



Principles of Contact In Wheelchair Basketball

20th Edition

Ross Dewell

Introduction

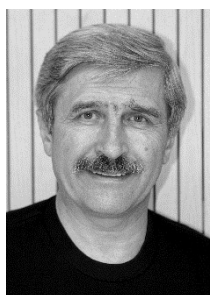


Principles of Contact in Wheelchair Basketball is the premier international reference book for contact and fouls in IWBF wheelchair basketball. Although the book has been regularly updated, the theory and principles of contact that it describes and explains remain unchanged. They are as relevant now as they were when I first introduced my new contact principles to IWBF in 1996 at the Atlanta Paralympics. I call those principles *Path Theory*. *Path Theory* is firmly established as the basis for the contact rules in IWBF wheelchair basketball.

Everything in this edition is consistent with **IWBF Rule 6: Fouls**. I have regularly updated the book whenever changes have been made to the FIBA and IWBF contact rules. This latest edition has been updated with new diagrams and photos. The book's focus is entirely on fouls and the principles of contact in the modern game.

Principles of Contact in Wheelchair Basketball is the result of a project that I began in Australia in the 1980s. I distributed draft copies of the first edition of this book at the IWBF Gold Cup in Edmonton in 1994. I released the *First Edition* of this book in 1996 at the Atlanta Paralympic Games. I followed this by re-writing for IWBF its wheelchair basketball contact rules, based upon my new contact principles. *Principles of Contact in Wheelchair Basketball* was published by IWBF as an Appendix in the 2002 *IWBF Official Wheelchair Basketball Rules*.

The 1996 *First Edition* of this book defined fouls and contact situations in wheelchair basketball in wheelchair-specific terms for the first time using the terms and principles of what I called *Path Theory*. Wherever possible, I aligned the IWBF contact rules with the FIBA contact rules. However, many wheelchair-specific contact situations needed their own specific rules. *Path Theory* continues to comprehensively address those needs.



During the 1980s, I developed the concepts of *Path Theory* from two sources – firstly, from reading, and discussing with him, the early papers about contact in wheelchair basketball, written, and co-written, by Dr Horst Strohkendl for the ISMG Basketball Section; and secondly, from new basic principles of contact that I had developed on my own in Australia during the late 1970's. I gradually developed the idea of describing wheelchair contact in terms of the path travelled by the wheelchair. It took me 10 years to fully develop the theory.

Path Theory is a comprehensive and more complete way of describing Dr Strohkendl's early descriptions of contact situations as they apply to the modern game. *Path Theory* describes many common wheelchair contact situations which had not been adequately defined in the existing ISMG basketball rules.

Horst Strohkendl

Path Theory first recognised that contact involving **moving** players could be described in **five** basic situations:

- **Converging Paths** Two opponents travelling in straight lines at an acute angle towards the same point.
- **Square On** A player travelling at right angles towards the path of an opponent.
- **Head On** A player travelling head on towards an opponent.
- **Curving Paths** A player moving in a curving path with an opponent locked chair to chair.
- **Pivoting** A stationary player who pivots into the *Path* of a moving opponent.

To those five situations, I further developed Dr Strohkendl's ideas on the situation that he called *Crossing the Path* by defining that situation using the basic concepts of *Path Theory*.

Today, *Path Theory* continues to provide, within a consistent and cohesive theoretical framework, a clear definition of what a player must do to establish a legal position in all of the common wheelchair basketball contact situations. *Path Theory* remains sound in the face of all of the developments and improvements in wheelchair design and technology that have changed the nature of play in our great game.

The principles of *Path Theory* have survived all of these changes with no anomalies or exceptions.

Ross Dewell

B. Ed Studies (Newcastle), OAM.



Foreword

Greg Love

**Former Secretary General
IWBF Asia-Oceania Zone**

Ross Dewell has been involved with wheelchair basketball refereeing at the top level in Australia since 1971 and was an international referee from 1986 till 2007. His contribution to refereeing and the technical aspects of IWBF international wheelchair basketball (IWBF) is as significant as was Dr John Bunn's work for NCAA and FIBA in the late fifties.

Originally and going back to 1986, Ross was very concerned that a definitive text dealing with contact was needed in Australia to assist referees who in many cases were isolated from the mainstream of IWBF basketball. The project however evolved into one of assisting referees, players and coaches throughout the world.

Since the first edition of this book was published, Ross has had an ongoing commitment to upgrade the text and illustrations as the IWBF contact rules have been further defined. In fact to a large degree Ross has been of influence in helping the further defining of the rules process.

During the six years that that Ross was a member of the IWBF Technical Commission, his major project was to guide the rewriting of the contact section of the IWBF Rule Book. His simple premise was that *'if Player B had time to get there, then his opponent Player A had an equal chance to avoid contact'*. Drawing on IWBF and FIBA references, Ross continues to prove that premise to be true.

It is with great pleasure that I recommend the book to officials and players who wish guidance to go forward within the game.

Greg Love

Principles of Contact in Wheelchair Basketball

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All references to rules articles refer to the **IWBF Official Basketball Rules for Men and Women 2023**, other than where reference is made to the **FIBA Official Basketball Rules**.

Unless otherwise stated, IWBF playing rules Article references refer to:

IWBF Official Wheelchair Basketball Rules 2023

IWBF and FIBA rule references are correct as of January 2024.

This book presumes that the reader is familiar with the FIBA principles of contact.

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ross_dewell@hotmail.com

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Section A

Definitions

1. Path
2. Braking Distance and Braking Area
3. Covering the Path
4. Converging Paths
5. Crossing the Path
6. The Wheelchair Cylinder



Photo: Wheelchair Basketball South Africa.
Added graphics by Ross Dewell.

DEFINITIONS

1. Definition: THE PATH OF THE WHEELCHAIR

A player's path is the floor area between the parallel lines drawn from either side of the wheelchair's **seat** in the direction that the chair is travelling. The player may be moving forwards or backwards.

Figure A.1



Figure A.2



The width of a player's path equals the **width of the seat** of the player's wheelchair.

Reference: IWBF Basketball Rules Article 33

Comment:

The width of the seat of the wheelchair remains relatively consistent over time, even with the development of new chair designs and construction. This means that the definition of PATH remains consistent over time. The size of the seat of a wheelchair may vary slightly from wheelchair to wheelchair.



Photo: Matthew Wells for IWBF. Added graphic by Ross Dewell

2. Definitions: BRAKING AREA and BRAKING DISTANCE

Braking Distance

The **Braking Distance** is the **shortest** distance that a moving wheelchair needs to be able to stop, with or without the ball.

The **distance needed to stop** depends upon the speed that the wheelchair is travelling when the player starts to brake.

The distance needed to stop is never more than ONE chair-length for a chair that is moving slowly, or TWO chair lengths for a chair that is moving quickly.

Braking Area

The **Braking Area** is that part of a player's path immediately in front of his moving wheelchair in the direction that the chair is moving and along which the chair will travel while coming to a stop.

The braking area is the green area in this photo (right).

Figure A.3

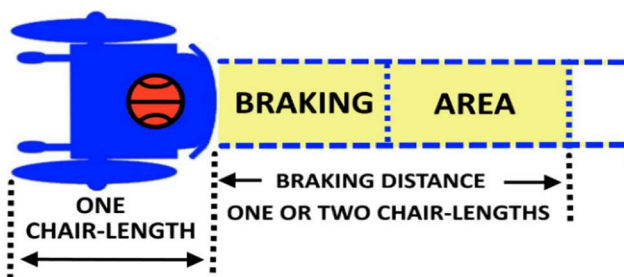
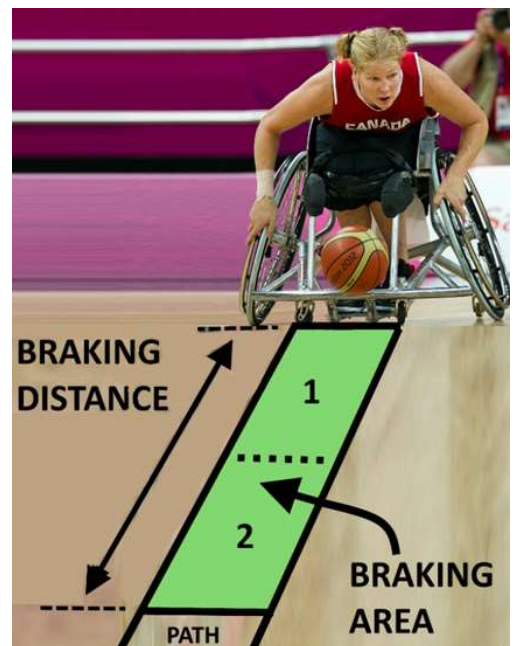


Photo: Kevin Bogetti-Smith. Graphics by Ross Dewell



3. Definition: COVER THE PATH: LEGAL POSITION v THE PLAYER WHO HAS THE BALL

To establish a legal guarding position in the path of **an opponent who has the ball**, a defender must either:

- (a) *Cover the path* of the opponent OR (b) Give the opponent time and distance to avoid contact.

Covering the path refers to the action of a player (*RED 4 in Figures A.4 and A.5*) who positions his chair across the path of an opponent so that the defender's chair extends from one side of the path of the opponent to the other side of the path. The path can be covered with any part of the wheelchair, including the rear wheels.

1. If a defender *covers the path* of an opponent who has the ball, he is considered to have allowed that opponent enough time and distance to stop or change direction to avoid contact.
2. If Player B had time to establish a legal position in the path of opponent Player A, then that opponent Player A had an equal chance to avoid contact.
3. If a player has *covered the path* of an opponent who has the ball, he has established a legal position and the player with the ball must avoid chair contact.

In *Figures A.4 and A.5*, RED 4 has wheeled into the path of BLUE 6 and has *covered the path* of BLUE 6. RED 4 has legal position. BLUE 6 must avoid contact

Figure A.4



Figure A.5



*Photos below: Matthew Wells for IWBF.
Added graphics by Ross Dewell*



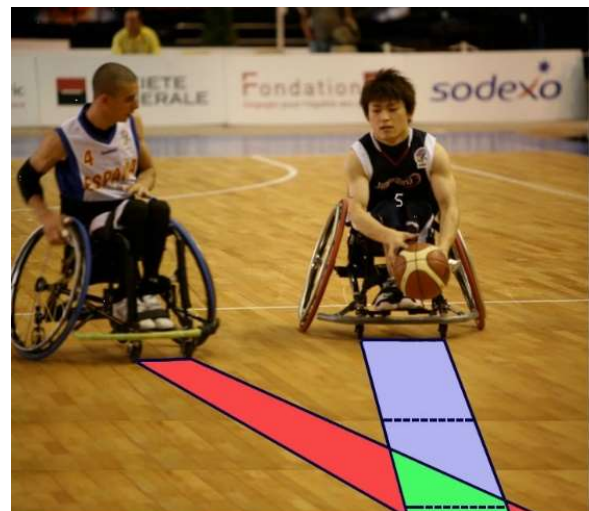
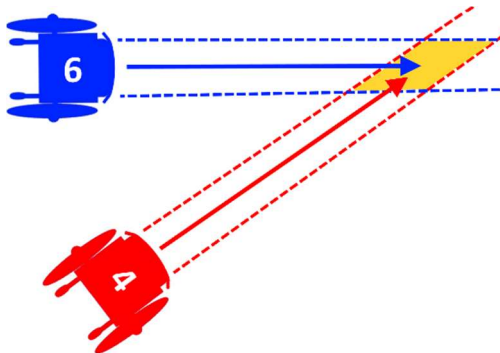
In this photo (*above*), BLUE 11 has *covered the path* of WHITE 9. BLUE 11 has a legal position. WHITE 9 must avoid contact.
Reference: IWBF Article 33.4

4. Definition: CONVERGING PATHS

CONVERGING PATHS refers to the paths of two opponents who are travelling in **straight** lines at an angle towards the same place on the floor.

There is **no change of direction** by either player.

Figure A.6 Converging Paths



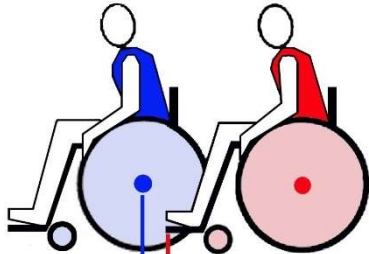
In this photo (*above right*) WHITE 4 and BLACK 5 are on **Converging Paths**. The fact that the players maintain straight-line paths with **no change of direction** is the difference between the two situations called **Converging Paths** and **Crossing the Path**. **Crossing the path** involves a **change of direction** by one of the players.

5. Definition: CROSSING THE PATH

A **Crossing The Path** situation occurs when two opponents are travelling close together (closer than braking distance) and are either travelling on Converging paths or are travelling *approximately* parallel and in the same direction when one of these players **changes direction** and enters the path of the opponent.

A player can change direction and then legally cross into the path of an opponent once he has his near-side axle further forward than the front of his opponent's chair.

Figure A.7



Blue has his near side axle further forward than the front of Red's chair

In Figure A.7, BLUE can legally cross into the path of RED.

In Figure A.8, BLUE 6 can legally cross into the path of RED 4.

BLUE 11 (right), can legally *cross the path* of WHITE 4.

BLUE 11 has his axle further forward than the chair of WHITE 4.

Figure A.8

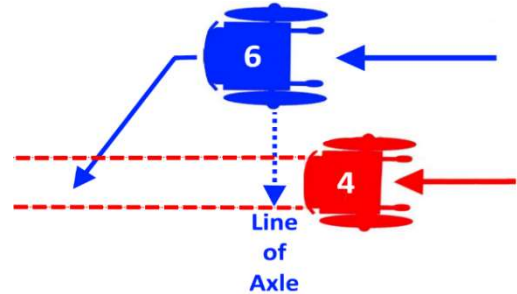


Photo: Matthew Wells for IWBF

6. Definition: THE WHEELCHAIR CYLINDER

The wheelchair **cylinder** is the space occupied by the wheelchair.

It includes the air space vertically above that wheelchair.

A player is entitled to occupy the area of his wheelchair *cylinder* and the airspace vertically above that cylinder. A player can extend his arms above his head within his wheelchair cylinder. This may mean that his arms extend forward of the trunk of his body but still legally remain within his wheelchair cylinder.

A defensive player is entitled to extend his arms above his head within his cylinder to defend a shot or a pass by an opponent. He can move his arms around within that airspace but he is not entitled to change his arm position in order to contact the arms of an opponent who has followed through into his cylinder on a shot or a pass. This is the same principle as in FIBA basketball.



Wheelchair Cylinder

In this photo (*bottom left*), the RED defender has extended her arm up legally and is reaching forwards within her cylinder. She is not making contact with GREEN 9. If she reaches into the cylinder of GREEN 9 and contacts or holds GREEN 9's arm(s), and causes a disadvantage, RED will be responsible for that illegal contact.



In the next photo (*right*), Yellow 5 is reaching into the cylinder of the RED player who is shooting. If Yellow 5 contacts the shooter's arms and creates a disadvantage, he has fouled the RED shooter.

An offensive player who shoots or passes can follow through with his hands and arms into the cylinder area of an opponent without making contact that disadvantages the opponent.



Photos: Wheelchair Basketball South Africa. Added graphics by Ross Dewell.

Section B

Legal Defence

Two Basic Guarding Situations:

1. Guarding The Player Who *Controls* The Ball
2. Guarding An Opponent Who Does Not Have The Ball
 - Moving Defence
 - Stationary Defence



Photo by Matthew Wells for IWBF.

GUARDING: TWO BASIC SITUATIONS

TERMS: **ON BALL** play means play that involves a player who has the ball.
OFF BALL play means a play where no player involved in that play has the ball.

The IWBF contact rules describe TWO basic **Guarding** situations. These are:

1. Guarding The Player Who Controls The Ball (IWBF - Article 33.4)
2. Guarding A Player Who Does Not Control The Ball (IWBF - Article 33.5)

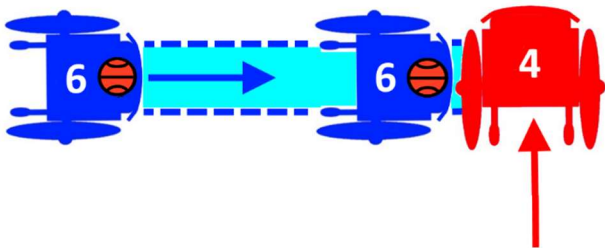
1. GUARDING THE PLAYER WHO CONTROLS THE BALL - COVER THE PATH

To establish a legal position in relation to **an opponent who has the ball**, a defender must either:
 (a) *Cover the path* of the opponent ... or ... (b) Give the opponent time and distance to avoid contact.

Defender covers the path

In *Figures B.1, B.2 and B.3*, BLUE 6 has the ball.

Figure B.1: Path covered by RED 4



RED 4 pushes into the path of BLUE 6 and *covers the path* of BLUE 6.

Because the path of BLUE 6 has been covered, BLUE 6 has been given equal time and distance to avoid contact.

BLUE 6 runs into RED 4.

Decision: Charging Foul by BLUE 6.
 RED 4 has *covered the path* of BLUE 6.
 Reference: IWBF - Article 33.4.3; 33.4.2



Photo: Wheelchair Basketball Sth Africa.
 Added Graphic: Ross Dewell

This photo (*above*) shows the situation in *Figure B.1*. The Yellow defender has covered the path of BLUE 8 who has the ball. BLUE 8 will be responsible for any chair contact.

In *Figures B.2 and B.3*, BLUE 6 has the ball. RED 4 has legally covered the path of BLUE 6.

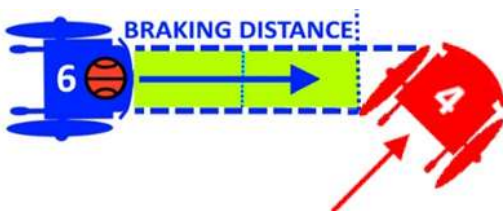


Figure B.2 Path covered by RED 4
 BLUE 6 will be responsible for any chair contact with RED 4.

If RED 4 maintains a legal stationary position, BLUE 6 must avoid chair contact.

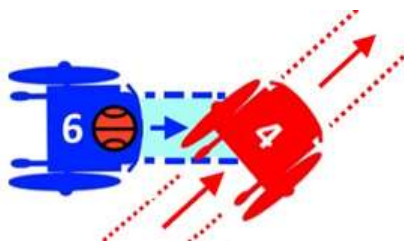


Figure B.3 Path covered by RED 4
 In *Figure B.3*, RED 4 from *Figure B.2* can continue to move forward out of the path of BLUE 6 if he has an unoccupied straight-line path that avoids causing illegal contact with BLUE 6 or another opponent. RED 4 retains a legal position while moving forward on that unoccupied path. (See *Page B.10*).

BLUE must avoid contact with RED 4 during RED 4's legal move out of BLUE 6's path.

Examples: Defender covers the path

In these two photos, the defenders RED 7 and BLUE 4 have *covered the path* of GREEN 7 and BLUE 4 who have the ball. Because their paths were covered, GREEN 7 and BLUE 4 are considered in the IWBF rules to have been allowed an equal opportunity to stop or change direction to avoid contact.

In *Photo 1*, both players are moving. The defender RED 7 has his chair legally positioned across the path of his moving opponent, GREEN 7. This is a Charging foul by GREEN 7.

In *Photo 2*, BLUE 4 has his chair legally positioned across the path of his moving opponent WHITE 9. This is a Charging foul by WHITE 9.



Photos: Wheelchair Basketball South Africa. Added graphics - Ross Dewell

If Player B had time to establish a legal position in the path of opponent Player A, then that opponent Player A had an equal chance to avoid contact.

LEGAL POSITION BUT NOT FACING THE OPPONENT



Ross Dewell

A defender's wheelchair does not have to be facing his opponent to establish a legal position.

The defender only has to occupy a legal position, on or off the ball. It does not matter which direction his wheelchair is facing.

In these photos, RED 7 (left) and GREEN 7 (right) are not facing their opponents, but they both have legal chair positions.

Photo: Wheelchair Basketball South Africa. Added graphic



Photo: Basketball Australia

In Photo 1 (above), RED 7 has *covered the path* of WHITE 5 who has the ball.

In Photo 2 (right), GREEN 7 is stationary. GREEN 7's chair remains in a legal position as long as he does not hold or push his opponent's chair by pulling backwards into WHITE 2.

TIME AND DISTANCE TO AVOID CONTACT

THE PLAYER WITH THE BALL NEEDS DISTANCE TO STOP

The wheelchair basketball player has to use his hands to brake or to stop. IWBF rules allow the player who has the ball Time and Distance to stop. The **Braking Distance** that he is allowed to stop or change direction to avoid contact is one or two chair lengths, depending on the speed he is moving.



If a defender has covered the path of an opponent who has the ball, the defender is considered to have allowed that opponent enough distance to brake or change direction to avoid contact. Logically, that means that once the defender has covered the path, the braking distance of the player with the ball ended just short of the defender.

Comment:

In this photo, GREY 7 cannot stop unless he uses his hands to brake by holding his large wheels. To do this, he must release his hold on the ball to free his hands so that he can grip his wheels. He can free his hands by bouncing the ball or by putting the ball on his lap or by passing the ball or shooting the ball.

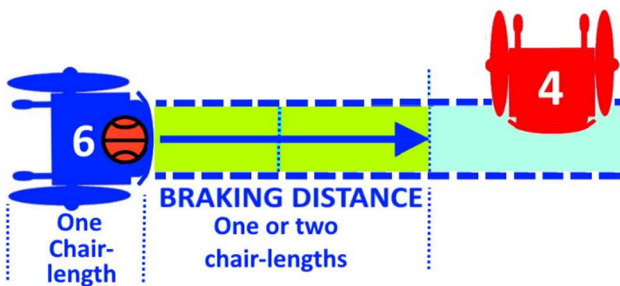
He can either hold the ball to pass or shoot, or he can stop, but he cannot do both at the same time.

If GREY 7 holds the ball in one hand and brakes on one wheel with the other hand, he will change direction.

Photo: Wheelchair Basketball South Africa. Added Graphics: Ross Dewell

STOPPING LEGALLY IN THE PATH BEYOND THE BRAKING DISTANCE AND WITHOUT COVERING THE PATH

Figure B.4 Time to avoid contact



BLUE 6 has the ball. RED 4 is **stationary** in a LEGAL position in the path of BLUE 6. RED 4 has only part of his chair in the path of BLUE 6, and he is not covering the path of BLUE 6. But RED 4 has stopped **beyond** the braking distance that BLUE 6 needs to avoid contact. RED 4 has a legal position.

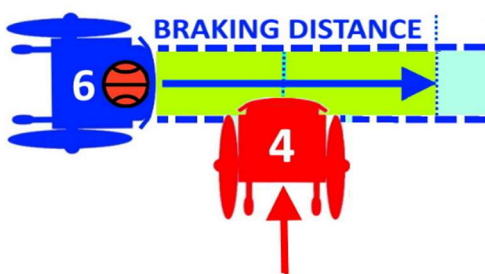
BLUE 6 continues to move a straight line and illegally contacts the chair of RED 4.

Decision: Charging Foul by BLUE 6, who had time and distance to avoid chair contact.

References: IWBF - Articles 33.4.1; 33.4.3; 33.5.1.2

STOPPING ILLEGALLY IN THE PATH INSIDE THE BRAKING DISTANCE

Figure B.5



BLUE 6 has the ball.

Opponent RED 4 pushes part of his chair into the path of BLUE 6 without covering the path of BLUE 6. RED 4 stops, without giving BLUE 6 time to stop or change direction. BLUE 6 runs into the chair of RED 4.

Decision:

RED 4 is responsible for this contact.

RED 4 has committed a Blocking foul.

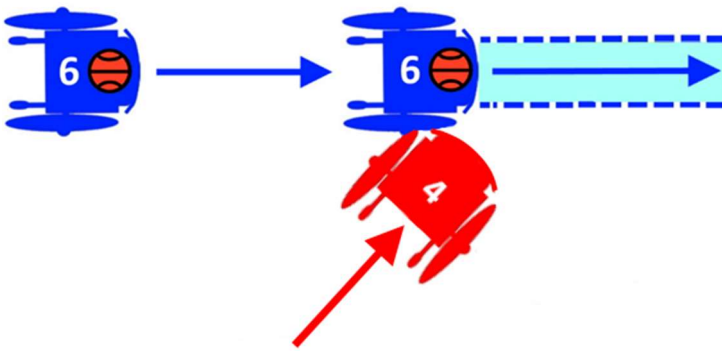
RED 4 has illegally **BLOCKED** the forward progress of BLUE 6.

Reference: IWBF - Article 33.4.3

Also see Page D.3 - Wheelchair Tripping

Example 1: Guarding the Ball (ON BALL Defence): Pushing Foul

Figure B.6



BLUE 6 has the ball. RED 4 and BLUE 6 are on **Converging** Paths when RED 4 illegally contacts the side of the chair of BLUE 6.

RED 4 has failed to cover the path of BLUE 6. RED 4 has not changed direction or entered the path of BLUE 6, so by definition, this is not a **Crossing the Path** situation.

Decision: Pushing foul by RED 4. *Reference: IWBF - Article 33.4.3*

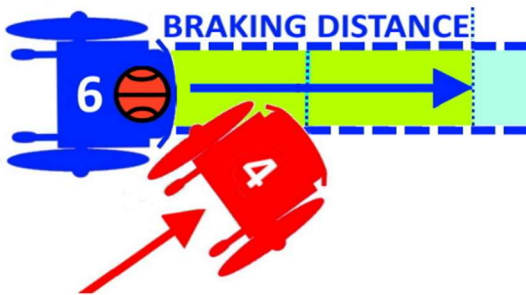
Comments:

1. Defender RED 4 must decide whether he will be able to cover the path of BLUE 6, or whether he should stop or change direction to avoid possible illegal chair contact.

2. BLUE 6 who has the ball must make a similar decision before he reaches RED 4. He must decide whether RED 4 is likely to establish a legal position in his path. BLUE 6 must decide whether he should continue on his path and gamble that he will beat RED 4 to the position that RED 4 is trying to establish, or whether he should avoid contact with RED 4 by either stopping or changing direction.

Example 2: Defender RED 4 fails to cover the path

Figure B.7



In Figure B.7, BLUE 6 has the ball. BLUE 6 and RED 4 are on **Converging** paths. Neither player changes direction.

Without changing direction, RED 4 enters the path of BLUE 6, without *covering the path* of BLUE 6. BLUE 6 runs into the side of RED 4's chair.

Decision: This is a Blocking Foul by defender RED 4. RED 4 has failed to *cover the path* of the player who has the ball. RED 4 has illegally **BLOCKED** the forward progress of BLUE 6. *Reference: IWBF - Article 33.3*



In this photo, BLUE 15 and WHITE 8 are moving.

Defender BLUE 15 is causing illegal chair contact, similar to the foul shown in Figure B.7. His move into the path of WHITE 8 has caused illegal chair contact.

Without changing direction, BLUE 15 has moved only **part** of the way across the path of WHITE 8 who has the ball. BLUE 15 has failed to cover the path of WHITE 8. BLUE 15 is illegally **Blocking** the forward progress of his opponent who has the ball.

Decision: This is a **BLOCKING** Foul by BLUE 15. To establish a legal position in the path of the player who has the ball, BLUE 15 must either cover his path OR establish a legal position beyond the braking distance of his opponent who has the ball.

Photo: Wheelchair Basketball South Africa

MAINTAINING A LEGAL POSITION WHILE MOVING

After having covered the path of an opponent who has the ball, a defender can move in order to **maintain** a legal position in that opponent's path. *Reference: IWBF - Article 33.4.3*

DEFENCE RESPONSIBILITY - MAINTAIN CHAIR CONTROL WHILE MOVING



A player, with or without the ball, is expected to maintain control of his chair at all times so that he can avoid contact with an opponent who has established a legal position in his path.

A player who takes both hands off his wheels has ignored his responsibility to maintain control of his chair. If he contacts a legally-positioned opponent while he is not controlling his chair, then he is responsible for that contact.

Both players in this photo are moving forwards.

Defender RED 7 has taken his hands off his wheels. He cannot stop his chair's forward movement.

RED 7 is illegally PUSHING into the side of the chair of GREEN 13 who has the ball.

Photo: Wheelchair Basketball South Africa

Note: Some high point players can change the direction in which their chair is moving by swivelling their hips. Most lower point players need to use their hands to brake or push on a wheel to change direction.

RESPONSIBILITIES OF THE PLAYER WHO HAS THE BALL

In the IWBF's *Official Wheelchair Basketball Rules*, Article 33.4.2 states:

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

When the player with the ball sees a defender moving into his path, he must decide either to continue on his path and take a chance on whether he can reach the spot first before the defender establishes a legal guarding position, or whether he should brake or change direction to avoid causing illegal chair contact.



In this photo, GREEN 6 is rolling forwards towards the GREY defender who has covered the path of GREEN 6.

Because the defender was able to cover the path of GREEN 6, GREEN 6 has been given equal time and distance to avoid contact. It is the responsibility of GREEN 6 to avoid chair contact with the GREY defender who has covered her path.

GREEN 6 has taken her hands off her wheels so she cannot stop.

Summary

1. **The player with the ball** must expect to be guarded.

Reference: IWBF - Article 33.4.2

2. **The player with the ball** must avoid contact with any opponent who has established a legal position in his path.

3. **The player with the ball** must maintain control of his chair at all times to avoid causing illegal chair contact with legal defence.

Photo: Wheelchair Basketball South Africa. Added graphic by Ross Dewell

WHEELING IN BACKWARDS TO COVER THE PATH



A defender can wheel in backwards to *cover the path* of the opponent who has the ball, but the defender must fulfil the same requirements as if he had moved forwards into the opponent's path. He must allow the player with the ball enough time and distance to avoid contact.

The direction that the defender's chair is facing is not relevant. When *covering the path*, there is **no** physical difference in the distance travelled when moving forwards or backwards to establish legal position.

In this photo, the defender WHITE 15 is wheeling backwards on a Converging Path towards the path of RED 12.

WHITE 15 must make a decision:

*"Will I be able to cover the path of RED 12?
Or should I stop or change direction to avoid contact?"*

Photo: Wheelchair Basketball Canada.

Example1: Defender RED 4 pushes backwards into the path of ball carrier BLUE 6.

When establishing a legal defence position, it does not matter in which direction the defender's wheelchair is facing, or whether the defender moves forwards or backwards to reach that position. In *Figure B.8*, RED 4 is facing backwards in a legal position.

When covering the path of an opponent who has the ball, it does not matter which part of the defender's wheelchair is used to cover the path. In *Figure B.8*, the back of RED 4's chair and part of RED 4's right wheel are legally covering the path of BLUE 6.

Figure B.8: Covering the Path - Moving Backwards TOWARDS the chair of the player who has the ball

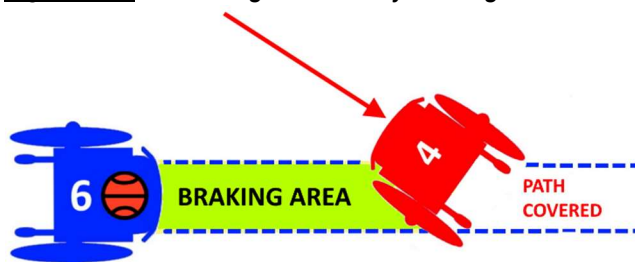


In *Figure B.8*, RED 4 has wheeled in backwards to legally *cover the path* of opponent BLUE 6 who has the ball.

IMPORTANT:

Once the path of BLUE 6 is covered, RED 4 cannot cause a chair collision by continuing to roll backwards towards BLUE 6 and illegally contacting BLUE 6.

Figure B.9: Covering the Path by moving Backwards on a Converging Path with the player who has the ball



In *Figure B.9*, BLUE 6 has the ball.

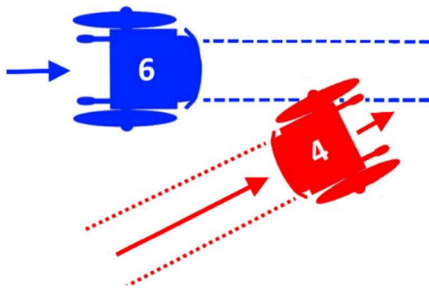
RED 4 has established a legal position. He has *covered the path* of BLUE 6 by wheeling backwards on a Converging Path across the path of BLUE 6.

BLUE 6 will be responsible for chair contact.
Reference: IWBF - Article 33.3

If RED 4 had time to cover the path of BLUE 6, then BLUE 6 is considered to have been given equal time to stop or change direction to avoid causing illegal chair contact.

Example 2: Wheeling in backwards – Legal defence – Path covered

Figure B.10: Converging Paths: Charging foul.



Defender RED 4 has wheeled backwards on a converging path into the path of BLUE 6 who has the ball.

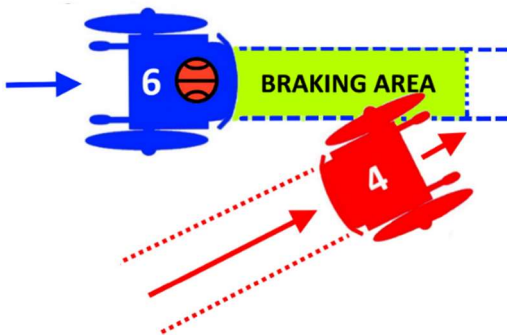
RED 4 has legally covered the path of BLUE 6.

BLUE 6 runs into RED 4.

Decision: BLUE 6 is responsible for contact.
RED 4 established a legal guarding position by covering the path of BLUE 6. Reference: IWBF - Article 33.4

Example 3: Wheeling in backwards – Illegal Defence – Path not covered

Figure B.11: Converging Paths: Blocking Foul.



Defender RED 4 has wheeled backwards on a converging path into the path of BLUE 6 who has the ball. RED 4 has his near-side axle in the path of BLUE 6.

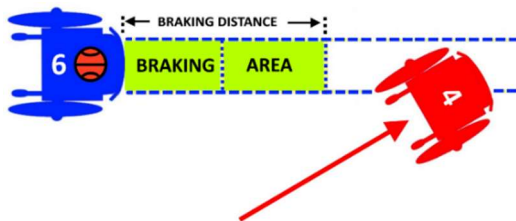
BLUE 6 runs into RED 4 before RED 4 has covered the path of BLUE 6.

Decision: Blocking foul by RED 4.
RED 4 has not covered the path of BLUE 6.
RED 4 has BLOCKED the forward progress of BLUE 6.
Reference: IWBF - Articles 33.3; 33.4

1. NOTE THIS SITUATION: ON BALL DEFENCE BEYOND BRAKING DISTANCE

Defender enters the path of BLUE 6 beyond the braking distance of BLUE 6.

Figure B.13: Acute angle - Time and Distance



BLUE 6 has the ball. RED 4 has legally moved into the path of BLUE 6, but he has not covered the path of BLUE 6.

RED 4 has entered the path of BLUE 6 beyond the braking distance that BLUE 6 needs to stop or change direction to avoid causing illegal chair contact.

BLUE 6 will be responsible for any chair contact that occurs because he had enough time and distance to avoid contact.

If RED 4 either stops where he is, or keeps moving forwards, he retains a legal position.

If BLUE 6 runs into RED 4, this would be a Charging foul by BLUE 6. Reference: IWBF - Article 33.3

2. NOTE THIS OFF BALL SITUATION: OFF BALL CONVERGING PATHS

In an **Off Ball** Converging Paths situation, there is no requirement to cover the path of your opponent. When neither player has the ball, a player only has to reach a position before his opponent. (But see Section G: Screening)

Figure B.14

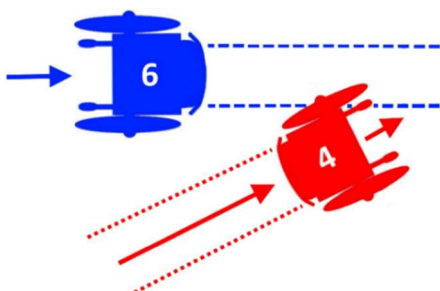


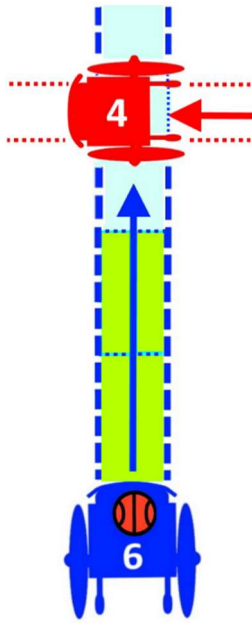
Figure B.14 shows the same chair movement as in Figure B.11, but this time neither player has the ball, so this is an OFF BALL Converging Paths situation. Whichever player first enters his opponent's path off ball has right of way.

RED 4 wheels backwards and reaches a position in the path of BLUE 6 before BLUE 6 gets that position. In this OFF BALL situation, RED does not have to cover the path of BLUE 6.

If BLUE 6 runs into RED 4, BLUE 6 will be responsible for chair contact.

CHANGING DIRECTION – CHANGING THE PATH TO A NEW PATH.

Figure B.15



In Figure B.15 (left) RED 4 legally moves across the path of opponent BLUE 6 beyond the braking distance of BLUE 6 who has the ball.

In Figure B.16 (right) BLUE 8 becomes aware that he is in danger of contacting RED 4.

BLUE 6 changes direction and his new path will cross the path of RED 4 as RED 4 leaves the path of BLUE 6.

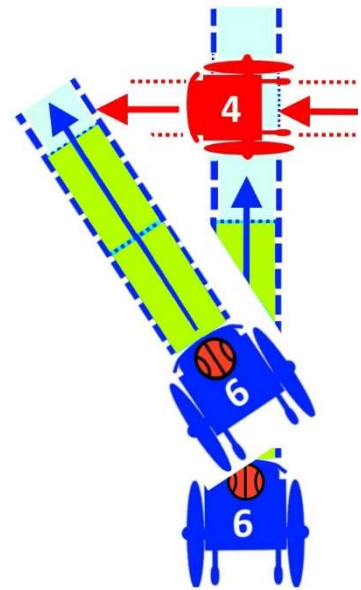
BLUE 6's new path will avoid the section of his old path that RED 4 legally had covered. BLUE 6 is entitled to continue on his new path.

If RED 4 moves towards the new path of BLUE 6, this is now a **Converging Paths** situation.

In Figure B.16, to establish a new legal position, RED 4 must either:

- (i) Cover the new path of BLUE 6, or ...
- (ii) Establish a new position in the path of BLUE 6 that allows BLUE 6 time and distance to avoid contact.

Figure B.16



CHAIR DESIGN AND THE WIDTH OF THE PATH

The width of the player's path is equal to the width of the player's seat. In the first photo (left), the front vertical rails of White 10 extend down vertically from the outer edge of the seat to the horizontal bar. The vertical rails line up with the player's path

Photos: Wheelchair Basketball South Africa. Added graphics Ross Dewell



Not all chairs have vertical front rails. Some rails angle inwards. In the second photo (right) the green angled front vertical rails of the chair bend in towards the player's footrest. The white arrows show that the green vertical rails do not line up with the width of the player's path. The dotted yellow lines line up with the outer edges of the seat. That shows that you cannot use the front rails as a visual guide to the width of the path.

AFTER LEGALLY COVERING THE PATH, IS THERE A NEED TO STOP?

Does a player who has covered the path of an opponent who has the ball have to remain stationary in order to remain in a legal position?

The answer is usually **NO**, as long as, when he moves:

- (i) He maintains his legal position in the path of the opponent, and
- (ii) If he is moving towards his opponent, he does not cause a Head On collision
– See Section J: Head-On Contact; Also See Pivoting Figure E.16.

If a defender covers the path of an opponent who has the ball, and then is able to continue on his straight-line path and exit the path of his opponent, he is legally entitled to do that – see Figures B.16 and B.17.

Figure B.17

BLUE 6 and RED 4 are moving on Converging Paths.

BLUE 6 has the ball.

RED 4 has legally covered the path of BLUE 6.

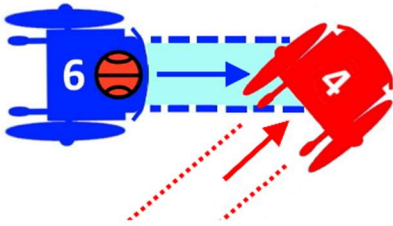
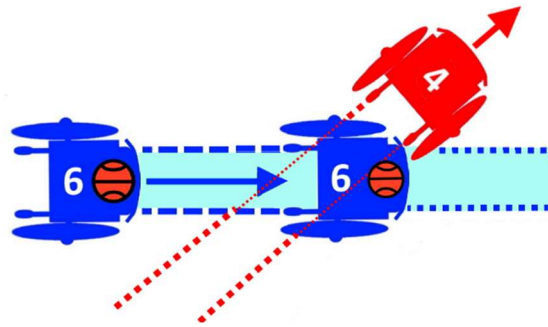


Figure B.18



In Figure B.18, RED 4 from Figure B.2 continues to roll across the path of BLUE 6, and then starts to exit the path of BLUE 6. BLUE 6 has been given time and distance needed to avoid contact – See Example 1 below. BLUE 6 runs into the rear wheel of RED 4.

Decision: If this illegal contact disadvantages RED 4, BLUE 6 is responsible for this contact.

Reference: IWBF - Article 33.3 - See the photo below.

Comments:

In Figure B.18, RED 4 has **continued** to legally occupy the area of floor that he is on as he leaves the path of BLUE 6 and which BLUE 6 has tried to enter. (Reference: IWBF - Article 33.2)

RED 4 established a legal right to occupy that floor area when it was a part of the area he occupied when he pushed across and covered the path of BLUE 6. Because the path of BLUE 6 had been covered, BLUE 6 is considered under the rules to have been given the time and distance needed to avoid contact.

Example 1: Legal defence position after covering the path.



Photo: Copyright Paralympic Games

This photo shows a similar situation to Figure B.18

Both players are moving. They were on Converging Paths leading to this situation.

Let us assume that WHITE 7 established a legal position in front of RED 8 first by covering the path of RED 8 who was rolling into the key to do a layup.

If WHITE 7 has reached his position in this photo without causing contact to RED 8, WHITE 7 is entitled to continue on a straight line path out of the path of RED 8.

As WHITE 7 leaves the path, he still **retains his legal position** in that part of the path of RED 8 that he still occupies as he continues out of the path of RED 8.

(continued ...)

Example 2: Legal defence position after covering the path.

In this sequence of 4 photos, BLUE 8 has *covered the path* of moving opponent RED 5 who has the ball. BLUE 8 moves across the path and retains his legal position in that section of path that he is occupying as he exits the path. RED 5 is responsible for any chair contact that occurs.



Photos: Wheelchair Basketball South Africa.

The two figures below, *Figures B.19 and B.20*, illustrate the photos above.

Figure B.19

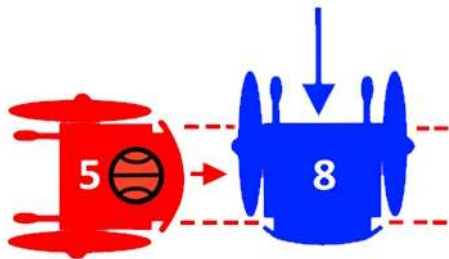
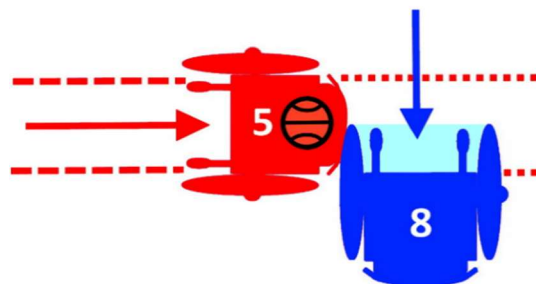


Figure B.20



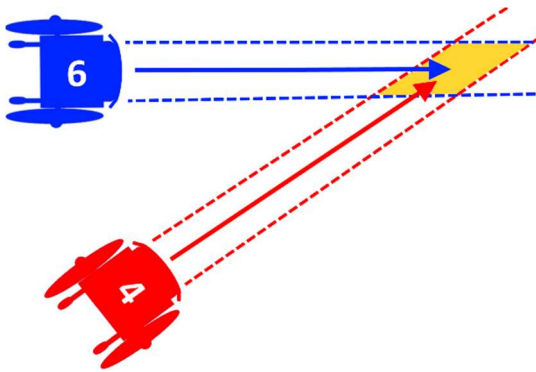
BLUE 8 legally covers the path of RED 5.
 BLUE 8 continues across the path of RED 5.
 If both players continue on straight line paths, RED 5 must avoid contact with BLUE 8.
 RED 5 continues along his path and runs into BLUE 8 as BLUE 8 is leaving the path of RED 5.
 RED 5 is responsible for any chair contact that occurs.

**CONVERGING PATHS:
GUARDING AN OPPONENT WHO DOES NOT HAVE THE BALL (Off ball).**

OFF BALL PLAY - The Official Must Decide *Who Got There First?*

1. When deciding the responsibility for off-ball contact between a player and an **opponent who does NOT have the ball**, the IWBF official must decide **“Who got there first?”**, subject to the other factors in Point 3 below.
2. A player who reaches a position first before an opponent who does **NOT** have the ball is considered to have legally occupied that position. *Reference: IWBF - Articles 33.5.1*
3. However, there may be other factors to consider, such as *Crossing-the-path, Head-on contact, Screening, Pivoting, and Wheelchair Tripping* – (see pages C.3 and C.4)

Figure B.21



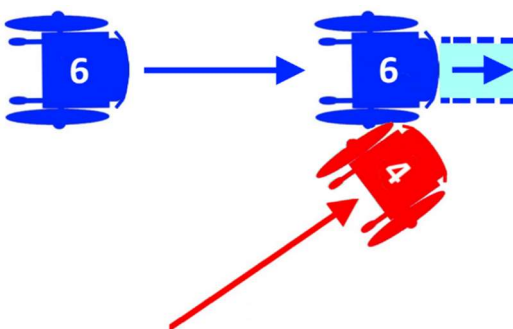
In *Figure B.21* neither player has the ball.

BLUE 6 and RED 4 are pushing towards the same spot on the floor (the yellow area).

Whoever reaches the yellow area first has a legal position.

If a defender wishes to take a legal position to guard an opponent who does not control the ball, he has only to occupy that position first before his opponent.

Figure B.22



In *Figure B.22*, neither player has the ball.

BLUE 6 and RED 4 are on OFF BALL Converging Paths. RED 4 runs into the side of BLUE 6. The officials must **decide *Who Got There First?***

Decision:

BLUE 6 has occupied a legal position where their paths intersect before RED 4 reaches that position.

RED 4 is responsible for this chair contact.

Reference: IWBF - Article 33.5.1

WHO REACHED A LEGAL POSITION FIRST OFF BALL?

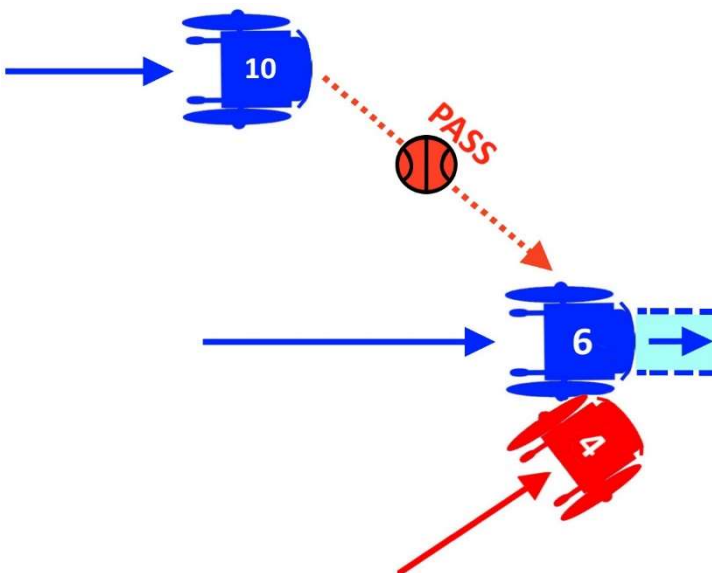


Figure B.23

BLUE 6 and RED 4 are on converging paths.

BLUE 10 attempts to pass the ball to BLUE 6.

RED 4 runs into the side of BLUE 6 before BLUE 6 catches the pass.

Who is responsible for this contact?

Decision:

This is a Pushing foul by RED 4.

RED 4 failed to establish a legal position.

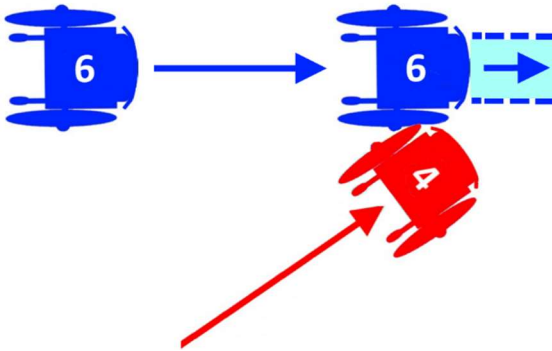
Reference: IWBF - Article 33.5

Responsibility For Contact Can Change Depending Upon Whether The Chair Contact is *Off Ball* or *On Ball*

There is a difference in the responsibility for contact that occurs between (i) a defender and an opponent who **has** the ball (i.e. play **ON** the ball), or (ii) between a player and an opponent who does **not** have the ball (i.e., play **OFF** the ball). Here are four examples that illustrate that.

Example 1: Converging Paths - Guarding *OFF* Ball

Figure B.24 Neither player has the ball. Both players are moving.



BLUE 6 and RED 4 are heading on **CONVERGING PATHS** towards the spot where their paths will intersect.

Neither player has the ball and neither player changes direction. BLUE 6 reaches that spot first.

RED 4 runs into the side of BLUE 6. The contact occurs while both players are still moving.

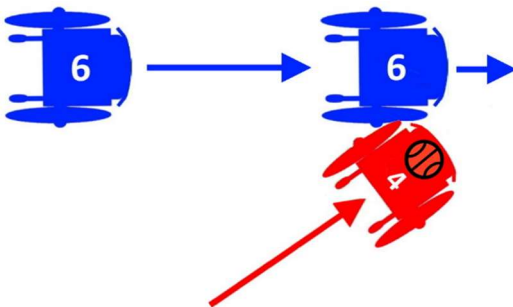
Decision: Pushing foul by RED 4 because BLUE 6 reached the position first.

Reference: IWBF - Articles 33.5.1

Example 2: Converging Paths - Guarding the Ball (**ON BALL** Defence)

This is the same situation as in Example 1 *Figure B.24* (above), but this time RED 4 has the ball.

Figure B.25



RED 4 has the ball.

BLUE 6 and RED 4 are travelling on **CONVERGING PATHS**.

Neither player changes direction.

BLUE 6 pushes his horizontal bar into the path of RED 4 and contact occurs.

The point of contact is the same as in *Figure B.24*. The contact occurs while both players are still moving

Decision: Blocking foul by BLUE 6. BLUE 6 has **BLOCKED** the forward progress of RED 4. RED 4 has a legal position because BLUE 6 has failed to cover the path of RED 4 who has the ball.

IWBF: Article 33.4.3:

"The defensive player must establish an initial legal guarding position by either:

- (i) Covering the path of the opponent, or*
- (ii) Establishing a position in the path of the opponent that allows the opponent time and distance to avoid contact."*

In *Figures B.24* and *B.25*:

- The paths are the same.
- The point of contact is the same.
- However, because, in *Figure B.25*, one of the players has the ball, the responsibility for contact has changed.

In this photo (*right*), both players are moving forwards. WHITE 15 has pushed into the path of GREEN 14 but she has not covered the path of GREEN 14. WHITE 15 is responsible for the same type of contact as BLUE 5 in *Figure B.25*.



Photo: Wheelchair Basketball South Africa

Example 3: Converging Paths - Guarding the Ball (ON BALL Defence)

This is the same situation as *Figure B.25* but, in *Figure B.26*, BLUE 6 has the ball and RED 4 runs into the side of BLUE 6.

RED 4 is attempting to enter a position already legally occupied by BLUE 6.

RED 4 has failed to establish a legal position in the path of the ball carrier BLUE 6.

Decision: Pushing foul by RED 4.
Reference: IWBF - Article 33.4.3

Figure B.26

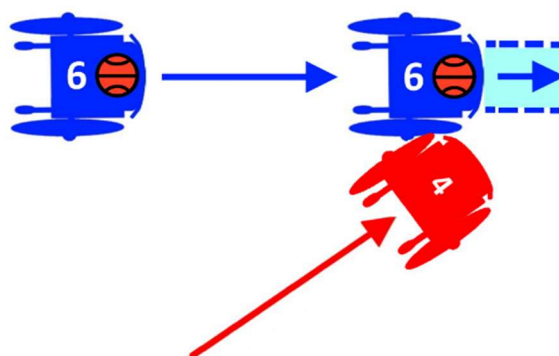


Photo: Matthew Wells and IWBF

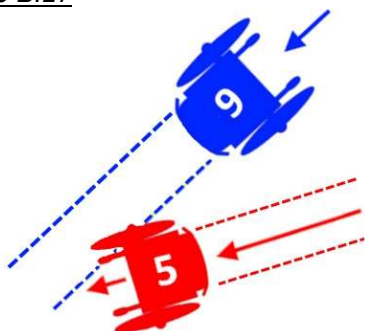
This photo shows the situation in *Figure B.26*. As BLUE 9 moved close to WHITE 10, he had to decide whether he would be able cover the path of WHITE 10 or whether he should avoid possible contact. In this case, he has fouled by running into the side of WHITE 10's chair.

WHITE 10 must use his hands to control BOTH the ball and his wheelchair. He took his hands off his wheels, so he had to make a decision about whether BLUE 9 was likely to establish a legal position in his path. He had to decide whether he should continue on his path and take a chance that he would beat BLUE 9 to the position that BLUE 9 was trying to reach, or whether he should avoid contact with BLUE 9 by either stopping or changing direction.

Example 4 - Converging Paths: ON Ball and OFF Ball



Figure B.27



1. ON Ball

This photo (*left*) shows an ON BALL **Converging Paths** situation. RED 5 is wheeling backwards.

To reach a legal position, RED 5 must cover the path of WHITE 9. He has failed to do that.

RED 5 is responsible for this illegal chair contact.

Photo: Matthew Wells

2. OFF Ball

Figure B.27 shows the **same** situation shown in the *On Ball* photo (*above*) but this time neither player has the ball.

RED 4 has wheeled backwards into the path of BLUE 9.

RED 4 has reached a legal OFF BALL position before BLUE 9.

BLUE 9 must avoid chair contact with RED 4.

SUMMARY: GUARDING A MOVING OPPONENT

1. Guarding The Player Who Has The Ball

A defender who moves into the path of a moving opponent who has the ball must either:

- Cover the path of the opponent
... Or...

- If he does **not** cover the path, he must establish a legal position beyond the opponent's braking distance that allows that opponent who has the ball TIME and DISTANCE to avoid contact.

If he does either of these things, this defender is considered to have established a legal position, and the opponent will be responsible for any resulting chair contact.

2. Legal position v Opponent Who Does Not Have The Ball

To establish a legal position in the path of a moving opponent who does **not** have the ball, a player must occupy that floor position before the opponent does. In other words, the player must *GET THERE FIRST*. There is no time or distance requirement in this *OFF BALL* situation in IWBF basketball. The player taking this position can be facing in any direction.

3. Stationary Defender v Moving Opponent Who May or May Not Have The Ball

If a **stationary** player moves at the last moment **from within a chair length** into the braking area of a moving opponent **who may or may not have the ball**, he must allow that opponent time to avoid contact.

- See *Wheelchair Tripping - Pages D.3 and D.4*

SPECIAL SITUATIONS:

1. POST PLAY

If two opponents of equal points classification are working hard against each other, fairly and within the rules, and if neither player is placed at a disadvantage, the chair-to-chair contact that occurs may often be regarded as incidental, with no call made.

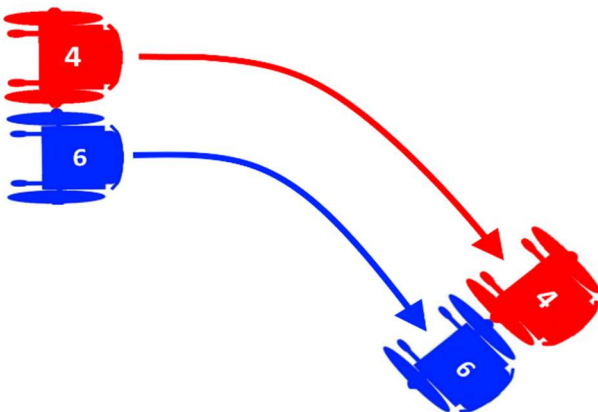
An equal battle of skill and ability between two players of equal points, especially *OFF BALL*, can often be a **No Call, Play On**. However, chair contact that creates a disadvantage or gains an unfair advantage should be called as a foul.

2. CURVING PATHS

Before the development of a large camber on the big wheels, it was not unusual to see two opponents with their large wheels in contact as they moved in a **curving** path.

We rarely see this curving paths situation in the modern game. However, where players are using old style chairs, this situation may occur.

Figure B.28



The player on the **inside** of the path, BLUE 6, is usually the player placed at a disadvantage.

BLUE 6 is forced into this curving path by being pushed by RED 4 who is on the outside of the curving paths.

The officials must decide whether RED 4 on the **outside** of the curve has pushed illegally on his outside wheel, causing the RED chair to push into his opponent's chair, resulting in this curving path. If this has occurred, then RED has gained an unfair advantage by illegally pushing BLUE 6 off his path.

STOPPING: TIME AND DISTANCE - COMPARING IWBF AND FIBA

The time and distance allowed for the IWBF player to stop or change direction will vary, depending upon whether or not the player has possession of the ball. After a FIBA player catches the ball from his dribble, he can simultaneously hold the ball and stop, using his legs as his brakes. The wheelchair basketball player who is moving cannot do that. He has to use his hands to brake or stop. It is impossible for him to stop without releasing the ball then and putting his hands on his large wheels. If he is moving, he can either hold the ball to pass or shoot, or he can stop, but he cannot hold the ball in his hands and stop at the same time.

In this photo (*right*), WHITE 32 must first catch the ball and put it on his lap BEFORE he can begin to move his hands to his wheels to brake. That takes time. But his Blue opponent does not have a basketball to control. He can grab his wheels immediately with two hands.

The distance travelled by the wheelchair player while he releases the ball and then places his hands onto his wheels and stops his wheelchair is how *braking distance* is measured. IWBF allows a player who has the ball one or two **chair lengths** to stop, depending upon how fast the player is moving. Under both the IWBF and FIBA rules, the player who has the ball must always expect to be guarded.

Extensive testing conducted in Australia by Ross Dewell showed that one chair length for a slow moving player, and two chair lengths for a fast moving player, is enough distance to stop or change direction in order to avoid a stationary opponent.

Braking on just one wheel will change the direction of the chair.



Photo: Gucci Fotografie (Wouter Terryn)

STOPPING: IWBF v FIBA

The wheelchair player with the ball has more to do when coming to a stop compared to the FIBA player.

It is impossible for the IWBF player to dribble and stop at the same time. The IWBF player has to first control the ball by catching it or placing it on his lap or throwing it out in front of him before using one or both of his hands to brake.

Because the FIBA player stops by using his legs, he can continue to dribble while coming to a stop.

In this photo, both players have their hands on their wheels in order to be able to control their chairs.

WHITE 6 has had to release his hold on the ball in order to grasp his wheels so that he can stop or slow down. He retains player control while he does this.



Photo: Wheelchair Basketball South Africa.

TIME TO STOP OR CHANGE DIRECTION IN IWBF BASKETBALL

A basic principle of the IWBF contact rules is that if Player A had time to cover the path of a moving opponent Player B, then Player B had time to slow down, or change direction, or stop to avoid contact.

FIBA has the same basic principle: Using my words: *If a FIBA defender Player A had time to establish a legal position in the path of a moving opponent Player B who has the ball, then Player B is considered to have had equal time to avoid contact. The FIBA rule adds .. "... even if it is only a fraction of a second."*

- See FIBA Basketball Rules Article 33.4

The same basic concept applies to IWBF basketball. For **On Ball** play, FIBA requires **Feet First Facing** when a defender is guarding a moving opponent who has the ball. IWBF requires the defender to **Cover the Path** of a moving opponent who has the ball, or allow time and distance to avoid contact. In **Off Ball** play, IWBF requires a player to reach a position before an opponent.

Comments:

In fact, IWBF allows the player who has the ball MORE TIME to avoid contact than the FIBA player is allowed. That is because the IWBF player must do two actions: he must (i) release his hold on the ball and then (ii) grip one or both wheels to change direction or to slow down or stop to avoid contact.

The IWBF player cannot perform both of those actions simultaneously like the FIBA player is able to do, so the IWBF player is allowed two chair-lengths to do it.

In effect, that extra distance allowed to the IWBF player is extra time. DISTANCE = TIME.

Why do the IWBF rules allow extra time for the player with the ball to stop?

Answer = *The FIBA player can hold the ball and stop with his legs at the same time.*

*The IWBF player cannot do that. He has to use his hands to perform two actions **separately and in sequence**. He performs the first action - catching the ball - and then he can perform the second action - stopping his chair. That takes time. TIME = DISTANCE when the player is moving.*

So, although the IWBF player who has possession has more to do to be able to stop than a FIBA player does, he will have about twice the time in which to do it. He also has more time to make the crucial decisions about whether he has the time and distance to avoid contact. He will be responsible for the decisions he makes.

Is the time allowed in the IWBF rules always enough for the IWBF player to avoid contact with an opponent who has a legal position?

- 1. The answer is yes. Players must make good decisions. In IWBF basketball (and also in FIBA basketball), players must make good decisions. If an IWBF player or a FIBA player commits himself to making a particular move, On Ball or Off Ball, and gambles that no opponent will legally get into his path, sometimes that gamble will fail. Players are responsible for the results of the decisions they make.*
- 2. IWBF basketball players cannot travel at the speed of FIBA players. So IWBF players do have one significant advantage compared to FIBA players: the slower speed of IWBF play allows the IWBF player more time to see the developing play in front of him, and so he has more time to make better decisions and act on them. He has more time to avoid chair contact with an opponent who either has established a legal position, or who appears likely to establish a legal position.*
- 3. The IWBF rules (and the FIBA rules) state that players who have the ball must always expect to be guarded (IWBF Article 33.4). They must be prepared to avoid contact with an opponent who has established a legal position.*
- 4. Extensive testing conducted in Australia by the author, Ross Dewell, showed that a wheelchair needs no more than one or two chair-lengths to stop or change direction, depending on the speed that the chair is moving.*

Comments: PLAYERS MUST MAKE GOOD DECISIONS

Players must make good decisions about whether they can travel the distance needed to reach a legal position before an opponent, **On Ball** or **Off Ball**, and in **Offence** or **Defence**. For example, a high point player may cover that distance more quickly than a lower point player.

When deciding whether they can beat an opponent to a position on the floor, individual players must take into account their own personal speed, and the speed of their opponent.

The same applies in FIBA basketball.

In the IWBF's *Official Wheelchair Basketball Rules*, Article 33.4.2 states:

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

Examples: Making decisions - ON BALL defence

1. No Time Allowed To Avoid Contact

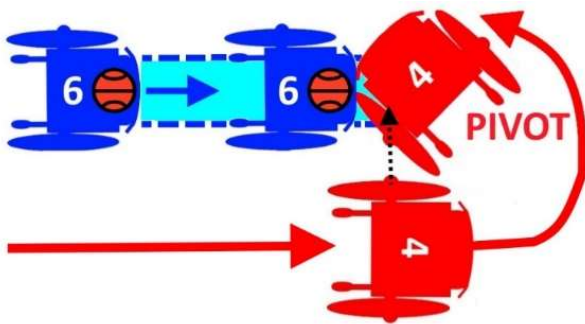


Figure B.29: Illegal Pivot.

In *Figure B.29*, RED 4's move started his turn towards the path of BLUE 6 after he positioned his axle in a legal position, beyond the front of the chair of BLUE 6.

However, RED 4 continued his pivot beyond 90 degrees and caused illegal chair contact with moving opponent BLUE 6. This decision to keep turning beyond 90 degrees means that he has not allowed BLUE 6 time or distance to avoid contact. RED 4 is responsible for this illegal contact - See *Section H: Pivoting*

2. Path covered: Time Allowed To Avoid Contact



In this photo, RED 8 has covered the path of his opponent who has the ball.

Because he has covered the path of his opponent, RED 8 is considered under the rules to have allowed WHITE equal time to avoid contact.

Comment: WHITE has chosen to remove both of his hands from his wheels. He is unable to stop or change direction to avoid causing illegal contact with RED 8.

Photo: Kevin Bogetti-Smith

THE SINGLE BASIC PRINCIPLE OF CONTACT IN IWBF BASKETBALL

If we summarised all of the IWBF foul rules and their underlying principles of contact into ONE single basic principle, it would be this:

If Player B had time to establish a legal position in the path of opponent Player A, then that opponent Player A had an equal chance to avoid contact.

Section C

Guarding A Stationary Opponent



Photo: Basketball Australia

GUARDING A STATIONARY OPPONENT

When guarding a stationary opponent, who may or may not have the ball, a defender can position his chair as close as possible short of contact. The defender can position his chair beside, in front of, or behind the player who has the ball without causing chair contact.

The defender must respect the following principles:

1. A stationary player is entitled to the space on the court occupied by his wheelchair.

Reference: IWBF - Article 33.3

2. An opponent may not place his wheelchair between the rear wheels of an opponent's chair.

Reference: IWBF - Article 33.3

The defender in each of these 3 photos has a legal guarding position against a stationary opponent who has the ball.

In *Photo 1 (right)*, WHITE 6 is closely guarding RED who has the ball and is stationary. WHITE 6 does not have to be facing her opponent. She can position her chair as close as possible to the RED chair without causing contact.

As long as WHITE 6 does not pull her chair backwards and cause contact with the RED chair behind her, and as long as she keeps her arm within her own cylinder, WHITE 6 has a legal position.

In *Photo 2 (below left)*, both players are stationary.

The defender is sitting behind the back of GREEN 15's chair and outside his visual field. If the defender remains stationary and is not holding the chair of GREEN 15, he has a legal position.



In *Photo 3 (right)*, BLACK 14 can take a position as close as possible, short of contact, in front of, or beside, or behind his **stationary** opponent WHITE 12 who has the ball.

BLACK 14 must avoid chair contact while moving into this position. It does not matter which way BLACK 14 is facing.

In IWBF basketball, a defender does not have to be facing the opponent to have a legal position. Even if WHITE 12 did not have the ball, the position of BLACK 14 is legal.



*Photos above and below: Kevin Bogetti-Smith
Photo left: Wheelchair Basketball South Africa*



WHAT IF THE STATIONARY OPPONENT BEGINS TO MOVE TO A NEW POSITION?



In this photo, WHITE 12 is stationary. GREEN 15 has a legal guarding position even though he is not facing WHITE 12.

If WHITE 12 does not pass the ball, and he moves to a new position, defender GREEN 15 can move to re-establish a new legal position or he can move to maintain his legal position.

The principles of **Guarding a moving player who has the ball** will apply. Let's look at two situations:

1. If WHITE 12 has the ball and dribbles to a new position:

GREEN 15 must either *cover the path* of WHITE 12 or allow WHITE 12 *time/distance to avoid contact*.

GREEN 15 can move to maintain his legal position.
Reference: IWBF - Article 33.3

2. If WHITE 12 passes the ball and then moves to a new position:

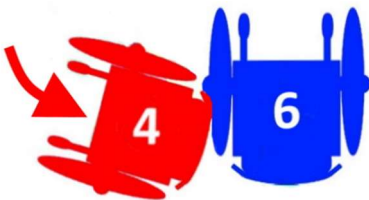
GREEN 15 must get to the new position first before WHITE 12, subject to the various requirements of *Article 33.5*

Photo: Wheelchair Basketball Canada and Kevin Bogetti-Smith Photography.

COMMON TYPES OF WHEELCHAIR SPECIFIC FOULS AGAINST STATIONARY OPPONENTS

Example 1. Holding By Pushing Against The Side Of An Opponent's Chair

Figure C.1 Holding Foul



Both players are stationary

RED 4's chair is pushing into the side of BLUE 6's chair.

RED 4 is pushing on his outside wheel to maintain contact with BLUE 6's chair in order to prevent BLUE 6 from moving.
BLUE 6 is held on the spot by the illegal contact.

Decision: HOLDING foul by RED 4.

Reference: IWBF Definition - Article 33.13 - Holding



In this photo (*left*), both players are stationary.

GREEN 6 has the ball.

The BLUE defender is preventing GREEN 6 from moving by forcing his chair into the side of the chair of GREEN 6.

BLUE is illegally Holding GREEN 6 to that spot on the floor.

This is a HOLDING Foul by the BLUE defender.

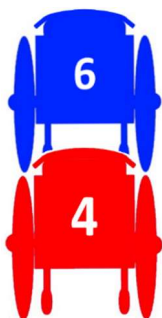
Photo: Wheelchair Basketball South Africa

Example 2. Holding By Pushing Between The Rear Wheels of the Opponent's Chair

It is illegal for a player to push into the space occupied by an opponent's wheelchair. For example, a player cannot push his horizontal bar into or underneath an opponent's chair or in behind the front or rear castors in order to prevent that opponent from moving.

A player cannot push his chair between the rear wheels of an opponent in order to Hold or Push his opponent's chair. A foul should be called against the player who has caused the contact.

Figure C.2: Holding by pushing between the rear wheels



BLUE 6 is **stationary**.

RED 4 is pushing between the rear wheels of BLUE 6 and holds BLUE 6's chair so that BLUE 6 cannot move away. BLUE 6 is held on the spot by this illegal contact by RED 4.

Decision: HOLDING Foul by RED 4.



This photo shows the situation in *Figure C.2*. All of the players are stationary.

The WHITE defender has forced his chair into the back of and under the chair of the stationary GREEN player who has the ball. This makes it very difficult for the GREEN player to manoeuvre his chair.

This is a HOLDING foul by the WHITE player.

This type of foul is less common in the modern game because most chairs have rear castor wheels that make it more difficult to push under an opponent's chair from behind. However, this type of contact still occurs.

Photo: Matthew Wells for IWBF.

HELD BALL - Incidental Chair Contact

If a number of opponents are holding the ball, any chair contact between their chairs while they struggle for possession can usually be regarded as **incidental contact**, not as a foul.



Photos: Wheelchair Basketball South Africa

Section D

Converging Paths

1. Definition: Converging Paths
2. Guarding the player who controls the ball
3. When neither player has the ball

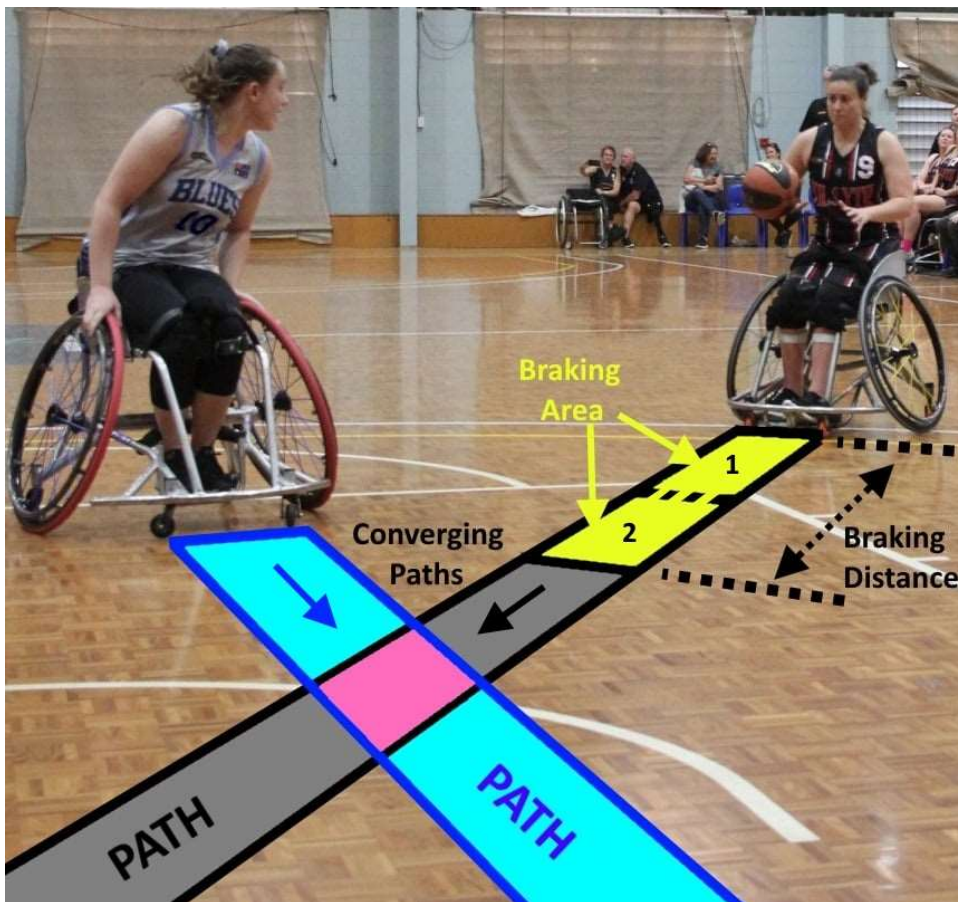


Photo: WNWBL and Basketball Australia
Added graphics by Ross Dewell.

CONVERGING PATHS

There are TWO basic situations to consider involving **converging paths**:

- (1) Situation No.1: When one of the two opponents **has the ball** (i.e. Guarding The Ball Carrier).
- (2) Situation No.2: When **neither** opponent has the ball.

1. CONVERGING PATHS: GUARDING THE PLAYER WHO HAS THE BALL

In this photo, defender BLACK 5 is on a **converging path** with GOLD 10 who has the ball.



To reach a legal guarding position **in the path** of GOLD 10 before contact occurs, the defender BLACK 5 must either:

(a) *Cover the path* of GOLD 10 who has the ball, or ...

(b) Stop in the path of GOLD 10 beyond the braking distance of GOLD 10, allowing GOLD 10 time and distance to avoid contact. When stopping in a legal position **BEYOND** the braking distance, BLACK 5 does not have to cover the path of GOLD 10

Both players in this photo have decisions to make.

The defender BLACK 5 must decide whether he will be able to **cover the path** of GOLD 10, or whether he must stop or change direction to avoid chair contact.

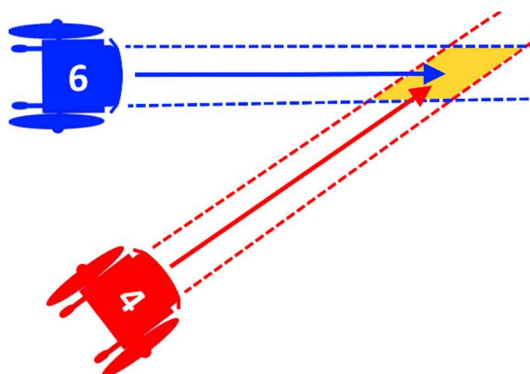
GOLD 10 must decide whether he can keep going and beat BLACK 5 to the position where their paths intersect, or whether he must stop or change direction to avoid contact if BLACK 5 covers his path.

Photo: Wheelchair Basketball South Africa Added graphics: Ross Dewell.

2. CONVERGING PATHS: GUARDING THE PLAYER WHO DOES NOT HAVE THE BALL

Figure D.1 Converging Paths OFF BALL

Who got there first?



BLUE 6 and RED 4 are on **Converging Paths**. Neither player has the ball.

If both players maintain straight line paths, whoever first reaches a position in the opponent's path has a legal right to that position.

The referee will decide: **Who got there first?**

In this **OFF-BALL** situation, the player who gets into his opponent's path first does NOT have to cover the path of his opponent. That is different to the **ON BALL** rule where a defender is guarding an opponent who has the ball.

Wheelchair Tripping

Article 33.5.3 makes it illegal for a **stationary defender**, when guarding a moving player with or without the ball, to push suddenly into the opponent's braking area, from a stationary starting position **within a chair length** of the opponent's braking area, and without establishing a legal position by covering the path of the player who has the ball or without allowing that opponent reasonable time and distance to avoid contact.

I call this illegal action "*wheelchair tripping*". This contact is the wheelchair equivalent of *tripping* in FIBA basketball. The contact that results from a player wheelchair tripping an opponent who is travelling at speed can be dangerous. Wheelchairs travelling at speed can be tipped over by this illegal contact. IWBF introduced *Article 33.5.3* specifically to outlaw the potentially dangerous contact that can result from this action.

Example: Wheelchair tripping the player who has the ball

Figure D.2

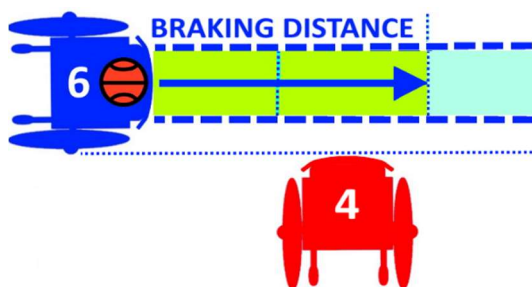
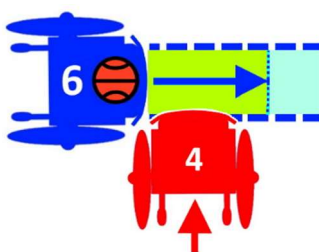


Figure D.3



(*Figure D.2*) BLUE 6 pushes forwards with the ball towards RED 4 who is stationary less than a chair-length from the path of BLUE 6.

(*Figure D.3*) When BLUE 6 is almost level with him, RED 4 suddenly pushes the front of his chair into the braking area of BLUE 6 and does not allow BLUE 6 time or distance to stop. BLUE 6 runs into RED 4.

If BLUE 6 is travelling very quickly, the chair collision that results from this illegal contact can be dangerous.

Decision: RED 4 has committed a BLOCKING foul.

Reference: IWBF- Articles 33.4.1; 33.4.2; 33.4.3

Examples of Wheelchair Tripping

Here are photos of two situations that would be "*wheelchair tripping*" situations if each of the two defenders was stationary before pushing, **from less than a chair-length away**, into the path of the moving player who has the ball. Each defender has illegally BLOCKED the forward progress of the player who has the ball.

If all four of these players were moving in straight lines, GREEN 9 (*Photo 1*) and BLACK 7 (*Photo 2*) have both entered but failed to cover the path of the player who has the ball. This type of contact is a BLOCKING foul.



*Photo: (left)
Wheelchair
Basketball
South Africa.*



*Photo: (right)
Wheelchair
Basketball
Canada and
Kevin Bogetti-
Smith
Photography.*

Example: Wheelchair tripping the player who does not have the ball

Figure D.4 Neither player has the ball.

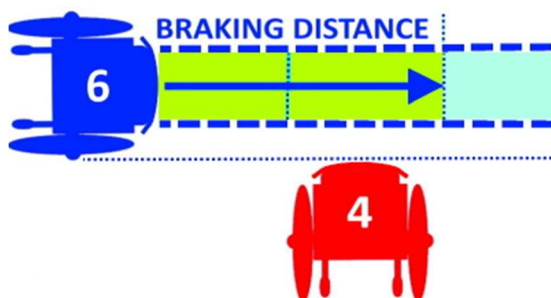
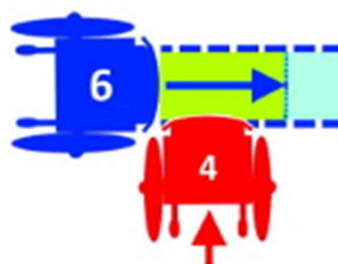


Figure D.5



Defender RED 4 (Figure D.4) is stationary, and is less than a chair-length from the path of BLUE 6.

BLUE 6, who does not have the ball, is about to push quickly past RED 4. When BLUE 6 is too close to RED 4 to stop or change direction, RED 4 suddenly pushes his horizontal bar into the braking area of BLUE 6 who has no time or distance to avoid contact.

BLUE 6 (Figure D.5) runs into the horizontal bar of RED 4. This is a Blocking Foul by RED 4.

Reference: IWBF - Article 33.5.3

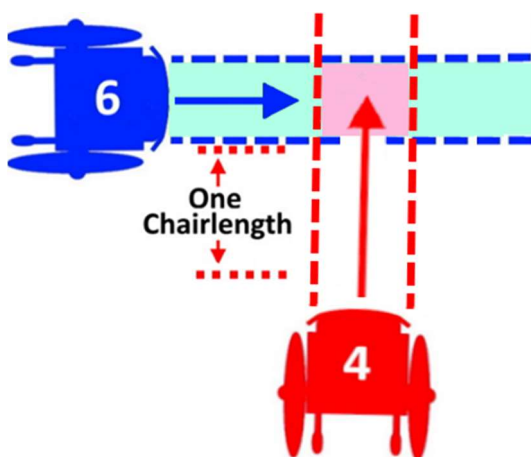
Comments:

1. The speed of BLUE 6 when this contact occurs is important. The slower that BLUE 6 is going, the less braking distance he needs. However, if BLUE 6 is travelling at high speed, he needs more distance to stop, and this contact illegal contact by RED 4 may be dangerous.

2. This same illegal contact situation is illegal when made by a Screener (Article 33.8) or by a defender who is **Guarding The Player Who Controls The Ball** (Article 33.4). In each of those situations, the Screener or the Defender must give the opponent time and distance to stop or change direction to avoid contact.

How far away from an opponent does a stationary defender have to be before he can start to move legally into the path from his stationary position?

Figure D.6



In Figure D.6 neither player has the ball. RED 4 is stationary and is further than a chair-length away from BLUE 6 who is moving.

To move legally into the Braking Area of BLUE 6 **from a stationary position**, without creating a wheelchair tripping situation, with or without the ball, RED 4 must start from further than a chair-length away, as shown in Figure D.6.

RED 4 starts to move towards BLUE 6. In this off-ball converging paths situation, each player has only to *enter the opponent's path first* to establish a legal position.

The official will judge whether RED 4 was more than a chair length from the path of BLUE 6 when he began his move into the path of BLUE 6.

Comments:

1. Neither of these players has the ball to control, so each player has only his wheel chair to control. Each player has full use of both of his hands to steer, push or brake.

2. Both players can see the play developing. Each has time to make a decision about whether it will be possible to reach a legal position before his opponent. Players are responsible for their decisions and their actions.

Section E

Crossing The Path



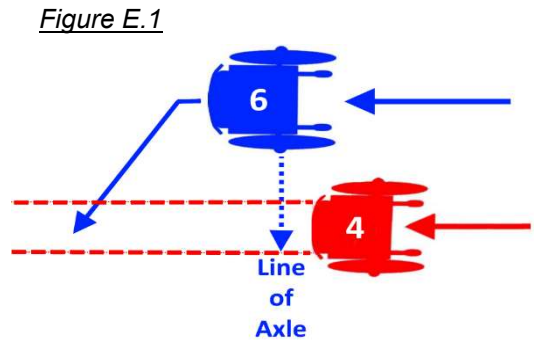
Photo: Matthew Wells for IWBF. Added graphic by Ross Dewell

Definition: Crossing The Path

Crossing The Path refers to the action of a moving player, with or without the ball, who changes direction and then moves **into the path** of a moving opponent who is travelling in approximately the same direction on either a **Converging Path** or on an *approximately parallel path*.

Figure E.1 shows BLUE 6 legally crossing the path of Red 4. BLUE 6 and RED 4 are travelling close together, closer than braking distance.

When BLUE 6 has his near-side axle further forward than the front of RED 4's chair, he **changes direction** and turns across into the path of RED 4. This move is called **Crossing The Path**.



When can you begin to cross the path?

A player, **with or without the ball**, can legally turn into the path of his opponent after he has his **near-side rear axle beyond** (further up court than) the front of his opponent's chair
 - See Figure E.2 Reference: IWBF - Article 33.6)

If a player gets his near-side axle further forward than the front of his defender's chair, and then he changes direction to cross into the path of the opponent, he has legally established a new path. The opponent must avoid chair contact. A player who has his axle beyond the front of his opponent's chair and then **legally enters the path** of that opponent is considered to have given his opponent the time and distance needed to avoid contact. That opponent will be responsible for any chair contact that occurs.

Figure E.2

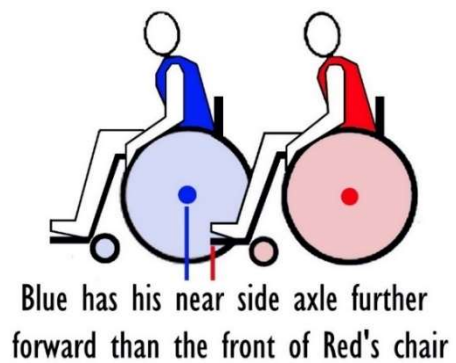


Figure E.3: Legal Crossing the Path by Blue 6.

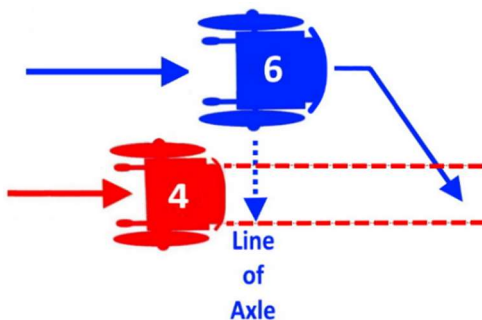
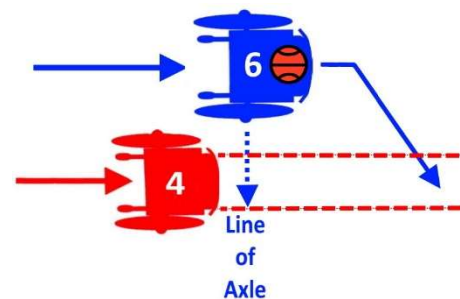


Figure E.4: Legal Crossing the Path by Blue 6



In Figures E.3 and E.4, BLUE 6 his near-side axle further forward than the front of RED 4's chair. In both Figures, with or without the ball, BLUE 6 can legally change direction and begin to cross into the path of RED 4. RED 4 must be ready to avoid chair contact.

Example: Legal Crossing the Path by the Player who has the ball.



In these photos, BLUE 11 gets his near-side axle beyond the front of WHITE 4. BLUE 11 then changes direction and turns legally into the path of WHITE 4.

WHITE 4 will be responsible for any chair contact that occurs.

Photos: Matthew Wells for IWBF. Added graphic by Ross Dewell

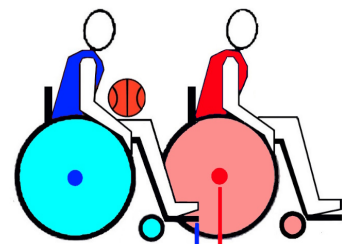
The IWBF Rule for Crossing The Path

IWBF Article 33.6 says:

The player who crosses the path must allow the opponent time and distance to avoid contact.

If the defender (the RED chair in *Figure E.5*), has his near-side axle beyond the front of the chair of his opponent before changing direction towards his opponent's path, he can legally cross the path of his opponent who has the ball. By getting his axle in that legal position before turning and crossing into his opponent's path, the defender is considered to have allowed his opponent time to avoid contact.

Figure E.5



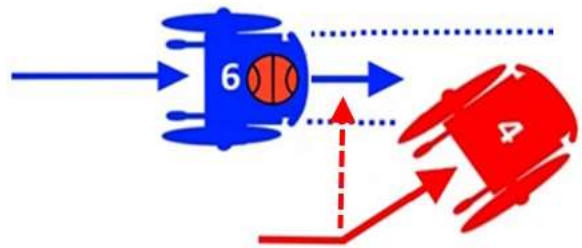
Red has his near side axle further forward than the front of Blue's chair

Does the defender have to cover the path of his opponent who has the ball?

The IWBF rule does **not** require that when a defender **legally** crosses into the path of his opponent who has the ball, he must **cover the path** of that opponent.

In *Figure E.6*, RED 4 has his axle beyond the front of the chair of BLUE 6 and then turns to cross the path of BLUE 6. BLUE 6 (with or without the ball) is considered to have had time to avoid contact. Because IWBF basketball is slower than FIBA basketball, the IWBF player has **more time to see play developing**. BLUE 6 had time to make a decision to avoid contact and act on that decision. BLUE 6 can see that RED 4 is in a position where he RED 4 may change direction and cross the path of BLUE 6.

Figure E.6



Comment: In the IWBF rules, an IWBF player who has the ball has far more time allowed to him to avoid contacting an opponent who makes a legal move into his path compared to the time allowed to the FIBA player in the same situation.

What is Expected of The Player Who Has The Ball?

The player who has the ball must: (a) Always expect to be guarded (*IWBF Article 33.4*), and:
(b) Always maintain control of his chair.

In *Figures E.7 and E.8*, BLUE 6 can see RED 4 who has his near-side axle beyond the front of the chair of BLUE 6. From this position, RED 4 can legally turn into the path of BLUE 6 because BLUE 6 has been allowed time to avoid chair contact. BLUE 6 can see that RED 4 will legally cross his path. BLUE 6 must be prepared to either change direction or slow down or stop to avoid contact

Figure E.7

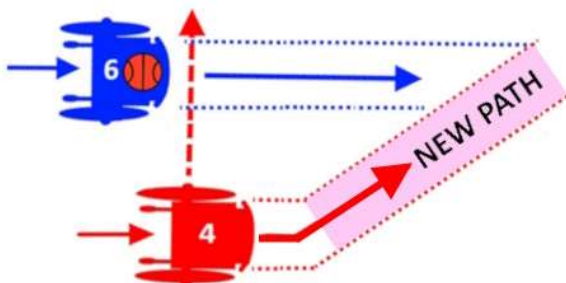
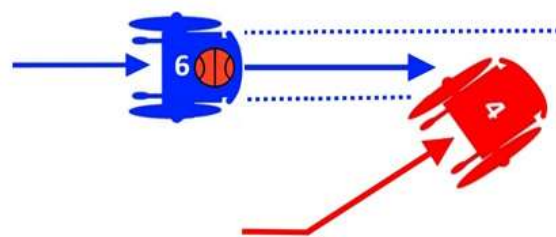


Figure E.8



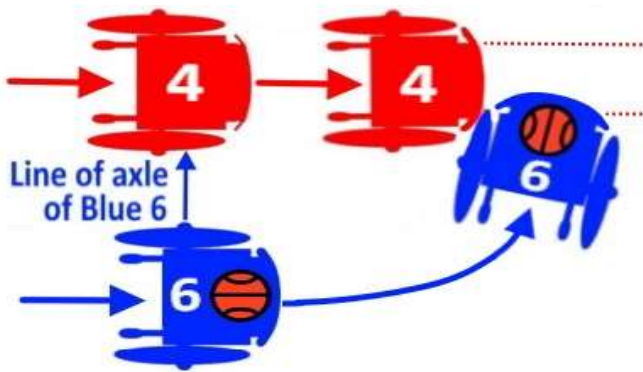
In *Figure E.8*, RED 4 has turned legally towards the path of BLUE 6 after he positioned his near-side axle beyond the front of BLUE 6. RED 4 now has an unoccupied straight-line path in front of him. He is entitled legally to continue along that path. In *Figure E.8*, RED 4 is now legally crossing the path of BLUE 6.

BLUE 6 had time to see the legal action of RED 4 and to prepare to avoid chair contact.

Because RED 4 has legally **crossed** the path of BLUE 6, RED 4 does not have to **cover** the path of BLUE 6. BLUE 6 must avoid chair contact.

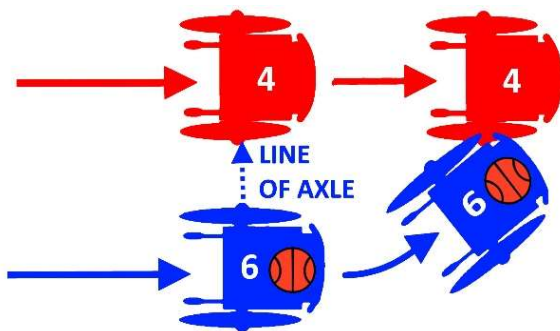
Illegal Contact after turning by the player who has the ball.

Figure E.9 Illegal Crossing the Path



In Figure E.9, BLUE 6 attempts to cross into the path of RED 4 **before** getting his near-side axle beyond the front of the chair of RED 4. BLUE 6 has illegally entered the path of RED 4. RED 4 runs into the side of the BLUE 6 chair which is in an illegal position. BLUE 6 is responsible for this illegal chair contact. BLUE 6 is illegally crossing the path of Red 4. Reference: IWBF - Article 33.6 – See the example photos below.

Figure E.10 Charging



In Figure E.10, BLUE 6 turns towards RED 4 **before** getting his near-side axle beyond the front of (further forward than) the front of the chair of RED 4.

BLUE 6 runs into the **side** of the chair of Red 4 which is in a legal position. BLUE 6 has not entered the path of RED 4, so this is **not** a Crossing the Path foul.

By illegally contacting the **side** of the RED 4 chair, BLUE 6 is Charging.



These two photos show illegal chair contact caused by WHITE 4 who has the ball.

In Photo 1, WHITE 4 and BLUE 9 are moving quickly beside each other on parallel paths.



In Photo 2, WHITE 4 changes direction **before** getting his near-side axle beyond the front of BLUE 9's chair.

BLUE 9 legally maintains his straight-line path.

WHITE 4 contacts his defender BLUE 9, This contact causes BLUE 9 to lose balance.

WHITE 4 is responsible for this illegal chair contact.

Photos: Gucci Fotografie - Wouter Terry

LEGAL AND ILLEGAL ON BALL DEFENCE: CROSSING THE PATH:

In *Figure E.11*, RED 4 is guarding BLUE 6 who has the ball. RED 4 has his near-side axle beyond the front of the chair of BLUE 6. RED 4 can legally begin to turn across the path of BLUE 6.

Figure E.11 LEGAL Crossing the Path

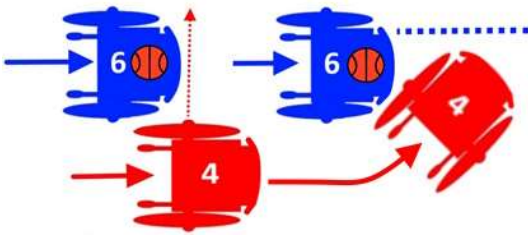
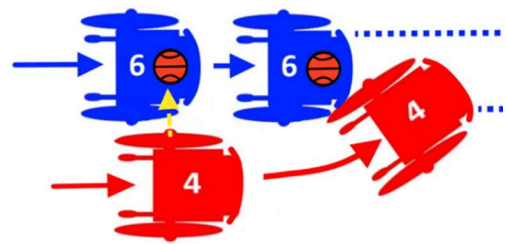


Figure E.12 ILLEGAL Crossing the Path



In *Figure E.11*, RED 4 has legally crossed into the path of Blue 6. Blue 6 will be responsible for chair contact.

In *Figure E.12*, RED 4 has turned to enter the path of BLUE 6 **before** getting his near-side axle beyond the front of BLUE 6's chair. When chair contact occurs as RED 4 enters the path of BLUE 6, RED 4 has failed to allow BLUE 6 time or distance to avoid contact. RED 4 is illegally crossing the path of BLUE 6.

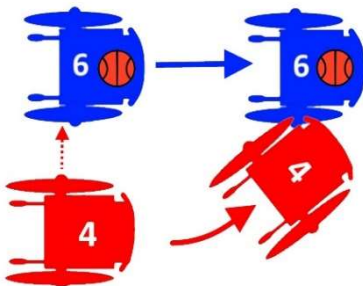
CONTACT TO THE SIDE OF AN OPPONENT'S CHAIR

1. ON-BALL CONTACT CAUSED BY A DEFENDER WHO CHANGES DIRECTION

The contact that occurs after a defence player changes direction and illegally contacts an opponent who is on a fast break transition or is attempting a layup is **not** contact that can occur by accident. The defence player has to have made a conscious decision to turn towards the opponent.

Comments: (1) In some cases, such contact may be considered to be flagrant, and contrary to the spirit and intent of fair play in the sport. (2) In situations where the contact is not considered to be a genuine attempt to play the ball, or where the contact is excessive, or where the contact has stopped a fast break or a shooting opportunity, penalties are prescribed in the IWBF Unsportsmanlike Fouls penalties - See Article 37.1.1

Figure E.13



In *Figure E.13*, RED 4 has chosen to change direction and push his chair into the **side** of the chair of BLUE 6.

RED 4 would **clearly** have been able to see that he was unable to legally enter the path of BLUE 6 and then cover the path of BLUE 6. This is a Pushing Foul by RED 4 which may be upgraded to a C1, C2 or C3 Unsportsmanlike Foul. *IWBF Reference: Article 37.1.1*

Note: In *Figures E.13* and *E.14*, RED 4 is not Crossing the Path of BLUE 6 because RED 4 has not **entered the path** of BLUE 6. Contact occurs on the side of the BLUE 6 chair.

Comment: How does a wheelchair change direction?

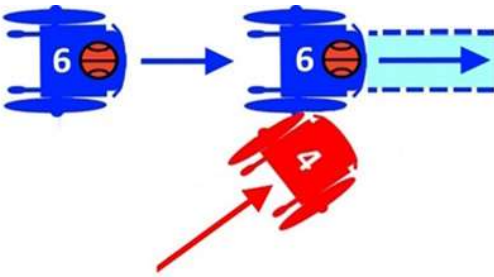
A wheelchair cannot change direction on its own. It is important for referees to understand that a moving wheelchair changes direction when a player chooses to change direction by braking or pushing on one or more wheels. Some high point players can cause the chair to change direction by swivelling their hips without touching the wheels with their hands.

Deciding to change the direction of his wheelchair is a conscious decision by the player.

*The player will be responsible for any illegal contact caused by his decision to turn his moving wheelchair towards an opponent. Sometimes that chair movement will push into the **cylinder** of the opponent. In other cases, it will be an illegal move into the **path** of the opponent. Even if that chair movement is a genuine but unsuccessful attempt to reach a legal position before the opponent, any illegal contact that results from the player's decision to change direction may stop the forward progress of the opponent.*

2. ON-BALL CONTACT CAUSED BY A DEFENDER ON A CONVERGING PATH

Figure E.14: Pushing



In Figure E14, RED 4 has chosen not to stop or avoid contact. He continues on his straight line path and contacts the **side** of BLUE 6. This is a Pushing Foul by RED 4.
Reference: IWBF Article 37.1.1

Comment: RED 4 would be able to see that he did not have time to legally enter the path or cover the path of BLUE 6.

RED 4 chose to continue on his path and risk illegally contacting the side of the chair of BLUE 6.

In Figures E.13 (Page E.5) and E.14 (above), the illegal contact occurs to the **SIDE** of the chair of BLUE 6.

RED 4 had the opportunity to avoid contact. The officials may consider whether the contact by RED 4 was not a genuine attempt to play the ball.

Figure E.15: Blocking



In Figure E.15, RED 4 and BLUE 6 are on Converging Paths. The illegal contact by RED 4 is **inside** the path of BLUE 6.

RED 4 is illegally Blocking the forward progress of BLUE 6.

RED 4 has entered the path of BLUE 6 but has failed to cover the path of BLUE 6 who has the ball.

3. OFF BALL: ILLEGAL CONTACT AFTER CHANGING DIRECTION

This sequence of 3 photos shows a PUSHING Foul by BLUE 5.



BLUE 5 and WHITE 12 are moving on parallel paths. Neither player has the ball.



BLUE 5 changes direction and turns towards the chair of WHITE 12.

Before making his turn, BLUE 5 fails to get his near-side axle further forward than the front of the chair of WHITE 12 who has a legal position.

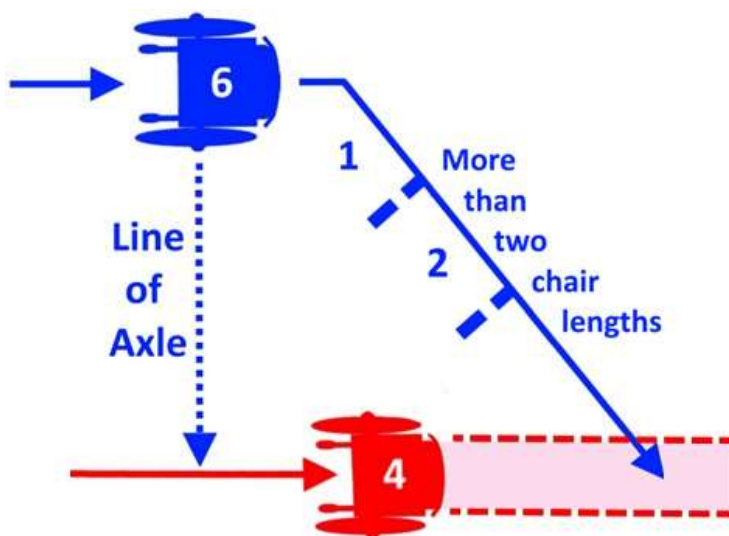
BLUE 5 contacts the side of WHITE 12's chair from less than a chair-length away.

BLUE 5 has not entered the path of WHITE 12. BLUE 5 is PUSHING.

Photos: Matthew Wells for IWBF

TURNING ONTO A NEW PATH: THE PLAYER WHO DOES NOT HAVE THE BALL

Figure E.16: Neither player has the ball



In *Figure E.16*, opponents BLUE 6 and RED 4 are moving approximately parallel to one another. They are more than braking distance away from each other.

BLUE 6 changes direction and establishes a new straight-line Converging path that is heading towards the path of RED 4.

BLUE 6 changes direction **before** getting an axle beyond the front of RED 4. BLUE 6 has to push for more than his braking distance to enter the path of RED 4. He has established a new straight-line path before entering the path of RED 4.

Because BLUE 6 changed direction more than braking distance away from the path of RED, this is no longer a *Crossing The Path* situation. BLUE 6's new path means that the paths of BLUE 6 and RED 4 will intersect on *Converging Paths*.

QUESTION: In *Figure E.16*, who is responsible for chair contact that occurs **OFF BALL** when the converging paths of BLUE 6 and RED 4 intersect and they both attempt to enter the same position on the floor?

Decision:

The player who first enters the path of his opponent will have right of way.

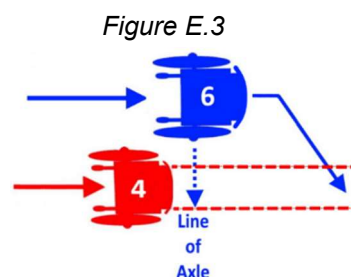
This is a *Converging Paths* situation where neither player has the ball and so each player only has to *Get There First* to establish a legal position. *Reference: IWBF - Articles 33.5*

Rationale:

BLUE 6 has changed direction far enough away from RED 4 to make this a *Converging Paths* situation. Both players must now obey the rules for *Converging Paths Off the ball*. The official must decide *Who Got There First?*

Comment:

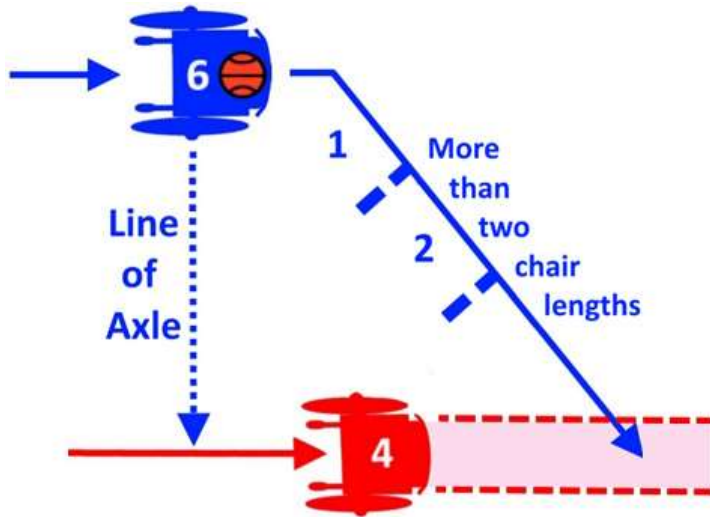
Compare the situation in *Figure E.16* to the *Crossing The Path* situation in *Figure E.3* where two players are moving very close together **before** one changes direction.



TURNING ONTO A NEW PATH: THE PLAYER WHO HAS THE BALL

If the ball carrier changes direction across the path of an opponent who was on a parallel path, but he makes the turn at a distance that allows the defender time to avoid contact – in other words, from a distance of more than two chair-lengths away from his opponent - this becomes a *Converging Paths* situation, not a *Crossing The Path* situation. In *Figure E.17*, BLUE 6 has made a legal turn.

Figure E.17



In *Figure E.17*, BLUE 6 has the ball.

BLUE 6 and defender RED 4 are moving approximately parallel to one another and they are more than two chair-lengths apart when BLUE 6 changes direction **before** getting an axle beyond the front of RED 4.

BLUE 6 establishes a new straight-line Converging path that is heading towards the path of RED 4.

The distance to the path of RED 4 is **greater than the braking distance** of BLUE 6.

BLUE 6 has changed direction far enough from RED 4 to make this a new *Converging Paths* situation.

RED 4 must establish a legal position by either:

(a) *Covering the new path* of the ball carrier BLUE 6 or

(b) Allowing BLUE 6 time to avoid contact. If RED 4 is unable to do either of those things, he must avoid chair contact. *Reference: IWBF - Article 33.4*

What is the difference between *Converging Paths* and *Crossing The Path*?

A **Converging Paths** situation involves *straight-line* paths, with **no change of direction** by either player.

Crossing the Path involves a *change of direction* by the player who attempts to enter the opponent's path. A player who is **crossing the path** of an opponent actually **enters the path** of that opponent before any chair contact occurs.

In *Figure E.18*, BLUE 6 and RED 4 are OFF BALL on **Converging Paths**.

In *Figure E.19*, BLUE 6 has changed direction and is legally **Crossing the Path** of RED 4.

Figure E.18 **CONVERGING PATHS**

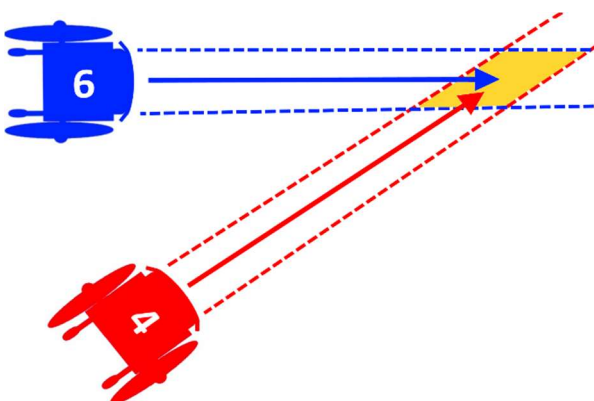
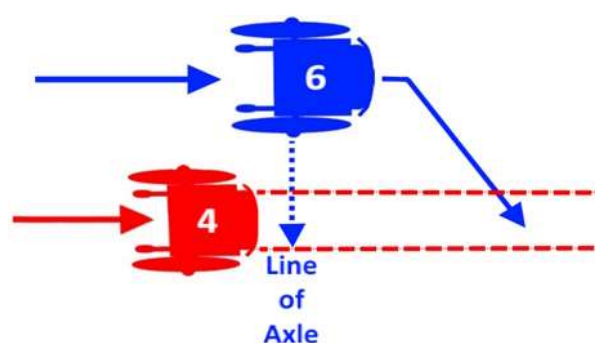


Figure E.19 **CROSSING THE PATH**



SECTION F

CLOSING THE GAP



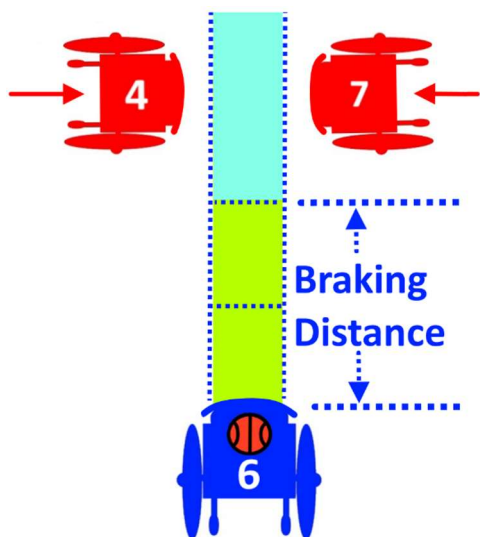
*Photo: Courtesy of Sports and Spokes
© Paralyzed Veterans of America, Sports 'n Spokes.
Photo by Mark Cowan.*

CLOSING THE GAP

- *Closing the gap* describes a situation where **two defenders** move towards each other to close up a space between them that an opponent is attempting to wheel through.
- This is a very common contact situation, both ON and OFF the ball.
- This situation often occurs when the defence team is playing a zone defence.

Example 1: Legal Closing The Gap

Figure F.1



BLUE 6 has the ball.

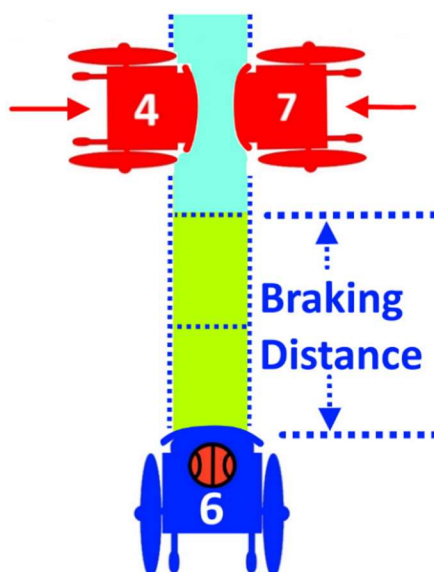
RED 4 and RED 7 are outside the path of BLUE 6 and beyond the braking distance of BLUE 6.

The distance from BLUE 6 to RED 4 and RED 7 is **more** than two chair-lengths i.e. more than the distance that BLUE 6 needs to stop or change direction to avoid contact.

BLUE 6 pushes towards the gap between RED 4 and RED 7.

(Continued in Figure F.2)

Figure F.2



RED 4 and RED 7 **both** move forward towards each other to close the gap.

If RED 4 and RED 7 can occupy some of the path of BLUE 6 **beyond the braking area** of BLUE 6, then BLUE 6 must avoid contact because he had time and distance to avoid contact.

After moving into the path of BLUE 6, RED 4 and RED 7 have established a new legal position that is beyond the braking distance of BLUE 6. BLUE 6 has been given time and distance to avoid contact.

BLUE 6 must avoid chair contact with RED 4 and RED 7.

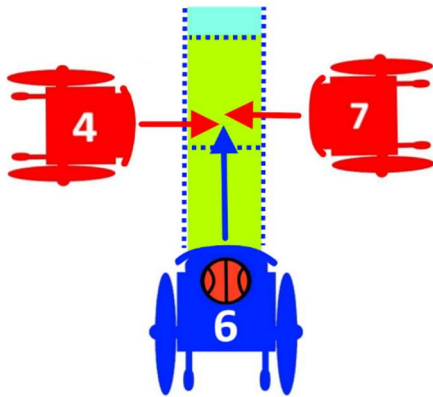
Comments:

1. Because the defenders have legally occupied positions **beyond** the braking distance of BLUE 6, BLUE 6 has been allowed the distance needed to avoid chair contact. RED 4 and RED 7 do not have to cover the path of BLUE 6.
2. BLUE 6 has been given time to stop or change direction to avoid contact. If RED 4 and RED 7 maintain their legal positions, then BLUE 6 will be responsible for contact.
3. Even if RED 4 and RED 7 close the gap further when BLUE 4 moves within braking distance, RED 4 and RED 7 **remain in a legal position** because there was **never** enough room for BLUE 4 to get through the gap between RED 4 and RED 7.

Example 2 - Illegal Closing The Gap

BLUE 6 has the ball and is *not* given time to avoid contact by either RED 4 or RED 7.

Figure F.3



Defence players RED 4 and RED 7 are **inside the braking distance** of BLUE 6.

The green shaded area is the braking area of BLUE 6.

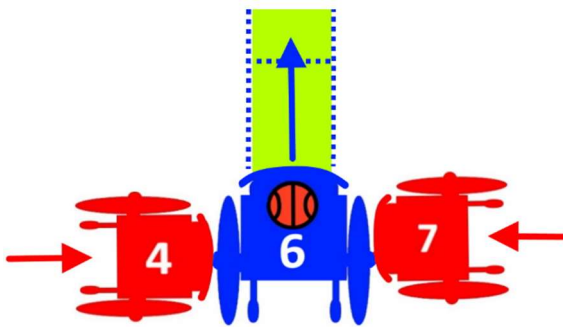
BLUE 6 has the ball. The distance to RED 4 and RED 7 is **less than** the distance that BLUE 6 needs to avoid contact.

BLUE 6 pushes towards the gap between RED 4 and RED 5.

RED 4 and RED 7 both either pivot or push towards each other to close the gap.

If contact occurs **after** BLUE 6 has legally entered the gap, RED 4 and RED 7 are responsible for contact (Continued in Figure F.4.)

Figure F.4



BLUE 6 has entered the gap first.

Decision: This contact is a defensive foul, even if BLUE 6 did not have the ball.

The officials should call the foul on whichever defender first came into contact with BLUE 6.

The officials should look for the point of contact.

Both defenders have contacted the sides of BLUE 6's chair. This indicates that neither defender reached a legal position.

To obtain a legal position, **ONE** of the two defenders must get into the path of BLUE 6 and cover the entire path of BLUE 6.

Example 3: Holding Both Sides of the Opponent's Chair - On Ball



This photo shows two defenders making contact similar to that shown in Figure F.4.

WHITE 10 has the ball and has wheeled **legally** through the gap between the chairs of BLUE 8 and BLUE 9.

BLUE 8 and BLUE 9 are both contacting the sides of the chair of WHITE 10, in an attempt to close the gap and prevent the WHITE team player progressing up the floor.

Decision: A foul should be called against whichever BLUE player first contacted the WHITE player.

Photo: Matthew Wells and IWBF

Example 4: Illegal Closing The Gap

This photo shows another example of the situation in *Figure F.4*

All players are moving. RED 6 has wheeled into the gap between the two defence chairs of defenders WHITE 12 and WHITE 14.

Both WHITE 12 and WHITE 14 have contacted the sides of RED 6's wheelchair.

The official should call a Pushing foul on the defender who first made contact with RED 6.

To establish a legal position in front of RED 6, one of the BLUE players must cover the *entire path* of the player who has the ball.



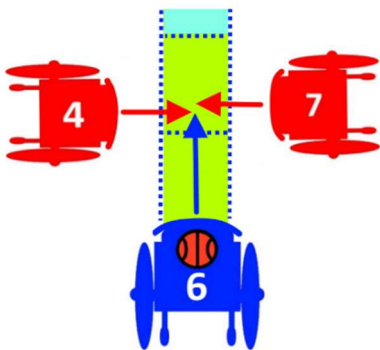
Photo: Copyright British Wheelchair Basketball.

If **two** defenders move into the path of an opponent who has the ball, **inside the braking distance** of that player, they cannot legally *cover the path* by having some of the path covering by each of them.

In *Figures F.5* and *F.6*, ONE defender must cover the **entire** path of BLUE 6 unless BLUE 6 was given the distance needed to avoid contact.

Example 5: Closing the gap - Blocking Foul

Figure F.5

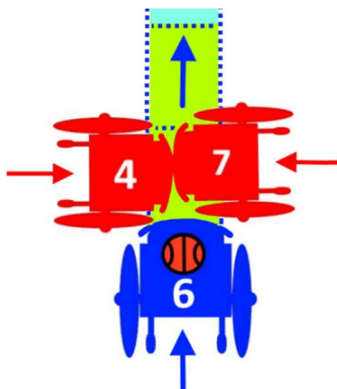


In *Figures F.5* and *F.6*, RED 4 and RED 7 are sitting on either side of BLUE 6 who has the ball. The green area is the Braking Area of BLUE 6.

As BLUE 6 moves towards them, RED 4 and RED 7 enter the **Braking Area** of BLUE 6. Neither one *covers the path* of BLUE 6. BLUE 6 does not have time to avoid contact.

RED 4 and RED 7 cannot legally cover **half of the path** each if they enter the path **within the braking distance** of BLUE 6 who has the ball because **BLUE 6** has not been given time and distance to avoid contact.

Figure F6



In *Figure. F.6*, BLUE 6 continues legally on his path and runs into RED 4 and RED 7.

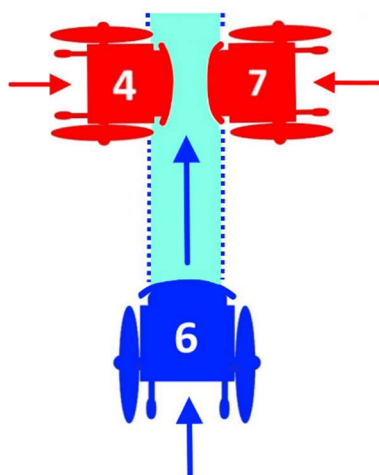
Decision: The officials should call the Blocking foul on the defender who first came into contact with BLUE 6.

If there was only one defender, he could not legally enter only part of the path of BLUE 6. He must cover the path of BLUE 6. A second defender who also enters the path but fails to *cover the path* does not make two failures legal.

The only way one defender (or both) can legally cover only **part** of the path of BLUE 6 is if a legal position is established **beyond the braking distance**, which gives the opponent the distance needed to avoid contact. (See *Example 6*)

Example 6: Legal Closing The Gap - OFF BALL

Figure F.7



BLUE 6 does not have the ball.

RED 4 and RED 7 are wheeling towards each other. They stop inside the path of BLUE 6 who is moving towards them.

BLUE 6 and these RED players are on Converging Paths.

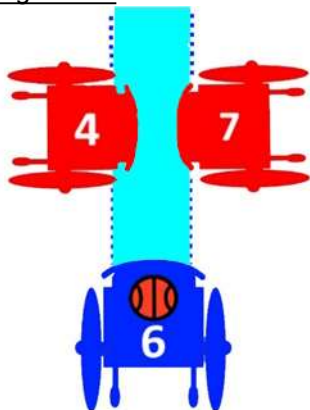
The contact principle in this OFF BALL situation is *Who got there first?*

If BLUE 6 continues on his path and contacts either RED 4 or RED 7, then BLUE 6 will be responsible for this chair contact.

Here are two situations where there is not enough space available to get through the gap.

Situation 1: Closing the gap - No room between the chairs - ON BALL

Figure F.8



In Figure 8, RED 4, RED 7 and BLUE 6 are all stationary.

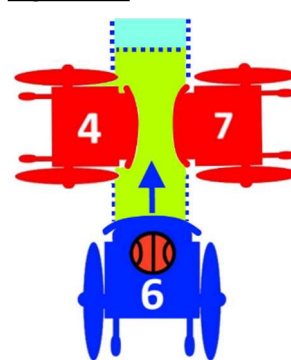
Because BLUE 6 is stationary, RED 4 and RED 7 have legal positions.

RED 4 and RED 7 are in the path of BLUE 6 and inside the braking area of BLUE 6 but they are not covering the path of BLUE 6.

In Figure 9, BLUE 6 begins to push towards RED 4 and RED 7.

RED 4 and RED 7 do not move.

Figure F.9



If BLUE 6 contacts RED 4 or RED 7, BLUE 6 will be responsible for contact because RED 4 and RED 7 had stationary legal positions **before** BLUE 6 started to move.

If RED 4 and RED 7 move towards each other to narrow the gap after BLUE moves towards them, they are entitled to their floor positions within the path of BLUE 6.

With or without the ball, BLUE 6 would be responsible for contact because there was never enough room for BLUE 6 to fit into or move through the space between RED 4 and RED 7.

Judgement of **Closing The Gap** – The thought process for officials:

EITHER

1. No ball involved
2. Was there is enough space to get through the gap?
3. Watch to see *who got there first*.

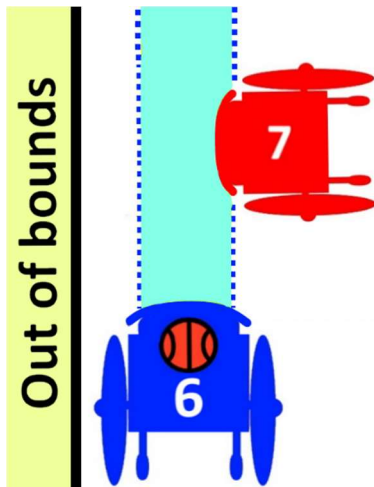
... OR:

1. Player has the ball
2. Is there is enough space there?
3. Did *one of the defenders cover the path or allow time and distance to avoid contact?*

Closing the gap (continued ...)

Situation 2: Closing the gap - No room on the sideline or the baseline.

Figure F.10: Legal closing of the gap



BLUE 6 and RED 7 are both **stationary**.

There is only a small gap between RED 7 and the out-of-bounds line.

RED 7 has positioned his chair legally so that there is only a small space between his chair and the out-of-bounds line.

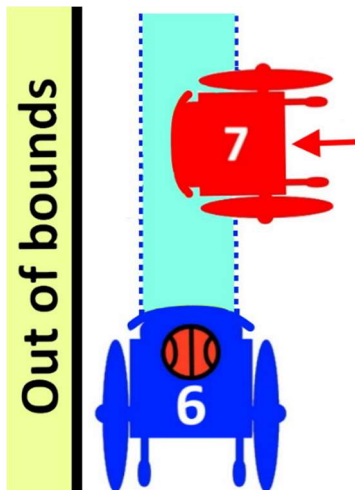
The space is smaller than the width of a wheelchair.

There is not enough room for BLUE 6 to wheel through legally without contact.

BLUE 6 starts to move forwards and he attempts to wheel through the space between RED 7 and the sideline. The space is not wide enough for BLUE 6 to fit through.

(Continued in Figure F.11 below)

Figure F.11



As BLUE 6 wheels towards this small space, RED 7 moves towards the sideline to further reduce the size of the space.

In this situation, before RED 7 moved, there was never enough room for BLUE 6 to wheel through the small space between RED 7 and the sideline.

The slight adjustment to RED 7's position has not changed the lack of room that BLUE 6 needed to move between RED 7 and the out-of-bounds line.

BLUE 6 runs into RED 7. BLUE 6 is responsible for any chair contact.

Even though RED 7 has not *covered the path* of BLUE 6, BLUE 6 is responsible for contact because RED 7 occupied an area of the path of BLUE 6 before BLUE 6 started to move.

NOTES

1. Responsibility for contact will be the same, regardless of whether or not BLUE 6 had the ball.
2. If BLUE 6 did **not** have the ball, BLUE 6 is still responsible for contact because RED 7 reached a legal position first. It would be an OFF BALL situation.

Comments:

This type of contact occurs frequently both on the ball and off the ball, especially around the baseline when players try to get through small gaps between chairs between a defender and the out-of-bounds line.

Braking distances are often very short iwhen players are manoeuvring in the congested area around the key.

Section G

Setting Screens

Screens - Stationary Opponents
Screens - Moving Opponents



Photo: Basketball Australia and WNWBL

SCREENING

1. SCREENING A STATIONARY OPPONENT

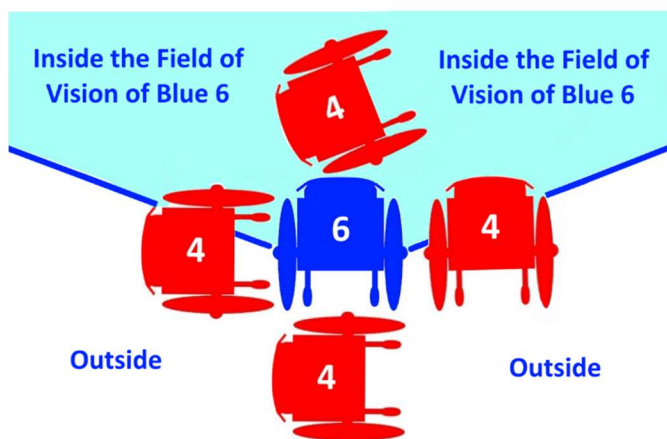
In **IWBF** basketball whether a screen is set **either inside or outside** a **stationary** opponent's visual field, the screen can be set **as close as possible** short of contact.

In *Figure G.2*, defender BLUE 6 is **stationary**.

The screens set by RED 4 are all **stationary**.

All of the screen positions of RED 4 are **legal**. Whether BLUE 6 can see the screen is not relevant.

Figure G.2: Legal Screens v Stationary opponent.



In this photo, WHITE 14 has set his screen within the visual field of the two BLUE opponents.

One opponent is beside him. The other is immediately in front of him. In this play, as long as WHITE 14 maintains his stationary position and does not wheel forward into the opponents, his screen is legal.

If the opponents move and then WHITE 14 moves to reset his screen, the screening rules apply once again.

Photo: Courtesy of Wheelchair Basketball South Africa

FIELD OF VISION – Relevant in FIBA basketball but not in IWBF basketball

Whether screens are set *inside* or *outside* the opponent's visual field is **NOT** relevant in IWBF basketball.

The **IWBF** screening rules describe screens set on either *moving* players or *stationary* players, and not whether the screen is set within or outside the opponent's field of vision.

To set a legal screen, the screener must *either*:

Cover the path of the opponent being screened

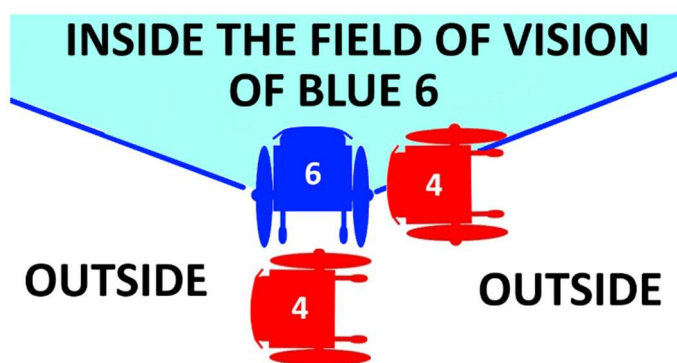
.... Or

Allow the opponent time and distance to avoid contact.

All of the screen positions of RED 4 in *Figure G.1* are LEGAL

If the screener has to reposition his screen because the opponent has avoided the screen, **the screener must allow the opponent time and distance to avoid contact** when taking the new screening position.

Figure G.1 Field of Vision



Screening a Stationary Opponent: Example:

GREEN 15 has wheeled towards the side of the key to set a screen to prevent WHITE 10 and WHITE 5 from guarding the player who has the ball. This type of screen in the area round the key is very common in wheelchair basketball when the screener tries to block two opponents.

GREEN 15 must not cause contact. She must stop before contact occurs when she wheels in to set the screen. She cannot push forward and illegally contact the chairs of the two WHITE players.

GREEN 15 has set a legal screen and is holding her chair still.

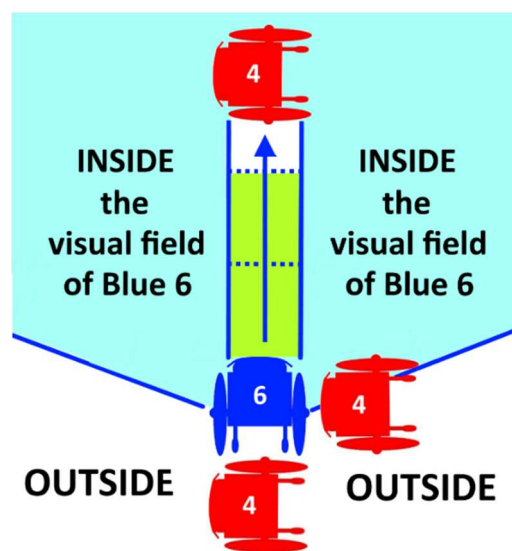
WHITE 10 and WHITE 5 must find a way to avoid the screen without causing contact.



Photo: Matthew Wells for IWBF

2. SCREENING A MOVING OPPONENT

Figure G.3 Defender BLUE 6 is moving.



In wheelchair basketball, the screener must *either* allow the moving opponent **time and distance** to avoid contact, or the screener must *cover the path* of the opponent.

All of the Screen positions of RED 4 in Figure G.3 are LEGAL.

When a screen is set on a **moving** opponent, the official must consider the following:

1. Did the screener establish a legal position in relation to the opponent?

To do this, the screener must either *cover-the-path*, or *allow time and distance to avoid contact*.

2. If the screener was moving head-on at the opponent, did the screener stop in time to allow the opponent time and distance to avoid contact?

If the screener fulfils these requirements, then the screen is legal. *Reference: IWBF - Article 33.8*



Photo: Matthew Wells for IWBF.

However, if Player B sets a legal screen on a moving opponent Player A, then once Player A has moved close to the screener **within the braking distance** (i.e., the distance required to avoid contact by stopping or changing direction), the screener Player B must keep his screen stationary. He cannot decrease the distance between him and the opponent he is screening.

If the screener Player B then moves that screen and **illegally alters his position in relation to Player A**, then the screener Player B will be responsible for any chair contact that results unless other factors are involved.

In this photo, BLUE 14 has set a legal stationary screen on his moving WHITE team opponent.

Legal Screen on a Moving Opponent: Example:



Photo: Basketball Australia and WNWBL

In this photo, BLACK 9 has set a legal ON BALL screen on WHITE 6.

BLACK 9 has *covered the path* of WHITE 6, therefore she has allowed WHITE 6 the time and distance needed to avoid contact by stopping or by changing direction.

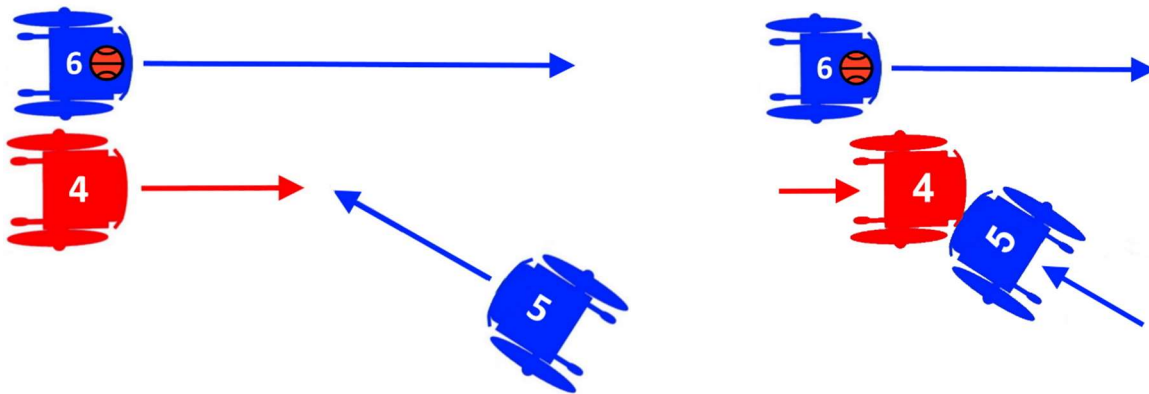
If WHITE 6 changes direction in order to avoid contact with the screen, BLACK 9 can move to a new position to set a new screen on WHITE 6, as long as she allows WHITE 6 the time and distance needed to avoid contact with the new screen.

Illegal Screen on a Moving Opponent: Example:

Figures G.4 and G.5 show a *head on* contact situation where the head on collision involves an illegal screen.

Figure G.4 Illegal Screen ... continued in Figure G.5 ->

Figure G.5 Illegal Screen



BLUE 6 has the ball. Defender RED 4 is guarding BLUE 6.
BLUE 6 and RED 4 are moving quickly.

BLUE 5 attempts to prevent RED 4 from guarding BLUE 6 by setting an ON BALL screen on RED 4.

BLUE 5 rolls at RED 4 head on and **without stopping** collides with RED 4.
The point of contact is on the front of each chair.

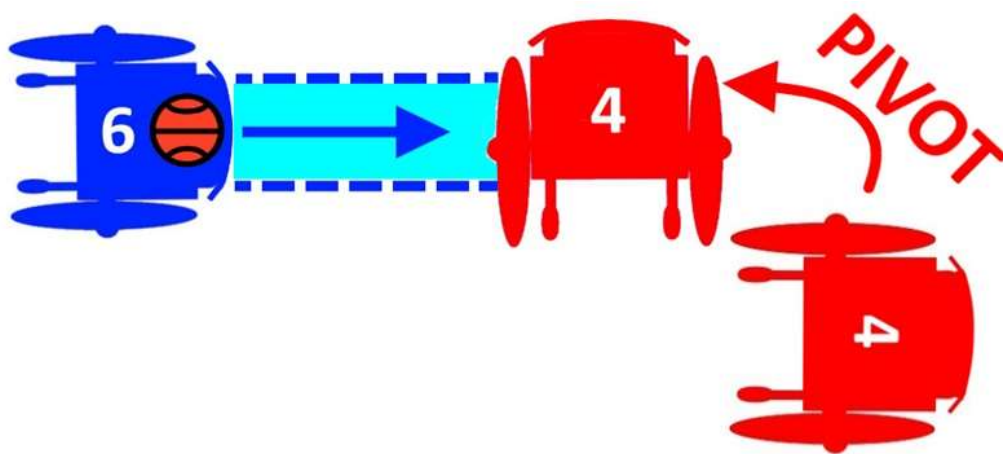
Decision: Illegal screen by BLUE 5.

To set a legal screen moving head on towards RED 4, BLUE 5 must be stationary once he enters the path of RED 4 and allow RED 4 the time and distance needed to avoid contact.

Reference: IWBF - Article 33.8

Section H

Pivoting



PIVOTTING

1. PIVOTTING ACROSS THE PATH OF AN OPPONENT

A stationary **defensive** player who pivots into the path of an opponent who has the ball must obey the rules for *covering the path*. He must *cover the path* before contact occurs **unless** his opponent has been given sufficient time and distance to avoid contact - (see Figure H.1).

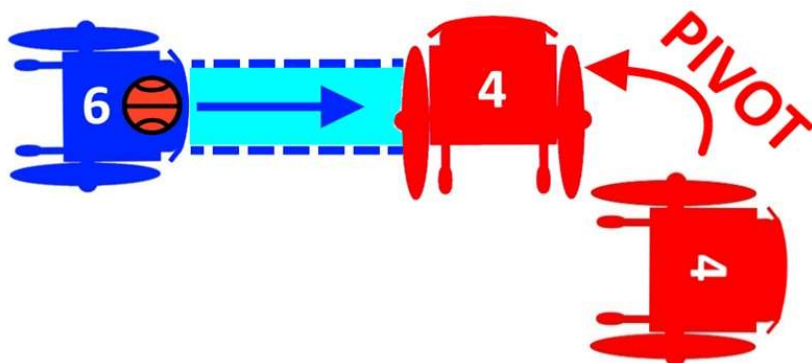


Figure H.1 Pivoting into the path of a player who has the ball..

RED 4 is **stationary** outside the path of BLUE 6 who has the ball.

RED 4 pivots into the path of BLUE 6 and covers the path of BLUE 6.

After pivoting, RED 4 stops. RED 4 is at 90 degrees to the direction of the path of BLUE 6.

Because the path of BLUE 6 is covered, he has been given equal time to avoid contact.

The BLUE shaded area = braking area of BLUE 6.

BLUE 6 maintains his path and runs into RED 4.

Decision: BLUE 6 is responsible for contact (CHARGING foul).

RED 4 has covered the path of BLUE 6 before contact occurs.

Reference: IWBF - Article 33.3

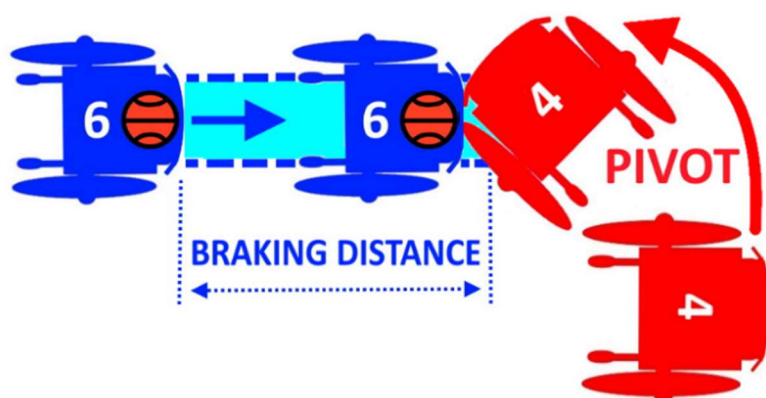
Comments:

RED 4 must complete the pivot movement and stop **before** contact occurs.

If RED 4, after covering the path of BLUE 6, continues to pivot **towards** BLUE 6 and chair contact occurs, then RED 4 will be responsible for the chair contact. This situation is illustrated in Figure H.2.

2. PIVOTTING TOWARDS THE OPPONENT

Figure H.2 Pivoting past square towards the opponent.



BLUE 6 has the ball.

RED 4 is **stationary** outside the path of BLUE 6.

RED 4 pivots into the path of BLUE 6 and **covers the path of BLUE 6**.

RED 4 then continues to **pivot** in the direction of BLUE 6 who has maintained his straight line path.

RED 4 is still pivoting *towards* BLUE 6 when BLUE 6 runs into RED 4.

The BLUE shaded area is the braking area of BLUE 6.

Decision:

RED 4 is responsible for this chair contact.

After covering the path of BLUE 6, RED 4 is not entitled to continue to move towards BLUE 6.

Reference: IWBF - Articles 33.4; 33.3

(continued ..)

Pivoting: (continued ...)

Comment about Figure H.2

Note these decisions:

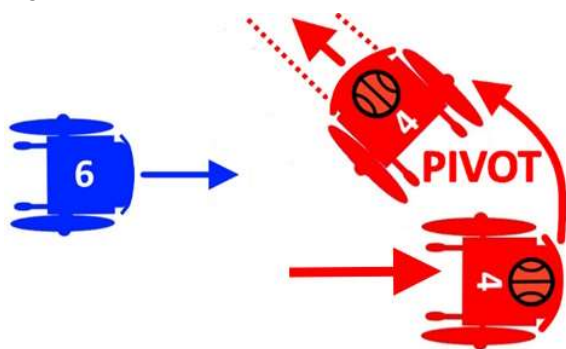
If we change who has the ball in *Figure H.2*, then there would be different responsibility for contact.

- For example:
1. In *Figure H.3*, RED 4 has the ball.
 2. In *Figures H.4* and *H.5*, neither player has the ball.

Let's look at each situation.

1. RED 4 from *Figure H.2* HAS THE BALL

Figure H.3



BLUE 6 is moving towards RED 4 who has the ball.

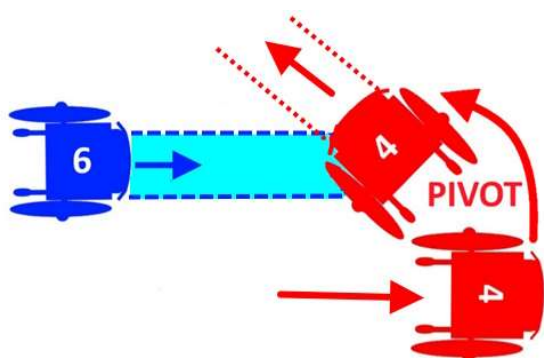
RED 4 pivots and begins to dribble forward on a new straight-line path that will avoid contact with the front of the chair of BLUE 6.

BLUE 6 must avoid chair contact.

Reference: IWBF - Article 33.3

2. WHEN NEITHER PLAYER HAS THE BALL

Figure H.4: Neither player has the ball.

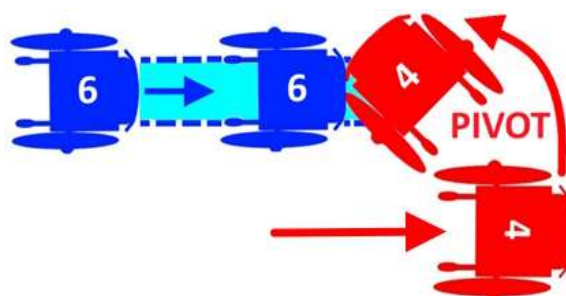


RED 4 pivots towards BLUE 6 and into the path of BLUE 6. RED 4 continues on a new straight-line path that will miss the front of BLUE 6.

RED 4 can continue legally on this path.

BLUE 6 must avoid contact.

Figure H.5: Neither player has the ball.



In *Figure H.5*, RED 4 pivots and contacts the front of the chair of BLUE 6.

In *Figure H.5*, there are two possible decisions. These are:

(i) It may be an off ball pushing foul by BLUE 6 if RED 4 established a legal position by stopping before contact occurred. *Reference: IWBF - Article 33.4.6*

(ii) It may be an illegal screen by RED 4 if the RED team had the ball.
Reference: IWBF - Article 33.8

SUMMARY - Contact Situations

STATIONARY AND MOVING DEFENCE - ON THE BALL AND OFF THE BALL

RULES FOR DEFENDERS

1. Stationary Defender v Any Opponent, Both *On the Ball* and *Off the Ball*

If defender *Player B* takes any **stationary** position **anywhere** in opponent *Player A*'s path, or anywhere near the opponent, **giving *Player A* time to avoid contact**, then *Player A* is responsible for any resulting contact. Reference: *IWBF Playing Rules - Article 33.4*

2. Moving Defender v The Player Who Controls The Ball

The defender must *cover the path* of the player with the ball, or allow that player *time to avoid contact*. Reference: *IWBF - Article 33.3*

3. Moving Defender v An Opponent Who Does NOT Control The Ball

Defender *Player B* who is moving takes a position **in the path** of moving opponent *Player A* who does **not** have the ball. If *defender Player B* is still moving when contact occurs, then *Player B* must **reach the position first** in order to have established a legal guarding position.

This means that *Player B* must have **part** of his wheelchair **in the path** of *Player A*. If he succeeds in doing this, then *Player B* is considered to have a legal position. *Player B* is entitled to occupy the position that he reached first. *Player A* must avoid contact with *Player B*. Reference: *IWBF - Article 33.5*

4. Stationary Defender Who Moves into the Braking Area of a Moving Opponent Who Does NOT Control The Ball

Stationary defender **Player B** must allow moving opponent **Player A** time to avoid contact if *Player B* moves into the braking area of **Player A** from a starting position within a chair length of the braking area of **Player A**. Reference: *IWBF - Articles 33.5*

A defender who has covered the path of the opponent who has the ball has:

- (i) **Established a legal position, and**
- (ii) **He is considered to have given the opponent the time and distance needed to avoid contact.**

RULES FOR THE OFFENSIVE PLAYER WHO HAS THE BALL

- **The player with the ball must always expect to be guarded.**
Reference: *IWBF - Article 33.4.2*
This principle is the same in FIBA rules. Reference: *FIBA - Article 33.4.2*
- **The player with the ball must maintain control of his chair at all times in order to be able to stop or change direction to avoid a defender who has established a legal position in his path.**
Reference: *IWBF - Article 33.4.2*

Comment: *Chair control is usually maintained by using one or both hands on the big wheels of his chair. A ball carrier who takes both of his hands off the wheels and holds the ball, ready to shoot or pass, has chosen to ignore his responsibility to maintain control of his chair. He cannot stop if he takes his hands off his wheels. He will be responsible for any chair contact he causes if his chair contacts the chair of any opponent who has a legal position. It is a risk that he takes when he takes his hands off his wheels.*

Section J

Head-On Contact

1. With the ball
2. Without the ball

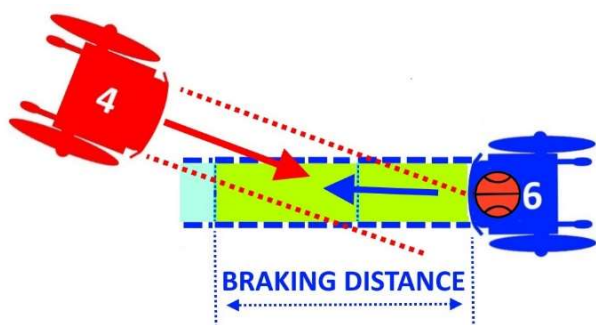


Photo: Matthew Wells and IWBF

HEAD-ON CONTACT

1. ON BALL

Figure J.1 BLUE 6 has the ball.



It is illegal for a moving defender to collide head on with the player who has the ball.

In Figure J.1, BLUE 6 and RED 4 are both moving head on towards each other on a collision course.

RED 4 pushes into the braking area of BLUE 6.

Even if RED 4 covers the path of BLUE 6, he cannot continue to move forward and run head on into BLUE 6.

To establish a legal position in this **head-on** situation, RED 4 must **either** ...

(a) Stop in time to allow BLUE 6 time to avoid contact,
... **or** ...

(b) Cover the path of BLUE 6 before contact occurs and, if facing BLUE 6 head on, **RED 4 must be stationary at the moment of contact**. RED 4 cannot roll forward into the front of BLUE 6.

If RED 4 continues on his path and collides head on with BLUE 6, then RED 4 has committed a **Pushing** foul, even if the path of BLUE 6 has been covered.

Reference: IWBF - Articles 33.4

Responsibility for head-on contact varies according to whether or not one of the players involved in the contact has possession of the ball. When a defender is moving *head-on* at an opponent who has the ball, the defender must stop before chair contact occurs if both players are moving. The defender will be responsible for any chair contact that occurs if the defender fails to stop.

Because the defender is moving head on directly towards the opponent who has the ball, the defender must establish a legal position by either:

- (i) *Covering the path* of the ball carrier, and then he must stop and not cause a head-on collision by continuing to roll towards the opponent, or
- (ii) Establishing a legal position by stopping in the path of the player who has the ball and allowing that player time and distance to avoid contact.

The distance needed to stop or change direction is one or two chair-lengths, depending upon the speed of the wheelchair. It is never more than two chair-lengths.



Photo: Basketball Australia

In this photo, WHITE 4 is facing GREEN 14, and has covered the path of GREEN 14.

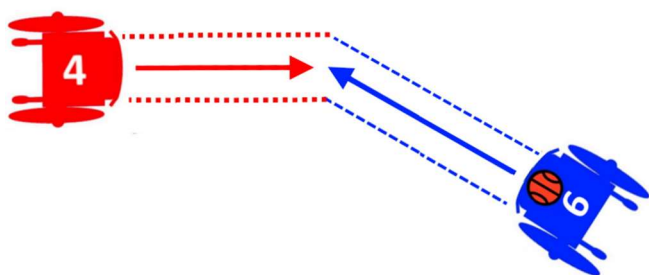
However, if, after covering the path, WHITE 4 moves forward and runs head on into the front of the chair of GREEN 14, WHITE 4 will be responsible for that chair contact
- See Figure J.1

Because GREEN 14 has the ball, WHITE 4 must avoid moving forwards and causing head-on contact with GREEN 14.

WHITE 4 can change position by moving forwards towards GREEN 14, but she must stop before chair contact occurs and she must allow GREEN 14 enough distance to avoid contact.

Example: On Ball contact head-on

Figure J.2 BLUE 6 has the ball



Defender RED 4 is pushing head-on towards the path of BLUE 6 **who has the ball**. Neither player changes direction.

RED 4 keeps moving forwards and runs head on into BLUE 6.

Decision: RED 4 is responsible for this contact.
Reference: Article 33.4

2. HEAD ON CONTACT: OFF BALL - Chasing a loose ball

In *Figure F.3*, RED 4 and BLUE 6 are on the same Converging Paths shown in *Figure J.2*. This time, neither player has the ball. They are pushing fast from opposite directions to reach a loose ball.

If they collide head on, there are two possible calls:

Figure J.3

(1) The official may judge this chair contact to be Incidental contact (No Call) despite the possible severity of the collision if:

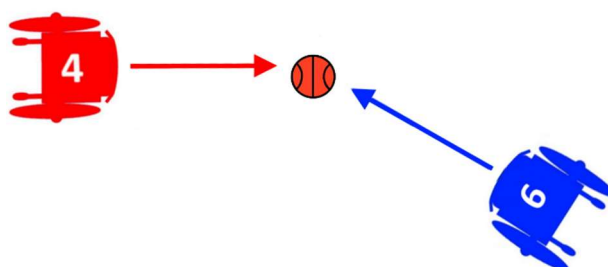
- Both players had an equal opportunity to secure the ball, and ..
- Neither player had secured the ball when contact occurred, and ..
- Neither player has done anything else that is illegal.

(2) If one player gains sole possession of the ball first, the opponent must avoid contact.

In this photo (*right*). Both players have a chance of gaining possession. They are on Converging Paths.

If one player gains possession before his opponent, the opponent must avoid contact. If both gain possession at approximately the same time, and they struggle to take the ball from the opponent, then any chair contact that results while both are still holding the ball will be incidental contact and a foul should not be called.

Photo: IWBF



Head On Collision: Chair contact when both players secure possession of the ball



Photo: Matthew Wells for IWBF.

This photo (*left*) shows a possible **No foul** situation. Both players are facing each other to gain possession of a loose ball. Both secure possession **at the same time**. Both players had an equal chance to reach the ball first.

1. If they both wheel head on towards each other to reach a loose ball (*Figure J.3*), and they run into each other's chair head-on before either catches the ball, this may be a *No Foul* situation.
2. If they both gain possession and struggle to pull the ball away from each other, and this action causes the chairs to collide, that contact is incidental. A foul should not be called.
3. If one of the players secures possession first, before his opponent touches the ball, the opponent must avoid contact.

The 3 Basic Principles of Contact

FIRST BASIC PRINCIPLE OF CONTACT

Guarding A Player Who Has The Ball

The following principles determine whether a defender **Player A** has established a legal position in the path of an opponent **Player B** who has the ball:

1. When both players are MOVING:

- (a) **Player A** must cover the path of **Player B** before chair contact occurs,
.... Or ...
- (b) **Player A** must give **Player B** time and distance to avoid chair contact.

If the defender **Player A** has done *either* (a) or (b), then **Player A** has established a legal position.

2. When the player with the ball is STATIONARY:

The defender **Player A** can take a position as close as possible to opponent **Player B**, short of contact and without invading the space occupied by **Player B**.

SECOND BASIC PRINCIPLE OF CONTACT

Guarding A Player Who Does Not Have The Ball

The following principles determine whether a defender **Player A** has established a legal position in the path of an opponent **Player B** who **does not have the ball**:

1. When both players are MOVING:

Player A must establish a legal position first by reaching the position before opponent **Player B**

2. When the player being guarded is STATIONARY:

Player A can take a position as close as possible to opponent **Player B**, short of contact, without invading the space occupied by **Player B**. [See also the rules for Screening- see Page H. 1]

3. When the defender MOVES after being STATIONARY:

If a stationary defender suddenly moves **from within a chair length** into the braking area of a moving opponent who does not have the ball, he must allow that opponent time to avoid contact.

THIRD BASIC PRINCIPLE OF CONTACT

Screening: Basic Position

1. Screening A Stationary Opponent

The screener can set the screen anywhere as close as possible short of contact.

2. Screening A Moving Opponent

The screener must **either**: (a) *Cover the path* of the opponent being screened, **or ...**
(b) Allow the opponent *time and distance* to avoid contact.

Some personal observations from the author.

The Best Referees Know More Than Just The Rules

I consider it essential for an IWBF wheelchair basketball referee to have a thorough understanding of the classification of players and the way that classification affects how the game is played and refereed.

Referees need this knowledge to be able to competently judge advantage/disadvantage when contact occurs. The degree of disability of a player affects the nature and degree of contact to his chair that will disadvantage him.

Learn all you can about the players before you start the game. Check the scoresheet team lists. If player classification cards are being used, check the cards to identify the low point, mid-point and high point players. Watch the teams' pre-game warm-ups and observe the setup of the chairs. Usually, the way a player is sitting and moving in his chair and the way his chair is set up are all that the experienced official needs to be able to recognise the high point and low point players. For example: Has the player set himself up high in his chair? Is his seat angled back towards the backrest? Are his wheels of maximum size or are they smaller than maximum size?



This photo shows the differences in the chair setup of a low point classification player and a high point classification player.

The seat of BLACK 11 is angled back steeply, tilting down towards the backrest of the chair. He sits wedged back into his seat and is strapped securely into the seat. His knees are up higher than his waist. As a low point classified player, all of this helps his stability in his chair. But this also restricts the height of his reach.

BLACK 8 is a high point player. His seat is not angled back. It is approximately parallel to the floor. It is nearly double the height from the floor of the low pointer's seat. He is sitting upright in his chair. He is not wedged back into the seat. His chair has larger diameter wheels. This means that he sits higher off the floor compared to BLACK 11.

Photo: Kevin Bogetti-Smith and Wheelchair Basketball Canada

When I was refereeing IWBF basketball, I was always aware of the classification of any player in my area of responsibility. I knew how much illegal contact to his chair would cause him to be disadvantaged. I knew whether a player had the physical capability to lean sideways, backwards or forwards to catch passes or to throw passes or to take rebounds or to shoot. Being able to recognise these capabilities helped me with my judgement of advantage/disadvantage when contact occurred.

As a wheelchair basketball referee, you need to understand wheelchair basketball play. The best way to learn is to get in a chair and play some games. You need to understand how chairs move, how they stop and how they change direction, and how players prepare to shoot, and how each of those wheelchair skills is so different to the skills and fundamentals of movement of FIBA players. If you understand how chairs move and turn and stop, you can make better foul calls that reward good defence, reward good offence, and consistently penalise illegal play.

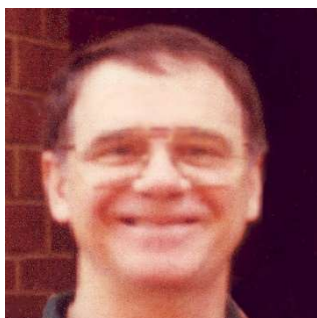
The sport expects players to play within the spirit and intent of the rules. As referees, you are the keepers of the rules. If you learn how wheel chairs move and turn and stop, you can better understand the legality of play in your Area of Responsibility. You can become better at recognising and consistently penalising illegal play that is contrary to the spirit and intent of the rules or fair play.

So, to be a good wheelchair referee, you should learn the IWBF wheelchair principles of contact and the IWBF wheelchair basketball rules.

The best referees know more than just the rules. They understand the game and the nature of wheelchair basketball play.

Ross Dewell

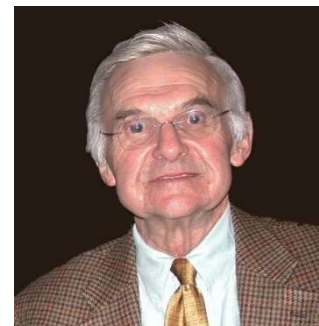
Acknowledgements



Greg Love

I would like to re-state my thanks to two colleagues: former FIBA and IWBF referee, and former Secretary General of IWBF Asia Oceania Zone, **Greg Love**, and the former IWBF Technical Commission Chairman, the late **Dr Armand "Tip" Thiboutot** of the U.S.A.

Their assistance, support and great patience over a long period during my writing of the first edition of this book in the 1990s was invaluable.



Tip Thiboutot

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ABOUT THE AUTHOR: Ross Dewell

Member of IWBF Technical Commission 1994 - 2000

ISMG / IWBF Referee 1986 – 2007.

Paralympic GOLD medal games: Barcelona (1992) and Atlanta (1996).

Author of *Rule 8: Personal Fouls* - IWBF Playing Rules, 1998

– reformatted in 2002 to *Rule 7: Fouls*; currently *Rule 6: Fouls*.

Educational Resources Officer 1999 - 2011 for IWBF Asia - Oceania Zone Technical Committee

Life Member: National Wheelchair Basketball League, Australia



*The author (right) with Norbert Kucera
Atlanta Paralympics 1996
GOLD medal game*

Photo: from Ross Dewell's personal collection

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