Unsportsmanlike fouls must be interpreted consistently throughout the game.

36.1.3 Statement: During the last two (2) minutes of the fourth period and during the last two (2) minutes of each extra period, the ball is out-of-bounds for a throw and still in the hands of the official or already at the disposal of the player taking the throw-in. If a defensive player on the playing court causes DELIBERATE contact with a player of a team-mate of the thrower-in and a foul is called, it is an unsportsmanlike foul.

36.1.3 Situation 5: A4 has the ball in his hands or at his disposal for a throw-in when B5 causes chair/arm contact with A5 in a valid attempt to secure possession of the ball.

Ruling: The action of B5 is not considered to be unsportsmanlike. A personal foul shall be assessed to B5.

36.1.3 Situation 6: With 1:29 seconds to play in the second period, the ball is out-of-bounds and at the disposal of A4 for a throw-in. B4 causes contact with A5 and a foul is called.

Ruling: A personal foul shall be assessed to B4.

Additional information about Article 36

Statement

In the last minute(s) of a close game after the ball has left the hands of the thrower-in, a defensive player, in order to stop or not to restart the game clock, causes contact with an offensive player who is just about to receive or has received the ball on the playing court. Such contact shall be called **immediately** as a personal foul unless there is hard contact which shall be called as an unsportsmanlike or disqualifying foul. **The principle of advantage/disadvantage shall not be applied.**

Example 1:



With 1:02 to play in the last minute of the game and with the score A83 – B80 the ball has left the hands of thrower-in A4 when B5 causes contact on the playing court with A5 who is about to receive the ball. A foul is called on B5.

Interpretation:

A personal foul shall be called on B5 immediately unless the officials judge that the severity of the B5 contact requires an unsportsmanlike or disqualifying foul to be called.

Example 2:

With 1:02 to play in the last minute of the game and with the score A83 – B80 the ball has left the hands of thrower-in A4 when A5 causes contact on the playing court with B5. A foul is called on A5.

Interpretation:

A5 did not gain an advantage by committing a foul. A personal foul shall be called on A5 **immediately** unless there is hard contact. Team B is awarded the ball for a throw-in at the place nearest to the infraction.

Example 3:

With 1:02 to play in the last minute of the game and with the score A83 – B80 the ball has left the hands of thrower-in A4 when, in **a different area of the playing court to where the throw-in is administered**, B5 causes contact with A5. A foul is called on B5.

Interpretation:

B5 is obviously not making any effort to play the ball and an advantage is gained by not allowing the game clock to restart. An unsportsmanlike foul must be called without a warning being given.

Art. 37 Disqualifying foul

37 Comment: When a disqualified person refuses to go to the dressing room or returns at any time, the referee must ask a team follower, during a stopped clock period, to remove the disqualified person. If he fails to do so, the game may be forfeited. The referee must submit a report to the appropriate authority.

37.1.3 See comments Art 3.1

Art. 38 Technical foul

38.3.1 Comment 1: The act involving a player leaving the court occurs more often in wheelchair basketball than in running basketball. The rule demands a technical foul only in those cases when the player tries to gain an unfair advantage, e.g. as is always the case if a screening or legal blocking action near the boundary lines of the court is circumvented by leaving the court.

The following procedure is applied: If player A4 of the offending team violates the rule for the first time, the official calls an infraction (loss of possession of the ball), and warns A4



with the **coach** of team A present. This warning applies to the entire team. After the next violation by any player of team A, a technical foul is called.

If the defending team B is violating the rule, the warning is given at the end of that phase of play. Each subsequent violation is a technical foul.

38.3.1 Comment 2:

When an official warning is given to a player for an action or behaviour which if repeated may lead to a technical foul, **that warning shall also be communicated to the coach of that team and shall apply to any member of that team for the remainder of the game.** An official warning would be given only when the game clock is stopped and the ball is dead.

38.3.1 Situation 1 A member of team A is given a warning for:

- (a) Interfering with the throw-in.
- (b) Clapping hands in the face of an opponent who is shooting for a successful field goal.
- (c) Unsportsmanlike behaviour.
- (d) Any other action which, if repeated, may lead to a technical foul.

Ruling:

The warning shall be given to the player and also be communicated to coach A and shall apply to all team A members for the remainder of the game

38.3.1 Comment 3: Officials should not stop the game just to give a warning to a player or coach. A convenient moment should be found while the game is in progress or, if a warning is to be given in the presence of the captain, at the next natural stoppage. **If it is necessary to interrupt the game immediately, a technical foul must be called.**

38.3.1 Situation 2: After a fast break, the successful shooter A4 leaves the court at the endline. Where is the player allowed to re-enter the court?

Ruling: A4 is allowed to enter at any point on the endline of the court, but he may not hinder the player who is bringing the ball back into play.

38.3.1 Situation 3: After being involved in an unsuccessful fast break, player A4 leaves the court at the endline. The ball stays live. Where is the player allowed to re-enter the court?

Ruling: He is allowed to re-enter the court at any point.

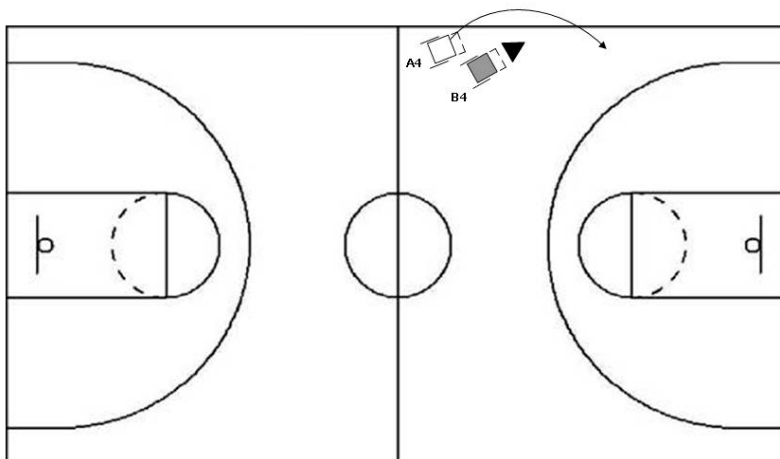
38.3.1 Situation 4: Player A4 successfully prevents a ball from going out-of-bounds but, in doing so, and while not in contact with the ball, goes out-of-bounds. He immediately re-enters the court and takes control of the ball.

Ruling: Legal.

38.3.1 Situation 5: Player A4 is 'forced' by the tactics of defender B4 to the sideline and even leaves the court.

Ruling: The good defensive skills of B4 should be recognized and player A4 should be penalized if he left the court in order to gain an advantage. If, however, in the judgement of the official it was inadvertent, no violation should be called.

38.3.1 Situation 6: Player A4 is trapped at the sideline by the good defensive tactics of B4. A4 cuts past the wheelchair of B4 by leaving the court. This is the first infraction by team A.



Ruling: Violation of the rules with a warning to team A. If repeated: Technical foul charged to team A.

38.3.1 Situation 7: Offensive player A4 cuts past B4 by crossing the sideline with the two right (or left) wheels and re-enters the court at the endline. This is the first infraction by team A.

Ruling: Violation of the rules with a warning to team A. If repeated: Technical foul charged to team A.

38.3.1 Situation 8: Defender B4 avoids a legal screen set by A4 near the endline, by leaving and re-entering the court. This is the first infraction by team B.

Ruling: At the next convenient moment team B is given a warning. If repeated: Technical foul charged to team B.

38.3.1 Situation 9: Player A4 and defender B4 are parallel to each other (wheel to wheel) and move forward in a diagonal direction. In doing so, A4 leaves the court at the sideline. A4 then tries to re-enter the court by wheeling backwards. B4 tries to prevent this by moving parallel with A4.

Ruling: A4 is entitled to re-enter the court and B4 must, therefore, be warned. Any similar action of a player of team B results in a technical foul charged to team B. The warning is issued in accordance with the following comment:

38.3.1 Comment 4: A flagrant repetition of a technical foul by a player could cause him to be disqualified from the actual game, especially if the fouls are for similar infractions.



Such a foul is then penalized as a disqualifying foul with two free throws plus possession of the ball for a throw-in at the centre line extended, opposite the scorer's table.

38.3.1 Situation 10: Player A4 lifts his leg from the footrest and swings it to the side of his wheelchair in order to maintain balance while receiving a pass.

Ruling: Technical foul charged against A4; two free throws to a member of team B, followed by possession of the ball by a throw-in at the centre line extended, opposite the scorer's table for team B. Incidental lifting of feet or legs does not warrant a technical foul and the official must assess if the action provides an unfair advantage.

38.3.1 Situation 11: Player A4, having released the ball on a shot for goal, prevents wheelchair contact with an opponent by braking with his feet.

Ruling: Technical foul charged against A4. The basket counts for 2 or 3 points if successful and the game continues with two free throws awarded to a member of team B, followed by possession of the ball by a throw-in at the centre line extended, opposite the scorer's table for team B.

38.3.1 Situation 12: Player A4 brakes his wheelchair with his thigh and/or alternatively with his foot on the wheel.

Ruling: Technical foul charged against A4; two free throws awarded to a member of team B, followed by possession of the ball by a throw-in at the centre line extended, opposite the scorer's table for team B.

38.3.1 Situation 13: Ten (10) seconds are displayed on the on the twenty-four (24) second clock when team A is in control of the ball and is developing a strong attack close to its opponent's basket and B4 unintentionally falls out of his chair beneath the basket.

Ruling: The official immediately stops the game because of the potential danger to B4. Team A is awarded possession of the ball for a throw in at the place nearest to where the game was stopped and the twenty-four (24) second clock is reset to fourteen (14) seconds.

38.3.1 Situation 14: Eighteen (18) seconds are displayed on the on the twenty-four (24) second clock when team A is in control of the ball and is developing a strong attack close to its opponent's basket and B4 unintentionally falls out of his chair beneath the basket.

Ruling: The official immediately stops the game because of the potential danger to B4. Team A is awarded possession of the ball for a throw in at the place nearest to where the game was stopped and the twenty-four (24) second clock shall remain at eighteen (18) seconds.

38.3.1 Comment 5: If, in the above situation B4 deliberately falls out of the chair, the official must immediately stop the game because of the potential danger to B4, and penalize his action with a technical foul. Team A is awarded two free throws and possession of the ball at the centre line, opposite the scorer's table and the twenty-four (24) second clock shall be reset to 24 seconds. In the event there is less than 24



seconds remaining in the game, the twenty-four (24) second clock will be stopped and the time remaining to play will be indicated on the game clock.

38.3.1 Comment 6:

Serious injury can result whenever an excessive swinging of elbows is permitted, especially in rebounding activity and closely guarded situations. If such action results in contact, then a personal foul may be called. If the action does not result in contact, a technical foul may be called.

38.3.1 Situation 14: A4 gains control of a ball on a rebound. A4 is immediately closely guarded by B4. Without contacting B4, A4 excessively swings the elbows in an attempt to intimidate B4 or to clear enough space to pivot, pass, or dribble.

Ruling:

A4's action does not conform to the spirit and intent of the rules. A technical foul may be charged against A4.

38.3.2 Comment: When a coach is disqualified (see Art. 37.), the official will not show the signal for a disqualification foul. The coach is simply instructed to leave the court. The official shall inform the scorer as to whether the disqualifying foul on the coach was:

- 1) For personal unsportsmanlike behaviour (Art. 37.1.2), or;
- 2) A bench related foul (Art.38.3.3) for unsportsmanlike conduct.

Additional information about Article 38

Statement 1

An official warning is given to a player for an action or behaviour which if repeated may lead to a technical foul. That warning shall also be communicated to the coach of that team and shall apply to any member of that team for similar actions and for the remainder of the game. An official warning shall be given only when the ball becomes dead and the game clock is stopped.

Example:

Team A member is given a warning for:

- (a) Interfering with throw-in.
- (b) His behaviour.
- (c) Any other action which, if repeated, may lead to a technical foul.

Interpretation:

The warning shall be communicated also to coach A and shall apply to all team A members, for similar actions, for the remainder of the game.

Statement 2

During an interval of play a technical foul is committed by a team member who is entitled to play and who is designated as player-coach. The technical foul shall



count as a player foul and shall count towards the team foul penalty situation in the following period.

Example:

Player-coach A4 is charged with a technical foul for:
His behaviour during an interval of play.

Interpretation:

A technical foul shall be charged against A4 as a player. The foul shall count as one (1) of the fouls leading to the team foul penalty situation in the following period as well as one (1) of the five (5) fouls leading to A4's having to leave the game.

Statement 3

While a player is in the act of shooting, opponents shall not be permitted to disconcert that player by actions such as waving a hand(s) to obstruct the shooter's field of vision, shouting loudly, or clapping hands near the shooter. To do so may result in a technical foul if the shooter is disadvantaged by the action, or a warning is given if the shooter is not disadvantaged.

Example:

A4 is in the act of shooting for a field goal when B4 attempts to distract A4 by shouting loudly. The shot for a field goal is:

- (a) Successful.
- (b) Unsuccessful.

Interpretation:

B4 shall be given a warning which shall also be communicated to coach B.

- (a) This warning shall apply to all team B players for the remainder of the game for similar behaviour.
- (b) B4 shall be charged with a technical foul.

Statement 4

A player re-enters the game after having committed a fifth (5th) foul and after having been notified that he is no longer entitled to participate. The illegal participation shall be penalized immediately upon discovery, without placing the opponents at a disadvantage.

Example:

After committing a fifth (5th) foul, B4 is notified of being no longer entitled to participate. Later, B4 reenters the game as a substitute. B4's illegal participation is discovered:

- (a) Before the ball has become live for the resuming of the game.
- (b) After the ball has again become live and while the ball is in control of team A.



- (c) After the ball has again become live and while the ball is in control of team B.
- (d) After the ball has again become dead following B4's re-entering the game.

Interpretation:

- (a) B4 shall be removed from the game immediately. A technical foul shall be charged against coach B, recorded as 'B'.
- (b) The game shall be stopped immediately unless team A is placed at a disadvantage. B4 shall be removed from the game and a technical foul shall be charged against coach B, recorded as 'B'.
- (c), (d) The game shall be stopped immediately. B4 shall be removed from the game and a technical foul shall be charged against coach B, recorded as 'B'.

Statement 5

If, after having been notified of being no longer entitled to participate because of a fifth (5th) foul, a player re-enters the game and scores a field goal, commits a foul, or is fouled by an opponent before the illegal participation is discovered, the field goal shall count and the foul shall be considered a player foul.

Example:

After having committed a fifth (5th) foul and having been notified of being no longer entitled to participate, B4 re-enters the game as a substitute. B4's illegal participation is discovered after:

- (a) B4 scores a field goal.
- (b) B4 commits a foul.
- (c) B4 is fouled by A4 (fifth (5th) team foul).

Interpretation:

- (a) B4's field goal shall count.
- (b) B4's foul is a player foul.
- (c) The two (2) free throws awarded to B4 shall be attempted by his substitute. In all cases a technical foul shall be charged against coach B, recorded as 'B'.

Statement 6

If, after having committed a fifth (5th) foul and not having been notified of being no longer entitled to participate, a player remains in or re-enters the game, that player shall be removed from the game as soon as the error is discovered without placing the opponents at a disadvantage. No penalty shall be applied for the player's illegal participation. If that player scores a field goal, commits a foul or is fouled by an opponent, the field goal shall count and the fouls shall be considered as player fouls.

Example 1:



A10 asks to substitute for A4. The ball next becomes dead as a result of a foul by A4 and A10 enters the game. The officials fail to notify A4 that the foul is his fifth (5th) foul. A4 later re-enters the game as a substitute. The illegal participation by A4 is realized:

- (a) After the game clock has started and while A4 is participating as a player.
- (b) After A4 has scored a field goal.
- (c) After A4 fouls B4.
- (d) After B4 fouls A4 during an unsuccessful shot for a field goal.

Interpretation:

- (a) The game shall be stopped and A4 shall be removed from the game immediately and replaced by a substitute, without placing team B at a disadvantage. No penalty shall be charged because of A4's illegal participation.
- (b) A4's field goal shall count.
- (c) A4's foul is a player foul and penalized accordingly.
- (d) B4 foul. A4's substitute shall be awarded two (2) or three (3) free throws.

Example 2:

Ten (10) minutes before the start of the game, a technical foul is called on A4. Before the start of the game coach B designates B4 to attempt two (2) free throws, however, B4 is not one of the team B starting five (5) players.

Interpretation:

One (1) of the players designated as team B starting five (5) players must attempt the free throws. Substitution cannot be granted before the playing time has started.

Statement 7

When a player falls down to fake a foul in order to create an unfair advantage by having a foul called unjustly on an opponent or to create an unsportsmanlike atmosphere amongst spectators towards the officials, such behaviour shall be considered unsportsmanlike.

Example:

A4 is moving toward the opponent's basket when B4 intentionally falls to the floor without contact having occurred between these players or after negligible contact which is followed by B4's theatrical display. A warning for such action has already been communicated to the team B players through the team B coach.

Interpretation:

Such behaviour is obviously unsportsmanlike and poisons the smooth running of the game. A technical foul shall be called.

Statement 8



Serious injury may occur by excessive swinging of elbows, especially in rebounding activity and closely guarded player situations. If such action results in contact, then a personal foul may be called. If the action does not result in contact, a technical foul may be called.

Example:

A4 gains control of a ball on rebound. A4 is immediately closely guarded by B4. Without contacting B4, A4 excessively swings the elbows in an attempt to intimidate B4 or to clear enough space to pivot, pass, or dribble.

Interpretation:

A4's action does not conform to the spirit and intent of the rules. A technical foul may be charged against A4.

Art. 39 Fighting

Information about Article 39

Statement

A team is awarded a throw-in because that team was in control of the ball at the time a fight breaks out or threatens to break out. That team shall have only whatever time was remaining on the twenty-four (24) second clock when the game resumes.

Example:

Team A has possession of the ball for twenty (20) seconds when a situation which may lead to a fight occurs. The officials disqualify members of both teams for leaving their team bench area.

Interpretation:

Team A, who controlled the ball before the fighting situation started, will be awarded a throw-in from the centre line extended, opposite the scorer's table with only four (4) seconds remaining on the twenty-four (24) second clock.



RULE SEVEN - GENERAL PROVISIONS

Art. 42 Special situations

42 Situation: Player A4 takes the first of two free throws but, before taking the second, A6 is charged with a technical foul. A4 completes the second free throw. Is it permitted for team B to make a substitution prior to the free throws for the technical foul?

Ruling: Yes. (See Art. 19.3.9).

42.2 Situation 1:

- 1) Unsportsmanlike foul by B4 on A4 during a successful shot for goal.
Penalty: One free throw for A4 and possession of the ball to team A.
- 2) Technical foul against Coach B. Penalty: two free-throws for team A and possession of the ball to team A.
- 3) Technical foul against A5. Penalty: Two free-throw and possession of the ball team B.

Ruling: The penalties of 2) and 3) are equal and will be cancelled. The game will continue with one free throw for A4 and possession of the ball at the centre line extended, opposite the scorer's table for team A.

42.2 Situation 2:

- 1) A4 commits an unsportsmanlike foul against B4. Penalty; two free throws for B4 and possession for team B.
- 2) B5 commits a technical foul. Penalty; two free throws and possession of the ball for team A.
- 3) A double foul occurs between A6 and B6 normally resulting in a throw-in for the team which had ball control when the double foul occurred.
- 4) Coach B incurs a technical foul. Penalty; two free throws and possession for team A.

Ruling: The first and second penalties, which are equal, cancel each other. The right to possession of the ball for team A (for the double foul) is cancelled due to further penalties.

The game continues with two free-throws followed by possession of the ball at the centre line extended, opposite the scorer's table for team A.

42.2.2 Situation 1: Player A5 on a drive for basket is fouled by B6 which is team B's 5th team foul in the period. In his frustration, A5 throws the ball at B6 and is charged with a technical foul for unsportsmanlike conduct.

Ruling: Charge the appropriate fouls to A5 and B6. Player A5 is awarded two free throws, followed by two free throws and possession of the ball at the centre line extended, opposite the scorer's table for team B.



42.2.2 Situation 2: As in the situation described above, but the player technical foul by A5 is his fifth (5th) foul and he is removed from the game. However, he continues to argue with the official who awards another technical foul to be recorded against team A coach. How is the game restarted?

Ruling: Charge B6 with a personal foul. Charge A5 with a technical foul (his fifth) and coach of team A with a technical foul. The penalties are not equal. Two free-throws are awarded to the substitute of A5, followed by two free throws for the technical foul for team B, followed by two free throws and possession of the ball at the centre line extended, opposite the scorer's table for team B.

42.2.3 Situation:

- 1) B4 fouls A4 in the act of shooting; A4 does not score. Penalty; two free throws for A4.
- 2) Coach of team B incurs a technical foul. Penalty; two free throws and possession for team A.
- 3) Technical foul against A5. Penalty; two free throws and possession of the ball for team B.

Ruling: Penalties for 2) and 3) are equal and will be cancelled. Two free throws are awarded to A4 for the foul in the act of shooting.

42.2.5 Situation 1:

A4 has to attempt two free throws.

- 1) Before the ball becomes live for the first free throw, a personal foul is called on A5, which is team A's 5th foul in the period.
- 2) After the ball becomes live for the first free throw, a personal foul is called on A5, which is team A's 5th foul in the period.

Ruling: In order for a foul penalty to have the potential to cancel another foul penalty, the cancelling must occur before the ball is live for the first or only free throw (see Art. 42.2.5). In example 1), the two fouls with equal penalties cancel each other and play is resumed according to the alternating possession.

But in example 2) above, cancelling is no longer possible, as the ball is already live for the first free throw. Therefore A4 attempts two free throws; then team B attempts two free throws and the game continues.

42.2.5 Situation 2:

- 1) B6 fouls A6. It is team B's 5th team foul in the period. Penalty; two free throws for team A.
- 2) Coach B incurs a technical foul. Penalty; two free throws and possession for team A.
- 3) The official has just handed the ball to A6 when a technical foul is called on coach A. Penalty; two free throws and possession for team B.



Ruling: The two technical fouls have equal penalties, which cancel each other. A6 attempts two free throws and the game continues.

This example is an illustration that the cancelling process for foul penalties in “special situations” is an “open process” during the entire stopped clock period.

42.2.7 Situation: Player B6 commits an unsportsmanlike foul on A5 **whose team is in control of the ball**. The coach of team A is very concerned about this action and is charged for his behaviour with a technical foul.

Ruling: Both fouls will be charged. The penalties are equal against both teams and will be cancelled. The ball shall be awarded to team A for a throw-in at the place nearest to the first infraction with no reset of the 24-second shot clock. (See Art. 50.4 Rules)

Additional information about Article 42

Statement 1

In special situations with a number of penalties to be administered during the same stopped clock period, officials must pay particular attention to the order in which the violation or fouls occurred in determining which penalties are to be administered and which penalties are to be cancelled.

Example 1:

A4 attempts a shot for a field goal. While the ball is in the air, the twenty-four (24) second clock signal sounds. After the signal, with A4 still in the act of shooting (the follow through of the shot has not completed), B4 commits an unsportsmanlike foul on A4 and:

- (a) The ball misses the ring.
- (b) The ball only touches the ring but does not enter the basket.
- (c) The ball enters the basket.

Interpretation:

In all cases B’s unsportsmanlike foul cannot be disregarded.

(a) A4 was fouled by B4 while A4 was in the act of shooting. The twenty-four (24) second violation by team A shall be disregarded as it would have occurred after the unsportsmanlike foul. Two (2) or three (3) free throws shall be awarded to A4, followed by a team A’s throw-in at the centre line extended, opposite the scorer’s table.

(b) No twenty-four (24) second violation has occurred. Two (2) or three (3) free throws shall be awarded to A4, followed by a team A’s throw-in at the centre line extended, opposite the scorer’s table.

(c) Two (2) or three (3) points and one (1) additional free throw are awarded to A4 followed by a team A throw-in at the centre line extended, opposite the scorer’s table.



Example 2:

A4 attempts a shot for a field goal and is fouled by B4. At the same time, while A4 is still in the act of shooting, he is again contacted by B4.

Interpretation:

B4's second contact shall be disregarded unless it is an unsportsmanlike or disqualifying foul.

Statement 2

If double fouls or fouls with equal penalties are committed during free-throw activity, the fouls shall be charged but no penalties are administered.

Example 1:

A4 is awarded two (2) free throws. After the first free throw:

- (a) A5 and B5 commit a double foul.
- (b) A5 and B5 commit technical fouls.

Interpretation:

Fouls shall be charged against A5 and B5, after which A4 shall attempt the second free throw. The game shall resume normally as after any last or only free throw.

Example 2:

A4 is awarded two (2) free throws. Both free throws are successful. Before the ball becomes live after the last free throw:

- (a) A5 and B5 commit a double foul.
- (b) A5 and B5 commit technical fouls.

Interpretation:

In both cases fouls shall be charged against the involved players, after which the game shall resume with a throw-in from the endline as after any successful last or only free throw.

Statement 3

In the case of double fouls and after cancellation of equal penalties against both teams, if there are no other penalties remaining for administration, the game is resumed with a throw-in by the team that had control of the ball or was entitled to the ball before the first infraction.

In the case neither team had control of the ball or was entitled to the ball before the first infraction, this is a tap off situation. The game is resumed with an alternating possession throw-in.

Example:

During the interval of play between the first and second period players A5 and B5 commit disqualifying fouls or coach A and coach B commit technical fouls.

The alternating possession arrow points towards:



- (a) Team A.
- (b) Team B.

Interpretation:

(a) The game is resumed with a team A throw-in at the centre line extended, opposite the scorer's table. The moment the ball touches or is legally touched by a player on the playing court, the direction of the alternating possession arrow shall be reversed towards team B.

(b) The same procedure is followed, beginning with a throw-in awarded to team B.

Art. 43 Free throws

43.2.1 and 44.1 Situation: After an unsportsmanlike foul, player A4 is awarded two free throws and a throw-in at the centre line extended, opposite the scorer's table. But A6 replaces A4 and executes the first free throw successfully. The captain of the other team protests and identifies A4 to be the intended free throw shooter.

Ruling: The free throw is cancelled. The ball is awarded to Team A followed by possession for a throw in at the centre line extended, opposite the scorer's table.

43.2.3 Situation: A free throw shooter positions his chair some distance away from the free throw line but within the semi-circle. He moves forward during the free throw, crosses the free throw line with his small front wheel(s) or castor(s) and the ball touches the ring before either of the rear wheels touches the free throw line.

Ruling: Legal. The free throw shooter is permitted to have the front wheel(s) or castor(s) beyond the free throw line provided the back wheel(s) do not touch or cross the free throw line prior to the ball touching the ring.

43.2.4 & 43.2.5 Comment: Only five players are permitted to occupy the free-throw rebound places. All other players must be behind the free throw line extended and behind the 3-point field goal line. If a team chooses not to take up its allotted position in a designated space, it must be left vacant.

Five players at the free-throw rebound places is a maximum and they are to be considered as a maximum of 3 defensive and 2 offensive players.

43.2.4 Comment 1:

- a) The end line defender cannot overlap the lane marker extended into the neutral zone.
- b) Lane markers extended may only be overlapped when the width of the wheelchair is greater than that of the lane space (85cms.).
- c) The lane space must be fully occupied when overlapping occurs.

43.2.4 Comment 2: Footrests or protective horizontal bars of the non-shooting players may protrude into the free throw lane, but the front castors may not touch the boundary line at the free throw lane.



Statement: The stipulation that a violation by the free throw shooter takes precedence over violations committed by other players has been deleted from the rules.

43.3.3 Situation 1: The last or only free throw is awarded to A4. Before A4 releases the ball, B4 enters the restricted area (without disconcerting A4). Prior to releasing the ball, A4's rear wheels touch the free-throw line or enter the restricted area. The free throw is successful.

Ruling: The successful free-throw shall be cancelled. Possession of the ball is awarded to the team entitled to the next alternating possession at the free-throw line extended, opposite the scorer's table.

43.3.3 Situation 2: As above, but the free throw is unsuccessful.

Ruling: The same procedure as the Ruling in 43.3.3 Situation 1 shall apply.

Comment 1: In both situations, a double violation has occurred resulting in a tap-off and alternating possession.

43.3.3 Situation 3: The last or only free throw is awarded to A4. Before A4 releases the ball, B4 enters the restricted area and disconcerts free-throw shooter A4. Prior to releasing the ball, A4's rear wheels touch the free-throw line or enter the restricted area. The free throw is successful.

Ruling: The successful free-throw shall be cancelled. Only the disconcertion by B4 shall be penalized. A4 shall be entitled to a substitute free-throw attempt.

43.3.3 Situation 4: As above, but the free throw is unsuccessful.

Ruling: Only the disconcertion by B4 shall be penalized. A4 shall be entitled to a substitute free-throw attempt.

Comment 2: In both situations, only the disconcertion shall be penalized resulting in a substitute free-throw attempt.

Comment 3: It is important to remember that in all situations described, the violations are committed on the last or only free-throw attempts.

Art. 44: Correctable error

44 Comment: The error of the wrong player attempting free throws may be corrected up to the moment the ball becomes live following the first dead ball after the clock has started following the error.

44.2.5 Situation: A4 attempts 2 free throws merited by A5. The error is discovered after the ball has again become live and while the ball is in the control of Team B.

Ruling: Cancel any successful free throws. The ball shall be awarded to Team B for a throw-in at the place nearest to where the game was interrupted.



Additional information about Article 44

Statement 1

To be correctable the error must be recognized by the officials, table officials or commissioner, if present, before the ball becomes live following the first dead ball after the game clock has started following the error. That is:

Error occurs	All errors occur during a dead ball
Ball live	Error is correctable
Game clock starts or continues to run	Error is correctable
Dead ball	Error is correctable
Ball live	Error is no longer correctable

After the correction of the error, the game shall be resumed and the ball shall be awarded to the team entitled to the ball at the time the game was interrupted to correct the error.

Example:

B4 fouls A4 and this is team B's second team foul. The official commits an error by awarding A4 two (2) free throws. Following the successful last free throw, the game continues and the game clock starts. B5 receives the ball, dribbles and scores. The error is discovered:

- (a) Before
- (b) After

the ball is at the team A's player disposal for the throw-in at the end line.

Interpretation:

B5's basket counts.

In (a), any free throw made shall be cancelled. The error is still correctable and team A shall be awarded the ball for a throw-in at the end line where the game was interrupted to correct the error.

In (b), the error is no longer correctable and the game continues.

Statement 2

If the error constitutes the wrong player attempting a free throw (s), the free throw (s) attempted as a result of the error shall be cancelled. The ball shall be awarded to the opponents for a throw-in at the free-throw line extended. If the game has started the ball shall be awarded to the opponents for a throw-in at the place nearest to where the game was interrupted, unless penalties for further infractions are to be administered. If the officials have realised that a wrong player has the intention to attempt a free throw(s), before the ball has left the hands of the free-throw shooter for the first or only free throw, he shall be immediately replaced by the correct free-throw shooter without any sanction.



Example 1:

B4 fouls A4 and this is team B's sixth team foul. A4 is awarded two (2) free throws. Instead of A4 it is A5 who attempts the two (2) free throws. The error is discovered:

- (a) Before the ball has left A5's hands for the first free throw.
- (b) After the ball has left A5's hands for the first free throw.
- (c) After the successful second free throw.

Interpretation:

In (a), the error is immediately corrected and A4 is required to attempt the two (2) free throws without any sanction for team A.

In (b) and (c) the two (2) free throws are cancelled and the game is resumed with a team B throw-in from the free-throw line extended.

The same procedure shall be applied if the foul of B4 is unsportsmanlike. In that case also the right to the possession of the ball as part of the penalty is cancelled and the game is resumed with a throw-in for team B from the centre line extended.

Example 2:

B4 fouls A4 in the act of shooting followed by a coach B technical foul. Instead of A4 it is A5 who attempts all four (4) free throws. The error is discovered before the ball has left the hands of team A player for the throw-in as part of the penalty for the technical foul.

Interpretation:

The A5 two (2) free throws which should have been attempted by A4 are cancelled and the game is resumed with a throw-in for team A from the centre-line extended, opposite the scorer's table.

Statement 3

After the error is corrected, the game shall be resumed from the point of interruption to correct the error, unless the correction involves awarding merited free throw(s) and:

- (a) If there has been no change of team possession after the error was made, the game shall resume as after any normal free throw(s).
- (b) If there has been no change of team possession after the error was made and the same team scores a basket, the error shall be disregarded and the game shall resume as after any normal field goal.

Example 1:

B4 fouls A4 and this is team B's fifth (5th) team foul. Erroneously, A4 is awarded a throw-in instead of two (2) free throws. A5 dribbles the ball on the playing court when B5 taps the ball out-of-bounds.



Coach A requests a time-out. During the time-out, the officials recognize the error or it is called to their attention that A4 should have been awarded two (2) free throws.

Interpretation:

A4 shall be awarded two (2) free throws and the game shall resume as after any normal free throw(s).

Example 2:

B4 fouls A4 and this team B fifth (5th) team foul. Erroneously, A4 is awarded a throw-in instead of two (2) free throws. After the throw-in A5 is fouled by B4 on his unsuccessful field goal attempt and is awarded two (2) free throws. During the time-out, the officials recognize the error or it is called to their attention that A4 should have been awarded two (2) free throws.

Interpretation:

A4 shall be awarded two (2) free throws with no players occupying free-throw rebound places.

Then A5 shall attempt two (2) free throws and the game shall resume as after any normal free throw(s).

Example 3:

B4 fouls A4 and this is team B's fifth (5th) team foul. Erroneously, A4 is awarded a throw-in instead of two (2) free throws. After the throw-in A5 scores a field goal. Before the ball becomes live, the officials recognize the error.

Interpretation:

The error is disregarded and the game shall continue as after any normal field goal.



RULE EIGHT – OFFICIALS, TABLE OFFICIALS, COMMISSIONER: DUTIES AND POWERS

Art. 45 Officials, table officials and commissioner

45.4 Comment: It is the duty of every official to avoid any behaviour which could compromise his objectivity.

Art. 46 Referee: Duties and powers

46.1 See Comment under Art 3.1:

46.9 Comment: All officials should arrive on court at least 20 minutes prior to the start of the game in order to carry out the pre-game duties. If one of the officials is then obliged to leave the court for any reason, his co-official(s) must remain on the court until he returns.

46.10 Comment: If there is any unsportsmanlike behaviour after the signing of the scoresheet and in connection with the game, the referee (commissioner, if present) must submit a detailed report to the responsible authority which shall deal with the matter with appropriate severity.

Additional information about Article 46

Statement 1

The referee is authorized to identify situations when the use of technical equipment is appropriate, or, at the request of a coach, to verify if a last shot at the end of a period was released during playing time and/or whether that last shot counts for two (2) or three (3) points. The referee is the only one to decide whether such equipment shall or shall not be used.

In case of a replay review, that review shall be conducted by the officials, commissioner, if present, and the timer. The referee shall make the final decision.

The request for use of replay equipment must be made before the start of the next period or before the referee has signed the scoresheet.

Example 1:

A4 shoots successfully for a field goal when the game clock signal sounds to end the period or game. Coach B expresses his opinion that on A4's last successful shot for a field goal, the ball was released after the end of playing time and he requests the use of the replay equipment.

(a) The officials are absolutely sure in their decision.

(b) The officials have some doubts or disagreement if the shot was released before the game clock signal sounded to end the period or game.

Interpretation:



- (a) The referee denies coach B's request.
- (b) The referee accepts coach B's request.

The replay review is conducted in the presence of the officials, commissioner, if present, and the timer. If the replay provides clear and conclusive visual evidence that the ball was released after the end of playing time for the period or game, the basket is cancelled. If the replay ascertains that the ball was released before the end of playing time for the period or game, the referee confirms the two (2) points for team A.

Example 2:

Team A is leading by two (2) points. The game clock signal sounds to end the period or game when a personal foul is called on A4 and two (2) free throws are awarded to B4. Both free throws are successful and the result is a tie. Before the start of the next period or extra period, the team A coach requests the use of replay equipment.

Interpretation:

The technical equipment can be used only to ascertain if the last shot was taken (not the foul called) before or after the end of playing time for a period. The coach A request shall be denied.

Example 3:

Team B is ahead with two (2) points. The signal sounds to end the period or game when A4 shoots for a field goal and scores, but only two (2) and not three (3) points are granted by the officials.

Before the start of the next period or extra period or before the referee has signed the scoresheet, the coach of team A requests the use of replay equipment.

Interpretation:

The technical equipment can be used to verify whether the final shot at the end of the period was released during playing time and/or whether that shot counts for two (2) or three (3) points. The request of coach A shall be accepted.

Statement 2

Before the game the referee approves the technical equipment and informs the two (2) coaches about its availability. Only technical equipment approved by the referee can be used for a replay review.

Example:

A4 shoots for a field goal as the game clock signal sounds to end the period or game. The shot is successful. Coach B requests a replay review because in his opinion the shot was released after the game clock signal sounded to the end of the period. There is no approved technical equipment on the playing court but the manager of team B states that the game was filmed by the team video from an elevated position and presents to the officials the video material for a review.



Interpretation:

The request of coach B shall be denied.

Art. 48 Scorer, Assistant and Scorer: Duties

48.5 Comment 1: When requests are made for a substitution, the commissioner or the assistant scorer shall complete all necessary checks of classification. The substitution is not delayed. If the point total exceeds the 14-point limit rule, the commissioner or assistant scorer will inform the scorer to advise the referee, who will immediately assess a technical foul against the coach as soon as the player enters the game, or at the first dead ball. (See Art. 19.3.10)

48.5 Comment 2: Where an assistant scorer is appointed, his duties might include the controlling/checking of the player classification cards, should a commissioner not be present.

Art. 50 Twenty-four (24) second operator: Duties

Information about Article 50

Statement

The twenty-four (24) second clock shall be switched off after the ball became dead and the game clock has been stopped when there are fewer than twenty-four (24) or fourteen (14) seconds remaining on the game clock in any period.

Example 1:

With eighteen (18) seconds on the game clock and three (3) seconds on the twenty-four (24) second clock player B4 in his backcourt deliberately kicks the ball.

Interpretation:

The game is resumed with a throw-in for team A in his frontcourt with eighteen (18) seconds on the game clock and fourteen (14) seconds on the twenty-four (24) second clock.

Example 2:

With seven (7) seconds on the game clock and three (3) seconds on the twenty-four (24) second clock player B4 in his backcourt deliberately kicks the ball.

Interpretation:

The game is resumed with a throw-in for team A in his frontcourt with seven (7) seconds on the game clock and the twenty-four (24) second clock shall be switched off.



RULE NINE – PLAYER CLASSIFICATION SYSTEM

Art. 51 Player Classification Points System

51 Situation 1: During a time-out team A makes a substitution. After the ball is live the commissioner or assistant scorer realizes that team A is playing in excess of the 14 point limit rule.

Ruling: The commissioner or assistant scorer shall inform the scorer who will, in turn, inform the officials by sounding his signal at the conclusion of the next phase of play if the offending team's opponents are in control of the ball, or immediately, if the offending team is in control of the ball. Team A is required to make such substitutions as necessary to correct their line up to meet the 14-point limit rule. The coach of team A is charged with a technical foul and team B is awarded 2 free throws plus possession of the ball by a throw-in at the centre line extended, opposite the scorer's table for team B.

51 Situation 2: Team A plays with 14 points (4 + 4 + 3 + 2 +1) on court.

1-point player A4 commits his fifth (5th) foul. For substitution purposes team A has only one 3-point and one 2-point player available.

Ruling: A team is obliged to play with 5 players as long as possible. Therefore, team A has to substitute for the 1-point player to meet the 14-point limit rule (4 + 3 + 3 + 2 +2).

It is not permitted to play only with 4 players including the second 4-point player.

51.2 Situation 1: Team A arrives with only five players. Shortly after the beginning of the game, the scorer discovers that team A is playing with 14.5 points.

Ruling: The scorer draws the attention of the officials to the problem at the earliest opportunity and, although the game has already started, the referee has to declare the game null and void. All points scored, etc. will be disregarded. A game may only start with 5 players meeting the 14-point limit rule. Team A cannot continue the game with 4 players.

51.2 Situation 2: After the referee tosses the ball for the tap-off, the Commissioner notices that Team A has more than 14 points on its starting line-up. The Commissioner advises the referee. Shall the referee charge a Technical Foul to Team A coach and award team B with 2 free throws plus possession of the ball by a throw-in at the centre line extended, opposite the scorer's table? (See also Article 9.1 Comment/Ruling)

Ruling: Yes. Article 51.3.

END OF COMMENTS AND INTERPRETATIONS