



Marine Corps Trials Wheelchair Basketball Rules

GENERAL EVENT RULES

Tournament Format: Preliminaries will be a round robin format. Teams will then play a seeded single elimination tournament. Seeding will be based on win/loss record. If two or more teams have the same win/loss record, head to head results then overall point difference (points scored vs. points conceded) will determine seeding. The two losing teams will play for the bronze medal.

Games will consist of two 20-minute halves, with a 35-second shot clock. A running clock will be in effect, with the clock stopping at the whistle in the last three minutes of each half. Overtime will consist of a 3 minute period with the clock stopping at the whistle. Teams will be required to have at a minimum of two players with lower limb impairments (i.e. spinal cord injuries, amputations, etc.) on the court at all times.

A player will be disqualified from play when he receives any of the following: Two Direct Technical Foul, Three Physical Advantage Foul (PAF'S) (see definitions on following page) or five total fouls (which may include technical and PAF's). Wheelchair Basketball follows the same rules as the NCAA with a few modifications to accommodate the wheelchair game.

A complete rulebook can be found in PDF format by following the link:

http://www.nwba.org/index.php?option=com_content&view=article&id=14&Itemid=121

Key Rule Modifications for Wheelchair Basketball: The chair is considered to be part of the body. For example, a player is out-of-bounds when any part of his/her body or wheelchair touches the floor or any object on or outside of a boundary line.

A player cannot contact an opponent or opponent's wheelchair with his/her hand unless the contact is incidental in an attempt to play the ball. General rules of contact apply in wheelchair basketball. Intentional chair contact caused by a player to affect the progress or position of another player is a form of blocking, charging, holding or pushing. Contact caused by the momentum of a chair by a player who had made no visible effort to stop his/her chair while moving in for a goal is a charge. Contact after the ball is dead, is unsportsmanlike conduct.

To officially score a three point shot or a free throw shot, the large wheels of the chair must be behind the line when the player attempts the shot. However, the front casters may be over the line. It is acceptable to roll the chair forward while shooting, yet the ball must be released before the large wheels cross the line.

To execute a dribble, players must allow for one bounce of the ball for every two pushes of their chair. Taking more than two pushes in succession constitutes a traveling violation and the ball is awarded to the other team out-of-bounds.

During a free throw attempt a maximum of six players (four opponents for the free thrower and two teammates of the free thrower) shall be permitted on the lane. The two lane spaces closest to the end line shall remain open. All of the other players shall remain behind the free throw line extended and behind the three-point line.

A player may not leave or fall out of the chair to gain or maintain possession of the ball or gain any other advantage.

This includes a player falling out of chair directly into line of play, a player falling out of chair not directly in line of play while potential scoring play is in progress. The play is stopped immediately when an injury is anticipated to a seated or fallen player, and the team will lose possession if in the judgment of the officials, a player falls out of his wheelchair to gain or maintain possession of the ball.

When an offensive player IN CONTROL of the ball throws the ball off of a defensive player or his/her chair, and goes out of bounds, it is a violation on the offense. The ball will be awarded out of bounds to the defensive team.

Physical Advantage Foul (PAF): All players must remain firmly seated in the wheelchair at all times, not using a functional leg or stump for physical advantage over an opponent (e.g., raising out of his chair, or using the heel on the floor to maneuver the chair, or leaning forward on the foot rests to guard a player). A defensive player guarding an offensive player may not gain an advantage by leaning so far forward that his/her foot rests touch the floor. Three of these infractions, (i.e., three PAF) constitute automatic dismissal from the game.

Tilting Chair: A team loses possession when a player leans forward in the chair to the extent that the chair tilts and the footrest or the person's feet touch the floor while gaining, maintaining, shooting, or retrieving the ball. The ball is then awarded to a nearby opponent at the out of bounds spot nearest the violation.

Equipment:

Basketball wheelchairs will follow the NWBA regulations.