

3 ON 3 FULL COURT Official Wheelchair Basketball Rules 2012



As approved by

IWBF Executive Council

Amsterdam, the Netherlands, November 2012

3 ON 3 Full Court - Wheelchair Basketball

The Official IWBF Wheelchair Basketball Rules are valid for all game situations not specifically mentioned in the Official IWBF Full Court 3 on 3 Rules.

Art. 1 Court

1.1 The game will be played on a regular basketball court (two (2) baskets).

1.2 For Official IWBF World Events the court shall have dimensions of twenty-eight (28) m in length by fifteen (15) m in width measured from the inner edge of the boundary line.

1.3 Other competitions may use modified court sizes.

1.4 The centre line will not be used. There is no backcourt. Art. 2.2.1, 28 and 30 do not apply.

1.5 The no-charge semi-circle will not be used.

Art. 2 Teams

Each team shall consist of:

- No more than five (5) players entitled to play
- No more than two (2) bench personnel
- Three (3) players from each team shall be on the playing court during playing time and may be substituted.

Art. 4 Playing time/Beginning of the Game

4.1. Both teams shall warm-up simultaneously prior to the game. The teams are entitled to a five (5) minute warm-up in the half of the playing court in which their opponents' basket is situated.

4.2. A coin flip shall determine which team gets the first possession. After that possession shall be determined by the alternating possession procedure.

4.3. The regular playing time shall be as follows:

- Two (2) periods of seven (7) minutes playing time.
- The game clock shall be stopped when an official blows his whistle while the ball is alive and during free throws.
- The game clock should also be stopped when a field goal is scored in the last minute of the second period and any extra period
- There shall be a half-time interval of play of two (2) minutes.
- Teams shall change baskets for the second half.
- One (1) thirty second time out may be granted to each team at any time during the first half and one (1) at any time during the second half and one (1) during each extra period.
- A player can call the time-out in a dead ball situation.
- There shall be an eighteen-second (18) shot clock

4.4. If the score is tied at the end of playing time, the game shall continue with as many extra periods of three (3) minutes as it is necessary to break the tie. There shall be an interval of one (1) minute before the overtime starts.

4.5 A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with three (3) players ready to play.

Art. 5 Scoring

5.1. Every shot inside the arc shall be awarded one (1) point.

5.2. Every shot behind the arc shall be awarded two (2) points.

5.3. Every successful free throw shall be awarded one (1) point.

Art.6 Fouls/Free throws

6.1. A team is in a team foul situation when it has committed four (4) in the half.

6.2 A player who has committed four (4) fouls must leave the game.

6.3. Fouls during the act of shooting inside the arc shall be awarded one (1) free throw.

6.4. Fouls during the act of shooting behind the arc shall be awarded two (2) free throws.

6.5. Fouls during the act of shooting followed by a successful field goal shall be awarded one (1) additional free-throw.

6.6. Non-shooting fouls under penalty foul situation shall be awarded one (1) free throw.

Art. 8 Stalling

8.1. If the court is not equipped with a shot clock, stalling or failing to play actively by attempting to score shall be a violation.

Art. 10 Substitutions

The substitution shall be permitted by any team when the ball becomes dead.

Art.11 Game Officials

11.1 The game officials shall consist of two (2) referees and two (2) time/score keepers.

Art. 12 Player classification points system

12.1 At no time in a game shall a team have players participating whose total points value exceed the 8.5 point limit.