



IWBF

International Wheelchair
Basketball Federation

2021

3x3 OFFICIAL WHEELCHAIR BASKETBALL RULES



3x3 Official Wheelchair Basketball Rules 2021

As approved by

IWBF Executive Council
Mies, Switzerland, December 2020

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3x3 Official Wheelchair Basketball Rules of the Game



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INTERNATIONAL WHEELCHAIR BASKETBALL FEDERATION (IWBF) (Founded 1973)

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Throughout the 3x3 Official Wheelchair Basketball Rules, all references made to a player, 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 numeration follows the Official IWBF 5x5 Rules book. When the article does not apply, it is considered void rather a re-numeration. This is done for comparability purposes.

RULE ONE – THE GAME

Art. 1. Definitions

1.1. Wheelchair basketball game

3x3 Wheelchair basketball is played on 1 hoop by 2 teams of 3 players and maximum of 1 substitute each. The aim of each team is to score in the basket and to prevent the other team for scoring.

The game is controlled by up to 2 officials, table officials and a sport supervisor, if any.

1.2. Winner of a game

The first team to score 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).

If the score is tied at the end of regular playing time, an overtime shall be played. The first team to score 2 points in the overtime wins the game.

PLAYING COURT AND EQUIPMENT

Art. 2. Playing Court

2.1. Playing Court

A regular 3x3 playing court shall have a flat, hard surface free from obstructions with dimensions of 15 m in width and 11 m in length measured from the inner edge of the boundary line (Diagram 1). The court shall have a regular basketball playing court size zone, including a free throw line (5.80 m), a 2-point line (6.75m).

The playing area shall be marked in 3 colours: restricted area and 2-point area in one colour, the remaining playing area in another colour and the out-of-bound area in black. The colours recommended by IWBF are as in Diagram 1.

At the grass roots at grassroots level, 3x3 can be played anywhere; court markings – if any are used – shall be adapted to the available space, however IWBF 3x3 Official Competitions must fully comply with the above specifications including backstop with the shot clock integrated in the backstop padding.

2.2. Lines

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

2.2.1. Boundary line/Boundary area

The playing court shall be limited by the boundary line, consisting of the baseline (behind the basket), endline (opposite the basket) and the sidelines. These lines are not part of the playing court.

There shall be an additional boundary area of 1 m at the endline, 1.5 m at the sidelines (exceptionally for the matters of limited space a minimum of 1 m) and 2 m at the baseline around the playing court.

The scorer's table and its chairs must be placed behind the endline on the lefthand side (when facing the basket).

Exceptionally (for matters of limited space) the scorer's table may cut the corner at the endline (Diagram 5).

To the side of the scorer's table there shall be space available for 2 wheelchairs (one for each team) for the substitutes (Diagram 4).

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

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

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

Free-throw rebound places along the restricted areas, reserved for players during free throws, shall be marked as in Diagram 2.

2.2.3. 2-point field goal area

The team's two-point field goal area (Diagram 1 and Diagram 3) shall be the entire floor area of the playing court, except for the arc, limited by and including:

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

The 2-point line (the arc) is not part of the 2-point field goal area.

2.2.4. No-charge semi-circle area

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

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

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

The no-charge semi-circle line is part of the no-charge semi-circle area.

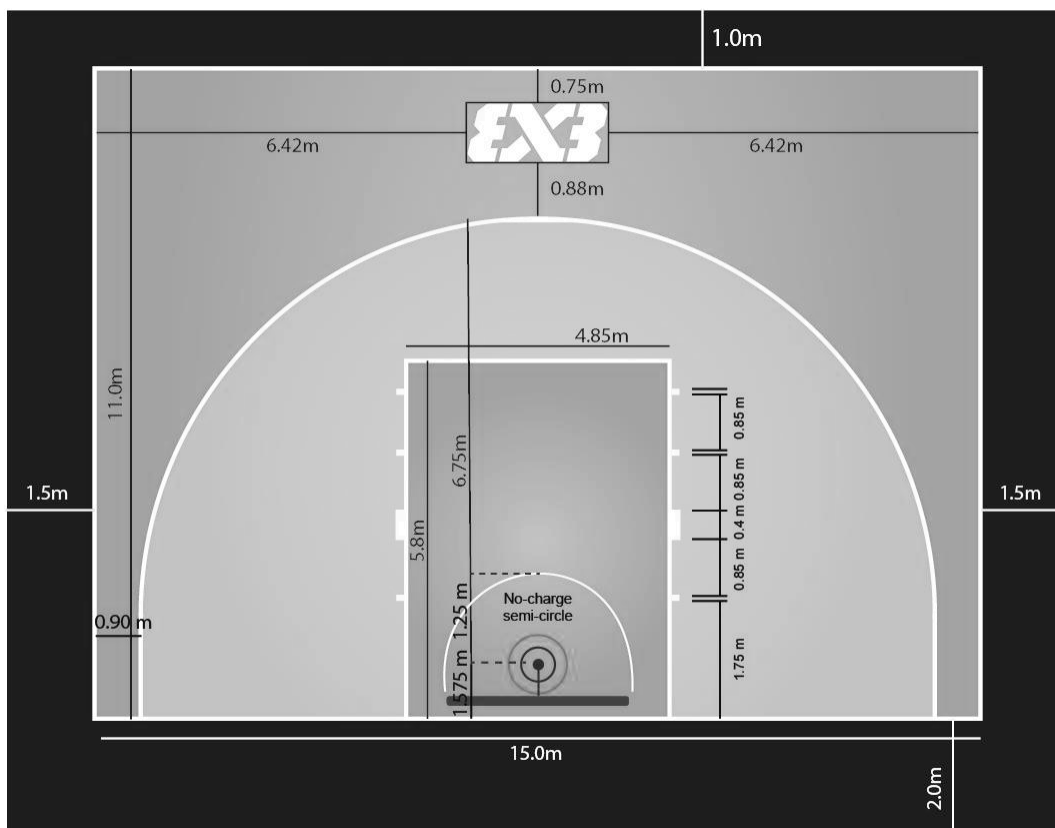


Diagram 1 Playing court

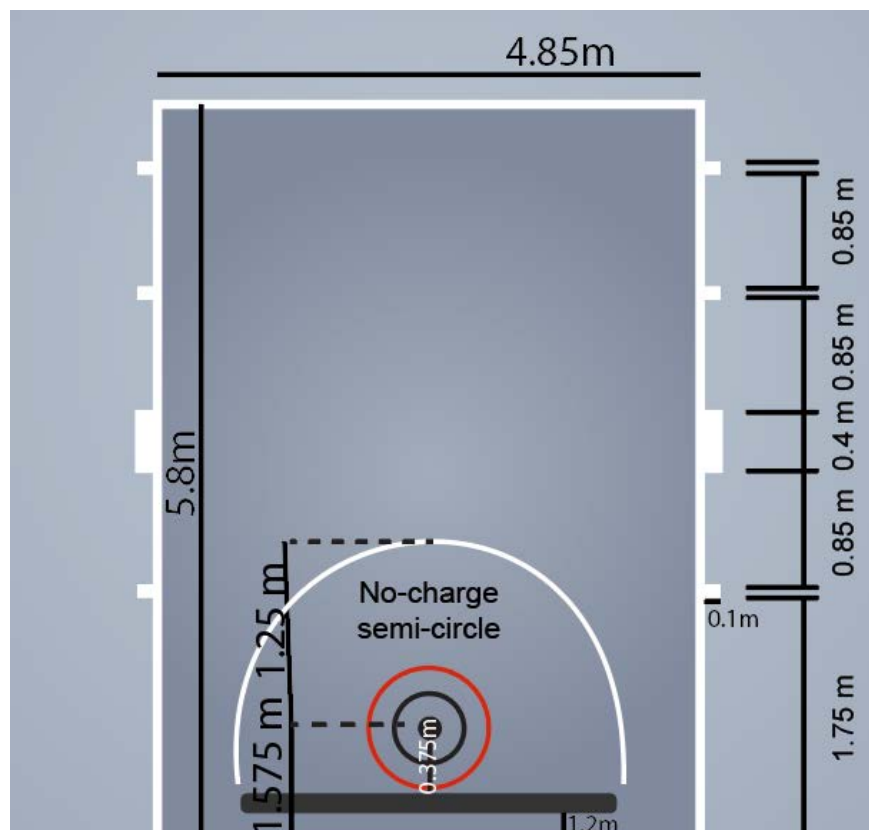


Diagram 2 Restricted area

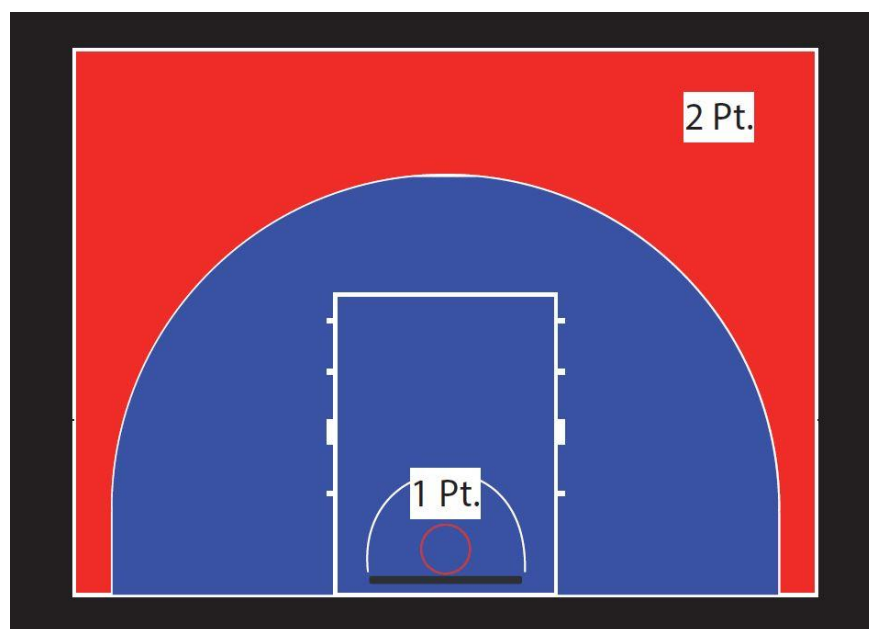


Diagram 3 1-point/2-point field goal area

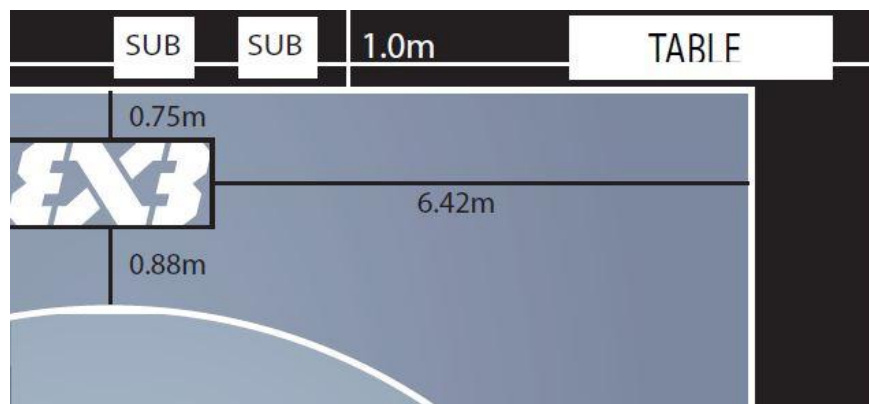


Diagram 4 Score's table and substitution position

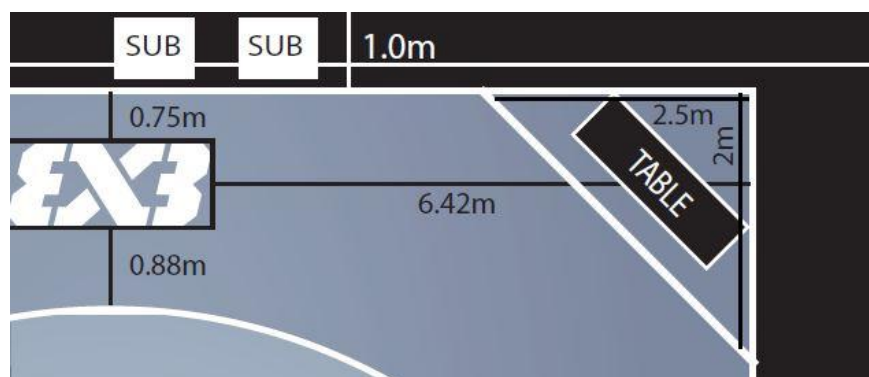


Diagram 5 Exceptional score's table and substitution position – limited space

Art. 3. Equipment

The following equipment shall be required:

- Backstop units, consisting of:
 - Backboards
 - Baskets comprising (pressure release) rings and nets
 - Backboard support structures including padding.
- 3x3 Basketballs
- Game clock
- Scoreboard
- Shot clock
- 2 separate, distinctly different and loud signals, one of each for the
 - shot clock operator,
 - scorer/timer.
- Scoresheet
- Playing floor
- Playing court
- Adequate lighting.

For the official IWBF championships:

- Laptop for running the FIBA Eventmarker program
- Cabled high speed internet.

For a more detailed description of wheelchair basketball equipment, see the Appendix on wheelchair basketball Equipment.

3.1. Wheelchairs

- 3.1.1. Particular attention must be paid to the wheelchair, as it is considered to be part of the player. Contravention of the following rules will result in the wheelchair being banned from the game.
- 3.1.2. A protective horizontal bar at the front/side of the wheelchair must be 11 cm from the floor at its most forward point and throughout its whole length. Such a bar may be straight, **angled** or curved between the two front castors. Where the **angle** is made up of two or more straight bars joined, the **external angle** of the joined bars should not be more than 200° degrees. Wheelchairs with the footplate positioned behind a single front castor must have a protective horizontal bar extending to the rear wheels in advance of the castor.

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

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

3.1.3. The underside of the footrests must be designed to prevent damage to the playing surface. A roller bar fitted to the underside of the wheel rests for floor protection and a small anti-tip castor(s) attached to the back of the wheelchair for safety purposes is permitted.

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

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

3.1.5. The maximum height from the floor to the top of the cushion, when a cushion is used, or the top of the seat platform, when a cushion is not used must not exceed

- 63 cm for players 1.0 – 3.0
- 58 cm for players 3.5 – 4.5

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

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

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

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

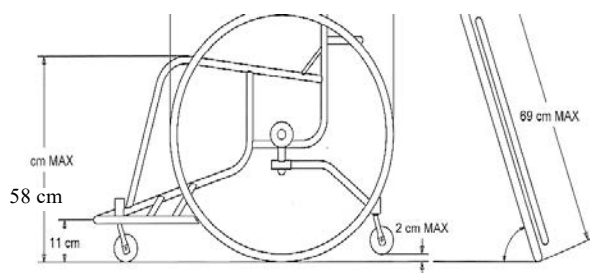
3.1.7. There must be 1 handrim on each wheel.

- 3.1.8. No steering devices, brakes or gears are allowed on the wheelchair.
- 3.1.9. Any tyre or castor(s) that marks the floor is not permitted. Exceptions may be made where it can be demonstrated that the marks can be easily removed.
- 3.1.10. Arm rests and other upper body supports that are attached to the wheelchair should not project beyond the line of the player's legs or trunk in the natural sitting position.
- 3.1.11. The padding of the horizontal bar located at the back of the backrest of the wheelchair must be of a minimum thickness of 1.5 cm (15mm). It must be sufficiently flexible to allow a maximum indentation of a third of its original thickness and may have a minimum indentation factor of fifty percent (50%). This means that when a force is applied suddenly to the padding, the indentation on the padding cannot exceed 50% of its original thickness. The padding is required to prevent injury to the other players.

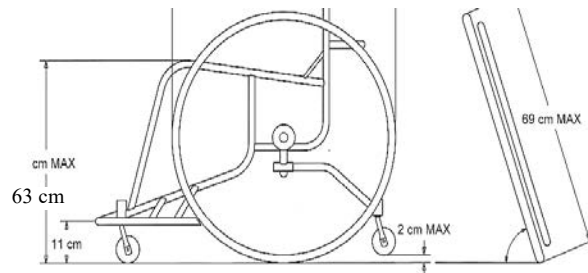
Note 1: During a game, it is possible to have a problem with the wheelchair that causes the wheelchair to no longer be functional or become unsafe. The referee will stop the game at an appropriate time to allow the team to complete the repair. **If the repair cannot be completed in 50 seconds or less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

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

For 3.5 – 4.5 players



For 1.0 – 3.0 players



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

Wheelchair Dimensions

RULE THREE - TEAMS

Art. 4. Teams

4.1. Definition

- 4.1.1. A team member is eligible to play when he has been authorised to play for a team according to the regulations, including regulations governing age limits, of the organising body of the competition.
- 4.1.2. A team member is entitled to play when his name has been entered on the scoresheet before the beginning of the game and as long as he has not been disqualified.
- 4.1.3. During playing time, a team member is:
- A player when he is on the playing court and is entitled to play.
 - A substitute when he is not on the playing court but he is entitled to play.
- 4.1.4. During an interval of play, all team members entitled to play are considered as players.

4.2. Rule

- 4.2.1. Each team shall not have more than **four (4)** players (three [3] players on the court and **one [1] substitute**) and one [1] bench personnel **(as mechanic)**.

Note: Bench personnel may not act as a coach. **Coaches and bench personnel on the playing court and/or on the area for substitutes and/or remote coaching from outside the court are not allowed.**

- 4.2.2. A substitute becomes a player after his teammate steps off the court.

4.3. Uniforms

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

- Shirts of the same dominant colour front and back.
All players must tuck their shirts into their playing shorts. 'All-in-ones' are permitted.
- T-shirts, regardless of style, may be worn under shirts. The T-shirt must be the same dominant colour as the shirt.
- Playing suit trousers or shorts of the same dominant colour front and back, but not necessarily of the same colour as the shirts.

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

The numbers shall be clearly visible and:

- Those on the back shall be at least 20 cm high.
- Those on the front shall be at least 10 cm high.
- The numbers shall be at least 2 cm wide.
- Teams may only use numbers 0 and 00 and from 1 to 99.
- Players on the same team shall not wear the same number.
- Any advertising or logo shall be at least 5 cm away from the numbers.

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

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

4.3.4. Playing barefoot is not permitted.

4.4. Other equipment

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

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

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

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

All players on the team must have all their arm and leg compression sleeves, headgear, wristbands and headbands and tapings of the same solid colour.

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

Art. 5. Players: Injury

- 5.1. In the event of injury to a player(s), the officials may stop the game.
- 5.2. If the ball is live when an injury occurs, the official shall not blow his whistle until the team in control of the ball has shot for a field goal, lost control of the ball, withheld the ball from play or the ball has become dead. If it is necessary to protect an injured player, the officials may stop the game immediately.
- 5.3. If the injured player cannot continue to play immediately (within approximately 15 seconds) or, if he receives treatment, he must be substituted.
- 5.4. Substitutes may enter the playing court, only with the permission of an official, to attend to an injured player before he is substituted.
- 5.5. A doctor may enter the playing court, without the permission of an official if, in the doctor's judgement, the injured player requires immediate medical treatment.
- 5.6. During the game, any player who is bleeding or has an open wound must be substituted. He may return to the playing court only after the bleeding has stopped and the affected area or open wound has been completely and securely covered.
- 5.7. If the injured player or any player who is bleeding or has an open wound recover during a time-out taken by either team, before the scorer's signal for the substitution, that player may continue to play.

Art. 6. Void

Art. 7. Void

RULE FOUR - PLAYING REGULATIONS

Art. 8. Playing time, tied score and overtime

- 8.1. The regular playing time (in official competitions and the recommended one) shall be 1 period of 10 minutes. The game clock shall be stopped during dead ball situations and free throws.
- 8.2. There shall be an interval of play of 1 minute between the regular playing time and the overtime.
- 8.3. An interval of play begins:
- When the player introduction starts (if any) but no later than when the players enter the playing court.
 - When the game clock signal sounds for the end of the regular playing time if an overtime has to be played.
- 8.4. An interval of play ends:
- At the beginning of the regular playing time or overtime when the ball is in the hands of the offensive player after the check-ball has been completed. leaves the hand(s) of the crew chief on the toss for the tap-off.
- 8.5. If the score is tied at the end of the regular playing time, an overtime shall be played. The first team to score 2 points in the overtime wins the game.
- 8.6. If a foul is committed when or just before the game clock signal sounds for the end of the regular playing time, any eventual free throw(s) shall be administered after the end of the regular playing time.
- If an overtime is required because of this free throw(s) then all fouls that are committed after the end of the regular playing time shall be considered to have occurred during an interval of play and the free throws shall be administered before the beginning of the overtime.
- 8.7. 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. 9. Beginning and end of the game

- 9.1. Both teams shall warm-up simultaneously prior to the game.
- 9.2. 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.
- 9.3. The game cannot begin if one of the teams is not on the playing court with 3 players ready to play. This article shall only apply to IWBF 3x3 Official Competitions.
- 9.4. The regular playing time or overtime begins when the ball is in the hands of the offensive player after the check-ball has been completed.
- 9.5. The regular playing time ends when the game clock signal sounds for the end of the regular playing time or a team reaches 21 or 22 points during regular playing time (sudden death), whatever happens first.
- 9.6. The overtime ends as soon as one team scores 2 or more points in overtime.

Art. 10. Status of the ball

- 10.1. The ball can be either live or dead.
- 10.2. The ball becomes **live** when:
 - During a check-ball, the ball is at the disposal of the offensive player after the check-ball has been completed; after a check-ball the ball is live until an official blows his whistle or the sound of the game/shot clock signal.
 - Following each successful field goal or last free throw.
 - During a free throw, the ball is at the disposal of the free-throw shooter.
- 10.3. The ball becomes **dead** when:
 - An official blows his whistle while the ball is live.
 - It is apparent that the ball will not enter the basket on a free throw which is to be followed by:
 - Another free throw(s).
 - A further penalty (free throw(s) and/or possession).
 - The game clock signal sounds for the end of the regular playing time, sudden death or overtime.
 - The shot clock signal sounds while a team is in control of the ball.
 - The ball in flight on a shot for a field goal is touched by a player from either team after:
 - An official blows his whistle.
 - The game clock signal sounds for the end of the regular playing time.

- The shot clock signal sounds.

10.4. The ball does not become **dead** and the goal counts if made when:

- The ball is in flight on a shot for a field goal and:
 - An official blows his whistle.
 - The game clock signal sounds for the end of the regular playing time.
 - The shot clock signal sounds.
- The ball is in flight on a free throw and an official blows his whistle for any rule infraction other than by the free-throw shooter.
- The ball is in the control of a player in the act of shooting for a field goal who finishes his shot with a continuous motion which started before a foul is charged on any opponents' player or substitute.

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

- After an official blows his whistle and an entirely new act of shooting is made.
- During the continuous motion of a player in the act of shooting the game clock signal sounds for the end of the regular playing time quarter or the shot clock signal sounds.

Art. 11. Location of a player and an official

- 11.1. The location of a player is determined by where his wheelchair is touching the floor.
- 11.2. The location of an official is determined in the same manner as that of a player. When the ball touches an official, it is the same as touching the floor at the official's location. While he is in the air from a jump, he retains the same status he had when he last touched the floor.

Art. 12. Held ball situation

- 12.1. A held ball occurs when one or more players from opposing teams have one or both hands firmly on the ball so that neither player can gain control without undue roughness.

12.2. Held ball situations

A held ball situation occurs when:

- A held ball is called.
- The ball goes out-of-bounds and the officials are in doubt or disagree about which of the opponents last touched the ball.
- A double free-throw violation occurs during an unsuccessful last free throw.
- A live ball lodges between the ring and the backboard except:
 - Between free throws,
 - After the last free throw followed by a check-ball.

- The ball becomes dead when neither team has control of the ball nor is entitled to the ball.
- After the cancellation of equal penalties against both teams, if there are no other foul penalties remaining for administration and neither team had control of the ball nor was entitled to the ball before the first foul or violation.

Should a held ball situation occur, the game shall be resumed with a check-ball for the last defensive team. The shot clock shall be reset to 12 seconds.

Art. 13. How the ball is played

13.1. Definition

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

13.2. Rule

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

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

An infraction of Art. 13.2 is a violation.

Art. 14. Control of the ball

14.1. Definition

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

14.1.2. Team control **continues** when:

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

14.1.3. Team control **ends** when:

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

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

- Touch the floor with any part of his body except the hand(s), or

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

Art. 15. Player in the act of shooting

15.1. Definition

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

A **tap** is when the ball is directed with the hand(s) towards the opponents' basket.

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

15.1.2. The act of shooting:

- **Begins** when the player starts the continuous movement normally preceding the release of the ball and, in the judgement of an official, he has started an attempt to score by throwing or tapping the ball towards the opponents' basket.
- **Ends** when the ball has left the player's hand(s) and the follow-through of the shot is completed (i.e. the shooter's hand(s) completes its movement in the direction of the floor, the wheelchair or, in the case of an underhand shot, the basket).

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

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

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

15.1.3. A **continuous movement** in the act of shooting:

- Begins when the ball has come to rest in the player's hand(s) and the shooting motion, usually upward, has started.
- May include the player's arm(s) and/or body and/or wheelchair movement in his attempt to shoot for a field goal.
- Ends when the ball has left the player's hand(s), and the follow-through of the shot is completed (i.e. the shooter's hand(s) completes its movement in the direction of the floor, the wheelchair or, in the case of an underhand shot, the basket) or if an entirely new act of shooting is made.

Art. 16. Goal: When made and its value

16.1. Definition

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

16.2. Rule

- 16.2.1. A goal is credited to the offensive team when the ball has entered as follows:

- A goal released from a free throw counts 1 point.
- A goal released from inside the arc (1-point field goal area) counts 1.
- A goal released from behind the arc (2-point field goal area) counts 2.

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

- 16.2.2. If a defensive player taps a defensive rebound into the basket without having ball control or deflects a pass or taps a ball on the opponent's dribbling directly into the basket, the goal shall count and it shall be awarded to the last offensive player in ball control. If the deflection or tap occurs in the 2-point field goal area, the goal shall count for 2 points.
- 16.2.3. If a player **accidentally** scores a field goal, the goal shall count and shall be assigned to the last offensive player in ball control.
- 16.2.4. If a player **deliberately** scores a field goal, it is a violation and the goal shall not count. The game shall be resumed with a check-ball for the last offensive team.
- 16.2.5. In all situations where a defensive team establishes ball control and scores a goal without clearing the ball, the basket shall be cancelled as the team had not cleared the ball prior to the shot attempt including controlled taps. This shall include controlled taps.
- 16.2.6. If a player causes the entire ball to pass through the basket from below, it is a violation.
- 16.2.7. The game clock must indicate 0:00.3 (3 tenths of a second) or more for a player to gain control of the ball on a check-ball or on a rebound after the last free throw in order to attempt a shot for a field goal. If the game clock indicates 0:00.2 or 0:00.1 the only type of a valid field goal made is by directly tapping the ball.

Art. 17. Check-ball

17.1. Definition

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

17.2. Procedure

- 17.2.1. The offensive player taking the check-ball shall be behind the arc (neither of his full wheelchairs is inside nor on the arc line) at the top of the playing court (facing the backboard).
- 17.2.2. The defensive player facing the offensive player shall hand over or bounce the ball to opponent with a normal basketball pass allowing the offensive player to take control of the ball.
- 17.2.3. It shall be a reasonable distance (approx. 1m) between the offensive and the defensive players taking the check-ball. In IWBF 3x3 Official Competitions at World level, the 3x3 infinity logo shall be used to position the defensive player and the offensive player at this distance (two opponents' players facing each other on each longer side of the logo, without touching it).
- 17.2.4. During the game, if the defensive and the offensive players are in their correct positions, check-ball procedure requires no action from the officials. If the players are not in their correct position (or executing the check-ball incorrectly), the official shall pass the ball directly to the defensive player to assure the check-ball is executed correctly.
- 17.2.5. At the beginning of the regular playing time or overtime the check-ball shall be administrated by the official.

Art. 18. Time-out

18.1. Definition

A time-out is an interruption of the game requested by a player or substitute to the official.

18.2. Rule

- 18.2.1. Each team shall be granted 1 time-out. Time-out shall last 1 minute.
- 18.2.2. In addition to the teams' time-outs, in IWBF 3x3 Official Competitions or if so decided by the organiser 2 additional TV time-outs that shall be granted at the first dead ball after the game clock shows 6:59 and 3:59 respectively in all games.
- 18.2.3. All time-outs shall last 30 seconds.

- 18.2.4. Both teams are entitled to request a time-out at a time-out opportunity.
- 18.2.5. A time-out opportunity begins when the ball becomes dead prior to a check-ball or free-throw.
- 18.2.6. A time-out may cannot be granted when the ball is live.
- 18.2.7. An unused time-out may be carried over to the overtime.

Art. 19. Substitution

19.1. Definition

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

19.2. Rule

- 19.2.1. Both teams are entitled to request a substitution when the ball becomes dead prior a check-ball or free throw

19.3. Procedure

- 19.3.1. The substitute can enter the game without any prior notice to the officials or table officials while the ball is dead and the game clock is stopped.
- 19.3.2. The substitutions can only take place behind the endline and require no action from the officials or table officials.
- 19.3.3. If the free-throw shooter must be substituted because he:
 - Is injured, or
 - Has been disqualified,the free throw(s) must be attempted by his substitute.
- 19.3.4. Once the substitution has been completed (substituted player is out of the court the assistant scorer (see Art. 48.5) shall verify that the total points value of the substitution team does not exceed the legal limit (see Art. 51.2). If he determines that the 8.5 point limit rule has been exceeded he shall inform the scorer who will, in turn, inform the official by sounding his signal at the conclusion of the next phase of play if the offending teams opponents are in control of the ball, or immediately, if the offending team is in control of the ball.

Art. 20. Game lost by forfeit

20.1. Rule

A team shall lose the game by forfeit if at the scheduled starting time of the game the team is not present or is unable to field 3 players within 8.5-point limit rule ready to play. This rule shall not be mandatory for grassroots events.

20.2. Penalty

- 20.2.1. In case of forfeit, the game score is marked with w-0 or 0-w ("w" standing for win). For the winning team this game result shall not be considered when calculating the team's average score while for the losing team this game results shall be considered with 0 points when calculating the team's average score.
- 20.2.2. A team losing by a tortuous forfeit shall be disqualified from the competition.
- 20.2.3. If in a tournament the team forfeits for the second time or in case of no-show, the team shall be disqualified from the tournament and will be displayed as DQF.

Art. 21. Game lost by default

21.1. Rule

A team shall lose a game 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.

21.2. Penalty

- 21.2.1. In case of default, the winning team may choose to keep its score as it stands or to have the game forfeited, whilst the defaulting team's score is set to 0 in any case. In case of a default where the winning team chooses to have the game forfeited, the game result shall not be considered when calculating the team's average score.
- 21.2.2. A team losing by default shall be disqualified from the competition.

RULE FIVE - VIOLATIONS

Art. 22. Violations

22.1. Definition

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

22.2. Penalty

The ball shall be awarded to the opponents for a check-ball.

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

23.1. Definition

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

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

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

23.2. Rule

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

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

23.2.3. If a player(s) move(s) to out-of-bounds during a held ball, a held-ball situation occurs.

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

Art. 24. Dribbling

24.1. Definition

- 24.1.1. A dribble is the movement of a live ball caused by a player in control of that ball who throws, taps, rolls or bounces the ball on the floor.
- 24.1.2. **A dribble starts** when a player, having gained control of a live ball on the playing court:
- pushes on his large wheels and dribbles the ball simultaneously, or
- 24.1.3. Takes one or two pushes on his large wheels while the ball is either resting on his lap, not between his knees, or held in his hand, followed by dribbling the ball. This sequence may be repeated as often as the player wishes, or
- Use both of the above sequences alternately, or
 - Throws, taps, rolls, dribbles it on the floor or deliberately throws it against the backboard and touches it again before it touches another player.
- 24.1.4. A player who accidentally loses and then regains control of a live ball on the playing court is considered to be fumbling the ball.
- 24.1.5. The following are not dribbles:
- Successive shots for a field goal.
 - Fumbling the ball at the beginning or at the end of a dribble.
 - Attempts to gain control of the ball by tapping it from the vicinity of other players.
 - Tapping the ball from the control of another player.
 - Deflecting a pass and gaining control of the ball.
 - Tossing the ball from hand to hand and allowing it to come to rest in one or both hands before touching the floor, provided that no travelling violation is committed.
 - Throwing the ball against the backboard and regaining the control of the ball.

Art. 25. Travelling (Three pushes)

25.1. Definition

- 25.1.1. A player may progress with a live ball on the court in any direction within the following limits:
- The number of pushes while holding the ball shall not exceed 2.
 - Any pivot movements shall be considered part of the dribble and are limited to 2 consecutive pushes without dribbling the ball.

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

25.2 An infraction of this article is a violation.

Art. 26. 3 seconds

26.1. Rule

26.1.1. A player shall **not** remain in the opponents' restricted area for more than 3 consecutive seconds while his team is in control of a live ball on the court and the game clock is running.

26.1.2. Allowances must be made for a player who:

- Makes an attempt to leave the restricted area.
- Is in the restricted area when he or his team-mate is in the act of shooting and the ball is leaving or has just left the player's hand(s) on the shot for a field goal.
- Dribbles in the restricted area to shoot for a field goal after having been there for less than 3 consecutive seconds.

26.1.3. To establish himself outside the restricted area, the player must place all wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor outside the restricted area.

Art. 27. 5 seconds

27.1. Definition

27.1.1. A player who is holding a live ball on the playing court when an opponent is in an active legal guarding position at a distance of no more than 1 m must pass, shoot or dribble the ball within 5 second.

27.1.2. Not applicable.

Art. 28. Void

Art. 29. 12 seconds

29.1. Rule

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

- A player gains control of a **live** ball on the **playing court**,

- On a check-ball, the ball is in the hands of the offensive player after the check-ball has been completed.
- Following each successful field goal or last free throw, the ball is in the hands of the player from a non-scoring team,

that team must attempt a shot for a field goal within 12 seconds.

To constitute a shot for a field goal within 12 seconds:

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

29.1.2. When a shot for a field goal is attempted near the end of the 12-second period and the shot clock signal sounds while the ball is in the air:

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

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

29.1.3. If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the officials shall give in last 5 seconds the offensive team an information on the remaining seconds by counting them loudly and signaling them with an extended arm.

29.2. Procedure

29.2.1. The shot clock shall be reset whenever 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.

In these situations, the possession of the ball shall be awarded to the same team that previously had control of the ball, the shot clock shall be reset to 12 seconds.

However, if the game is stopped by an official for any valid reason not connected with either team the shot clock shall not be reset but shall continue from the time it was stopped, unless in the judgment of an official, it would place that team at a disadvantage.

- 29.2.2. The shot clock shall be reset to 12 seconds whenever a check-ball is awarded to the opponents' team after the game is stopped by an official for a foul or violation (including for the ball having gone out-of-bounds) committed by the team in control of the ball.
- The shot clock shall also be reset to 12 seconds if the new offensive team is awarded a check-ball as a result of a held ball.
- 29.2.3. Whenever the game is stopped by an official for a technical foul committed by the team in control of the ball, the game shall be resumed with a check-ball. The shot clock shall not be reset but shall continue from the time it was stopped.
- 29.2.4. When the team is awarded a check-ball as part of the penalty for an unsportsmanlike or disqualifying foul, the shot clock shall be reset to 12 seconds.
- 29.2.5. After the ball has touched the ring of the basket, the shot clock shall be reset to 12 seconds, whenever any player gains control of the ball.
- 29.2.6. If the shot clock signal sounds in error while a team has control of the ball or neither team has control of the ball, the signal shall be disregarded, and the game shall continue.

However, if in the judgement of an official, the team in control of the ball has been placed at a disadvantage, the game shall be stopped, the shot clock shall be corrected and possession of the ball shall be awarded to that team.

Art. 30. Clearing the ball

30.1. Definition

- 30.1.1. Clearing the ball is the way of play, which grants a new offensive team a possession of the ball from behind the arc to do its best to attempt a shot for a field goal.

30.2. Rule

- 30.2.1. Following each successful field goal or the last free throw (except those followed by ball possession):

- A player from a non-scoring team shall 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.

- The defensive player is not allowed to play the ball at least 1 m distance measured from underneath the basket.

- 30.2.2. A player is considered to be “behind the arc” when neither all the wheelchair is inside or touching the arc line.

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

- If the offensive player rebounds the ball, he may continue to attempt to score without returning the ball behind the arc.
- If the defensive player rebounds the ball, he must return the ball behind the arc (by passing or dribbling) at any point in the 12 second offense, before a new scoring attempt.

- 30.2.4. If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling) at any point in the 12 second offense, before a new scoring attempt.

30.3. Penalty

- 30.3.1. If the ball leaves player hand(s) attempting a field-goal before it has been cleared, it is a “no-cleared ball” violation and potential field goal shall not count. The ball shall be awarded to the opponents for a check-ball.

Art. 31. Lifting

31.1. Definition - Lifting

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

A player shall not lift from the wheelchair to shoot, rebound or pass the ball or attempt to block shot or a pass from an opponent or attempt to secure a pass from a team-mate.

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

31.2. Penalty

- 31.2.1. A **technical foul** shall be charged against the offender.
1 free throw shall be awarded to the opponents, followed by the check-ball administered by the team which had control of the ball or was entitled to the ball when the technical foul was called. If neither team had control of the ball nor was entitled to the ball, a held ball situation occurs.
Except if it was lifting as a result of the attempt to block a shot on a player in the act of shooting.
- 31.2.2. If the lifting is a result of the attempt to block a shot on a player in the act of shooting, a technical foul shall be charged against the offender and the player in the act of shooting shall be awarded a number of free throw(s) as follows:
- If the shot from the field goal area is successful, the goal shall count and, in addition, 1 free throw shall be given.
 - If the shot from the 1-point field goal area is unsuccessful, 1 free throw shall be awarded.
 - If the shot from the 2-point field goal area is unsuccessful, 2 free throws shall be awarded.
 - If the lifting occurs as, or just before, the game clock signal sounds for the end of the game or as, or just before, the shot clock signal sounds, while the ball is still in the player's hand(s) and the field goal is successful, the goal shall not count and 1 or 2 free throws will be awarded.
- In each of the above four bullet cases, the game will resume by the check-ball administered by the team which had control of the ball or who had just shot the ball.



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

31.4. Definition - Tilting

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

RULE SIX - FOULS

Art. 32. Fouls

32.1. Definition

- 32.1.1. A foul is an infraction of the rules concerning illegal personal contact with an opponent or his wheelchair and/or unsportsmanlike behaviour.
- 32.1.2. Any number of fouls may be called against a team. Irrespective of the penalty, each foul shall be charged, entered on the scoresheet and penalised according to these rules.
- 32.1.3. Personal fouls are not entered on the scoresheet unless unsportsmanlike or disqualifying.

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

Art. 33. Contact General principles

33.1. Cylinder principle

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

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



Diagram 1 – Wheelchair Cylinder

33.2. Principle of verticality – The wheelchair cylinder

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

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

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

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

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

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

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

33.3. Legal guarding position

A defensive player has established a legal guarding position when:

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

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

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

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

The legal guarding position extends upwards above the player's torso, but within the cylinder formed by the player's body and wheelchair. The player may raise his arms above his head, but he must maintain them in a position inside the imaginary cylinder.

33.4. Guarding a player who controls the ball

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

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

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

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

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

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

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

33.5. Guarding a player who does not control the ball

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

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

Once a defensive player has taken a legal guarding position, he may not prevent an opponent from passing him by extending his arms into the opponent's path. He may however, in order to prevent injury, turn or place his arms in front of his body, or turn his wheelchair, providing that in turning his chair he does not, in the opinion of the official, significantly change his position in the path of the opponent.

Once a defensive player has taken a legal guarding position:

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

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

33.6. Crossing the path

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

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

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

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

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

33.7. The elements of time and distance

Coming to an immediate stop with a wheelchair is impossible.

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

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

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

33.8. Screening - Legal and illegal

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

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

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

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

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

33.9. Charging

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

33.10. Blocking

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

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

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

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

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

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

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

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

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

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

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

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

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

- Get free to catch the ball.

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

33.12. Illegal guarding from the rear

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

33.13. Holding

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

33.14. Pushing

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

33.15. Fake being fouled

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

Art. 34. Contact foul

34.1. Definition

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

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

34.2. Penalty

A contact foul shall be charged against the offender's team.

- 34.2.1. If the foul is committed on a player not in the act of shooting:
- The game shall be resumed with a check-ball by the non-offending team.
 - If the offending team is in the team foul penalty situation, then Art. 41 shall apply. 2 free throws shall be awarded as of the 7th team foul.
- 34.2.2. If the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throws as follows:
- If the shot released from the field goal area is successful, the goal shall count and, in addition, 1 free throw. 2 free throws shall be awarded as of the 7th team foul.
 - If the shot released from inside the arc is unsuccessful, 1 free throw. 2 free throws shall be awarded as of the 7th team foul.
 - If the shot released from behind the arc is unsuccessful, 2 free throws.
 - If the player is fouled as, or just before, the game clock signal sounds for the end of the regular playing time, or just before, the shot clock signal sounds, while the ball is still in the player's hand(s) and the field goal is successful, the goal shall not count and 1 or 2 free throws shall be awarded. 2 free throws shall be awarded as of the 7th team foul.

Art. 35. Double foul

35.1. Definition

- 35.1.1. A double foul is a situation in which 2 opponents commit personal fouls against each other at approximately the same time.
- 35.1.2. To consider 2 fouls as a double foul the following conditions must apply:
- Both fouls involve physical contact.
 - Both fouls are between the same 2 opponents fouling each other.

35.2. Penalty

A personal foul shall be charged against each offender. No free throws shall be awarded irrespective of the team foul situations or whether a foul is a player's first or second unsportsmanlike foul. The game shall be resumed as follows:

If at approximately the same time as the double foul

- A valid field goal, or a last free throw is scored, the ball shall be awarded to the non-scoring team for a check-ball.
- A team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a check-ball.
- Neither team had control of the ball nor was entitled to the ball, a held ball situation occurs. The ball shall be awarded to the last defensive team with 12 seconds on the shot-clock.

Art. 36. Technical foul

36.1. Rules of conduct

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

36.2. Definition

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

- Disrespectfully communicating with the officials, the game commissioner if present, the table officials or the opponents.
- Using language or gestures likely to offend or incite the spectators.
- Baiting and taunting an opponent.
- Obstructing the vision of an opponent by waving/placing his hand(s) near his eyes.
- Excessive swinging of elbows.
- Delaying the game by:
 - deliberately touching the ball or preventing the new offensive team from collecting the ball immediately after the ball passes through the basket on the successful field goal or free throw.
 - Preventing a check-ball or a free throw from being taken promptly.
- Fake being fouled or exaggerating contact.
- Inappropriate interaction with people outside the playing court or any form of communication between players and coaches during the game.
- Taking his feet off the foot rests to gain an unfair advantage.
- Using any part of the lower limb(s) to gain an unfair advantage or to steer the wheelchair.
- Lifting

36.2.2. A team member shall not be disqualified for the remainder of the game when he is charged with 2 technical fouls.

36.3. Penalty

36.3.1 A technical foul shall count as a team foul.

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

- The free throw shall be administered immediately. After the free throw, the check-ball shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called.
- The free throw shall also be administered immediately, regardless whether the order of any other possible penalties for any other fouls has been determined or whether the administration of the penalties has been started. After the free throw for a technical foul, the game shall be resumed by the team which had control of the ball or was entitled to the ball when the technical foul was called with a check-ball.
- If a valid field goal, or a last free throw is scored, the game shall be resumed with a check-ball for the last defensive team.
- If neither team had control of the ball nor was entitled to the ball, a held ball situation occurs. The game shall be resumed with a check-ball for the last defensive team.

Art. 37. Unsportsmanlike foul

37.1. Definition

- 37.1.1. An unsportsmanlike foul is a contact foul with an excessive, hard or dangerous contact.
- 37.1.2. Holding an opponent in control of the ball shall be considered as an unsportsmanlike foul.
- 37.1.3. The officials must interpret the unsportsmanlike fouls consistently throughout the game and to judge only the action.

37.2. Penalty

- 37.2.1. An unsportsmanlike foul shall be charged on the offender.
- 37.2.2. The first unsportsmanlike foul shall be penalized with 2 free throws, no ball possession. If the first unsportsmanlike foul of a player is committed on a player in the act of shooting and the goal is made, it shall count and in addition 2 free throws shall be awarded.
- 37.2.3. The second unsportsmanlike foul shall be penalized with 2 free throws, no ball possession. If the first unsportsmanlike foul of a player is committed on a player in the act of shooting and the goal is made, it shall count and in addition 2 free throws shall be awarded.
- 37.2.4. All unsportsmanlike fouls are counted as 2 fouls for team foul purposes.
- 37.2.5. A player shall be disqualified for the remainder of the game when he is charged with 2 unsportsmanlike fouls.
- 37.2.6. If a player is disqualified under Art. 37.2.5 the unsportsmanlike foul shall be the only foul to be penalised and no additional penalty for the disqualification shall be administered.

Art. 38. Disqualifying foul

38.1. Definition

- 38.1.1. A disqualifying foul is any flagrant unsportsmanlike action by players or substitute.
- 38.1.2. In order to assist the team in confirming that their equipment meets the requirements covered under Article 3.1 the game commissioner will conducting a chair check prior to the start of the tournament. It is the responsibility of the player to ensure that their wheelchair meets the requirements covered under Article 3.1 when the player enters the court with the wheelchair. To alter a wheelchair not in accordance with the rules is considered to be flagrantly unsportsmanlike behavior. Officials may conduct directed chair checks during a game. Any equipment found to be altered shall be removed from the game. The player is responsible for his

equipment and any modification shall be considered a deliberate act to gain an unfair advantage. The player will be assessed a disqualifying foul. If the same player is found to have altered his wheelchair a second time during the tournament he shall be disqualified from the tournament.

38.2. Violence

- 38.2.1. Acts of violence may occur during the game, contrary to the spirit of sportsmanship and fair play. These should be stopped immediately by the officials and, if necessary, by public order enforcement officers.
- 38.2.2. Whenever acts of violence occur involving players on the playing court or in its vicinity, the officials shall take the necessary action to stop them.
- 38.2.3. Any of the above persons who are guilty of flagrant acts of aggression against opponents or officials shall be disqualified. The crew chief must report the incident to the organizing body of the competition.
- 38.2.4. Public order enforcement officers may enter the playing court only if requested to do so by the officials. However, should spectators enter the playing court with the obvious intention of committing acts of violence, the public order enforcement officers must intervene immediately to protect the teams and officials.
- 38.2.5. All areas beyond the playing court or its vicinity, including entrances, exits, hallways, dressing rooms, etc., come under the jurisdiction of the organizing body of the competition and the public order enforcement officers.
- 38.2.6. Physical actions by players or substitutes or any person permitted to sit on the team bench, which could lead to damaging of game equipment, must not be permitted by the officials.

When behavior of this nature is observed by the officials, the coach of the offending team shall be given a warning.

Should the action(s) be repeated, a technical or even disqualifying foul shall immediately be called on the individual(s) involved.

38.3. Penalty

- 38.3.1. A disqualifying foul shall be charged against the offender.
- 38.3.2. Whenever the offender is disqualified according to the respective articles of these rules, he shall leave the court.
- 38.3.3. 2 free throws shall be awarded:
- To any opponent in the case of a non-contact foul.
 - To the player who was fouled in the case of a contact foul, followed by a check-ball.
- 38.3.4. All disqualifying fouls shall count as 2 fouls for team foul purposes.
- 38.3.5. A team member disqualified from the game may be further disqualified from the event by the organizer. Independent hereof, the organizer shall disqualify team member(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.
- 38.3.6. 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 IWBF Internal Regulations is unaffected by any disqualification under this art. 38.

Art. 39. Fighting

39.1. Definition

Fighting is physical interaction between 2 or more opponents (players substitutes, bench member).

This article only applies to the substitutes and bench member who leave the confines of the team bench area during a fight or during any situation which may lead to a fight.

39.2. Rule

- 39.2.1. Substitutes or bench member, who leave the team bench area during a fight, or during any situation which may lead to a fight, shall be disqualified. However, if a substitute leaves the team bench area to assist the officials to maintain or restore the order, a substitute shall not be disqualified.
- 39.2.2. Only the bench member are permitted to leave team bench area during a fight, or during any situation which may lead to a fight, to assist officials to maintain or to restore order. In this situation, they shall not be disqualified.
- 39.2.3. If a substitute leaves the team bench area and neither assists nor attempts to assist the officials to maintain or to restore order, the substitute shall be disqualified.

39.3. Penalty

- 39.3.1. If team members are disqualified under this article and there are no other foul penalties remaining for administration, the game shall be resumed as follows.
- If at approx. the same time as the game was stopped due to the fighting:
- A valid field goal or a last free throw is scored, the ball shall be awarded to the non-scoring team for a check-ball.
 - A team had control of the ball or was entitled to the ball, the ball shall be awarded to that team for a check-ball. The shot-clock shall not be reset.
 - Neither team has control of the ball nor was entitled to the ball, a held ball situation occurs. The game shall be resumed with a check-ball for the last defensive team.
- 39.3.2. All disqualifying fouls shall be entered on the scoresheet and shall count as 2 team foul.
- 39.3.3. All possible foul penalties against players on the court involved in a fight or any situation which leads to a fight shall be dealt in accordance with Art. 42.

RULE SEVEN - GENERAL PROVISIONS

Art. 40. Void

Art. 41. Team fouls: Penalty

41.1. Definition

- 41.1.1. A team foul is a personal, technical, unsportsmanlike or disqualifying foul committed by a player or substitute. A team is in the team foul penalty situation after it has committed 6 team fouls.
- 41.1.2. All team fouls committed in an interval of play shall be considered as being committed in the regular playing time or overtime.
- 41.1.3. Players are not excluded based on the number of personal fouls subject to Art. 37.2.5 and Art. 38.

41.2. Rule

- 41.2.1. Team fouls 7, 8 and 9 shall be penalized with 2 free throws. Team foul 10 and any subsequent team fouls shall be penalized with 2 free throws and ball possession. This article is applied also to unsportsmanlike fouls and to fouls on the act of shooting and overrules art. 34 and art. 37 but shall not be applied to technical fouls. The player against whom the foul was committed shall attempt the free throws.
- 41.2.2. If a contact foul is committed by a player of the team in control of the live ball, or of the team entitled to the ball, such a foul shall be penalized by a check-ball for the opponents.

Art. 42. Special situations

42.1. Definition

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

42.2. Procedure

- 42.2.1. All fouls shall be charged and all penalties identified.
- 42.2.2. The order in which all infractions occurred shall be determined.
- 42.2.3. All equal penalties against the teams and all double foul penalties shall be cancelled in the order in which they were called. Once the penalties have been recorded and cancelled they are considered as never having occurred.

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

Art. 43. Free throws

43.1. Definition

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

43.2. Rule

- 43.2.1. When a personal, an unsportsmanlike or a disqualifying contact foul is called the free throw(s) shall be awarded as follows:
- The player against whom the foul was committed shall attempt the free throw(s).
 - If there is a request for him to be substituted, he must attempt the free throw(s) before leaving the game.
 - If he must leave the game due to injury or having been disqualified, his substitute shall attempt the free throw(s). If no substitute is available, any team-mate shall attempt the free throw(s).
- 43.2.2. When a technical or a disqualifying non-contact foul is called, any member of the opponents' team shall attempt the free throw(s).

- 43.2.3. The free-throw shooter shall:
- Take a position with his rear wheels behind the free-throw line and inside the semi-circle. His front wheel(s) (or castor(s)) may be in advance of the line.
 - Use any method to shoot a free throw in such a way that the ball enters the basket from above or the ball touches the ring.
 - Release the ball within 5 seconds after it is placed at his disposal by the official.
 - Not touch the free-throw line or enter the restricted area with any part of his body or either of his rear wheels until the ball has entered the basket or has touched the ring.
 - Not fake a free throw.
- 43.2.4. The players in the free-throw rebound places shall be entitled to occupy alternating positions in these spaces, which are considered to be 1 m in depth (Diagram7).
- During the free throws these players shall not:
- Occupy free-throw rebound places to which they are not entitled.
 - Enter the restricted area, the neutral zone or leave the free-throw rebound place until the ball has left the hand(s) of the free-throw shooter.
 - Distract the free-throw shooter by their actions.

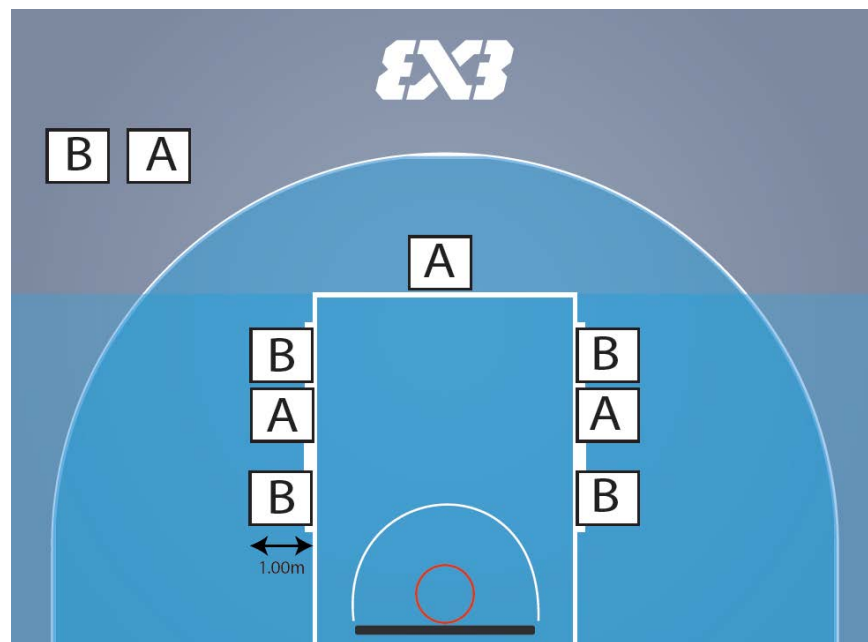


Diagram 7 Optional players' positions during free throws

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

- 43.2.6. Players not in the free-throw rebound places shall remain behind the free-throw line extended and behind the arc until the free throw ends.
- 43.2.7. During a free throw(s) to be followed by another set(s) of free throws or by a throw-in, all players shall remain behind the free-throw line extended and behind the arc.

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

43.3. Penalty

- 43.3.1. If a free throw is successful and the violation(s) is committed by the free-throw shooter, the point shall not count.
- The ball shall be awarded to the opponents for a check-ball, unless there is a further free throw(s) or possession penalty to be administered.
- 43.3.2. If a free throw is successful and the violation(s) is committed by any player(s) other than the free-throw shooter:
- The point shall count.
 - The violation(s) shall be disregarded.
- In case of the last free throw, the ball shall be awarded to the opponents for a check-ball.
- 43.3.3. If a free throw is not successful and the violation is committed by:
- A free-throw shooter or his **team-mate** of the last free-throw, the ball shall be awarded to the opponents for a check-ball unless that team is entitled to further possession.
 - An **opponent** of the free-throw shooter, a substitute free throw shall be awarded to the free-throw shooter.
 - **Both teams**, on the last free throw, a held ball situation occurs. The ball shall be awarded to the defensive team.

Art. 44. Correctable errors

44.1. Definition

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

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

44.2. General procedure

- 44.2.1. To be correctable the above-mentioned errors must be recognized by the officials, commissioner, if present, or table officials before the ball becomes live following the first dead ball after the game clock has started following the error.
- 44.2.2. An official may stop the game immediately upon recognition of a correctable error, as long as neither team is placed at a disadvantage.
- 44.2.3. Any fouls committed, points scored, time used and additional activity which may have occurred after the error has occurred and before its recognition, shall remain valid.
- 44.2.4. After the correction of the error the game shall be resumed at the point it was stopped to correct the error, unless otherwise stated in these rules. The ball shall be awarded to the team entitled to the ball at the time the game was stopped for the correction of the error.
- 44.2.5. Once an error that is still correctable has been recognized, and:
- The player involved in the correction of the error is on the team bench after being legally substituted, he must re-enter the playing court to participate in the correction of the error at which point he becomes a player.
Upon completion of the correction, he may remain in the game unless a legal substitution has been requested again, in which case the player may leave the playing court.
 - The player was substituted due to his injury or having been disqualified, his substitute must participate in the correction of the error.
- 44.2.6. Correctable errors cannot be corrected after the crew chief has signed the scoresheet.
- 44.2.7. An error in scorekeeping, time-keeping or shot clock operations involving the score, number of fouls, number of time-outs, game clock and shot clock time consumed or omitted, may be corrected by the officials at any time before the officials have signed the scoresheet.

44.3. Special procedure

- 44.3.1. Awarding an unmerited free throw(s).
- The free throw(s) attempted as a result of the error shall be cancelled and the game shall be resumed as follows:
- If the game clock has not started, the ball shall be awarded for a throw-in from the free-throw line extended to the team whose free throws had been cancelled.
 - If the game clock has started and:

- The team in control of the ball or entitled to the ball at the time the error is recognized is the same team that was in control of the ball at the time the error occurred, or
- Neither team is in control of the ball at the time the error is recognized, the ball shall be awarded to the team entitled to the ball at the time of the error.
- If the game clock has started and, at the time the error is recognized, the team in control of the ball or entitled to the ball is the opponent of the team that was in control of the ball at the time of the error, a held ball situation occurs. The game shall be resumed with a check ball for the last defensive team.
- If the game clock has started and, at the time the error is recognized, a foul penalty involving a free throw(s) has been awarded, the free throw(s) shall be administered and the ball shall be awarded for a throw-in to the team that was in control of the ball at the time the error occurred.

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

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

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

The free throw(s) attempted, and the possession of the ball if part of the penalty, shall be cancelled and the ball shall be awarded to the opponents for a throw-in from the free-throw line extended, unless penalties for further infractions are to be administered.

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

Art. 45. Officials, table officials and sport supervisor

- 45.1. The **officials** shall be referees. They shall be assisted by the table officials and by a sports supervisor, if present.
- 45.2. The **table officials** shall be a scorer, a scoreboard operator and a shot clock operator.
- 45.3. The **sport supervisor** shall sit at the scorer's table. His primary duty during the game is to supervise the work of the table officials, to oversee the Player ID cards and ensure that the teams do not exceed 8,5 points on the court and to assist the officials in the smooth functioning of the game.
- 45.4. The officials of a given game should not be connected in any way with either team on the playing court.
- 45.5. **The officials, the table officials and the sport supervisor shall conduct the game in accordance with these rules and have no authority to change them.**

Art. 46. Sport Supervisor

The sport supervisor, if any, shall:

- 46.1. Inspect and approve all equipment to be used during the game.
- 46.2. Designate the official game clock, shot clock, stopwatch and recognise the table officials.
- 46.3. Select a game ball from at least 2 used balls provided by organizer. Should neither of these balls be suitable as the game ball, he may select the best quality ball available.
- 46.4. Not permit any player to wear objects that may cause injury to other players.
- 46.5. Make the officials aware of any irregularities in breach of the IWBF Internal Regulations, these rules or the 3x3 IWBF interpretations to these rules.
- 46.6. Have the power to stop a game when conditions warrant it. To request the attention of the officials, the sports supervisor may only stop the game after a valid goal scored, without placing any team in disadvantage.
- 46.7. Have the power to determine that a team shall forfeit the game.

- 46.8. Carefully oversee the Player ID cards to ensure that the teams do not exceed 8,5 points on the court and examine the scoresheet at the end of playing time or at any time he feels is necessary.
- 46.9. Ensure that the officials have signed the scoresheet at the end of playing time, **terminates** the officials' administration and **connection** with the game. The officials' **power** shall **begin** when they arrive on the playing court before the game is scheduled to begin, and **end** when the game clock signal sounds for the end of the game as approved by the officials.
- 46.10. Ensure that the officials have entered on the reverse side, before the officials sign the scoresheet:
- Any forfeit or disqualifying foul,
 - Any unsportsmanlike behaviour by team members that occurs prior to the 5 minutes before the game is scheduled to begin, or between the end of the game and the approval and signing of the scoresheet.
- In such a case, the sports supervisor (if present) must send a detailed report to the organising body of the competition.
- 46.11. If the sports supervisor is not present, the officials shall take over his duties.
- 46.12. Be authorised to approve before the game and operate, if available, an Instant Replay System (IRS)
- 46.13. Conduct directed checks of the wheelchair(s) to ensure that the teams are complying with Art. 3.1:
- If they have reason to believe a chair may be illegal or
 - If requested by a coach from one of the participating teams.
- 46.14. **Have the power to make decisions on any point not specifically covered by these rules.**

Art. 47. Officials: Duties and powers

- 47.1. The officials shall have the power to make decisions on infractions of the rules committed either within or outside the boundary line including the scorer's table and the areas in the vicinity of the playing court.
- 47.2. The officials shall blow their whistles when an infraction of the rules occurs, the regular playing time or overtime end or the officials find it necessary to stop the game. The officials shall not blow their whistles after a successful field goal, a successful free throw or when the ball becomes live.
- 47.3. The officials shall administer a coin flip before the beginning of the game.

47.4. When deciding on a personal contact or violation, the officials shall, in each instance, have regard to and weigh up the following fundamental principles:

- The spirit and intent of the rules and the need to uphold the integrity of the game.
- Consistency in application of the concept of 'advantage/disadvantage'. The officials should not seek to interrupt the flow of the game unnecessarily in order to penalise incidental personal contact which does not give the player responsible an advantage nor place his opponent at a disadvantage. In wheelchair basketball, slight contact can be regarded as incidental if a player tries to brake or to change the direction of his wheelchair.
- Consistency in the application of common sense to each game, bearing in mind the abilities of the players concerned and their attitude and conduct during the game.
- Consistency in the maintenance of a balance between game control and game flow, having a 'feeling' for what the participants are trying to do and calling what is right for the game.

47.5. The officials shall be authorised to use, if available and approved by the sports supervisor, an **Instant Replay System (IRS)** to decide before signing the scoresheet:

- The scorekeeping or any malfunction of the game clock or shot clock at any time during the game.
- If a last shot for a field goal at the end of the regular playing time was released on time and/or whether that last shot for a field goal shall count 1 or 2 points.
- Any situation, challengeable by these rules, in the last 30 seconds of the regular playing time or the overtime of the game.
- To identify the involvement of the team members during any act of violence.
- A challenge request by a team.

47.5.1 A Challenge request shall only be possible in the Paralympic Games, World Cups as well as if foreseen by the respective competition's regulations and subject to the IRS availability. Without prejudice of precedent and by using only the official video and materials, the following can always be challenged: if last shot for a field goal at the end of the game was released during the playing time and/or whether that shot for a field goal shall count 1 or 2 points.

47.5.2 Any player of any team may request a video review ("Challenge") in one of the below listed situations. During the officials' review, all players shall stay away from the scores' table.

Only a score and/or a call by the officials can be challenged. A no-call not leading to a score cannot be challenged. The situations when a Challenge may be requested by a team during the game are as follows (exhaustive list):

- Verify whether a successful shot was released before or after the shot clock expired.

- Identify the player who caused the ball to go out-of-bounds when such violation is called in the last 2 minutes of the regular playing time or overtime of the game.
- Verify if a player has committed an out-of-bounds violation when such violation is called in the last 2 minutes of the regular playing time or overtime of the game.
- Verify if a player had cleared the ball after a new team possession.
- Verify if the possession of the ball had changed or if the ball was/was not cleared before a shot attempt.
- Verify whether a shot for a field goal shall count and if yes, whether it counts for 1 or 2 points. Only the act of shooting shall be reviewable.
- Verify whether a foul called on the shooter shall be awarded 1 or 2 free throws.

47.5.3 To request a Challenge the player shall use his voice saying loud and clear “Challenge” and indicating a “C” using his thumb and index finger, if possible. The Challenge can only be requested immediately during the next ball possession of a team or at the next dead-ball situation after the action occurred whichever happens first. If the Challenge is not requested the next time the team has gained possession after the situation occurred or at the first dead ball after the situation occurred, the Challenge request shall be refused.

47.5.4 If after the review the official’s decision is confirmed and it remains unchanged (“Challenge lost”), the team shall lose its Challenge right for the remainder of the game.
If after the review the official’s decision is corrected and changed (“Challenge won”), the team shall retain its Challenge right for the remainder of the game.

47.6. The officials shall have the power to make decisions on any point not specifically covered by these rules.

47.7. Should a protest be filed by one of the teams, the officials (if no sports supervisor is present) shall, upon receipt of the protest reasons, report in writing the incident to the organising body of the competition.

47.8. If an official is injured or for any other reason cannot continue to perform his duties within 5 minutes of the incident, the game shall be resumed. The remaining official shall officiate alone for the remainder until the end of the game, unless there is the possibility of replacing the injured official with a qualified substitute official. After consulting with the sports supervisor, if present, the remaining official shall decide upon the possible replacement.

47.9. For all international games, if verbal communication is necessary to make a decision clear, it shall be conducted in the English language.

- 47.10. Each official has the power to make decisions within the limits of his duties, but has no authority to disregard or question decisions made by the other official.
- 47.11. The implementation and interpretation of these rules by the officials, regardless if an explicit decision was made or not, is final and cannot be contested or disregarded, except in cases where a protest is allowed (see Annex C).

Art. 48. Scorer: Duties

- 48.1. The **scorer** shall be provided with a scoresheet and shall keep a record of:
- Teams, by entering the names and numbers of the players who are to begin the game and of all substitutes who enter the game. When there is an infraction of the rules regarding the numbers of players, he shall notify the nearest official as soon as possible.
 - Running summary of points scored, by entering the field goals and the free throws made.
 - Fouls charged against each team. The scorer must notify an official immediately when 6 team fouls as well as 10 teams fouls are charged against any team. He shall enter the unsportsmanlike fouls charged on any player and must notify an official immediately a player should be disqualified, if he has committed 2 unsportsmanlike fouls.
 - Time-outs. He must notify the officials when the team has no more time-out left in the regular playing time or overtime.
 - The coin flip procedure, by entering to the scoresheet, which team has started the game with the ball possession.
- 48.2. If a scorekeeping error is recognised on the scoresheet:
- During the game, the scorer must wait for the first dead ball before sounding his signal.
 - After the end of the regular playing time or overtime and before the scoresheet has been signed by the officials, the error shall be corrected, even if this correction influences the final result of the game.
 - After the scoresheet has been signed by the officials, the error may no longer be corrected. The officials or the sports supervisor, if present, shall send a detailed report to the organising body of the competition.
- 48.3. The **sports supervisors**, if present, and the scoreboard operator shall assist the scorer by verifying the correctness of the total number of classification points of a team's 3 players on court. Should a team exceed the 8.5 point limit rule (see Art. 51.2), the sport supervisors, if present, and the scoreboard operator shall notify the scorer who shall, in turn, inform the officials and a technical foul will be charged against the team of the offending team.

Art. 49. Scoreboard operator: Duties

- 49.1. The scoreboard operator shall operate the scoreboard and assist the scorer. In case of any discrepancy between the scoreboard and the scoresheet which cannot be resolved, the scoresheet take the precedence and the scoreboard shall be corrected accordingly.

The scoreboard operator shall be provided with a game clock and a stopwatch and shall:

- Measure playing time, time-outs and intervals of play.
- Ensure that the game clock signal sounds very loudly and automatically at the end of the game or overtime.
- Use any means possible to notify the officials immediately if his signal fails to sound or is not heard.

- 49.2. The scoreboard operator shall measure **playing time** as follows:

- Starting the game clock when:
 - During a check-ball, the ball is at disposal of the offensive player after the check ball has been completed.
 - After a successful last free throw, the next offensive team is in possession of the ball.
 - After an unsuccessful last free throw and the ball continues to be live, the ball touches or is touched by a player on the playing court.
 - During a throw-in, the ball touches or is legally touched by a player on the playing court.
- Stopping the game clock when:
 - Time expires at the end of the regular playing time, if not stopped automatically by the game clock itself.
 - The winning score is reached in the regular playing time or overtime.
 - An official blows his whistle while the ball is live.
 - The shot clock signal sounds while a team is in control of the ball.

- 49.3. The scoreboard operator shall measure a **time-out** as follows:

- Starting the stopwatch immediately when the official blows his whistle and gives the time-out signal.
- Sounding his signal when 20 seconds of the time-out have elapsed.
- Sounding his signal when the time-out has ended.

- 49.4. The timer shall measure an **interval of play** as follows:

- Starting the stopwatch immediately when the regular playing time has ended and overtime is required.
- Sounding his signal and simultaneously stopping the stopwatch immediately when 50 seconds of the interval of play has elapsed.

- Sounding his signal when the interval of play has ended.

Art. 50. Shot clock operator: Duties

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

50.1. Started or restarted when:

- On the playing court, a team gains control of a live ball. After that, the mere touching of the ball by an opponent does not start a new shot clock period if the same team remains in control of the ball.
- On a check ball, the ball is at the disposal of the offensive player after the check ball has been completed.

50.2. Stopped, but not reset, with the remaining time visible, when the same team that previously had control of the ball is awarded a check ball as a result of:

- A ball having gone out-of-bounds.
- A player of the same team having been injured.
- A technical foul committed by the team.
- A double foul.
- A cancellation of equal penalties against both teams.
- The game is stopped because of an action not connected with either team, unless that team would be placed at a disadvantage.

50.3. Stopped and reset to 12 seconds, with 12 seconds visible, when:

- The ball legally enters the basket.
- The team that previously did not have the control of the ball shall be awarded a check ball as a result of a:
 - Personal foul or violation (including for the ball having gone out-of-bounds),
 - Held ball situation.
- A team shall be awarded a check ball as a result of the second unsportsmanlike foul of a player or disqualifying foul.
- After the ball has touched the ring on an unsuccessful shot for a field goal, a last free throw or on a pass, if any team gains control of the ball.
- of the opponent's basket and it is controlled by the team that was not in control of the ball before it has touched the ring.
- The game is stopped because of an action not connected with the team in control of the ball.
- The team is awarded free throw(s).



3x3 Official Wheelchair Basketball Rules of the Game



- 50.4. **Switched off**, after the ball becomes dead and the game clock has been stopped in regular playing time or overtime when there is a new control of the ball for either team and there are fewer than 12 seconds on the game clock.

The shot clock signal does not stop the game clock or the game, nor causes the ball to become dead, unless a team is in a control of the ball.

RULE NINE - PLAYER CLASSIFICATION SYSTEM

Art. 51. Player Classification Points System

51.1. Definition

- 51.1.1. In order to play in a Main Official Competition of IWBF each player must be in possession of an Official Player Classification ID card issued by the Player Classification Commission of IWBF. Player Classification ID cards may be issued at an official tournament by the Player Classification Panel appointed by IWBF based on the observations of the classifiers in accordance with the principles contained in the Official Player Classification Handbook. This ID card contains among other things the point value the player has been assigned. Under the Regulations for Player Classification this point value can change during the tournament up until the Play-off round. It is the responsibility of the sports supervisor, if present, at the scorer's table to determine the validity of the ID card and correct point value assigned to the player.
- The valid player classifications in the IWBF are 1.0, 1.5, 2.0, 2.5, 3.0, 3.5, 4.0 and 4.5.

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

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

- The main official competitions of 3x3 IWBF:
- The 3x3 World Championship.
- The 3x3 Paralympic Tournaments for Men and Women.
- The 3x3 Qualification tournaments for the 3x3 World Championships.
- The 3x3 Paralympic Qualifying Tournaments.

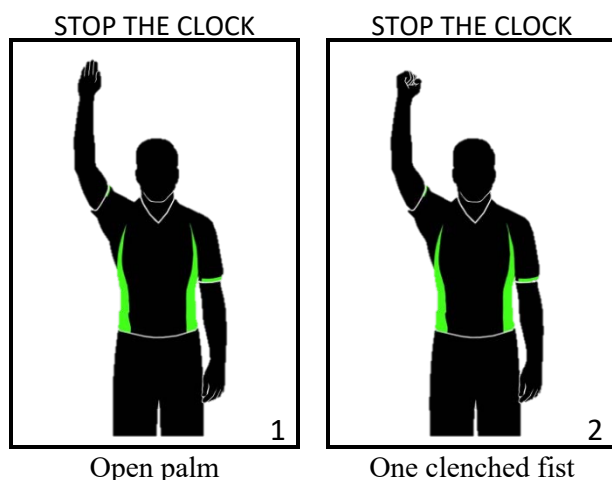
51.3. Penalty

If, at any time during a game, a team exceeds the 8.5 point limit, a technical foul will be charged to the team as team foul, with a correction in the line-up to be made at the same time.

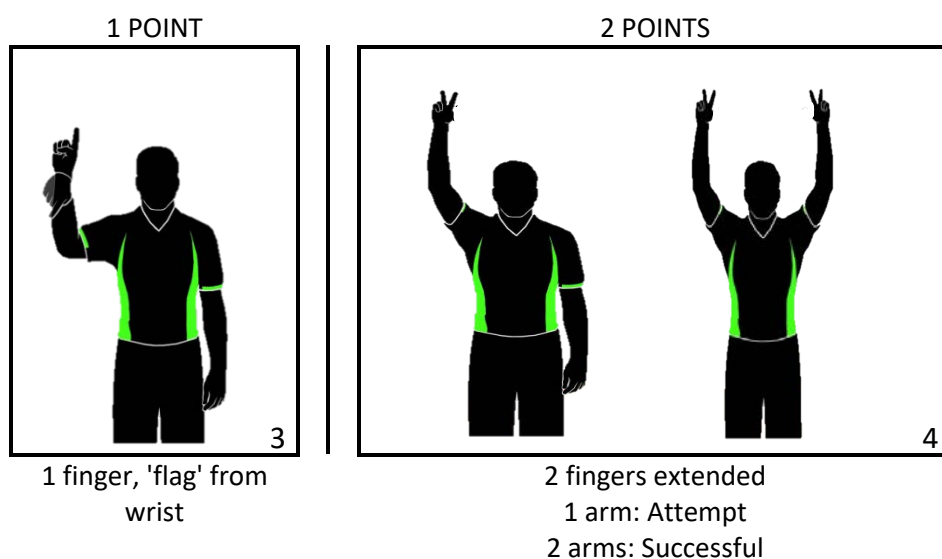
A. OFFICIALS' SIGNALS

- A.1. The hand signals illustrated in these rules are the only valid official signals.
- A.2. While reporting to the scorer's table it is strongly recommended to verbally support the communication (in international games in the English language).
- A.3. After a foul, the player number shall not be reported to the scorer's table unless it is unsportsmanlike or disqualifying foul.
- A.4. It is important that the table officials are familiar with these signals.

Game clock signals



Scoring



Time-out

CHARGED
TIME-OUT



Form T,
show index finger

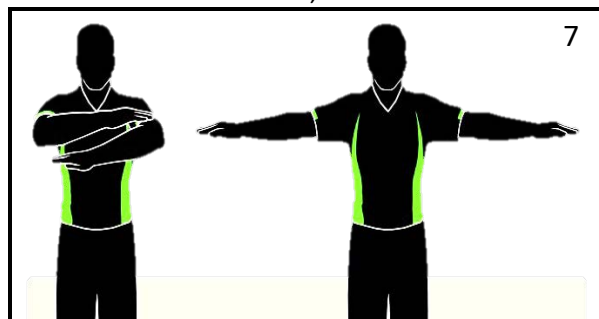
3x3 SPECIFIC:
TV TIME-OUT



Clenched right fists
with clenched left
rotating vertically

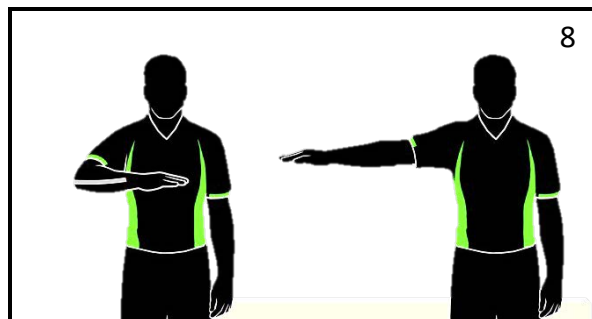
Informative

CANCEL SCORE, CANCEL PLAY



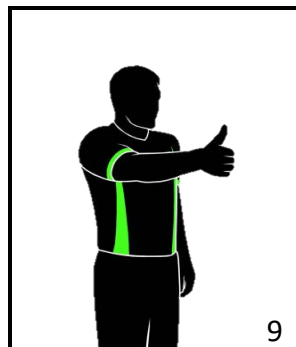
Scissor-like action with arms,
once across chest

VISIBLE COUNT



Counting while moving the palm

COMMUNICATION



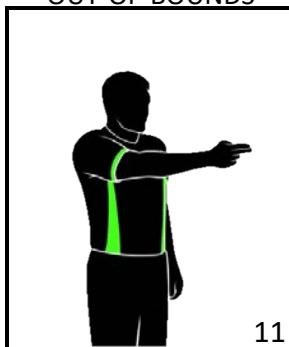
Thumb up

SHOT CLOCK RESET



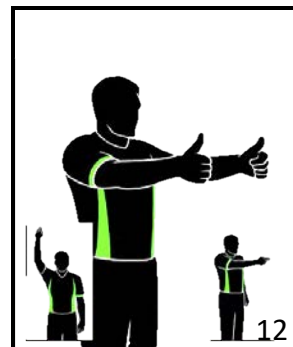
Rotate hand,
extend index finger

DIRECTION OF PLAY AND/OR OUT-OF-BOUNDS



Point in direction of
play, arm parallel to
sidelines

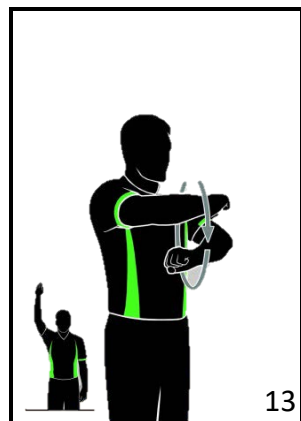
HELD BALL/JUMP BALL SITUATION



Thumbs up, then point
in direction of play
using alternating
possession arrow

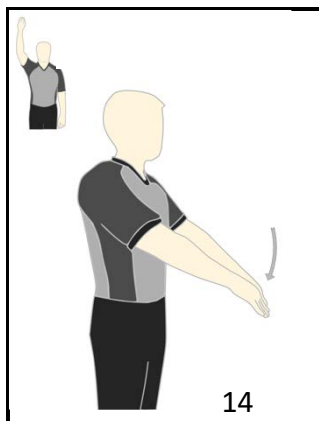
Violations

TRAVELLING



Rotate fists

TOUCHING FLOOR WITH FEET OR



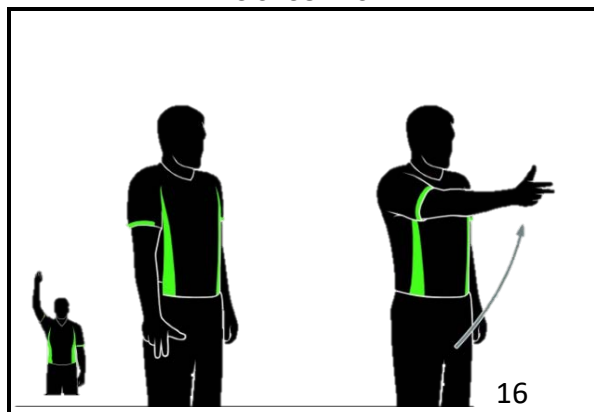
14

ILLEGAL DRIBBLE

not applicable

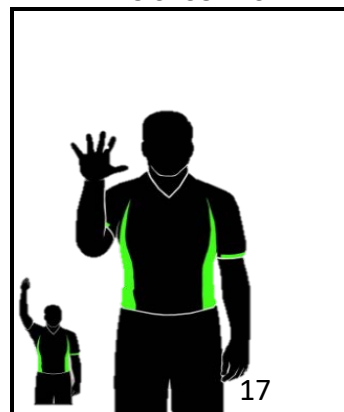
15

3 SECONDS



Arm extended,
show 3 fingers

5 SECONDS



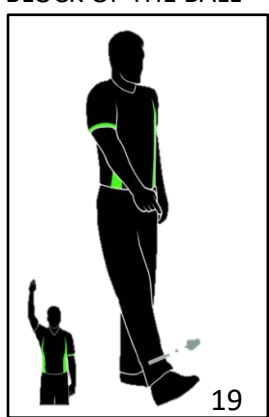
Show 5 fingers

12 SECONDS



Fingers touch

DELIBERATE KICK OR
BLOCK OF THE BALL



Point to the foot

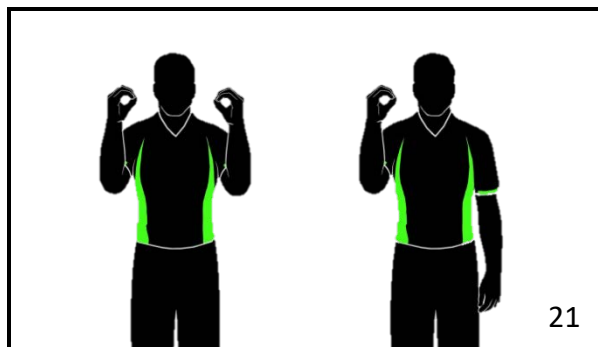
3x3 SPECIFIC:
BALL NOT CLEARED



Waive upheld hand

Number of Players

No. 00 and 0



Both hands show
number 0

Right hand shows
number 0

No. 1 - 5



Right hand shows
number 1 to 5

No. 6 - 10



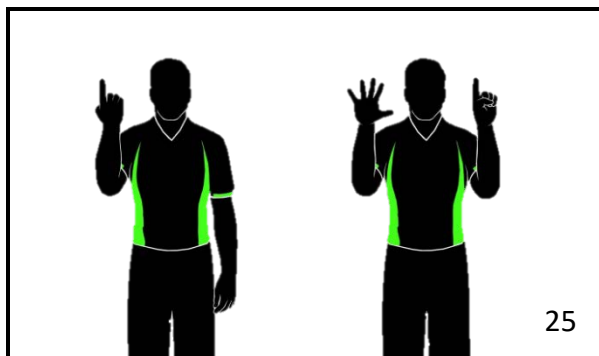
Right hand shows
number 5,
left hand shows
number 1 to 5

No. 11 - 15



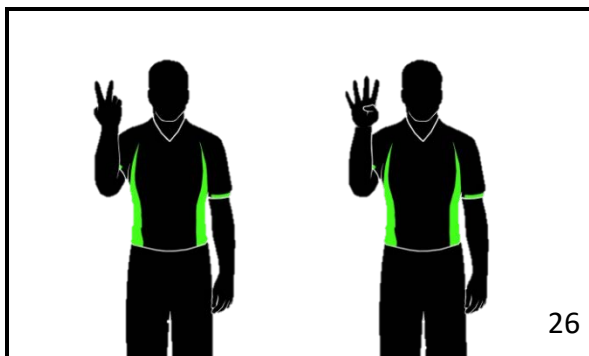
Right hand shows
clenched fist,
left hand shows
number 1 to 5

No. 16



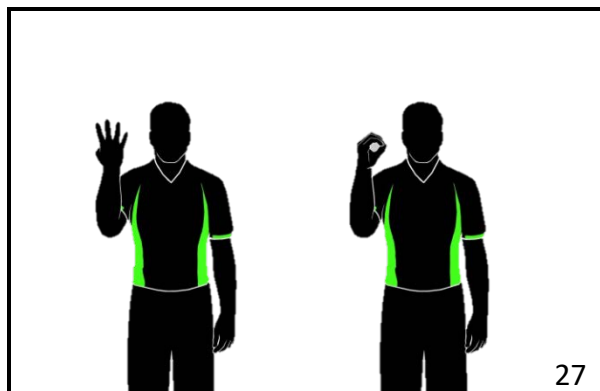
First reverse hand shows 1 for decade digit - then
open hands show 6 for units digit

No. 24



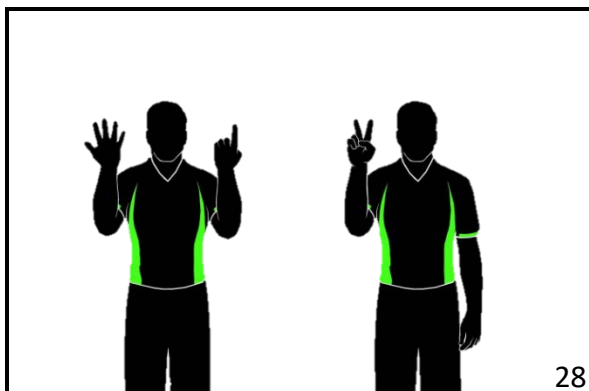
First reverse hand shows 2 for decade digit - then
open hand shows 4 for units digit

No. 40



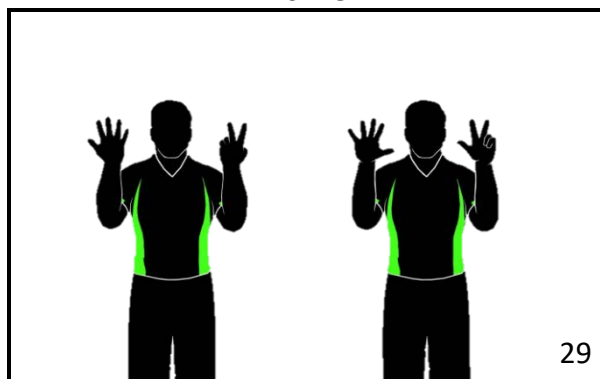
First reverse hand shows 4 for decade digit - then open hand shows 0 for units digit

No. 62



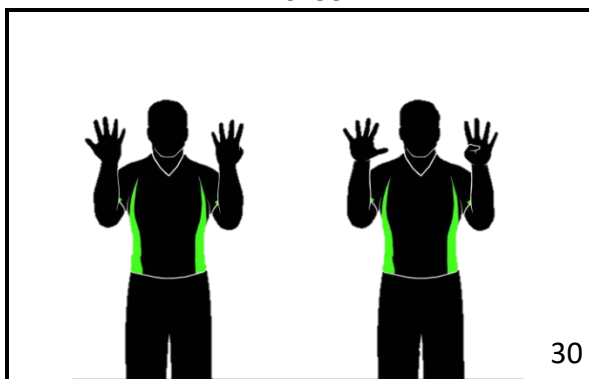
First reverse hands show 6 for decade digit - then open hand shows 2 for units digit

No. 78



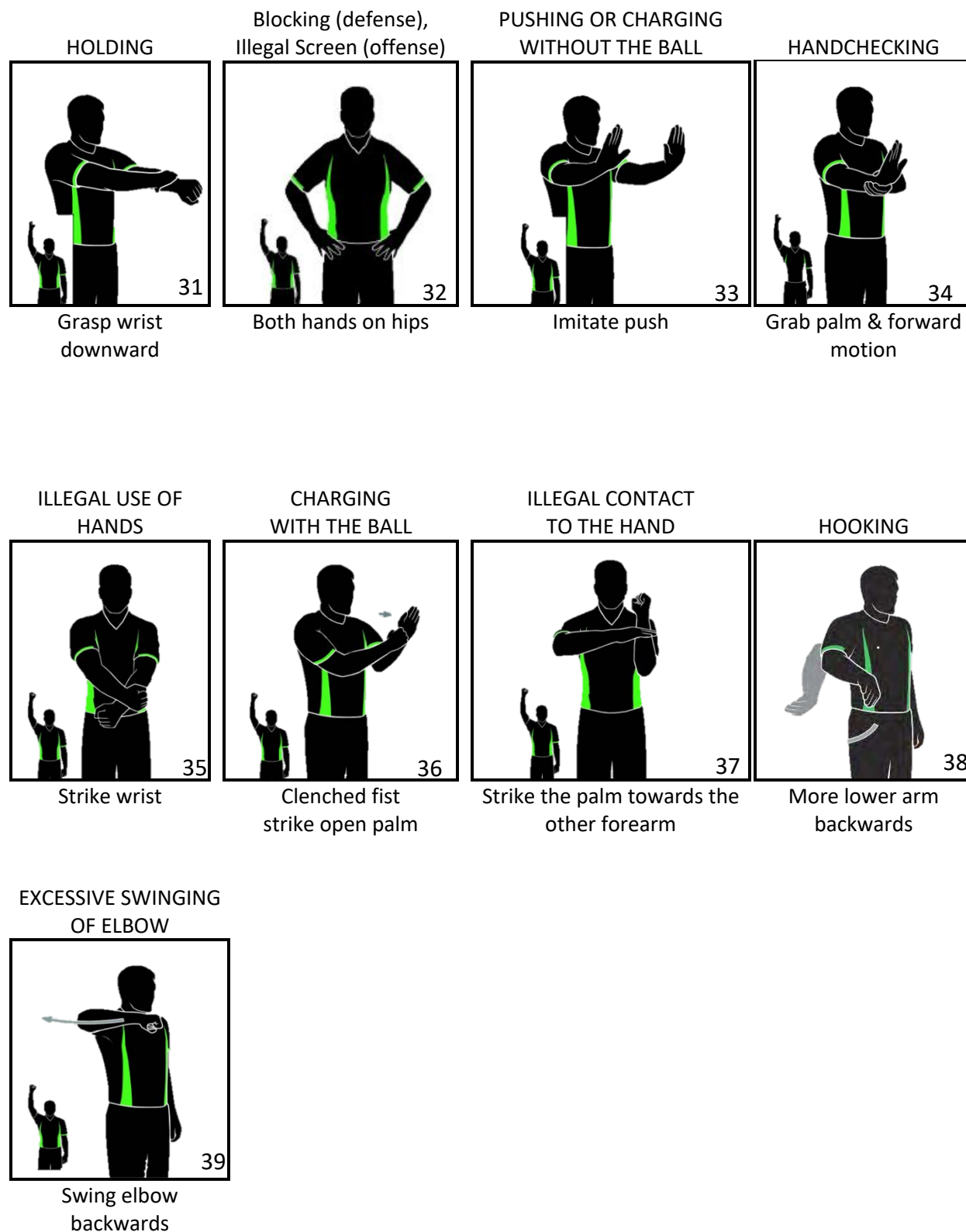
First reverse hands show 7 for decade digit - then open hands show 8 for units digit

No. 99



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

Type of Foul

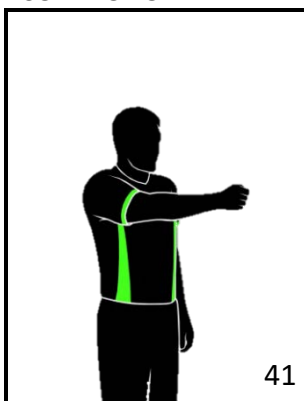


HIT TO THE HEAD



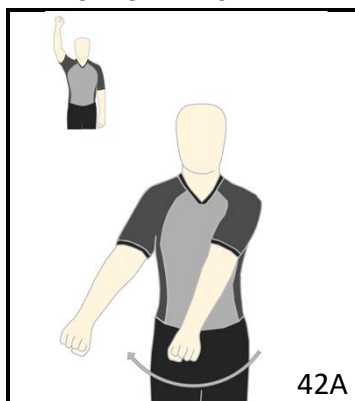
Imitate the contact to the head

FOUL BY TEAM IN CONTROL OF THE BALL



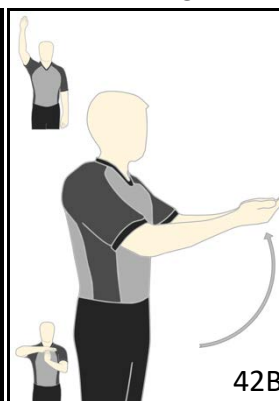
Point clenched fist towards basket of offending team

CROSSING TO EARLY IN OPPONENT'S PATH



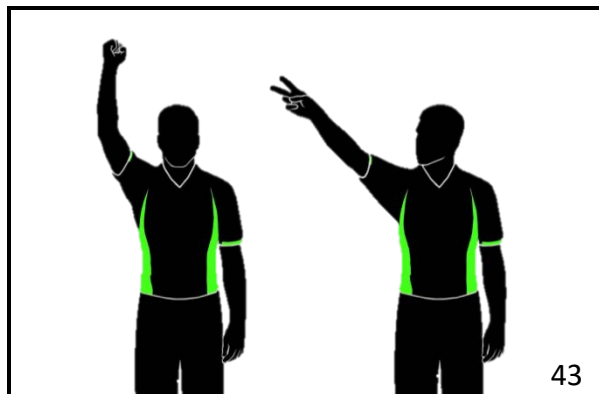
Imitate movement of wheelchair with fists

LIFTING



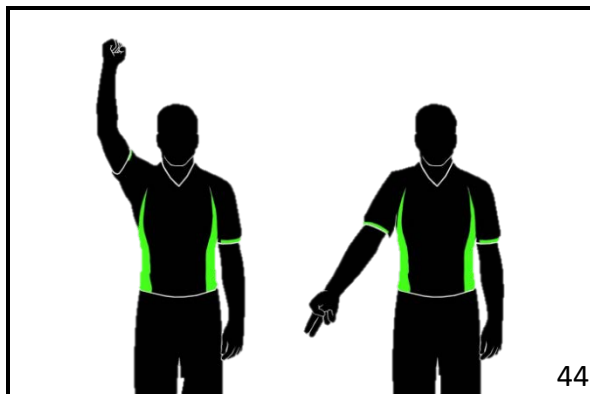
Imitate lifting with hands

FOUL ON THE ACT OF SHOOTING



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

FOUL NOT ON THE ACT OF SHOOTING



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

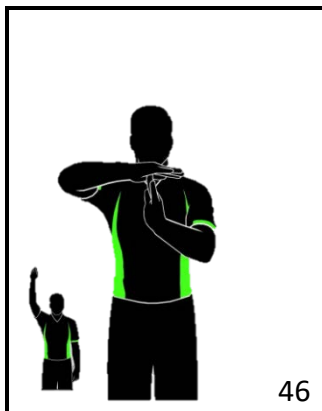
Special Fouls

DOUBLE FOUL



Wave clenched fists on both hands

TECHNICAL FOUL



Form T, showing palms

UNSPORTSMANLIKE
FOUL



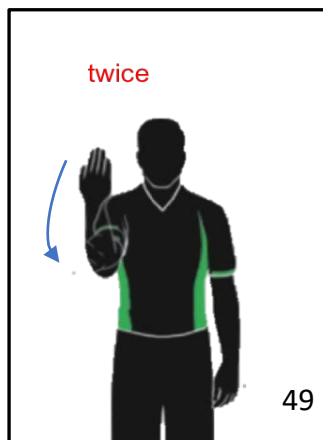
Grasp wrist upward

DISQUALIFYING FOUL



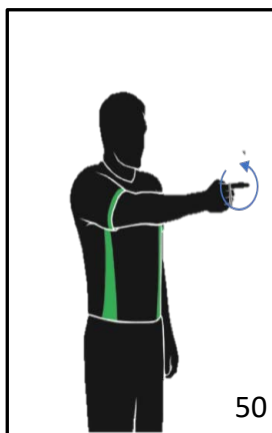
Clenched fists on both hands

FAKE A FOUL



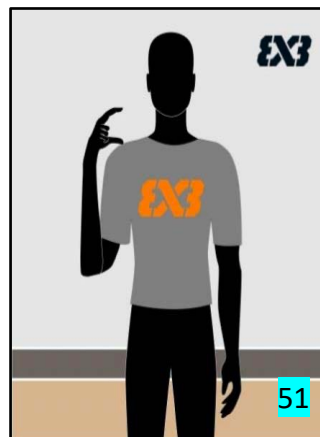
Raise the lower arms twice

IRS REVIEW



Rotate hand with horizontal extended index finger

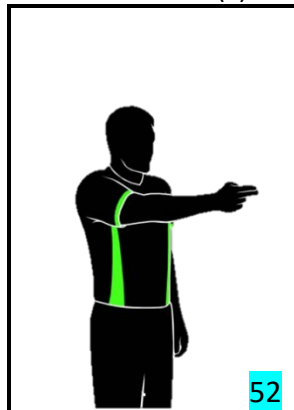
3x3 SPECIFIC:
CHALLENGE



Form a C with thumb and index finger

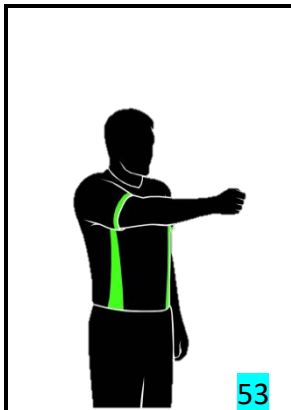
Foul Penalty Administration - Reporting to Table

AFTER FOUL WITHOUT
FREE THROW(S)



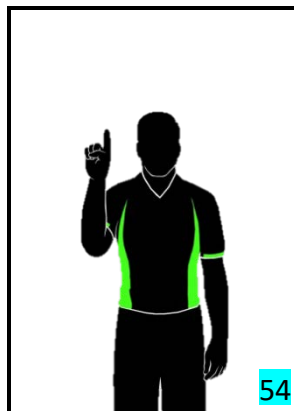
Point in direction of
play, arm parallel to
sidelines

AFTER FOUL BY
TEAM IN CONTROL
OF THE BALL



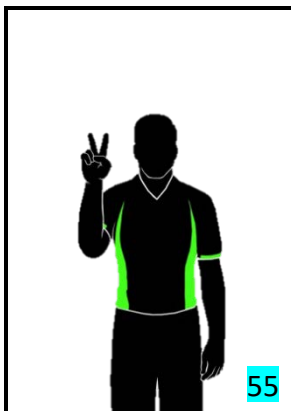
Clenched fist in
direction of play, arm
parallel to sidelines

1 FREE THROW



Hold up 1 finger

2 FREE THROWS



Hold up 2 fingers

Administrating Free Throws

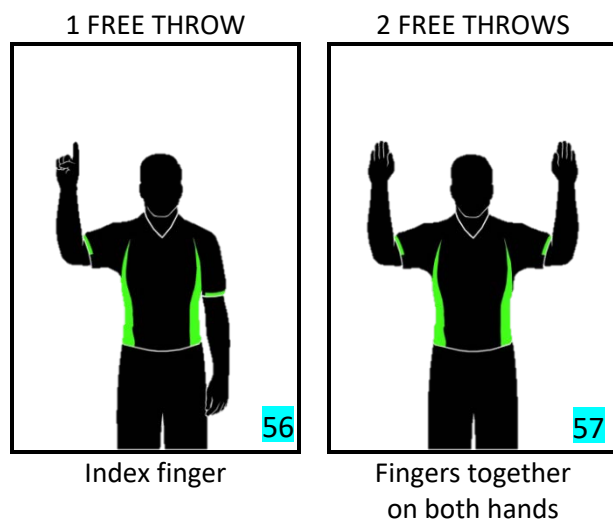


Diagram 8 Officials' signals

B. THE SCORESHEET



Team A				Team B																																																																																																																													
Competition _____		Date _____		Referees #1 _____																																																																																																																													
Category _____				#2 _____																																																																																																																													
Game No. _____		Time _____		Court _____																																																																																																																													
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| **Team B** --- Time out Team fouls | | | | | | | |---|---|--|---|---|---| | 1 | 2 | 3 | 4 | 5 | 6 | | | | <div style="display: flex; align-items: center; justify-content: center;"> <div style="font-size: 1.2em;">✋</div> <div style="border: 1px solid black; padding: 2px 5px;">7</div> <div style="border: 1px solid black; padding: 2px 5px;">8</div> <div style="border: 1px solid black; padding: 2px 5px;">9</div> </div> | | | | | | | <div style="display: flex; align-items: center; justify-content: center;"> <div style="font-size: 1.2em;">✋</div> <div style="font-size: 1.2em;">🏀</div> <div style="border: 1px solid black; padding: 2px 5px;">10+</div> </div> | | | | **Score** (after Regular time) A _____ B _____ (after Overtime) A _____ B _____ Referee's Signature _____ Game protest requested: Yes Team's Name: _____ (Player's signature) | **Players** | | No. | Unsportsmanlike | | |--|-----|-----------------|---| | | | 1 | 2 | | | | | | | | | | | | | | | | | | | | | **Score** (after Regular time) A _____ B _____ (after Overtime) A _____ B _____ Referee's Signature _____ Game protest requested: Yes Team's Name: _____ (Player's signature) | | | | | | | | | **Scorer** _____ **Timer** _____ **Shot Clock Operator** _____ **Score** (after Regular time) A _____ B _____ (after Overtime) A _____ B _____ Referee's Signature _____ Game protest requested: Yes Team's Name: _____ (Player's signature) | | | | | | | | | | | | | | | |

Diagram 9 3x3 Scoresheet

- B.1. The scoresheet shown is the one approved by the IWBf Technical Commission.
- B.2. It consists of 1 original for the governing body of the 3x3 competition.

Note:

1. The scorer shall use a coloured, permanent pen, BLUE or BLACK for all the entries.
2. The scoresheet may be prepared and completed electronically.

B.3. **Before the game** the scorer shall prepare the scoresheet in the following manner:

B.3.1. He shall enter the names of the 2 teams in the space at the top of the scoresheet. The **team 'A'** shall always be the first team named in the schedule. The other team shall be **team 'B'**.

B.3.2. He shall then enter:

- The name of the competition.
- The category in which the game is played.
- The number of the game.
- The date, the time and the place of the game.
- The names of the officials.



Team A	Turkmenistan	Team B	China
Competition	FIBA 3x3 World Cup 2019	Date	18/06/2019
Category	Women	Referees #1	Vlad GHIZDAREANU
Game No.	Pool A game 10	#2	Glenn TUITT
		Time	16:00
		Court	Main Court

Diagram 10 Optional players' positions during free throws

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

B.3.3.1. In the first column, the scorer shall enter the classification units (2 digits) of each player, each player's name and initials in the order of the shirt numbers, using the list of team members as provided by the organizer or team representative.

B.3.3.2. If a team presents fewer than 4 players, the scorer shall draw a line through the spaces for the player's name, number, in the line below the last entered player.

B.4 Time-outs

B.4.1. Time-outs granted shall be recorded on the scoresheet by entering "X" in the appropriate boxes below the team's name.

B.4.2. At the end of the game, unused boxes shall be marked with 2 horizontal parallel lines.

B.5 Fouls

B.5.1. Player fouls may be contact, technical, unsportsmanlike or disqualifying fouls.

B.5.2. Fouls committed by substitutes may be technical or disqualifying fouls.

B.5.3. Only unsportsmanlike fouls or disqualifying fouls shall be entered next to player's name as follow:

B.5.3.1. An unsportsmanlike foul on a player shall be entered with an "U".

B.5.3.2. A disqualifying foul on a player or substitute shall be entered with a "D".

B.5.4. At the end of the game, the scorer shall draw a thick line between the spaces that have been used and those that have not been used.

At the end of the games, the scorer shall obliterate the remaining spaces with thick horizontal line.

B.6 Team fouls

B.6.1. Whenever a team commits a contact, technical, unsportsmanlike or disqualifying foul, the scorer shall enter the foul on the team by marking a large 'X' in the designated spaces in turn. In case of an unsportsmanlike or disqualifying foul, the scorer shall skip the next number and mark the next-but-on number with a large "X" and a circle.

B.6.2. At the end of the game, the scorer shall obliterate the remaining spaces with 3 horizontal parallel lines.

B.7 The running score

B.7.1. The scorer shall keep a chronological running summary of the points scored by each team.

B.7.2. There are 2 main columns on the scoresheet for running score.

B.7.3. Each main column is divided into 4 columns. The 2 on the left are for the team A and the 2 on the right for team B. The centre columns are for the running score (23 points) for each team.

The score shall:

- First, draw
 - a diagonal line (/ for right-handed or \ for left-handed) for any valid 1-point field goal scored,
 - a filled circle (●) for any valid free throw scored,
 - a circle for any valid 2-point field goal scored

	A		B	
	1	1		
9	2	2	23	
0	3	3	15	
9	4	4	17	
11	5	5	15	
0	6	6	15	
11	●	7	15	
11	●	8		
11	●	9	23	
	10	10	23	
0	11	11	15	
11	12	12		

Diagram 11
Running score

Over the new total number of points as accumulated by the team that has just scored.

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

B.8 The running score/fouls: Additional instructions

- B.8.1. A field goal accidentally scored by a player shall count and shall be assigned to the last offensive player in ball control.
- B.8.2. Not applicable.
- B.8.3. At the end of the game, the scorer shall draw a thick horizontal line under those points and under the number of each player who scored those last points.
- B.8.4. Whenever possible, the scorer should check his running score with the visual scoreboard. If there is a discrepancy, and his score is correct, he shall immediately take steps to have the scoreboard corrected. If in doubt or if one of the teams raises an objection to the correction, he shall inform the sports supervisor (if present) or the officials as soon as the ball becomes dead and the game clock is stopped.
- B.8.5. The officials may correct any error in scorekeeping involving the score, number of fouls or number of time-outs under the provisions of the rules. The sports supervisor (if present) or an official shall sign the corrections. Extensive corrections shall be documented on the reverse side of the scoresheet.

B.9 The running score: Summing up

- B.9.1. At the end of regular playing time or overtime, the scorer shall enter the score of regular playing time and overtime (if any) in the proper section in the lower part of the scoresheet.
- B.9.2. At the end of the game, the scorer shall draw 2 thick horizontal lines under the final number of points scored by each team and the numbers of the players who scored those last points. He shall also draw a diagonal line to the bottom of the column in order to obliterate the remaining numbers (running score) for each team.
- B.9.3. All table officials shall enter their full names in block letters in the scoresheet.
- B.9.4. The officials shall be the last to approve and sign the scoresheet. This act terminates the officials' administration in connection with the game.

Note: Should the player sign the scoresheet under protest (using the Game protest requested' checkbox), the table officials and the officials shall remain at the disposal of the sports supervisor until he gives them the permission to leave.

Score (after regular time)	A	<u>17</u>	B	<u>17</u>
Score (after overtime)	A	<u>18</u>	B	<u>19</u>

Diagram 12 Final Score in Scoresheet

C. PROTEST PROCEDURE

If, during a IWBF official competition, 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:

- C.1. A team may file a protest if its interests have been adversely affected by
 - a) An error in scorekeeping, time-keeping or shot clock operations, which was not corrected by the officials.
 - b) A decision to forfeit, cancel, postpone, not resume or not play the game.
 - c) A violation of the applicable eligibility rules.
- C.2. In case of a team's protest, only the official video and materials may be used to take a decision.
- C.3. In order to be admissible, a protest shall comply with the following procedure:
 - a) A player of that team shall sign the scoresheet immediately at the end of the game and prove a written explanation of the protest reasons, on the reverse side of the scoresheet, before the officials have signed the scoresheet.
 - b) A fee of USD 200,00 shall be applied to each protest and shall be paid in case the protest is lost.
- C.4. The sports supervisor (or a person indicated to be in charge of the protest at the Technical Meeting with the teams on the eve of the event) shall decide on the protest as soon as possible, in any case no later than before the next pool phase or next elimination round starts. His decision is considered as a field of play rule decision and is not subject to further review or appeal. Exceptionally, the decisions on the eligibility may be appealed as provided for in the applicable regulations.
- C.5. The sports supervisor (or a person indicated to be in charge of the protest at the Technical Meeting with the teams on the eve of the event) may not decide to change the result of the game unless there is clear and conclusive evidence that, had it not been for the error that gave rise to the protest, the new result would have certainly materialized. In case a protest is accepted for the reasons other than eligibility rules and leads to a change of the winner of the game, the game shall be considered as tied at the end of the regular playing time and an overtime shall be played immediately.

- C.6. Special rules for IWBF competitions or competitions which do not provide otherwise in their regulations:

In case the competition is in tournament format, the competent body for all protests shall be the Tournament Technical Committee (see IWBF Internal Regulations).

For all other issues giving rise to a protest, the competent body shall be IWBF acting through one or more persons with expertise on the implementation and interpretation of the 3x3 Basketball Rules (see IWBF Internal Regulations).

D. CLASSIFICATION OF TEAMS

D.1. Standing 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:

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

Irrespectively of tournament size, tour points are awarded in each tour's tournament for a tour standing purposes:

Tournament standings	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17-32	33+	DQF
Tours points	100	80	70	60	50	45	40	35	20	18	16	14	12	11	10	9	3	1	0

Tour seedings are done with all the team participating in a tour irrespectively if they shall play or not at the next event.

D.2. Seeding rules

Team are seeded correlatively to the ranking points (sum of the team's 3 best players ranking points prior the competition), except if otherwise foreseen by the competition's regulations. In case of same team ranking points, seeding shall be determined randomly prior to the competition.

In national team competitions, seedings shall be done based on the 3x3 Federation ranking.

E. ADAPTATION TO U12 CATEGORIES

Currently not adaptable for IWBF.

END OF RULES and GAME PROCEDURES



IWBF

International Wheelchair
Basketball Federation

International Wheelchair Basketball Federation

c/o FIBA

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