



IWBF

International Wheelchair
Basketball Federation

2019

**3x3 OFFICIAL
WHEELCHAIR
BASKETBALL
RULES**



3x3 Official Wheelchair Basketball Rules 2019

As approved by

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Postal Address & Office Location:

International Wheelchair Basketball Federation
Route Suisse 5 – P.O. Box 29
1295 Mies, Switzerland
Tel.: +41 22 545 00 00
Fax: +41 22 545 00 99
E-mail: info@iwbf.org
Website: <http://www.iwbf.org>

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Throughout the 3x3 Official Wheelchair Basketball Rules, all references made to a player, coach, official, etc. in the male gender also apply to the female gender. It must be understood that this is done for practical reasons only.

The Official IWBF Wheelchair Basketball Rules of the Game are valid for all game situations not specifically mentioned in the 3x3 Rules of the Game.

Art. 1 Court and Ball

The game will be played on a 3x3 basketball court with 1 basket. A regular 3x3 court playing surface is 15m (width) x 11m (length). The court shall have a regular basketball playing court, sized zone, including a free throw line (5.80m) and a two point line (6.75m). Half a traditional basketball court may be used.

The official 3x3 ball shall be used in all categories.

Note: at grassroots level, 3x3 can be played anywhere; court markings – if any are used – shall be adapted to the available space.

IWBF 3x3 Official Competitions must fully comply with the above specifications including baskets with the 12 seconds shot clock integrated in the backstop padding.

Art. 2 Teams

Each team shall not have more than five (5) players (three [3] players on the court and two [2] substitutes) and one [1] bench personnel.

Note: Bench personnel may not act as a coach.

Art.3 Game Officials

The game officials shall consist of 1 or 2 referees and 3 table officials.

Note: Article 3 does not apply to grassroots events.

Art. 4 Beginning of the Game

4.1 Both teams shall warm-up simultaneously prior to the game.

4.2 A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

4.3 The game must start with 3 (three) players on the court.



Art. 5 Scoring

5.1 Every shot from inside the arc (1-point field area) shall be awarded 1 point.

5.2 Every shot from behind the arc (2-point field area) shall be awarded 2 points.

5.3 Every successful free throw shall be awarded 1 point.

Art.6 Playing time/Winner of a Game

6.1 The regular playing time shall be as follows: one period of 10 minutes playing time. The clock shall be stopped during dead ball situations and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team's hands).

6.2 However the first team which scores 21 points or more wins the game if it happens before the end of regular playing time. This "*sudden death*" rule applies to regular playing time only (not in a potential overtime).

6.3 If the score is tied at the end of playing time, an overtime will be played. There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.

6.4 A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play and in line with art. 13 Players classification system.

In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win).

6.5 A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified or the combination of the remaining available players exceed 8.5 points limit. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, whilst the defaulting team's score is set to 0 in any case.

6.6 A team losing by default or a tortuous forfeit will be disqualified from the competition

Note: if a game clock is not available, the running time's length and/or required points for "*sudden death*" is at the organizer's discretion. IWBF recommends setting the score limit in line with the game's duration [10 minutes/10 points; 15 minutes/15 points; 21 minutes/21 points].

Art.7 Fouls/Free throws

7.1 A team is in a penalty situation after it has committed 6 fouls. Players are not excluded based on the number of personal fouls subject to art.17.

7.2 If a shot for a field goal is not successful, fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.

7.3 If a shot for a field goal is successful, the goal shall count and the shooter shall be awarded 1 additional free throw.

7.4 Unsportsmanlike and disqualifying fouls are counted as 2 fouls for team fouls purposes. The first unsportsmanlike foul of a player shall be penalized with 2 free

throws, but no ball possession. All disqualifying fouls (including the second unsportsmanlike of a player) shall be always penalized with 2 free throws and ball possession.

7.5 Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul will be awarded with 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules 7.2, 7.3. and 7.4.

7.6 All technical fouls shall be always penalized with 1 free throw. After 1 free throw, the game shall be resumed as follows:

- If the technical foul was committed by a defensive player, the shot clock for the opponents shall be reset to 12 seconds;
- If the technical foul was committed by the offensive team, the shot clock for that team shall continue from the time it was stopped.

Note: An offensive foul shall not be penalized with free throws.

Art. 8 How the Ball is played

8.1 Following each successful field goal or last free throw (except those followed by ball possession):

A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.

8.2 Following each unsuccessful field goal or last free-throw (except those followed by ball possession):

- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
- If the defensive team rebounds the ball, it must return the ball behind the arc (by passing or dribbling).

8.3 If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling).

8.4 Possession of the ball given to either team following any dead ball situation shall start with a check-ball i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

8.5 A player is considered to be “behind the arc” when all the wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor are outside the arc.

Note: The line that forms the arc is considered to be inside the arc.

8.6 In the event of a held ball situation, the ball shall be awarded to the defensive team.



Art. 9 Stalling

9.1 Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.

9.2 If the court is equipped with a shot clock, a team must attempt a shot within 12 seconds. The clock shall start as soon as the ball is in the offensive players' hands (following the exchange with the defensive player or after a successful field goal underneath the basket).

Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

Art. 10 Substitution

Any team is allowed for a substitution when the ball becomes dead and prior to the check-ball or free throw. The substitute can enter the game after his teammate has left the court by making contact with any part of his wheelchair off the court. The substitutions can take place behind the end line opposite the basket and the substitutions require no action from the referees or table officials.

Art. 11 Time-outs

11.1 Each team is granted 1 team time-out. Any player or substitute can call the time-out in a dead ball situation

11.2 In case of TV production, the organizer can decide to apply 2 additional TV time-outs that will be called at the first dead ball after the game clock showing 6:59 and 3:59 respectively in all games.

11.3 All time-outs have a length of 30 seconds.

Note: The time-outs and substitutions can only be called in dead ball situations and cannot be called when the ball is live (Art. 8.1).

Art. 12 Use of Video Material

12.1 Insofar available, the Instant Replay System ("IRS") may be used by the referee during a game to review:

1. The score keeping or any malfunction of the game clock or shot clock at any time during the game.
2. If a last shot for a field goal at the end of the regular playing time was released on time and/or whether that shot for a field goal counts for 1 or 2 points.
3. Any game situation in the last 30 seconds of the regular playing time or the overtime of the game.
4. A Challenge request by a team.

12.2 In case of a team's protest (Art. 14), the official video materials may be used only to decide if a last shot for a field goal at the end of the game was released



during playing time and/or whether that shot for a field goal counts for 1 or 2 points.

Note: A Challenge request will only be possible in IWBF 3x3 Official Competitions as well as if foreseen by the respective competition's regulation and subject to the IRS availability.

Art. 13 Player classification points system

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

Note: If female player(s) are part of the team there shall be no reduction in their classification points when on the floor.

Art.14 Protest procedure

In case a team believes its interests have been adversely affected by a decision of an official or by any event that took place during a game, it must proceed in the following manner:

1. A player of that team shall sign the score sheet immediately at the end of the game and before the referee signs it.
2. Within 30 minutes, the team should present a written explanation of the case, as well as a security deposit of 200 USD to the Sports Supervisor. If the protest is accepted, the security deposit is refunded.

Art. 15 Standings of teams

For both in pools and in overall competition standings (other than standings in tours), the following classification rules shall apply.

If teams that have reached the same stage of the competition are tied, the steps to break the tie shall be applied in the following order:

1. Most wins (or win ratio in case of unequal number of games in inter-pool comparison).
2. Head-to-head comparison (only taking win/loss into account and applies within a pool only).
3. Most points scored in average (without considering winning scores of forfeits).

If teams are still tied after those 3 steps, the team(s) with the highest seeding win(s) the tie-breaker.

The standings in tours (whereas tours are defined as series of connected tournaments) shall be calculated for the tours denominator, i.e. either players (if players can create new teams in each tournament) or teams (if players are bound to one team for the whole tour). The tour standings order is as follows:

- i. Standings in final event or prior to it, being actually qualified to tour final.
- ii. Tour standing points collected for final standings at each tour stop.
- iii. Most wins collected in the tour (or win ratio in case of unequal number of games).
- iv. Most points scored in average during the tour (without considering winning scores of forfeits).
- v. Seeding for tie-breaking purposes will be a tour seeding done simultaneously with each specific event seeding.

Art. 16 (Art. 15 FIBA 3x3 rules)

Currently not adaptable for IWBF.

Art. 17 Disqualification (Art 16 FIBA 3x3 rules)

Any player committing 2 unsportsmanlike fouls (not applicable to technical fouls) shall be disqualified from the game and may be further disqualified from the event by the organizer. Independent thereof, the organizer shall disqualify the player(s) concerned from the event for acts of violence, verbal or physical aggression, tortuous interference in game results, a violation of IWBF's Anti-Doping rules or any other breach of the IWBF Code of Ethics. The organizer may also disqualify the entire team from the event depending on that team's other members' contribution (also through non-action) to the aforementioned behavior. IWBF's right to impose disciplinary sanctions under the regulatory framework of the event, the Terms and Conditions of play.fiba3x3.com and the IWBF Internal Regulations remains unaffected by any disqualification under this Art. 17.

Art. 18 Adoptional to U12 Categories (Art 17 FIBA 3x3 rules)

Currently not adaptable for IWBF.

**END OF RULES
and
GAME PROCEDURES**



IWBF

International Wheelchair
Basketball Federation

International Wheelchair Basketball Federation

c/o FIBA

Route Suisse 5 - PO Box 29

1295 Mies

Switzerland



www.iwbf.org