



IWBF

International Wheelchair
Basketball Federation

2019 Comments & Interpretations

of the
2018 Official
Wheelchair Basketball Rules

Comments and Interpretations



IWBF
International Wheelchair
Basketball Federation

molten[®]

IWBF OFFICIAL GAME BALL



GG7X | GG6X

[Size7] **BGG7X** [Size6] **BGG6X**
FIBA Approved Premium Composite Leather Laminated



Comments and Interpretations of the 2018 Official Wheelchair Basketball Rules

as approved by

IWBF Executive Council

Mies, Switzerland, April 2019

Valid as of 30th April 2019

**THESE COMMENTS AND INTERPETATIONS ARE PUBLISHED BY
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Diagrams: By Mr Erik Etzelmueller

The comments and interpretations presented in this document are the IWBF Official Comments & Interpretations of the IWBF Official Wheelchair Basketball Rules 2018 and are effective as of 30th April 2019. This document supersedes all previously published IWBF Official Comments & Interpretations.

INTRODUCTION AND KEY

The figures before each case refer to the equivalent article of the Official Wheelchair Basketball Rules 2018.

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

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

INTRODUCTION

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

Notation

For the sake of consistency throughout this document, 'team A' is the (initial) offensive team, 'team B' is the defensive team. A1 – A5, B1 – B5 are players; A6 – A12, B6 – B12 are substitutes.

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

RULE TWO – PLAYING COURT AND EQUIPMENT

Art. 2 Playing Court

2.4.7 No-charge semi-circle areas

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

Art. 3 Equipment

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

Art. 3.1 Wheelchairs

General comments on checking the wheelchair

Chair Checks: Chair checks do not take place prior to the games in main official tournaments of IWBF. Normally the wheelchairs are checked by the game commissioner prior to the start of the tournament. This check is done to identify any problems that might exist and that the player needs to attend to before the wheelchair may be used in a game. Art 38.1.3 states that it is the responsibility of the player to ensure that his wheelchair is legal.

The chair is not checked again unless the game commissioner, the officials or the coach of the opposing team requests it (Art. 38.1.3). If a chair check is requested the officials with the assistance of the game commissioner, if one is present will check the chair to ensure that it meets the requirements stated in Art 3.1 with primary attention paid to the height of the chair from the floor to the top of the cushion. The officials and/or the game commissioner must instruct the player to get out of the chair and not to touch his cushion if one is present. This is particularly important if the concern is that the cushion has been altered or placed in such a manner as to give the player a height advantage not intended in the rules. Minor problems such as protection coming off castors etc. should be pointed out and corrected but would not be serious enough to lead to disqualification.

It should be noted that the chair may only be checked for purposes of Art. 38.1.3 when it is on the court in the possession of a player as defined in Art 4.1.3. It is not an infraction to be sitting on a chair that does not conform to Art 3.1 at the bench area.

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

Valid for Art. 38 1.3 and Art. 46.1

- 3.1 Situation:** Play is stopped after A1's wheelchair breaks an axle and team A's equipment manager is having difficulties making an immediate repair.

Ruling: If the repair cannot be completed in 50 seconds or less from the time the game was stopped, the official will instruct team A to (1) remove the damaged chair, and (2) A1 must be substituted. This ruling applies for all other defects to the wheelchair.

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

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

Exception to this is players who have double leg amputations.

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

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

Statement 1: The IWBF Player Classification Commission has determined that a below the knee amputee with a leg secured (strapped) or is wearing a prosthesis, has a considerable advantage over a player with a leg amputation which is not secured. A below the knee amputee with a leg secured is viewed the same as a "normal" leg and shall be classified as if the leg is complete. Since this is viewed to be a considerable advantage, it must be noted on the player's classification card. No additional strapping may be added for such a player. If the player chooses to use less strapping, it does not alter their classification.

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

- 3.1.1 Situation 1:** After a timeout, A1 enters the court with a wheelchair not meeting the criteria of Art. 3.1.

Ruling: A disqualifying foul will be charged against A1. 2 free throws shall be awarded to any opponent of team B, as designated by the coach, followed by a throw-in from the throw-in line in the team's frontcourt with 14 seconds on the shot clock.

- 3.1.1 Situation 2:** During the first quarter an official discovers a player using a chair that was previously declared illegal.

Ruling: A disqualifying foul will be charged against the player and the chair will be removed from play. 2 free throws shall be awarded to any opponent of the opposing team, as designated by the coach, followed by a throw-in from the throw-in line in the team's frontcourt with 14 seconds on the shot clock.

- 3.1.1 Situation 3:** At the request of the coach of the opposing team or during a directed chair check, the official discovers that A1 wants to play with a “therapeutic cushion”, which has cut out portions to conform to his legs and buttocks.

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

- 3.1.2 Situation 1:** During play, B1 **rests** his foot on a strap between the frame of his wheelchair.

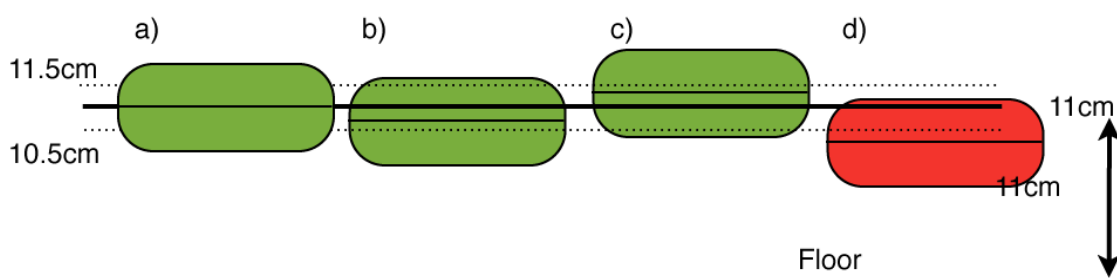
Ruling: Legal.

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

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

- Safety - The rule is designed to create a single point of contact (at 11cm) between wheelchairs and therefore protect the feet/lower limbs of players.
- Prevent unfair advantage - By using a lower bar to illegally hold an opponent

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

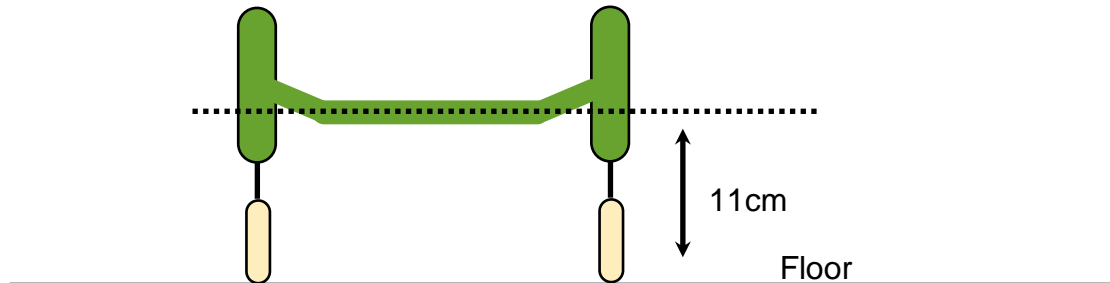


Irrespective of the shape of the tube that is used to make this bar (round or rectangular), the measurement of 11cm is made to the middle of the bar as shown above. In the above examples:

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

A tolerance of 5 mm would be accepted.

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



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

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

3.1.2 Statement 2: This measurement is taken when the front castor(s) is/are 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 entire length. Where a protective horizontal bar is present the footrest behind the bar can be any height if it does not touch the floor.

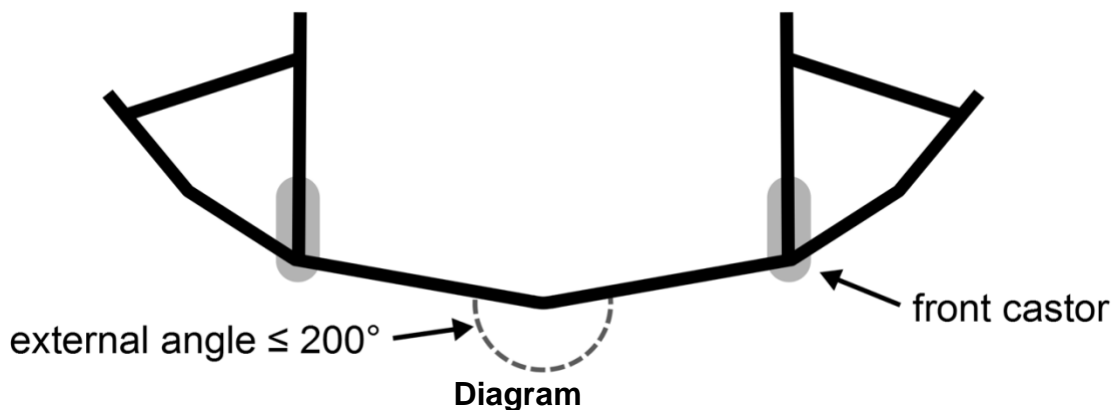
3.1.2 Example:

- a) A1's footrest, without an additional protective horizontal bar, is 10cm from the floor.
- b) A1's footrest is 10cm from the floor but, with an additional protective horizontal bar which is exactly 11cm from the floor.

Ruling: In (a) A1's wheelchair is not legal. A1 may not participate in the game with this wheelchair.

In (b) A1's wheelchair is legal.

- 3.1.2 Comment:** If between the two front castors there is an angled bar made up of two or more joined bars, the external angle(s) of the joined bars should not exceed more than 200° degrees each. Measurement has to be taken from the external side of the angle. (Diagram)



- 3.1.2 Statement 3:** 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.

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

Ruling: The chair is not legal. The anti-tip castor must not be more than 2cm from the floor at its lowest point and must not protrude beyond the diameter of the rear wheels. The player shall be disqualified (Art 38.1.3). 2 free throws shall be awarded to any opponent of the opposing team, as designated by the coach, followed by a throw-in from the throw-in line in the team's frontcourt with 14 seconds on the shot clock.

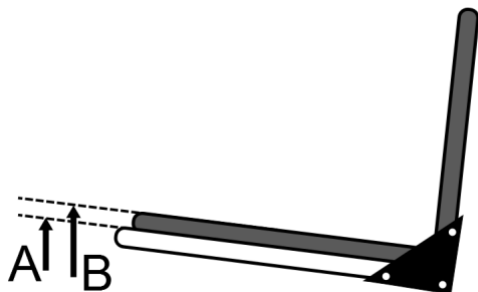
- 3.1.5 Situation 1:** At the request of the coach of the opposing team or during a directed chair check, the officials discover that A1's seat-plate is not fixed to the chair. The maximum height of the chair platform is legal. May A1 play with this wheelchair?

- 3.1.5 Ruling:** No. A1's wheelchair is not legal. The seat is part of the wheelchair and must be fixed to it. The player must leave the court to correct the problem. The player must find a time to have the repair confirmed by the officials or the game commissioner before he can return to the playing court with the chair. This infraction is not sufficient to result in a disqualification. If the same problem is discovered in future games it should be considered that the player is modifying his equipment to gain an advantage and the player should be disqualified (Art 38.1.3).

- 3.1.5 Situation 2:** Same situation as above. A1 fixes the seat-plate temporarily with any material so the plate is part of the chair but **can** be taken off easily after the game.

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

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



- 3.1.6** **Comment:** The diameter of a wheel is defined as including the tyre when fully inflated.
- 3.1.6** **Statement 1:** Lighting that reflects or flashes, is not permitted on the wheels, the chair or the castors.
- 3.1.6** **Situation:** A1 has lighting on his wheelchair that reflects. Shall A1 be permitted to play with this wheelchair?
- 3.1.6** **Ruling:** No. Lighting that reflects or flashes is not permitted on the wheels, chair or castors.
- 3.1.6** **Statement 2:** Wheel hubs must be of round outer construction with no sharp points, edges or protrusions.
- 3.1.6** **Comment:** Any taping or other temporary coverage of sharp points, edges or protrusions on wheel hubs is not permitted. Manufacturers purpose built covers covering the whole hub are permitted.
- 3.1.6** **Situation:** If A1 changed his damage wheel and started to play with an illegal/unsafe wheel, must the player be disqualified?
- Ruling:** Yes (Art 38.1.3). 2 free throws shall be awarded to any opponent of the opposing team, as designated by the coach, followed by a throw-in from the throw-in line in the team's frontcourt with 14 seconds on the shot clock.
- 3.1.9** **Comment:** Any tyre/castor(s) that leaves permanent marks on the floor is not permitted.
- 3.1.10** **Situation:** A1 uses a cushion against the backrest of the wheelchair for "therapeutic" reasons.
- 3.1.10** **Ruling:** A cushion against the backrest is only allowed if it is fixed to the backrest of the wheelchair.

RULE THREE – TEAMS

Art. 4 Teams

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

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

4.3.4 Situation 1: A1 is playing with socks instead of shoes.

Ruling: Legal, only playing barefoot is not permitted.

4.3.4 Situation 2: A1 wishes to play in street shoes

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

4.4.2 Comment: If a player is wearing equipment, hair accessories or jewellery and he cannot remove it he is not allowed to play. An exception is made for a wedding ring; if it cannot be removed, it is allowed but it must be taped. The officials shall wear no jewellery. An exception is made for a wedding ring if it cannot be removed.

4.4.2 Statement 1: Any compression sleeves as well as legs sleeves are permitted with the provision they are the same solid colour. Compression stockings are permitted with the provision they are the same solid colour. In both cases, all players of the team must wear the same solid colour.

4.4.2 Statement 2: An exception will be made to allow the wearing of the hijab (head scarf) by female players. This exemption does not include Niqab or Burka. A player's face and eyes may not be covered and must always be visible to their opponent.

4.4.2 Statement 3: Headgear (not covering any part of the face entirely or partially and not be dangerous), wristbands (maximum of 10 cm wide textile material), taping (of arms, shoulders, legs) must be the same solid colour, but all players of the team must wear the same colour.

4.4.4 Comment: If during the warm up or before the game started or during the game the officials/game commissioner discover that a player is displaying any commercial, promotional or charitable name, mark, logo or other identification, all that staff must be removed or taped by the player. If they cannot be removed or taped, the player is not allowed to play.

Art. 5 Players: Injury

5.1. Statement: On occasion during the game of wheelchair basketball, a player may fall from their chair through no fault of their opponent. Such a situation will be dealt with by officials in accordance with Article 5. It may be necessary at times for a player to require assistance to get back in their chair. The coach, assistant coaches, substitutes, excluded players and accompanying delegation members may enter the court, at the invitation of the officials, to assist the player back into their chair without

sanction. Officials must, however, observe that the player does not receive any treatment for injury. If the player is treated then the provisions of Article 5.3 shall apply.

- 5.2. Situation 1:** A1 falls out of his wheelchair near the basket after a shot. The other players try to gain control of the rebound.

Ruling: The game is stopped immediately because of the potential danger to A1.

- a) If the official's call occurs when neither team is in control of the ball, a held ball is called and possession of the ball is awarded to the team entitled to a throw-in according to the alternating possession.
- b) If one of the 2 teams controls the ball when the official blows his whistle, a throw-in from out-of-bounds is awarded to the team in possession of the ball.

- 5.2 Situation 2:** Team A is in control of the ball. A1 falls out of his wheelchair during a struggle to gain a favourable position. No contact was initiated by an opponent. A1 is in no danger, but team A withholds the ball from play and does not want to finish the attack without A1.

Ruling: The official is authorized to stop the play to allow A1 to re-enter his wheelchair and play shall continue without a reset of the shot clock

- 5.2 Situation 3:** Team A is in control of the ball and is developing a strong attack close to their opponent's basket when B1 falls out of his chair beneath the basket.

Ruling: The official must immediately stop the game because of the potential danger to B1. Team A is awarded possession of the ball for a throw-in from out-of-bounds at the endline, except directly behind the backboard. The shot clock shall.

- not be reset if 14 or more seconds are displayed
- be reset to 14 seconds if 13 seconds or less are displayed

- 5.2 Situation 4:** A1 passes to A2, then loses his balance and falls out of his chair. His teammates (A2 and A3) continue to attack the opponent's basket. At what time should the game be stopped or may the official standing near to A1 assist him back into his wheelchair while the play is going on?

Ruling:

1. The official shall not assist the player back into his wheelchair.
2. If A1 is in no danger, play is not immediately stopped.
3. If, however, in the opinion of the official there is some doubt as to the ability of A1 to get back into his chair unaided, play should be stopped when the play has been completed; that is:
 - a) when a ball becomes dead.
 - b) when an opponent gains control of the ball.

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

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

Additional information about Article 5

- 5-1 Statement:** If a player is injured or appears to be injured and, as a result, the coach, assistant coach, substitute, excluded player or accompanying delegation member of the same team comes on the playing court, that player is considered to have received treatment, whether or not actual treatment is performed.

- 5-2 Example:** A1 appears to have an injury and the game is stopped. Team A's:

- (a) Doctor enters the playing court and treats A1's injury.
- (b) Doctor enters the playing court but A1 has already recovered.
- (c) Coach enters the playing court to assess A1's injury.
- (d) Assistant coach, substitute or any other accompanying delegation member enters the playing court but does not treat A1.

Interpretation: In all cases, A1 is considered to have received treatment and shall be substituted.

- 5-3 Statement:** There is no time limit for the removal of a seriously injured player from the playing court if, according to a doctor's opinion the removal is dangerous for the player.

- 5-4 Example 1:** A1 is seriously injured and the game is stopped for about 15 minutes because the doctor's opinion indicates that removal from the playing court could be dangerous for the player.

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

- 5-5 Interpretation:** If a player is injured or is bleeding, or has an open wound, and cannot continue to play immediately (within approximately 15 seconds), he must be substituted. If a time-out is granted to either team in the same game clock stopped quarter, and that player recovers during the time-out, he may continue to play only if the scorer's signal for the time-out has sounded before an official beckoned a substitute to become a player.

- 5-6 Example:** A1 is injured and the game is stopped. As A1 is not able to continue to play immediately, an official blows his whistle making the conventional sign for a substitution. Either team requests a time-out:

- a) Before a substitute for A1 has entered the game.
- b) After a substitute for A1 has entered the game.

At the end of the time-out, A1 appears to have recovered and asks to remain in the game

Interpretation:

- a) If A1 recovers during the time-out he may continue to play.
- b) A substitute for A1 has already entered the game, therefore A1 cannot re-enter until the next game clock running quarter has ended.

5-7 **Statement:** Players who have been designated by their coach to start the game or who receive treatment between free throws may be substituted in the event of an injury. In this case the opponents are also entitled to substitute the same number of players, if they wish.

5.8 **Example:** A1 is fouled and is awarded 2 free throws. After the first free throw the officials discover that A1 is bleeding. A1 is replaced by A6 who shall attempt the second free throw. Team B requests to substitute 2 players.

Interpretation: Team B is entitled to substitute only 1 player.

5.9 **Example:** A1 is fouled and is awarded 2 free throws. After the first free throw the officials discover that B3 is bleeding. B3 is replaced by B6. Team A requests to substitute 1 player.

Interpretation: Team A is entitled to substitute 1 player.

Note: Due to the 14-point limit (Article 51.2), such a situation as described in Examples 5-8 and 5-9 may require a team to substitute more than one player in order to comply with the 14-point limit. In such cases, the opposition team is entitled to substitute up to the same number of players.

Art. 7 Coaches: Duties and powers

Additional information about Article 7

7-1 **Statement:** At least 40 minutes before the game is scheduled to begin, each coach or his representative shall give the scorer a list with the names, corresponding numbers and classification points of the team members who are eligible to play in the game, as well as the name of the captain, the coach and the assistant coach.

The coach is personally responsible that the numbers in the list correspond to the numbers on the shirts of the players and that the classification for each player in the list is correct. At least 10 minutes before the game is scheduled to begin, each coach shall confirm his agreement with the names, corresponding numbers and player classification of his team members, as well as the names of the coach, assistant coach and captain by signing the scoresheet.

7-2 **Example:** Team A presents in due time the team list to the scorer. The numbers of 2 players are not the same as the numbers displayed on their shirts or the name of a player is omitted on the scoresheet. This is discovered:

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

Interpretation:

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

7-3 **Statement:** At least 10 minutes before the game is scheduled to begin, each coach shall indicate the 5 players who are to start the game. Before the game starts the scorer shall check if there is an error regarding these 5 players and, if so, he shall notify the nearest official as soon as possible. If this is discovered before the start of the game the starting 5 players shall be corrected. If this is discovered after the start of the game it shall be disregarded.

7-4 **Example:** It is discovered that 1 of the players on the playing court is not 1 of the confirmed starting 5 players. This occurs:

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

Interpretation:

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

7-5 **Example:** The coach asks the scorer to enter the small 'x' into the scoresheet for his 5 players who are to start the game.

Interpretation: The coach shall personally indicate the 5 players who are to start the game by marking a small 'x' beside the player's number in the 'Player in' column of the scoresheet.

RULE FOUR – PLAYING REGULATIONS

Art. 8 Playing time, tied score and overtime

Additional information about Article 8

8-1 **Statement:** An interval of play begins:

- 20 minutes before the game is scheduled to begin.
- When the game clock signal sounds for the end of the quarter or overtime.
- In case of an Instant Replay System (IRS) review, at the end of the quarter or overtime after the crew chief has communicated the final decision.

8-2 **Example:** A1 in the act of shooting is fouled simultaneously with the game clock signal for the end the quarter. A1 is awarded 2 free throws.

Interpretation: The interval of play shall start after the free throws have been completed.

8-3 **Example:** A1 in the act of shooting is fouled simultaneously with the game clock signal for the end of the quarter. The officials become uncertain whether A1 shall be awarded 2 or 3 free throws. The officials decide to use the IRS.

Interpretation: The timer shall start his stopwatch for measuring the interval of play after the decision of the review has been communicated and 2 or 3 free throws have been completed.

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

9.1 **Situation:** Before the crew chief tosses the ball for the tap-off to commence the game, the commissioner notices that team A has more than 14 points on its starting line-up. The commissioner advises the crew chief. Shall the crew chief charge a technical foul against team A?

Ruling: Yes. The coach of team A is charged with a technical foul ("C") and team B is awarded 1 free throw. Team A is required to make such substitutions as necessary to correct their line up to meet the 14-point limit rule. The game shall recommence with a tap-off at the centre circle.

Note: It is always the responsibility of the coach to ensure his playing team meets the 14-point limit of Article 51.2. The alterations to team line-up allowed under Article 7, Statement 2, only apply to playing numbers and names.

9.1 **Comment:** When a technical, unsportsmanlike or disqualifying foul is made after the ball has left the hand(s) of the crew chief on the tap-off, free throws will be awarded. After the 1 or 2 free throw(s), the game shall be resumed by crew chief tossing the ball for the tap-off at the centre circle.

Additional information about Article 9

9-1 **Comment:** A game shall not begin unless each team has a minimum of 5 entitled players on the playing court ready to play. If fewer than 5 players are on the playing court at the time the game is to begin, the officials must be sensitive to any unforeseeable circumstance(s) that could explain the delay. If a reasonable explanation is provided for the delay, a technical foul shall not be charged. If, however, no such explanation is provided, a technical foul against the coach, recorded as 'B1' and/or forfeiture of the game may result upon arrival of further entitled players.

9-2 **Example:** When the game is scheduled to begin, team B has fewer than 5 players on the playing court and ready to play. The team B representative:

- a) Is able to provide a reasonable and acceptable explanation for the late arrival of the team A players.
- b) Is unable to provide a reasonable and acceptable explanation for the late arrival of the team A players.

Interpretation: The beginning of the game shall be delayed for a maximum of 15 minutes. If the absent players arrive on the playing court ready to play before 15 minutes have passed:

- a) The game shall begin without any sanction.
- b) A technical foul may be charged against coach B, recorded as 'B1'. Any Team A player shall attempt 1 free throw with no line-up. The game shall begin with a tap-off.

In both cases, if the absent players have not arrived on the playing court ready to play before 15 minutes have passed, then the game may be forfeited in favour of team A and the score recorded as 20:0. The crew chief shall report it, on the reverse side of the scoresheet, to the organizing body of the competition.

9-3 **Example:** At the beginning of the second half, team A cannot present 5 players entitled to play on the playing court because of injuries, disqualifications etc.

Interpretation: The obligation to present a minimum of 5 players is valid only for the beginning of the game. Team A shall continue with fewer than 5 players.

9-4 **Example:** Close to the end of the game, A1 commits his fifth foul and leaves the game. Team A shall continue the game with only 4 players as they have no more substitutes available. As team B is leading by more than 15 points, coach B demonstrating fair play wants to remove 1 of his players in order to play also with 4 players.

Interpretation: The request of coach B to play with less than 5 players shall be denied. As long as a team has sufficient players available, 5 players shall be on the playing court.

9-5 **Statement:** Art. 9 clarifies which basket a team is to defend and which basket it is to attack. If by confusion any quarter or overtime begins with both teams attacking/defending the wrong baskets, the situation shall be

corrected as soon as it is discovered, without placing either team at a disadvantage. Any points scored, time used, fouls charged, etc. before the stopping of the game remain valid.

9-6 **Example:** After the start of the game, the officials discover that teams are playing in the wrong direction.

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

9-7 **Statement:** The game shall start with the tap-off at the centre circle.

9-8 **Example:** During the interval of play before the game, a technical foul is called on A1. Before the start of the game, coach B designates B1 to attempt 1 free throw, however B1 is not 1 of the team B starting 5 players.

Interpretation: 1 of the players designated as team B starting 5 players must attempt the free throw. Substitution cannot be granted before the playing time has started. The game shall begin with a held ball.

9-9 **Example:** During the interval of play before the game, a team A member commits an unsportsmanlike foul on a team B member.

Interpretation: That team B member shall attempt the 2 free throws before the beginning of the game.

If that team member is indicated as 1 of the 5 players to begin the game, he shall remain on the playing court.

If that team member is not indicated as 1 of the 5 players to begin the game, he shall not remain on the playing court and shall be replaced by 1 of the players designated as team B starting 5 players.

The game shall begin with a held ball.

Art. 10 Status of the ball

10.4 **Situation 1:** While in the act of shooting, A1 is fouled by B1. A1 continues his shooting movement but the horn to end the quarter or overtime sounds before the ball can be released on the try. After the horn has sounded, the shot is completed and the ball passes through the basket. Shall the goal count?

Ruling: No. In order for the goal to count, the ball must have left A1's hand(s) before the horn sounded. A foul is charged to B1 and 2 (or 3) free throws are awarded to A1. (See Art. 15.3 Situation 3)

10.4 **Situation 2:** A1 shoots for basket and is fouled by B1 after the act of shooting is completed. What happens if the basket

- a) Scores?
- b) Misses?
- c) Scores and it is the 5th team foul by team B in the quarter?
- d) Misses and it is the 5th team foul by team B in the quarter?

Ruling: Charge a foul against B1 and award:

- a) the basket to A1 and possession of the ball with a throw-in for team A from the place nearest to where the foul was called.
- b) a throw-in to team A1 from the place nearest to where the foul was called.
- c) the basket to A1 followed by 2 free throws.
- d) A1 2 free throws.

Additional information about Article 10

10-1 **Statement** The ball does not become dead and the goal counts if made, when a player is in the act of shooting for a field goal and finishes his shot with a continuous motion while a player of the defensive team commits a foul on any opponent after the continuous motion of the shooter has started. This statement is equally valid if any player, coach, assistant coach, substitute, excluded player or accompanying delegation member of a defensive team commits a technical foul.

10-2 **Example:** A1 has begun the act of shooting for a field goal when B2 commits a foul on A2. This is team B's third team foul in the quarter. A1 finishes his shot with a continuous motion.

Interpretation: The goal, if made, shall count. The game shall be resumed with a team A throw-in from the place nearest to where the foul was called.

10-3 **Example:** A1 has begun the act of shooting for a field goal when B2 commits a foul on A2. This is team B's fifth team foul in the quarter. A1 finishes his shot with a continuous motion.

Interpretation: The goal, if made, shall count. A2 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

10-4 **Example:** A1 has begun the act of shooting for a field goal when A2 commits a foul on B2. A1 finishes his shot with a continuous motion.

Interpretation: The ball becomes dead when A2 commits a foul. The goal, if made, shall not count. Regardless of the number of team A fouls in the quarter, the game shall be resumed with a team B throw-in from the place nearest to where the foul was called.

Art. 12 Tap-off and alternating possession

12.2 **Situation 1:** During the execution of the tap-off A1 supports himself with one hand on the wheel or rim.

Ruling: Legal.

12.2 **Situation 2:** A1 during the tap-off, raises from his seat while attempting to tap the ball after it has left the hand(s) of the crew chief.

Ruling: A technical foul is charged against A1.

Following 1 free throw of any player of team B, the game should be resumed with a new tap-off at the centre circle.

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

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

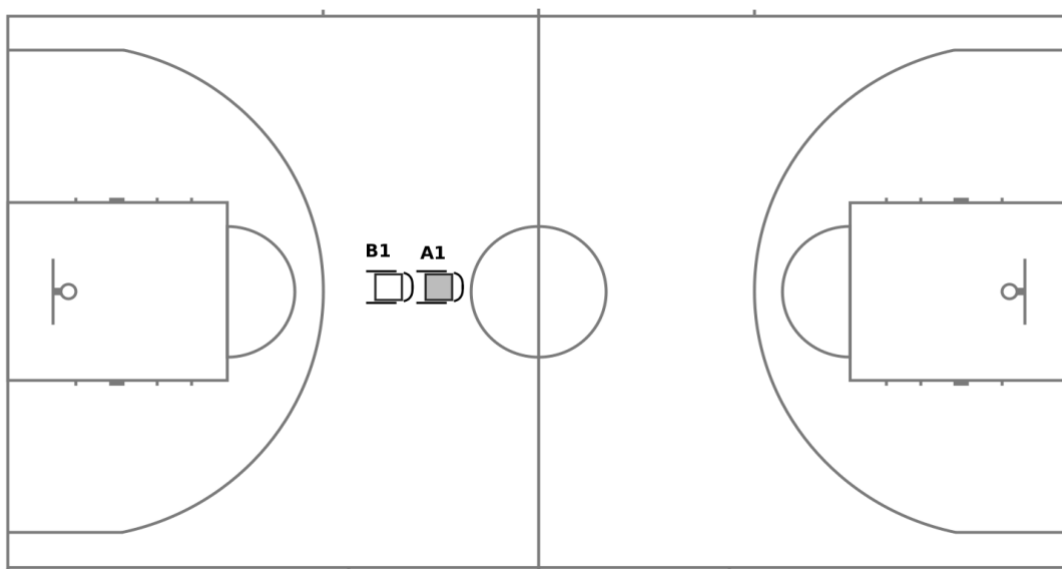
12.2.2 Situation: During the tap-off, 2 players of team A occupy adjacent positions outside the circle. B1 wants to position himself in between them.

Ruling: The request of B1, if made before the ball becomes live, is valid and the officials should instruct the players of team A to create sufficient space

12.2.8 Situation 1: A1, during the tap-off, positions his wheelchair outside the circle, parallel to the centre line, while B1 is at right angles to it.

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

12.2.8 Situation 2: During the tap-off, A1 positions his wheelchair close to the circle in line with the basket. Immediately behind him B1 is also positioned in line with the basket.



Ruling: Legal. However, if the position of B1 prevents A1 from making a normal pivoting movement, any contact may be judged by the crew chief to be the responsibility of B1.

12.2.8 Situation 3: Before the ball has left the hand(s) of the crew chief on the toss of the tap-off, A1 leaves his position outside the circle and moves towards the opponent's basket.

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

12.4.3 Situation 1: A1 and B1 contest the tap-off at the start of the game. The ball is tapped directly out-of-bounds and the crew chief signals another tap-off.

Ruling: Although the game clock will have started the moment the ball was tapped, neither team had gained control of the ball and the

alternating process for possession of the ball for a throw-in cannot apply. A repeat tap-off at the centre circle should take place between the same two players.

- 12.4.3 Situation 2:** A1 and B1 contest the tap-off at the start of the game. The ball is tapped and is caught by two opposing players A2 and B2. The crew chief calls held ball and signals for a tap-off.

Ruling: Although the game clock will have started the moment the ball was tapped, neither team had gained control of the ball and the alternating process for possession of the ball for a throw-in cannot apply. A new tap-off should be taken at the centre circle between A2 and B2.

Additional information about Article 12

- 12-1 Statement:** The team that does not gain control of a live ball on the playing court after the opening tap-off at the beginning of the game shall be awarded the ball for a throw-in from the place nearest to where the next tap-off situation has occurred.

- 12-2 Example:** The crew chief tosses the ball for the opening tap-off. Immediately after the ball is legally tapped by A1:

- a) A held ball between A2 and B2 is called.
- b) A double foul between A2 and B2 is called.

Interpretation: Since the control of a live ball on the playing court has not yet been established, the official cannot use the alternating possession procedure. The crew chief shall administer another tap-off in the centre circle and A2 and B2 shall be the player involved in the tap-off. Whatever time has passed on the game clock, after the ball is legally tapped and before the held ball/double foul situation is called, shall remain consumed.

- 12-3 Example:** The crew chief tosses the ball for the opening tap-off. Immediately after the ball is legally tapped by A1, the ball:

- a) Goes directly out-of-bounds.
- b) Is caught by A1 before it has touched one of the players not involved in the tap-off or the floor.

Interpretation: In both cases, team B is awarded a throw-in as the result of A1's violation. Team B shall have 24 seconds on the shot clock if the throw-in is administered in the backcourt and 14 seconds on the shot clock if in the frontcourt. After the throw-in, the team that does not gain control of the live ball on the playing court shall be entitled to the first alternating possession at the place nearest to where the next tap-off situation has occurred.

- 12-4 Example:** Team B is entitled to a throw-in under the alternating possession procedure. An official and/or a scorer make(s) an error and the ball is erroneously awarded to team A for the throw-in.

Interpretation: Once the ball touches or is legally touched by a player on the playing court, the error cannot be corrected. However, team B shall

not lose its right for the next alternating possession throw-in at the next tap-off situation as a result of the error.

- 12-5 **Example:** Simultaneously with the game clock signal for the end of the first quarter, B1 commits an unsportsmanlike foul on A1. Team A is entitled to the alternating possession throw-in to start the second quarter.

Interpretation: A1 shall attempt 2 free throws with no line-up and no playing time remaining. After the 2-minutes interval of play, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock. Team A shall not lose its right to the next alternating possession throw-in at the next tap-off situation.

- 12-6 **Example:** Shortly after the game clock sounds at the end of the third quarter, B1 commits an unsportsmanlike foul on A1. Team A the alternating possession throw-in to start the fourth quarter.

Interpretation: A1 shall attempt 2 free throws before the start of the fourth quarter with no line-up. The fourth quarter shall start with a team A throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock. Team A shall not lose its right to the next alternating possession throw-in at the next tap-off situation.

12-7 to 12-9 not applicable

- 12-10 **Example:** The crew chief tosses the ball for the opening tap-off. Before the ball has reached its highest point, tap-off A1 player touches the ball.

Interpretation: A1 has committed a tap-off ball violation. Team B shall be awarded a throw-in from its frontcourt, close to the centre line at the place nearest to where the violation was committed, with 14 seconds on the shot clock.

- 12-11 **Example:** The crew chief tosses the ball for the opening tap-off. Before the ball has been legally touched, no-tap-off A2 player enters the circle from his backcourt

Interpretation: A2 has committed a tap-off ball violation. Team B shall be awarded a throw-in from its frontcourt, close to the centre line at the place nearest to where the violation was committed, with 14 seconds on the shot clock.

- 12-12 **Example:** The crew chief tosses the ball for the opening tap-off. Before the ball has been legally touched, no-tap-off A2 player enters the circle from his frontcourt

Interpretation: A2 has committed a tap-off ball violation. Team B shall be awarded a throw-in from its backcourt, close to the centre line at the place nearest to where the violation was committed, with 24 seconds on the shot clock.

- 12-13 **Statement:** It is a held ball situation resulting in an alternating possession throw-in, whenever a live ball lodges between the ring and the backboard, unless between free throws and unless after the last free throw followed by a possession of the ball as part of the foul penalty. Under the alternating possession procedure the shot clock shall be reset to 14

seconds when the offensive team is entitled to a throw-in or to 24 seconds when the opposing team is entitled to a throw-in.

12-14 Example: On a shot for a field goal by A1, the ball lodges between the ring and the backboard:

(a) Team A,

(b) Team B

Interpretation: After the throw-in from the endline:

(a) Team A shall have 14 seconds,

(b) Team B shall have 24 seconds

on the shot clock.

12-15 Example: The ball is in the air on A1's shot for a field goal when the shot clock signal sounds followed by the ball lodging between the ring and the backboard. Team A is entitled to a throw-in under the alternating possession procedure.

Interpretation: After the throw-in from the endline, team A shall have 14 seconds on the shot clock.

12-16 Example: A1 in his act of shooting for a 2-point field goal is fouled by B2. The official calls an unsportsmanlike foul on B2. During the last free throw:

a) The ball lodges between the ring and the backboard.

b) A1 touches with his rear wheels the free-throw line while releasing the ball.

c) The ball misses the ring.

Interpretation: In all cases, the free throw shall be considered unsuccessful. The game shall be resumed with a team A throw-in line in its frontcourt, with 14 seconds on the shot clock.

12-17 Example: After A1's throw-in from the centre line start the second quarter, the ball lodges between the ring and the backboard in team A's frontcourt. The official calls a held ball situation.

Interpretation: The direction of the alternating possession arrow shall be reversed immediately in favour of team B. The game shall be resumed with a team B alternating possession throw-in from the endline, except directly behind the backboard, with 24 seconds on the shot clock.

12-18 Example: The possession arrow favours team A. During an interval of play after the first quarter, B1 commits an unsportsmanlike foul on A1. A1 attempts 2 free throws with no line-up, followed by a team A throw-in from the throw-in line in its frontcourt to start the second quarter. The possession arrow to favour team A remains unchanged. After the throw-in the ball has lodged between the ring and the backboard in team A's frontcourt. The official calls a held ball situation.

Interpretation: The game shall be resumed with a team A alternating possession throw-in from the endline in its frontcourt, except directly behind the backboard, with 14 seconds on the shot clock. The direction of the alternating possession arrow shall be reversed immediately after team A throw-in has ended.

12-19 **Statement:** A held ball occurs when 1 or more players from opposing teams have 1 **hand** or both **hands** firmly on the ball so that neither player can gain control without undue roughness.

12-20 **not applicable**

12-21 **Statement:** A violation by a team during its alternating possession throw-in causes that team to lose the alternating possession throw-in.

12-22 **Example:** With 4:17 remaining on the game clock in the third quarter during an alternating possession throw-in:

- a) Thrower-in A1 wheels into the playing court while having the ball in his hand(s).
- b) A2 reaches with his hands over the boundary line before the ball has been thrown-in across the boundary line.
- c) Thrower-in A1 takes more than 5 seconds to release the ball.

Interpretation: In all cases the team taking the throw-in commits a violation. The ball shall be awarded to the opponents for a throw-in at the place of the original throw-in and the direction of the alternating possession arrow shall be reversed immediately.

Art. 13 How the ball is played

13.2.1 **Situation 1:** A1 progresses with the ball by pushing it along the floor with his footrest, or dribbling the ball with his head.

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

13.2.2 **Situation 2:** A1 deliberately pushes the ball with any part of the leg whilst in contact with the wheelchair.

Ruling: a violation is called.

Art. 14 Control of the ball

14.1.3 **Situation 1:** While wheeling towards the basket, A1 charges into B1,

- a) before the release of the try or
- b) after the release of the try. This is the 5th foul for team A in that quarter.

Ruling:

- a) No free throws are awarded to B1. Team control foul.

- b) 2 free throws are awarded to B1. Once the ball is released in a field goal attempt, team control ends.

14.1.4.1 Situation 1: A1, in possession of the ball, starts tipping forward. In order to prevent his wheelchair from touching the floor, he pushes with the ball against the floor and regains his position.

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

14.1.4.1 Situation 2: B1 tries to prevent the ball from going out-of-bounds. In doing so, he loses balance and falls out of his wheelchair. While still in bounds but lying on the floor he taps the ball to his team-mate B2.

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

14.1.4.2 Situation 1: A1 leans sideways to gain possession of the ball. In so doing, his wheelchair momentarily tilts to the side, lifting one small and one large wheel from the floor.

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

14.1.4.2 Situation 2: A player in possession of the ball starts tipping forward with his wheelchair. Just before any part of his chair, other than the tyres(s)/castor(s), touch the floor, he bounces the ball to the floor. After any part of his chair has touched the floor, he raises himself and the chair and restarts dribbling the ball.

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

Additional information about Article 14

14-1 **Statement:** 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 for a throw-in or a free throw.

14-2 **Example:** In the judgement of the officials, regardless whether the game clock is stopped or not, a player deliberately delays the process of taking the ball.

Interpretation: The ball becomes live when the official places the ball on the floor next to the throw-in place or free-throw line.

14-3 **Example:** not applicable

Art. 15 Player in the act of shooting

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

However, as with jumping in the 'running' game of basketball, an attempt to score often includes movements with the chair. These will never be

excessive, but, if in the judgement of the official, a foul occurs after the start of a normal shooting action that includes movements with the chair, the foul could be considered to be committed against the player in the act of shooting.

- 15.1.2 Situation:** A1 wheels into the vicinity of the basket when he receives a waist high pass beneath the outstretched arms of defender B1. B1 immediately brings his arms down, establishing contact with A1 as the latter begins to move his shooting hand up towards the basket, but not necessarily in the classic shooting position.

Ruling: A foul is charged to B1. 2 free throws are awarded to A1.

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

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

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

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

- 15.1.3 Situation 2:** A1 wheels and/or dribbles into the restricted area to attempt a lay-up. While still in motion, A1 gathers the ball in preparation for the release of the shot or a final push towards the basket. A1 is fouled by B1.

- a) A1's continuous movement is not interrupted and A1 successfully completes the try;
- b) A1 ceases his continuous movement after the foul but begins a second try that is successful.

Ruling:

- a) The goal shall count and A1 shall be awarded 1 free throw because the continuous movement was not interrupted. (See Art. 10.4).
- b) The ball is considered dead when A1's original movement ceased. No goal can be scored. A1 is awarded 2 free throws.

- 15.1.3 Situation 3:** While in the act of shooting, A1 is fouled by B1. A1 continues his shooting movement but the horn to end the quarter sounds before the

ball can be released on the try. After the horn has sounded, the shot is completed and the ball passes through the basket. Shall the goal count?

Ruling: No. In order for the goal to count, the ball must have left A1's hand(s) before the horn sounded. A foul is charged to B1 and 2 (or 3) free throws are awarded to A1. (See Art. 10.4 Situation 1)

- 15.1.3 Situation 4:** A1 begins a field goal attempt. Before the ball has been released, A2 is fouled by B1. The foul is the 5th foul for team B in that quarter. A1's try is successful.

Ruling: A1's goal shall count and A2 shall be awarded 2 free throws.

- 15.1.3 Situation 5:** A1 attempts a 3-point field goal. After A1 has begun the act of shooting but before the ball has left A1's hand(s), A2 fouls B1. The try is successful.

Ruling: A2 is charged with a foul; the ball becomes dead immediately and the goal does not count. (See Art. 14.3) The game is restarted by a player of team B taking a throw-in from the free-throw line extended. (See Art. 17.2.6).

Additional information about Article 15

- 15-1 Statement:** When a player is in the act of shooting and, after being fouled he passes the ball off, he is no longer considered to be in the act of shooting.

- 15-2 Example:** During his act of shooting A1 has the ball in both hands when he is fouled by B1. After the foul A1 passes the ball directly to A2

Interpretation: A1 is no longer considered to be in the act of shooting.

Art. 16 Goal: When made and its value

- 16.2.1 Situation 1:** During a 3-point attempt A1's front castors are on the 3-point line.

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

- 16.2.1 Situation 2:** A1 is fouled at the footrest bar, which extends into the 2-point field goal area, by B1 during a 3-point attempt. Neither of A1's large wheels is in the 2-point field goal area.

Ruling: Charge a foul against B1 and, in the case of a successful goal, 3 points are awarded and A1 receives 1 free throw. If unsuccessful, A1 receives 3 free throws.

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

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

16.2.5 Situation 1: With 0:00.2 minutes (2/10 seconds) left on the game clock, A1 secures control of A2's throw-in pass and releases a try for a goal before the game clock signal sounds to end the quarter. While the ball is in the air, the game clock signal sounds and then the ball enters the basket.

Ruling: The basket shall not count.

16.2.5 Situation 2: With 0:00.2 minutes (2/10 seconds) left on the game clock, A1 taps A2's throw-in pass toward the basket. While the ball is in the air, the game clock signal sounds and then the ball enters the basket. .

Ruling: The basket shall count.

Additional information about Article 16

16-1 Statement: The value of a field goal is defined by the place on the floor from where the shot was released. A goal released from the 2-point field goal area counts 2 points, a goal released from the 3-point field goal area counts 3 points. A goal is credited to the team attacking the opponents' basket into which the ball has entered..

16-2 Example: A1 released the ball on a shot from the 3-point field goal area. The ball on its upward flight is legally touched by any player who is within the team A's 2-point field goal area. The ball then continues its flight and enters the basket.

Interpretation: Team A shall be awarded 3 points as A1's shot was released from the 3-point field goal area.

16-3 Example: A1 released the ball on a shot from the 2-point field goal area. The ball on its upward flight is legally touched by B1 who is with the rear wheels of his wheelchair in A's 3-point field goal area. The ball then continues its flight and enters the basket.

Interpretation: Team A shall be awarded 2 points as A1's shot was released from the 2-point field goal area.

16-4 Statement: If the ball enters the basket, the value of the field goal is defined by whether the ball:

- a) Has entered the basket directly, or
- b) On the pass is touched by any player or touches the floor before entering the basket.

16-5 Example: A1 passes the ball from the 3-point field goal area and the ball directly enters the basket.

Interpretation: Team A shall be awarded 3 points as A1's pass was released from the 3- point field goal area

16-6 Example: A1 passes the ball from the 3-point field goal area and the ball is touched by any player or the ball touches the floor:

- a) In team A's 2-point field goal area, or
- b) In team A's 3-point field goal area,
before it enters the basket

Interpretation: In both cases, team A shall be awarded 2 points as the ball did not enter the basket directly.

- 16-7 **Statement:** In a throw-in situation or on a rebound after the last free throw, there is always a time quarter from the moment the inbounds player touches the ball until that player releases the ball on a shot. This is particularly important to take into consideration near the end of a quarter or overtime. There must be a minimum amount of time available for such a shot before time expires. If 0:00.3 minute is displayed on the game clock, it is the duty of the official(s) to determine whether the shooter released the ball before the game clock signal sounds for the end of the quarter or overtime. If, however, 0:00.2 or 0:00.1 minute is displayed on the game clock, the only type of a valid field goal made by a player is by tapping the ball.

- 16-8 **Example:** Team A is awarded a throw-in with:

- a) 0:00.3,
- b) 0:00.2 or 0:00.1,
displayed on the game clock.

Interpretation:

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

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

- 16-9 **Statement:** A goal is made when a live ball enters the basket from above and remains within or passes through the basket entirely. When:

- a) A defensive team requires a time-out at any time during the game after a basket has been scored, or
- b) The game clock shows 2:00 minutes or less in the fourth quarter or overtime,
- c) The game clock shall be stopped when the ball has entirely passed through the basket as shown in Diagram.

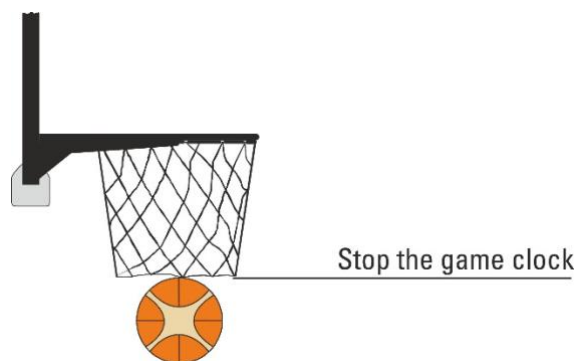


Diagram: A goal is made

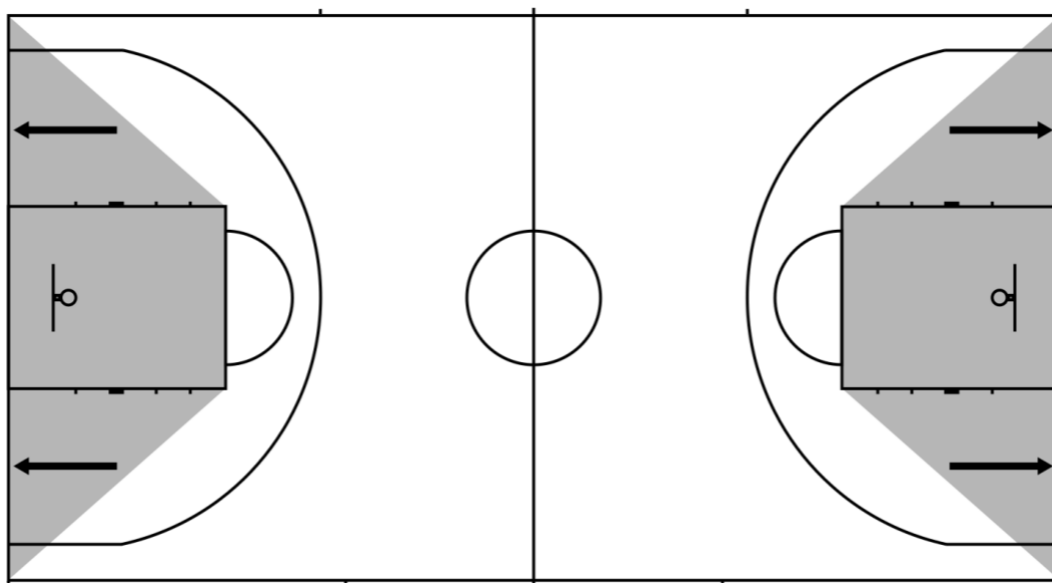
16-10 **Example:** At the beginning of a **quarter**, team A is defending its own basket when B1 erroneously dribbles to his own basket and scores a field goal.

Interpretation: Team A captain on the playing court shall be awarded 2 points.

16-11 **Not applicable.**

Art. 17 Throw-in

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



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

a) After a charged time-out following a valid 2 or 3 point field goal.

- b) After a legal stoppage of play because of an injury to a player or an official when the ball would normally have been brought into play from the endline.
- c) If, after a valid field goal, the official feels that play can be speeded up by handing the ball to a player.
- d) After a double foul or after fouls which cancel each other according to Art. 42.
- e) When the ball remains in frontcourt.

17.2.4 Statement: Last 2 Minutes of the Game: The team A entitled to a throw-in in the backcourt takes a time out, the coach A has the right to decide, after the team-out, whether to take place the throw-in. The counting of the time-out should start after the coach A has communicated to the official its decision. If the throw-in will take place:

(a) from the throw-in line in its frontcourt, the shot clock shall be reset with 14 seconds remaining.

(b) from the endline in its backcourt, the shot clock shall be set with 24 seconds.

17.2.4 Situation: With 1:45 seconds left to play in the fourth quarter, B1 commits an unsportsmanlike foul on A1 who dribbles in Team A's backcourt. Team A is granted a time-out. After the 2 free throws awarded to A1, team A is entitled to a throw-in.

Ruling: Team A's throw-in shall take place from the throw-in line in the team's frontcourt with 14 seconds on the shot clock.

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

17.3.2 Situation: A1 has passed the ball to A2 from out-of-bounds. Afterwards, B1 prevents A1 from re-entering the court by remaining on his spot near the sideline. A1 tries to move forward outside the court to enter further down the court but B1 follows A1 parallel to the sideline to prevent him from entering the court.

Ruling: The action of B1 is contrary to the spirit of the game and, following a warning, could be penalized by a technical foul if repeated. (See Art. 47.3 Rules) A1 must be allowed to enter the court at the place where the ball was placed at his disposal.

17.3.3 Situation 1: As the official is about to hand the ball in the frontcourt to A1 for a throw-in, he realizes that A2 **has not left** the restricted area.

Ruling: The official advises A2 to leave the restricted area before he hands the ball to A1. **(Preventative officiating).**

17.3.3 Situation 2: Just before the official hands the ball to A1 for a throw-in, A2 **enters** the restricted area.

Ruling: Violation by A2. Throw-in awarded to team B at the same point out-of-bounds.

17.3.3 Situation 3: Immediately after A1 has received the ball for a throw-in, A2 enters the restricted area. A1 is still in possession of the ball.

Ruling: Legal. A2 may enter the restricted area once the ball is live.

Additional information about Article 17

17-1 Statement: Before the player taking the throw-in has released the ball on a throw-in, it is possible that the throwing-in motion could cause that player's hand(s) with the ball to break the plane of the boundary line separating the inbounds area from the out-of-bounds area. In such situations, it continues to be the responsibility of the defensive player to avoid interfering with the throw-in by contacting the ball while it is still in the hands of the player taking the throw-in.

17-2 Example: With 4:37 remaining on the game clock in the third period, A1 is awarded a throw-in. While holding the ball:

(a) A1's hand(s) crosses the plane of the boundary line so that the ball is above the inbounds area. B1 grabs the ball that is in A1's hand(s) or taps the ball out of A1's hand(s) without causing any physical contact against A1.

(b) B1 moves his hands over the boundary line towards A1 to stop his pass to A2 on the playing court.

Interpretation: In both cases, B1 has interfered with the throw-in, therefore delaying the game. The official calls a violation. In addition a verbal warning shall be given to B1 and communicated to coach B. This warning shall apply to all team B players for the remainder of the game. Any repetition of a similar action by any team B player may result in a technical foul.

17-3 Statement: When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, the player of the defensive team shall not move any part of his body or wheelchair over the boundary line in order to interfere with the throw-in.

17-4 Example: With 0:54 remaining on the game clock in the fourth quarter, team A is entitled to a throw-in. Before handing the ball to thrower-in A1, the official shows the warning signal for an illegal boundary line crossing. After that, B1 moves his hand towards A1 over the boundary line before the ball has been thrown-in across the boundary line.

Interpretation: B1 shall be charged with a technical foul.

17-5 Statement: The player taking the throw-in must pass the ball (not hand the ball) to a team-mate on the playing court.

17-6 Example: Thrower-in A1 hands the ball to A2 who is on the playing court.

Interpretation: A1 has committed a throw-in violation. The ball must leave the player's hand(s) in order for the throw-in to be considered legal. Team B shall be awarded a throw-in from the place of the original throw-in.

17-7 Statement: On a throw-in, other players shall not have any part of their bodies or wheelchair(s) over the boundary line before the ball is passed across the boundary line.

17-8 Example: Thrower-in A1 has received the ball from the official for the throw-in and he:

- a) Places the ball on the floor after which the ball is taken by A2.
- b) Hands the ball to A2 in the out-of-bounds area.

Interpretation: In both cases, A2's violation as he moves his body over the boundary line before the ball is thrown by A1 across the boundary line.

17-9 Example: After a team A successful field goal or a successful last free throw a time-out is granted to team B. Following the time-out, B1 receives the ball from the official for a throw-in from the endline. B1 then:

- a) Places the ball on the floor after which the ball is taken by B2.
- b) Hands the ball to B2, who is also behind the endline.

Interpretation: In both places, a legal play. The only restriction for team B is that its players must pass the ball into the playing court within 5 seconds.

17-10 Statement: If a time-out is granted to a team that has been awarded possession of the ball in its backcourt when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime the coach, after the time-out, has the right to decide whether the throw-in shall be administered from the throw-in line in the team's frontcourt or from the team's backcourt.

After the coach A has made his decision, it is final and irreversible. Further requests of both teams to change the throw-in place, after the additional time-outs at the same game clock stopped period, shall not lead to a change of the original decision.

After a time-out following an unsportsmanlike or disqualifying foul or fighting situation, the game shall be resumed with a throw-in from the throw-in line at the team's frontcourt.

17-11 Example: In the last minute of the game, A1 has dribbled in his backcourt when a team B player taps ball out-of-bounds at the free-throw line extended. A time-out is granted to team A.

Interpretation: At the latest after the time-out, the crew chief shall ask coach A of his decision where the throw-in shall be administered. Coach A shall say loudly in English "frontcourt" or "backcourt" and at the same time showing with his arm to the place (frontcourt or backcourt), where the throw-in shall be administered. Coach A decision is final and irreversible. The crew chief shall inform coach B of the coach A decision.

The game shall be resumed with a team A throw-in only if the position of the players of both teams on the playing court clearly indicate their understanding from where the game is to be resumed.

17-12 Example: In the last minute of the game with 17 seconds on the shot clock, A1 has dribbled in his backcourt when a team B player taps the ball out-of-bounds at the free-throw line extended. After that:

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

Interpretation:

- (a) The game shall be resumed with a team A throw-in from the free-throw line extended at its backcourt. Team A shall have 17 seconds on the shot clock.
- (b) and (c) If coach A decides on a throw-in from its frontcourt, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt with 14 seconds on the shot clock.
If coach A decision on a throw-in from its backcourt, team A shall have 17 seconds on the shot clock.

17-13 Example: With 0:57 remaining on the game clock in the fourth quarter, A1 attempts 2 free throws. During the second free throw A1's rear wheels cross the free-throw line while shooting and a violation is called. Team B is granted a time-out.

Interpretation: Before the time-out, if coach B decides on resuming the game with a throw-in from:

- (a) The throw-in in the team's frontcourt, team B shall have 14 seconds on the shot clock.
- (b) The team's backcourt, team B shall have 24 seconds on the shot clock.

17-14 Example: With 0:26 remaining on the game clock in the fourth quarter, A1 has dribbled for 6 seconds in his backcourt, when:

- a) B1 taps the ball out-of-bounds,
- b) B1 commits the third foul for team B in the quarter.

Team A is granted a time-out.

Interpretation: Before the time-out:

If coach A decides on a throw-in from the throw-in line in the team's frontcourt, in both cases, team A shall have 14 seconds on the shot clock.

If coach A decides on a throw-in from the team's backcourt, team A shall have:

- (a) 18 seconds,
 - (b) 24 seconds
- on the shot clock.

17-15 **Example:** With 1:24 remaining on the game clock in the fourth quarter, A1 has dribbled the ball in his frontcourt when B1 taps the ball to team A's backcourt where any team A player starts to dribble again. B2 now taps the ball out-of-bounds in team A's backcourt with:

a) 6 seconds,

b) 17 seconds

on the shot clock. Team A is granted a time-out.

Interpretation: Before the time-out:

If coach A decides on a throw-in from the throw-in line in the team's frontcourt, team A shall have:

(a) 6 seconds,

(b) 14 seconds

on the shot clock.

If coach A decides on a throw-in from the team's backcourt, team A shall have:

(c) 6 seconds,

(d) 17 seconds

on the shot clock.

17-16 **Example:** With 0:48 remaining on the game clock in the fourth quarter, A1 has dribbled the ball in his frontcourt when B1 taps the ball to team A's backcourt where any team A player starts to dribble the ball again. B2 now commits the team's third foul in quarter in the team A's backcourt with:

a) 6 seconds,

b) 17 seconds

on the shot clock. Team A is granted a time-out.

Interpretation: Before the time-out:

If coach A decides on a throw-in from the throw-in line in the team's frontcourt, in both cases, team A shall have 14 seconds on the shot clock.

If coach A decides on a throw-in from the team's backcourt, in both cases team A shall have 24 seconds on the shot clock.

17-17 **Example:** With 1:32 remaining on the shot clock in the fourth quarter, team A has been in control of the ball in its backcourt for 5 seconds when A1 and B1 are disqualified for fighting each other. The disqualifying foul penalties cancel each other. Before the throw-in is administered, team A is granted a time-out.

Interpretation: The game shall be resumed with a team A throw-in in team A's backcourt. However, before the time-out, if coach A decides on a throw-in from the throw-in line in the team's frontcourt, in both cases, team A shall have 14 seconds on the shot clock. If coach A decides on a throw-in from the team's backcourt, team A shall have 19 seconds on the shot clock.

17-18 **Example:** With 1:29 remaining on the game clock in the fourth quarter and with 19 seconds on the shot clock, team A has been in control of the ball in its frontcourt when A6 and B6 are disqualified for entering the playing court in a fighting situation. Team A is now granted a time-out.

Interpretation: The disqualifying foul penalties shall cancel each other.

Before the time-out, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt with 19 seconds on the shot clock.

17-19 **Example:** With 1:18 remaining on the game clock in the fourth quarter, team A is awarded a throw-in from its backcourt. At this time team A is granted a time-out. After the time-out, coach A decides that the throw-in shall be administered in his team frontcourt. Before the throw-in is administered, coach B requests a time-out.

Interpretation: The original decision of coach A to administer team A's throw-in in its frontcourt cannot be changed later within the same game clock stopped period. This shall be valid also if coach A takes a second time-out, following the first one.

17-20 **Statement.** At the beginning of all quarters other than the first one and at the beginning of all overtimes, a throw-in shall be administered from the centre line extended opposite the scorer's table. The thrower-in shall have one rear wheel on either side of the centre line. If the thrower-in commits a throw-in violation, the ball shall be awarded to the opponents for a throw-in from the centre line extended.

If, however, an infraction is committed on the playing court directly on the centre line, the throw-in shall be administered from the frontcourt at the place nearest to the centre line.

17-21 **Example:** At the beginning of the second quarter throw-in A1 commits a violation at the centre line extended.

Interpretation: The ball shall be awarded to team B for a throw-in from the place of the original throw-in, with 24 seconds on the shot clock. The player taking the throw-in shall be entitled to pass the ball to a teammate at any place on the playing court. The direction of the alternating possession arrow shall be reversed in favour of team B.

17-22 **Example:** At the beginning of the third quarter thrower-in A1 at the centre line extended passes the ball to A2 who touches it before it goes out-of-bounds in team A's:

a) Frontcourt.

b) Backcourt.

Interpretation: The game shall be resumed with a team B throw-in from the place nearest to where the ball went out-of-bounds in its:

(a) Backcourt with 24 seconds,

(b) Frontcourt with 14 seconds

on the shot clock

17-23 **Example:** During the throw-in from the centre line extended to begin the second quarter, throw-in A1 crossed the boundary line with one wheel or castor.

Interpretation: The game shall be resumed with a throw-in for team B from the place of the original throw-in at the centre line, with 10:00 on the game clock. The player taking the throw-in shall be entitled to pass the ball to a teammate at any place on the playing court. The direction of the alternating possession arrow shall be reversed in favour of team B.

17-24 **Example:** The following infractions may be committed at the centre line:

- (a) A1 causes the ball to go out-of-bounds.
- (b) A1 commits an offensive foul.
- (c) A1 commits a travel violation.

Interpretation: In all cases, team B shall be awarded a throw-in from its frontcourt at the place nearest to the centre line, with 14 seconds on the shot clock.

17-25 **Statement:** following an unsportsmanlike or disqualifying foul, the game shall be resumed with a throw-in from the throw-in line at the team's frontcourt.

17-27 **Statement:** On a throw-in, the following situations may occur:

- a) Not applicable
- b) The ball lodges between the ring and the backboard.
- c) The ball is intentionally thrown at the ring in order to reset the shot clock.

17-28 not applicable

17-29 **Example:** Throw-in A1 passes the ball towards team B's basket and it lodges between the ring and the backboard.

Interpretation: This is a tap-off situation. The game shall be resumed with applying the alternating possession procedure:

- If team A is entitled to the throw-in, the game shall be resumed with a team A throw-in from the endline in its frontcourt, next to the backboard. The shot clock shall be reset to 14 seconds.
- If team B is entitled to the throw-in, the game shall be resumed with a team B throw-in from the endline in its backcourt, next to the backboard. The shot clock shall be reset to 24 seconds.

17-30 **Example:** With 5 seconds on the shot clock, thrower-in A1 passes the ball towards Team B's basket where it touches the ring.

Interpretation: The shot clock operator shall not reset his clock, as the game clock has not started yet. The game clock shall be started simultaneously with the shot clock. If team A gains control of the ball the shot clock shall be reset to 14 seconds. If team B gains control of the ball the shot clock shall be reset to 24 seconds.

17-31 **Statement:** After the ball has been placed at the disposal of the player taking the throw-in, the player may not bounce the ball so as the ball touches the inbounds area and then the player touches the ball again before it has touched or been touched by another player on the playing court.

17-32 **Example:** A1 is awarded a throw-in. A1 then bounces the ball which touches:

- a) The inbounds area,
- b) The out-of-bounds area,

and then catches it again.

Interpretation:

- a) A1 has committed a throw-in violation. Once the ball leaves the hand(s) of the player taking the throw-in and touches the inbounds area, he shall not touch the ball before it touches (or has been touched) by another player on the playing court.
- b) If the player did not move more than a total of 1 meter before bouncing the ball and catching it again, the action is legal and the 5-second count shall continue.

17-33 **Statement:** The player taking the throw-in shall not cause the ball to touch out-of-bounds, after it had been released on the throw-in.

17-34 **Example:** Thrower-in A1 passes the ball from his:

- a) Frontcourt,
- b) Backcourt

to A2. The ball goes out-of-bounds without touching any player on the playing court.

Interpretation: Violation of A1. The game shall be resumed with a team B throw-in from the place of the original throw-in in the:

- a) Backcourt with 24 seconds,
- b) Frontcourt with 14 seconds

on the shot clock.

17-35 **Example:** Thrower-in A1 passes the ball to A2. A2 receives the ball with one wheel or castor touching the boundary line.

Interpretation: Violation of A2. The game shall be resumed with a team B throw-in from the place nearest to the place where A2 has touched the boundary line.

17-36 **Example:** A1 is awarded a throw-in from the sideline:

- a) In his backcourt close to centre line, entitled to pass the ball at any place into the playing court.
- b) In his frontcourt close to centre line, entitled to pass the ball only into his frontcourt.

- c) At the beginning of the second quarter, from the centre line extended opposite the scorer's table, entitled to pass the ball at any place into the playing court.

After having the ball at his disposal, A1 makes 1 normal lateral movement that changes his position regarding the frontcourt or backcourt.

Interpretation: In all cases, A1 keeps the right to pass the ball either into the frontcourt or into the backcourt as he had at his initial position.

17-37 Statement: Following a successful field goal or last free throw, the player taking the throw-in from his endline may move laterally and/or backwards and the ball may be passed between team-mates behind the endline, but not exceeding 5 seconds. This is also valid when a violation of the defensive team is called, and when the throw-in is therefore repeated.

17-38 Example: In the second quarter after A1's successful last free throw, B1 has the ball for the throw-in from his endline. A2 reaches with his hands over the boundary line before the ball has been thrown-in across the boundary line. The official calls the violation.

Interpretation: The throw-in shall be repeated. B1 shall still keep his right to move along the endline before releasing the ball or passing the ball to a team-mate.

17-39 Statement: Following the free throw resulting from a technical foul, the game shall be resumed with a throw-in from the place nearest to where the ball was located when the technical foul was called, unless there is a held ball situation or before the start of the first quarter.

If a technical foul is called on the defensive team, the offensive team shall have 24 seconds on the shot clock, if the throw-in is administered from the backcourt. If the throw-in is administered from the frontcourt, the shot clock shall be reset as follows:

- If 14 seconds or more are displayed, the shot clock shall not be reset, but shall continue from the time it was stopped.
- If 13 seconds or less are displayed, the shot clock shall be reset to 14 seconds.

N.B. The aforementioned statement regarding a technical foul called on the defensive team does not apply for situations under art. 31.2.2. *If the lifting is a result of the attempt to block a shot on a player in the act of shooting and a technical foul is called to the offender.*

If a technical foul is called on the offensive team, the offensive team shall have whatever time was on the shot clock regardless whether the throw-in shall be administered from the backcourt or from the frontcourt.

If a time-out and a technical foul are called during the same game clock stopped period the time-out shall be administered first, followed by the administration of the technical foul penalty.

Following a free throw(s) resulting from an unsportsmanlike or disqualifying foul, the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt with 14 seconds remaining.

17-40 Example: In the second quarter while A2 dribbles in his:

a) Backcourt,

b) Frontcourt,

A1 commits a technical foul.

Interpretation: Any team B players attempts 1 free throw with no line-up. In both cases the game shall be resumed with a team A throw-in from the place nearest to where the game was stopped for the technical foul with whatever time was on the shot clock.

17-41 Example: In the second quarter while A2 dribbles in his:

a) Backcourt,

b) Frontcourt,

B1 commits a technical foul.

Interpretation: Any team A players attempts 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the game was stopped for the technical foul in its:

a) Backcourt, with 24 seconds on the shot clock.

b) Frontcourt, with whatever time was on the shot clock, if 14 seconds or more are displayed on the shot clock and with 14 seconds on the shot clock, if 13 seconds or less are displayed on the shot clock.

17-42 Example: With 1:47 remaining on the game clock, A1 dribbles in his frontcourt and commits a technical foul. Team A is now granted a time-out.

Interpretation: Any team B player attempts 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the game was stopped for the technical foul with whatever time was on the shot clock.

17-43 Statement: When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, if a technical foul is called on the offensive team and that team is granted a time-out, the offensive team shall have whatever time was on the shot clock, if the throw-in shall be administered from the backcourt. If the throw-in shall be administered from the throw-in line in the team's frontcourt, the shot clock shall be reset as follows:

- If 14 seconds or more are displayed, the shot clock shall be reset to 14 seconds.

- If 13 seconds or less are displayed, the shot clock shall not be reset, but shall continue from the time it was stopped.

17-44 Example: With 1:47 remaining on the game clock in the fourth quarter, A1 dribbles in his backcourt and commits a technical foul. Team A is now granted a time-out.

Interpretation: At the latest by the end of the time-out, coach A shall inform the crew chief of the throw-in place (frontcourt or backcourt). After

the end of the time-out, any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in according to the coach's decision.

If coach A decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds, if 14 seconds or more are displayed or whatever time was on the shot clock, if 13 seconds or less are displayed.

If coach A decides on a throw-in from the backcourt, team A shall have whatever time was on the shot clock.

17-45 Example: With 1:47 remaining on the game clock in the fourth quarter, A1 dribbles in his backcourt and commits a technical foul. Any team B players attempts 1 free throw. Team A is now granted a time-out.

Interpretation: At the latest by the end of the time-out, coach A shall inform the crew chief of the throw-in place (frontcourt or backcourt). The game shall be resumed with a team A throw- in according to the coach's decision.

If coach A decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds, if 14 seconds or more are displayed or whatever time was on the shot clock, if 13 seconds or less are displayed.

If coach A decides on a throw-in from the backcourt, team A shall have whatever time was on the shot clock.

17-46 Example: With 1:47 remaining on the game clock, A1 dribbles in his backcourt when B1 causes the ball to go out-of-bounds. Team A is now granted a time-out. Immediately after, A1 commits a technical foul.

Interpretation: At the latest by the end of the time-out, coach A shall inform the crew chief of the throw-in place (frontcourt or backcourt). After the end of the time-out, any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in according to the coach's decision.

If coach A decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds, if 14 seconds or more are displayed or whatever time was on the shot clock, if 13 seconds or less are displayed.

If coach A decides on a throw-in from the backcourt, team A shall have whatever time was on the shot clock.

Art. 18/19 Time-out / Substitution

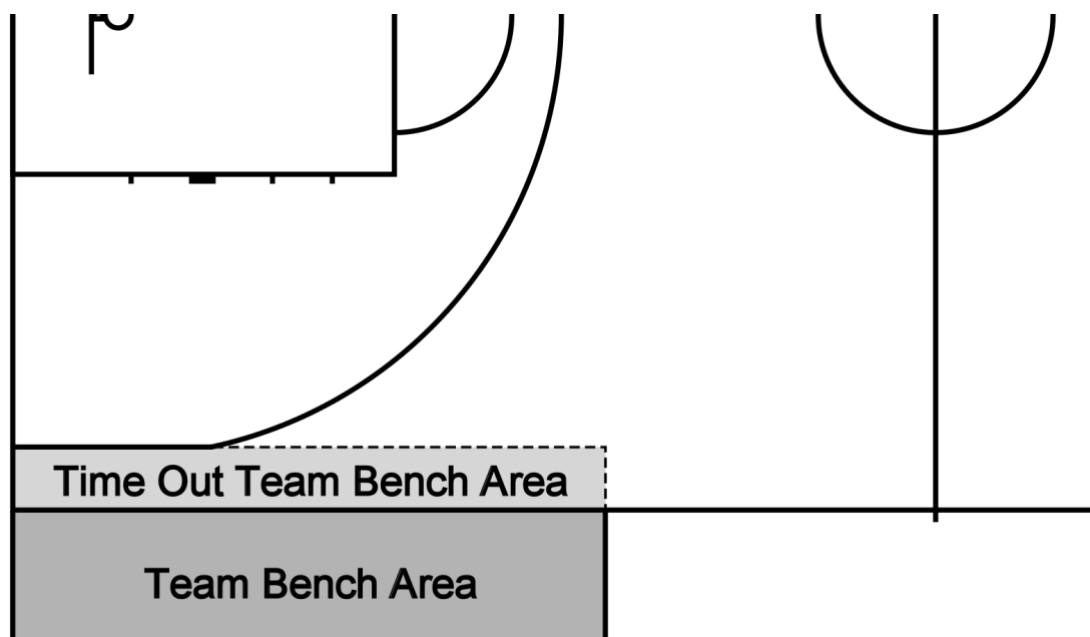
18.3.3 Comment: Teams must remain in their time-out team bench area until the official beckons them back on the playing court to avoid any advantage of taking a position on court before the time-out quarter ends.

Procedure: 20 seconds before the end of the time-out, two umpires will move close to the time-out team bench areas in order to control that no player leaves the time-out team bench area before the 50 seconds warning signal sounds and to avoid any delay to restarting play after the 50 seconds warning signal has sounded.

18.3.3 Situation: Team A finishes the time-out when 45 seconds of the time-out have elapsed and the players start to move to take positions outside the time-out team bench area.

Ruling: The umpire located in front of this team will keep them in the time-out team bench area until the 50 seconds warning signal sounds. A warning must be given to the coach that if the same behaviour is repeated a technical foul will be charged against the coach of team A, recorded as 'B'.

18.3.5 Comment: The time-out team bench area is limited in length by the team bench area and in the depth by the parallel part of the three-point line extended.



Diagram

18.3.5 Situation:

- After the time-out has begun players of team A stay outside the time-out team bench area on the court.
- During the time-out and before the 50 seconds warning signal sounds players of team A start to leave the time-out team bench area.

Ruling:

- a) An umpire will go to team A and will order the players to move inside the time-out team bench area
- b) An umpire will go to team A and will order all players of team A back inside the time-out team bench area. A warning is given to the coach of team A and in case of a repeating a technical foul should be charged against coach A, recorded as 'B'

19.2.2 Situation: A6 is waiting by the scorer's table to enter as a substitute. The game is stopped for a held ball and, according to the alternating possession the ball is awarded to team B for a throw-in. May A6 enter the game?

Ruling: Yes.

19.3.2 Situation: A6 applies for substitution at the scorer's table. After the table has sounded the signal to request substitution, coach A indicates that he wishes to cancel the request.

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

19.3.4 Comment: A substitute may enter the court at the point of the substitution space where he was positioned at the moment when he was beckoned to enter the playing court by the official.

19.3.4 Situation 1: The official has beckoned substitute B6 to enter the court on a substitution for B1. As he is moving towards the sideline, B1 is charged with a technical foul. What is the penalty?

Ruling: The moment the official beckoned B6 onto the court, he became a player. B1's foul is, therefore, charged against the coach of team B and the game is restarted with 1 free throw to team A followed by possession of the team which had the control of the ball or who was entitled to the ball when the technical foul was called, from the place where the ball should be throw-in.

19.3.4 Situation 2: B7 is beckoned to enter the court. Instead of entering the court at point where he was positioned, B7 drives down the sideline from the substitution space and wants to enter the court near to his team bench area.

Ruling: Legal, as long as no opponent has covered this spot on court.

19.3.4 Situation 3: Same as situation 2. A5 starts to drive parallel with B7 down the sideline and prevents B7 from entering the court (without any contact).

Ruling: Legal play by A5. B7 may enter the court at the spot where he was positioned when he was beckoned in after the substitution opportunity began.

Note: If, in the judgement of an official, there is a delay of the game, a time-out shall be charged against team B. If the team has no time-out remaining a technical foul for delaying the game may be charged against the coach, recorded as 'B'.

- 19.3.4 Situation 4:** B7 is beckoned to enter the court. A5 is positioned at the spot where B7 is entitled to enter the court. B7 cannot enter because A5 doesn't want to change his position.

Ruling: A5 has to leave his position and has to give B7 the space to enter the court. The official gives a warning to A5 (which is also communicated to the coach of team A and shall apply to any member of that team for the remainder of the game) whilst simultaneously correcting his position.

- 19.3.5 Comment:** A player being substituted has to move to the team bench area directly. He may no longer be active as a player on court (e.g. setting a block, guarding an opponent) or interfere with the movements of players of the opponent's team.

If such behaviour is deliberate, a technical foul will be called against the player (without any warning) and will be charged against the coach of the violating team, recorded as 'B'.

- 19.3.8 Situation:** Substitutes A6 and A7 approach the scorer and request substitution. The next occasion the game is stopped is for a foul called against B1 with free throws to be taken by A1. Substitute A6 indicates that he is to replace A1 but that both he and A7 must enter the court together in order to maintain a balance of classification points.

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

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

- 19.3.9 Situation:** A1 takes the **first** of 2 free throws but, before taking the second, A2 is charged with a technical foul. A1 completes the **second** free throw. Is it permitted for team B to make a substitution prior to the free throw for the technical foul?

Ruling: Yes.

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

When requesting a substitution, the new player reports to the scorer and identifies the player for whom he wants to substitute. The total points of the team involved in the substitution are checked by the commissioner or the assistant scorer as the substitute is beckoned onto the floor by an official. No delay in the substitution is permitted. If a team exceeds the 14-

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

Additional information about Articles 18 & 19

18/19-1 **Statement** A time-out cannot be granted before the playing time for a quarter or overtime has started or after the playing time for a quarter or overtime has ended.

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

18/19-2 **Example:** After the ball has left the hands of the crew chief on the tap-off but before the ball is legally tapped, A1 who is involved in the tap-off commits a violation and the ball is awarded to team B for a throw-in. At this moment either team requests a time-out or a substitution.

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

18/19-3 **Example:** At approximately the same time when the game clock signal sounds for the end of a quarter or overtime, B1 commits a foul on A1 who is awarded 2 free throws. Either team requests:

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

Interpretation:

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

18/19-4 **Statement:** If the shot clock signal sounds while the ball is in the air during a shot for a field goal, it is not a violation and the game clock does not stop. If the shot for a field goal is successful it is, under certain conditions, a time-out and substitution opportunity for both teams.

18/19-5 **Example:** On a shot for a field goal, the ball is in the air when the shot clock signal sounds. The ball then enters the basket. At this time either or both teams request:

- a) A time-out.
- b) A Substitution.

Interpretation:

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

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

- b) This is a substitution opportunity only for the non-scoring team and only when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime.

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

18/19-6 **Statement:** If the request for time-out or substitution (for any player, including the free-throw shooter) is made after the ball is at the disposal of the free-throw shooter for the first free throw, the time-out or substitution shall be granted for both teams if:

- a) The last free throw is successful, or
- b) The last free throw is followed by a throw-in, or
- c) For any valid reason the ball shall remain dead after the last free throw.

18/19-7 **Example:** A1 is awarded 2 free throws. Either team requests a time-out or substitution:

- a) Before the ball is at the disposal of the free-throw shooter A1.
- b) After the first free-throw attempt.
- c) After the successful second free throw but before the ball is at the disposal of the player taking the throw-in.
- d) After the successful second free throw but after the ball is at the disposal of the player taking the throw-in.

Interpretation:

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

18/19-8 **Example:** A1 is awarded 2 free throws. After the first free-throw attempt, either team requests a time-out or substitution. During the last free-throw attempt:

- a) Time-out or substitution is not granted.
- b) The free throw is successful.
- c) The ball does not touch the ring.
- d) A1's rear wheels touch or cross the free-throw line while shooting and the violation is called.
- e) B1 enters into the restricted area before the ball has left the hands of A1. B1's violation is called and the A1's free throw is not successful.

Interpretation:

- a) Time-out or substitution shall not be granted.
- b), c), d) The time-out or substitution shall be granted immediately.
- e) A substitute free throw is attempted by A1 and, if successful, the time-out or substitution shall be granted immediately.

18/19-9 **Statement:** If, following a request for a time-out, a foul is committed by either team, the time-out shall not begin until the official has completed all communication related to that foul with the scorer's table. In the case of a fifth foul by a player, this communication includes the necessary substitution procedure. Once completed, the time-out quarter shall begin when an official blows his whistle and gives the time-out signal.

18/19-10 **Example:** During the game coach A requests a time-out after which B1 commits his fifth foul.

Interpretation: The time-out opportunity shall not begin until all communication with the scorer's table relative to that foul has been completed and a substitute for B1 has become a player.

18/19-11 **Example:** During the game coach A requests a time-out after which any player commits a foul.

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

18/19-12 **Statement:** Art. 18 and 19 clarify when a time-out or substitution opportunity begins and ends. Teams requesting a time-out or substitution must be aware of these limitations, otherwise the time-out or substitution shall not be granted immediately.

18/19-13 **Example:** A substitution opportunity has just ended when substitute A6 runs to the scorer's table, loudly requesting a substitution. The scorer reacts and erroneously sounds the signal. The official blows his whistle and interrupts the game.

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

18/19-14 **not applicable.**

18/19-15 **Example:** A1 is fouled by B1 on his attempt for a 2-point field goal. After A1 has attempted his first of 2 free throws, a technical foul is called on A2. Either team now requests a time-out or substitution.

Interpretation: Any team B player shall attempt 1 free throw with no line-up. A1 shall attempt his second free throw and the game shall be resumed as after any last free throw. The time-out or substitution shall be granted for both teams when the game clock is stopped and the ball is dead.

18/19-16 **Example:** A1 is fouled by B1 on his attempt for a 2-point field goal. After A1 has attempted his first of 2 free throws, a technical foul is called on A2. Any

team B player has attempted 1 free throw with no line up. Either team now requests a time-out or substitution.

Interpretation: A1 shall attempt his second free throw and the game shall be resumed as after any last free throw. The time-out or substitution shall be granted for both teams when the game clock is stopped and the ball is dead.

18/19-17 Example: A technical foul is called on A1. B6 requests the substitution for attempting the free throw.

Interpretation: This is a substitution opportunity for both teams. After becoming a player, B6 shall attempt 1 free throw but may not be substituted until the next has ended.

18/19-18 Statement. Each time-out shall last 1 minute. Teams must promptly return to the playing court after the official blows his whistle and beckons the teams on the playing court. Sometimes a team extends the time-out beyond the allotted 1 minute, gaining an advantage by extending the time-out and causing also a delay of the game. A warning to the coach of that team shall be given by an official. If that coach does not respond to the warning, an additional time-out shall be charged against the offending team. If the team has no time-outs remaining, a technical foul for delaying the game may be charged against the coach, recorded as 'B₁'. If that team does not return to the playing court promptly after the half-time interval of play, a time-out shall be charged against the offending team. Such a charged time-out shall not last 1 minute and the game shall be resumed immediately.

18/19-19 Example: The time-out quarter ends and the official beckons team A back on the playing court. The coach A continues to instruct his team which still remains in the team bench area. The official re-beckons team A on the playing court and:

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

Interpretation:

- a) After the team starts to return to the playing court, the official gives a warning to the coach that if the same behaviour is repeated, an additional time-out shall be charged against team A.
- b) A time-out, without warning, shall be charged against team A. If team A has no time-out remaining, a technical foul for delaying the game shall be charged against coach A, recorded as 'B₁'.

18/19-20 Statement: If a team has not been granted a time-out in the second half until the game clock shows 2:00 in the fourth quarter, the scorer shall mark 2 horizontal lines on the scoresheet in the first box for the team's second half. The scoreboard shall show the first time-out as been taken.

18/19-22 Example: With 2:00 remaining on the game clock in the fourth quarter, both teams have not taken a time-out in the second half.

Interpretation: The scorer shall mark 2 horizontal lines on the scoresheet in the first box of both teams for the second half. The scoreboard shall show the first time-out been taken.

18/19-23 Example: With 2:09 remaining on the game clock in the fourth quarter, coach A requests his first time-out in the second half while the game is played. With 1:58 remaining on the game clock the ball goes out of bounds and the game clock is stopped. The time-out for team A is now granted.

Interpretation: The scorer shall mark 2 horizontal lines on the scoresheet in the first box of team A as the time-out was not granted before the game clock has shown 2:00 in the fourth quarter. The time-out granted at 1:58 shall be entered in the second box and team A has only 1 more time-out left. After the time-out the scoreboard shall show the 2 time-out been taken.

18/19-24 Statement: Whenever a time-out is requested, regardless whether before or after a technical, unsportsmanlike or disqualifying foul is called, the time-out shall be granted before the start of the administration of the free throw(s). If during a time-out a technical, unsportsmanlike or disqualifying foul is called, the free throw(s) shall be administered after the time-out has been completed.

18/19-25 Example: Team B has requested a time-out. A1 commits an unsportsmanlike foul on B1, followed by a technical foul against A2.

Interpretation: The time-out shall be granted to team B at this time. After the time-out team B shall be awarded 1 free throw for A2's technical foul with no line-up. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock.

18/19-26 Example: Team B has requested a time-out. A1 commits an unsportsmanlike foul on B1. The time-out is now granted to team B. During the time-out a technical foul is called on A2.

Interpretation: After the time-out, any team B player shall attempt 1 free throw for A2's technical foul with no line-up. B1 shall attempt 2 free throws. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock.

RULE FIVE – VIOLATIONS

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

23.2.1 Situation: A1 tries to prevent the ball from going out-of-bounds. In doing so, he is only able to tap the ball back into the court where it bounces against the rear wheel of B1's wheelchair and goes out-of-bounds.

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

23.2.4 Situation 1: A1 succeeds in securing control of a ball that is rolling towards the boundary line. In doing so, A1 is on the verge of rolling out-of-bounds. He throws the ball intentionally against the wheelchair of his opponent B1, causing it to go out-of-bounds.

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

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

Additional information about Article 23

23-1 **Statement:** not applicable

23-2 **Example:** not applicable

Art. 24 Dribbling

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

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

24.1.1 Situation 2: A1 deliberately throws the ball against the backboard and catches it again before the ball has touched another player.

Ruling: After catching the ball (ball comes to rest in his hand(s) A1 may dribble, pass or shoot the ball.

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

Additional information about Article 24

24-1 **Statement:** not applicable

24-2 **Example:** not applicable

24-3 **Example:** not applicable

24-4 **Example:** not applicable

24-5 Example: not applicable

24-6 Example: A1 starts his dribble by:

- a) Throwing the ball over his opponent.
- b) Throwing the ball a few meters away from him.

The ball touches the playing court after which A1 continues his dribble.

Interpretation: Legal play in both cases. The ball has touched the playing court before A1 has touched the ball again on his dribble.

Art. 25 Travelling (Three pushes)

25.1.1 Situation 1: A1 has executed two pushes and afterwards he starts to dribble. Immediately after the ball has left his hand, but before it has touched the floor, he executes an additional push.

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

25.1.1 Situation 2: A1 rebounds the ball and places it on his lap. In order to leave the restricted area, the player pushes the right wheel forward with his right hand, then pulls the left wheel backwards with the other hand, followed by another push with both hands.

Ruling: Travelling violation.

25.1.1 Situation 3: A1 moves with 2 pushes towards the opponent's defence. He tries to shoot but realizes that he cannot finish the action because of an approaching defender. He places the ball on his lap and passes the defender by using an unexpected push.

Ruling: Illegal; 3 pushes. This violation is sometimes difficult to recognize because of the relatively long interval of time between the 2nd and the 3rd push.

25.1.1 Situation 4: A player receives the ball while moving. He places the ball on his lap, brakes with one hand on a wheel, then pulls the other wheel backwards in order to change direction. Afterwards he moves his wheelchair forward with 2 pushes.

Ruling: Travelling violation.

25.1.2 Situation 4: A1, in control of the ball, has executed 2 legal pushes. Afterwards he changes direction by braking his left wheel without moving the hand backwards.

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

Art. 26 3 seconds

26.1.2 Situation 1: A1 remains in the opponent's restricted area longer than 3 seconds because players of team B hinder his departure.

Ruling: No violation as long as A1 is making attempts to leave the restricted area and does not become actively involved in the play.

- 26.1.2 Situation 2:** A1 has remained in the opponent's restricted area for 2 seconds and then begins to move outside the restricted area. After 3 seconds have passed, his rear wheels are still touching the restricted area.

Ruling: No call by the official as long as A1 does not receive a pass or attempts to become actively involved in the play.

- 26.1.2 Situation 3:** A1 remains in the opponent's restricted area in excess of 3 seconds because his wheelchair has become interlocked with that of his opponent B1

Ruling: No violation as long as A1 is making attempts to leave the restricted area and does not become actively involved in the play.

Art. 28 8 seconds

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

- 28.1.1 Situation1:** A1's throw-in pass from team A's backcourt is touched by A2 and the ball rolls on the floor.

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

- 28.1.1 Situation 2:** A1's throw-in pass from team A's backcourt is deflected by B1 and the ball rolls on the floor.

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

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

- 28.1.2 Situation 1:** A1 is straddling the centre line with his wheelchair. He receives the ball from A2 who is in the backcourt. A1 then passes the ball back to A2 who is still in the backcourt.

Ruling: Legal play. A1 does not have all his wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, in the frontcourt and therefore is entitled to pass the ball to the backcourt. The 8 second count shall continue.

- 28.1.2 Situation 2:** A1 dribbles from his backcourt and ends his dribble holding the ball and straddling the centre line. A1 then passes the ball to A2 who is also straddling the centre line.

Ruling: Legal play. A1 does not have all his wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, in the frontcourt and therefore is entitled to pass the ball to the backcourt. The 8 second count shall continue.

28.1.2 Situation 3: A1 dribbles from his backcourt and has one castor and a large wheel (but not both large wheels and castors) already in the frontcourt. After that A1 passes the ball to A2, who is straddling the centre line. A2 then starts to dribble the ball in his backcourt.

Ruling: Legal play. A1 does not have all his wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, in the frontcourt and therefore entitled to pass the ball to A2 who is also not in his frontcourt. A2 is therefore entitled to dribble the ball in the backcourt. The 8 second count shall continue.

28.1.2 Situation 4: A1 dribbles in his backcourt and stops his forward motion still dribbling while:

- a) Straddling the centre line.
- b) All his wheels of his wheelchair and any anti-tip castor(s), which continuously
- c) All his wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, are in the backcourt but the ball is being dribbled in the frontcourt.
- d) All his wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, are in the frontcourt while the ball is being dribbled in the backcourt, after which A1 returns all his wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, to his backcourt.

Ruling: In all cases dribbler A1 continues to be in the backcourt until all his wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, as well as the ball are touching the frontcourt. The 8 second count shall continue in each situation.

28.1.2 Situation 5: The ball is on the lap of A1 when he crosses the centre line. All wheels and castor(s) are in contact with the frontcourt.

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

28.1.4 Situation 1: Near the end of an 8 second period, A1 passes the ball from his backcourt to A2 who is in team A's frontcourt. B1 in his backcourt, deflects the pass and the ball is first touched by A2 in team A's backcourt. Shall team A be granted a new 8 second count

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

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

Additional information about Article 28

28-1 **Statement:** The shot clock is stopped because of a tap-off situation. If the resulting alternating possession throw-in is awarded to the team that was in control of the ball in its backcourt, that team shall have only whatever time remaining in the 8 second period.

28-2 **Example:** Team A has been in control of the ball for 5 seconds in its backcourt when a held ball occurs. Team A is entitled to the next alternating possession throw-in.

Interpretation: Team A shall have only 3 seconds to cause the ball to go into its frontcourt.

28-3 to 28-7: Not applicable

28-8 **Statement:** Each time the 8-second period continues with any time remaining and the same team that previously had control of the ball is awarded a throw-in in its backcourt, the official handing the ball to the player taking the throw-in shall inform him how much time remains from the 8-second quarter.

28-9 **Example:** A1 dribbles for 6 seconds in his backcourt when a double foul is called in the:

a) Backcourt.

b) Frontcourt.

Interpretation:

a) The game shall be resumed a team A throw-in in the backcourt from the place nearest to where the double foul occurred, with 2 seconds to cause the ball to go into its frontcourt.

b) The game shall be resumed a team A throw-in in the frontcourt from the place nearest to where the double foul occurred.

28-10 **Example:** A1 dribbles for 4 seconds in his backcourt when B1 taps the ball out-of-bounds in team A's backcourt.

Interpretation: The game shall be resumed with a team A throw-in in the backcourt with 4 seconds to cause the ball to go into its frontcourt

28-11 **Statement:** If the game is stopped by an official for any valid reason not connected with either team and if in the judgement of the officials the opponents would be placed at a disadvantage, the 8-second period shall continue from the time it was stopped.

28-12 **Example:** With 0:25 remaining on the game clock in the fourth quarter of the game and with the score A 72 – B 72, team A gains control of the ball. A1 dribbles the ball for 4 seconds in his backcourt when the game is stopped by the officials due to the:

a) Game clock or the shot clock failing to run or to start.

b) Bottle being thrown on the playing court.

c) Shot clock being erroneously reset.

Interpretation: In all cases, the game shall be resumed with a team A throw-in in the backcourt with 4 seconds remaining in the 8-second period.

Team B would be placed at a disadvantage if the game were resumed with a new 8-second period.

28-13 Statement: Following the 8-second period violation, the throw-in place is determined by the location of the ball where the violation has occurred.

28-14 Example: The 8-second period for team A expires and the violation is called when:

- a) Team A is controlling the ball in its backcourt.
- b) The ball is in the air on A1's pass from his backcourt towards his frontcourt.

Interpretation: Team B's throw-in shall be administered at its frontcourt, with 14 seconds on the shot clock, from the place nearest to the:

- a) Location of the ball where the 8 second violation has occurred, except directly behind the backboard.
- b) Centre line.

Art. 29 / 50 24 seconds

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

29.2.1 Situation 1: After a team B basket, A1's throw-in pass is deflected by B1 and then deflected by A2, while no player has gained control of the ball on the court.

Ruling: The shot clock shall be started upon the touch by B1.

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

- For a foul or violation (not for the ball having gone out-of-bounds) by the team not in control of the ball,
 - For any valid reason by the team not in control of the ball,
 - For any valid reason not connected with either team,
- The possession of the ball shall be awarded to the same team that previously had control of the ball.

29.2.1 Statement 3: If the throw-in is administered in the backcourt, the shot clock shall be reset to 24 seconds.

If the throw-in is administered in the frontcourt, the shot clock shall be reset as follows:

- if 14 seconds or more is displayed on the shot clock at the time when the game was stopped, the shot clock shall not be reset, but shall continue from the time it was stopped ;
- if 13 seconds or less is displayed on the shot clock at the time when the game was stopped, the shot clock shall be reset 14 seconds.

29.2.1 Situation 2: With 1:45 seconds left to play in the fourth quarter, A1 is dribbling the ball in team A's backcourt for 5 seconds when B1 deliberately deflects the ball with his foot or wheelchair. The shot clock shows 19

seconds. Team A is then granted a time-out. At the latest by the end of the time-out, coach A decides that the throw-in will be administrated in the:

a) Back-court at the place nearest to where the game was stopped.

b) Front-court at the throw-in line.

Ruling:

a) The shot clock shall not be reset to 24 seconds and shall remain at the time displayed on the shot clock.

b) The shot clock shall be reset to 14 seconds.

29.2.1 Situation 3: A1 is dribbling the ball in team A's frontcourt when B2 fouls A2. 18 seconds displayed on the shot clock. Play resumes with a team A throw-in.

Ruling: The shot clock shall not be reset to 24 seconds.

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

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

29.2.1 Situation 4: A1 is dribbling the ball in team A's frontcourt when B1 deflects the ball which goes out-of-bounds in team A's backcourt. The shot clock shows 10 seconds. Play resumes with a team A throw-in.

Ruling: The shot clock shall not be reset to 24 seconds and shall remain at 10 seconds.

29.2.1 Situation 5: A1 is dribbling the ball in team A's frontcourt when play is stopped because of an injury to A2. The shot clock shows 10 seconds. Play resumes with a team A throw-in.

Ruling: The shot clock shall not be reset to 24 seconds and shall remain at 10 seconds.

29.2.1 Situation 6: A1 is dribbling the ball in team A's backcourt when B1 commits an unsportsmanlike foul on A2. The shot clock shows 19 seconds. Play resumes with a team A throw-in from a throw-in line in its frontcourt after A2's free throws.

Ruling: The shot clock shall be reset to 14 seconds.

29.2.1 Situation 7: With team A in control of the ball and 5 seconds left on the shot clock, A1 and B1 are called for a double foul in team B's restricted area. Play resumes with a team A throw-in in team A's frontcourt.

Ruling: The shot clock shall not be reset to 14 seconds. Since a double foul has been committed, and team A resumes play with a throw-in, only the remaining time on the shot clock is granted.

29.2.1 Situation 8: When the shot clock shows 8 seconds a personal foul is called against B1 who is in the frontcourt of team A.

Ruling: Throw-in for team A in the frontcourt. The shot clock shall be reset to 14 seconds.

- 29.2.1 Situation 9:** The shot clock shows 15 seconds when a personal foul is called against B1 who is in the frontcourt of team A.

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

- 29.2.1 Situation 10:** Team A are attacking their opponent's basket. Player B1 deflects the pass of A2, without gaining control, causing the ball to roll towards the sideline. Just before the ball goes out-of-bounds, B1 deliberately taps the ball against A1. The ball hits the wheelchair of A1 and goes out of bounds. There is 3 seconds left on the shot clock.

Ruling: The ball is returned to Team A in accordance with Article 23.2.4. As this is a violation by player B1, the shot clock shall be reset to 14 seconds.

Additional information about Article 29/50

- 29/50-1 **Statement:** A shot for a field goal is attempted near the end of the shot clock quarter and the shot clock signal sounds while the ball is in the air. If the ball does not touch the ring, a violation has occurred unless the opponents have gained immediate and clear control of the ball. The ball shall be awarded to the opponents for the throw-in from the place nearest to where the game was stopped by the official, except directly behind the backboard.

- 29/50-2 **Example:** A1's shot for a field goal is in the air when the shot clock signal sounds. The ball touches the backboard and then rolls on the floor, where it is touched by B1 followed by A2 and is finally controlled by B2.

Interpretation: Shot clock violation. The ball did not touch the ring and then there was no immediate and clear control of the ball by the opponents.

- 29/50-3 **Example:** During A1's shot for a field goal the ball touches the backboard but does not touch the ring. On the rebound, the ball is then touched but not controlled by B1, after which A2 gains control of the ball. At this time the shot clock signal sounds.

Interpretation: Shot clock violation.

- 29/50-4 **Example:** A1 shoots for a field goal at the end of a shot clock quarter. The ball is legally blocked by B1 and then the shot clock signal sounds. After the signal B1 fouls A1.

Interpretation: Shot clock violation. B1's foul on A1 shall be disregarded unless it is an unsportsmanlike or disqualifying foul.

- 29/50-5 **Example:** A1's shot for a field goal is in the air when the shot clock signal sounds. The ball does not touch the ring, after which a held ball between A2 and B2 is immediately called.

Interpretation: Shot clock violation. Team B did not gain immediate and clear control of the ball.

29/50-6 **Example:** A1 releases a shot for a field goal. While the ball is in the air the shot clock signal sounds. The ball misses the ring and is then touched by B1 causing the ball to go out-of-bounds.

Interpretation: Shot clock violation. Team B did not gain clear control of the ball.

29/50-7 **Statement.** If the shot clock signal sounds in a situation where, in the judgment of the officials, the opponents gain immediate and clear control of the ball, the signal shall be disregarded and the game shall continue.

29/50-8 **Example:** Near the end of the shot clock period, A1's pass is missed by A2 (both players are in their frontcourt) and the ball rolls into team A's backcourt. Before B1 gains control of the ball with a free path to the basket, the shot clock signal sounds.

Interpretation: If B1 gains immediate and clear control of the ball the signal shall be disregarded and the game shall continue.

29/50-9 **Statement.** If a team that was in control of the ball is awarded an alternating possession throw-in, that team shall have only whatever time was on the shot clock at the time the tap-off situation occurred.

29/50-10 **Example:** Team A is in control of the ball in its frontcourt with 10 seconds on the shot clock when a held ball occurs. An alternating possession throw-in is awarded to:

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

Interpretation:

- a) Team A shall have only 10 seconds on the shot clock.
- b) Team B shall have a new shot clock period of 24 seconds.

29/5-11 **Example:** Team A is in control of the ball in its frontcourt with 10 seconds on the shot clock when the ball goes out-of-bounds. The officials cannot agree on whether it was A1 or B1 who was the last to touch the ball before it went out-of-bounds. A tap-off situation is called and the alternating possession throw-in is awarded to:

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

Interpretation:

- a) Team A shall have only 10 seconds on the shot clock.
- b) Team B shall have a new shot clock period of 24 seconds.

29/50-12 **Statement.** If the game is stopped by an official for a foul or violation (not for the ball having gone out of bounds) committed by the team not in control of the ball and the possession of the ball is awarded to the same team that previously had control of the ball in the frontcourt, the shot clock shall be reset as follows:

- If 14 seconds or more are displayed on the shot clock at the time the game was stopped, the shot clock shall not be reset, but shall continue from the time it was stopped.

- If 13 seconds or less are displayed on the shot clock at the time the game was stopped, the shot clock shall be reset to 14 seconds.

29/50-13 **Example:** B1 causes an out-of-bounds violation in team A's frontcourt. The shot clock shows 8 seconds.

Interpretation: Team A shall have only 8 seconds on the shot clock.

29/50-14 **Example:** A1 dribbles in his frontcourt and is fouled by B1. This is team B's second foul in this quarter. The shot clock shows 3 seconds.

Interpretation: Team A shall have 14 seconds on the shot clock.

29/50-15 **Example:** With 4 seconds on shot clock, team A is in control of the ball in the frontcourt when:

- a) A1, or
- b) B1

is injured. The officials interrupt the game.

Interpretation: Team A shall have:

- a) 4 seconds,
 - b) 14 seconds,
- on the shot clock.

29/50-16 **Example:** A1 releases a shot for a field goal. While the ball is in the air a double foul with the same penalties against A2 and B2 is called with 6 seconds on the shot clock. The ball misses the ring. The alternating possession arrow indicates the next possession to team A.

Interpretation: Team A shall have 6 seconds on the shot clock.

29/50-17 **Example:** With 5 seconds on the shot clock, A1 dribbles when a technical foul is called against B1, followed by a technical foul against coach A.

Interpretation: After the cancellation of equal penalties, the game shall be resumed with a team A throw-in with 5 seconds on the shot clock.

29/50-18 **Example:** With:

- a) 16 seconds,
- b) 12 seconds,

on the shot clock, A1 passes the ball to A2 in team A's frontcourt when B1 in his backcourt deliberately kicks the ball with his foot or strikes the ball with his fist.

Interpretation: In both cases, B1's violation. The game shall be resumed with a team A throw-in in the frontcourt with:

- a) 16 seconds,
 - b) 14 seconds,
- on the shot clock.

29/50-19 **Example:** During A1's throw-in in the third quarter, B1 in his backcourt places his arms over the boundary line and he blocks A1's pass with:

- a) 19 seconds,
- b) 11 seconds,

on the shot clock.

Interpretation: In both cases, B1's violation. The game shall be resumed with a team A throw-in in the frontcourt with:

- a) 19 seconds,
 - b) 14 seconds,
- on the shot clock.

29/50-20 **Example:** A1 dribbles in his frontcourt when B2 commits an unsportsmanlike foul on A2 with 6 seconds on the shot clock.

Interpretation: Regardless whether the free throws are made or missed team A shall be awarded a throw-in from the throw-in line in its frontcourt with 14 seconds on the shot clock.

The same interpretation is valid for a disqualifying foul.

29/50-21 **Statement.** If the game is stopped by an official for any valid reason not connected with either team and if, in the judgement of the officials, the opponents would be placed at a disadvantage, the shot clock shall continue from the time it was stopped.

29/50-22 **Example:** With 0:25 remaining on the game clock in the fourth quarter and with the score A 72 – B 72, team A gains control of the ball in its frontcourt. A1 has dribbled for 20 seconds when the game is stopped by the officials due to the:

- a) Game clock or the shot clock failing to run or to start.
- b) Bottle being thrown on the playing court.
- c) Shot clock being erroneously reset.

Interpretation: In all cases, the game shall be resumed with a team A throw-in with 4 seconds on the shot clock. Team B would be placed at a disadvantage if the game were resumed with the shot clock reset to 14 seconds.

29/50-23 **Example:** After A1's shot for a field goal, the ball rebounds from the ring and is then controlled by A2. 9 seconds later the shot clock sounds in error. The officials interrupt the game.

Interpretation: Team A in control of the ball would be placed at a disadvantage if this were a shot clock violation. After consulting with the commissioner, if present, and the shot clock operator the officials resume the game with a team A throw-in with 5 seconds on the shot clock.

29/50-24 **Example:** With 4 seconds on the shot clock, A1 attempts a shot for a field goal. The ball misses the ring but the shot clock operator erroneously resets the clock. A2 secures the rebound and after a certain time, A3 scores a field goal. At this time the officials are made aware of the situation.

Interpretation: The officials, after consulting with the commissioner, if present, shall confirm that the ball did not touch the ring on A1's shot for a goal. If so, they shall then decide if the ball has left A3's hand(s) before the shot clock would have sounded if the reset had not taken place. If so,

the basket shall count; if not, a shot clock violation has occurred and the goal by A3 shall not count.

29/50-25 **Statement.** A throw-in resulting from an unsportsmanlike or a disqualifying foul penalty shall always be administered from the throw-in line in the team's frontcourt. The shot clock shall be reset to 14 seconds.

29/50-26 **Example:** With 1:12 remaining on the game clock in the fourth quarter, A1 dribbles in his frontcourt with 6 seconds on the shot clock when B1 commits an unsportsmanlike foul on A1. After A1's first free throw a time-out is now requested by either coach A or coach B.

Interpretation: A1 shall attempt his second free throw with no line-up. After the time-out the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. The shot clock shall be reset to 14 seconds.

29/50-27 **Statement.** When a shot for a field goal has been released and then a foul is called on a defensive player in his backcourt, the shot clock shall be reset to 14 seconds.

29/50-28 **Example:** With 17 seconds on the shot clock, A1 releases a shot for a field goal. While the ball is in the air, B2 commits a foul on A2. It is team B's second foul in the quarter. The ball:

- a) Enters the basket.
- b) Rebounds from the ring but does not enter the basket.
- c) Misses the ring.

Interpretation:

- a) A1's goal counts.

In all cases, the game shall be resumed with a team A throw-in from the place nearest to where the foul was called, with 14 seconds on the shot clock.

29/50-29 **Example:** With 10 seconds on the shot clock, A1 releases a shot for a field goal. While the ball is in the air, B2 commits a foul on A2. It is team B's second foul in the quarter. The ball:

- a) Enters the basket.
- b) Rebounds from the ring but does not enter the basket.
- c) Misses the ring.

Interpretation:

- a) A1's goal counts.

In all cases, the game shall be resumed with a team A throw-in from the place nearest to where the foul was called, with 14 seconds on the shot clock.

29/50-30 **Example:** A1 releases a shot for a field goal. While the ball is in the air the shot clock signal sounds and then B2 commits a foul on A2. It is team B's second foul in the quarter. The ball:

- a) Enters the basket.
- b) Rebounds from the ring but does not enter the basket.

c) Misses the ring.

Interpretation:

a) A1's goal counts.

In all cases, the game shall be resumed with a team A throw-in from the place nearest to where the foul was called, with 14 seconds on the shot clock.

29/50-31 **Example:** With 10 seconds on the shot clock, A1 releases a shot for a field goal. While the ball is in the air, B2 commits a foul on A2. It is team B's fifth foul in the quarter. The ball:

a) Enters the basket.

b) Rebounds from the ring but does not enter the basket.

c) Misses the ring.

Interpretation:

a) A1's goal counts.

In all cases, A2 shall attempt 2 free throws.

29/50-32 **Example:** A1 releases a shot for a field goal. While the ball is in the air the shot clock signal sounds and then B2 commits a foul on A2. It is team B's fifth foul in the quarter. The ball:

a) Enters the basket.

b) Rebounds from the ring but does not enter the basket.

c) Misses the ring.

Interpretation:

a) A1's goal counts.

In all cases, no shot clock violation has occurred. A2 shall attempt 2 free throws.

29/50-33 **Statement.** After the ball has touched the ring of the opponents' basket for any reason, the shot clock shall be reset to 14 seconds, if the team which gains control of the ball is the same team that was in control of the ball before the ball touched the ring.

29/50-34 **Example:** On a pass by A1 to A2, the ball touches B2 after which the ball touches the ring. A3 gains control of the ball.

Interpretation: The shot clock shall be reset to 14 seconds as soon as A3 gains control of the ball anywhere on the playing court.

29/50-35 **Example:** A1 attempts a shoot for a field goal with:

a) 4 seconds,

b) 20 seconds

on the shot clock. The ball touches the ring, rebounds and A2 gains control of the ball.

Interpretation: In both cases, the shot clock shall be reset to 14 seconds as soon as A2 gains control of the ball anywhere on the playing court.

29/50-36 **Example:** A1 attempts a shoot for a field goal. The ball touches the ring. B1 touches the ball and then A2 gains control of the ball.

Interpretation: The shot clock shall be reset to 14 seconds as soon as A2 gains control of the ball anywhere on the playing court.

29/50-37 **Example:** A1 attempts a shoot for a field goal. The ball touches the ring. B1 touches the ball which then goes out-of-bounds.

Interpretation: The game shall be resumed with a team A throw-in from the place nearest to where the ball went out-of-bounds. The shot clock shall be reset to 14 seconds regardless of where on the playing court the throw-in shall be administrated.

29/50-38 **Example:** With 4 seconds on the shot clock, A1 throws the ball towards the ring in order to reset the shot clock. The ball touches the ring. B1 touches the ball which then goes out-of-bounds in team A's backcourt.

Interpretation: The game shall be resumed with a team A throw-in from its backcourt from the place nearest to where the ball went out-of-bounds. The shot clock shall be reset to 14 seconds.

29/50-39 **Example:** A1 attempts a shoot for a field goal. The ball touches the ring. A2 taps the ball and then A3 gains control of the ball.

Interpretation: The shot clock shall be reset to 14 seconds as soon as A3 gains control of the ball anywhere on the playing court.

29/50-40 **Example:** A1 attempts a shoot for a field goal. The ball touches the ring and on the rebound B2 fouls A2. This is team B's third team foul in the quarter.

Interpretation: The game shall be resumed with a team A throw-in from the place nearest to where the foul was called. The shot clock shall be reset to 14 seconds.

29/50-41 **Example:** A1 attempts a shoot for a field goal. The ball enters the basket and now B2 fouls A2. This is team B's third team foul in the quarter.

Interpretation: The basket is valid. The game shall be resumed with a team A throw-in from the place nearest to where the foul was called. The shot clock shall be reset to 14 seconds.

29/50-42 **Example:** A1 attempts a shoot for a field goal. The ball touches the ring and on the rebound a held ball between A2 and B2 is called. The possession arrow favours team A.

Interpretation: The game shall be resumed with a team A throw-in from the place nearest to where the held ball situation occurred. The shot clock shall be reset to 14 seconds.

29/50-43 **Example:** A1 attempts a shoot for a field goal. The ball lodges between the ring and the backboard. The possession arrow favours team A. The shot clock shows 8 seconds.

Interpretation: The game shall be resumed with a team A throw-in from the endline next to the backboard. The shot clock shall be reset to 14 seconds.

29/50-44 Not applicable

29/50-45 **Example:** After a defensive rebound by A1, B1 taps the ball out of A1's hands. The ball is then caught by B2.

Interpretation: As the team which has gained control of the ball is not the same team that was in control of the ball before the ball touched the ring, team B shall have a new shot clock quarter of 24 seconds.

29/50-46 **Example:** A1 attempts a shoot for a field goal with 6 seconds on the shot clock. The ball touches the ring, rebounds and A2 gains control of the ball in his backcourt. A2 is then fouled by B1. This is team B's third team foul in the quarter.

Interpretation: The game shall be resumed with a team A throw-in from his backcourt with a new shot clock period of 24 seconds.

29/50-47 **Statement.** While the game clock is running, whenever a team gains a new possession of a live ball in either the frontcourt or the backcourt, that team shall have 24 seconds on the shot clock.

29/50-48 **Example:** While the game clock is running, A1 gains new possession of the ball on the playing court in the:

a) Backcourt,

b) Frontcourt.

Interpretation: In both cases team shall have 24 seconds on the shot clock

29/50-49 **Statement.** Whenever a team gains possession of a live ball in either the frontcourt or the backcourt and 14 seconds or less remain on the game clock, the shot clock shall be switched off.

29/50-50 **Example:** With 12 seconds remaining on the game clock, team A is awarded a new possession of the ball.

Interpretation: The shot clock shall be switched off.

29/50-51 **Example:** With 18 seconds remaining on the game clock and 3 seconds on the shot clock, B1 in his backcourt deliberately kicks the ball.

Interpretation: The game shall be resumed with a throw-in for team A in its frontcourt with 18 seconds remaining on the game clock and 14 seconds on the shot clock.

29/50-52 **Example:** With 7 seconds remaining on the game clock and 3 seconds on the shot clock, B1 in his backcourt deliberately kicks the ball.

Interpretation: The game shall be resumed with a throw-in for team A in its frontcourt with 7 seconds remaining on the game clock. The shot clock shall be switched off.

29/50-53 **Example:** With 23 seconds remaining on the game clock, team A gains new control of the ball. With 19 seconds remaining on the game clock A1 attempts a shot for a field goal. The ball touches the ring and A2 rebounds it.

Interpretation: The shot clock shall not be started when team A originally gains new control of the ball. However, it shall be reset to 14 seconds as soon as A2 gains control of the ball as there is still more than 14 seconds remaining on the game clock.

29/50-54 **Example:** With 58 seconds remaining on the game clock in the fourth quarter, B1 deliberately kicks the ball or B1 fouls A1 in team's A backcourt. This is team B's third foul in the quarter. Team A has 19 seconds on the shot clock. Team A is granted a time-out.

Interpretation: Coach A shall decide on a throw-in to be administered from the throw-in line in team A's frontcourt or from its backcourt.

If coach A decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds on the shot clock.

If coach A decides on a throw-in from the backcourt, team A shall have 24 seconds on the shot clock.

29/50-55 **Example:** With 30 seconds remaining on the game clock in the fourth quarter, A1 dribbles the ball in his frontcourt. B1 taps the ball to team A's backcourt where A2 now controls the ball. B2 deliberately kicks the ball or B2 fouls A2. This is team B's third team foul in the quarter. Team A has 8 seconds on the shot clock. Team A is granted a time-out.

Interpretation: Coach A shall decide on a throw-in to be administered from the throw-in line in team A's frontcourt or from its backcourt.

If coach A decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds on the shot clock.

If coach A decides on a throw-in from the backcourt, team A shall have 24 seconds on the shot clock.

29/50-56 **Example:** With 58 seconds remaining on the game clock in the fourth quarter, A1 is fouled in his backcourt by B1. Team A has 19 seconds on the shot clock. This is team B's third team foul in the quarter. Team B is granted a time-out.

Interpretation: The game shall be resumed with a team A throw-in from his backcourt with a new shot clock quarter of 24 seconds.

29/50-57 **Example:** With 30 seconds remaining on the game clock in the fourth quarter, A1 dribbles in his backcourt where B1 taps the ball out-of-bounds with 19 seconds on the shot clock. Team A is granted a time-out.

Interpretation: Coach A shall decide on a throw-in to be administered from the throw-in line in team A's frontcourt or from its backcourt.

If coach A decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds on the shot clock.

If coach A decides on a throw-in from the backcourt, team A shall have 19 seconds on the shot clock.

29/50-58 **Example:** With 30 seconds remaining on the game clock in the fourth quarter, A1 dribbles in his frontcourt. B1 taps the ball to team A's backcourt where A2 now controls the ball. B2 taps the ball out-of-bounds

in team A's backcourt with 8 seconds on the shot clock. Team A is granted a time-out.

Interpretation: Coach A shall decide on a throw-in to be administered from the throw-in line in team A's frontcourt or from its backcourt. In both cases, team A shall have 8 seconds on the shot clock.

29/50-59 **Example:** With 25.2 seconds remaining on the game clock in the second quarter, team A gains control of the ball. With 1 second on the shot clock, A1 attempts a shot for a field goal. While the ball is in the air, the shot clock signal sounds. The ball does not touch the ring and after another 1.2 seconds the game clock signal sounds to end the quarter.

Interpretation: This is not a shot clock violation. The official did not call a violation while waiting if team B gains clear control of the ball. The quarter has ended.

29/50-60 **Example:** With 25.2 seconds remaining on the game clock in the second quarter, team A gains control of the ball. With 1 second on the shot clock, A1 attempts a shot for a field goal. While the ball is in the air, the shot clock signal sounds. The ball does not touch the ring and the official calls the violation with the game clock showing 0.8 seconds.

Interpretation: Shot clock violation. The ball shall be awarded to team B for a throw-in from team B's endline with 0.8 seconds remaining on the game clock.

29/50-61 **Example:** With 25.2 seconds remaining on the game clock in the second quarter, team A gains control of the ball. With 1.2 second remaining on the game clock and with A1 having the ball in his hand(s), the shot clock signal sounds. The official calls the violation with the game clock showing 0.8 seconds.

Interpretation: Shot clock violation. The game shall be resumed with a team B throw-in from the place nearest to where the game was stopped, with 1.2 seconds remaining on the game clock.

29/50-62 **Example:** In the third quarter, A1 is awarded a throw-in from his backcourt. While A1 is holding the ball, B1 crosses with his arm(s) the plane of the boundary line.

Interpretation: B1's violation. A1 shall be re-awarded a throw-in. Team A shall have 24 seconds on the shot clock.

29/50-63 **Example:** In the third quarter, A1 is awarded a throw-in from his frontcourt. While A1 is holding the ball, B1 crosses with his arm(s) the plane of the boundary line, with:

a) 7 seconds,

b) 17 seconds

on the shot clock.

Interpretation: B1's violation. A1 shall be re-awarded a throw-in. Team A shall have:

a) 14 seconds,

b) 17 seconds

on the shot clock.

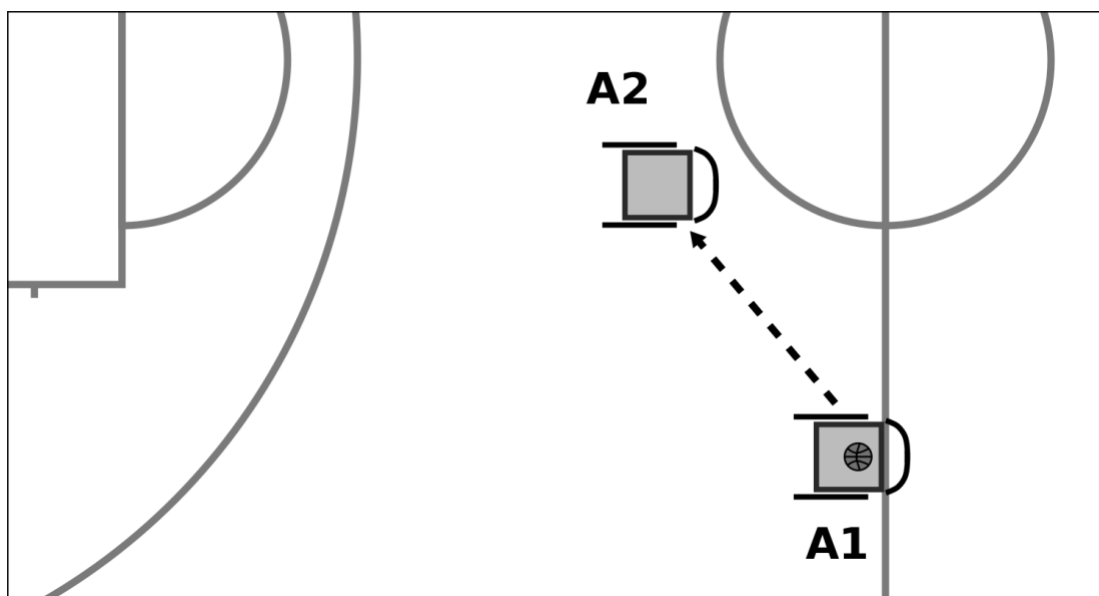
Art. 30 Ball returned to the backcourt

30.1.2 Situation 1: B1, in his frontcourt, intercepts a pass by A1. Before he can stop his wheelchair, his front castor(s) touch(s) the centre line.

Ruling: No violation.

The restriction of Art. 30 applies to situations in a team's frontcourt, including throw-ins. **However, it does not apply to a player who establishes new team control as a result of intercepting a pass from his opponents near the centre line, while his hands are off the wheels, and he cannot stop his momentum before he returns into the backcourt.**

30.1.2 Situation 2: A1 has his front castor(s) on the centre line when he passes the ball backwards to A2 positioned in the backcourt.



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

30.1.2 Situation 3: A1 has his front castors in the frontcourt and his rear wheels in the backcourt. He receives the ball from A2 who is in the backcourt. His team-mate A3 sits with 3 wheels in the frontcourt and one rear wheel touching the centre line. A1 passes the ball to A3.

Ruling: Legal; A1 is still in his backcourt because of the position of his rear wheels and A3 is in the backcourt because of his rear wheel.

30.1.2 Situation 4: A1 is positioned across the centre line with two wheels in the frontcourt and two wheels in the backcourt. He receives a pass from a team-mate from his backcourt. He rotates his chair and one or both of the wheels touching the frontcourt returns to the backcourt.

Ruling: Legal; A1 was at no time in his frontcourt.

Additional information about Article 30

30-1 to 30-6 **not applicable.**

30-7 **Statement.** A live ball has been illegally returned to the backcourt when a team A player who is completely in the frontcourt causes the ball to touch the backcourt, after which a team A player is the first to touch the ball either in the frontcourt or backcourt. However, it is legal when a team A player in the backcourt causes the ball to touch the frontcourt, after which a team A player is the first to touch the ball, either in the frontcourt or the backcourt.

30-8 **Example:** A1 is positioned with all wheels in the frontcourt near the centre line when A1 attempts a bounce pass to A2 who is also positioned with all wheels in the frontcourt near the centre line. On the pass, the ball touches the backcourt before touching A2.

Interpretation: Team A violation for illegally returning the ball to the backcourt.

30-9 **Example:** A1 is positioned with all wheels in the backcourt near the centre line when A1 attempts a bounce pass to A2 who is also positioned with all wheels in the backcourt near the centre line. On the pass, the ball touches the frontcourt before touching A2.

Interpretation: Legal play. No backcourt violation as no team A player with the ball was in the frontcourt. However, as the ball was caused to go into the frontcourt the 8-second quarter stopped at the moment the ball has touched the frontcourt. A new 8-second quarter shall be started as soon as A2 touches the ball.

30-10 **Example:** A1 in his backcourt passes the ball towards his frontcourt. The ball is deflected from an official standing on the playing court with both feet straddling the centre line and is next touched by A2 who is still in his backcourt.

Interpretation: Legal play. No backcourt violation as no team A player with the ball was in the frontcourt. However, as the ball was caused to go into the frontcourt the 8-second quarter stopped at the moment the ball has touched the official. A new 8-second quarter shall be started as soon as A2 in the backcourt touches the ball.

30-11 **Example:** A1 in his backcourt passes the ball towards his frontcourt. The ball is deflected from an official standing on the playing court with both feet straddling the centre line and is next touched by A2 who is still in his backcourt.

Interpretation: Legal play. No backcourt violation as no team A player with the ball was in the frontcourt. However, as the ball was caused to go into the frontcourt, the 8-second period stopped at the moment the ball has touched the official. A new 8-second period shall be started as soon as A2 in the backcourt touches the ball.

30-12 **Example:** Team A is in control of the ball in its frontcourt, when the ball is simultaneously touched by A1 and B1 and then goes into the team A's backcourt, where the ball is first touched by A2.

Interpretation: Team A has caused the ball to be illegally returned into its backcourt.

30-13 **not applicable**

30-14 **Example:** A1 in his backcourt passes the ball to A2 who is in his frontcourt. A2 touches the ball which returns to A1 who is still in the backcourt.

Interpretation: Legal play. A2 has not yet established control of the ball in his frontcourt.

30-15 **not applicable**

30-16 **Example:** A1 dribbles in his frontcourt near the centre line when B1 taps the ball into team A's backcourt. A1 with all wheels and castors still in his frontcourt continues to dribble the ball which is in his backcourt.

Interpretation: Legal play. A1 was not the last touching the ball in his frontcourt. A1 could even continue his dribble completely into his backcourt with a new 8-second quarter.

30-17 **Example:** A1 in his backcourt passes the ball to A2. A2 drives from his frontcourt into direction of the backcourt, catches the ball while his hands are off the wheels and ends:

- a) With all wheels in his backcourt.
- b) Touching the centre line.
- c) Straddling the centre line.

Interpretation: In all cases, team A has illegally return the ball to the backcourt. A2 has established team A control in the frontcourt when catching the ball. The exception of Art 30.1.2 only applies for intercepting a pass from an opponent.

Art. 31 Lifting

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

The official should pay particular attention to the seat of the player at the moment of contact with the ball. Lifting is often best identified by watching the recovery or 'falling back' of the player onto his seat. Lifting is not only executed by players with 'functional' legs (compare 3 and 4-point players). Lifting of the buttocks is also possible by leaning to one side of the chair and propping on the wheel with an arm (compare 1 and 2-point players).

31.1.2 Situation: A1 jumps the wheelchair laterally by lifting upwards and sideward as one or both hands are exerting force to the wheels.

Ruling: Legal

31.2.1 Situation 1: A1 lifts from his seat in an attempt to secure a rebound. He touches the ball with his fingers but is unable to secure it.

Ruling: Technical foul charged against A1. 1 free throw shall be awarded to team B followed by a throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped. If neither team had control of the ball nor was entitled to the ball, a held ball situation occurs.

31.2.1 Situation 2: A1 contesting a tap-off at the beginning of the game lifts from his seat but fails to touch the ball.

Ruling: Technical foul charged against A1. 1 free throw shall be awarded to team B followed by another tap-off situation.

31.2.1 Situation 3: During an attempt to block a shot that has left the hand(s) of A1, B1 lifts from his seat. He succeeds in touching and changing the direction of the ball, which does not enter the basket.

Ruling: Technical foul charged against B1; 2 or 3 free throws are awarded to A1 followed by the throw-in administered by the team which had control of the ball or who had just shot the ball, from the place nearest to where the ball was located when the game was stopped.

31.2.1 Situation 4: Same situation as above, but the shot from A1 is successful.

Ruling: Technical foul charged against B1. Award 2 or 3 points to A1, and in addition A1 shall be given 1 free throw, followed by the throw-in administered by the team which had control of the ball or who had just shot the ball, from the place nearest to where the ball was located when the game was stopped.

31.2.1 Situation 5: A1 in control of the ball, while both hands are removed from the wheels, contacts a teammate and his rear wheels come off the floor while attempting to shoot for a goal.

Ruling: Legal play.

31.2.1 Situation 6: A1 contesting a tap-off at the beginning of the first quarter, raises the rear wheels off the floor while both hands are removed from the rear wheels.

Ruling: Legal play.

31.2.1 Situation 7: With both hands removed from the rear wheels, A1 jumps the wheelchair laterally, (e.g.) to separate from a block.

Ruling: Jumping with the wheelchair so that all wheels come off the floor while both hands are off the rear wheels is not legal. Technical foul charged against A1. Any team B player attempts a free throw, followed by administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to

where the ball was located when the game was stopped. If neither team had control of the ball nor was entitled to the ball, a held ball situation occurs.

- 31.2.1 Situation 8:** B1, while both hands are removed from the wheels, contacts a teammate and his rear wheels come off the floor while attempting to rebound.

Ruling: Legal play.

- 31.2.1 Situation 9:** B1, while both hands are removed from the wheels, contacts a teammate and his rear wheels come off the floor while successfully blocking a shot of A5.

Ruling: Legal play.

- 31.2.1 Situation 10:** B1, holding a wheel with one hand, lifts both rear wheels from the floor and tilts on both front castors while defending with one arm outstretched towards A1.

Ruling: Legal play.

- 31.2.1 Situation 11:** B1, while both hands are removed from the wheels, raises both his rear wheels from the floor while attempting to rebound.

Ruling: Legal play.

- 31.2.1 Situation 12:** B1, while both hands are removed from the wheels, raises both his rear wheels from the floor while successfully blocking a shot of A1.

Ruling: Legal play.

- 31.2.1 Situation 13:** A1 lifts from his seat to attempt to secure/intercept a pass of:

a) teammate;

b) team B.

Ruling: In both cases technical foul charged against A1. 1 free throw shall be awarded to team B followed by a throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped. If neither team had control of the ball nor was entitled to the ball, a held ball situation occurs.

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

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

- 31.4 Situation 1:** A1, holding a wheel with one hand, tilts on one rear wheel: (a) while shooting; (b) while rebounding; (c) while reaching for a pass; (d) while defending with one arm outstretched.

Ruling: Legal, in all four examples.

31.4 **Situation 2:** A1 tilts on one rear wheel and one front castor: (a) while shooting with both hands on the ball; (b) while rebounding with 2 hands; (c) while reaching for a pass with 2 hands; (d) while defending with 1 arm outstretched.

Ruling: Legal, in all four examples.

RULE SIX – FOULS

Art. 32 Fouls

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

Art. 33 Contact: General principles

- 33.2** **Definition - Tilting:** Tilting is an action initiated by a player who, with one or two hands removed from the wheels, lifts one rear wheel and one front castor off the floor while shooting, defending, receiving or trying to intercept a pass, taking part in a tap-off or rebounding. Tilting is legal.
- 33.2** **Situation 1:** A1 tilts his chair legally as he attempts to shoot. As he releases the shot, he tilts too far and makes contact with B1.
Ruling: Offensive foul charged to A1 who has left his cylinder and made contact in B1's cylinder.
- 33.2** **Situation 2:** A1 leaves his position by tilting on one wheel. B1 moves into the position that A1 has vacated during tilting and positions his footrest under A1's raised wheel so that when A1's wheel returns to its original position, he comes into contact with a now stationary B1.
Ruling: Blocking foul charged to B1 who has entered A1's cylinder. A1 has the right to return to the spot that his raised wheel has vacated as long as he remains in his cylinder.
- 33.3** **Situation 1:** A1 moves with the ball towards the basket. Defender B1 tries to take up a position in front of him but comes into contact with the wheelchair of A1, forcing the attacking player to change direction.
Ruling: Foul charged against defender B1. As A1 was not considered to be in the act of shooting, throw-in awarded to team A from the nearest point out-of-bounds.
- 33.3** **Situation 2:** A1 shoots for a field goal. Immediately after A1's hand has completed its follow through, B1 slightly touches the footrest of A1.
Ruling: Incidental contact, no foul called as A1 was not placed at a disadvantage. (See Art. 47.3 Rules).
- 33.3** **Situation 3:** A1, in the act of shooting, and defender B1 move towards one another. The defender brakes and stops allowing the offensive player

time and distance to avoid contact while the shooter immediately after releasing the ball, charges into him without braking. (See Arts. 33.4 and 33.5).

Ruling: Foul charged against A1.

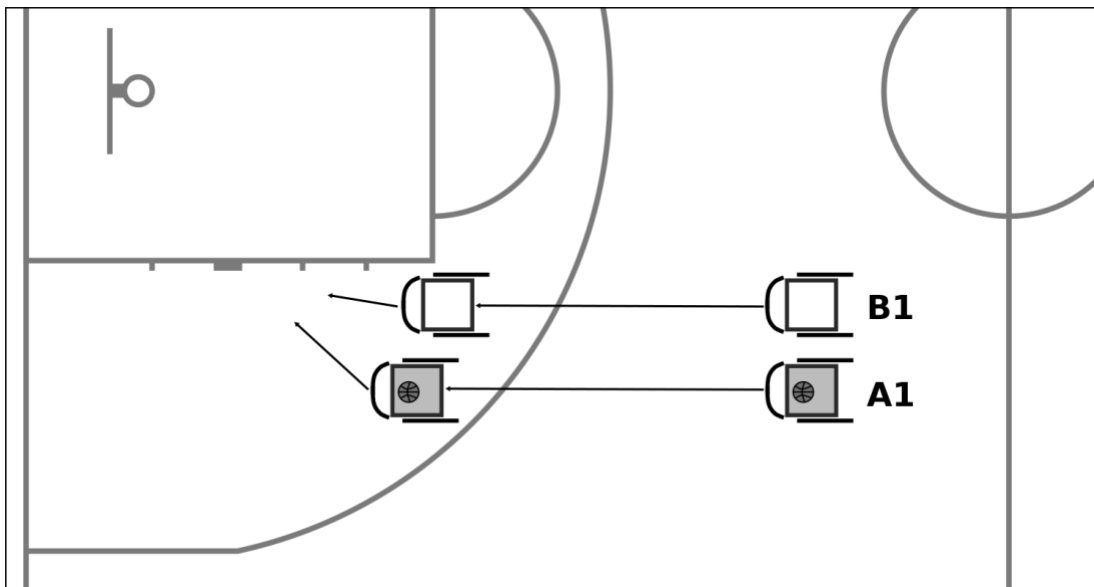
1. If successful, the basket is awarded to A1 and the game shall be resumed with a throw-in from behind the endline by team B.
2. If unsuccessful, the game shall be resumed with a throw-in to team B from the nearest point out-of-bounds.
3. If team A is in the team foul penalty,
 - if successful, the basket is awarded to A1 and 2 free throws are awarded to B1
 - if unsuccessful, 2 free throws are awarded to B1.

33.3 Situation 4: Same situation as above but in this case the shooting player A1 succeeds in braking after the shot. Nevertheless, he slightly charges defender B1.

Ruling: A1's contact is considered incidental; no foul charged.

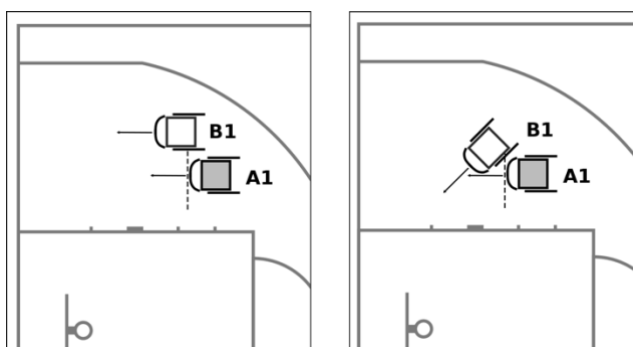
33.4.3 Comment: Charging must be officiated carefully. If a player is still moving when shooting or passing, he obviously risks charging into an opponent by neglecting to brake. A foul is called on the charging player in these circumstances if he ignores his responsibility to avoid contact (see Art. 33.4). However, contact which the officials consider incidental should be tolerated. (See Art. 47.3 Rules)

- 33.6 Situation:** A1 moves with the ball in the direction of the basket. B1 moves parallel to him. Near the boundary line of the restricted area A1 realizes that he cannot approach the basket for a layup without correcting his direction. A1's footrest is ahead of B1's. A1 brakes his inner wheel to move his wheelchair in the direction of the basket. B1 contacts A1 with his footrests and the contact causes A1 to fall out of his wheelchair.



Ruling: Foul charged against A1 because he crossed the path of B1 too early. Ball awarded to team B for a throw-in from the nearest point out-of-bounds.

- 33.6.4 Situation:** B1 tries to reach a defensive position in front of A1. When B1's rear wheel is passing in front of A1's wheelchair, B1 suddenly turns his wheelchair at a 45o angle into the path of A1. In so doing, severe contact occurs between A1 and B1.

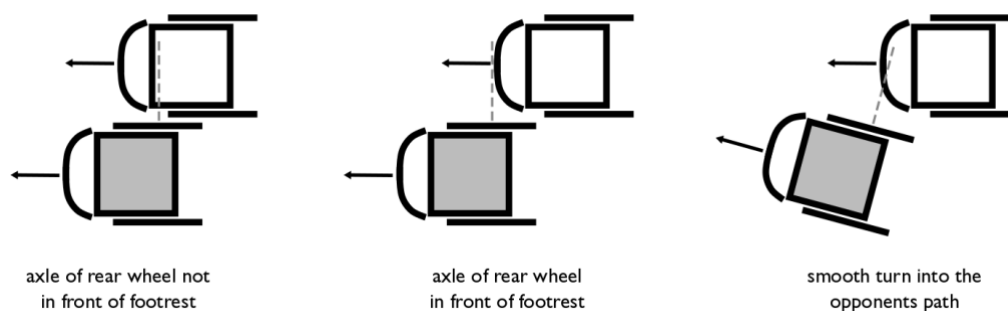


Ruling: Foul charged against B1 who has not respected the principle of crossing the path defined in Art. 33.6. Team A is awarded a throw-in from the nearest point out-of-bounds.

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

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

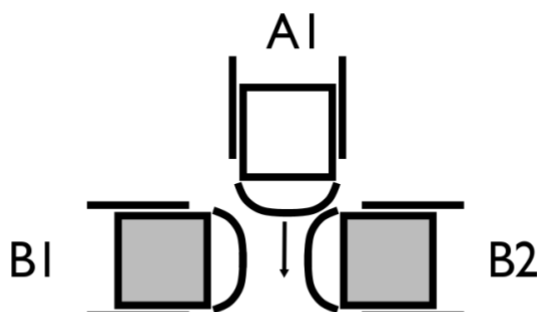
When viewed from the side, the rear wheels of both wheelchairs might be seen to describe a horizontal figure '8'. **If B4 is legally able to achieve a position in advance of A4, the responsibility to avoid any ensuing contact is then A4's.**



33.8.2 Situation: In the backcourt, B1 tries to prevent A1 from moving into the front- court. He moves alongside him, makes contact with the wheelchair of A1 and pushes the player with strong pushing actions against his wheel.

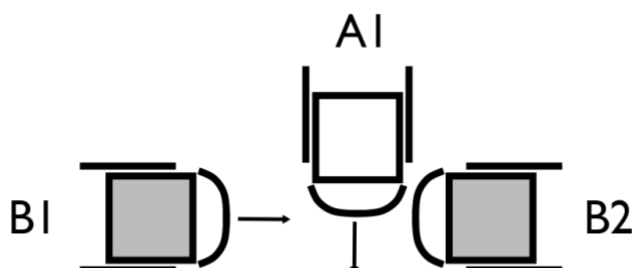
Ruling: Foul charged against B1. Team A awarded a throw-in from the nearest point out-of-bounds. Depending on the circumstances, the officials may consider such action an unsportsmanlike foul.

33.9 & 33.14 Situation 1: At the edge of the restricted area, B1 and B2 sit with their footrests opposite to one another. The gap between both wheelchairs is too narrow for an opponent to move through. A1 makes contact by pushing his wheelchair into the small gap, causing the wheelchairs of B1 and B2 to part by forcibly using the front of his wheelchair as a lever in order to enter the restricted area.



Ruling: Foul charged against A1. Ball awarded to team B for a throw-in from the nearest point out-of-bounds.

33.9 & 33.14 Situation 2: As above: The gap between B1 and B2 is sufficiently large for the attacking player A1 to move through. After A1 has entered the gap, defensive player B1 tries to stop him by reducing the gap, causing contact after A1 has established his position.



Ruling: Foul charged against B1 and the ball awarded to team A for a throw-in from the nearest point out-of-bounds.

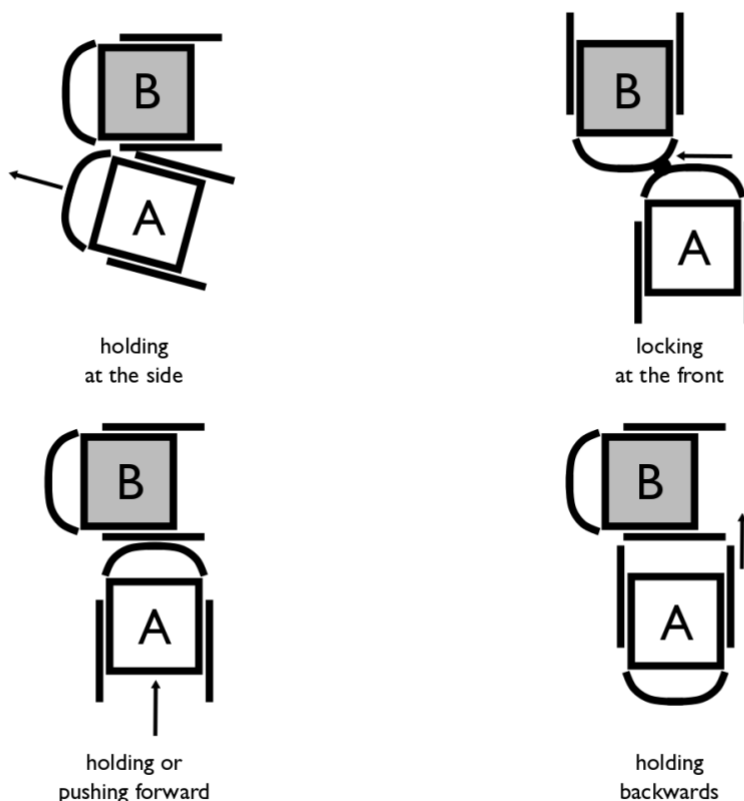
33.11 Situation 1: A1 holds the ball over his head in order to shoot. A defender is approaching from the side and, without initiating wheelchair contact, succeeds in tapping the ball from the shooting hand but, in doing so, makes significant contact with the hand.

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

33.11 Situation 2: A1 holds the ball with both hands on his lap. Defender B1 reaches for the ball but, in doing so, makes contact with both hands of A1.

Ruling: Illegal. Foul charged against B1.

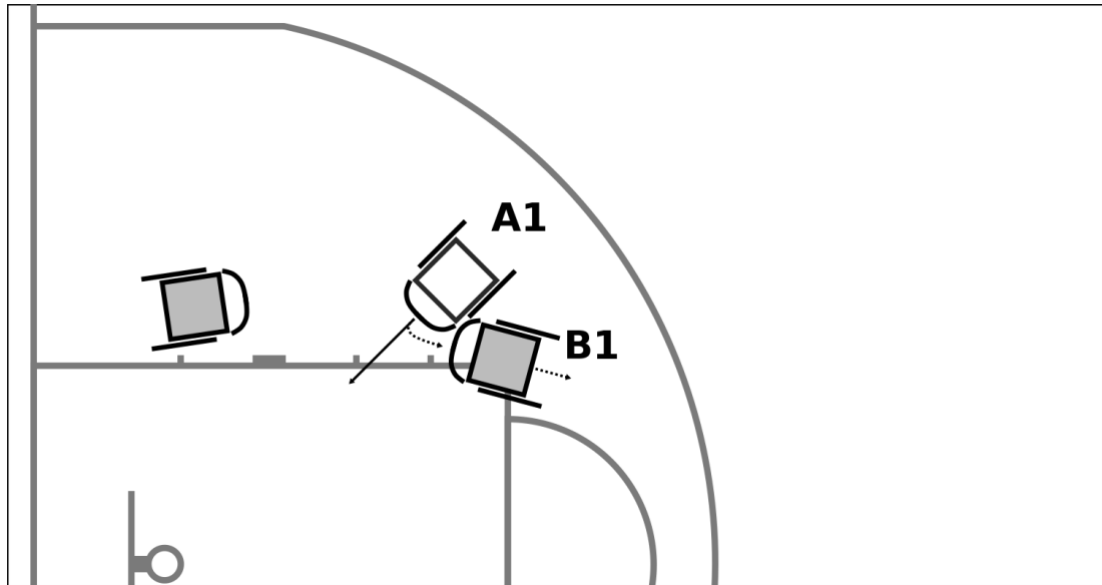
- 33.13** **Comment:** Holding an opponent's wheelchair occurs very often in wheelchair basketball. The offending player might hold with his hand, his wheel, footrest bar or feet. A foul should be called when a player who is trying to move away is unable to free his wheelchair because of the persistent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



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

- 33.13** **Situation 2:** A1 sets a legal screen on B1 near the halfway line. To permit his team-mate to escape, B2 assists by holding A1
- Ruling:** Foul charged against B2 and team A awarded possession of the ball for a throw-in from the nearest point out-of-bounds.
- 33.14** **Situation 1:** A1, with the ball in his hands, is in the act of shooting when B1 makes slight contact with A1's wheelchair.
- Ruling:** Foul charged against B1. Normally, any contact by a defender with a player in the act of shooting causes a disadvantage.
- 33.14** **Situation 2:** B1 sits footrest to footrest opposite A1 who has the ball in his hands and is in the act of shooting. During the shot, B1 pushes A1 slightly backward by moving his own wheelchair forward.
- Ruling:** Foul charged against B1. The basket (2 or 3 points) counts if scored plus an additional free throw is awarded to A1, or 2 or 3 free throws are awarded to A1 if unsuccessful.

- 33.14 Situation 3:** A1 is positioned close to the free throw line beside B1. A1's footrest bar is located in front of B1's. A1 holds his inner wheel still and pushes B1 to one side by using a powerful push on the outer wheel. The way to the basket is now free for A1.



Ruling: Foul charged against A1. Possession of the ball awarded to team B for a throw-in from the nearest point out-of-bounds.

- 33.14 & 47.3 Situation:** A1 sets a legal screen on B1. B1 tries to break away from A1 by moving backwards, but makes contact with A2 who is stationary some distance away.

Ruling: Contact may be considered incidental if B1 moves away from A2 at once.

Art. 35 Double foul

Additional information about Article 35

35-1 **Statement:** To be considered as a double foul, both fouls must have the same penalties.

35-2 **Example:** Team A has 2 team fouls and team B has 3 team fouls in the quarter. Dribbler A1 and B1 now commit a foul against each other at approximately the same time.

Interpretation: As the foul penalties against both teams are equal, it is a double foul. The game shall be resumed with a team A throw-in from the place nearest to where the double foul has occurred.

35-3 **Example:** Team A has 2 team fouls and team B has 5 team fouls in the quarter. Dribbler A1 and B1 now commit a foul against each other at approximately the same time.

Interpretation: The penalties against both teams are not equal, therefore it is not a double foul. A1's foul shall be penalised with a team B throw-in. B1's foul shall be penalised with 2 free throws for A1. The officials shall apply the special situations rule and decide which foul has occurred first.

In case B1's foul has occurred first, A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the place nearest to where the fouls have occurred.

In case A1's foul has occurred first, the team B throw-in shall be cancelled. A1 shall attempt 2 free throws and the game shall be resumed as after any last free throw.

35-4 **Example:** Team A has 2 team fouls and team B has 3 team fouls in the quarter. Then:

a) On fighting for the post position, A1 and B1 are pushing each other while team A is in control of the ball.

b) On the rebound, A1 and B1 are pushing each other.

c) On receiving a pass from A2, A1 and B1 are pushing each other

Interpretation: In all cases, it is a double foul. The game shall be resumed with:

a) and c) A team A throw-in nearest to where the fouls have occurred.

b) An alternating possession throw-in.

Art. 36 Technical foul

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

The following procedure is applied: If A1 of the offending team violates the rule for the first time, the official calls a violation (loss of possession of the ball), and warns A1 with the coach of team A present. This warning applies to the entire team. After the next violation by any player of team A, a technical foul is called. The game shall be resumed with 1 free throw for any team B player, followed by the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped.

If the defending team B is violating the rule, the warning is given at the end of that phase of play. Each subsequent violation is a technical foul. The game shall be resumed with 1 free throw for any team A player, followed by the team A throw-in administered from the place nearest to where the ball was located when the game was stopped.

36.3.1 Comment 2: When an official warning is given to a player for an action or behaviour which if repeated may lead to a technical foul, that warning shall also be communicated to the coach of that team and shall apply to any member of that team for the remainder of the game. An official warning would be given only when the game clock is stopped and the ball is dead.

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

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

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

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

36.3.1 Situation 2: After a fast break, the successful shooter A1 leaves the court at the endline. Where is the player allowed to re-enter the court?

Ruling: A1 is allowed to enter at any point on the endline of the court, but he may not hinder the player who is bringing the ball back into play.

- 36.3.1 Situation 3:** After being involved in an unsuccessful fast break, A1 leaves the court at the endline. The ball stays live. Where is the player allowed to re-enter the court?

Ruling: A1 is allowed to re-enter the court at any point.

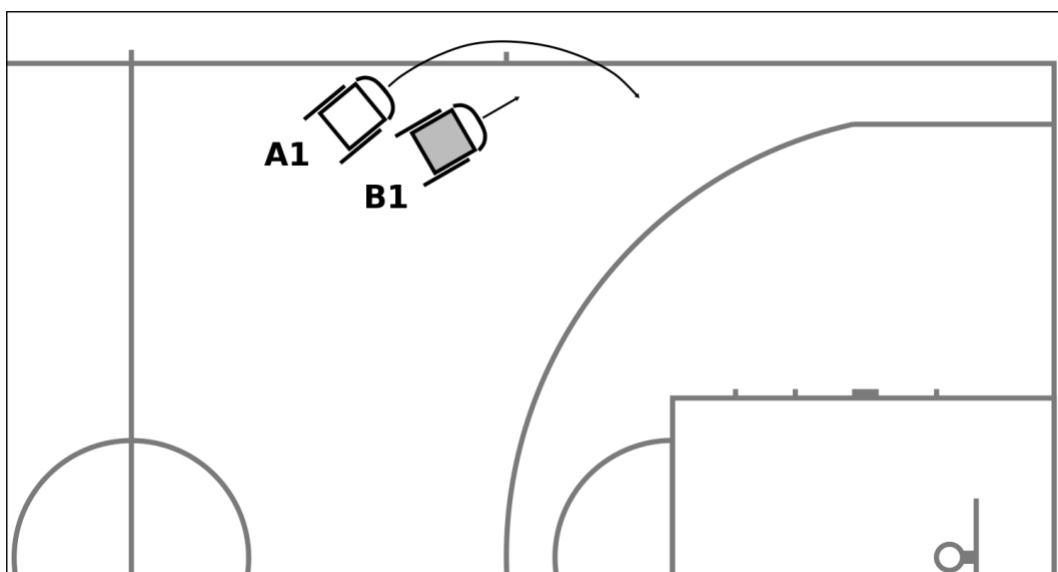
- 36.3.1 Situation 4:** A1 successfully prevents a ball from going out-of-bounds but, in doing so, and while not in contact with the ball, goes out-of-bounds. He immediately re-enters the court and takes control of the ball.

Ruling: Legal.

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

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

- 36.3.1 Situation 6:** A1 is trapped at the sideline by the good defensive tactics of B1. A1 cuts past the wheelchair of B1 by leaving the court. This is the first infraction by team A.



Ruling: Violation of the rules with a warning to team A. If repeated: Technical foul charged to team A. The game shall be resumed with 1 free throw for any team B player, followed by the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped.

- 36.3.1 Situation 7:** Offensive player A1 cuts past B1 by crossing the sideline with the two right (or left) wheels and re-enters the court at the endline. This is the first infraction by team A.

Ruling: Violation of the rules with a warning to team A. If repeated: Technical foul charged to team A. The game shall be resumed with 1 free throw for any team B player, followed by the throw-in administered by the team which had control of the ball or was entitled to the ball when the

technical foul was called, from the place nearest to where the ball was located when the game was stopped.

- 36.3.1 Situation 8:** Defender B1 avoids a legal screen set by A1 near the endline, by leaving and re-entering the court. This is the first infraction by team B.

Ruling: At the next convenient moment team B is given a warning. If repeated: Technical foul charged to team B. The game shall be resumed with 1 free throw for any team A player, followed by the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped.

- 36.3.1 Situation 9:** A1 and B1 are parallel to each other (wheel to wheel) and move forward in a diagonal direction. In doing so, A1 leaves the court at the sideline. A1 then tries to re-enter the court by wheeling backwards. B1 tries to prevent this by moving parallel with A1.

Ruling: A1 is entitled to re-enter the court and B1 must, therefore, be warned. Any similar action of a player of team B results in a technical foul charged to team B. The game shall be resumed with 1 free throw for any team A player, followed by the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped.

- 36.3.1 Comment 4:** A player who receives a second technical foul shall be disqualified from, the remainder of the game. Such a second technical foul is penalized with one free throw followed by the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest where the ball was located when the game was stopped. If neither team had control of the ball nor was entitled to the ball, a held ball situation occurs.

- 36.3.1 Situation 10:** A1 lifts his leg from the footrest and swings it to the side of his wheelchair in order to maintain balance while receiving a pass.

Ruling: Technical foul charged against A1; 1 free throw to a member of team B, followed by the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest where the ball was located when the game was stopped. If neither team had control of the ball nor was entitled to the ball, a held ball situation occurs. Incidental lifting of feet or legs does not warrant a technical foul and the official must assess if the action provides an unfair advantage.

- 36.3.1 Situation 11:** A1, having released the ball on a shot for goal, prevents wheelchair contact with an opponent by braking with his feet.

Ruling: Technical foul charged against A1. The basket counts for 2 or 3 points if successful and the game continues with 1 free throw awarded to a member of team B, followed by a held ball situation. The throw-in shall be administered from the place nearest where the ball was located when the technical foul occurred.

36.3.1 Situation 12: A1 brakes his wheelchair with his thigh and/or alternatively with his foot on the wheel.

Ruling: Technical foul charged against A1; 1 free throw awarded to a member of team B, followed by the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest where the ball was located when the game was stopped. If neither team had control of the ball nor was entitled to the ball, a held ball situation occurs.

36.3.1 Situation 13: 10 seconds are displayed on the on the shot clock when team A is in control of the ball and is developing a strong attack close to its opponent's basket and B1 unintentionally falls out of his chair beneath the basket.

Ruling: The official immediately stops the game because of the potential danger to B1. Team A is awarded possession of the ball for a throw-in at the place nearest to where the game was stopped and the shot clock is reset to 14 seconds.

36.3.1 Situation 14: 18 seconds are displayed on the on the shot clock when team A is in control of the ball and is developing a strong attack close to its opponent's basket and B1 unintentionally falls out of his chair beneath the basket.

Ruling: The official immediately stops the game because of the potential danger to B1. Team A is awarded possession of the ball for a throw-in at the place nearest to where the game was stopped and the shot clock shall remain at 18 seconds.

36.3.1 Comment 5: If, in the above situation B1 deliberately falls out of the chair, the official must immediately stop the game because of the potential danger to B1, and penalize his action with a technical foul. Team A is awarded 1 free throw and possession of the ball at the throw-in line in its frontcourt and the shot clock shall be reset to 14 seconds. In the event there is less than 14 seconds remaining in the game, the shot clock will be stopped and the time remaining to play will be indicated on the game clock.

36.3.2 Comment: When a coach is disqualified (see Art. 38.), the official will not show the signal for a disqualification foul. The coach is simply instructed to go to and remain in his team's dressing room. The official shall inform the scorer as to whether the disqualifying foul on the coach was:

- 1) For personal unsportsmanlike behaviour (Art. 36.3.4), or;
- 2) A bench related foul (Art.36.3.4) for unsportsmanlike conduct.

Additional information about Article 36

36-1 Statement. An official warning is given to a player for an action or behaviour, which, if repeated, may lead to a technical foul. That warning shall also be communicated to the coach of that team and shall apply to any member of that team for any similar actions for the remainder of the

game. An official warning shall be given only when the ball becomes dead and the game clock is stopped.

36-2 **Example:** Team A member is given a warning for:

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

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

36-3 **Statement.** While a player is in the act of shooting, opponents shall not be permitted to disconcert that player by actions such as placing hand(s) near to the shooter's eyes, shouting loudly, or clapping hands near the shooter. To do so may result in a technical foul if the shooter is disadvantaged by the action, or a warning may be given if the shooter is not disadvantaged.

36-4 **Example:** A1 is in the act of shooting for a field goal when B1 attempts to distract A1 by shouting loudly. The shot for a field goal is:

- a) Successful.
- b) Unsuccessful.

Interpretation:

- a) A1's goal counts. B1 shall be given a warning which shall also be communicated to coach B. If team B members have already been given a warning for a similar behaviour, B1 shall be charged with a technical foul.
- b) B1 shall be charged with a technical foul.

36-5 **Statement.** If the officials discover that more than 5 players of the same team are participating on the playing court simultaneously, the error must be corrected as soon as possible without placing the opponents at a disadvantage.

Assuming that the officials and the table officials are doing their job correctly, 1 player must have re-entered or remained on the playing court illegally. The officials must therefore order 1 player to leave the playing court immediately and charge a technical foul against the coach of that team, recorded as 'B1'. The coach is responsible for ensuring that a substitution is applied correctly and that the substituted player leaves the playing court immediately after the substitution.

36-6 **Example:** While the game is being played it is discovered that team A has more than 5 players on the playing court.

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

Interpretation:

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

- b) The game shall be stopped immediately.

In both cases, the player who has re-entered (or remained in) the game illegally must be re-moved from the game and a technical foul shall be charged against coach A, recorded as 'B₁'.

- 36-7 **Statement.** After it is discovered that team A is participating with more than 5 players, it is also discovered that points have been scored or a foul has been committed by a team player while participating illegally. All such points shall remain valid and any foul(s) committed by (or against) that player shall be considered as player fouls.

- 36-8 **Example:** With the game clock running, team A has 6 players on the playing court. This is discovered and the game is interrupted after:

- a) A1 commits an offensive foul.
- b) A1 scores a field goal.
- c) B1 has fouled A1 during his unsuccessful shot for a field goal.
- d) The sixth player has left the playing court.

Interpretation:

- a) A1's foul is a player foul.
- b) A1's field goal shall count.
- c) A1 shall attempt 2 or 3 free throws.
- a), b) and c) The sixth team A player must leave the playing court. In all cases, in addition a technical foul shall be charged against coach A, recorded as "B₁".
- d) A technical foul shall be charged against coach A, recorded as "B₁".

- 36-9 **Statement.** After having been notified of being no longer entitled to participate because of a fifth foul, a player re-enters the game. The illegal participation shall be penalised immediately upon discovery, without placing the opponents at a disadvantage.

- 36-10 **Example:** After committing a fifth foul, B1 is notified of being no longer entitled to participate. B1 later re-enters the game as a substitute. B1's illegal participation is discovered before:

- a) The ball has become live for the resuming of the game.
Or after:
- b) The ball has again become live while team A is in control of the ball.
- c) The ball has again become live while team A is in control of the ball.
- d) The ball has again become dead following B1's re-entering the game.

Interpretation:

- a) B1 shall be removed from the game immediately. A technical foul shall be charged against coach B, recorded as 'B'.
- b) The game shall be stopped immediately unless team A is placed at a charged against coach B, recorded as 'B'.

- (c) and (d) The game shall be stopped immediately. B1 shall be removed from the game.

In all cases, a technical foul shall be charged against coach B, recorded as 'B1'.

36-11 **Statement:** After having been notified of being no longer entitled to participate because of a fifth foul, a player re-enters the game and scores a field goal or commits a foul or is fouled by an opponent before the illegal participation is discovered.

36-12 **Example:** After committing a fifth foul, A1 is notified of being no longer entitled to participate. A1 later re-enters the game as a substitute. A1's illegal participation is discovered after:

- a) A1 scores a field goal.
- b) A1 commits a foul.
- c) A1 is fouled on his dribble by B1 (fifth team foul).

Interpretation:

- a) A1's field goal shall count.
- b) A1's foul is a player foul and shall be recorded on the scoresheet in the space behind his fifth foul.
- c) A1's substitute shall attempt 2 free throws.

In all cases, a technical foul shall be charged against coach A, recorded as 'B1'.

36-13 **Statement:** After not having been notified of being no longer entitled to participate because of a fifth foul, a player remains in or re-enters the game. That player shall be removed from the game as soon as the error is discovered without placing the opponents at a disadvantage. No penalty shall be applied for the player's illegal participation. If that player scores a field goal, commits a foul or is fouled by an opponent, the field goal shall count and the foul shall be considered as a player foul.

36-14 **Statement:** A6 asks to substitute for A1. The ball next becomes dead as a result of a foul by A1 and A6 enters the game. The officials fail to notify A1 that the foul is his fifth foul. A1 later re-enters the game as a substitute. A1's illegal participation is discovered after:

- a) The game clock has started while A1 is participating as a player.
- b) A1 has scored a field goal.
- c) A1 fouls B1.
- d) B1 fouls A1 during an unsuccessful shot for a field goal.

Interpretation:

- a) The game shall be stopped and A1 shall be removed from the game immediately and replaced by a substitute, without placing team B at a disadvantage. No penalty shall be charged because of A1's illegal participation.
- b) A1's field goal shall count.
- c) A1's foul is a player foul and penalized accordingly. It shall be recorded on the scoresheet in the space behind his fifth foul.

d) A1's substitute shall attempt 2 or 3 free throws.

36-15 **Example:** 10 minutes before the start of the game, a technical foul is called on A1. Before the start of the game, coach B designates B1 to attempt 1 free throw, however B1 is not 1 of the team B starting 5 players.

Interpretation: 1 of the players designated as team B starting 5 players must attempt the free throw. Substitution cannot be granted before the playing time has started.

36-16 **Statement:** Whenever a player fakes a foul the following procedure shall be applied:

- Without interrupting the game, the official signals the fake with showing twice the "raise-the-lower-arm" signal.
- As soon as the game is stopped, a warning shall be communicated to the player and the coach of this team. Both teams are entitled for 1 warning.
- If the next time any player of this team fakes a foul, a technical foul shall be called. This applies also if the game was not stopped to communicate the earlier warning to any player or coach of that team.
- If an excessive case without any contact occurs, a technical foul may be called immediately without a warning being given.

36-17 **Example:** A1 dribbles with B1 defending him. A1 makes a sudden flopping or recoil movement with his upper body giving the impression that he was fouled by B1. Later in the game, A1 further exaggerates the flopping or recoil action giving the impression that he was pushed by B1.

Interpretation: The official gives A1 a warning for his first flopping or recoil fake with showing him twice the "raise-the-lower-arm" signal. A1 shall be charged with a technical foul for his second fake flopping or recoil fake, even though there was no interruption of the game to communicate the warning for his first fake neither to A1 nor to coach A.

36-18 **Example:** A1 dribbles with B1 defending him. A1 makes a sudden flopping or recoil movement with his upper body giving the impression as he was fouled by B1. Later the game, B2 exaggerates contact by flopping or a recoil of the upper body giving the impression as he was pushed by A2

Interpretation: The official gives A1 and B2 the first warning for their fakes with showing them twice the "raise-the-lower-arm" signal. During the next interruption of the game, the warnings shall be communicated to A1, B2 and both coaches.

36-19 **Statement.** When a player flops or recoils his upper body to fake a foul in order to gain an advantage by having a foul called unjustly on an opponent or to create an unsportsmanlike atmosphere amongst spectators towards the officials, such behavior shall be considered unsportsmanlike.

36-20 **Example:** A1 is driving to the basket when B1 intentionally tips or overturns his wheelchair without contact having occurred between these

players or A1's negligible contact is followed by B1's exaggerated display. A warning for such action has already been communicated to the team B players through the team B coach.

Interpretation: Such behavior is obviously unsportsmanlike and interrupts the smooth running of the game. A technical foul shall be charged against B1.

36-21 **Statement.** Serious injury may occur by excessive swinging of elbows, especially in rebounding activity and closely guarded player situations. If such action results in contact, then a personal, unsportsmanlike or even disqualifying foul may be called. If the action does not result in contact, a technical foul may be called.

36-22 **Example:** A1 rebounds a ball and returns to the floor. A1 is immediately closely guarded by B1. Without contacting B1, A1 excessively swings the elbows in an attempt to intimidate B1 or to clear enough space to pivot, pass, or dribble.

Interpretation: A1's action does not conform to the spirit and intent of the rules. A technical foul may be charged against A1.

36-23 **Statement.** A player shall be disqualified when he is charged with 2 technical fouls.

36-24 **Example:** A1 has committed his first technical foul during the first half for lifting. A second technical foul is called against him during the second half for unsportsmanlike behavior.

Interpretation: A1 shall be automatically disqualified. The second technical foul is only to be penalized and no additional penalty for the disqualification shall be administered. The scorer must notify an official immediately when a player has committed 2 technical fouls and should be disqualified.

36-25 **Statement.** After having committed his fifth foul a player becomes an excluded player. After his fifth foul any further technical fouls called against him shall be charged against his coach and recorded as 'B1'. This is also valid if one of his 5 fouls was a technical or unsportsmanlike foul. He is not disqualified and may stay in his team bench area.

36-26 **Example:** B1 has committed a technical foul during the first quarter. In the fourth quarter B1 has committed his fifth foul. This is team B's second foul in the quarter. On the way to his team bench B1 is charged with a technical foul.

Interpretation: With his fifth foul B1 has become an excluded player. Any further technical fouls against him shall be charged against his coach and recorded as "B1". B1 is not disqualified. Any team A player may attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the technical foul was called.

36-27 **Example:** B1 has committed an unsportsmanlike foul during the third quarter. In the fourth quarter, B1 has committed his fifth foul. This is team

B's second foul in the quarter. On the way to his team bench B1 is charged with a technical foul.

Interpretation: With his fifth foul B1 has become an excluded player. Any further technical fouls against him shall be charged against his coach and recorded as "B1". B1 is not disqualified. Any team A player may attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the technical foul was called.

36-28 Example: B1 fouls dribbler A1, B1's fifth personal foul and team B's second foul in the quarter. On the way to his team bench B1 is charged with a disqualifying foul.

Interpretation: With his fifth foul B1 has become an excluded player. Any further disqualifying fouls against him shall be charged against his coach as a technical foul and recorded as 'B2'. Any team A player shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

36-29 Example: B1 fouls dribbler A1, B1's fifth personal foul and team B's fifth foul in the quarter. On the way to his team bench B1 is charged with a disqualifying foul.

Interpretation: With his fifth foul B1 has become an excluded player. Any further disqualifying fouls against him shall be charged against his coach as a technical foul and recorded as 'B2'. A1 shall attempt 2 free throws with no line-up. After that any team A player shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

36-30 Statement. A player shall be disqualified when he is charged with 1 technical and 1 unsportsmanlike foul.

36-31 Example: A1 has committed a technical foul during the first half for delaying the game. An unsportsmanlike foul is called against him during the second half for a hard foul against B1.

Interpretation: A1 shall be automatically disqualified. The unsportsmanlike foul is only to be penalised and no additional penalty for the disqualification shall be administered. The scorer must notify an official immediately when a player has committed 1 technical foul and 1 unsportsmanlike foul and should be disqualified. B1 shall attempt 2 free throw with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt with 14 seconds on the shot clock.

36-32 Example: A1 has committed an unsportsmanlike foul during the first half for stopping with an unnecessary contact the progress of the offensive team in transition. While A2 is dribbling in his backcourt, a technical foul is called on A1 during the second half for faking being fouled.

Interpretation: A1 shall be automatically disqualified. The technical foul is only to be penalised and no additional penalty for the disqualification shall

be administered. The scorer must notify an official immediately when a player has committed 1 unsportsmanlike foul and 1 technical foul and should be automatically disqualified. Any team B player may attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the technical foul was called.

36-33 Statement. A player coach shall be disqualified if he was charged with the following fouls:

- 2 technical fouls as a player.
- 2 unsportsmanlike fouls as a player.
- 1 unsportsmanlike foul and 1 technical foul as a player.
- 1 technical foul as a coach, recorded as 'C1' and 1 unsportsmanlike or technical foul as a player.
- 1 technical as a coach, recorded as "B1" or "B2", 1 technical foul as a coach, recorded as 'C1' and 1 unsportsmanlike or technical foul as a player.
- 2 technical fouls as a coach, recorded as "B1" or "B2" and 1 unsportsmanlike or technical foul as a player.
- 2 technical fouls as a coach, recorded as 'C1'.
- 1 technical foul as a coach, recorded as 'C1' and 2 technical fouls as a coach, as "B1" or "B2".
- 3 technical fouls as a coach, recorded as "B1" or "B2".

36-34 Example: Player coach A1 has committed a technical foul during the first quarter for faking a foul as a player. In the fourth quarter, A2 is dribbling when coach A1 has been charged with a technical foul for his personal unsportsmanlike behavior as a coach, recorded as 'C1'.

Interpretation: Player coach A1 shall be automatically disqualified. The second technical foul is only to be penalised and no additional penalty for the disqualification shall be administered. The scorer must notify an official immediately when a player coach has committed 1 technical foul as a player and 1 personal technical foul as a coach and should be disqualified. Any team B player may attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the technical foul was called.

36-35 Example: In the second quarter, player coach A1 has committed an unsportsmanlike foul on B1 as a player. In the third quarter, player coach A1 has been charged with a technical foul for an unsportsmanlike behavior of his physiotherapist, recorded as 'B1'. In the fourth quarter, A2 is dribbling when player coach A1 has been charged with a technical foul for substitute A6, recorded as 'B1' as a coach.

Interpretation: Player coach A1 shall be automatically disqualified. The second technical foul is only to be penalised and no additional penalty for the disqualification shall be administered. The scorer must notify an official immediately when a player coach has committed 1 unsportsmanlike foul as a player and is charged with 2 technical fouls of his team bench personnel as a coach and should be disqualified. Any

team B player may attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the technical foul against A6 was called.

36-36 Example: Player coach A1 has committed a technical foul during the second quarter for his personal unsportsmanlike behavior as a coach, recorded as 'C1'. In the fourth quarter he has committed an unsportsmanlike foul against B1 as a player.

Interpretation: Player coach A1 shall be automatically disqualified. The unsportsmanlike foul is only to be penalised and no additional penalty for the disqualification shall be administered. The scorer must notify an official immediately when a player coach has committed 1 personal technical foul as a player and 1 unsportsmanlike foul as a coach and should be disqualified. B1 shall attempt 2 free throw with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt with 14 seconds on the shot clock.

36-37 Example: With 21 seconds on the shot clock A1 dribbles in his backcourt, when B1 commits a technical foul.

Interpretation: Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul was called. Team A shall have a new 8-second period and the shot clock shall be reset to 24 seconds.

36-38 Example: With 21 seconds on the shot clock A1 dribbles in his backcourt, when A2 commits a technical foul.

Interpretation: Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul was called. Team A shall have 5 seconds to cause the ball to move to the frontcourt and 21 seconds on the shot clock.

36-39 Statement. When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, and there is a throw-in to be administered with a player defending the thrower-in, the following procedure shall be applied:

- The official shall use an illegal boundary line crossing signal as a warning before handing the ball to the thrower-in.
- If then the defensive player moves any part of his body over the boundary line to interfere with the throw-in, a technical foul shall be called without further warning.

The same procedure shall also be applied after a successful field goal and last free throw, when the ball is not handed to the thrower-in.

36-40 Example: With 1:08 remaining on the game clock in the fourth quarter and with 11 seconds on the shot clock, A1 has the ball in his hands for a throw-in from its frontcourt. B1 holds his hands over the boundary line to block A1's throw-in.

Interpretation: As the official has given a warning before he has handed the ball to A1, B1 shall be charged with a technical foul for interfering with the throw-in. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the technical foul was called. Team A shall have 14 seconds on the shot clock.

36-41 **Example:** With 1:08 remaining on the game clock in the fourth quarter and with 21 seconds on the shot clock, A1 has the ball in his hands for a throw-in from its backcourt. B1 holds his hands over the boundary line to block A1's throw-in.

Interpretation: As the official has given a warning before he has handed the ball to A1, B1 shall be charged with a technical foul for interfering with the throw-in. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the technical foul was called. Team A shall have 24 seconds on the shot clock.

36-42 **Statement.** When a technical foul is called, the free-throw penalty shall be administered immediately with no line-up. After the free throw has been administered, the game shall be resumed from the place nearest to where the ball was located, when the technical foul was called.

36-43 **Example:** A1 is fouled by B1 on his attempt for a 2-point field goal. Before the administration of the first free throw, a technical foul is called on A2.

Interpretation: After the administration of the free throw by any team B player for A2's technical foul, A1 shall attempt 2 free throws.

36-44 **Example:** A1 is fouled by B1 on his attempt for a 2-point field goal. After A1 has attempted his first of 2 free throws, a technical foul is called on A2.

Interpretation: After the administration of the free throw by any team B player for A2's technical foul, A1 shall attempt his second free throw.

36-45 **Example:** During a time-out a technical foul is called on A1.

Interpretation: The time-out shall be completed. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed from the point it has been interrupted for the time-out.

36-46 **Example:** A1 attempts a shot for a field goal. While the ball is in the air a technical foul is called on:

a) B1.

b) A2.

Interpretation: After the administration of the free throw by:

a) Any team A player for B1's technical foul,

b) Any team B player for A2's technical foul,

If A1's shot enters the basket, the goal counts. The game shall be resumed with a team in from any place behind the endline.

If A1's shot does not enter the basket, the game shall be resumed with an alternating possession throw-in.

36-47 Example: A1 attempts a shot for a field goal. While the ball is in the air a technical foul is called on the doctor of:

a) Team B.

b) Team A.

Interpretation: After the administration of the free throw by:

a) Any team A player for team B's doctor technical foul,

b) Any team B player for team A's doctor technical foul,

If A1's shot enters the basket, the goal counts. The game shall be resumed with a team in from any place behind the endline.

If A1's shot does not enter the basket, the game shall be resumed with an alternating possession throw-in.

36-48 Example: A1 has the ball in his hands during his act of shooting when a technical foul is called on:

a) B1.

b) A2.

Interpretation: After the administration of the free throw by:

a) Any team A player for B1's technical foul:

- If A1's shot enters the basket, the goal counts. The game shall be resumed with a team B throw-in from any place behind the endline.
- If A1's shot does not enter the basket, the game shall be resumed with team A throw-in from the place where the ball was located when the technical foul was called.

b) Any team B player for A2's technical foul:

- If A1's shot enters the basket, the goal does not count. The game shall be resumed with a team A throw-in from the place where the ball was located when the technical foul was called.
- If A1's shot does not enter the basket, the game shall be resumed with a team A throw-in from the place where the ball was located when the technical foul was called.

36-49 Example: A1 has the ball in his hands during his act of shooting when a technical foul is called on the doctor of:

a) Team B.

b) Team A.

Interpretation: After the administration of the free throw by:

a) Any team A player for team B's doctor technical foul:

- If A1's shot enters the basket, the goal counts. The game shall be resumed with a team B throw-in from any place behind the endline.

- If A1's shot does not enter the basket, the game shall be resumed with team A throw-in from the place where the ball was located when the technical foul was called.

b) Any team B player for team A's doctor technical foul:

- If A1's shot enters the basket, the goal does not count. The game shall be resumed with a team A throw-in from the place where the ball was located when the technical foul was called.
- If A1's shot does not enter the basket, the game shall be resumed with a team A throw-in from the place where the ball was located when the technical foul was called.

Art. 37 Unsportsmanlike foul

37 Comment 1:

- a) An unsportsmanlike foul is a player contact foul which, in the judgment of the official, is:
- Not a legitimate attempt to play the ball or take a position on the court within the spirit and intent of the rules. (Normal wheelchair basketball play).
 - Excessive, hard contact caused by a player in an effort to play the ball or gain a position on the court.
 - Contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break when no defensive player is between the offensive player and the opponent's basket, except if it is a legitimate attempt to cross the path of the offensive player laterally.
 - Contact by the defensive player on an opponent on the court during the last 2 minutes in the fourth quarter and in each overtime, when the ball is out-of-bounds for a throw-in and still in the hands of the official or at the disposal of the player taking the throw-in and it is not normal wheelchair basketball play.
- b) An unsportsmanlike foul is more serious than a normal personal foul but not necessarily serious enough to warrant disqualification.
- c) A player who commits a second unsportsmanlike foul must be disqualified for the remainder of the game.
- d) An unsportsmanlike foul normally carries a penalty of 2 free throws plus possession of the ball for a throw-in at the throw-in line in the frontcourt with 14 seconds on the shot clock.

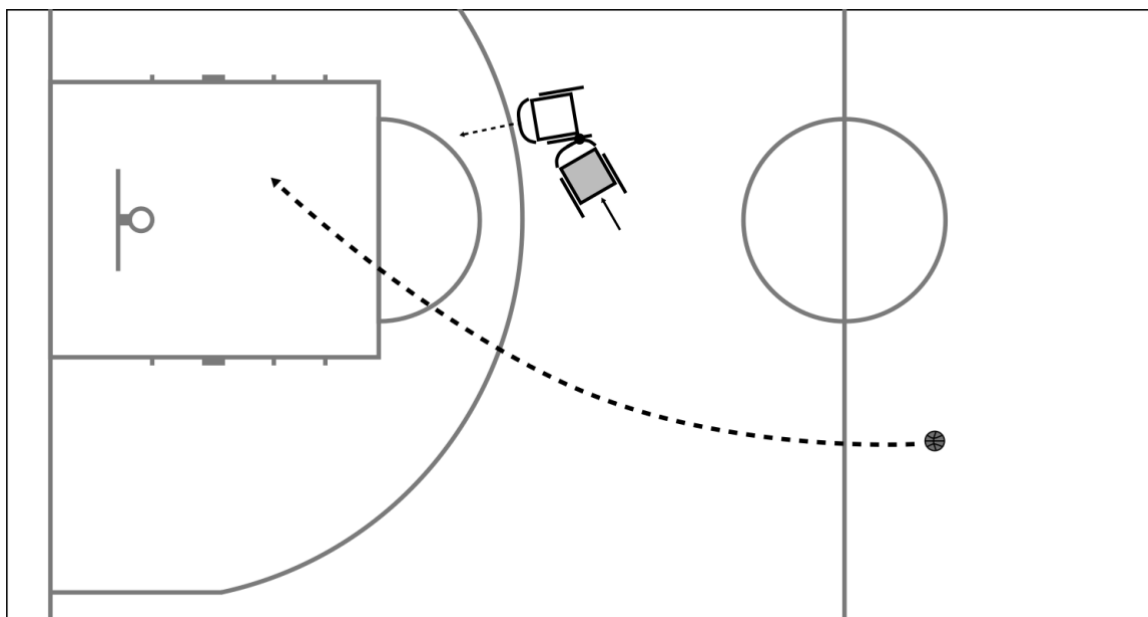
The exceptions are:

- When an unsportsmanlike foul occurs in the act of shooting, scores, then only 1 free throw is awarded, plus possession as specified above.

- When an unsportsmanlike foul occurs in the act of shooting for a 3-point attempt, fails to score, then 3 free throws plus possession as specified above.

- 37** **Comment 2:** Unsportsmanlike fouls can be considered to fall into two categories along a spectrum of intensity. Firstly, the unsportsmanlike foul which falls just beyond the 'error of judgment' type of foul is called and administered without necessarily warning the player. Secondly, unsportsmanlike fouls at the other end of the spectrum falling just below those considered worthy of disqualification, require the player and his coach to be warned that any repetition by the player concerned will result in disqualification.
- 37** **Comment 3:** Unsportsmanlike fouls can be regarded as those committed by players with the intention in mind of gaining an advantage by fouling. **Nevertheless the officials may judge only the action.**
- 37** **Comment 4:** In all cases, free throws are followed by possession of the ball for a throw-in at the throw-in line in the frontcourt with 14 seconds on the shot clock.
- 37.1.1** **Comment 1:** There are fast break situations in wheelchair basketball where an attempt to stop the fast break can be laterally to the offensive player (crossing the path). If the attempt to cross the path results in an illegal contact, a personal foul should be charged against the offender.
- 37.1.1** **Situation 1:** Fast break situation. A1, with the ball drives to the opponent's basket. No defensive player is between A1 and the basket. B1 is driving parallel to A1 and tries to cross the path of A1. B1 fails to be in advance of the most forward part of A1's wheelchair, trying to cross the path of A1. An illegal contact of B1 occurs.
Ruling: A personal foul is called on B1.
- 37.1.1** **Situation 2:** Fast break situation. A1, with the ball drives to the opponent's basket. No defensive player is between A1 and the basket. B1 tries to stop the fast break of A1 by contacting the rear wheel of A1 with his footrest.
Ruling: An unsportsmanlike foul is called on B1.
- 37.1.1** **Situation 3:** B1 is behind A1 on a fast break by A1. As A1 attempts to shoot, B1 makes no attempt to play the ball, but
a) runs into the back of the chair of A1, or
b) taps the rear wheel of A1 with his footrest.
Ruling: In both cases, the official may assess the actions of B1 as unsportsmanlike actions and will charge the player with an unsportsmanlike foul. If the shot of A1 was successful, the game is restarted with one free throw (with no line-up of players at the free-throw line), followed by a throw-in at the throw-in line in the frontcourt with 14 seconds on the shot clock. If the shot was unsuccessful, 2 free or 3 throws are awarded (no line-up), followed by a throw-in at the throw-in line in the frontcourt with 14 seconds on the shot clock.

- 37.1.1 Situation 4:** As B4 plays a man to man defence, A4 gains an advantageous position, as noted in the following diagram. No defensive



player is between A4 and the opponent's basket. Just at the moment when he tries to move away from his opponent to catch a pass, his rear wheel is forcibly held by B4. A4 frees himself but too late to catch the pass and the ball goes out-of-bounds.

Ruling: B4 is charged with an unsportsmanlike foul and A4 is awarded 2 free throws plus possession of the ball to team A for a throw-in at the throw-in line in the frontcourt with 14 seconds on the shot clock.

- 37.1.1 Comment 2:** When the ball is out-of-bounds for a throw-in and is still in the hands of the official or is already at the disposal of the thrower-in, and a defensive player on the court causes contact with an opponent and a foul is called: **This action shall be judged only as unsportsmanlike if it is excessively hard contact or not a normal wheelchair basketball play.**

- 37.1.2 Statement:** During the last 2 minutes of the fourth quarter and during the last two minutes of each overtime, the ball is out-of-bounds for a throw-in and still in the hands of the official or already at the disposal of the player taking the throw-in. If a defensive player on the playing court causes hard contact with an opponent and a foul is called, it is an unsportsmanlike foul.

- 37.1.2 Situation 1:** In the closing 30 seconds of the game, B1 commits illegal contact with A1, obviously in the intention to stop the game clock.

Ruling: A personal foul shall be called on B1 immediately, unless there is hard contact.

If team B is not in team penalty, team A is awarded the ball for a throw-in at the place nearest the infraction.

- 37.1.2 Situation 2:** A1 executes a legal screen on B1 in order to move away for a "give and go". B1 prevents this from occurring by holding A1.

Ruling: B1 is charged with an unsportsmanlike foul and A1 is awarded 2 free throws followed by possession of the ball for a throw-in to team A for a throw-in at the throw-in line in the frontcourt with 14 seconds on the shot clock.

- 37.1.2 Situation 3:** In order to create an offensive mismatch (5 on 4, 3 on 2, etc.), A1 screens defender B1 in his backcourt. As A1 tries to move away, he is held by B1.

Ruling: In assessing the whole play, the officials may decide to charge B1 with an unsportsmanlike foul if B1's holding is considered not normal wheelchair basketball play.

- 37.1.2 Situation 4:** A1 has the ball in his hands or at his disposal for a throw-in when B1 causes hard contact with A2 and a foul is called on B1.

Ruling: If B1 is not making any effort to play the ball and causes hard contact with A2 to gain an unsportsmanlike advantage by not allowing the game clock to-restart, an unsportsmanlike foul must be called without a warning being given.

- 37.1.2 Comment:** Unsportsmanlike fouls must be interpreted consistently throughout the game.

- 37.1.2 Situation 5:** A1 has the ball in his hands or at his disposal for a throw-in when B1 causes chair/arm contact with A2 in a valid attempt to secure possession of the ball.

Ruling: The action of B1 is not considered to be unsportsmanlike. A personal foul shall be assessed to B1.

- 37.1.2 Situation 6:** With 1:29 seconds to play in the second quarter, the ball is out-of-bounds and at the disposal of A1 for a throw-in. B1 causes illegal contact with A2.

Ruling: A personal foul shall be called on B1 immediately.

Additional information about Article 37

37-1 to 37-3: not applicable

- 37-4 Statement.** When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, and after the ball has left the hands of the player taking the throw-in, a defensive player, in order to stop or not to restart the game clock, causes contact with an offensive player who is just about to receive or has received the ball on the playing court. If such contact is judged as normal wheelchair basketball play it shall be called immediately as a personal foul unless there is hard contact called as an unsportsmanlike or disqualifying foul. **The principle of advantage/disadvantage shall not be applied.**

- 37-5 Example:** With 1:02 remaining on the game clock in the fourth quarter of the game and with the score A 83 – B 80 the ball has left the hands of A1 on a throw-in, when B2 causes contact on the playing court with A2 who is about to receive the ball. A foul is called on B2.

Interpretation: A personal foul shall be called on B2 immediately unless the officials judge that this is not a legitimate attempt to directly play the ball or the severity of the B2 contact requires an unsportsmanlike or disqualifying foul to be called.

37-6 **Example:** With 1:02 remaining on the game clock in the fourth quarter of the game and with the score A 83 – B 80 the ball has left the hands of A1 on a throw-in, when A2 causes contact on the playing court with B2. A foul is called on A2.

Interpretation: A2 has not gained an advantage by committing a foul. A personal foul shall be called on A2 immediately, unless there is hard contact. Team B is awarded the ball for a throw-in from the place nearest to where the foul was called.

37-7 **Example: not applicable.**

37-8 **Statement:** Contact by the defensive player from behind or laterally (except if it is a legitimate attempt to cross the path of the offensive player laterally) on an opponent in an attempt to stop the fast break and with no other defensive player between the offensive player and the opponents' basket shall be called as an unsportsmanlike foul only until the offensive player begins his act of shooting. However, not a legitimate attempt to directly play the ball or any hard contact may be called as an unsportsmanlike foul at any time during the game.

37-9 **Example:** A1 dribbles to the basket on a fast break and there is no defensive player between A1 and the opponents' basket. B1 contacts A1 illegally from behind and a foul is called.

Interpretation: An unsportsmanlike foul.

37-10 **Example:** Finishing his fast break and before A1 has the ball in his hands to start his act of shooting B1 contacts his arm from behind:

a) Trying to steal the ball.

b) With an excessive hard contact.

Interpretation: In both cases, an unsportsmanlike foul.

37-11 **Example:** Finishing his fast break, A1 starts his act of shooting when B1 contacts his arm from behind:

a) Trying to block the ball.

b) With an excessive hard contact.

Interpretation:

a) A personal foul.

b) An unsportsmanlike foul.

37-12 **Statement.** After a player has committed his fifth personal foul, he has become an excluded player. Any further technical, unsportsmanlike or disqualifying foul shall be penalised accordingly.

37-13 **Example:** A1 has committed his fifth foul. On the way to his team bench, he pushes B1 and is charged with an unsportsmanlike foul.

Interpretation: A1 has become an excluded player. His unsportsmanlike foul shall be charged as a technical foul against coach A, recorded as 'B1'. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team B throw-in from the place nearest to where the ball was located when the unsportsmanlike foul on A1 was called.

37-14 Example: A1 has committed his fifth foul. On the way to his team bench, he verbally abuses an official and is charged with a technical foul.

Interpretation: A1 has become an excluded player. His unsportsmanlike foul shall be charged as a technical foul against coach A, recorded as 'B1'. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team B throw-in from the place nearest to where the ball was located when the technical foul on A1 was called.

37-15 Example: A1 has committed his fifth foul. This is team A's second team foul in the quarter. On the way to his team bench, A1 pushes B1 and is charged with an unsportsmanlike foul. B1 now pushes back on A1 and is also charged with an unsportsmanlike foul.

Interpretation: A1 has become an excluded player. His unsportsmanlike foul shall be charged as a technical foul against coach A, recorded as 'B1'. The unsportsmanlike foul against B1 shall be charged to him, recorded as 'U2'. Any team B player shall attempt 1 free throw with no line-up. The substitute for A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt clock, with 14 seconds on the shot.

Art. 38 Disqualifying foul

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

38.1.3 See comment Art. 3.1

Additional information about Article 38

38-1 Statement. Any disqualified person is no longer a team member, coach, assistant coach, substitute, excluded player or any accompanying delegation member. Therefore, he may no longer be penalized for additional unsportsmanlike behavior.

38-2 Example: A1 is disqualified for flagrant unsportsmanlike behavior. He leaves the playing court and verbally insults an official.

Interpretation: A1 is already disqualified and may no longer be penalized for his verbal insults. The official or the commissioner, if present, shall send a report describing the incident to the organizing body of the competition.

38-3 **Statement.** When a player is disqualified for a flagrant unsportsmanlike non-contact action the penalty is the same as for a contact disqualifying foul.

38-4 **Example:** A1 commits a travelling violation. Frustrated, he verbally insults the official, A1 is charged with a disqualifying foul.

Interpretation: A1 has become a disqualified player. His disqualifying foul is charged against him and recorded as 'D2'. Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock.

38-5 **Statement.** When an assistant coach, substitute, excluded player or accompanying delegation member is disqualified, the coach shall be charged with a technical foul, recorded as 'B2'. The penalty shall be the same as any other disqualifying foul.

38-6 **Example:** A1 has been charged with his fifth personal foul. This is team A's second foul in this quarter. Frustrated, he verbally insults the official. A1 is charged with a disqualifying foul.

Interpretation: A1 has become a disqualified player. His disqualifying foul is charged against coach A, recorded as 'B2'. Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock.

38-7 **Statement.** A disqualifying foul is any flagrant unsportsmanlike action by a player, coach or assistant coach, substitute, excluded player or any accompanying delegation member. It can be:

a) Against a person from the opposing team, officials, table officials and commissioner.

b) Against any member of his own team.

c) Against anybody else present in the sport venue including spectators.

d) For any intentional physical actions damaging game equipment.

38-8 **Example:** The following flagrant unsportsmanlike actions occur:

a) In the third quarter, A1 punches his teammate A2.

b) A1 leaves the playing court and punches a spectator.

c) A6 in his team bench area punches his teammate A7.

d) A6 hits the scorer's table and damages the shot clock.

Interpretation:

In a) and b) A1 shall be disqualified. His disqualifying foul shall be charged against him, recorded as 'D2'.

In c) and d) A6 shall be disqualified. His disqualifying foul shall be charged against him, recorded as 'B2'.

Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock.

Art. 39 Fighting

Additional information about Article 39

39-1 **Statement.** If after the fight all penalties have cancelled each other, the team which was in the control of the ball when the fight started shall be awarded a throw-in from the throw-in line in its frontcourt and shall have on the shot clock only whatever time was when the game was stopped.

39-2 **Example:** Team A has possession of the ball for:

a) 20 seconds,

b) 5 seconds,

when a situation which may lead to a fight occurs. The officials disqualify 2 substitutes of each team for leaving their team bench area.

Interpretation: Team A, which controlled the ball before the fighting started, shall be awarded a throw-in from the throw-in line in its frontcourt with:

a) 4 seconds,

b) 19 seconds

on the shot clock.

39-3 **Statement.** A coach shall be charged with a technical foul for a disqualification of himself, his assistant coach (if one or both do not assist the officials to maintain or to restore order), substitute, excluded player or an accompanying delegation member for leaving the team bench area during a fighting situation. The technical foul, recorded as 'B₂'. The penalty shall be 2 free throws and possession of the ball for the opponents.

For each additional disqualifying foul, the penalty shall be 2 free throws and possession of the ball for the opponents.

All penalties shall be administered, unless there are equal penalties against opponent teams to be cancelled. In this case the game shall be resumed from the throw-in line in the team's frontcourt as for any other disqualifying foul. The shot clock shall be reset to 14 seconds.

39-4 **Example:** In a fighting situation, A6 has entered the playing court and has therefore been disqualified.

Interpretation: Coach A shall be charged with a technical foul, recorded as "B₂". Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. The shot clock shall be reset to 14 seconds.

39-5 **Example:** A1 and B1 start fighting on the playing court. At that moment A6 and B6 enter the playing court but they are not involved in the fighting. A7 also enters the playing court and punches B1 with the fist in his face.

Interpretation: A1 and B1 shall be disqualified, recorded as 'Dc'. A7 shall be disqualified, recorded as 'D2'. On the scoresheet the remaining foul spaces of A7 shall be filled with 'F'. A6 and B6 shall be disqualified for having entered the playing court during fighting. Coach A and coach B shall be charged with technical foul recorded as 'Bc'. On the scoresheet the remaining foul spaces of A6 and B6 shall be filled with 'F'. The penalties for both disqualifying fouls (A1, B1) and both technical fouls (A6, B6) cancel each other. The substitute for B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in line in its frontcourt. The shot clock shall be reset to 14 seconds.

39-6 **Example:** A1 and B1 start fighting on the playing court. A6 and team A manager enter the playing court and actively get involved in the fight.

Interpretation: A1 and B1 shall be disqualified, recorded as 'DC'. The penalties for both disqualifying fouls (A1, B1) cancel each other. Coach A shall be charged with a technical foul, recorded as 'B2'. A6 shall be disqualified recorded as 'D2'. On the scoresheet the remaining foul spaces of A6 shall be filled with 'F'. Team A manager shall also be disqualified. His disqualifying foul shall be charged against coach A, recorded as 'B2'.

Any team B player(s) shall attempt 6 free throws (2 free throws for the coach A technical foul as A6 and team A manager have left their team bench area, 2 free throws for the A6 disqualifying foul for his active involvement in the fight, 2 free throws for the coach A technical foul as team A manager has been disqualified for his active involvement in the fight).

The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. The shot clock shall be reset to 14 seconds.

RULE SEVEN – GENERAL PROVISIONS

Art. 42 Special situations

- 42** **Situation:** A1 takes the first of two free throws but, before taking the second, A2 is charged with a technical foul. A1 completes the second free throw. Is it permitted for team B to make a substitution prior to the free throw for the technical foul?

Ruling: Yes. (See Art. 19.3.9).

42.2 Situation 1:

- 1) Unsportsmanlike foul by B1 on A1 during a successful shot for goal. Penalty: 1 free throw for A1 and possession of the ball to team A with the throw-in from the throw-in line in its frontcourt. The shot clock shall be reset to 14 seconds.
- 2) Technical foul against Coach B. Penalty: 1 free throw for team A, followed by 1 free throw for A1 and possession of the ball to team A with the throw-in from the throw-in line in its frontcourt with 14 seconds on the shot clock.
- 3) Technical foul against A1. Penalty: 1 free throw for team B, followed by 1 free throw for A1 and possession of the ball to team A with the throw-in from the throw-in line in its frontcourt with 14 seconds on the shot clock.

Ruling: The penalties of 2) and 3) are equal and will be cancelled. The game will continue with 1 free throw for A1 and possession of the ball with a team A throw-in from the throw-in line in its frontcourt. The shot clock shall be reset to 14 seconds.

42.2 Situation 2:

- 1) A1 commits a technical foul. Penalty: 1 free throw for team B and possession of the ball to the team which had the ball control or was entitled to the ball, with a throw-in from the nearest to where the ball was located when the technical foul was called.
- 2) B1 commits a technical foul. Penalty: 1 free throw for team A and possession of the ball to the team which had the ball control or was entitled to the ball, with a throw-in from the nearest to where the ball was located when the technical foul was called.
- 3) A double foul occurs between A1 and B1 normally resulting in a throw-in for the team which had ball control when the double foul occurred.
- 4) Coach B incurs a technical foul. Penalty: 1 free throw for team A and possession of the ball to the team which had the ball control or was entitled to the ball, with a throw-in from the nearest to where the ball was located when the technical foul was called.

Ruling: The first and second penalties, which are equal, cancel each other. The right to possession of the ball for team, which had ball control when the double foul occurred, is cancelled due to further penalties. The game continues with 1 free throw for any team A player, followed by possession of the ball to the team which had the ball control or was entitled to the ball, with a throw-in from the nearest to where the ball was located when the technical foul was called.

42.2.2 Situation 1: A1 on a drive for basket is fouled by B1 which is team B's fifth team foul in the quarter. In his frustration, A1 throws the ball at B1 and is charged with a technical foul for unsportsmanlike conduct.

Ruling: Charge the appropriate fouls to A1 and B1. B1 shall attempt 1 free throw, followed by A1's 2 awarded free throws.

42.2.2 Situation 2: As in the situation described above, but the technical foul by A1 is his fifth foul and he is removed from the game. However, he continues to argue with the official who awards another technical foul to be recorded as 'B2' against team A coach. How is the game restarted?

Ruling: Charge B1 with a personal foul. Charge A1 with a technical foul (his fifth) and coach of team A with a technical foul, recorded as 'B2'. The penalties are not equal. B1 shall attempt 1 free throw for the A1 technical foul and any team B player shall attempt another free throw for the team A coach technical, followed by 2 free throws for the substitute of A1.

42.2.3 Situation:

- 1) B1 fouls A1 in the act of shooting; A1 does not score. Penalty; 2 free throws for A1.
- 2) Coach of team B incurs a technical foul. Penalty; 1 free throw for team A, followed by 2 free throws for A1.
- 3) Technical foul against A2. Penalty; 1 free throw for team B, followed by 2 free throws for A1.

Ruling: Penalties for 2) and 3) are equal and will be cancelled. 2 free throws are awarded to A1 for the foul in the act of shooting.

42.2.5 Situation 1:

A1 has to attempt 2 free throws.

- 1) Before the ball becomes live for the first free throw, a personal foul is called on A2, which is team A's fifth foul in the quarter.
- 2) After the ball becomes live for the first free throw, a personal foul is called on A2, which is team A's fifth foul in the quarter.

Ruling: In order for a foul penalty to have the potential to cancel another foul penalty, the cancelling must occur before the ball is live for the first or only free throw (see Art. 42.2.5).

In example 1), the two fouls with equal penalties cancel each other and play is resumed according to the alternating possession.

But in example 2) above, cancelling is no longer possible, as the ball is already live for the first free throw. Therefore A1 attempts 2 free throws

with no line-up; then team B player, who received the foul, attempts 2 free throws.

42.2.5 Situation 2:

- 1) B1 fouls A1. It is team B's **fifth** team foul in the quarter. Penalty; 2 free throws for A1.
- 2) Coach B incurs a technical foul. Penalty; 1 free throw for any team A player, followed by 2 free throws for A1.
- 3) The official has just handed the ball to any team A player for the free throw, when a technical foul is called on coach A. Penalty; 1 free throw for any team B player, followed by 2 free throws for A1.

Ruling: The 2 technical fouls have equal penalties, which cancel each other. A1 attempts 2 free throws and the game continues.

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

42.2.7 Situation 1: B1 commits an unsportsmanlike foul on A1 **whose team is in control of the ball**. The coach of team A is very concerned about this action and is charged for his behaviour with a technical foul.

Ruling: Both fouls will be charged. The penalties are not equal.

1 free throw for any team B player, followed by 2 free throws for A1 and possession of the ball to team A with the throw-in from the throw-in line in its frontcourt with 14 seconds on the shot clock.

42.2.7 Situation 2: B1 commits an unsportsmanlike foul on A1 whose team is in control of the ball. Afterwards A1 pushes B1 and is also charged with an unsportsmanlike foul.

Ruling: Both fouls will be charged. The penalties are equal against both teams and will be cancelled. The ball shall be awarded to team A for a throw-in from the throw-in line in its frontcourt with 14 seconds on the shot clock. (See Art. 50.4 Rules)

Additional information about Article 42

42-1 Statement. In special situations with a number of penalties to be administered during the **same game clock stopped** period, officials must pay particular attention to the order in which the violation or fouls occurred in determining which penalties are to be administered and which penalties are to be cancelled.

42-2 Example: A1 attempts a shot for a field goal. While the ball is in the air, the shot clock signal sounds. After the signal, with A1 still in the act of shooting (the follow through of the shot has not completed), B1 commits an unsportsmanlike foul on A1 and:

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

Interpretation: In all cases, B1's unsportsmanlike foul cannot be disregarded.

- a) A1 in his act of shooting for a field goal is fouled by B1. The team A shot clock violation (the ball misses the ring) shall be disregarded as it has occurred after the unsportsmanlike foul. A1 shall attempt 2 or 3 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.
- b) No shot clock violation has occurred. A1 shall attempt 2 or 3 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.
- c) A1 shall be awarded 2 or 3 points and 1 additional free throw with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.

42-3 **Example:** A1 in his act of shooting for a field goal is fouled by B2. Afterwards, while A1 is still in the act of shooting, he is fouled by B1.

Interpretation: B1's foul shall be disregarded unless it is an unsportsmanlike or disqualifying foul.

42-4 **Example:** B1 commits an unsportsmanlike foul on A1. After the foul, coach A and coach B commit technical fouls.

Interpretation: Equal penalties shall be cancelled in the order in which they occur. Therefore, the penalties for the coaches' technical fouls shall be cancelled. A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.

42-5 **Example:** B1 commits a foul on A1 on a successful field goal. A1 then commits a technical foul.

Interpretation: A1's goal counts. The penalties for both fouls are equal and cancel each other. The game shall be resumed as after any field goal.

42-6 **Example:** B1 commits an unsportsmanlike foul on A1 on a successful field goal. A1 then commits a technical foul.

Interpretation: A1's goal counts. The penalties for both fouls are not equal and shall not cancel each other. Any team B player shall attempt 1 free throw with no line-up. A1 shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.

42-7 **Example:** On getting a free position, B1 pushes off A1, called as a personal foul, team B's third foul in the quarter. Then (not at approximately the same time) A1 hits B1 with his elbow, called as an unsportsmanlike foul.

Interpretation: This is not a double foul. The penalties for both fouls are not equal and shall not cancel each other. B1 shall attempt 2 free throw with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt.

42-8 **Example:** Dribbler A1 is fouled by B1, team B third foul in the quarter. After that, A1 throws the ball against B1 body (hands, legs, torso etc).

Interpretation: B1 is charged with the personal foul. A1 is charged with a technical foul. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in nearest to where the foul against B1 was called.

42-9 **Example:** Dribbler A1 is fouled by B1, team B fifth foul in the quarter. After that, A1 throws the ball from the short distance directly to B1 face (head).

Interpretation: B1 is charged with the personal foul. A1 is charged with a disqualifying foul. The substitute for A1 shall attempt 2 free throw with no line-up. After that any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt.

42-10 **Example:** Dribbler A1 is fouled by B1, team B third foul in the quarter. After that, A1 throws the ball from the short distance directly to B1 face (head).

Interpretation: B1 is charged with the personal foul. A1 is charged with a disqualifying foul. Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt.

42-11 **Example:** Dribbler A1 is fouled by B1, team B fifth foul in the quarter. After that, A1 throws the ball against B1 body (hands, legs, torso etc.).

Interpretation: B1 is charged with the personal foul. A1 is charged with a technical foul. Any team B player shall attempt 1 free throw with no line-up. A1 shall attempt 2 free throws and the game shall continue as after any last free throw.

42-12 **Example:** With 8 seconds on the shot clock, B1 in his backcourt commits a foul on A1. After that B2 commits a technical foul.

a) B1 foul is the team B fourth, B2 technical foul is the team B fifth foul in the quarter.

b) B1 foul is the team B fifth, B2 technical foul is the team B sixth foul in the quarter.

c) A1 was fouled in the act of shooting and ball has not entered the basket.

d) A1 was fouled in the act of shooting and ball has entered the basket.

Interpretation: In all cases, any team A player shall attempt 1 free throw for the technical foul with no line-up. After the free throw:

a) The game shall be resumed with a team A throw-in from the place nearest to where the foul on A1 was called. The shot clock shall be reset to 14 seconds.

b) A1 shall attempt 2 free throws and the game shall continue as after any last free throw.

c) A1 shall attempt 2 or 3 free throws and the game shall continue as after any last free throw.

d) A1's goal counts. A1 shall attempt 1 free throw and the game shall continue as after any last free throw.

42-13 Example: With 8 seconds on the shot clock, B1 commits an unsportsmanlike foul on A1. After that:

a) A2

b) B2

commits a technical foul.

Interpretation:

a) Any team B player shall attempt 1 free throw with no line-up.

b) Any team A player shall attempt 1 free throw with no line-up.

In both cases, after the free throw for the technical foul, A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock.

42-14 Statement. If double fouls or fouls with equal penalties are committed during free-throw activity, the fouls shall be charged but no penalties are administered.

42-15 Example: A1 is awarded 2 free throws. After the first free throw:

a) A2 and B2 commit a double foul.

b) A2 and B2 commit technical fouls.

Interpretation: Fouls shall be charged against A2 and B2, after which A1 shall attempt the second free throw. The game shall be resumed as after any last free throw.

42-16 Example: A1 is awarded 2 free throws. Both free throws are successful. Before the ball becomes live after the last free throw:

a) A2 and B2 commit a double foul.

b) A2 and B2 commit technical fouls.

Interpretation: Fouls shall be charged against A2 and B2. The game shall be resumed with a team B throw-in from the endline as after any successful last free throw.

42-17 Statement. In the case of double fouls and after cancellation of equal penalties against both teams, if there are no other penalties remaining for administration, the game is resumed with a throw-in by the team that had control of the ball or was entitled to the ball before the first infraction.

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

42-18 **Example:** During the interval of play between the first and second quarter, players A1 and B1 commit disqualifying fouls or coach A and coach B commit technical fouls.

The alternating possession arrow favours:

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

Interpretation:

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

Art. 43 Free throws

43.2.1 and 44.1 Situation: After an unsportsmanlike foul, A1 is awarded 2 free throws and a throw-in from the throw-in line in its frontcourt. But A2 replaces A1 and executes the first free throw successfully. The captain of the other team protests and identifies A1 to be the intended free-throw shooter.

Ruling: The free throws are cancelled. The ball is awarded to Team B for a throw-in at the free-throw line extended.

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

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

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

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

43.2.4 Comment 1:

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

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

43.3.1 Statement: Article 43.3.1 stipulates that a violation by the free-throw shooter takes precedence over violations committed by other players.

43.3.3 Situation 1: The last free throw is awarded to A1. Before A1 releases the ball, B1 enters the restricted area (without disconcerting A1). Prior to releasing the ball, A1's rear wheels touch the free-throw line or enter the restricted area. The free throw is successful.

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

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

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

43.3.3 Situation 3: The last free throw is awarded to A1. Before A1 releases the ball, B1 enters the restricted area and disconcerts free-throw shooter A1. Prior to releasing the ball, A1's rear wheels touch the free-throw line or enter the restricted area. The free throw is successful.

Ruling: The successful free throw shall be cancelled. Only the disconcertion by B1 shall be penalized. A1 shall be entitled to a substitute free-throw attempt.

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

Ruling: Only the disconcertion by B1 shall be penalized. A1 shall be entitled to a substitute free-throw attempt.

Comment 1: In both situations, only the disconcertion shall be penalized resulting in a substitute free-throw attempt.

Comment 2: It is important to remember that in all situations described, the violations are committed on the last free-throw attempts.

Art. 44 Correctable error

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

44.2.5 Situation: A1 attempts 2 free throws merited by A2. The error is discovered after the ball has again become live and while the ball is in the control of Team B.

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

Additional information about Article 44

44-1 Statement: To be correctable, the error must be recognized by the officials, table officials or commissioner, if present, before the ball becomes live following the first dead ball after the game clock has started following the error. That is:

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

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

44-2 Example: B1 fouls A1, team B's fourth foul in the quarter. The official commits an error by awarding A1 2 free throws. Following the successful last free throw, the game continues and the game clock starts. B2 receives the ball, dribbles and scores.

The error is discovered:

- a) Before,
- b) After

the ball is at the team A's player disposal for the throw-in from the endline.

Interpretation:

B5's goal counts.

- a) The error is still correctable. Any free throw made shall be cancelled. Team A shall be awarded the ball for a throw-in from the endline where the game was interrupted to correct the error.
- b) The error is no longer correctable and the game continues.

44-3 Example: A1 is fouled by B1. This is team B's fifth foul in the quarter. A1 is awarded 2 free throws. After the first successful free throw, B2 erroneously takes the ball and the ball in from the endline to B3. While B3 in his frontcourt and with 18 second on the shot clock, the error of not having the A1's free throw executed is discovered.

Interpretation: The game shall be stopped immediately. A1 shall his second free throw with no line-up. The game shall be resumed with a team B throw-in the place where the game was interrupted, with 18 seconds on the shot clock.

44-4 **Statement.** If the error constitutes the wrong player attempting a free throw (s), the free throw (s) attempted as a result of the error shall be cancelled. The ball shall be awarded to the opponents for a throw-in from the free-throw line extended. In this case the ball shall be awarded for a throw-in at the place nearest to where the game was interrupted, unless penalties for further infractions are to be administered. If the officials discover, before the ball has left the hands of the free-throw shooter for the first or only free throw, he shall be immediately replaced by the correct free-throw shooter without any sanction.

44-5 **Example:** B1 fouls A1, team B's sixth foul in the quarter. A1 is awarded 2 free throws. Instead of A1, it is A2 who attempts 2 free throws. The error is discovered:

- a) Before the ball has left A2's hands for the first free throw.
- b) After the ball has left A2's hands for the first free throw.
- c) After the successful second free throw

Interpretation:

a) The error shall be immediately corrected. A1 shall be attempt 2 free throws, without any sanction for team A.

b) and c) The 2 free throws shall be cancelled. The game shall be resumed with a team B throw-in from the free-throw line extended in its backcourt.

If B1's foul is unsportsmanlike, the right to the possession of the ball as part of the penalty is cancelled. The game shall be resumed with a team B throw-in from the free throw-line extended in its backcourt.

44-6 **Example:** B1 fouls A1 on his unsuccessful 2-point field goal attempt. After that a technical foul is called on coach B. Instead of A1 attempting 2 free throws for the B1 foul, it is A2 who attempts all 3 free throws. The error is discovered before the ball has left the hands of A2 for his third free throw.

Interpretation: The first free throw for the technical foul penalty was legally taken by A2. The game shall be resumed with a team B throw-in from the free-throw line extended in its backcourt.

44-7 **Example:** B1 fouls A1, team B's sixth foul in the quarter, when the game clock sounds for the end of the third quarter. A1 is awarded 2 free throws. Instead of A1, it is A2 who attempts the 2 free throws. The error is discovered after the ball has left A2's hands for the first free throw.

Interpretation: The 2 free throws shall be cancelled. The fourth quarter shall begin with a team B throw-in from the free-throw line extended in its backcourt, with 24 seconds on the shot clock. The direction of the possession arrow remains unchanged.

44-8 **Statement.** After the error is corrected, the game shall be resumed from the point of interruption to correct the error, unless the correction involves awarding merited free throw(s) and:

- a) If there has been no change of team possession after the error was made, the game shall be resumed as after any last free throw(s).

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

44-9 **Example:** B1 fouls A1, team B's fifth foul in the quarter. Erroneously, A1 is awarded a throw-in instead of 2 free throws. A2 dribbles when B2 taps the ball out-of-bounds. Coach A requests a time-out. During the time-out, the officials recognize the error or it is called to their attention that A1 should have been awarded 2 free throws.

Interpretation: A1 shall attempt 2 free throws and the game shall continue as after any last free throw.

44-10 **Example:** B1 fouls A1, team B fifth foul in the quarter. Erroneously, A1 is awarded a throw-in instead of 2 free throws. After the throw-in, A2 is fouled by B1 on his unsuccessful field goal attempt and is awarded 2 free throws. Team A is granted a time-out. During the time-out, the officials recognize the error or it is called to their attention that A1 should have been awarded 2 free throws.

Interpretation: A1 shall attempt 2 free throws with no line-up. A2 then shall attempt 2 free throws and the game shall resume as after any last free throw.

44-11 **Example:** B1 fouls A1 and this is team B's 5th team foul. Erroneously, A1 is awarded a throw-in instead of 2 free throws. After the throw-in, A2 scores a field goal. Before the ball becomes live, the officials recognize the error.

Interpretation: The error is disregarded. The game shall be resumed as after any field goal.

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

Art. 45 Officials, table officials and commissioner

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

Art. 46 Crew chief: Duties and powers

46.1 **Comment:** See Comment under Art 3.1.

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

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

Additional information about Article 46

46-1 **Statement. Procedure for the application of the Instant Replay System (IRS) review.**

1. The IRS review shall be conducted by the officials.
2. If the call and the decision of the officials is subject to the IRS review, that initial decision must be shown by the officials on the playing court.
3. Prior to the IRS review, the officials may gather as much information as possible from the table officials and from the commissioner, if present.
4. The crew chief makes the decision whether the IRS review shall be used or not. If not, the initial official's decision remains valid.
5. Following the IRS review, the initial decision of the official(s) can be corrected only if the IRS review provides the officials with clear and conclusive visual evidence for the correction.
6. If the IRS review shall be used, it must be used at the latest before the start of the next **quarter or overtime** or before the crew chief has signed the scoresheet, unless otherwise stated.
7. The officials shall keep both teams on the playing court at the end of the **second quarter** if an IRS review is to be used to decide whether before the end of the **second quarter's** playing time a foul, an out-of-bounds violation of the shooter, a shot clock violation or an 8-seconds violation has occurred or whether playing time should be added on the game clock.

8. The officials shall keep both teams on the playing court anytime, if the IRS review is used at the end of the fourth quarter and in each overtime.
9. An IRS review shall be conducted as fast as possible. The officials may extend the duration of the IRS review if technical problems arise,.
10. If the IRS fails to work and there is no approved spare equipment available, the IRS cannot be used.
11. During the IRS review the officials shall ensure that no un-authorised persons have access to the IRS monitor.
12. After the IRS review has ended, the final decision shall be clearly reported by the crew chief in the front of the scorer's table and if necessary, communicated to the coaches of both teams.

46-2 **Example:** A1 attempts a successful shot for a field goal when the game clock signal sounds for the end of the quarter or game. The 2 or 3 points are awarded by the officials. The officials become uncertain if the shot of A1 was released after the end of the playing time.

Interpretation: If the IRS review provides that the ball was released after the end of playing time for the quarter or game, the basket is cancelled. If the IRS review ascertains that the ball was released before the end of playing time for the quarter or game, the crew chief confirms the 2 or 3 points for team A.

46-3 **Example:** Team B is leading by 2 points. The game clock signal sounds for the end of the quarter or game when A1 attempts a successful shot for a field goal and 2 points are awarded by the officials. The officials become uncertain if the shot of A1 should be valid for 3 points.

Interpretation: The IRS review can be used at any time to decide whether a successful shot for a field goal counts for 2 or 3 points.

46-4 **Example:** A1 attempts a successful shot for a 3-points field goal and at approximately the same time the game clock signal sounds for the end of the quarter. The officials become uncertain if A1 has touched the boundary line on his shot.

Interpretation: The IRS review can be used to decide at the end of the quarter whether a successful shot for a field goal was released before the game clock signal has sounded for the end of the quarter. If so, the IRS review can be used furthermore to decide whether and if so how much time shall be displayed on the game clock if an out-of-bounds violation of the shooter has occurred.

46-5 **Example:** With 1:37 remaining on the game clock in the fourth quarter, the shot clock signal sounds. At the same time, A1 scores a field goal and B1 is fouled under the basket by A2. The officials become uncertain if the ball was still in the hands of A1 when the shot clock has expired.

Interpretation: The IRS review can be used to decide whether a successful shot for a field goal was released before the shot clock signal has sounded.

If the IRS review provides that the ball has been released before the shot clock has expired, the goal counts and the foul of A2 shall be administered.

If the IRS review provides that the ball has been released after the shot clock has expired, the goal does not count and the foul of A2 shall be disregarded.

46-6 Example: With 1:37 remaining on the game clock in the fourth quarter, the shot clock signal sounds. At the same time, A1 scores a field goal and A2 is fouled under the basket by B1. The officials become uncertain if the ball was still in the hands of A1 when the shot clock has expired.

Interpretation: The IRS review can be used to decide whether a successful shot for a field goal was released before the shot clock signal has sounded.

If the IRS review provides that the ball has been released before the shot clock has expired, the goal counts and the foul of B1 shall be administered.

If the IRS review provides that the ball has been released after the shot clock has expired, the goal does not count and the foul of B1 shall be disregarded.

46-7 and 8 not applicable

46-9 Example: With 0:40 remaining on the game clock in the fourth quarter, A1 has the ball in his hands or at the disposal for a throw-in when B2 causes contact with A2 on the playing court. An unsportsmanlike foul is called on B2. The officials become uncertain if the ball was still in the hands of A1 when the foul was called.

Interpretation: The IRS review can be used during any time of the game to decide whether a foul shall be downgraded to a personal foul or upgraded to a disqualifying foul.

If the IRS review provides that the foul occurred before the ball was released, the foul of B2 shall remain unsportsmanlike.

If the IRS review provides that the foul (basketball action) occurred after the ball was released and the ball was in the hands of A2, the foul of B2 shall be downgraded to a personal foul.

46-10 Example: An unsportsmanlike foul was called on B1 for hitting A1 with his elbow. The officials become uncertain if B1, by swinging his elbow, has hit A1.

Interpretation: The IRS review can be used during any time of the game to decide whether a personal, unsportsmanlike or disqualifying foul shall be considered as a technical foul.

If the IRS review provides that no contact has occurred, the foul shall be downgraded to a technical foul.

46-11 Example: A personal foul was called on B1. The officials become uncertain if the foul was an unsportsmanlike foul.

Interpretation: The IRS review can be used during any time of the game to decide whether a personal foul shall be upgraded. However, if the IRS review provides that the foul did not occur, the personal foul cannot be cancelled.

46-12 Example: A1 dribbles towards the basket on a fast break with no defensive player between himself and the opponents' basket. B1 uses his arm to reach for the ball and contacts A1 from the side. The official calls an unsportsmanlike foul against B1. The official becomes uncertain if this foul was correctly called an unsportsmanlike foul.

Interpretation: The IRS review can be used during any time of the game to decide whether an unsportsmanlike foul shall be downgraded to a personal foul or upgraded to a disqualifying foul. However, the IRS review provides that A1 was responsible for the contact by hitting the arm of B1. B1's defensive unsportsmanlike foul cannot be exchanged for A1's offensive foul.

The initial official's decision shall remain valid.

46-13 Example: The official calls a foul against B1 on dribbler A1. The official become uncertain if this foul should be upgraded to an unsportsmanlike foul.

Interpretation: The IRS review can be used during any time of the game to decide whether a foul shall be upgraded to an unsportsmanlike foul. However, the IRS review provides that A1 was responsible for the contact by charging into B1. B1's defensive foul cannot be exchanged for A1's offensive foul. The initial official's decision shall remain valid.

46-14 Example: A1 attempts a successful shot for a field goal and at approximately the same time the game clock signal sounds for the end of the quarter. The officials become uncertain if a shot clock violation has occurred.

Interpretation: The IRS review can be used, to decide at the end of the quarter or each overtime, whether a successful shot for a field goal was released before the game clock signal has sounded for the end of the quarter. The IRS review can be used furthermore to decide whether and if so, how much time shall be displayed on the game clock if a shot clock violation has occurred.

46-15 Example: A1 attempts a successful shot for a field goal and at approximately the same time the game clock signal sounds for the end of the quarter. The officials become uncertain if team A has violated against the 8-second rule.

Interpretation: The IRS review can be used to decide at the end of the quarter whether a successful shot for a field goal was released before the game clock signal has sounded for the end of the quarter. If so, the IRS review can be used furthermore to decide whether and how much time shall be displayed on the game clock if an 8-second violation has occurred.

46-16 **Example:** Team B is leading by 2 points. The game clock signal sounds for the end of the quarter or game when B1 commits a personal foul against dribbler A1. It is team B's fifth player foul.

Interpretation: The IRS review can be used at the end of the quarter or each overtime, to decide whether the foul has occurred before the end of the playing time. If so, A1 shall attempt 2 free throws. The game clock shall be reset to the remaining playing time.

46-17 **Example:** A1 attempts an unsuccessful shot for a field goal and is fouled by B1. At approximately the same time the game clock signal sounds for the end of the quarter.

Interpretation: The IRS review can be used at the end of the quarter or each overtime, to decide whether B1's foul has occurred before the game clock signal has sounded.

If the IRS review provides that the foul has occurred before the end of the quarter, the game clock shall be reset to the remaining playing time and free throws shall be administered.

If the IRS review provides that the foul has occurred after the end of the quarter, B1's foul shall be disregarded, no free throws shall be awarded to A1 unless B1's foul was called as unsportsmanlike or disqualifying and the quarter is to follow.

46-18 **Example:** With 5:53 remaining on the game clock in the first quarter, the ball rolls on the playing court next to the sideline when both A1 and B1 try to get the control of the ball. The ball goes out-of-bounds and the ball is awarded to team A for the throw-in. The officials become uncertain of the player who caused the ball to go out of bounds.

Interpretation: The officials cannot use the IRS review at this time. To identify the player who caused the ball to go out-of-bounds, the IRS review can only be used when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime.

46-19 **Example:** A1 attempts a successful shoot for a field goal. The officials award 3 points. The officials become uncertain if the shot was released from the 3-point field goal area.

Interpretation: The IRS review can be used to decide, during any time of the game, the game whether the successful field goal shall count for 2 or 3 points. The IRS review of the given game situation shall be conducted at the first opportunity when the game clock is stopped and the ball is dead. In addition:

1. When the game clock shows 2:00 minutes or less in the fourth quarter and in any overtime the IRS review can be used as soon as the ball has entered the basket and the game clock is stopped.
2. A time-out or substitution request may be cancelled once the IRS review has been completed and the decision of the review has been communicated.

46-20 **Example:** A1 is fouled by B1 and is awarded 2 free throws. The officials are uncertain on the correct free-throw shooter.

Interpretation: The IRS review can be used during any time of the game, to identify the correct free-throw shooter before the ball has left the hands of the free-throw shooter for his first free throw. If the IRS review can still be used after the ball has been at the disposal of the free-throw shooter but if the IRS review provides for a wrong free-throw shooter, a correctable error for permitting a wrong player attempting a free throw has occurred. The free throw(s) attempted, and the possession of the ball if part of the penalty shall be cancelled. The game shall be resumed with a opponents' throw-in from the free-throw line extended in its backcourt.

- 46-21 **Example:** A1 and B1 start to throw punches to each other followed by more players getting involved in a fight. After some minutes the officials have restored the order on the playing court.

Interpretation: Once the order is restored, the officials can use the IRS review during any time of the game, to identify the involvement of team members and accompanying delegation members during any act of violence. After gathering the clear and conclusive evidence of the fighting game situation, the final decision shall clearly be reported by the crew chief in front of the scorer's table and communicated to both coaches.

- 46-22 **Example:** With 1:45 remaining on the game clock in the overtime, A1 near the sideline passes the ball to A2. On the pass, B1 taps the ball to go out-of-bounds. The officials become uncertain if A1 was already out-of-bounds when passing to A2.

Interpretation: The IRS review cannot be used to decide whether a player or a ball was out-of-bounds.

- 46-23 **Example:** With 1:37 remaining on the game clock in the fourth quarter, the ball goes out-of-bounds. The ball is awarded to team A for a throw-in. Team A is granted a time-out. The officials become uncertain of the player who has caused the ball to go out-of-bounds.

Interpretation: The IRS review can be used, when the game clock shows 2:00 minutes or less in the last quarter, to identify the player who caused the ball to go out-of-bounds. The time-out period of 1-minute duration will start only once the IRS review has ended.

- 46-24 **Statement.** Before the game the crew chief approves the IRS and informs the 2 coaches about its availability. Only the IRS approved by the crew chief can be used for the IRS review.

- 46-25 **Example:** A1 attempts a successful shot for a field goal when the game clock signal sounds for the end of the game. There is no approved IRS on the playing court but the team B manager states that the game was filmed by the team video camera from an elevated position and presents to the officials the video material for a review.

Interpretation: The review shall be denied.

- 46-26 **Statement:** After a malfunction of the game clock or shot clock occurs, the crew chief is authorised to use the IRS to decide on how much time he clock(s) shall be corrected.

46-27 **Example:** With 42.2 seconds remaining on the game clock in the second quarter, A1 dribbles towards his frontcourt. At that moment the officials realise that the game clock and shot clock are switched off with no display visible.

Interpretation: The game shall be stopped immediately. The IRS review can be used during any time of the game to decide how much time shall be displayed on both clocks. The game shall be resumed a team A throw-in from the place nearest to when the game was interrupted.

Art. 48 Scorer and assistant scorer: Duties

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

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

RULE NINE– PLAYER CLASSIFICATION SYSTEM

Art. 51 Player Classification Points System

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

Ruling: The commissioner or assistant scorer shall inform the scorer who will, in turn, inform the officials by sounding his signal at the conclusion of the next phase of play if the offending team's opponents are in control of the ball, or immediately, if the offending team is in control of the ball. Team A is required to make such substitutions as necessary to correct their line up to meet the 14-point limit rule. The coach of team A is charged with a technical foul ("C") and team B is awarded 1 free throw. After the free throw, the throw-in shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped.

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

1-point player A1 commits his fifth foul. For substitution purposes team A has only one 3-point and one 2-point player available.

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

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

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

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

51.2 Situation 2: After the crew chief tosses the ball for the tap-off, the commissioner notices that team A has more than 14 points on its starting line-up. The commissioner advises the crew chief. Shall the crew chief charge a technical foul to team A coach ("C") and award team B with 1 free throw plus the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped? (See also Article 9.1 Comment/Ruling)

Ruling: Yes. Article 51.3.

END OF COMMENTS AND INTERPRETATION



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