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International Wheelchair
Basketball Federation

20**24**

**OFFICIAL
WHEELCHAIR
BASKETBALL
RULES**

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2024 Official Wheelchair Basketball Rules

Official Interpretations

as approved by

IWBF Executive Council

Mies, Switzerland, 25^h September 2024

Valid as of 1st October 2024

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



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Table of Contents

INTRODUCTION	7
RULE TWO – PLAYING COURT AND EQUIPMENT	8
Art. 2 Playing Court.....	8
Art. 3 Equipment.....	8
RULE THREE – TEAMS	14
Art. 4 Teams.....	14
Art. 5 Players: Injury and assistance.....	15
Art. 7 Coaches: Duties and powers.....	20
RULE FOUR – PLAYING REGULATIONS	22
Art. 8 Playing time, tied score and overtime.....	22
Art. 9 Start and end of a quarter, overtime or the game.....	23
Art. 10 Status of the ball.....	26
Art. 12 Tap-off and alternating possession.....	27
Art. 13 How the ball is played.....	34
Art. 14 Control of the ball.....	34
Art. 15 Player in the act of shooting.....	35
Art. 16 Goal: When made and its value.....	37
Art. 17 Throw-in.....	41
Art. 18/19 Time-out / Substitution.....	53
RULE FIVE – VIOLATIONS	62
Art. 23 Player out-of-bounds and ball out-of-bounds.....	62
Art. 24 Dribbling.....	63
Art. 25 Travelling (Three pushes).....	63
Art. 26 3 seconds.....	64
Art. 27 Closely guarded player.....	65
Art. 28 8 seconds.....	66
Art. 29 / 50 Shot clock.....	69
Art. 30 Ball returned to the backcourt.....	81
Art. 31 Lifting.....	84
RULE SIX – FOULS	87
Art. 32 Fouls.....	87
Art. 33 Contact: General principles.....	87
Art. 35 Double foul.....	94
Art. 36 Technical foul.....	97
Art. 37 Unsportsmanlike foul.....	111
Art. 38 Disqualifying foul.....	116
Art. 39 Fighting.....	118
RULE SEVEN – GENERAL PROVISIONS	122
Art. 42 Special situations.....	122

**2024 OFFICIAL WHEELCHAIR BASKETBALL RULES
INTERPRETATIONS**



Art. 43 Free throws 129
Art. 44 Correctable error 131
RULE EIGHT – REFEREES, TABLE OFFICIALS, COMMISSIONER: DUTIES AND POWERS 136
Art. 48 Scorer and assistant scorer: Duties 136
RULE NINE– PLAYER CLASSIFICATION SYSTEM 136
Art. 51 Player Classification Points System 136
APPENDIX B THE SCORESHEET – DISQUALIFYING FOULS 138
APPENDIX F INSTANT REPLAY SYSTEM (IRS) 141

Diagrams: By Mr Erik Etzelmueller

The interpretations presented in this document are the **IWBF Official Interpretations** of the **IWBF Official Wheelchair Basketball Rules 2023** and are effective as of **1st October 2024**. This document supersedes all previously published **IWBF Official Interpretations**.

Throughout the **Official Wheelchair Basketball Rules Interpretations**, the text applies equally to all genders and shall be read accordingly

INTRODUCTION

The IWBF Official Wheelchair Basketball Rules are approved by the IWBF Executive Council and are periodically revised by the IWBF Technical Commission.

The rules are kept as clear and comprehensive as possible, but they express principles rather than play situations. They cannot, however, cover the rich variety of specific cases that could happen during a basketball game.

The figures before each case refer to the equivalent article of the Official Wheelchair Basketball Rules 2023.

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

The IWBF Official Wheelchair Basketball Rules shall remain the principal document governing IWBF basketball. However, the referees shall have the full power and authority to make decisions on any point not specifically covered in the IWBF Official Wheelchair Basketball Rules or in these IWBF Official Interpretations

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

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

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

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

RULE TWO – PLAYING COURT AND EQUIPMENT

Art. 2 Playing Court

2.4.7 No-charge semi-circle areas

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

Art. 3 Equipment

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

Art. 3.1 Wheelchairs

General comments on checking the wheelchair

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

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

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

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

Valid for Art. 38 1.3 and Art. 46.1

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

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

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

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

Exception to this is players who have double leg amputations.

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

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

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

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

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

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

3.1.1 Situation 2: During the first quarter a referee discovers a player using a chair that was previously declared illegal.

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

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

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

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

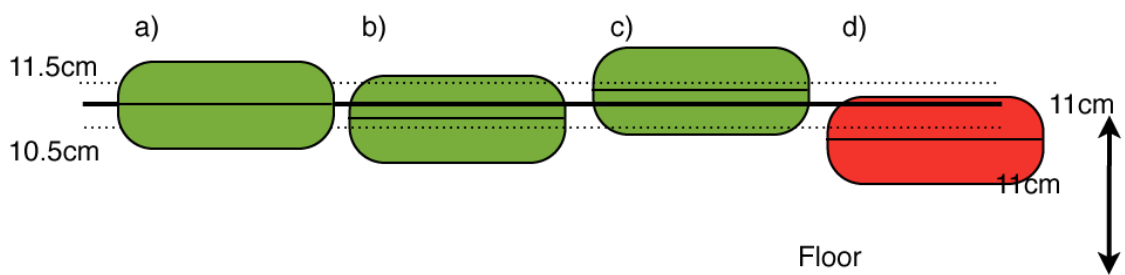
Ruling: Legal.

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

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

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

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

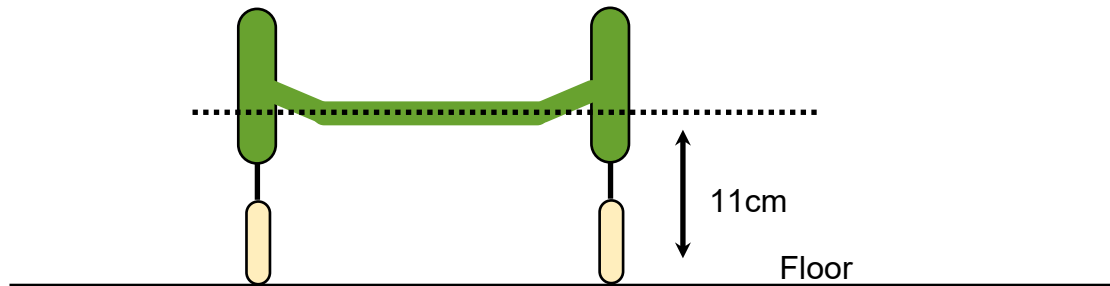


Irrespective of the shape of the tube that is used to make this bar (round or rectangular), the measurement of 11cm is made to the middle of the bar as shown above. In the above examples:

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

A tolerance of 5 mm would be accepted.

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



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

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

3.1.2 Statement 2: This measurement is taken when the front castor(s) is/are in the forward driving position. Where a protective horizontal bar is not present the footrest must be 11 cm from the floor at its most forward point and throughout its entire length. Where a protective horizontal bar is present the footrest behind the bar can be any height if it does not touch the floor.

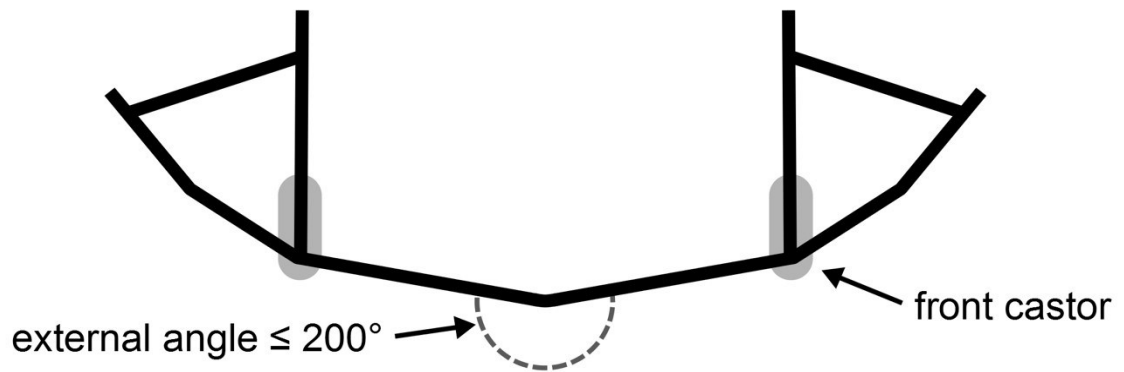
3.1.2 Example:

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

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

In (b) A1’s wheelchair is legal.

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



Diagram

3.1.2 Statement 3: Wheelchairs with the footplate positioned behind a single front castor must have a protective horizontal bar extending to the rear wheels in advance of the castor.

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

Ruling: The chair is not legal. The anti-tip castor must not be more than 2cm from the floor at its lowest point and must not protrude beyond the diameter of the rear wheels. The player shall be disqualified (Art 38.1.3).

2 free throws shall be awarded to any opponent of the opposing team, as designated by the head coach, followed by a throw-in from the throw-in line in the team's frontcourt with 14 seconds on the shot clock.

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

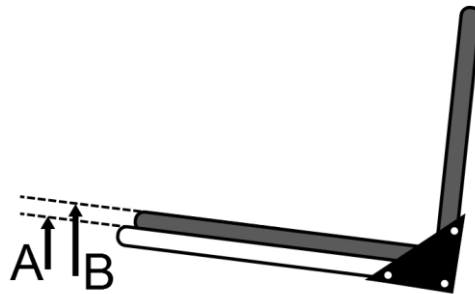
3.1.5 Ruling: No. A1's wheelchair is not legal. The seat is part of the wheelchair and must be fixed to it. The player must leave the court to correct the problem. The player must find a time to have the repair confirmed by the referees or the game commissioner before they can return to the playing court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

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

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

3.1.5 Comment: Should the seat platform of the wheelchair exceed the height of the side seat rails, with or without a cushion, then the measurement should be taken

at the highest point of the seat platform (B) as opposed to the highest point of the side seat rail (A).



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

RULE THREE – TEAMS

Art. 4 Teams

4.3.1 Statement: All players on the team must have all their arm and leg compression garments, including undershirts and undershorts, headgear, wristbands, headbands and tapings of the same solid colour.

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

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

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

Ruling: Legal, only playing barefoot is not permitted.

4.3.4 Situation 2: A1 wishes to play in street shoes.

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

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

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

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

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

4.4.2 Statement 4: Wearing of scarf-style headbands is not permitted.



Diagram 1 Examples of scarf-style headbands

4.4.2 Example : A1 wears a scarf-style headband of the same solid colour as any other additional permitted equipment of the team-mates.

Interpretation: A1 wearing a scarf-style headband is not permitted. The headband shall not have opening/closing elements around the head and shall not have any parts extruding from its surface.

4.4.2 Example : A6 wears a compression garment under the shorts extending to
(a) above the knees.
(b) the ankles.

Interpretation: The compression garment (undershorts) is legal and may be worn with any length. All players on the team must have all their compression garments, including undershirts and undershorts, headgear, wristbands, headbands and tapings of the same solid colour.

4.4.2. Example : A6 wears a compression garment (undershirt) under the playing shirt extending to
(a) the shoulders.
(b) the neck.

Interpretation: The compression garment (undershirt) is legal and may be worn
(a) with any length on and below the shoulders.
(b) up to the bottom of the neck.

All players on the team must have all their compression garments, including undershirts and undershorts, headgear, wristbands, headbands and tapings of the same solid colour

4.4.2 Example: Team A has chosen to use black solid colour for all their wearing equipment. During the game, A2 cuts the finger and covers the cut with white band-aid as the team A has no black tape.

Interpretation: the white band-aid is permitted as the injured happened during the game.

4.4.4 Comment: If during the warm up or before the game started or during the game the referees/game commissioner discover that a player is displaying any commercial, promotional or charitable name, mark, logo or other identification, all that staff must be removed or taped by the player. If they cannot be removed or taped, the player is not allowed to play without penalty.

Art. 5 Players: Injury and assistance

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

player does not receive any treatment for injury. If the player is treated, then the provisions of Article 5.3 shall apply.

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

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

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

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

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

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

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

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

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

Ruling:

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

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

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

Additional information about Article 5

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

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

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

Interpretation: In all cases, A1 received treatment and shall be substituted.

5-3 **Example:** The team's physiotherapist enters the court and fixes a loose taping on A1.

Interpretation: A1 received an assistance and shall be substituted.

5-4 **Example:** The team's doctor enters the court to find A1's lost contact lens.

Interpretation: A1 received assistance and shall be substituted.

5-5 **Statement:** Any person permitted to sit on the team's bench, while remaining in the team's bench area, may provide assistance to a player on their own team. If the assistance does not delay the game from being restarted promptly, that player is not considered to have received assistance and shall not be required to be substituted.

5-6 **Example:** B1 fouls A1 in the act of shooting, close to the team A bench area. The ball does not enter the basket. While A1 attempts 2 or 3 free throws

- (a) the team A manager or A6 from the team's bench area passes a towel, a water bottle or a headband to any other team A player on the court.
- (b) the team A physiotherapist from the team's bench area fixes a loose taping of any other team A player on the court, or sprays the player's leg or massages the player's neck, etc.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



Interpretation: In both cases, the team A player has not received assistance that delays the game from being restarted promptly. The team A player shall not be required to be substituted. A1 shall continue to attempt 2 or 3 free throws.

5-7 **Example:** B1 fouls A1 in the act of shooting, close to the team A bench area. The ball does not enter the basket. After the foul, A1 falls out of the wheelchair on the court and into the team's bench area. A6 helps A1 to get back on the wheelchair. A1 is ready to play immediately at the latest within approximately 15 seconds.

Interpretation: A1 has not received assistance that delays the game from being restarted promptly. A1 shall not be required to be substituted. A1 shall attempt 2 or 3 free throws.

5-8 **Example:** A1 is awarded 2 free throws. While the referee communicates the foul at the scorer's table, A1 goes to a place in front of the team's bench area at the far end of the court and asks for a towel or a water bottle. Any person from the team's bench area passes A1 a towel or a water bottle. A1 dries the hands or takes a drink. A1 is ready to play immediately at the latest within approximately 15 seconds.

Interpretation: A1 has not received assistance that delays the game from being restarted promptly. A1 shall not be required to be substituted. A1 shall attempt 2 free throws.

5-9 **Example:** A1 scores a goal. Thrower-in B1 indicates to the referee that the ball is wet. The referee stops the game. Any person from the team B bench area comes on to the court and dries the ball or gives a towel to B1 to dry the ball

Interpretation: In both cases, B1 has not received assistance that delays the game from being restarted promptly. B1 shall not be required to be substituted. The game shall be resumed with a team B throw-in from any place behind the endline, except from directly behind the backboard. The referee shall hand the ball to a team B player for the throw-in.

5-10 **Example:** A1 has the ball in the hands for a throw-in from the frontcourt. The team A physio-therapist leaves the team bench area in the backcourt, remains outside the court and fixes the taping of A1.

Interpretation: The team A physiotherapist provided assistance to A1 outside of the team bench area. A1 shall be required to be substituted.

5-11 **Example:** A1 does not yet have the ball in the hands for a throw-in from the frontcourt. The team A physiotherapist remains in the team bench area in the frontcourt and fixes the taping of A1.

Interpretation: The team A physiotherapist provided assistance to A1 within the team bench area. If the assistance is completed within 15 seconds, A1 shall not be required to be substituted. If the assistance lasts more than 15 seconds, A1 shall be required to be substituted

5-12 **Statement:** There is no time limit for the removal of a seriously injured player from the playing court if, according to a doctor's opinion the removal is dangerous for the player.

5-13 **Example 1:** A1 is seriously injured and the game is stopped for about 15 minutes because the doctor's opinion indicates that removal from the playing court could be dangerous for the player.

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

5-14 **Interpretation:** If a player is injured or is bleeding, or has an open wound, and cannot continue to play immediately (within approximately 15 seconds), or if assisted by any person permitted to sit on that team's bench, the player must be substituted. If a time-out is granted to either team in the same game clock stopped period, and that player recovers during the time-out, the player may continue to play only if the scorer's signal for the time-out has sounded before a referee beckons a substitute to replace the injured or assisted player.

5-15 **Example:** A1 is injured and the game is stopped. As A1 is not able to continue to play immediately, a referee blows the whistle making the conventional sign for a substitution. Either team requests a time-out:

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

At the end of the time-out, A1 is recovered and requests to remain in the game

Interpretation:

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

5-16 **Statement:** Players designated by their head coach to start the game may be substituted in case of an injury.

Players who receive treatment between free throws must be substituted in case of an injury.

In these cases, the opponents are also entitled to substitute the same number of players, if they wish.

5.17 **Example:** A1 is fouled and is awarded 2 free throws. After the first free throw the referees discover that

- (a) A1 is bleeding and is substituted by A6. Team B requests to substitute 2 players.
- (b) B1 is bleeding and is substituted by B6. Team A requests to substitute 1 player.

Interpretation:

In (a) team B is entitled to substitute only 1 player. A6 shall attempt the second free throw.

In (b) team A is entitled to substitute 1 player. A1 shall attempt the second free throw.

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

Art. 7 Coaches: Duties and powers

Additional information about Article 7

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

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

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

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

Interpretation:

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

7-3 **Example:** Team A head coach wishes to have injured players or players not intended to play to be permitted to sit within the team bench area during the game.

Interpretation: The teams are free to decide who of the maximum of 12 team members eligible to play shall be entered on the scoresheet and entitled to sit on the team bench during the game, in addition to a maximum of 8 team accompanying delegation members.

7-4 **Statement:** At least 10 minutes before the game is scheduled to begin, each head coach shall indicate the 5 players who are to start the game. Before the game starts the scorer shall check if there is an error regarding these 5 players and, if so, they shall notify the nearest referee as soon as possible. If this is discovered before the start of the game the starting 5 players shall be corrected. If this is discovered after the start of the game, it shall be disregarded.

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

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

Interpretation:

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

7-6 **Example:** The head coach requests the scorer to enter the small 'x' into the scoresheet for the 5 players who are to start the game.

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

7-7 **Example:** The team A head coach and the team A first assistant coach are disqualified.

Interpretation: The team A captain shall act as the team A player head coach.

RULE FOUR – PLAYING REGULATIONS

Art. 8 Playing time, tied score and overtime

Additional information about Article 8

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

- 20 minutes before the game is scheduled to start.
- When the game clock signal sounds for the end of the quarter or overtime.
- When the backboard is equipped with red lighting around its perimeter, the lighting takes precedence over the game clock signal sound.

8-2 **Example:** B1 fouls A1 in the

(a) unsuccessful

(b) successful

act of shooting before the game clock signal sounds for the end of the quarter.

Interpretation: The referees shall consult each other immediately and determine whether B1's foul occurred before the game clock signal sounded for the end of the quarter.

If they decide that B1's foul occurred before the game clock signal sounded, B1 shall be charged with a personal foul. In

(a) A1 shall attempt 2 free throws.

(b) A1's goal shall count. A1 shall attempt 1 free throw.

The game clock shall be reset to the time remaining when the foul occurred. The game shall be resumed as after any last free throw.

If they decide that B1's foul occurred after the game clock signal sounded, the foul shall be disregarded. The goal, if made, shall not count. If B1's foul meets the criteria of an unsportsmanlike foul or a disqualifying foul and there is a quarter or overtime to follow, B1's foul shall not be disregarded and shall be penalised accordingly before the next quarter or overtime starts. The foul shall count towards the team fouls of team B for the next quarter.

8-3 **Example:** A1 attempts a shot for a 3-point goal. The ball is in the air when the game clock signal sounds for the end of the game. After the signal, B1 fouls A1 who is still in the act of shooting. The ball enters the basket.

Interpretation: A1 shall be awarded 3 points. B1's foul against A1 shall be disregarded as it occurred after the end of playing time, unless B1's foul meets the criteria of an unsportsmanlike foul or a disqualifying foul and there is a quarter or overtime to follow.

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

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

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

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

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

Additional information about Article 9

9-1 **Statement:** A game shall not start unless each team has a minimum of 5 players on the court ready to play.

9-2 **Example:** At the start of the second half, team A cannot present 5 players on the court because of injuries, disqualifications etc.

Interpretation: The obligation to present a minimum of 5 players is valid only at the start of the game. Team A may continue to play with fewer than 5 players.

9-3 **Example:** Close to the end of the game, A1 is charged with a fifth foul and leaves the game. Team A is reduced to 4 players as they have no more substitutes available. As team B is leading by a large margin, the team B head coach demonstrating fair play wants to remove one of the players to also play with 4 players.

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

9-4 **Statement:** Art. 9 clarifies which basket a team is to defend and which basket it is to attack. If by confusion any quarter or overtime begins with both teams attacking/defending the wrong baskets, the situation shall be corrected as soon as it is discovered, without placing either team at a disadvantage. Any points scored, time used, fouls charged, etc. before the stopping of the game remain valid.

9-5 **Example:** After the start of the game, the referees discover that teams are playing in the wrong direction.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



Interpretation: The game shall be stopped as soon as possible and without placing either team at a disadvantage. Teams shall correct the direction of play. The game shall be resumed from the mirror-opposite place nearest to where the game was stopped.

9-6 **Statement:** The game shall start with the tap-off at the centre circle.

9-7 **Example:** At the start of the game tap-off player B1 is charged with a personal foul against A1

(a) before

(b) after

the ball has left the hands of the crew chief on the toss for the opening tap-off ball.

Interpretation:

(a) The first quarter has not yet started. Therefore, this is a foul during the interval of play before the start of the game. The game shall start with a tap-off ball.

(b) The first quarter has started. Therefore, this is a foul during the first quarter. The game shall be resumed with a team A throw-in from behind its frontcourt nearest to the centre line with 14 seconds on the shot clock.

In both cases, the foul shall be entered on the scoresheet and the foul shall count to the team B fouls of the first quarter.

9-8 **Example:** During the interval of play before the game, A1 is charged with a technical foul. Before the start of the game, head coach B designates B6 to attempt 1 free throw, however B6 is not 1 of the team B starting 5 players.

Interpretation: Only one of the designated team B starting 5 players must attempt the free throw with no line-up. A substitution cannot be granted before playing time has started. The game shall start with a tap-off ball.

9-9 **Example:** During the interval of play before the game, A1 is charged with an unsportsmanlike foul against B1.

Interpretation: Before the start of the game, B1 shall attempt 2 free throws with no line-up. If B1 is confirmed as one of the 5 players to start the game, B1 shall remain on the court.

If B1 is not confirmed as one of the 5 players to start the game, B1 shall not remain on the court. The game shall start with a held ball and with the 5 team B players confirmed to start the game.

9-10 **Statement:** If during an interval of play before the game, a player designated as one of the starting 5 players is no longer able or entitled to start the game, that player shall be replaced by another player and, if necessary, the coach can replace other players in order not to occur in over points. In this case, the opponents are entitled to replace one or more players of its starting 5 players, if they wish.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



9-11 **Example:** A1 is one of the team A starting 5 players. During the interval of play 7 minutes before the game

(a) A1 becomes injured.

(b) A1 is charged with a disqualifying foul.

Interpretation: In both cases, A1 shall be replaced with another team A player or more depending of the total points on the court. Team B is entitled to replace one or more of its starting 5 players, if they wish.

Art. 10 Status of the ball

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

Ruling: No. In order for the goal to count, the ball must have left A1's hand(s) before the horn sounded. A foul is charged to B1 and 2 (or 3) free throws are awarded to A1. (See Art. 15.1.3 Situation 3)

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

- Scores?
- Misses?
- Scores and it is the 5th team foul by team B in the period?
- Misses and it is the 5th team foul by team B in the period?

Ruling: Charge a foul against B1 and award:

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

Additional information about Article 10

10-1 Statement The ball does not become dead and the goal, if made, counts when a player is in the act of shooting for a goal and finishes the shot with a continuous motion while a player of the defensive team charged with a foul on any opponent after the continuous the motion of the shooter has started. This statement is equally valid if any player or any person permitted to sit on the defensive team bench is charged with a technical foul.

10-2 Example: A1 is in the act of shooting for a goal when B2 fouls A2. A1 finishes the shot with a continuous motion.

(a) This is the third team B foul in the quarter.

(b) This is the fifth team B foul in the quarter.

Interpretation: In both cases, A1's goal, if made, shall count.

In (a) the game shall be resumed with a team A throw-in from the place nearest to where B2's foul occurred.

In (b) A2 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

10-3 Example: A1 is in the act of shooting for a goal when A2 fouls B2. A1 finishes the shot with a continuous motion.

Interpretation: The ball becomes dead when A2 is charged with a team control foul. If A1's shot is successful, the goal shall not count. Regardless of the number of team A fouls in the quarter, the game shall be resumed with a team B throw-in from the free throw line extended. If A1's shot is unsuccessful, the game shall be resumed with a team B throw-in from the place nearest to where the foul occurred, except from directly behind the backboard.

Art. 12 Tap-off and alternating possession

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

Ruling: Legal.

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

Ruling: A technical foul is charged against A1.

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

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

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

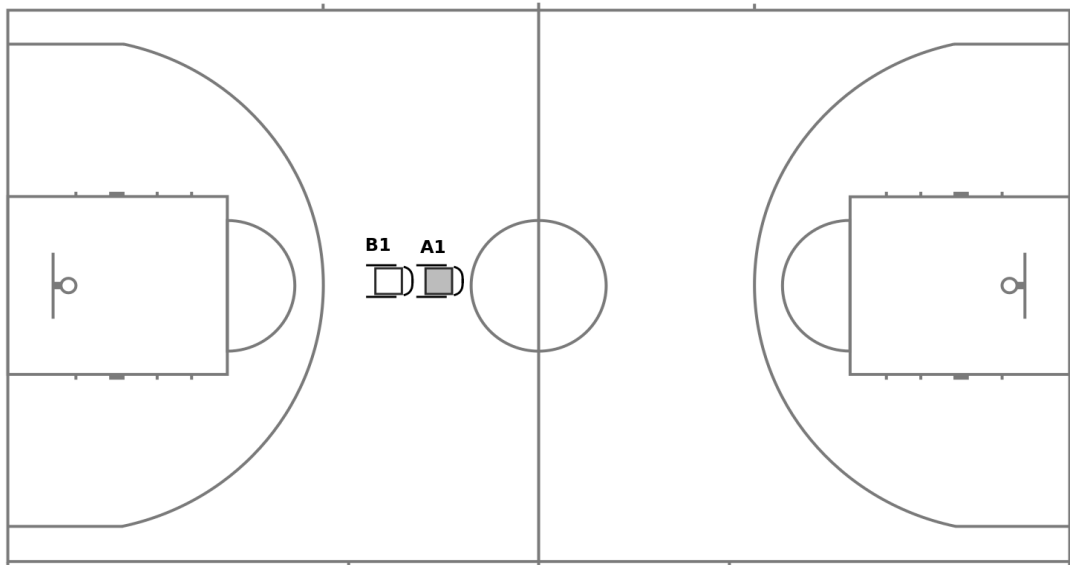
12.2.2 Situation: During the tap-off, 2 players of team A occupy adjacent positions outside the circle. B1 wants to position himself in between them.

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

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

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

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



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

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

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

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

Ruling: Although the game clock will have started the moment the ball was tapped, neither team had gained control of the ball and the alternating process for possession of the ball for a throw-in cannot apply. A repeat tap-off at the centre circle should take place between the same two players.

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

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

Additional information about Article 12

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

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



12-2 **Example:** Two minutes before the start of the game, A1 is charged with a technical foul.

Interpretation: One of the 5 team B starting players shall attempt the free throw with no line-up. As the game has not yet started, the direction of the alternating possession arrow cannot be placed in favour of any team yet. The game shall start with a tap-off ball.

12-3 **Example:** The crew chief tosses the ball for the opening tap-off. Before the ball reaches its highest point, tap-off A1 player touches the ball.

Interpretation: This is a tap-off violation by A1. Team B shall be awarded a throw-in from its frontcourt, close to the centre line. Team B shall have 14 seconds on the shot clock. As soon as the ball is placed at the disposal of the team B thrower-in, team A shall be entitled to the first alternating possession throw-in.

12-4 **Example:** The crew chief tosses the ball for the opening tap-off. Before the ball reaches its highest point, A2 player not involved in the tap-off enters the centre circle from the

(a) backcourt.

(b) frontcourt.

Interpretation: In both cases, this is a tap-off violation by A2. Team B shall be awarded a throw-in close to the centre line, if from its

(a) frontcourt, with 14 seconds on the shot clock.

(b) backcourt, with 24 seconds on the shot clock.

As soon as the ball is placed at the disposal of the team B thrower-in, team A shall be entitled to the first alternating possession throw-in.

12-5 **Example:** The crew chief tosses the ball for the opening tap-off. Immediately after the ball is legally tapped by A1:

a) A held ball between A2 and B2 is called.

b) A double foul between A2 and B2 is called.

Interpretation: In both cases, as the control of a live ball was not yet established, the referee cannot use the alternating possession procedure. The crew chief shall administer another tap-off in the centre circle and A2 and B2 shall be the player involved in the tap-off. The time consumed on the game clock, after the ball was legally tapped and before the held ball/double foul occurred, shall remain valid.

12-6 **Example:** The crew chief tosses the ball for the opening tap-off. Immediately after the ball is legally tapped by A1, the ball:

a) Goes directly out-of-bounds.

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

Interpretation: In both cases, team B is awarded a throw-in as the result of A1's violation. If the throw-in is administered from its backcourt, team B shall have 24

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



seconds on the shot clock. If from its frontcourt, team B shall have 14 seconds on the shot clock. As soon as the ball is placed at the disposal of the team B thrower-in, team A shall be entitled to the first alternating possession throw-in.

12-7 Example: The crew chief tosses the ball for the opening held ball. Immediately after the ball is legally tapped by tap-off A1 player, B1 is charged with a technical foul.

Interpretation: Any team A player shall attempt 1 free throw with no line-up. As soon as a team A player receives the ball for the free throw, the direction of the alternating possession arrow shall be placed in favour of team B. The game shall be resumed with a team B alternating possession throw-in from the place nearest to where the ball was located when a technical foul occurred. If the throw-in is administered from its backcourt, team B shall have 24 seconds on the shot clock. If from its frontcourt, team B shall have 14 seconds on the shot clock.

12-8 Example: The crew chief tosses the ball for the opening tap-off. Immediately after the ball is legally tapped by tap-off player A1, A2 is charged with an unsportsmanlike foul against B2.

Interpretation: B2 shall attempt 2 free throws with no line-up. As soon as B2 receives the ball for the first free throw, the direction of the alternating possession arrow shall be placed in favour of team A. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt (as part of the unsportsmanlike foul penalty). Team B shall have 14 seconds on the shot clock.

12-9 Example: Team B is entitled to a throw-in under the alternating possession procedure. A referee and/or a scorer make(s) an error and the ball is erroneously awarded to team A.

Interpretation: After the ball touches or is legally touched by a player on the court, the error cannot be corrected. As a result of the error, team B shall not lose its right for the next alternating possession throw-in at the next tap-off situation.

12-10 Example: Simultaneously with the game clock sounding for the end of the first quarter, B1 commits an unsportsmanlike foul on A1. The referees decide that the game clock signal sounded before B1's foul occurred. Team A is entitled to the alternating possession throw-in to start the second quarter.

Interpretation: The unsportsmanlike foul occurred during an interval of play. Before the start of the second quarter, A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock. Team A shall not lose its right to the next alternating possession throw-in at the next tap-off situation.

12-11 Example: Shortly after the game clock sounds at the end of the third quarter, B1 commits a technical foul. Team A is entitled the alternating possession throw-in to start the fourth quarter.

Interpretation: Any team A player shall attempt 1 free throw with no line-up before the start of the fourth quarter. The fourth quarter shall start with a team

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



A throw-in from the centre line extended. Team A shall have 24 seconds on the shot clock.

12-12 to 12-15 not applicable

12-16 Statement: It is a held ball situation resulting in an alternating possession throw-in, whenever a live ball lodges between the ring and the backboard, unless between free throws and unless after the last free throw followed by a possession of the ball as part of the foul penalty. Under the alternating possession procedure the shot clock shall be reset to 14 seconds when the offensive team is entitled to a throw-in or to 24 seconds when the opposing team is entitled to a throw-in.

12-17 Example: During A1's shot for a goal, the ball lodges between the ring and the backboard:

(a) Team A,

(b) Team B

is entitled to a throw-in under the alternating possession procedure.

Interpretation: After the throw-in from the endline in team B's backcourt:

(a) Team A shall have 14 seconds,

(b) Team B shall have 24 seconds

on the shot clock.

12-18 Example: A1's shot for a goal is in the air when the shot clock signal sounds, followed by the ball lodging between the ring and the backboard. The alternating possession arrow favours team A.

Interpretation: This is a held ball situation. After the throw-in from behind the endline in its frontcourt, team A shall have 14 seconds on the shot clock.

12-19 Example: B2 is charged with an unsportsmanlike foul against A1 during the act of shooting for a 2-point goal. During the last free throw with no line-up

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

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

c) the ball misses the ring.

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

12-20 Example: After A1's throw-in from the centre line extended to start a quarter, the ball lodges between the ring and the backboard in team A's frontcourt.

Interpretation: This is a held ball situation. The direction of the alternating possession arrow shall be reversed immediately in favour of team B. The game shall be resumed with a team B alternating possession throw-in from behind its

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



endline, except directly behind the backboard. Team B shall have 24 seconds on the shot clock.

12-21 Example: The alternating possession arrow favours team A. During an interval of play after the first period, B1 commits an unsportsmanlike foul on A1. A1 attempts 2 free throws with no line-up, followed by a team A throw-in from the throw-in line in its frontcourt to start the second period. The alternating possession arrow to favour team A remains unchanged. After the throw-in the ball has lodged between the ring and the backboard in team A's frontcourt.

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

12-22 Statement: A held ball occurs when one or more players from opposing teams have one hand or both hands firmly on the ball so that neither player can gain control without undue roughness.

12-23 not applicable

12-24 Statement: A violation by a team during its alternating possession throw-in causes that team to lose the alternating possession throw-in.

12-25 Example: With 4:17 on the game clock in a quarter, during an alternating possession throw-in

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

Interpretation: In all cases, this is a throw-in violation by A1 or A2. The game shall be resumed with a team B throw-in from the place of the original throw-in. The direction of the alternating possession arrow shall be reversed immediately in favour of team B.

12-26 Statement: Whenever a held ball situation occurs with no time remaining on the shot clock and the alternating possession arrow favours team A, the alternating possession procedure shall not be applied. This is a shot clock violation. Therefore, the ball shall be awarded to team B for a throw-in.

12-27 Example: A1's shot for a goal is in the air when the shot clock signal sounds. Then the ball

(a) enters the basket.

(b) rebounds from the ring but does not enter the basket.

(c) misses the ring.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



Immediately after (b) and (c), a held ball is called.

Interpretation:

In (a) no shot clock violation has occurred. A1's goal shall count. The game shall be resumed with a team B throw-in from behind its endline.

In (b) if the possession arrow favours team A, team A shall have a throw-in from the place nearest to where the held ball occurred with 14 seconds on the shot clock. If the possession arrow favours team B, team B shall have a throw-in from the place nearest to where the held ball occurred with 24 seconds on the shot clock.

In (c) a shot clock violation has occurred. The direction of the possession arrow is not relevant. Team B shall have a throw-in from the place nearest to where the held ball occurred with 24 seconds on the shot clock.

12-28

Example: A1's shot for a goal is in the air when the shot clock signal sounds. The ball

(a) enters the basket.

(b) rebounds from the ring but does not enter the basket.

(c) misses the ring.

Immediately after, A2 or B2 is charged with a technical foul .

Interpretation:

In all cases, any player of team A (for the B2 technical foul) or any player of team B (for the A2 technical foul) shall attempt 1 free throw with no line-up. Then

In (a) no shot clock violation has occurred. A1's goal shall count. The game shall be resumed with a team B throw-in from behind its endline.

In (b) if the possession arrow favours team A, team A shall have a throw-in from the place nearest to where the ball was located when the technical foul occurred with 14 seconds on the shot clock. If the possession arrow favours team B, team B shall have a throw-in from the place nearest to where the ball was located when the technical foul occurred with 24 seconds on the shot clock.

In (c) a shot clock violation has occurred. The direction of the possession arrow is not relevant. Team B shall have a throw-in from the place nearest to where the technical foul occurred with 24 seconds on the shot clock.

Art. 13 How the ball is played

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

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

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

Ruling: a violation is called.

Additional information about Article 13

13-1 Statement: During the game, the ball is played with the hands only. It is a violation if a player

- holding the ball between the legs.
- deliberately uses the head, fist, legs, feet or footrest to play the ball.

Art. 14 Control of the ball

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

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

Ruling:

- a) No free throws are awarded to B1. Team control foul.
- b) 2 free throws are awarded to B1. Once the ball is released in a field goal attempt, team control ends.

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

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

14.1.4.1 Situation 2: B1 tries to prevent the ball from going out-of-bounds. In doing so, they lose their balance and fall out of the wheelchair. While still in bounds but lying on the floor they tap the ball to the team-mate B2.

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

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

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

14.1.4.2 Situation 2: A player in possession of the ball starts tipping forward with the wheelchair. Just before any part of the chair, other than the tyres(s)/castor(s), touch the floor, they bounce the ball to the floor. After any part of the chair has touched the floor, they raise again, and restart dribbling the ball.

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

Additional information about Article 14

14-1 **Statement:** Team control starts when a player of that team is in control of a live ball by holding or dribbling it or has a live ball at the disposal for a throw-in or a free throw.

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

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

14-3 **Not applicable**

Art. 15 Player in the act of shooting

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

However, as with jumping in the 'running' game of basketball, an attempt to score often includes movements with the chair. These will never be excessive, but, if in the judgement of the referee, a foul occurs after the start of a normal shooting action that includes movements with the chair, the foul could be considered to be committed against the player in the act of shooting.

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

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

Rationale: A foul should be called at the slightest indication that the arms are being moved upward towards the basket. This situation is analogous to the running basketball player who receives a pass and simultaneously jumps towards the basket to execute a 'scoop' shot. The running player does not have the hand

in the classical shooting position but a foul is nevertheless committed. In addition, in such a situation a foul is called because the running/jumping action emphasizes the player's intention to shoot. The wheelchair player's intention to shoot is diminished by the fact that **they** cannot jump. Particular attention must, therefore, be placed on the upward movement of the arm(s).

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

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

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

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

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

Ruling:

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

15.1.3 Situation 3: While in the act of shooting, A1 is fouled by B1. A1 continues the shooting movement but the horn to end the quarter sounds before the ball can be released on the try. After the horn has sounded, the shot is completed and the ball passes through the basket. Shall the goal count?

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

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

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

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

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

Additional information about Article 15

15-8 **Statement:** When a player is in the act of shooting and, after being fouled, they pass the ball off, they are no longer considered to be in the act of shooting.

15-9 **Example:** B1 fouls A1 in the act of shooting. This is the third team B foul in the quarter. After the foul A1 passes the ball to A2.

Interpretation: When A1 passed the ball to A2, the act of shooting ended. The game shall be resumed with a team A throw-in from the place nearest to where the foul occurred.

Art. 16 Goal: When made and its value

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

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

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

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

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

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

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

Ruling: The basket shall not count.

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

Ruling: The basket shall count.

Additional information about Article 16

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

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

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

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

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

16-4 **Example:** At the beginning of a period, team A is defending its own basket when B1 erroneously dribbles to the own basket and scores a field goal.

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

16-5 **Statement:** If the ball enters the basket, the value of the field goal is defined by the place on the court whether the ball was released from. The ball may enter the basket directly, or indirectly when during a pass the ball touches any player or touches the court before entering the basket.

16-6 **Example:** A1 passes the ball from the 3-point field goal area.

a) The ball enters the basket directly.

b) The ball touches any player or the court in the team A 2-point or 3-point goal area and then enters the basket.

Interpretation: In both cases, A1 shall be awarded 3 points as A1's pass was released from the 3-point field goal area.

16-7 **Example:** A1 attempts a shot for a 3-point goal. After the ball has left A1's hands, it touches the court in the team A 2-point goal area. The ball enters the basket.

Interpretation: A1's goal shall count for 3 points, as it was released from the 3-point goal area. The game shall be resumed as after any successful goal.

16-8 **Example:** B1 fouls A1 in the act of shooting for a 3-point goal. The ball touches the court and then enters the basket.

Interpretation: A1's goal shall not count. A shot for a goal ends when the ball touches the court. After a referee blows the whistle and as the ball is no longer a shot, the ball becomes dead immediately. A1 shall attempt 3 free throws.

16-9 **Example:** A1 attempts a shot for a 3-point goal. After the ball has left A1's hands, the game clock signal sounds for the end of the quarter. The ball touches the court and then enters the basket.

Interpretation: A1's goal shall not count. A shot for a goal ends when the ball touches the court. As the ball is no longer a shot, it becomes dead when the game clock signal sounds for the end of the quarter.

16-10 **Example:** Thrower-in A1 in the frontcourt passes the ball. The ball is then legally touched by any player in team A's frontcourt in the 3-point goal area and then enters the basket.

Interpretation: The goal shall count 2 points as the ball was released from a throw-in. The touch is legal. The value of the goal can only be 3 points when the ball is released from the court on a shot or a pass from behind the 3-point line

16-11 **Statement:** In a throw-in situation or on a rebound after the last free throw, there is always a time period from the time the inbounds player touches the ball until that player releases the ball on a shot. This is particularly important to take into consideration near the end of a quarter or overtime. There must be a minimum amount of time available for such a shot before time expires. If 0.3 of a second or more is shown on the game clock or on the shot clock, it is the duty of the referee(s) to determine whether the shooter released the ball before the game clock signal sounds for the end of the quarter or overtime. If, however, 0.2 or 0.1 of a second or more is shown on the game clock or on the shot clock, the only type of a valid field goal made by a player is by tapping the ball, provided that the hands of the player are no longer touching the ball when the game clock or the shot clock shows 0.0.

16-12 **Example:** Team A is awarded a throw-in with:

- a) 0.3,
 - b) 0.2 or 0.1,
- of a second shown on the game clock.

Interpretation:

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

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

16-13 **not applicable.**

16-14 **Statement:** A goal is made when a live ball enters the basket from above and remains within or passes through the basket entirely. When

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS

- a) a defensive team requires a time-out at any time during the game after a basket has been scored, or
- b) the game clock shows 2:00 minutes or less in the fourth quarter or overtime,

The game clock shall be stopped when the ball **remains within or** has entirely passed through the basket as shown in Diagram.

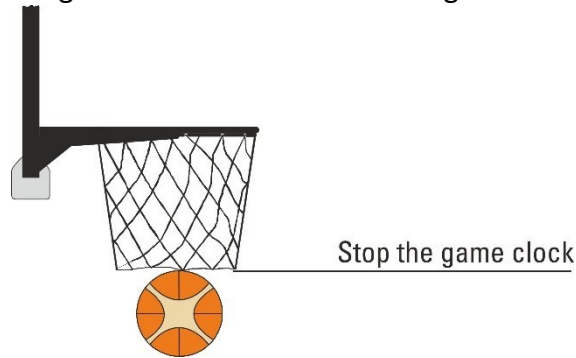


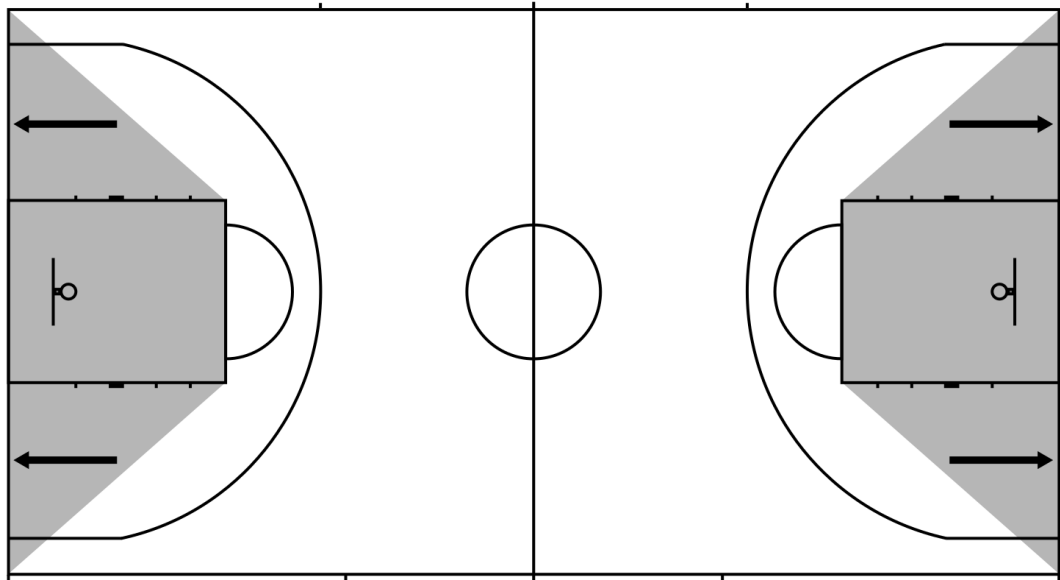
Diagram: A goal is **scored**

16-15 **Example:** With 2:02 on the game clock in the fourth quarter, A1 scores a goal when the ball passes through the basket. With 2:00 on the game clock B1 is ready for the throw-in from the endline.

Interpretation: The goal was scored with more than 2:00 on the game clock. Therefore, the game clock shall not be stopped.

Art. 17 Throw-in

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



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

- After a charged time-out following a valid 2 or 3 point field goal.
- After a legal stoppage of play because of an injury to a player or a referee when the ball would normally have been brought into play from the endline.
- If, after a valid field goal, the referee feels that play can be speeded up by handing the ball to a player.
- After a double foul or after fouls which cancel each other according to Art. 42.
- When the ball remains in frontcourt.

- 17.2.4 **Statement: Last 2 Minutes of the Game:** The team A entitled to a throw-in in the backcourt takes a time out, the head coach A has the right to decide, after the time out, whether to take place the throw-in. If the throw-in will take place:

- from the throw-in line in its frontcourt, the shot clock shall be reset with 14 seconds remaining.
- from the endline in its backcourt, the shot clock shall be set with 24 seconds.

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

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

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

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

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

17.3.3 Situation 1: As the referee is about to hand the ball in the frontcourt to A1 for a throw-in, they realize that A2 has not left the restricted area.

Ruling: The referee advises A2 to leave the restricted area before they hand the ball to A1. (Preventative officiating).

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

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

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

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

Additional information about Article 17

17-1 Statement: During the throw-in players other than the thrower-in shall not have any part of their bodies over the boundary line.

Before the thrower-in releases the ball, it is possible that the throwing-in motion could cause that player's hand(s) with the ball to move over the boundary line separating the inbounds area from the out-of-bounds area. In such situations, it continues to be the responsibility of the defensive player to avoid interfering with the throw-in by contacting the ball while it is still in the hands of the thrower-in.

17-2 Example: In the third period, team A is awarded a throw-in from its backcourt. While holding the ball

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

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

Interpretation: In both cases, B1 has interfered with the throw-in and therefore delaying the game. The referee calls a delay of the game violation. In addition a verbal warning shall be given to B1 and also communicated to team B head coach. This warning shall apply to all team B players for the remainder of the game. Any repetition of a similar action by any team B player may result in a technical foul. The team A throw-in shall be repeated. Team A shall have 24 seconds on the shot clock.

17-3 **Example:** In the third quarter, team A is awarded a throw-in from its frontcourt. Thrower-in A1 is holding the ball when B1 moves the hands over the boundary line, with

(a) 7 seconds

(b) 17 seconds

on the shot clock.

Interpretation: This is a throw-in violation by B1. In addition, a verbal warning shall be given to B1 and also communicated to the team B head coach. This warning shall apply to all team B players for the remainder of the game. Any repetition of a similar action by any team B player may result in a technical foul. The team A throw-in shall be repeated. Team A shall have

(a) 14 seconds

(b) 17 seconds

on the shot clock.

17-4 **Statement:** When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, the player of the defensive team shall not move any part of the body or wheelchair over the boundary line in order to interfere with the throw-in.

17-5 **Example:** With 54 seconds on the game clock in the fourth period, team A is entitled to a throw-in. Before handing the ball to thrower-in A1, the referee shows to B1 the warning signal for an illegal boundary line crossing. B1 moves the hand towards A1 over the boundary line before the ball was thrown-in over the boundary line.

Interpretation: B1 shall be charged with a technical foul.

17-6 **Example:** With 51 seconds on the game clock in the fourth quarter, team A is entitled to a throw-in. Before handing the ball to thrower-in A1, the referee does not show the warning 'illegal boundary line crossing' signal. B1 then moves the body towards A1 over the boundary line before the ball was thrown-in over the boundary line.

Interpretation: As the referee did not show the warning 'illegal boundary line crossing' signal before handing the ball to A1, the referee shall blow the whistle

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



and B1 shall now be given a warning. This warning shall also be communicated to the team B head coach. The warning shall apply to all team B players for the remainder of the game. Any repetition of similar action by any team B player may result in a technical foul. The throw-in shall be repeated, and the referee shall show the 'illegal boundary line crossing' signal.

17-7 **Statement:** The thrower-in must pass the ball (not hand the ball) to a team-mate on the court.

17-8 **Example:** Thrower-in A1 hands the ball to A2 who is on the court.

Interpretation: This is a throw-in violation by A1. The ball must leave A1's hands on the throw-in. Team B shall be awarded a throw-in from the place of the original throw-in.

17-9 **Statement:** During a throw-in, other player(s) shall not have any part of their bodies or wheelchair(s) over the boundary line before the ball is passed on the court.

17-10 **Example:** After an infraction, thrower-in A1 receives the ball from the referee and A1

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

Interpretation: In both cases, this is a violation by A2 as they moved their body or wheelchair over the boundary line before A1 passes the ball over the boundary line.

17-11 **Example:** After a team A successful goal or a successful last free throw, team B is granted a time-out. After the time-out, thrower-in B1 behind the endline receives the ball from the referee. B1 then:

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

Interpretation: In both places, this is a legal play. After a successful goal or a successful last free throw, the only restriction for team B is that its players must pass the ball into the court within 5 seconds.

17-12 **Statement:** If a time-out is granted to a team that has been awarded possession of the ball in its backcourt when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime the head coach, after the time-out, has the right to decide whether the throw-in shall be administered from the throw-in line in the team's frontcourt or from the team's backcourt.

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

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

17-13 **Example:** In the last minute of the game, A1 has dribbled in the backcourt when a team B player taps ball out-of-bounds at the free-throw line extended. A time-out is granted to team A.

Interpretation: After the time-out at the latest, the crew chief shall request the team A head coach decision as to where the throw-in shall be administered from. head coach A shall say loudly in English "frontcourt" or "backcourt" and at the same time showing with the arm to the place (frontcourt or backcourt), where the throw-in shall be administered from. The team A head coach's decision shall be final and irreversible. The crew chief shall inform the team B head coach of the team A head coach's decision.

The game shall be resumed with a team A throw-in only if the positions of the players of both teams on the court show their understanding of where the game shall be resumed from.

17-14 **Example:** With 44 seconds on the game clock in the fourth quarter and with 17 seconds on the shot clock, A1 dribbles in the backcourt when a team B player taps the ball out-of-bounds at the free-throw line extended. A time-out is then granted

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

Interpretation:

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

17-15 **Example:** With 57 seconds on the game clock in the fourth quarter, A1 attempts 2 free throws. During the second free throw A1's rear wheels cross the free-throw line while shooting and a violation is called. Team B is granted a time-out.

Interpretation: After the time-out, if team B head coach decides on a throw-in from

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

17-16 **Example:** With 26 seconds remaining on the game clock in the fourth period, A1 dribbles for 6 seconds in the backcourt, when

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



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

Team A is granted a time-out.

Interpretation: After the time-out:

In both cases, if team A head coach decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds on the shot clock.

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

- (a) 18 seconds,
- (b) 24 seconds

on the shot clock.

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

- a) 6 seconds,
- b) 17 seconds

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

Interpretation: After the time-out:

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

- (a) 6 seconds,
- (b) 14 seconds

on the shot clock.

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

- (c) 6 seconds,
- (d) 17 seconds

on the shot clock.

17-18 Example: With 48 seconds on the game clock in the fourth quarter, A1 dribbles the ball in the frontcourt when B1 taps the ball to team A backcourt where A2 starts to dribble the ball again. B2 now fouls A2, this is the third team B foul in the quarter with:

- a) 6 seconds,
- b) 17 seconds

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

Interpretation: In both cases, if after the time-out the team A head coach decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds on the shot clock. If from the backcourt, team A shall have 24 seconds on the shot clock.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



17-19 **Example:** With 1:32 remaining on the shot clock in the fourth quarter, team A is in control of the ball for 5 seconds when A1 and B1 are disqualified for punching each other in the team A backcourt. Team A is granted a time-out.

Interpretation: The disqualifying foul penalties shall cancel each other. The game shall be resumed with a team A throw-in from its backcourt. However, if after the time-out the team A head coach decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds on the shot clock. If from the backcourt, team A shall have 19 seconds on the shot clock.

17-20 **Example:** With 1:29 on the game clock in the fourth quarter and with 19 seconds on the shot clock, team A is in control of the ball in its frontcourt when A6 and B6 are disqualified for entering the court during a fight. Team A is granted a time-out.

Interpretation: The disqualifying foul penalties shall cancel each other. After the time-out, the game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where the ball was located when the fight has started. Team A shall have 19 seconds on the shot clock.

17-21 **Example:** With 1:18 on the game clock in the fourth quarter, team A is awarded a throw-in from its backcourt. Team A is granted a time-out. After the time-out, team A head coach decides on the throw-in from the throw-in line in the frontcourt. Before the throw-in is administered, the team B head coach requests a time-out.

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

17-22 **Statement.** At the start of all quarters other than the first quarter and at the start of each overtime, a throw-in shall be administered in the centre line extended opposite the scorer's table. The thrower-in shall have one rear wheel on either side of the centre line extended. If the thrower-in commits a throw-in violation, the ball shall be awarded to the opponents for a throw-in from the centre line extended.

However, if an infraction occurred on the playing court directly on the centre line, the throw-in shall be administered from the frontcourt at the place nearest to the centre line.

17-23 **Example:** At the start of the second quarter thrower-in A1 commits a violation at the centre line extended.

Interpretation: The game shall be resumed with a team B throw-in from the place of the original throw-in at the centre line extended, with 10:00 on the game clock and 24 seconds on the shot clock. The thrower-in shall be entitled to pass the ball to any place on the court. The direction of the alternating possession arrow shall be reversed in favour of team B.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



17-24 **Example:** At the start of a quarter thrower-in A1 at the centre line extended passes the ball to A2 who touches it before it goes out-of-bounds in team A

- a) frontcourt.
- b) backcourt.

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

- (a) backcourt with 24 seconds,
- (b) frontcourt with 14 seconds

on the shot clock.

The team A throw-in ends when A2 touched the ball. The direction of the alternating possession arrow shall be reversed in favour of team B.

17-25 **Example:** The following infractions may occur at the centre line on the court:

- (a) A1 causes the ball to go out-of-bounds.
- (b) A1 is charged with a team control foul.
- (c) A1 commits a travelling violation.

Interpretation: In all cases, the game shall be resumed with a team B throw-in from its front-court at the place nearest to the centre line. Team B shall have 14 seconds on the shot clock.

17-26 **Statement:** A throw-in resulting from an unsportsmanlike foul or disqualifying foul shall always be administered from the throw-in line in the team's frontcourt.

17-27 **Example:** A1 is charged with an unsportsmanlike foul against B1 during the interval of play between the first and second quarter.

Interpretation: Before the start of the second quarter, B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock. The direction of the alternating possession arrow shall remain unchanged.

17-28 **Statement:** During a throw-in, the following situations may occur:

(a) Not applicable.

(b) The ball lodges between the ring and the backboard. This is a jump ball situation.

17-29 **Not applicable**

17-30 **Example:** Throw-in A1 passes the ball towards team B's basket and it lodges between the ring and the backboard.

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

- If team A is entitled to the throw-in, the game shall be resumed with the team A throw-in from behind the endline in its frontcourt, nearest to but not

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



directly behind the backboard. Team A shall have 14 seconds on the shot clock.

- If team B is entitled to the throw-in, the game shall be resumed with the team B throw-in from behind the endline in its backcourt, nearest to but not directly behind the backboard. Team B shall have 24 seconds on the shot clock.

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

17-32 **Example:** Thrower-in A1 bounces the ball which touches:

- a) The inbounds area,
 - b) The out-of-bounds area,
- and A1 then catches it again.

Interpretation:

- a) This is a throw-in violation by A1. After the ball leaves A1's hands and the ball touches the inbounds area, A1 shall not touch the ball before it touches or was touched by another player on the court.
- b) If A1 did not move more than a total of 1 meter between bouncing the ball and catching it again, A1's action is legal. The 5-second restriction to release the ball shall continue.

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

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

- a) Frontcourt,
- b) Backcourt

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

Interpretation: This is a throw-in violation by A1. The game shall be resumed with a team B throw-in from the place of the original throw-in, if from the:

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

on the shot clock.

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

Interpretation: This is an out-of-bounds violation by A2. The game shall be resumed with a team B throw-in from the place nearest to the place where A2 touched the boundary line.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



- 17-36 **Example:** Thrower-in A1 from behind the sideline:
- In the backcourt close to centre line is entitled to pass the ball at any place on the court.
 - in the frontcourt close to the centre line is entitled to pass the ball only to a team-mate in the frontcourt.
 - at the centre line extended at the start of a quarter or each overtime is entitled to pass the ball to any place on the court.

With the ball in the hands A1 makes one normal lateral movement therefore changing the position regarding the frontcourt or backcourt.

Interpretation: In all cases, this is a legal play by A1. A1 shall keep the initial throw-in position with the right to pass the ball either to the frontcourt or to the backcourt according to the initial status.

- 17-37 **Statement:** After a successful goal or successful last free throw, the thrower-in behind the endline may move laterally and/or backwards and the ball may be passed between team-mates behind the endline, but the throw-in period shall not exceed 5 seconds.

- 17-38 **Example:** After an opponents' successful goal or last free throw in the second quarter, A1 has the ball in the hands for a throw-in from behind the endline.

- B2 moves the hands over the boundary line before the ball is thrown-in on the court.
- A1 passes the ball to A2 who is also behind the endline. B2 moves the hands over the boundary line and touches the ball on this pass.

Interpretation: B2 shall be given a warning for delaying the game. B2's warning shall also be communicated to the team B head coach and shall apply to all team B members for the remainder of the game. Any repetition of a similar action may result in a technical foul. Any team A player shall keep the right to move along the endline before releasing the ball or passing it to a team-mate.

17-39 **Not applicable**

17-40 **Not applicable**

- 17-41 **Statement:** After the free throw resulting from a technical foul, the game shall be resumed with a throw-in from the place nearest to where the ball was located when the technical foul was called, unless there is a held ball situation or before the start of the first quarter.

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

- If 14 seconds or more are shown on the shot clock, it shall continue with the time remaining on the shot clock.
- If 13 seconds or less are shown on the shot clock, it shall show 14 seconds.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



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

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

If a time-out and a technical foul are called during the same game clock stopped period the time-out shall be administered first, followed by the administration of the technical foul penalty. After a free throw(s) resulting from an unsportsmanlike foul or a disqualifying foul, the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt. The team shall have 14 seconds on the shot clock

17-42 **Example:** A2 dribbles in the:

- a) Backcourt,
- b) Frontcourt,

when A1 is charged with a technical foul.

Interpretation: Any team B players attempts 1 free throw with no line-up. In both cases the game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul occurred. Team A shall have the time remaining on the shot clock.

17-43 **Example:** Example: A2 dribbles in the:

- a) Backcourt,
- b) Frontcourt,

when B1 is charged with a technical foul.

Interpretation: Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul occurred. If in its:

- a) Backcourt, with 24 seconds on the shot clock.
- b) Frontcourt, with the time remaining on the shot clock, if 14 seconds or more are shown on the shot clock and with 14 seconds on the shot clock, if 13 seconds or less are shown on the shot clock.

17-44 **Example:** With 1:47 on the game clock in the fourth quarter, A1 dribbles in the frontcourt and is charged with a technical foul. Team A is now granted a time-out.

Interpretation: After the time-out, any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul occurred. Team A shall have the time remaining on the shot clock.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



17-45 **Statement:** When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, if a technical foul is called on the offensive team and that team is granted a time-out, the offensive team shall have the time remaining on the shot clock, if the throw-in shall be administered from its backcourt. If from the throw-in line in its frontcourt, the shot clock shall be reset as follows:

- If 14 seconds or more are shown on the shot clock, it shall show 14 seconds.
- If 13 seconds or less are shown on the shot clock, it shall continue with the time remaining on the shot clock.

17-46 **Example:** With 1:45 remaining on the game clock in the fourth period, A1 dribbles in the backcourt and is charged with a technical foul. Team A is now granted a time-out.

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

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

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

17-47 **Example:** With 1:43 on the game clock in the fourth period, A1 dribbles in the backcourt and is charged with a technical foul. Any team B players shall attempt 1 free throw with no line-up. Team A is now granted a time-out.

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

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

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

17-48 **Example:** With 1:41 on the game clock, A1 dribbles in the backcourt when B1 taps the ball out-of-bounds. Team A is now granted a time-out. Immediately after, is charged with a technical foul.

Interpretation: After the time-out at the latest, the team A head coach shall inform the crew chief of the throw-in place (frontcourt or backcourt). Any team B

player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in according to the team A head coach's decision.

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

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

17-49 **Example:** With 58 seconds on the game clock in the fourth quarter, in A1's backcourt

(a) **Not applicable.**

(b) B1 fouls A1. This is the third team B foul in the quarter.

(c) B1 taps the ball out-of-bounds.

With 19 seconds on the shot clock, team A is granted a time-out.

Interpretation: The team A head coach shall decide whether the game shall be resumed with a throw-in from the throw-in line in the frontcourt or from the backcourt.

In all cases, if from the throw-in line in its frontcourt, team A shall have 14 seconds on the shot clock.

(b) If from its backcourt, team A shall have 24 seconds on the shot clock.

(c) If from its backcourt, team A shall have 19 seconds on the shot clock

17-50 **Statement:** Whenever the ball enters the basket, but the goal or the last free throw is not valid, the game shall be resumed with a throw-in from the free-throw line extended.

17-51 **Example:** A1 in the act of shooting commits a travelling violation and then the ball enters the basket.

Interpretation: A1's goal shall not count. Team B shall be awarded a throw-in from the free-throw line extended in its backcourt. Team B shall have 24 seconds on the shot clock.

17-52 **Not applicable**

Art. 18/19 Time-out / Substitution

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

Procedure: 20 seconds before the end of the time-out, two umpires will move close to the time-out team bench areas in order to control that no player leaves the time-out team bench area before the 50 seconds warning signal sounds and

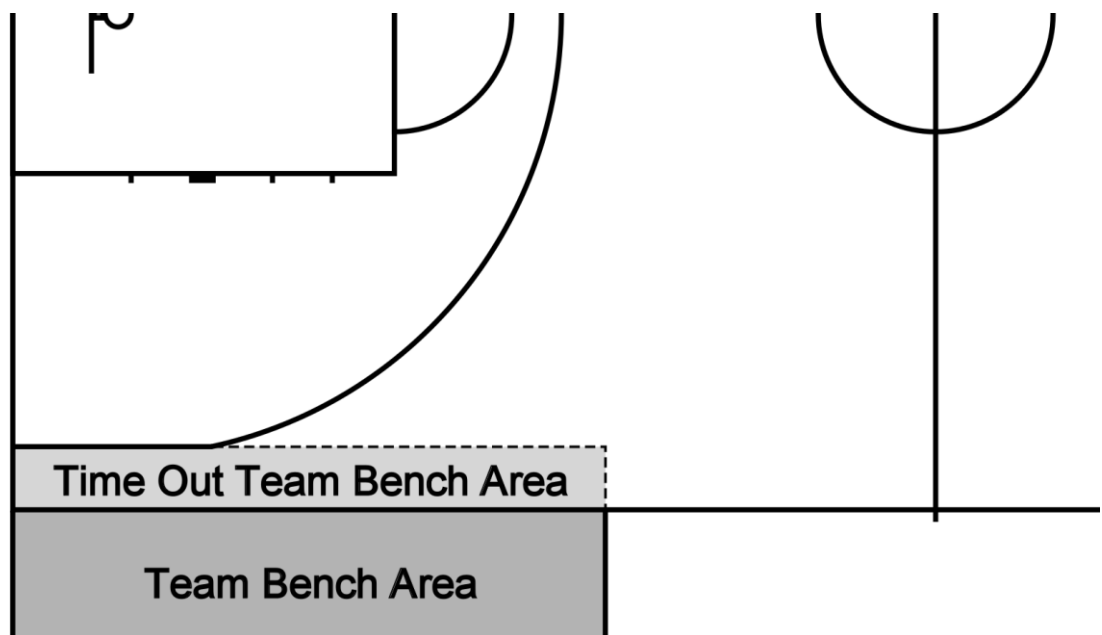
to avoid any delay to restarting play after the 50 seconds warning signal has sounded.

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

Ruling: The umpire located in front of this team will keep them in the time-out team bench area until the 50 seconds warning signal sounds.

A warning must be given to **the team A** that if the same behaviour is repeated a technical foul will be charged against the **team A** head coach, recorded as 'B'.

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



Diagram

18.3.5 Situation:

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

Ruling:

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

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

Ruling: Yes.

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

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

19.3.4 Comment: A substitute may enter the court at the point of the substitution space where they were positioned at the moment when they were beckoned to enter the court by the referee.

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

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

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

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

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

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

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

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

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

19.3.5 **Comment:** A player being substituted **must** move to the team bench area directly. **They** may no longer be active as a player on court (e.g. setting a block, guarding an opponent) or interfere with the movements of players of the opponent's team. If such behaviour is deliberate, a technical foul will be called against the player (without any warning) and will be charged against the head coach of the violating team, recorded as 'B'.

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

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

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

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

Ruling: Yes.

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

When requesting a substitution, the new player reports to the scorer and identifies the player for whom **they want** to substitute. The total points of the team involved in the substitution are checked by the commissioner or the assistant scorer as the substitute is beckoned onto the floor by a **referee**. No delay in the substitution is permitted. If a team exceeds the 14-point limit rule, the commissioner or assistant scorer shall inform the scorer who will, in turn, inform the crew chief by sounding the signal at the conclusion of the next phase of play if the offending team's opponents are in control of the ball, or immediately, if the offending team is in control of the ball. A technical foul will be charged against the head coach of the offending team.

Additional information about Articles 18 & 19

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

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



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

18/19-2 **Example:** After the ball has left the hands of the crew chief on the tap-off but before the ball is legally tapped, A2 commits a violation. Team B is awarded a throw-in. At this time, either team requests a time-out or a substitution.

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

18/19-3 **Statement:** If the shot clock signal sounds while the ball is in the air during a shot for a field goal, it is not a violation and the game clock does not stop. If the shot for a field goal is successful it is, under certain conditions, a time-out and substitution opportunity for both teams.

18/19-4 **Example:** The ball is in the air when the shot clock signal sounds. The ball then enters the basket. Either or both teams request:

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

Interpretation:

- a) This is a time-out opportunity only for the non-scoring team.
If the non-scoring team is granted a time-out, the opponents may also be granted a time-out and both teams are also granted a substitution, if they request it.
- b) This is a substitution opportunity only for the non-scoring team and only when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime.
If the non-scoring team is granted a substitution, the opponents may also be granted a substitution and both teams are also granted a time-out, if they request it.

18/19-5 **Statement:** Articles 18 and 19 clarify when a time-out or substitution opportunity starts and ends. If the request for a time-out or substitution (for any player, including the free-throw shooter) is made after the ball is at the disposal of the free-throw shooter for the first free throw, the time-out or substitution shall be only granted for both teams if

- (a) the last free throw is successful, or
- (b) the last free throw is followed by a throw-in, or
- (c) for any valid reason, the ball remains dead after the last free throw.

After the ball is at the disposal of the free throw shooter for the first of 2 or 3 consecutive free throws for the same foul penalty, no time-out or substitution shall be granted before the ball becomes dead following the last free throw.

When a technical foul occurs between such free throws, the free throw with no line-up shall be administered immediately. A time-out or substitution for either team shall not be granted before and/or after the free throw, unless the substitute

shall become the player to attempt the free throw for the technical foul penalty. In this case, the opponents are also entitled to substitute 1 player, if they wish.

18/19-6 **Example:** A1 is awarded 2 free throws. Either team requests a time-out or substitution:

- a) Before the ball is at the disposal of the free-throw shooter A1.
- b) After the first free-throw attempt.
- c) After the successful second free throw but before the ball is at the disposal of any team B thrower-in.
- d) After the successful second free throw and after the ball is at the disposal of any team B thrower -in.

Interpretation:

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

18/19-7 **Example:** A1 is awarded 2 free throws. After the first free-throw attempt, either team requests a time-out or substitution. During the last free-throw attempt:

- a) the ball rebounds from the ring and the game continues.
- b) the free throw is successful.
- c) the ball misses the ring.
- d) A1's rear wheels touch or cross the free-throw line while shooting and the violation is called.
- e) B1 enters into the restricted area before the ball has left the hands of A1. B1's violation is called and the A1's free throw is not successful.

Interpretation:

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

18/19-8 **Example:** A substitution opportunity has just ended when substitute A6 runs to the scorer's table, loudly requesting a substitution. The scorer reacts and erroneously sounds the signal. The referee blows the whistle and interrupts the game.

Interpretation: The ball is dead and the game clock remains stopped, resulting in what would normally be a substitution opportunity. However, because A6's request was made too late, the substitution shall not be granted. The game shall be resumed immediately.

18/19-9 **not applicable.**

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



18/19-10 **Example:** B1 fouls A1 on an unsuccessful attempt for a 2-point goal. After A1's first of 2 free throws, A2 is charged with a technical foul. Either team now requests a time-out or substitution.

Interpretation: Any team B player may attempt 1 free throw with no line-up. If a team B substitute has become a player to attempt the free throw, team A shall also be entitled to substitute 1 player, if they wish. If the free throw is attempted by a team B substitute, who has become a player or if team A also substituted 1 player, they cannot be substituted until the next game clock running period has ended. After the team B player's free throw for A2's technical foul, A1 shall attempt the second free throw. The game shall be resumed as after any last free throw. If successful and if requested, the time-out or further substitution shall be granted for both teams.

18/19-11 **Example:** B1 fouls A1 on an unsuccessful attempt for a 2-point goal. After A1's first of 2 free throws, A2 is charged with a technical foul. Any team B player shall attempt 1 free throw with no line-up. Either team now requests a time-out or substitution.

Interpretation: No time-out or substitution shall be granted at this time. A1 shall attempt the second free throw. The game shall be resumed as after any last free throw. If successful and if requested, the time-out or further substitution shall be granted for both teams.

18/19-12 **Example:** B1 fouls A1 on an unsuccessful attempt for a 2-point goal. After A1's first of 2 free throws, A2 is charged with a technical foul. This is A2's fifth foul. Either team now requests a time-out or substitution.

Interpretation: A2 shall be substituted immediately. Any team B player may attempt 1 free throw with no line-up. If a team B substitute has become a player to attempt the free throw, team A is also entitled to substitute 1 player, if they wish. If the free throw is attempted by a team B substitute, who has become a player or if team A also substituted 1 player, they cannot be substituted until the next game clock running period has ended. After the team B player's free throw for A2's technical foul, A1 shall attempt the second free throw. The game shall be resumed as after any last free throw. If successful and if requested, the time-out or further substitution shall be granted for both teams.

18/19-13 **Example:** Dribbler A1 is charged with a technical foul. B6 requests the substitution for attempting the free throw.

Interpretation: This is a substitution opportunity for both teams. After becoming a player, B6 may attempt 1 free throw with no line-up but B6 may not become a substituted until the next game clock running period has ended.

18/19-14 **Statement:** A substitute who has become a player can leave the game only after the end of the next game clock running period of the game.

18/19-15 **Example:** B1 is substituted by B6. Before the game clock has started, B6 is charged with a personal foul. This is B6's

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



- a) third
 - b) fifth
- foul.

Interpretation:

- a) B6 cannot be substituted until the end of the game clock running period of the game.
- b) B6 shall be substituted.

18/19-16 **Statement:** If, following a request for a time-out a foul is called against either team, the time-out shall not start until the referee has completed all communication related to that foul with the scorer's table. In the case of a player's fifth foul, this communication includes the necessary substitution procedure. After all communication is completed, the time-out period shall start when a referee blows the whistle and shows the time-out signal.

18/19-17 **Example:** During the game, the team A head coach requests a time-out after which

- (a) B1 is charged with a fifth foul.
- (b) a player of either team is charged with a foul.

Interpretation: In (a) the time-out period shall not start until all communication with the scorer's table is completed and a substitute for B1 becomes a player.

In both cases, the players shall be permitted to go to their benches even though the time-out period has not formally started.

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

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

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

Interpretation:

- a) After the team starts to return to the court, the referee gives a warning to the team A head coach that if the same behaviour is repeated, an additional time-out shall be charged against team A.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



- b) A time-out, without warning, shall be charged against team A. This time-out shall last 1 minute. If team A has no time-out remaining, a technical foul for delaying the game shall be charged against the team A head coach, recorded as 'B1'.

18/19-20 Example: After the end of the half-time interval of play, team A is still in its dressing room and therefore the start of the third quarter is delayed.

Interpretation: After team A finally enters the court a time-out, without warning shall be charged against team A. This time-out shall not last 1 minute. The game shall be resumed immediately.

18/19-21 Statement: If a team was not granted a time-out in the second half until the game clock shows 2:00 in the fourth period, the scorer shall mark 2 horizontal lines on the scoresheet in the first box for the team's second half time-outs. The scoreboard shall show the first time-out as taken.

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

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

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

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

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

18/19-25 Example: The team B head coach has requested a time-out. A1 is charged with an unsportsmanlike foul against B1, followed by a technical foul against A2.

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

18/19-26 **Example:** Team B head coach requests a time-out. A1 is charged with an unsportsmanlike foul against B1. Team B is granted a time-out. During the time-out, A2 is charged with a technical foul.

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

RULE FIVE – VIOLATIONS

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

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

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

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

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

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

Additional information about Article 23

23-1 **Statement:** not applicable

23-2 **Example:** not applicable

23-3 **Example:** not applicable

23-4 **Example:** A1 dribbles close to the sideline in front of the scorer's table. The ball rebounds high from the court and touches B6's knee on the substitution place. The ball returns to A1 on the court.

Interpretation: The ball is out-of-bounds when it touches B6 who is out-of-bounds. The ball is caused to go out-of-bounds by A1 who touched the ball before it goes out-of-bounds. The game shall be resumed with a team B throw-in from the place nearest to where the ball went out-of-bounds.

Art. 24 Dribbling

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

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

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

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

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

Additional information about Article 24

24-1 **Statement:** not applicable

24-2 **Example:** not applicable

24-3 **Example:** not applicable

24-4 **Example:** not applicable

24-5 **Example:** not applicable

24-6 **Example:** A1 starts the dribble by:

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

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

Interpretation: In both cases, this is a legal play by A1. The ball touched the court before A1 touched the ball again on the dribble.

24-7 **Example:** not applicable

Art. 25 Travelling (Three pushes)

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

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

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

Ruling: Travelling violation.

25.1.1 Situation 3: A1 moves with 2 pushes towards the opponent's defence. They try to shoot but realize that they cannot finish the action because of an approaching

defender. They place the ball on the lap and passes the defender by using an unexpected push.

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

25.1.1 Situation 4: A player receives the ball while moving. They place the ball on their lap, brake with one hand on a wheel, then pulls the other wheel backwards in order to change direction. Afterwards they move the wheelchair forward with 2 pushes.

Ruling: Travelling violation.

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

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

Art. 26 3 seconds

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

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

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

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

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

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

26.1.2 Situation 4: A1 is in the restricted area for less than, but near to, 3 seconds when they receive the ball. They immediately bring the ball up to shoot but instead of directly shooting, hesitates and moves the ball away from the defence's outstretched hands in attempt to gain a clear shot.

Ruling: Violation if the 3 second count is reached as A1 is no longer in the act of shooting and therefore no allowance is made.

26.1.2 Situation 5: A1 is in the restricted area for less than, but near to, 3 seconds when they receive the ball. They immediately bring the ball up to shoot but instead of directly shooting, moves the ball up and down in an attempt to gain a clear shot.

Ruling: Violation if the 3 second count is reached as A1 is no longer in the act of shooting and therefore no allowance is made.

26.1.2 **Situation 6:** A1 in the restricted area for less than 3 seconds moves out-of-bounds at the endline to avoid a 3-second violation. A1 then re-enters the restricted area from the spot he/she left.

Ruling: In this situation A1 has left the court to gain an advantage and the principles outlined in Article 36.3.1 (OWBRI), Comment 1 should apply. If A1 of the offending team violates the rule for the first time, the referee calls a violation (loss of possession of the ball). The closest referee to the Team A bench warns the team A's head coach and this warning applies to the entire team. After the next violation by any player of team A, a technical foul is called. The game shall be resumed with 1 free throw for any team B player, followed by the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped.

Additional information about Article 26

26-1 **Statement:** It is a violation when a player leaves the court at the endline to avoid a 3-second violation and then re-enters the restricted area from the spot they left.

26-2 **Not applicable**

26-3 **Statement:** A player shall not remain in the opponents restricted area for more than 3 consecutive seconds while the player's team is in control of a live ball in the frontcourt and the game clock is running.

26-4 **Example:** A1 in the restricted area for 2.5 seconds releases the ball on a shot for a goal. The ball misses the backboard and the ring and A1 rebounds it.

Interpretation: This is a legal play by A1. Team A has ended its control of a ball when A1 released it on a shot. With A1's rebound, team A gained a new control of the ball.

26-5 **Example:** While the thrower-in A1 has the ball in the hands in the frontcourt, A2 remains in the opponents' restricted area for more than 3 seconds.

Interpretation: This is a legal play by A2. Team A has the control of the ball, however, the game clock has not yet started.

Art. 27 Closely guarded player

27-1 **Statement:** A closely guarded player must pass, shoot or dribble the ball within 5 seconds.

27-2 **Example:** A1 is closely guarded for 4 seconds by B1. Then A1 fumbles the ball and catches it again.

Interpretation: This is a 5-second violation by A1, as A1 within 5 seconds did not pass, shoot or dribble the ball. The fumbling the ball at the start or at the end of the dribble is not a dribble.

Art. 28 8 seconds

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

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

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

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

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

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

28.1.2 Situation 1: A1 is straddling the centre line with the wheelchair. they receive the ball from A2 who is in the backcourt. A1 then passes the ball back to A2 who is still in the backcourt.

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

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

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

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

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

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

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

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

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

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

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

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

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

Additional information about Article 28

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

28-2 **Example:** A1 dribbles in the backcourt for 5 seconds when a held ball occurs. Team A is entitled to the next alternating possession throw-in.

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

28-3 to 28-5: Not applicable

28-6 **Statement:** Each time when the 8-second period continues with the time remaining and the same team that previously had control of the ball is awarded a throw-in from its backcourt, the referee handing the ball to the thrower-in shall inform the thrower-in on the time remaining in the 8-second period.

28-7 **Example:** A1 dribbles in the backcourt for 6 seconds when a double foul occurs in the:

- a) Backcourt.
- b) Frontcourt.

Interpretation:

a) The game shall be resumed a team A throw-in in the backcourt from the place nearest to where the double foul occurred. The referee shall inform the team A thrower-in that the team has 2 seconds to move the ball into its frontcourt.

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

28-8 **Example:** A1 dribbles for 4 seconds when B1 taps the ball out-of-bounds in the team A backcourt.

Interpretation: The game shall be resumed with a team A throw-in in its backcourt from the place nearest to where the ball went out-of-bounds. The referee shall inform the team A thrower-in that the team has 4 seconds to move the ball into its frontcourt.

28-9 **Statement:** If the game is stopped by a referee for any valid reason not connected with either team and if in the judgement of the referees the opponents would be placed at a disadvantage, the 8-second period shall continue.

28-10 **Example:** With 25 seconds on the game clock in the fourth quarter and with the score A 72 – B 72, team A gains control of the ball. A1 dribbles the ball for 5 seconds when the game is stopped by the referees because of:

- a) the game clock or the shot clock failing to run or to start.
- b) a bottle being thrown on the court.
- c) the shot clock being erroneously reset.

Interpretation: In all cases, the game shall be resumed with a team A throw-in from its backcourt, with 3 seconds remaining in the 8-second period. Team B would be placed at a disadvantage if the game were resumed with a new 8-second period.

28-11 **Statement:** Following an 8-second violation, the throw-in place is determined by the location of the ball where the violation has occurred.

28-12 **Example:** The 8-second period for team A ends and the violation occurs when:

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

Interpretation: The **team B** throw-in shall be administered at its frontcourt, from the place nearest to the:

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

Team B shall have 14 seconds on the shot clock.

28-13 Statement: Team control ends when the ball has left the player's hands on a shot for a goal.

28-14 Example: Just before the end of the 8-second period the ball has left A1's hands from the backcourt on a shot for a goal. The ball enters the basket.

Interpretation: This is a legal play by team A. The control of the ball has ended when A1 has released the ball on a shot. A1's 3 points goal shall count

Art. 29 / 50 Shot clock

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

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

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

29.2.1 Statement 2: If the game is stopped by a **referee**:

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

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

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

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

29.2.1 Situation 2: With 1:45 seconds left to play in the fourth period, A1 is dribbling the ball in team A's backcourt for 5 seconds when B1 deliberately deflects the ball with the foot or wheelchair. The shot clock shows 19 seconds. Team A is then granted a time-out. At the latest by the end of the time-out, head coach A decides that the throw-in will be administered in the:

- a) Back-court at the place nearest to where the game was stopped.
- b) Front-court at the throw-in line.

Ruling:

- a) The shot clock shall not be reset to 24 seconds and shall remain at the time displayed on the shot clock.
- b) The shot clock shall be **reset** to 14 seconds.

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

Ruling: The shot clock shall not be reset to 24 seconds **and shall remain at 18 seconds.**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Additional information about Article 29/50

29/50-1 **Statement:** A shot for a field goal is attempted near the end of the shot clock period and the shot clock signal sounds while the ball is in the air.

- If the ball enters the basket, the goal shall count.

- If the ball touches the ring and rebounds from it, the game shall continue with 24 seconds on the shot clock, if the opponents' team gains control and with 14 seconds on the shot clock, if the same team regains control of the ball that was in control of the ball before the ball touched the ring.

- If the ball misses the ring, the referees shall wait to see whether the opponents gain an immediate and clear control of the ball.

- If yes, the shot clock signal shall be disregarded.

- If not, this is a shot clock violation. The ball shall be awarded to the opponents for the throw-in from the place nearest to where the game was stopped, except from directly behind the backboard.

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

Interpretation: This is a shot clock violation by team A. A1's shot missed the ring and team B did not gain an immediate and clear control of the ball.

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

Interpretation: This is a shot clock violation by team A.

29/50-4 **Example:** A1's shot for a goal at the end of a shot clock period is legally blocked by B1. The shot clock signal sounds. B1 fouls A1.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



- Interpretation:** This is a shot clock violation by team A. B1's foul against A1 shall be disregarded unless it is an unsportsmanlike foul or a disqualifying foul.
- 29/50-5 **Example:** A1's shot for a goal is in the air when the shot clock signal sounds. The ball misses the ring, after which
- a held ball between A2 and B2 occurs.
 - B1 taps it out-of-bounds.
- Interpretation:** In both cases, this is a shot clock violation by team A. Team B did not gain an immediate and clear control of the ball.
- 29/50-6 **Example:** B1 fouls A1 in the act of shooting for a goal when at approximately the same time the shot clock expired. The ball enters the basket.
- Interpretation:** If the ball was
- still in A1's hands and B1's foul occurred before the shot clock expired, or
 - already in the air on A1's shot for a goal and B1's foul occurred before the shot clock expired, or
 - already in the air on A1's shot for a goal and B1's foul occurred after the shot clock expired,
- it is not a shot clock violation. A1's goal shall count. A1 shall attempt 1 additional free throw. The game shall be resumed as after any last free throw.
- still in A1's hands and B1's foul occurred after the shot clock expired,
- it is a shot clock violation. A1's goal shall not count. B1's foul shall be disregarded unless it is an unsportsmanlike foul or a disqualifying foul. The game shall be resumed with a team B throw-in from the free-throw line extended.
- 29/50-7 **Example:** With 25.2 seconds on the game clock, team A gains control of the ball. With 1 second on the shot clock, A1 attempts a shot for a goal. While the ball is in the air, the shot clock signal sounds. The ball misses the ring and
- after another 1.2 seconds, the game clock signal sounds for the end of the quarter.
 - A2 catches the ball on a rebound. The referee calls the violation with the game clock showing 0.8 second.
- Interpretation:**
- In (a) this is not a shot clock violation by team A. The referee was waiting to see if team B gained immediate and clear control of the ball and therefore did not call a violation. The quarter has ended.
- In (b) this is a shot clock violation by team A. The game shall be resumed with a team B throw-in from the place nearest to where the game was stopped, with 0.8 of a second on the game clock.
- 29/50-8 **Example:** With 25.2 seconds on the game clock, team A gains control of the ball. With 1.2 seconds on the game clock and with A1 having the ball in the hands, the

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



shot clock signal sounds. The referee calls the violation with the game clock showing 0.8 of a second.

Interpretation: This is a shot clock violation by team A. As the violation occurred with 1.2 seconds on the game clock, the referees shall correct the game clock. The game shall be resumed with a team B throw-in from the place nearest to where the game was stopped, with 1.2 seconds on the game clock.

29/50-9 **Statement.** If the shot clock signal sounds and, in the judgment of the referees, the opponents gain immediate and clear control of the ball, the shot clock signal shall be disregarded. The game shall continue.

29/50-10 **Example:** Close to the end of the shot clock period, A1's pass is missed by A2 (both players are in their frontcourt) and the ball rolls into team A's backcourt. Before B1 gains control of the ball with a free path to the basket, the shot clock signal sounds.

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

29/50-11 **Example:** After a goal scored by the opponents and with 25.3 seconds on the game clock, team A has the ball for a throw-in from behind its endline. Close to the end of the shot-clock period, A1's pass to A2 is deflected by B1 and the shot clock signal sounds. The referee calls the shot clock violation with the game clock showing 0.8 second.

Interpretation: This is a shot clock violation by team A. In the judgement of the referees the violation occurred with 0.8 of a second on the game clock. The game shall be resumed with a team B throw-in from the place nearest to where the game was stopped, with 0.8 of a second on the game clock.

29/50-12 **Statement.** If a team that was in control of the ball is awarded an alternating possession throw-in, that team shall have only the time remaining on the shot clock when the tap-off situation occurred.

29/50-13 **Example:** Team A is in control of the ball in its frontcourt with 10 seconds on the shot clock when a held ball occurs. An alternating possession throw-in is awarded to:

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

Interpretation:

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

29/50-14 **Statement.** If the game is stopped by a referee for a foul or violation (not for the ball having gone out of bounds) committed by the team not in control of the ball and the possession of the ball is awarded to the same team that previously had control of the ball in the frontcourt, the shot clock shall be reset as follows:

- If 14 seconds or more are shown on the shot clock when the game was stopped, the shot clock shall continue with the time remaining the shot clock.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



- If 13 seconds or less are shown on the shot clock when the game was stopped, the team shall have 14 seconds on the shot clock.

29/50-15 **Example:** With 8 seconds on the shot clock, A1 dribbles in the frontcourt when

- (a) B1 taps the ball out-of-bounds in the team A frontcourt.
- (b) B1 fouls A1. This is the second team B foul in the quarter.

Interpretation: The game shall be resumed with a team A throw-in in the frontcourt with

- (a) 8 seconds
- (b) 14 seconds on the shot clock.

29/50-16 **Example:** With 4 seconds on the shot clock, team A is in control of the ball in its frontcourt when

- (a) A1
- (b) B1 is injured. The referee stops the game.

Interpretation: Team A shall have

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

29/50-17 **Example:** With 6 seconds on the shot clock, A1's shot for a goal is in the air when a double foul against A2 and B2 occurs. The alternating possession arrow favours team A.

- (a) The ball misses the ring.
- (b) The ball touches the ring.

Interpretation: Team A shall have:

- a) 6 seconds,
- b) 14 seconds, on the shot clock.

29/50-18 **Example:** With 5 seconds on the shot clock, A1 dribbles when B1 is charged with a technical foul, after which the team A head coach is charged with a technical foul.

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

29/50-19 **Example:** With:

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

on the shot clock, A1 passes the ball to A2, both in the frontcourt, when B1 in the backcourt deliberately kicks or strikes the ball with the fist.

Interpretation: In both cases, this is a violation by B1 for kicking the ball or striking it with the fist. The game shall be resumed with a team A throw-in from its frontcourt with:

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

29/50-20 **Example:** With 6 seconds on the shot clock, A1 dribbles in the frontcourt when B2 is charged with an unsportsmanlike foul against A2.

Interpretation: After A2's 2 free throws with no line-up, regardless of whether made or missed, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

The same interpretation is valid for a disqualifying foul.

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

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

- a) the game clock or the shot clock failing to run or to start.
- b) a bottle being thrown on to the court.
- c) the shot clock being erroneously reset.

Interpretation: In all cases, the game shall be resumed with a team A throw-in from the place nearest to where the game was stopped. Team A shall have 4 seconds on the shot clock. Team B would be placed at a disadvantage if the game were resumed with no time remaining on the shot clock.

29/50-23 **Example:** A1's shot for a goal touches the ring. A2 rebounds the ball and 9 seconds later the shot clock signal sounds in error. The referees stop the game.

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

29/50-24 **Example:** With 4 seconds on the shot clock, A1 attempts a shot for a field goal. The ball misses the ring but the shot clock operator erroneously resets the clock. A2 rebounds the ball and after a certain time, A3 scores a goal. At this time, the referees recognise the error.

Interpretation: The referees, after consulting with the commissioner, if present, shall confirm that the ball missed the ring during A1's shot. If so, they shall then decide if the ball has left A3's hand(s) before the shot clock would have sounded

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



if the reset had not taken place. If so, A3's goal shall count. If not, a shot clock violation occurred and A3's goal shall not count.

29/50-25 **Statement.** A shot for a goal is released and a foul is then called against a defensive player in the defensive team's backcourt. If the game is resumed with a throw-in, the shot clock shall be reset as follows:

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

29/50-26 **Example:** A1 attempts a shot for a goal. The ball enters the basket. B2 in the backcourt fouls A2. This is the third team B foul in the quarter.

Interpretation: A1's goal shall count. The game shall be resumed with a team A throw-in from the place nearest to where B2's foul occurred. Team A shall have 14 seconds on the shot clock.

29/50-27 **Example:** With 17 seconds on the shot clock, A1 shoots for a field goal is in the air when B2 in the backcourt fouls A2. This is the second team B foul in the quarter. The ball

- (a) rebounds from the ring but does not enter the basket.
- (b) misses the ring.

Interpretation:

In both cases, the game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where B2's foul occurred. Team A shall have 17 seconds on the shot clock.

29/50-28 **Example:** With 10 seconds on the shot clock, A1's shot for a goal is in the air when B2 in the backcourt fouls A2. This is the second team B foul in the quarter. The ball

- a) enters the basket.
- b) rebounds from the ring but does not enter the basket.
- c) misses the ring.

Interpretation:

In (a) A1's goal shall count.

In all cases, the game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where B2's foul occurred. Team A shall have 14 seconds on the shot clock.

29/50-29 **Example:** A1's shot for a goal is in the air when the shot clock signal sounds. B2 in the backcourt fouls A2. This is the second team B foul in the quarter. The ball

- a) enters the basket.
- b) rebounds from the ring but does not enter the basket.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



c) misses the ring.

Interpretation:

In (a) A1's goal shall count.

In all cases, this is not a shot clock violation by team A. The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where B2's foul occurred. Team A shall have 14 seconds on the shot clock.

29/50-30 **Example:** With 10 seconds on the shot clock, A1's shot for a goal is in the air when B2 in the backcourt fouls A2. This is the fifth team B foul in the quarter. The ball

- a) enters the basket.
- b) rebounds from the ring but does not enter the basket.
- c) misses the ring.

Interpretation:

In (a) A1's goal shall count.

In all cases, A2 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

29/50-31 **Example:** A1's shot for a goal is in the air when the shot clock signal sounds and B2 fouls A2 before the ball

- a) enters the basket.
- b) rebounds from the ring but does not enter the basket.
- c) misses the ring.

B2's foul is the fifth team B foul in the quarter.

Interpretation:

In (a) A1's goal shall count.

In all cases, this is not a shot clock violation by team A. A2 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

29/50-32 **Statement.** A throw-in resulting from an unsportsmanlike foul or a disqualifying foul penalty shall always be administered from the throw-in line in the team's frontcourt. The team shall have 14 seconds on the shot clock.

29/50-33 **Example:** With 1:12 on the game clock and with 6 seconds on the shot clock in the fourth quarter, A1 dribbles in the frontcourt when B1 is charged with an unsportsmanlike foul against A1. After A1's first free throw, the team A head coach or the team B head coach requests a time-out.

Interpretation: A1 shall attempt the second free throw with no line-up. The time-out shall then be granted. After the time-out, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

29/50-34 **Example:** With 19 seconds on the shot clock, A1 dribbles in the frontcourt when B2 is charged with an unsportsmanlike foul against A2.

Interpretation: After A2's 2 free throws with no line-up, regardless of whether made or missed, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



The same interpretation is valid for a disqualifying foul.

29/50-35 **Statement.** After the ball touches the ring of the opponents' basket for any reason, the team shall have 14 seconds on the shot clock, if the team which gains control of the ball is the same team that was in control of the ball before the ball touched the ring.

29/50-36 **Example:** During A1's pass to A2, the ball touches B2 after which the ball touches the ring. A3 gains control of the ball.

Interpretation: Team A shall have 14 seconds on the shot clock when A3 gains control of the ball anywhere on the court.

29/50-37 **Example:** A1 attempts a shot for a goal with:

- a) 4 seconds,
- b) 20 seconds

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

Interpretation: In both cases, team A shall have 14 seconds on the shot clock when A2 gains control of the ball anywhere on the court.

29/50-38 **Example:** A1 attempts a shot for a goal. The ball touches the ring.

a) B1 touches the ball.

b) A2 taps the ball.

and A3 then gains control of the ball.

Interpretation: In both cases, team A shall have 14 seconds on the shot clock when A3 gains control of the ball anywhere on the court.

29/50-39 **Example:** A1 attempts a shot for a goal. The ball touches the ring. B1 then touches the ball before it goes out-of-bounds.

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

29/50-40 **Example:** With 4 seconds on the shot clock, A1 throws the ball towards the ring to reset the shot clock. The ball touches the ring. B1 then touches the ball before it goes out-of-bounds in team A's backcourt.

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

29/50-41 **Example:** With 6 seconds on the shot clock, A1 attempts a shot for a goal. The ball touches the ring and A2 gains control of the ball. B2 then fouls A2 during the rebound. This is the third team B foul in the quarter.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



Interpretation: The game shall be resumed with a team A throw-in from the place nearest to where B2's foul occurred. Team A shall have 14 seconds on the shot clock.

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

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

29/50-43 **Example:** A1 attempts a shot for a goal with

a) 8 seconds

b) 17 seconds

on the shot clock. The ball lodges between the ring and the backboard. The alternating possession arrow favours team A.

Interpretation: In both cases, the game shall be resumed with a team A throw-in from behind the endline in its frontcourt nearest to the backboard. Team A shall have 14 seconds on the shot clock.

29/50-44 Not applicable

29/50-45 **Example:** A1's shot for a goal touches the ring. B1 rebounds the ball and looks to pass. A2 taps the ball out of B1's hands. A3 now catches the ball.

Interpretation: Team B (B1) has gained clear control of the ball during the rebound, after which team A (A3) gained a new control. Team A shall have 24 seconds on the shot clock.

29/50-46 **Example:** With 5 seconds on the shot clock, thrower-in A1 passes the ball towards the team B basket. The ball touches the ring and is then touched but not controlled by A2 and/or B2.

Interpretation: The game clock and the shot clock shall be started simultaneously when the ball touches or is touched by either player on the court.

If team A then gains control of the ball on the court, it shall have 14 seconds on the shot clock. If team B then gains control of the ball on the court, it shall have 24 seconds on the shot clock.

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

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

a) backcourt,

b) frontcourt.

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

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



29/50-49 **Example:** After a team B throw-in, A1 gains an immediate and clear new possession of the ball on the court in its

- a) backcourt,
- b) frontcourt.

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

29/50-50 **Statement.** The game is stopped by a referee for a foul or violation (including for the ball having gone out-of-bounds) called against the team in control of the ball. If the ball is awarded to the opponents with a throw-in from its frontcourt, that team shall have 14 seconds on the shot clock.

29/50-51 **Example:** Within the backcourt A1 passes the ball to A2. A2 touches but does not catch the ball before it goes out-of-bounds in team A's backcourt.

Interpretation: The game shall be resumed with a team B throw-in in its frontcourt from the place nearest to where the ball went out-of-bounds. Team B shall have 14 seconds on the shot clock.

29/50-52 **Statement.** Whenever a team gains or regains control of a live ball anywhere on the court with less than 24 seconds on the game clock, the shot clock shall have no display visible.

After the ball has touched the ring of the opponents' basket and the offensive team regains the control of a live ball anywhere on the court with less than 24 seconds and more than 14 seconds on the game clock, the team shall have 14 seconds on the shot clock. If there are 14 seconds or less on the game clock, the shot clock shall have no display visible.

29/50-53 **Example:** With 12 seconds on the game clock, thrower-in A1 gains a new possession of the ball.

Interpretation: The shot clock shall have no display visible.

29/50-54 **Example:** With 23 seconds on the game clock, A1 gains a new control of the ball on the court. With 18 seconds on the game clock, B1 in the backcourt deliberately punches the ball.

Interpretation: The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where B1 punched the ball. The game clock shows 18 seconds. The shot clock shall have no display visible.

29/50-55 **Example:** With 23 seconds on the game clock, A1 gains a new control of the ball on the court. The shot clock has no display visible. With 19 seconds on the game clock, A1 attempts a shot for a goal. The ball touches the ring. Team A regains the control of the ball by A2 rebounding it, with 16 seconds on the game clock.

Interpretation: The game shall continue with 16 seconds on the game clock. The shot clock shall be switched on. Team A shall have 14 seconds on the shot clock as there were more than 14 seconds on the game clock when team A regained the control of the ball.

29/50-56 **Example:** With 23 seconds on the game clock, A1 gains a new control of the ball on the court. The shot clock has no display visible. With 15 seconds on the game clock, A1 attempts a shot for a goal. The ball touches the ring and B1 taps it out-of-bounds in team B's backcourt, with 12 seconds on the game clock.

Interpretation: The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where the ball went out-of-bounds, with 12 seconds on the game clock. The shot clock shall continue to have no display visible as there were less than 14 seconds on the game clock when team A regained the control of the ball.

29/50-57 **Example:** With 22 seconds on the game clock, A1 gains a new control of the ball on the court. The shot clock has no display visible. With 15 seconds on the game clock, A1 attempts a shot for a goal. The ball misses the ring and B1 taps it out-of-bounds in team B's backcourt, with

(a) 15.5 seconds

(b) 12 seconds

on the game clock.

Interpretation: The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where the ball went out-of-bounds, with the time remaining on the game clock. The shot clock shall continue to have no display visible, as team A had gained a new control of the ball with less than 24 seconds on the game clock.

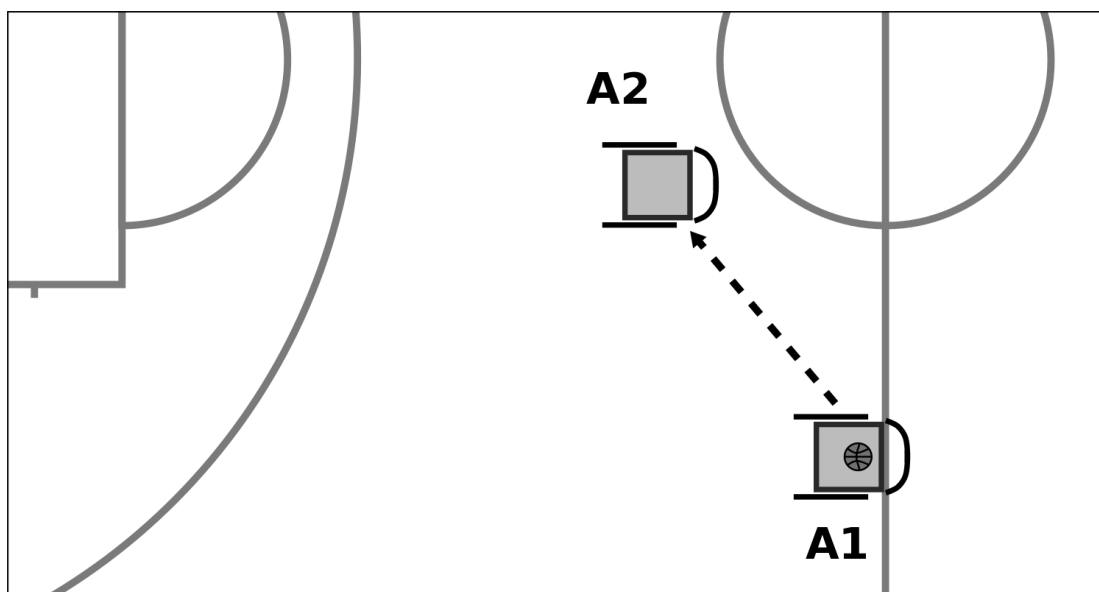
Art. 30 Ball returned to the backcourt

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

Ruling: No violation.

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

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



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

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

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

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

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

Additional information about Article 30

30-1 to 30-6 not applicable.

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

30-8 **Example:** A1 and A2 are both positioned with all their wheels in their frontcourt close to the centre line. A1 bounce-passes the ball to A2. During the pass, the ball touches the team A backcourt, after which the ball touches A2 in the frontcourt.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



Interpretation: This is a backcourt violation by team A.

30-9 **Example:** A1 positioning with all wheels in the backcourt close to the centre line bounce pass the ball to A2 who is also positioned with all wheels in the backcourt close to the centre line. During the pass, the ball touches the team A frontcourt before A2 touches it.

Interpretation: This is not a backcourt violation by team A as no team A player with the ball was in the frontcourt. However, the 8-second period shall be stopped when the ball touched the team A frontcourt. A new 8-second period shall start as soon as A2 touches the ball in the backcourt.

30-10 **Example:** A1 in the backcourt passes the ball towards the frontcourt. The ball touches a referee standing on the court straddling the centre line. A2 still in the backcourt touches the ball.

Interpretation: This is not a backcourt violation by team A as no team A player had control of the ball in the frontcourt. However, the 8-second period shall be stopped when the ball touched the referee straddling the centre line. A new 8-second period shall start as soon as A2 touches the ball in the backcourt.

30-11 **Example:** Team A is in control of the ball in its frontcourt when the ball is simultaneously touched by A1 and B1. The ball then goes into the team A backcourt where A2 is the first to touch it.

Interpretation: This is a backcourt violation by team A.

30-12 not applicable

30-13 **Example:** A1 in the backcourt passes the ball to A2 who is in the frontcourt. A2 touches but does not control the ball, which returns to A1 still in the backcourt.

Interpretation: This is a legal play by team A. A2 has not yet established control of the ball in the frontcourt.

30-14 not applicable

30-15 **Example:** A1 dribbles in the frontcourt near the centre line when B1 taps the ball into team A backcourt. A1 with all wheels and castors still in the frontcourt continues to dribble in the backcourt.

Interpretation: This is a legal play by team A. A1 was not the last player touching the ball in the frontcourt. A1 could even continue to dribble completely into the backcourt with a new 8-second period.

30-16 **Example:** A1 in the backcourt passes the ball to A2. A2 drives from the frontcourt into direction of the backcourt, catches the ball while the hands are off the wheels and ends:

- a) with all wheels in the backcourt.
- b) touching the centre line.
- c) straddling the centre line.

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

Art. 31 Lifting

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

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

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

Ruling: Legal

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

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

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

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

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

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

31.2.1 Situation 4: During an attempt to block a shot that has left the hand(s) of A1, B1 lifts from the seat. B player succeeds in touching and changing the direction of the ball, but the shot from A1 is successful.

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

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

Ruling: Legal play.

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

Ruling: Legal play.

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

Ruling: Jumping with the wheelchair so that all wheels come off the floor while both hands are off the rear wheels is not legal. Technical foul charged against A1. Any team B player attempts a free throw, followed by administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped. If neither team had control of the ball nor was entitled to the ball, a held ball situation occurs.

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

Ruling: Legal play.

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

Ruling: Legal play.

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

Ruling: Legal play.

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

Ruling: Legal play.

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

Ruling: Legal play.

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

a) team-mate

b) team B.

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

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

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

31.4 Situation 1: A1, holding a wheel with one hand, tilts on one rear wheel

a) while shooting

b) while rebounding

c) while reaching for a pass

d) while defending with one arm outstretched.

Ruling: Legal, in all four examples.

31.4 Situation 2: A1 tilts on one rear wheel and one front castor

a) while shooting with both hands on the ball

b) while rebounding with 2 hands

c) while reaching for a pass with 2 hands

d) while defending with 1 arm outstretched.

Ruling: Legal, in all four examples.

RULE SIX – FOULS

Art. 32 Fouls

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

Art. 33 Contact: General principles

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

33.2 **Situation 1:** A1 tilts the chair legally as they attempt to shoot. As they release the shot, they tilt too far and make contact with B1.

Ruling: Offensive foul charged to A1 who has left the cylinder and made contact in B1's cylinder.

33.2 **Situation 2:** A1 leaves the position by tilting on one wheel. B1 moves into the position that A1 has vacated during tilting and positions the footrest under A1's raised wheel. Thus when A1's wheel returns to its original position, A1 comes into contact with a now stationary B1.

Ruling: Blocking foul charged to B1 who has entered A1's cylinder. A1 has the right to return to the spot that the raised wheel has vacated as long as remains in the cylinder.

33.3 **Situation 1:** A1 moves with the ball towards the basket. Defender B1 tries to take up a position in front of him but comes into contact with the wheelchair of A1, forcing the attacking player to change direction.

Ruling: Foul charged against defender B1. As A1 was not considered to be in the act of shooting, throw-in awarded to team A from the nearest point out-of-bounds.

33.3 **Situation 2:** A1 shoots for a field goal. Immediately after A1's hand has completed its follow through, B1 slightly touches the footrest of A1.

Ruling: Incidental contact, no foul called as A1 was not placed at a disadvantage. (See Art. 47.3 Rules).

33.3 **Situation 3:** A1, in the act of shooting, and defender B1 move towards one another. The defender brakes and stops allowing the offensive player time and distance to avoid contact while the shooter immediately after releasing the ball, charges into him without braking. (See Arts. 33.4 and 33.5).

Ruling: Foul charged against A1.

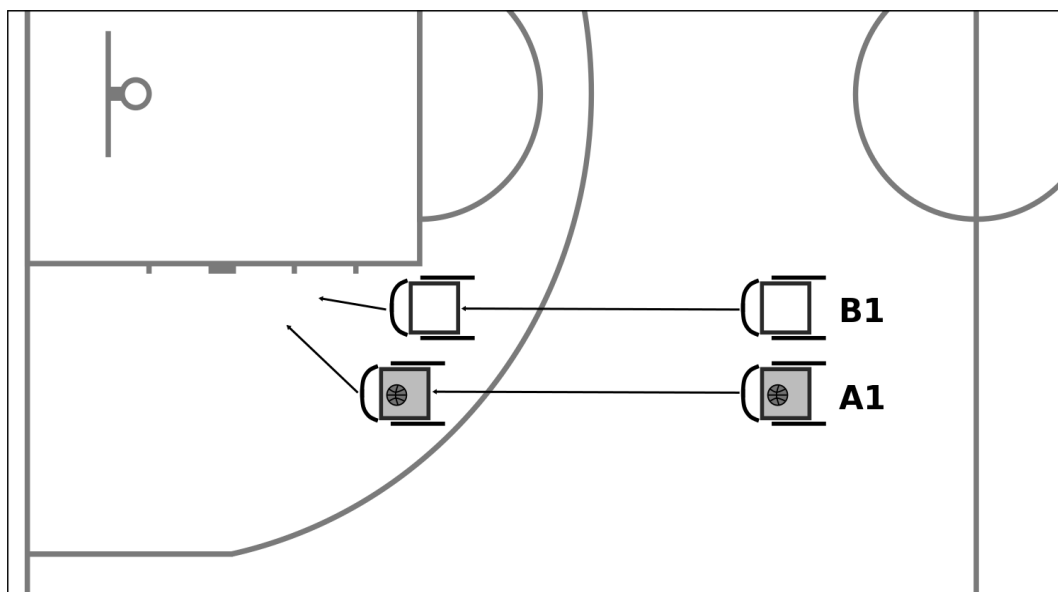
1. If successful, the basket is awarded to A1 and the game shall be resumed with a throw-in from behind the endline by team B.
2. If unsuccessful, the game shall be resumed with a throw-in to team B from the nearest point out-of-bounds.
3. If team A is in the team foul penalty,
 - if successful, the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

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

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

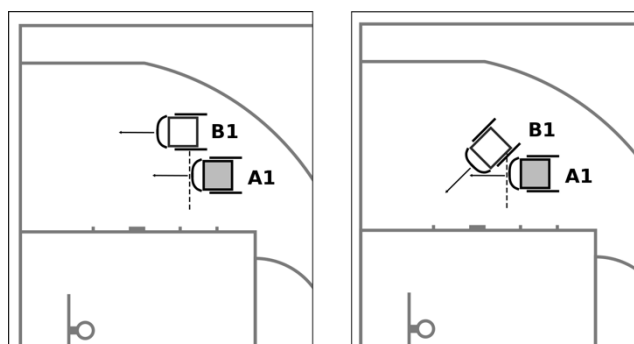
33.4.3 **Comment:** Charging must be officiated carefully. If a player is still moving when shooting or passing, this player obviously risks charging into an opponent by neglecting to brake. A foul is called on the charging player in these circumstances if the player ignores the responsibility to avoid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

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



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

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

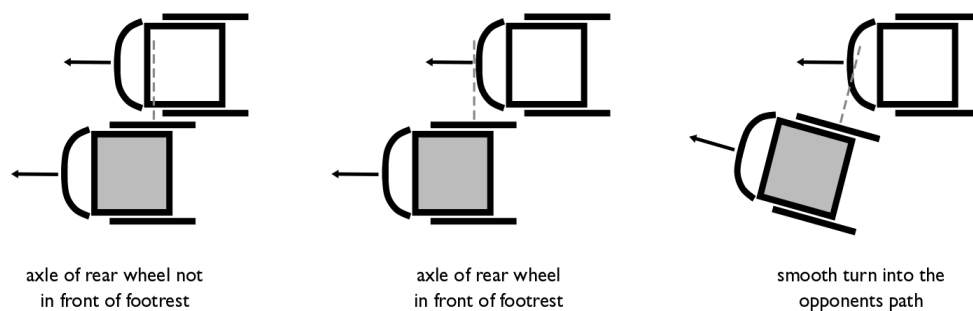


Ruling: Foul charged against B1 who has not respected the principle of crossing the path defined in Art. 33.6. Team A is awarded a throw-in from the nearest point out-of-bounds.

- 33.6.4** **Comment:** Crossing in front of the path of an opponent has to be given special attention. The player in front, B1 in the diagram and example described above, is

entitled to turn smoothly into the path of the opponent A1 only when the axle of the rear wheel of B1 can be seen to be in front of the footrest of A1. The entire action depends on the speed of the crossing player and the relative positions of the rear wheel axle of one player to the footrest of the other. In the example described in the above diagram, B1 crossed the path of A1 too sharply and did not respect the principle of time and distance defined in Art. 33.7 Rules.

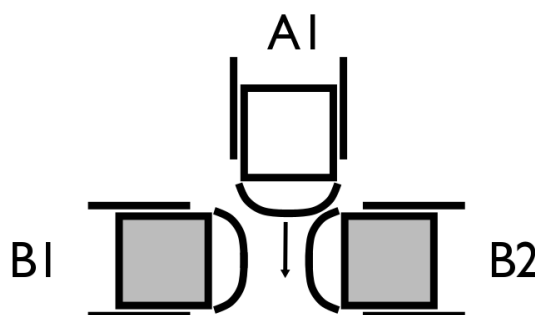
When viewed from the side, the rear wheels of both wheelchairs might be seen to describe a horizontal figure **below**. If B1 is legally able to achieve a position in advance of A1, the responsibility to avoid any ensuing contact is then A1's.



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

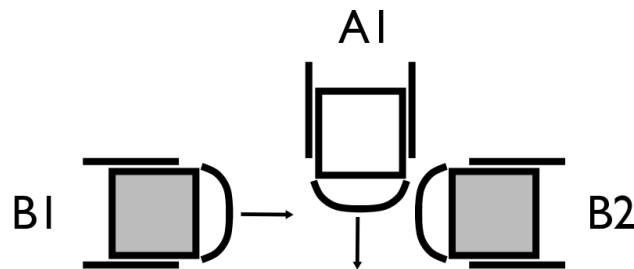
Ruling: Foul charged against B1. Team A awarded a throw-in from the nearest point out-of-bounds. Depending on the circumstances, the referees may consider such action an unsportsmanlike foul.

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



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

33.9 & 33.14 Situation 2: At the edge of the restricted area, B1 and B2 sit with their footrests opposite to one another. The gap between B1 and B2 is sufficiently large for the attacking player A1 to move through. After A1 has entered the gap, defensive player B1 tries to stop A1 by reducing the gap, causing contact after A1 has established the position.



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

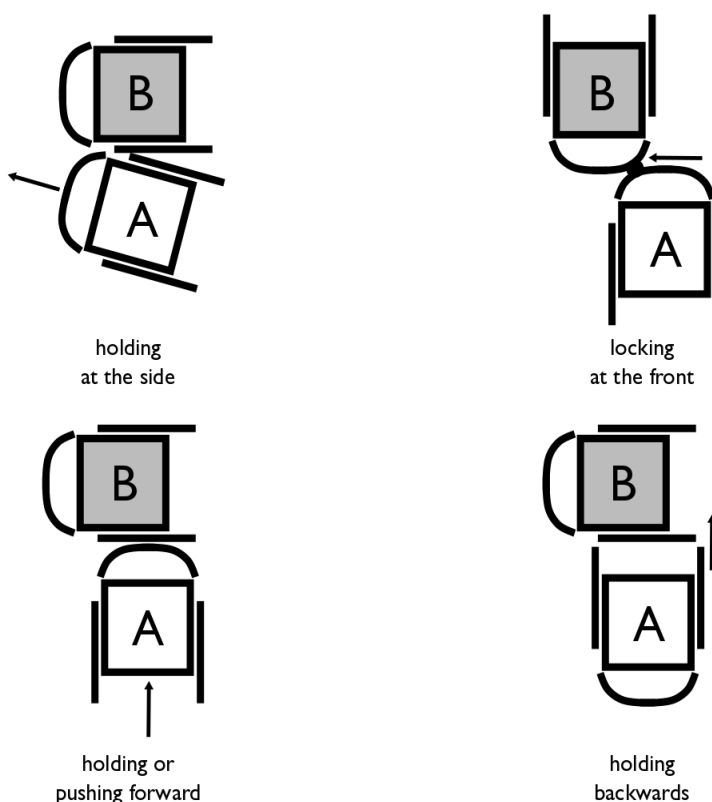
33.11 Situation 1: A1 holds the ball over the head in order to shoot. A defender is approaching from the side and, without initiating wheelchair contact, succeeds in tapping the ball from the shooting hand but, in doing so, makes significant contact with the hand.

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

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

Ruling: Illegal. Foul charged against B1.

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



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

33.13 Situation 2: A1 sets a legal screen on B1 near the halfway line. To permit the teammate to escape, B2 assists by holding A1.

Ruling: Foul charged against B2 and team A awarded possession of the ball for a throw-in from the nearest point out-of-bounds.

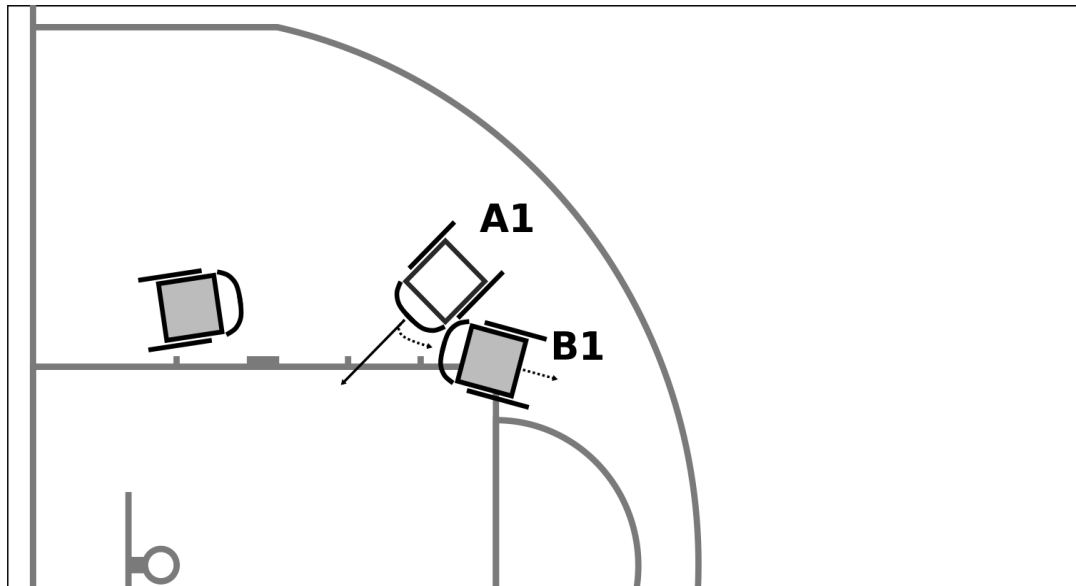
33.14 Situation 1: A1, with the ball in the hands, is in the act of shooting when B1 makes slight contact with A1's wheelchair.

Ruling: Foul charged against B1. Normally, any contact by a defender with a player in the act of shooting causes a disadvantage.

33.14 Situation 2: B1 sits footrest to footrest opposite A1 who has the ball in the hands and is in the act of shooting. During the shot, B1 pushes A1 slightly backward by moving the own wheelchair forward.

Ruling: Foul charged against B1. The basket (2 or 3 points) counts if scored plus an additional free throw is awarded to A1, or 2 or 3 free throws are awarded to A1 if unsuccessful.

33.14 Situation 3: A1 is positioned close to the free throw line beside B1. A1's footrest bar is located in front of B1's. A1 holds the inner wheel still and pushes B1 to one side by using a powerful push on the outer wheel. The way to the basket is now free for A1.



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

33.14 & 47.3 Situation: A1 sets a legal screen on B1. B1 tries to break away from A1 by moving backwards but makes contact with A2 who is stationary some distance away.

Ruling: Contact may be considered incidental if B1 moves away from A2 at once.

Art. 35 Double foul

Additional information about Article 35

35-1 **Statement:** A foul may be a personal foul, an unsportsmanlike foul, a disqualifying foul or a technical foul. To be considered as a double foul, both fouls must be player's fouls between the same 2 opponents and must be in the same category, either both are personal fouls or both are any combination of the unsportsmanlike fouls and disqualifying fouls. No free throw shall be awarded irrespective of the team fouls of the teams. The double foul must involve physical contact, therefore the technical fouls are not a part of a double foul as they are non-contact fouls.

If both fouls, occurred at approximately the same time, are not of the same category (personal or unsportsmanlike/disqualifying), it is not a double foul. The penalties shall not cancel each other. The personal foul shall always be considered as having occurred first and the unsportsmanlike/disqualifying fouls as having occurred second.

35-2 **Example:** A1 dribbles when A2 and B2 are charged with technical fouls.

Interpretation: Technical fouls are not part of a double foul. The penalties shall cancel each other. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the first technical foul occurred. Team A shall have the time remaining on the shot clock.

35-3 **Example:** Dribbler A1 and B1 foul each other at approximately the same time. This is the second team A foul and the fifth team B foul in the quarter.

Interpretation: Both fouls are of the same category (personal fouls), therefore it is a double foul. The different number of team fouls in the quarter is not relevant. The game shall be resumed with a team A throw-in from the place nearest to where the double foul occurred. Team A shall have the time remaining on the shot clock.

35-4 **Example:** A1, with the ball still in the hands in the act of shooting, and B1 foul each other (both personal fouls) at approximately the same time.

Interpretation: Both fouls are of the same category therefore it is a double foul. If A1's shot is successful, the goal shall not count. The game shall be resumed with a team A throw-in from the free throw line extended.

If A1's shot is unsuccessful, the game shall be resumed with a team A throw-in from the place nearest to where the double foul occurred. In both cases, team A shall have the time remaining on the shot clock.

35-5 **Example:** A1's shot for a goal is in the air when A1 and B1 foul each other (both personal fouls) at approximately the same time.

Interpretation: Both fouls are of the same category therefore it is a double foul.

If A1's shot is successful, the goal shall count. The game shall be resumed with a team B throw-in from behind its endline as after any successful goal.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



If A1's shot is unsuccessful, this is a jump ball situation. The game shall be resumed with an alternating possession throw-in.

35-6 **Example:** Team A has 2 team fouls and team B has 3 team fouls in the quarter. Then

- a) while A2 dribbles, A1 and B1 are pushing each other at the post position.
- b) during a rebound, A1 and B1 are pushing each other.
- c) while A1 is receiving a pass from A2, A1 and B1 are pushing each other.

Interpretation: In all cases, this is a double foul. The game shall be resumed with
a) and c) a team A throw-in from the place nearest to where the double foul occurred.
b) an alternating possession throw-in.

35-7 **Example:** B1 is charged with a personal foul for pushing dribbler A1. This is the third team B foul in the quarter. At approximately the same time, A1 is charged with an unsportsmanlike foul for hitting B1 with an elbow.

Interpretation: The two fouls are not of the same category (personal foul and unsportsmanlike foul) therefore it is not a double foul. The penalties shall not cancel each other. The personal foul shall always be considered as having occurred first. The throw-in penalty for team A shall be cancelled as there is a further foul penalty to be administered. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

35-8 **Example:** B1 is charged with a personal foul for pushing dribbler A1. This is the fifth team B foul in the quarter. At approximately the same time, A1 is charged with an unsportsmanlike foul for hitting B1 with an elbow.

Interpretation: The two fouls are not of the same category (personal foul and unsportsmanlike foul), therefore it is not a double foul. The penalties shall not cancel each other. The personal foul shall always be considered as having occurred first. A1 shall attempt 2 free throws with no line-up. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

35-9 **Example:** Dribbler A1 is charged with a team control personal foul against B1. This is the fifth team A foul in the quarter. At approximately the same time, B1 is charged with an unsportsmanlike foul for hitting A1 with an elbow.

Interpretation: The two fouls are not of the same category (personal foul and unsportsmanlike foul), therefore it is not a double foul. The penalties shall not cancel each other. The personal foul shall always be considered as having occurred first. The throw-in penalty for a team B possession shall be cancelled as there is a further foul penalty to be administered. A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

35-10 **Example:** A1 dribbles when at approximately the same time A1 and B1 foul each other.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



- a) Both fouls are personal fouls.
- b) Both fouls are unsportsmanlike fouls.
- c) A1's foul is an unsportsmanlike foul and B1's foul is a disqualifying foul.
- d) A1's foul is a disqualifying foul and B1's foul is an unsportsmanlike foul.

Interpretation: In all cases, the two fouls are of the same category (personal fouls or unsportsmanlike/disqualifying fouls), therefore it is a double foul. The game shall be resumed with a team A throw-in from the place nearest to where the double foul occurred. Team A shall have the time remaining on the shot clock.

Art. 36 Technical foul

36.3.1 Comment 1: The act involving a player leaving the court occurs more often in wheelchair basketball than in running basketball. The rule demands a technical foul only in those cases when the player tries to gain an unfair advantage, e.g. as is always the case if a screening or legal blocking action near the boundary lines of the court is circumvented by leaving the court.

The following procedure is applied:

- a) If A1 of the offending team violates the rule for the first time, the referee calls a violation (loss of possession of the ball). The closest referee to the Team A bench warns the team A's head coach and this warning applies to the entire team. After the next violation by any player of team A, a technical foul is called. The game shall be resumed with 1 free throw for any team B player, followed by the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped.
- b) If the defending team B is violating the rule, the warning is given at the end of that phase of play. Each subsequent violation is a technical foul. The game shall be resumed with 1 free throw for any team A player, followed by the team A throw-in administered from the place nearest to where the ball was located when the game was stopped.

36.3.1 Comment 2: When a referee warning is given to a player for an action or behaviour which if repeated may lead to a technical foul, that warning shall also be communicated to the head coach of that team and shall apply to any member of that team for the remainder of the game. A referee warning would be given only when the game clock is stopped and the ball is dead.

36.3.1 Situation 1: A referee gives an official warning to a player for

- a) interfering with the throw-in.
- b) clapping hands or screaming in the face of an opponent who is shooting for a successful field goal.
- c) unsportsmanlike behaviour.
- d) any other action which, if repeated, may lead to a technical foul.

Ruling: The warning shall be given to the player and also be communicated to team head coach and shall apply to all team members for the remainder of the game.

36.3.1 Comment 3: Referees should not stop the game just to give a warning to a player or head coach. A convenient moment should be found while the game is in progress or, if a warning is to be given in the presence of the head coach, at the next natural stoppage. If it is necessary to interrupt the game immediately, a technical foul must be called.

36.3.1 Situation 2: After a fast break, the A1 successful shooter leaves the court at the endline. Where is the player allowed to re-enter the court?

Ruling: A1 is allowed to enter at any point on the endline of the court, but the player may not hinder the team B player who is bringing the ball back into play.

36.3.1 Situation 3: After being involved in an unsuccessful fast break, A1 leaves the court at the endline. The ball stays live. Where is the player allowed to re-enter the court?

Ruling: A1 is allowed to re-enter the court at any point.

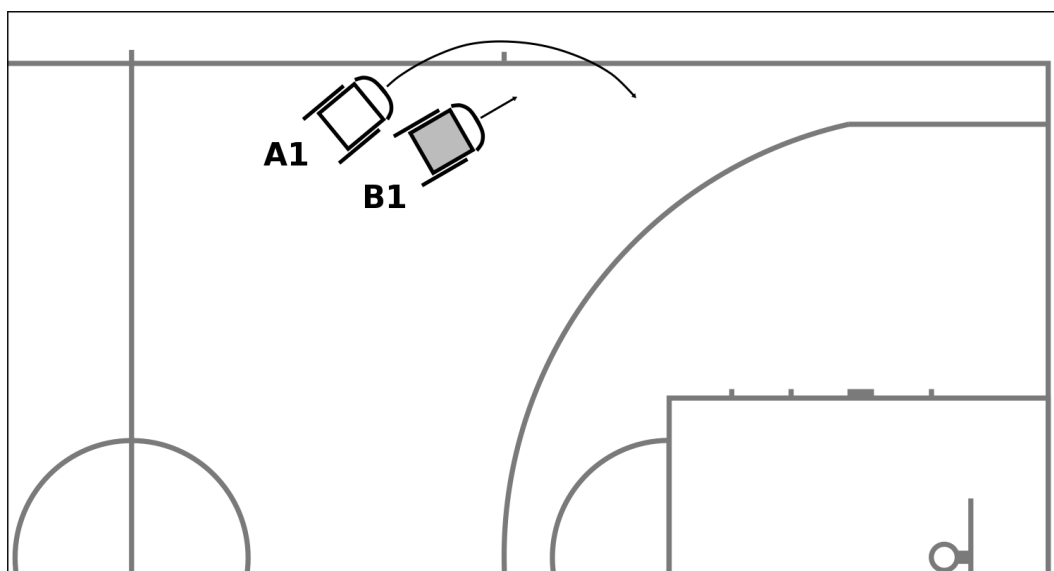
36.3.1 Situation 4: A1 successfully prevents a ball from going out-of-bounds but, in doing so, and while not in contact with the ball, goes out-of-bounds. A1 immediately re-enters the court and takes control of the ball.

Ruling: Legal.

36.3.1 Situation 5: A4 is 'forced' by the tactics of B4 to the sideline and even leaves the court.

Ruling: The good defensive skills of B4 should be recognized and A4 should be penalized if leaving the court to gain an advantage. If, however, in the judgement of the referee it was inadvertent, no violation should be called.

36.3.1 Situation 6: A1 is trapped at the sideline by the good defensive tactics of B1. A1 cuts past the wheelchair of B1 by leaving the court. This is the first infraction by team A.



Ruling: The referee must call violation followed by a team A head coach warning. If repeated, a technical foul must be charged to team A. The game shall be resumed with 1 free throw for any team B player, followed by the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped.

36.3.1 Situation 7: A1 cuts past B1 by crossing the sideline with the two right (or left) wheels and re-enters the court at the endline. This is the first infraction by team A.

Ruling: The referee must call violation followed by a team A head coach warning. If repeated, a technical foul must be charged to team A. The game shall be resumed with 1 free throw for any team B player, followed by the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped.

36.3.1 Situation 8: B1 avoids a legal screen set by A1 near the endline, by leaving and re-entering the court. This is the first infraction by team B.

Ruling: At the next convenient moment the referee gives a warning to team B head coach. If repeated, a technical foul must be charged to team B. The game shall be resumed with 1 free throw for any team A player, followed by the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped.

36.3.1 Situation 9: A1 and B1 are parallel to each other (wheel to wheel) and move forward in a diagonal direction. In doing so, A1 leaves the court at the sideline. A1 then tries to re-enter the court by wheeling backwards. B1 tries to prevent this by moving parallel with A1.

Ruling: A1 is entitled to re-enter the court and B1 must, therefore, be warned. Any similar action of team B player results in a technical foul charged to team B. The game shall be resumed with 1 free throw for any team A player, followed by the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped.

36.3.1 Comment 4: A player who receives a second technical foul shall be disqualified from the remainder of the game. Such a second technical foul is penalized with one free throw followed by the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest where the ball was located when the game was stopped. If neither team had control of the ball nor was entitled to the ball, a held ball situation occurs.

36.3.1 Situation 10: A1 lifts the leg from the footrest and swings it to the side of the wheelchair to maintain balance while receiving a pass.

Ruling: the referee calls a technical foul against A1 and gives 1 free throw to team B player, followed by the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest where the ball was located when the game was stopped. If neither team had control of the ball nor was entitled to the ball, a held ball situation

occurs. Incidental lifting of feet or legs does not warrant a technical foul and the referee must assess if the action provides an unfair advantage.

36.3.1 Situation 11: A1, having released the ball for a shot, prevents wheelchair contact with an opponent by braking with the feet.

Ruling: the referee calls a technical foul against A1. The basket counts for 2 or 3 points if successful and the game continues with 1 free throw awarded to team B player, followed by a held ball situation. The throw-in shall be administered from the place nearest where the ball was located when the technical foul occurred.

36.3.1 Situation 12: A1 brakes the wheelchair with the thigh and/or alternatively with the foot on the wheel.

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

36.3.1 Situation 13: 10 seconds are displayed on the shot clock when team A is in control of the ball and is developing a strong attack close to its opponent's basket. B1 unintentionally falls out of the chair beneath the basket.

Ruling: The referee immediately stops the game because of the potential danger to B1. Team A is awarded possession of the ball for a throw-in at the place nearest to where the game was stopped and the shot clock is reset to 14 seconds.

36.3.1 Situation 14: 18 seconds are displayed on the shot clock when team A is in control of the ball and is developing a strong attack close to its opponent's basket. B1 unintentionally falls out of the chair beneath the basket.

Ruling: The referee immediately stops the game because of the potential danger to B1. Team A is awarded possession of the ball for a throw-in at the place nearest to where the game was stopped and the shot clock shall remain at 18 seconds.

36.3.1 Situation 15: 10 seconds are displayed on the shot clock when Team A is in control of the ball and is developing a strong attack close to its opponent's basket, B1 deliberately falls out of the chair.

Ruling: The referee must immediately stop the game because of the potential danger to B1 and penalize the action with a technical foul. Team A is awarded 1 free throw and possession of the ball at the throw-in line in its frontcourt and the shot clock shall be reset to 14 seconds. In the event there is less than 14 seconds remaining in the game, the shot clock will be stopped and the time remaining to play will be indicated on the game clock.

36.3.1 Situation 16: 18 seconds are displayed on the shot clock when Team A is in control of the ball and is developing a strong attack close to its opponent's basket, B1 deliberately falls out of the chair.

Ruling: The referee must immediately stop the game because of the potential danger to B1 and penalize the action with a technical foul. Team A is awarded 1 free throw and possession of the ball at the throw-in line in its frontcourt and the shot clock shall remain at 18 seconds. In the event there is less than 14 seconds remaining in the game, the shot clock will be stopped and the time remaining to play will be indicated on the game clock.

- 36.3.2 Comment:** When a head coach is disqualified (see Art. 38.), the referee will not show the signal for a disqualification foul. The head coach is simply instructed to go to and remain in the team's dressing room. The referee shall inform the scorer as to whether the disqualifying foul on the head coach was
- a) for personal unsportsmanlike behaviour (Art. 36.3.4).
 - b) a bench related foul (Art.36.3.4) for unsportsmanlike conduct.

Additional information about Article 36

- 36-1 **Statement.** A warning is given to a player for an action or behaviour, which, if repeated, may lead to a technical foul. That warning shall also be communicated to the head coach of that team and shall apply to any member of that team for any similar actions for the remainder of the game. A warning shall be given only when the ball becomes dead and the game clock is stopped.
- 36-2 **Example:** A1 is given a warning for interfering with a throw-in or for any other action which, if repeated, may lead to a technical foul.
- Interpretation:** A1's warning shall also be communicated to the team A head coach and shall apply to all team A members for similar actions, for the remainder of the game.
- 36-3 **Statement.** While a player is in the act of shooting, opponents shall not be permitted to disconcert that player by actions such as placing hand(s) close to the shooter's eyes, shouting loudly, or clapping hands near the shooter. To do so may result in a technical foul if the shooter is disadvantaged by the action, or a warning may be given if the shooter is not disadvantaged.
- 36-4 **Example:** A1 is in the act of shooting for a goal with the ball still in the hands when B1 waves the hands in front of A1's eyes or distracts A1 by shouting loudly or stamping the feet heavily on the court. A1's shot for a goal is then
- a) Successful.
 - b) Unsuccessful.
- Interpretation:**
- a) A1's goal shall count. B1 shall be given a warning, which shall also be communicated to the team B head coach. The game shall be resumed with a team B throw-in from behind its endline.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



If any team B member had already been given a warning for similar behaviour, B1 shall be charged with a technical foul. Any team A player shall attempt 1 free throw with no line-up.

- b) B1 shall be charged with a technical foul. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when B1's technical foul occurred.

36-5 **Statement:** When the referees discover that more than 5 players of the same team are on the court simultaneously while the game clock is running, at least 1 player must have re-entered or remained on the court illegally. The error must be corrected immediately without placing the opponents at a disadvantage.

Whatever occurred during the period between the illegal participation and the game being stopped when the illegal participation is discovered shall remain valid.

At least 1 player shall be removed from the game and a technical foul shall be charged against the head coach of that team, entered as a 'B1'. The head coach is responsible for ensuring that all the substitutions are applied correctly.

36-6 **Example:** With the game clock running, team A has 6 players on the court. When it is discovered

- a) team B (with 5 players) is in control of the ball.
- b) team A (with more than 5 players) has control of the ball.

Interpretation:

The game shall be stopped immediately, unless team B is placed at a disadvantage. One team A player, as indicated by the head coach, shall be removed from the game. The team A head coach shall be charged with a technical foul, entered as a 'B1'.

36-7 **Example:** With the game clock running, team A has 6 players on the playing court. This is discovered and the game is interrupted after

- a) A1 is charged with a team control foul.
- b) A1 scores a goal.
- c) B1 fouls A1 during an unsuccessful shot for a goal.
- d) team A's sixth player has left the court.

Interpretation:

In all cases, the team A head coach shall be charged with a technical foul, entered as a 'B1'.

In (a), (b) and (c) one team A player, as indicated by the head coach, shall be removed from the game. Any team B player shall attempt 1 free throw with no line-up.

The game shall be resumed

- (a) with a team B throw-in from the place nearest to A1's foul.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES
INTERPRETATIONS



(b) with a team B throw-in from behind its endline as after any successful goal.

(c) with A1 attempting 2 or 3 free throws.

(d) from the place nearest to where the game was stopped. If neither team had control of the ball nor was entitled to the ball, a held ball situation occurred

36-8 Statement. After being charged with a fifth personal foul or technical foul or unsportsmanlike foul, a player becomes an excluded player and may sit on the team bench.

When the referees discover that an excluded player is on the court while the game clock is running, that player must have remained or re-entered on the court illegally.

The error must be corrected immediately without placing the opponents at a disadvantage.

Whatever occurred during the period between the illegal participation and the game being stopped when the illegal participation is discovered shall remain valid.

The excluded player shall be removed from the game and a technical foul shall be charged against the head coach of that team, entered as a 'B1'. The head coach is responsible for ensuring that only eligible players are on the court during the game clock running periods of the game.

36-9 Example: With the game clock running, excluded player B1 is on the court. B1's illegal participation is discovered when

a) the ball is live again while team A is in control of the ball.

b) the ball is live again while team B is in control of the ball.

c) the ball is dead again with B1 still being in the game.

Interpretation:

The game shall be stopped immediately, unless team A is placed in disadvantage. B1 shall be removed from the game. The team B head coach shall be charged with a technical foul, entered as a 'B1'.

36-10 Example: With the game clock running, excluded player A1 is on the court. A1's illegal participation is discovered after

a) A1 scores a goal.

b) A1 fouls B1.

c) B1 fouls dribbler A1. This is the fifth team B foul in the quarter.

Interpretation:

The game shall be stopped immediately. A1 shall be removed from the game. The team A head coach shall be charged with a technical foul, entered as a 'B1'.

a) A1's goal shall count.

b) A1's foul is a player foul. It shall be entered on the scoresheet in the space after the fifth foul.

c) A1's substitute shall attempt 2 free throws.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



36-11 **Example:** With 7 seconds on the game clock in the fourth quarter and with the score A 70 – B 70, A1 is charged with a fifth personal foul and became an excluded player. After the following time-out, team A gained control of the ball and A1 scores a goal. A1's illegal participation is discovered at this time with 1 second remaining on the game clock.

Interpretation: A1's goal shall count. The team A head coach shall be charged with a technical foul, entered as a 'B1'. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team B throw-in from behind its endline with 1 second remaining on the game clock.

36-12 **Statement:** Whenever a player fakes a foul, the following procedure shall apply:

- Without stopping the game, the referee signals the fake by showing twice the 'raise-the-lower-arm' signal.
- When the game is stopped, a warning shall be communicated to the player and the head coach of the team. Each team is entitled to 1 'fake being fouled' warning.
- The next time any player of this team fakes a foul, a technical foul shall be called. This also applies when the game was not stopped to communicate the earlier warning to any player or head coach of that team.
- If an excessive fake without any contact occurs, a technical foul may be called immediately without a warning being given.

36-13 **Example:** B1 defends dribbler A1. A1 makes a sudden move with the head trying to give an impression of being fouled by B1. A1 was shown twice the 'raise-the-lower-arm' signal by the referee. Later in the game, within the same game clock running period,

- a) A1 falls on the court trying to give an impression of being pushed by B1.
- b) B2 falls on the court trying to give an impression of being pushed by A2.

Interpretation:

- a) The referee gave a warning to A1 for the first fake with the head, showing twice the 'raise-the-lower-arm' signal. A1 shall be charged with a technical foul for the second fake by falling on the court, even though the game was not stopped to communicate the warning for A1's first fake to either A1 or to the team A head coach.
- b) The referee gave a warning to A1 for the first fake. The referee shall give the first warning to B2 for the fake by showing twice the 'raise-the-lower-arm' signal.

Both warnings shall be communicated to A1 and B2 and both teams' head coaches, when the game clock shall be stopped

36-14 **Statement:** Serious injury may occur by excessive swinging of elbows, especially in the rebounding and closely guarded player situations. If such actions result in contact, then a personal foul, an unsportsmanlike foul or even a disqualifying foul may be called. If the actions do not result in contact, a technical foul may be called.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



36-15 **Example:** A1 rebounds the ball and is immediately closely guarded by B1. Without contacting B1, A1 excessively swings the elbows to intimidate B1 or to clear enough space to pivot, pass or dribble.

Interpretation: A1's action does not conform to the spirit and intent of the rules. A1 may be charged with a technical foul.

36-16 **Statement:** A player shall be disqualified when charged with 2 technical fouls.

36-17 **Not applicable.**

36-18 **Statement.** After being charged with a fifth personal foul, technical foul or unsportsmanlike foul, a player becomes an excluded player. After a fifth foul, any further technical fouls against the player shall be charged against that player's head coach, entered as a 'B1'.

The excluded player is not a disqualified player and may stay in the team bench area.

36-19 **Example:** In the first quarter, B1 is charged with

a) a technical foul.

b) an unsportsmanlike foul.

In the fourth quarter, B1 is charged with a fifth foul. This is the second team B foul in the quarter. While going to the team bench, B1 is assessed a technical foul.

Interpretation: In both cases, B1 shall not be disqualified. With the fifth foul B1 became an excluded player. Any further technical fouls by B1 shall be charged against B1's head coach, entered as a 'B1'. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when B1's last technical foul occurred.

36-20 **Example:** B1 fouls dribbler A1. This is B1's fifth personal foul and the second team B foul in the quarter. While going to the team bench, B1 is assessed a disqualifying foul.

Interpretation: B1 is disqualified and shall go to the dressing room or, if B1 so wishes, B1 shall leave the building. B1's disqualifying foul shall be entered on the scoresheet against B1 as a 'D' in the space after B1's fifth foul and against the team B head coach as a 'B2'. Any team A player shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

36-21 **Example:** B1 fouls dribbler A1. This is B1's fifth personal foul and the fifth team B foul in the quarter. While going to the team bench, B1 is assessed a disqualifying foul.

Interpretation: B1 is disqualified and shall go to the dressing room or, if B1 so wishes, B1 shall leave the building. B1's disqualifying foul shall be entered on the scoresheet against B1 as a 'D' and against the team B head coach as a 'B2'. A1 shall attempt 2 free throws with no line-up. Any team A player then shall attempt

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

36-22 **Statement.** A player shall be disqualified when charged with 1 technical foul and 1 unsportsmanlike foul.

36-23 **Example:** In the first half, A1 is charged with a technical foul for lifting. In the second half, A1 is charged with a foul against B1 for a contact which meets the criteria of an unsportsmanlike foul.

Interpretation: The scorer must notify a referee immediately when a player is charged with 1 technical foul and 1 unsportsmanlike foul and that A1 shall be disqualified automatically. Only A1's unsportsmanlike foul is to be penalized and no additional penalty for A1's disqualification shall be administered. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

36-24 **Example:** In the first half, A1 is charged with an unsportsmanlike foul for an unnecessary contact in stopping the progress of the offensive team in transition. In the second half, A2 dribbles in the backcourt when A1 is charged with a technical foul for faking being fouled away from the ball.

Interpretation: The scorer must notify a referee immediately when a player is charged with 1 unsportsmanlike foul and 1 technical foul and that A1 shall be disqualified automatically. Only A1's technical foul is to be penalized and no additional penalty for A1's disqualification shall be administered. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when A1's technical foul was called. Team A shall have the time remaining on the shot clock.

36-25 **Statement:** A player head coach shall be automatically disqualified when charged with the following fouls:

- 2 technical fouls as a player.
- 2 unsportsmanlike fouls as a player.
- 1 unsportsmanlike foul and 1 technical foul as a player.
- 1 technical foul as a head coach, entered as 'C1' and 1 unsportsmanlike or technical foul as a player.
- 1 technical as a head coach, entered as "B1" or "B2", 1 technical foul as a head coach, entered as 'C1' and 1 unsportsmanlike or technical foul as a player.
- 2 technical fouls as a head coach, entered as "B1" or "B2" and 1 unsportsmanlike or technical foul as a player.
- 2 technical fouls as a head coach, entered as 'C1'.
- 1 technical foul as a head coach, entered as 'C1' and 2 technical fouls as a head coach, entered as "B1" or "B2".
- 3 technical fouls as a head coach, entered as "B1" or "B2".

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



Whenever a player head coach is automatically disqualified a “GD” shall be entered in the scoresheet behind the foul which led to the automatic disqualification. The player designated as the new captain shall become the new player head coach..

- 36-26 **Example:** In the first quarter, player head coach A1 is charged with a technical foul for faking a foul as a player. In the fourth quarter, A2 dribbles when player head coach A1 is charged with a technical foul for A1’s personal unsportsmanlike behavior as a head coach, entered as a ‘C1’.

Interpretation: Player head coach A1 shall be disqualified automatically. Only A1’s second technical foul is to be penalized and no additional penalty for A1’s disqualification shall be administered. The scorer must notify a referee immediately when player head coach A1 is charged with 1 technical foul as a player and then with 1 personal technical foul as a head coach and that A1 should be disqualified automatically. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when A1’s technical foul occurred. Team A shall have the time remaining on the shot clock.

- 36-27 **Example:** In the second period, player head coach A1 is charged with an unsportsmanlike foul against B1 as a player. In the third period, player head coach A1 has been charged with a technical foul for an unsportsmanlike behavior of the team’s physiotherapist, entered as ‘B1’. In the fourth quarter, A2 is dribbles when A6 is charged with a technical foul. A6’s technical foul shall be entered on player head coach A1 as a ‘B1’.

Interpretation: Player head coach A1 shall be automatically disqualified. Only A1’s second technical foul (for A6’s technical foul) is to be penalized and no additional penalty for A1’s disqualification shall be administered. The scorer must notify a referee immediately when player head coach A1 is charged with 1 unsportsmanlike foul as a player and then charged with 2 technical fouls as head coach as a result of the behavior of the team bench personnel. A1 shall be disqualified automatically. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when A6’s technical foul occurred. Team A shall have the time remaining on the shot clock.

- 36-28 **Example:** In the second quarter, player head coach A1 is charged with a technical foul for A1’s the personal unsportsmanlike behavior as a head coach, entered as ‘C1’. In the fourth quarter player head coach A1 is charged with an unsportsmanlike foul against B1 as a player.

Interpretation: Player head coach A1 shall be disqualified automatically. Only A1’s unsportsmanlike foul is to be penalized and no additional penalty for A1’s disqualification shall be administered. The scorer must notify a referee immediately when player head coach A1 is charged with 1 personal technical foul as a head coach and then with 1 unsportsmanlike foul as a player and that A1

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



should be disqualified automatically. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

36-29 **Example:** Player head coach A1 is a player when substitute A6 is charged with a technical foul.

Interpretation: The technical foul as a result of the unsportsmanlike behavior of other persons permitted to stay on the team bench is charged against the player head coach, even if there is a first assistant coach entered on the scoresheet.

36-30 **Example:** During an interval of play

- a) substitute A6
- b) player head coach A1
- c) team A doctor is charged with a technical foul.

Interpretation: The technical foul is charged against

- a) A6 as a player,
- b) A1 as a player,
- c) A1 as a player head coach, even if there is a first assistant coach entered on the scoresheet.

36-31 **Example:** Player head coach A1 has committed 4 fouls as a player and 1 technical foul as a head coach.

Interpretation: Player head coach A1 may continue as a player as A1 has neither committed 5 fouls as a player nor is disqualified as a head coach. If the player head coach A1 is charged with 5 fouls as a player, A1 may continue as a head coach.

36-32 **Statement:** With the game clock shows 2:00 or less in the fourth quarter and in each overtime, when the referee is required to place the ball at the disposal of the thrower-in and with a player defending the thrower-in, the following procedure shall be applied:

- The referee shall use an illegal boundary line crossing signal as a warning to the defensive player the ball is at the disposal of the thrower-in.
- If the defensive player then moves any part of the body and /or the wheelchair over the boundary line to interfere with the throw-in, a technical foul shall be called without further warning.

36-33 **Example:** With 1:08 on the game clock in the fourth quarter, A1 has the ball in the hands for a throw-in from behind the sideline in its

- a) frontcourt.
- b) backcourt.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



The referee shows to B1 the 'illegal boundary line crossing' warning signal. B1 moves the hands over the boundary line to block A1's throw-in.

Interpretation: As the referee showed a warning signal to B1 before handing the ball to A1, B1 shall be charged with a technical foul for interfering with the throw-in. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when B1's technical foul occurred. Team A shall have on the shot clock

a) 14 seconds, if 13 seconds or less are shown on the shot clock and the time remaining if 14 seconds or more are shown on the shot clock.

b) 24 seconds.

36-34 **Statement:** During the first 3 quarters and when the game clock shows more than 2:00 in the fourth quarter and in each overtime, a throw-in situation occurs. If a defensive player moves any part of the body and/or wheelchair over the boundary line to interfere with the throw-in, the following procedure shall apply:

- The referee shall interrupt the game immediately and use a verbal warning to the defensive player and that team's head coach. This warning shall apply to all players of that team for the rest of the game.

- If a defensive player then again moves any part of the body and/or wheelchair over the boundary line to interfere with the throw-in, a technical foul shall be called without further warning.

36-35 **Example:** With 4:27 on the game clock in the second quarter, after B1's goal A1 has the ball in the hands for a throw-in from behind the endline. B1 moves the hands over the endline to block A1's throw-in.

Interpretation:

a) If a team B player has interfered with a throw-in for the first time in the game, the referees shall interrupt the game immediately and shall use a verbal warning to B1 and the team B head coach. This warning shall apply to all team B players for the rest of the game.

b) If the referee has already given a verbal warning, in the game, to any team B player for interfering with a throw-in, B1 shall be charged with a technical foul. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from behind its endline. Team A shall have 24 seconds on the shot clock.

36-36 **Statement.** When a technical foul is called, the free-throw penalty shall be administered immediately with no line-up. After the free throw the game shall be resumed from the place nearest to where the ball was located, when the technical foul occurred.

36-37 **Example:** With 21 seconds on the shot clock, A1 dribbles in the backcourt when B1 is charged with a technical foul.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



Interpretation: Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when B1's technical foul occurred. Team A shall have a new 8-second period and 24 seconds on the shot clock.

36-38 **Example:** With 21 seconds on the shot clock, A1 dribbles in the backcourt when A2 is charged with a technical foul.

Interpretation: Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when A2's technical foul occurred. Team A shall have 5 seconds to move the ball to the frontcourt. Team A shall have 21 seconds on the shot clock.

36-39 **Example:** B1 fouls A1 on an attempt for a 2-point goal. The ball does not enter the basket.

a) Before A1's first of 2 free throws, A2 is charged with a technical foul.

b) After A1's first of 2 free throws, A2 is charged with a technical foul.

Interpretation:

a) Any team B player or substitute shall attempt 1 free throw with no line-up. A1 shall then attempt 2 free throws.

b) Any team B player shall attempt 1 free throw with no line-up. A1 shall then attempt the second free throw.

In both cases, the game shall be resumed as after any last free throw.

36-40 **Example:** During a time-out, A2 is charged with a technical foul.

Interpretation: The time-out shall be completed. After the time-out, any team B player or substitute shall attempt 1 free throw with no line-up. The game shall be resumed from the place nearest to where the game was stopped before the time-out.

36-41 **Example:** A1's shot for a goal is in the air when a technical foul is called against

a) B1 or team B doctor.

b) A2 or team A doctor.

Interpretation:

a) Any team A player shall attempt 1 free throw.

b) Any team B player shall attempt 1 free throw.

If A1's shot had entered the basket, the goal shall count. The game shall be resumed with a team B throw-in from any place behind the endline.

If A1's shot did not enter the basket, the game shall be resumed with an alternating possession throw-in from the place nearest to where the ball was located when the technical foul occurred.

36-42 **Example:** A1 has the ball in the hands during an act of shooting when a technical foul is called against

- a) B1 or team B doctor.
- b) A2 or team A doctor.

Interpretation:

- a) Any team A player shall attempt 1 free throw. If A1's shot had entered the basket, the goal shall count. The game shall be resumed with a team B throw-in from any place behind the endline.
- b) Any team B player shall attempt 1 free throw. If A1's shot had entered the basket, the goal shall not count. The game shall be resumed with a team A throw-in from the free-throw line extended.

In both cases, if A1's shot did not enter the basket, the game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul occurred.

Art. 37 Unsportsmanlike foul

37 Comment 1:

- a) An unsportsmanlike foul is a player contact foul which, in the judgment of the referee, is:
 - Not a legitimate attempt to play the ball or take a position on the court within the spirit and intent of the rules. (Normal wheelchair basketball play).
 - Excessive, hard contact caused by a player in an effort to play the ball or gain a position on the court.
 - An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition. This applies until the offensive player begins their act of shooting.
 - Illegal contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break when no defensive player is between the offensive player and the opponent's basket, except if it is a legitimate attempt to cross the path of the offensive player laterally.
- b) An unsportsmanlike foul is more serious than a normal personal foul but not necessarily serious enough to warrant disqualification.
- c) A player who commits a second unsportsmanlike foul must be disqualified for the remainder of the game.
- d) An unsportsmanlike foul normally carries a penalty of 2 free throws plus possession of the ball for a throw-in at the throw-in line in the frontcourt with 14 seconds on the shot clock or a tap-off in the centre circle at the beginning of the first quarter.

The exceptions are:

- When an unsportsmanlike foul occurs in the act of shooting, scores, then only 1 free throw is awarded, plus possession of the ball for a throw-in at the throw-in line in the frontcourt with 14 seconds on the shot clock.
- When an unsportsmanlike foul occurs in the act of shooting for a 3-point attempt, fails to score, then 3 free throws plus possession of the ball for a throw-in at the throw-in line in the frontcourt with 14 seconds on the shot clock.

37 **Comment 2:** Unsportsmanlike fouls can be considered to fall into two categories along a spectrum of intensity. Firstly, the unsportsmanlike foul which falls just beyond the 'error of judgment' type of foul is called and administered without necessarily warning the player. Secondly, unsportsmanlike fouls at the other end of the spectrum falling just below those considered worthy of disqualification, require the player and the head coach to be warned that any repetition by the player concerned will result in disqualification.

37 **Comment 3:** Unsportsmanlike fouls can be regarded as those committed by players with the intention in mind of gaining an advantage by fouling. Nevertheless, the referees may judge only the action.

37 **Comment 4:** In all cases, free throws are followed by possession of the ball for a throw-in at the throw-in line in the frontcourt with 14 seconds on the shot clock or a tap-off in the centre circle at the beginning of the first quarter.

37.1.1 **Comment 1:** There are fast break situations in wheelchair basketball where an attempt to stop the fast break can be laterally to the offensive player (crossing the path). If the attempt to cross the path results in an illegal contact, a personal foul should be charged against the offender.

37.1.1 **Situation 1:** Fast break situation. A1, with the ball drives to the opponent's basket. No defensive player is between A1 and the basket. B1 is driving parallel to A1 and tries to cross the path of A1. B1 fails to be in advance of the most forward part of A1's wheelchair, trying to cross the path of A1. An illegal contact of B1 occurs.

Ruling: A personal foul is called on B1.

37.1.1 **Situation 2:** Fast break situation. A1, with the ball drives to the opponent's basket. No defensive player is between A1 and the basket. B1 tries to stop the fast break of A1 by contacting the rear wheel of A1 with the footrest.

Ruling: An unsportsmanlike foul is called on B1.

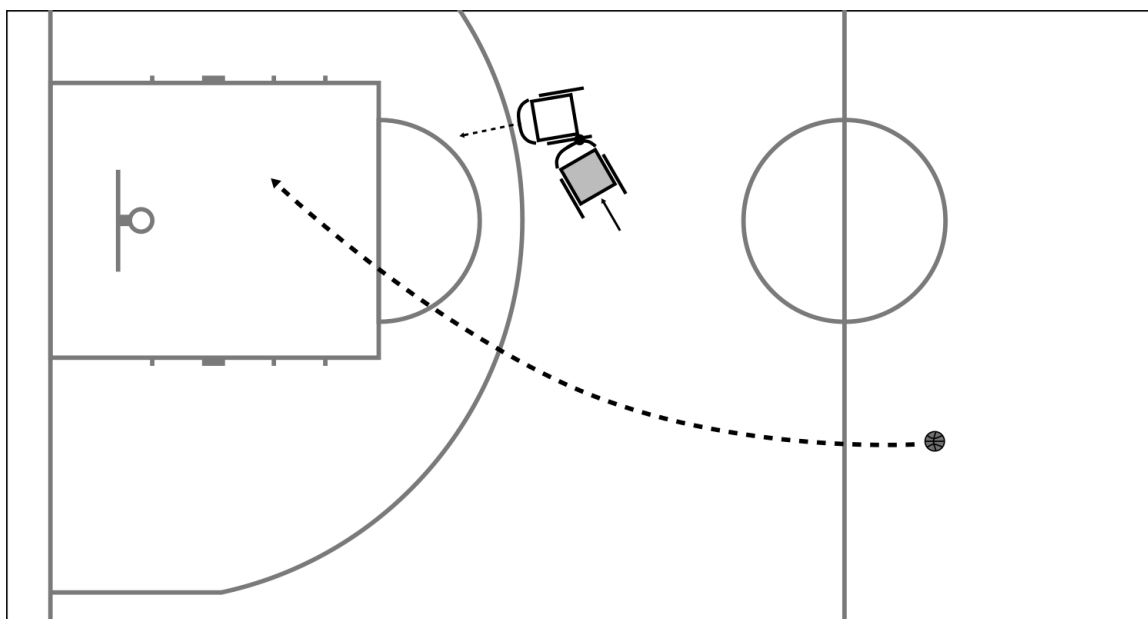
37.1.1 **Situation 3:** B1 is behind A1 on a fast break by A1. As A1 attempts to shoot, B1 makes no attempt to play the ball, but

- a) runs into the back of the chair of A1, or
- b) taps the rear wheel of A1 with the footrest.

Ruling: In both cases, the referee may assess the actions of B1 as unsportsmanlike actions and will charge the player with an unsportsmanlike foul. If the shot of A1

was successful, the game is restarted with one free throw (with no line-up of players at the free-throw line), followed by a throw-in at the throw-in line in the frontcourt with 14 seconds on the shot clock. If the shot was unsuccessful, 2 free or 3 throws are awarded (no line-up), followed by a throw-in at the throw-in line in the frontcourt with 14 seconds on the shot clock.

37.1.1 Situation 4: As B4 plays one to one defence, A4 gains an advantageous position, as noted in the following diagram. No defensive player is between A4 and the



opponent's basket. Just at the moment when A4 tries to move away from the opponent to catch a pass, the rear wheel is forcibly held by B4. A4 frees himself but too late to catch the pass and the ball goes out-of-bounds.

Ruling: B4 is charged with an unsportsmanlike foul and A4 is awarded 2 free throws plus possession of the ball to team A for a throw-in at the throw-in line in the frontcourt with 14 seconds on the shot clock.

37.1.1 Comment 2: When the ball is out-of-bounds for a throw-in and is still in the hands of the referee or is already at the disposal of the thrower-in, and a defensive player on the court causes contact with an opponent and a foul is called: This action shall be judged as unsportsmanlike only if it is excessively hard contact.

37.1.2 Statement: During any time in the game and overtime, the ball is out-of-bounds for a throw-in and still in the hands of the referee or already at the disposal of the player taking the throw-in. If a defensive player on the playing court causes contact with an opponent and a foul is called, it is a personal foul unless it meets the criteria of an unsportsmanlike foul.

37.1.2 Situation 1: In the closing 30 seconds of the game, B1 commits illegal contact with A1, obviously in the intention to stop the game clock.

Ruling: A personal foul shall be called on B1 immediately, unless it meets the criteria of an unsportsmanlike foul.

If team B is not in team penalty, team A is awarded the ball for a throw-in at the place nearest the infraction.

37.1.2 Situation 2: A1 executes a legal screen on B1 to move away for a “give and go”. B1 prevents this from occurring by holding A1.

Ruling: B1 is charged with an unsportsmanlike foul if B1’s holding if it meets the criteria of an unsportsmanlike foul. A1 is awarded 2 free throws followed by possession of the ball for a throw-in to team A for a throw-in at the throw-in line in the frontcourt with 14 seconds on the shot clock.

37.1.2 Situation 3: In order to create an offensive mismatch (5 on 4, 3 on 2, etc.), A1 screens defender B1 in the backcourt. As A1 tries to move away, this player is held by B1.

Ruling: In assessing the whole play, the referees may decide to charge B1 with an unsportsmanlike foul if B1’s holding meets the criteria of an unsportsmanlike foul.

37.1.2 Situation 4: A1 has the ball in the hands or at the disposal for a throw-in when B1 causes hard contact with A2 and a foul is called on B1.

Ruling: If B1 is not making any effort to play the ball and causes hard contact with A2 to gain an unsportsmanlike advantage by not allowing the game clock to restart, an unsportsmanlike foul must be called without a warning being given.

37.1.2 Comment: Unsportsmanlike fouls must be interpreted consistently throughout the game.

37.1.2 Situation 5: A1 has the ball in the hands or at the disposal for a throw-in when B1 causes chair/arm contact with A2 in a valid attempt to secure possession of the ball. This is normal wheelchair play.

Ruling: The action of B1 is not considered to be unsportsmanlike. A personal foul shall be called on B1.

37.1.2 Situation 6: With 1:29 seconds to play in the second period, the ball is out-of-bounds and at the disposal of A1 for a throw-in. B1 causes illegal contact with A2 which is normal wheelchair basketball play.

Ruling: A personal foul shall be called on B1 immediately.

Additional information about Article 37

37-1 Statement: Any illegal contact by the player from behind or laterally (except if it is a legitimate attempt to cross the path of the offensive player laterally) against an opponent, who is progressing towards the opponents’ basket and with no opponent players between the progressing player and the basket, except if it is a legitimate attempt to cross the path of an offensive player laterally shall be called as an unsportsmanlike foul until the offensive player starts the act of shooting. However, any contact not legitimately attempting to directly play the ball, or an

excessive, hard contact meeting the criteria of an unsportsmanlike foul may be called as an unsportsmanlike foul at any time of the game.

37-2 **Example:** A1 dribbles to the basket on a fast break and there is no opponent player between A1 and the opponents' basket: B1 contacts A1 illegally from behind and a foul is called.

Interpretation: This is an unsportsmanlike foul by B1.

37-3 **Example:** Finishing the fast break and before A1 has the ball in the hands to start the act of shooting, B1 contacts A1's arm from behind:

a) trying to steal the ball.

b) with a contact meeting the criteria of an unsportsmanlike foul.

Interpretation: In both cases, this is an unsportsmanlike foul by B1.

37-4 **Example:** Finishing the fast break, A1 starts the act of shooting when B1 contacts A1's arm from behind:

a) Trying to block the ball.

b) with a contact meeting the criteria of an unsportsmanlike foul.

Interpretation:

a) This is a personal foul by B1.

b) This is an unsportsmanlike foul by B1.

37-5 **Not applicable**

37-6 **Example:** A1 has the ball in the hands in the backcourt. A2 is in the frontcourt progressing towards the opponents' basket with no team B player between A2 and the basket. Before A1 releases the ball for a pass to A2, B1 with a chance to play the ball, fouls A2 from behind.

Interpretation: This is an unsportsmanlike foul by B1 for an illegal contact on a progressing player from behind or laterally with no team B player between A2 and the basket, as A1 had not yet released the pass to A2 yet.

37-7 **Example:** B1 in the backcourt taps the ball away from dribbler A1. B1 then attempts to gain control of the ball. With no team A player between B1 and the basket, A2 contacts B1 from behind or laterally.

Interpretation: This is an unsportsmanlike foul by A2 against B1 for an illegal contact from behind or laterally (except if it is a legitimate attempt to cross the path of the offensive player laterally) when B1 attempted to gain control of the ball, with no team A player between B1 and the basket.

37-8 **Statement.** After a player is charged with a fifth personal foul, that player becomes an excluded player. Any further technical foul or disqualifying foul or an unsportsmanlike behaviour foul against this player shall be entered against the head coach as a 'B' and penalised accordingly.

37-9 **Example:** B1 fouls dribbler A1. This is B1's fifth foul and the second team B foul in the quarter. While going to the team bench, B1 pushes A2.

Interpretation: With the fifth foul, B1 became an excluded player. B1's unsportsmanlike behaviour shall be charged as a technical foul against the team B head coach, entered as a 'B1'. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where B1's unsportsmanlike behaviour occurred.

37-10 **Example:** Dribbler A1 fouls B1. This is A1's fifth foul in the quarter. While going to the team bench, A1 is assessed a technical foul for verbally abusing a referee.

Interpretation: With the fifth foul, A1 became an excluded player. A1's technical foul shall be charged against the team A head coach, entered as a 'B1'. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team B throw-in from the place nearest to where A1's team control foul occurred.

37-11 **Example:** A1 fouls B1. This is A1's fifth foul and the second team A foul in the quarter. While going to the team bench, A1 pushes B1. B1 now pushes A1. B1 is charged with an unsportsmanlike foul.

Interpretation: With the fifth foul, A1 became an excluded player. A1's unsportsmanlike behaviour shall be charged as a technical foul against the team A head coach, entered as a 'B1'. B1's unsportsmanlike foul shall be charged against B1, entered as an 'U2'. Any team B player shall attempt 1 free throw with no line-up. The substitute for A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

Art. 38 Disqualifying foul

38 **Comment:** When a disqualified person refuses to go to the dressing room or returns at any time, the referee must ask to the head coach, during a stopped clock period, to remove the disqualified person. If the player fails to do so, the game may be forfeited. The referee must submit a report to the appropriate authority.

38.1.3 See comment Art. 3.1

Additional information about Article 38

38-1 **Statement.** Any disqualified person is no longer a person permitted to sit on the team bench. Therefore, that person may no longer be penalized for any additional unsportsmanlike behavior.

38-2 **Example:** A1 is disqualified for flagrant unsportsmanlike behavior. A1 leaves the court and verbally abuses a referee.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



Interpretation: A1 is already disqualified and may no longer be penalized for the verbal **abuse**. The **referee** or the commissioner, if present, shall send a report describing the incident to the organizing body of the competition.

38-3 **Statement.** When a player is disqualified for a flagrant unsportsmanlike **behaviour** the penalty **shall be** the same as for **any other** disqualifying **non-contact** foul.

38-4 **Example:** A1 commits a travelling violation. Frustrated, **A1** verbally **abuses** a **referee**, A1 is charged with a disqualifying foul.

Interpretation: A1 **becomes** a disqualified player. **A1's** disqualifying foul is charged against **A1** and recorded as 'D2'. Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. **Team B shall have** 14 seconds on the shot clock.

38-5 **Statement.** **When the head coach is charged with a disqualifying foul, it shall be entered as a 'D2'.**

When any other person permitted to sit on the team bench is disqualified, the head coach shall be charged with a technical foul, entered as a 'B2'. The penalty shall be the same as for any other disqualifying non-contact foul.

38-6 **Example:** A1 is charged with a fifth personal foul. This is the second team A foul in the quarter. While going to the team bench,

a) A1 verbally abuses a referee.

b) A1 punches B2 in the face.

In both cases, A1 is assessed a disqualifying foul.

Interpretation: **With the fifth personal foul, A1 became an excluded player. A1 becomes a disqualified excluded player for verbally abusing a referee or for punching B2. A1's disqualifying foul shall be entered on the scoresheet against A1 as a 'D' and against the team A head coach, as a 'B2'. In**

a) **any team B player shall attempt 2 free throws with no line-up.**

b) **B2 shall attempt 2 free throws with no line-up.**

In both cases, the game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

38-7 **Statement.** **Any flagrant unsportsmanlike action by a player or a person permitted to sit on the team bench is a disqualifying foul. The disqualifying foul can be a result of their actions**

a) **directed towards a person from the opposing team, referees, table officials, commissioner or spectators.**

b) **directed against** any member of the own team.

c) **for intentionally d**amaging game equipment.

38-8 **Example:** The following flagrant unsportsmanlike actions **may** occur:

a) **A1** punches the teammate A2.

- b) A1 leaves the court and punches a spectator.
- c) A6 in the team bench area punches the teammate A7.
- d) A6 hits the scorer's table and damages the shot clock.

Interpretation:

a) and b) A1 shall be disqualified. A1's disqualifying foul shall be charged against A1, entered as 'D2'.

c) and d) A6 shall be disqualified. A6's disqualifying foul shall be charged against A6, entered as a 'D' and charged against A6's head coach, entered as a 'B2'.

Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have with 14 seconds on the shot clock.

38-9 **Statement.** If a player is disqualified and on the way to the dressing room acts in a manner that is consistent with an unsportsmanlike foul or a disqualifying foul, these additional actions shall not be penalized and shall only be reported to the governing body of the competition.

38-10 **Example:** A1 is charged with a disqualifying foul for verbally abusing a referee. On the way to the dressing room

a) A1 pushes B1 in a manner that is consistent with an unsportsmanlike foul.

b) A1 punches B1 in a manner that is consistent with a disqualifying foul.

Interpretation: After A1 is disqualified, A1's additional foul cannot be charged and penalized. A1's action shall be reported by the crew chief or commissioner, if present, to the governing body of the competition.

In both cases, team B shall be awarded 2 free throws with no line-up for A1's disqualifying foul. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

Art. 39 Fighting

Additional information about Article 39

39-1 **Statement.** If after the fight all penalties have cancelled each other, the team which was in the control of the ball or was entitled to the ball when the fight started shall be awarded a throw-in from the place nearest to where the ball was located when the fight started. The team shall have the time remaining on the shot clock as when the game was stopped.

39-2 **Example:** Team A has possession of the ball for:

- a) 20 seconds,
- b) 5 seconds,

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



when a situation which may lead to a fight on the court occurs. The referees disqualify 2 substitutes of each team for leaving their team bench area.

Interpretation: The game shall be resumed with a team A, which controlled the ball before the fight situation started, throw-in from the place nearest to where the ball was located when the fight situation started with

a) 4 seconds,

b) 19 seconds

on the shot clock.

39-3 **Statement.** A team's head coach shall be charged with a technical foul for a disqualification of the head coach, the first assistant coach (if one or both do not assist the referees to maintain or to restore order), any substitute, any excluded player or an accompanying delegation member for leaving the team bench area during a fight. If the technical foul includes the disqualification of the head coach it shall be entered on the scoresheet against that head coach as a 'D2'. If the technical foul includes only the disqualification(s) of other persons permitted to sit on the team bench it shall be entered against the head coach as a 'B2'. The penalty shall be 2 free throws with no line-up and possession of the ball for the opponents.

For each additional disqualifying foul, the penalty shall be 2 free throws with no line-up and possession of the ball for the opponents.

All penalties shall be administered unless there are equal penalties against both teams to be cancelled. In this case the game shall be resumed from the throw-in line in the team's frontcourt as for any other disqualifying foul. The opposing team shall have 14 seconds on the shot clock.

39-4 **Example:** During a fight A6 has entered the court. A6 shall be disqualified.

Interpretation: A6's disqualification shall be entered against A6 as a 'D' and the remaining foul spaces shall be entered as an 'F'. The team A head coach shall be charged with a technical foul, entered against that head coach as a 'B2'. Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on shot clock.

39-5 **Example:** A1 and B1 start a fight on the court. A6 and B6 enter the court but do not get involved in the fight. A7 also enters the court and punches B1 in the face.

Interpretation: A1 and B1 shall be disqualified, recorded as 'Dc'. A7 shall be disqualified, entered against A7 as a 'D2'. A7's remaining foul spaces on the scoresheet shall be entered as an 'F'. A6's and B6's remaining foul spaces on the scoresheet shall be entered as an 'F'. The team A head coach and the team B head coach shall be charged with technical fouls, entered against them as a 'BC'. The penalties for both disqualifying fouls (A1, B1) and both technical fouls (A6, B6) shall cancel each other. A7's disqualifying foul penalty for an active involvement in the fight, entered against A7 as a 'D2', shall be administered. The substitute for B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

39-6 **Example:** A1 and B1 start a fight on the court. A6 and team A manager enter the court actively involved in the fight.

Interpretation: A1 and B1 shall be disqualified, entered against them as a 'DC'. The penalties for both disqualifying fouls (A1, B1) shall cancel each other. The team A head coach shall be charged with a technical foul, entered against that head coach as a 'B2' for A6 and the team A manager leaving the team bench area. A6 shall be disqualified for an active involvement in the fight, entered against A6 as a 'D2'. A6's remaining foul spaces shall be entered on the scoresheet as an 'F'. The team A manager's disqualifying foul for an active involvement in the fight shall be charged against the team head coach, entered against the team head coach as a circled 'B2' and shall not count towards the head coach's possible game disqualification.

Any team B player(s) shall attempt 6 free throws with no line-up (2 free throws for the team A head coach technical foul as A6 and team A manager leaving their team bench area; 2 free throws for A6's disqualification for an active involvement in the fight; and 2 free throws for the team A head coach's technical foul for the team A manager's disqualification for an active involvement in the fight).

The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

39-7 **Example:** The team A head coach leaves the team bench area and gets actively involved in a fight on the court by strongly pushing B1.

Interpretation: The team A head coach shall be charged with a disqualifying foul for leaving the team bench area and not assisting the referees to restore order, entered on the scoresheet against the team A head coach as a 'D2'. The team A head coach shall not be charged with another disqualifying foul for an active involvement in the fight. The team A head coach's remaining foul spaces shall be entered on the scoresheet as an 'F'. Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

39-8 **Example:** During a time-out some substitutes or accompanying delegation members of either team enter the court and remain within the vicinity of their team bench area. At that time a situation which may lead to the fight occurs on the court and

a) all persons already on the court because of the time-out remain in their positions within the vicinity of their team bench area.

b) some of the persons already on the court because of the time-out leave their positions within the vicinity of their team bench area and some players get actively involved in the situation which may lead to a fight.

Interpretation:

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



- a) No person already on the court because of the time-out shall be disqualified.
- b) All persons already on the court because of the time-out leaving their positions within the vicinity of their team bench area and all players getting actively involved in the situation which may lead to a fight shall be disqualified.

RULE SEVEN – GENERAL PROVISIONS

Art. 42 Special situations

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

Ruling: Yes. (See Art. 19.3.9).

42.2 Situation 1:

- 1) Unsportsmanlike foul by B1 on A1 during a successful shot for goal. Penalty: 1 free throw for A1 and possession of the ball to team A with the throw-in from the throw-in line in its frontcourt. The shot clock shall be reset to 14 seconds.
- 2) Technical foul against the team B head coach. Penalty: 1 free throw for team A, followed by 1 free throw for A1 and possession of the ball to team A with the throw-in from the throw-in line in its frontcourt with 14 seconds on the shot clock.
- 3) Technical foul against A1. Penalty: 1 free throw for team B, followed by 1 free throw for A1 and possession of the ball to team A with the throw-in from the throw-in line in its frontcourt with 14 seconds on the shot clock.

Ruling: The penalties of 2) and 3) are equal and will be cancelled. The game will continue with 1 free throw for A1 and possession of the ball with a team A throw-in from the throw-in line in its frontcourt. The shot clock shall be reset to 14 seconds.

42.2 Situation 2:

- 1) A1 commits a technical foul. Penalty; 1 free throw for team B and possession of the ball to the team which had the ball control or was entitled to the ball, with a throw-in from the nearest to where the ball was located when the technical foul was called.
- 2) B1 commits a technical foul. Penalty; 1 free throw for team A and possession of the ball to the team which had the ball control or was entitled to the ball, with a throw-in from the nearest to where the ball was located when the technical foul was called.
- 3) A double foul occurs between A1 and B1 normally resulting in a throw-in for the team which had ball control when the double foul occurred.
- 4) Team B head coach is charged with technical foul. Penalty; 1 free throw for team A and possession of the ball to the team which had the ball control or

was entitled to the ball, with a throw-in from the nearest to where the ball was located when the technical foul was called.

Ruling: The first and second penalties, which are equal, cancel each other. The right to possession of the ball for team, which had ball control when the double foul occurred, is cancelled due to further penalties. The game continues with 1 free throw for any team A player, followed by possession of the ball to the team which had the ball control or was entitled to the ball, with a throw-in from the nearest to where the ball was located when the technical foul was called.

42.2.2 Situation 1: A1 on a drive for basket is fouled by B1 which is team B's fifth team foul in the period. In the frustration, A1 throws the ball at B1 and is charged with a technical foul for unsportsmanlike conduct.

Ruling: Charge the appropriate fouls to A1 and B1. B1 shall attempt 1 free throw, followed by A1's 2 awarded free throws.

42.2.2 Situation 2: A1 on a drive for basket is fouled by B1 which is team B's fifth team foul in the period. In the frustration, A1 throws the ball at B1 and is charged with a technical foul for unsportsmanlike conduct. The technical foul by A1 is the fifth foul and A1 is removed from the game. However, A1 continues to argue with the referee who awards another technical foul to be recorded as 'B2' against the team A head coach. How is the game restarted?

Ruling: Charge B1 with a personal foul. Charge A1 with a technical foul (his fifth) and the team A head coach with a technical foul, recorded as 'B2'. The penalties are not equal. B1 shall attempt 1 free throw for the A1 technical foul and any team B player shall attempt another free throw for the team A head coach technical, followed by 2 free throws for the substitute of A1.

42.2.3 Situation:

- 1) B1 fouls A1 in the act of shooting; A1 does not score. Penalty; 2 free throws for A1.
- 2) Team B head coach is charged with a technical foul. Penalty; 1 free throw for team A, followed by 2 free throws for A1.
- 3) Technical foul against A2. Penalty; 1 free throw for team B, followed by 2 free throws for A1.

Ruling: Penalties for 2) and 3) are equal and will be cancelled. 2 free throws are awarded to A1 for the foul in the act of shooting.

42.2.5 Situation 1:

A1 has to attempt 2 free throws.

- 1) Before the ball becomes live for the first free throw, a personal foul is called on A2, which is team A's fifth foul in the period.
- 2) After the ball becomes live for the first free throw, a personal foul is called on A2, which is team A's fifth foul in the period.

Ruling: In order for a foul penalty to have the potential to cancel another foul penalty, the cancelling must occur before the ball is live for the first or only free throw (see Art. 42.2.5).

In example 1), the two fouls with equal penalties cancel each other and play is resumed according to the alternating possession.

But in example 2) above, cancelling is no longer possible, as the ball is already live for the first free throw. Therefore, A1 attempts 2 free throws with no line-up; then team B player, who received the foul, attempts 2 free throws.

42.2.5 Situation 2:

- 1) B1 fouls A1. It is team B's fifth team foul in the period. Penalty; 2 free throws for A1.
- 2) **Team B head coach is charged with** a technical foul. Penalty; 1 free throw for any team A player, followed by 2 free throws for A1.
- 3) The **referee** has just handed the ball to any team A player for the free throw, when a technical foul is called on **team A head coach**. Penalty; 1 free throw for any team B player, followed by 2 free throws for A1.

Ruling: The 2 technical fouls have equal penalties, which cancel each other. A1 attempts 2 free throws and the game continues.

This example is an illustration that the cancelling process for foul penalties in "special situations" is an "open process" during the entire stopped clock period.

42.2.7 Situation 1: B1 commits an unsportsmanlike foul on A1 whose team is in control of the ball. The **team A** head coach is very concerned about this action and is charged for the behaviour with a technical foul.

Ruling: Both fouls will be charged. The penalties are not equal.

1 free throw for any team B player, followed by 2 free throws for A1 and possession of the ball to team A with the throw-in from the throw-in line in its frontcourt with 14 seconds on the shot clock.

42.2.7 Situation 2: B1 commits an unsportsmanlike foul on A1 whose team is in control of the ball. Afterwards A1 pushes B1 and is also charged with an unsportsmanlike foul.

Ruling: Both fouls will be charged. The penalties are equal against both teams and will be cancelled. The ball shall be awarded to team A for a throw-in from the throw-in line in its frontcourt with 14 seconds on the shot clock. (See Art. 50.4 Rules)

Additional information about Article 42

42-1 **Statement.** In special situations with a number of penalties to be administered during the same game clock stopped period, **referees** must pay particular

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



attention to the order in which the violation or fouls occurred in determining which penalties shall be administered and which penalties shall be cancelled.

42-2 **Example:** B1 is charged with an unsportsmanlike foul against shooter A1. The ball is in the air when the shot clock signal sounds. The ball:

- a) misses the ring.
- b) touches the ring but does not enter the basket.
- c) enters the basket.

Interpretation: In all cases, B1's unsportsmanlike foul shall not be disregarded.

- a) The team A shot clock violation (the ball missed the ring) shall be disregarded as it occurred after B1's unsportsmanlike foul. A1 shall attempt 2 or 3 free throws with no line-up.
- b) This is not a shot clock violation by team A. A1 shall attempt 2 or 3 free throws with no line-up.
- c) A1 shall be awarded 2 or 3 points and 1 additional free throw with no line-up.

42-3 **Example:** B1 fouls A1 in the act of shooting for a goal. After the foul, with A1 still in the act of shooting, B2 fouls A1.

Interpretation: B2's foul shall be disregarded unless it is an unsportsmanlike or disqualifying foul.

42-4 **Example:** B1 is charged with an unsportsmanlike foul against dribbler A1. After the foul, the team A head coach and the team B head coach are charged with technical fouls.

Interpretation: The equal penalties for the 2 head coaches' technical fouls shall be cancelled. A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

42-5 **Example:** B1 fouls A1 on a shot for a successful goal. A1 is then charged with a technical foul.

Interpretation: A1's goal shall count. The penalties for both fouls are equal and shall cancel each other. The game shall be resumed as after any successful goal.

42-6 **Example:** B1 fouls A1 on a shot for a successful goal. A1 is then charged with a technical foul, followed by a team B head coach technical foul.

Interpretation: A1's goal shall count. The penalties for all fouls are equal and shall be cancelled in the order in which they occurred. The penalties for B1's personal foul and A1's technical foul shall cancel each other. For the team B head coach technical foul, any team A player shall attempt 1 free throw with no line-up. The game shall be resumed as after any successful goal.

42-7 **Example:** B1 is charged with an unsportsmanlike foul against A1 on a shot for a successful goal. A1 is then charged with a technical foul.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



Interpretation: A1's goal shall count. The penalties for both fouls are not equal and shall not cancel each other. Any team B player shall attempt 1 free throw with no line-up. A1 shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

42-8 **Example:** B1 fouls dribbler A1 in the frontcourt.

a) This is the third team B foul in the quarter.

b) This is the fifth team B foul in the quarter.

A1 then throws the ball against B1's body (hands, legs, torso etc).

Interpretation: B1 shall be charged with a personal foul. A1 shall be charged with a technical foul. Any team B player shall attempt 1 free throw with no line-up.

In (a) the game shall be resumed with a team A throw-in from its frontcourt nearest to the place where B1's foul occurred. Team A shall have the time remaining on the shot clock, if 14 seconds or more are shown on the shot clock. Team A shall have 14 seconds on the shot clock, if 13 seconds or less are shown on the shot clock.

In (b) A1 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

42-9 **Example:** B1 fouls dribbler A1.

a) This is the third team B foul in the quarter.

b) This is the fifth team B foul in the quarter.

A1 then throws the ball from a short distance directly to B1's face (head).

Interpretation: B1 shall be charged with a personal foul. A1 shall be charged with a disqualifying non-contact foul.

In (a) the team A possession of the ball shall be cancelled as there is a further penalty to be administered.

In (b) the substitute for A1 shall attempt 2 free throws with no line-up.

In both cases, any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

42-10 **Example:** With 8 seconds on the shot clock, B1 in the backcourt fouls A1. B2 is then charged with a technical foul.

a) B1's foul is the fourth team B foul and B2's technical foul is the fifth team B foul in the quarter.

b) B1's foul is the fifth team B foul and B2's technical foul is the sixth team B foul in the quarter.

c) A1 was fouled in the act of shooting and the ball does not enter the basket.

d) A1 was fouled in the act of shooting and the ball enters the basket.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



Interpretation: In all cases, for B2's technical foul any team A player shall attempt 1 free throw with no line-up. After the free throw

a) the game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where the foul against A1 occurred. Team A shall have 14 seconds on the shot clock.

b) A1 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

c) A1 shall attempt 2 or 3 free throws. The game shall be resumed as after any last free throw.

d) A1's goal shall count. A1 shall attempt 1 free throw. The game shall continue as after any last free throw.

42-11 **Example:** With 8 seconds on the shot clock, B1 is charged with an unsportsmanlike foul against A1.

a) A2

b) B2

is then charged with a technical foul.

Interpretation:

a) Any team B player shall attempt 1 free throw with no line-up.

b) Any team A player shall attempt 1 free throw with no line-up.

In both cases, after the free throw for the technical foul A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

42-12 **Statement.** If double fouls or fouls with equal penalties are charged during free-throw activity, the fouls shall be entered on the scoresheet, however the penalties shall not be administered.

42-13 **Example:** A1 is awarded 2 free throws.

a) after the first free throw:

b) After the successful second free throw, but before team B has the ball as its disposal for the throw-in from behind its endline,

c) After the unsuccessful second free throw, but before either team gains control of the ball,

d) After the unsuccessful second free throw, but after either team gains control of the ball,

A2 and B2 are charged with a double foul or with technical fouls.

Interpretation: A2's and B2's foul penalties shall be cancelled. In (a) A1 shall attempt the second free throw and the game shall continue as after any last free throw.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



In (b) team B shall have a throw-in from its endline. In (c) this is a jump ball situation.

In (d) the team which has gained control of the ball shall be awarded a throw-in.

42-14 **Statement:** If a technical foul is called, the free throw penalty shall be administered immediately with no line-up. This is not valid for a technical foul charged against the head coach for the disqualification of any other person permitted to sit on the team bench. The penalty for such a technical foul (2 free throws and a throw-in from the throw-in line in the team's frontcourt) shall be administered in the order in which all violations and fouls have occurred unless they were cancelled.

42-15 **Example:** B1 fouls A1. This is the fifth team B foul in the quarter. A situation which may lead to a fight then occurs on the court. A6 enters the court but does not get actively involved in the fight.

Interpretation: A6 shall be disqualified for entering the court during a fight. The team A head coach shall be charged with a technical foul, entered against the team A head coach as a 'B2'. A1 shall attempt 2 free throws with no line-up. Any team B player shall attempt 2 free throws with no line-up for the team A head coach technical foul. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

42-16 **Statement.** In the case of double fouls and after cancellation of equal penalties against both teams, if there are no other penalties remaining for administration, the game is resumed with a throw-in by the team that had control of the ball or was entitled to the ball before the first infraction.

In the case neither team had control of the ball or was entitled to the ball before the first infraction, this is a tap-off situation. The game shall be resumed with an alternating possession throw-in.

42-17 **Example:** During the interval of play between the first and second period, A1 and B1 are charged with disqualifying fouls or the team A head coach and the team B head coach B are charged with technical fouls.

The alternating possession arrow favours:

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

Interpretation: The equal penalties against both teams shall be cancelled.

In both cases, the game shall be resumed with a throw-in from the centre line extended by the team entitled to the next alternating possession. When the ball touches or is legally touched by a player on the court, the direction of the arrow shall be reversed in favour of the opponent's team.

42-18 **Example:** A team control foul or a double dribble violation is called against dribbler A1. When the game is resumed with a team B throw-in, B2 fouls A2

- a) before

b) after

the ball is at team B disposal for the throw-in. This is the third team B foul in the quarter.

Interpretation: Both infractions occurred in the same game clock stopped period and

a) before the ball became live for team B's throw-in. Therefore, the equal penalties shall be cancelled.

As team A was in control of the ball before the first infraction, the game shall be resumed with a team A throw-in from the place nearest to where A1's foul or violation occurred. Team A shall have the time remaining on the shot clock.

b) after the ball became live for team B's throw-in. The penalty for the first infraction can no longer be used for cancelling.

The throw-in penalty for B2's foul cancels the prior right to possession of the ball for A1's infraction. The game shall be resumed with a team A throw-in from the place nearest to where B2's foul occurred. If from the backcourt, team A shall have 24 seconds. If from the frontcourt, team A shall have 14 seconds on the shot clock.

Art. 43 Free throws

43.2.1 and 44.1 Situation: After an unsportsmanlike foul, A1 is awarded 2 free throws and a throw-in from the throw-in line in its frontcourt. But A2 replaces A1 and executes the first free throw successfully. The captain of the team B protests and identifies A1 to be the intended free-throw shooter.

Ruling: The free throws are cancelled. The ball is awarded to Team B for a throw-in at the free-throw line extended.

43.2.3 Situation: A free-throw shooter positions the chair some distance away from the free-throw line but within the semi-circle. The shooter moves forward during the free throw, crosses the free-throw line with the small front wheel(s) or castor(s) and the ball touches the ring before either of the rear wheels touches the free-throw line.

Ruling: Legal. The free-throw shooter is permitted to have the front wheel(s) or castor(s) beyond the free-throw line provided the back wheel(s) do not touch or cross the free-throw line prior to the ball touching the ring.

43.2.4 & 43.2.5 Comment: Only five players are permitted to occupy the free-throw rebound places. All other players must be behind the free-throw line extended and behind the 3-point field goal line. If a team chooses not to take up its allotted position in a designated space, it must be left vacant.

Five players at the free-throw rebound places is a maximum and they are to be considered as a maximum of 3 defensive and 2 offensive players.

43.2.4 Comment 1:

- a) The endline defender cannot overlap the lane marker extended into the neutral zone.
- b) Lane markers extended may only be overlapped when the width of the wheelchair is greater than that of the lane space (85 cms.).
- c) The lane space must be fully occupied when overlapping occurs.

43.2.4 Comment 2: Footrests or protective horizontal bars of the non-shooting players may protrude into the free-throw line, but the front castors may not touch the boundary line at the free-throw line.

43.3.3 Statement: Article 43.3.3 stipulates that if there is a violation by both teams during the free-throw activity, and the free throw is not successful, a tap-off situation occurs.

43.3.3 Situation 1: The last free throw is awarded to A1. Before A1 releases the ball, B1 enters the restricted area. Prior to releasing the ball, A1's rear wheels touch the free-throw line or enter the restricted area. The free throw is successful.

Ruling: The successful free throw shall be cancelled. This is a free throw violation by A1 and B1. A tap-off situation occurs.

43.3.3 Situation 2: As above, but the free throw is unsuccessful.

Ruling: The same procedure as the Ruling in 43.3.3 Situation 1 shall apply.

43.3.3 Situation 3: The last free throw is awarded to A1. Before A1 releases the ball, B1 enters the restricted area. Prior to releasing the ball, A1's rear wheels touch the free-throw line or enter the restricted area. The free throw is successful.

Ruling: The successful free throw shall be cancelled. Only the disconcertion by B1 shall be penalized. A1 shall be entitled to a substitute free-throw attempt.

43.3.3 Situation 4: As above, but the free throw is unsuccessful.

Ruling: Only the disconcertion by B1 shall be penalized. A1 shall be entitled to a substitute free-throw attempt.

Comment 1: In both situations, only the disconcertion shall be penalized resulting in a substitute free-throw attempt.

Comment 2: It is important to remember that in all situations described, the violations are committed on the last free-throw attempts.

Additional information about Article 43

43-1 Statement: The players in the free-throw rebound places shall be entitled to occupy alternating positions in these spaces. The players not in the free-throw rebound places shall remain behind the free-throw line extended and behind the 3-point goal line until the free throw ends.

43-2 Example: A1 attempts a last free throw. None of the team B players occupy the free-throw rebound places to which they are entitled to.

Interpretation: During the free-throws the players may occupy only the rebound places to which they are entitled to. If they decide not to occupy their rebound places, they shall remain behind the free-throw line extended and behind the 3-point line until the free throw ends.

43-3 **Statement:** It is a tap-off situation, if during the last free throw players of both teams commit a free throw violation.

43-4 **Example:** B2 enters the restricted area before the ball has left A1's hands on a last free throw. A1's free throw misses the ring.

Interpretation: This is a free throw violation by B2 and A1. A held ball situation occurs.

Art. 44 Correctable error

44 **Comment:** The error of the wrong player attempting free throws may be corrected up to the moment the ball becomes live following the first dead ball after the clock has started following the error.

44.2.5 **Situation:** A1 attempts 2 free throws merited by A2. The error is discovered after the ball has again become live and while the ball is in the control of Team B.

Ruling: Cancel any successful free throws. The ball shall be awarded to Team B for a throw-in at the place nearest to where the game was interrupted.

Additional information about Article 44

44-1 **Statement:** To be correctable, the error must be recognized by the referees, table officials or commissioner, if present, before the ball becomes live following the first dead ball after the game clock has started following the error. That is:

Error occurs during a dead ball	Error is correctable
Ball live	Error is correctable
Game clock starts or continues to run	Error is correctable
Dead ball	Error is correctable
Ball live	Error is no longer correctable

After the correction of the error, the game shall be resumed and the ball shall be awarded to the team entitled to the ball at the time the game was stopped to correct the error.

44-2 **Example:** B1 fouls A1. This is the fourth team B foul in the quarter. A1 is erroneously awarded 2 free throws. After the successful last free throw, the game continues. B2 on the court dribbles and scores.

The error is discovered:

- Before,
- After

the ball is at the team A's player disposal for the throw-in from behind its endline.

Interpretation:

B5's goal counts.

- a) The error is still correctable. The free throws, regardless of whether made or missed, shall be cancelled. The game shall be resumed with a team A throw-in from behind its endline from as after any successful goal.
- b) The error is no longer correctable. The game shall continue.

44-3 **Example:** A1 is fouled by B1. This is the fifth team B foul in the quarter. A1 is awarded 2 free throws. After the first successful free throw, B2 erroneously takes the ball and passes the ball from behind the endline to B3. With 18 seconds on the shot clock,

- a) B3 dribbles in the frontcourt
- b) B3 scores a goal

when the error of not having A1's second free throw attempted is recognised.

Interpretation: The game shall be stopped immediately. A1 shall attempt the second free throw with no line-up.

- a) The game shall be resumed with a team B throw-in from the place nearest to where the game was stopped. Team B shall have 18 seconds on the shot clock.
- b) B3's goal shall count. The game shall be resumed with a team A throw-in from behind its endline as after any successful goal.

44-4 **Statement.** If the error constitutes the wrong player attempting a free throw (s), the free throw (s) attempted as a result of the error shall be cancelled. The ball shall be awarded to the opponents for a throw-in from the free-throw line extended. In this case the ball shall be awarded for a throw-in at the place nearest to where the game was interrupted, unless penalties for further infractions are to be administered. If the game was already resumed it shall be stopped to correct the error. After the correction of the error the game shall be resumed from the place nearest to where the game was stopped to correct the error.

If the referees discover, before the ball has left the hands of the free-throw shooter for the first free throw, that a wrong player has the intention to attempt the free throw(s), the wrong player shall be immediately replaced by the correct free-throw shooter without any penalty.

44-5 **Example:** B1 fouls A1. This is the sixth team B foul in the quarter. A1 is awarded 2 free throws. Instead of A1, it is A2 who attempts 2 free throws. The error is discovered:

- a) Before the ball has left A2's hands for the first free throw.
- b) After the ball has left A2's hands for the first free throw.
- c) After the successful second free throw

Interpretation:

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



a) The error shall be immediately corrected. A1 shall be attempt 2 free throws, without any sanction for team A.

b) and c) The 2 free throws shall be cancelled. The game shall be resumed with a team B throw-in from the free-throw line extended in its backcourt.

If B1's foul is unsportsmanlike, the right to the possession of the ball as part of the penalty is cancelled. The game shall be resumed with a team B throw-in from the free throw-line extended in its backcourt.

44-6 **Example:** B1 fouls A1 in the act of shooting. A1 is awarded 2 free throws. Instead of A1, it is A2 who attempts 2 free throws. On the second free throw the ball touches the ring, A3 rebounds it and scores 2 points. The error is recognised before the ball is at team B disposal for the throw-in from behind its endline.

Interpretation: The 2 free throws, regardless of whether made or missed, shall be cancelled. A3's goal shall remain valid. The game shall be resumed with a team B throw-in from the place nearest to where the game was stopped to correct the error, in this case, from behind team B endline.

44-7 **Example:** B1 fouls A1 on an unsuccessful 2-point goal attempt. The team B head coach is then charged with a technical foul. Instead of A1 attempting 2 free throws for B1's foul, it is A2 who attempts all 3 free throws. The error is recognised before the ball has left A2's hands for the third free throw.

Interpretation: A2's first free throw for the team B head coach technical foul was legal. If made, the free-throw shall count. The next 2 free throws attempted by A2 instead of A1 shall be cancelled, regardless of whether made or missed. The game shall be resumed with a team B throw-in from the free-throw line extended in its backcourt.

44-8 **Example:** B1 is charged with an unsportsmanlike foul against A1 in the act of shooting. The ball enters the basket. Then the team B head coach is charged with a technical foul. It is A2 who successfully attempts both free throws. The error is recognised immediately after A2's last free throw

Interpretation: A1's goal shall count. The first free throw by A2 for the technical foul shall count. The second free throw was taken by a wrong shooter A2. Therefore, the entire penalty for the B1's unsportsmanlike foul, 1 free throw and team A throw-in from the throw-in line, shall be cancelled. The game shall be resumed with a team B throw-in from the free-throw line extended

44-9 **Example:** B1 fouls dribbler A1 when the game clock signal sounds for the end of the third quarter. This is the sixth team B foul in the quarter. The referees decide that B1's foul occurred with 0.3 second on the game clock. A1 is awarded 2 free throws. Instead of A1, it is A2 who attempts 2 free throws. The error is recognised after the ball has left A2's hands for the first free throw.

Interpretation: A2's 2 free throws shall be cancelled. The game shall be resumed with a team B throw-in from the free-throw line extended in its backcourt, with 0.3 second on the game clock.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



44-10 **Example:** With 3 seconds on the game clock in the third quarter B1 fouls A1 in the act of shooting. A1 is awarded 2 free throws. Instead of A1, it is A2 who attempts 2 free throws and the quarter ends.

- a) The error is recognised during the following interval of play.
- b) The error is recognised after the ball is live to start the fourth quarter.

Interpretation:

a) The error is still correctable. A2's 2 free throws shall be cancelled. The fourth quarter shall start with an alternating possession throw-in from the centre line extended.

b) The error is no longer correctable. The game shall continue.

44-11 **Statement.** After the error is corrected, the game shall be resumed from the point of interruption to correct the error, unless the correction involves awarding merited free throw(s) and:

- a) If there has been no change of team possession after the error was made, the game shall be resumed as after any last free throw.
- b) If there has been no change of team possession after the error was made and the same team scores a basket, the error shall be disregarded. The game shall be resumed as after any successful goal.

44-12 **Example:** B1 fouls A1. This is the fifth team B foul in the quarter. Team A is erroneously awarded a throw-in instead of 2 free throws to A1. The team A head coach requests a time-out. During the time-out, the referees recognise the error that A1 should have been awarded 2 free throws.

Interpretation: A1 shall attempt 2 free throws. The game shall continue as after any last free throw.

44-13 **Example:** With 2 seconds on the game clock in the first quarter B1 fouls A1. This is the fifth team B foul in the quarter. Team A is erroneously awarded a throw-in instead of 2 free throws to A1. Thrower-in A2 passes the ball to A3 on the court and the quarter ends. During the following interval of play, the referees recognise the error that A1 should have been awarded 2 free throws. The alternating possession arrow favours team A.

Interpretation: The error is still correctable. A1 shall attempt 2 free throws with no line-up. The second quarter shall start with a team A alternating possession throw-in from the centre line extended.

44-14 **Example:** B1 fouls A1. This is the fifth team B foul in the quarter. Team A is erroneously awarded a throw-in instead of 2 free throws to A1. After the throw-in, B1 fouls A2 on an unsuccessful 2- point goal attempt. A2 is awarded 2 free throws. Team A is granted a time-out. During the time-out, the referees recognise the error that A1 should have been awarded 2 free throws.

Interpretation: A1 shall attempt 2 free throws with no line-up. A2 shall then attempt 2 free throws. The game shall continue as after any last free throw.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



44-15 Example: B1 fouls A1. This is the fifth team B foul in the quarter. Team A is erroneously awarded a throw-in instead of 2 free throws to A1. After the throw-in, A2 scores a goal. Before the ball becomes live, the referees recognise the error.

Interpretation: The error shall be disregarded. The game shall be resumed as after any successful goal.

44-16 Example: B1 fouls dribbler A1. This is the fifth team B foul in the quarter. The referees now recognise that A1 has the wrong logo on the shirt. A1 receives an assistance from the team manager to cover the logo and therefore A1 shall be substituted by A6. Team A is erroneously awarded a throw-in instead of 2 free throws to A1. Thrower-in A2 passes the ball to A3 on the court when the referees recognise the error and stop the game immediately.

Interpretation: The error is still correctable. While A1 was substituted because of receiving an assistance from team A accompanying delegation member and the game clock has started and stopped again, A1 shall re-enter the court and attempt 2 free throws. The game shall continue as after any last free throw.

44-17 Example: B1 fouls dribbler A1. This is the fifth team B foul in the quarter. The referees now recognise that A1 has the wrong logo on the shirt. A1 receives an assistance from the team manager to cover the logo and therefore A1 is substituted by A6. After the substitution, team A is erroneously awarded a throw-in instead of 2 free throws to A1. During the throw-in, before the ball is touched by any player inside the court, the referees recognise the error and stop the game immediately.

Interpretation: The error is still correctable. Since A1 was substituted because of receiving an assistance from team A accompanying delegation member and the game clock has not yet started, A6 shall attempt 2 free throws. The game shall continue as after any last free throw.

44-18 Statement. An error in timekeeping involving game clock time consumed or missed, may be corrected by the referees at any time before the crew chief has signed the scoresheet.

44-19 Example: With 7 seconds on the game clock in the fourth quarter and with the score A 76 – B 76, team A is awarded a throw-in from its frontcourt. After the ball touches a player on the court, the game clock starts 3 seconds too late. After a further 4 seconds, A1 scores a goal. At this time, the referees recognise the error that the game clock started 3 seconds too late.

Interpretation: If the referees agree that A1's goal was scored within the remaining playing time of 7 seconds, A1's goal shall count. Furthermore, if the referees agree that the game clock started 3 seconds too late, there is no time remaining. The referees decide that the game has ended

RULE EIGHT – REFEREES, TABLE OFFICIALS, COMMISSIONER: DUTIES AND POWERS

Art. 48 Scorer and assistant scorer: Duties

- 48.5 **Comment 1:** When requests are made for a substitution, the commissioner or the assistant scorer shall complete all necessary checks of classification. The substitution is not delayed. If the point total exceeds the 14-point limit rule, the commissioner or assistant scorer will inform the scorer to advise the crew chief, who will immediately assess a technical foul against the head coach as soon as the player **enters the game**, or at the first dead ball. (See Art. 19.3.10)
- 48.5 **Comment 2:** Where an assistant scorer is appointed, the duties might include the controlling/checking of the player classification cards, should a commissioner not be present.

RULE NINE– PLAYER CLASSIFICATION SYSTEM

Art. 51 Player Classification Points System

- 51 **Situation 1:** During a time-out team A makes a substitution. After the ball is live the commissioner or assistant scorer realizes that team A is playing in excess of the 14-point limit rule.
- Ruling:** The commissioner or assistant scorer shall inform the scorer who will, in turn, inform the referees by sounding the signal at the conclusion of the next phase of play if the offending team's opponents are in control of the ball, or immediately, if the offending team is in control of the ball. Team A is required to make such substitutions as necessary to correct their line up to meet the 14-point limit rule. **The team A** head coach is charged with a technical foul ("C") and team B is awarded 1 free throw. After the free throw, the throw-in shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped.
- 51 **Situation 2:** Team A plays with 14 points (4 + 4 + 3 + 2 +1) on court.
- 1-point player A1 commits the fifth foul. For substitution purposes team A has only one 3-point and one 2-point player available.
- Ruling:** A team is obliged to play with 5 players as long as possible. Therefore, team A has to substitute for the 1-point player to meet the 14-point limit rule (4 + 3 + 3 + 2 +2).
- It is not permitted to play only with 4 players including the second 4-point player
- 51.2 **Situation 1:** Team A arrives with only five players. Shortly after the beginning of the game, the scorer discovers that team A is playing with 14.5 points.

Ruling: The scorer draws the attention of the referees to the problem at the earliest opportunity and, although the game has already started, the crew chief has to declare the game null and void. All points scored, etc. will be disregarded. A game may only start with 5 players meeting the 14-point limit rule. Team A cannot continue the game with 4 players.

51.2 Situation 2: After the crew chief tosses the ball for the tap-off, the commissioner notices that team A has more than 14 points on its starting line-up. The commissioner advises the crew chief. Shall the crew chief charge a technical foul to team A head coach ("C") and award team B with 1 free throw plus the throw-in administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped? (See also Article 9.1 Comment/Ruling)

Ruling: Yes. Article 51.3.

APPENDIX B THE SCORESHEET – DISQUALIFYING FOULS

B-1 Examples for disqualifying fouls of various persons:

For leaving the team bench area and not assisting or attempting to assist the referees

For the active involvement in the fight

1. Only the **head coach** is disqualified

Head coach	D2	F	F
First assistant coach			
Penalty: 2 free throws + possession			

Head coach	D2	F	F
First assistant coach			
Penalty: 2 free throws + possession			

2. Only the **first assistant coach** is disqualified

Head coach	B2		
First assistant coach	D	F	F
Penalty: 2 free throws + possession			

Head coach	B2		
First assistant coach	D2	F	F
Penalty: 4 free throws + possession			

3. Both the **head coach and the first assistant coach** are disqualified

Head coach	D2	F	F
First assistant coach	D	F	F
Penalty: 2 free throws + possession			

Head coach	D2	F	F
First assistant coach	D2	F	F
Penalty: 4 free throws + possession			

4. A **substitute** is disqualified

Head coach	B2				
First assistant coach					
Player 7	P2	P2	D	F	F
Penalty: 2 free throws + possession					

Head coach	B2				
First assistant coach					
Player 7	P2	P2	D2	F	F
Penalty: 4 free throws + possession					

5. Two **substitutes** and an **excluded player** are disqualified

Head coach	B2					
First assistant coach						
Player 7	P2	P2	D	F	F	
Player 10	P2	T1	P	P	D	F
Player 11	P3	T1	P	P	P	DF
Penalty: 2 free throws + possession						

Head coach	B2					
First assistant coach						
Player 7	P2	P2	D2	F	F	
Player 10	P2	T1	P	P	D2	F
Player 11	P3	T1	P	P	P	D2F
Penalty: 8 free throws + possession						

6. An **accompanying delegation member** is disqualified

Head coach	B2	B	
First assistant coach			
Penalty: 2 free throws + possession			

Head coach	B2	B2	
First assistant coach			
Penalty: 4 free throws + possession			

7. Two **accompanying delegation members** are disqualified

Head coach	B2	B	B
First assistant coach			
Penalty: 2 free throws + possession			

Head coach	B2	B2	B2
First assistant coach			
Penalty: 6 free throws + possession			

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



B-2 Examples of the technical fouls against the head coach for the personal unsportsmanlike behaviour or for any other reason, combined with the disqualification of an accompanying delegation member for leaving the team bench area during a fight:

1. In the first quarter there is a fight situation with a disqualification of an accompanying delegation member. In the third quarter, a technical foul is called against the head coach for the personal unsportsmanlike behaviour.

Head coach	B2	B	C1
First assistant coach			
Penalty: 1 free throw			

Head coach is not disqualified

2. In the first quarter there is a fight situation with a disqualification of an accompanying delegation member. In the third quarter, a technical foul is called against the head coach for any other reason.

Head coach	B2	B	B1
First assistant coach			
Penalty: 1 free throw			

Head coach is not disqualified

3. In the first quarter there is a fight situation with a disqualification of an accompanying delegation member. In the third quarter, a technical foul is called against the head coach for the personal unsportsmanlike behaviour. In the fourth quarter, another technical foul is called against the head coach for the personal unsportsmanlike behaviour.

Head coach	B2	B	C1	C1 GD
First assistant coach				
Penalty: 1 free throw				

Head coach is disqualified for 2 C-fouls

4. In the first quarter there is a fight situation with a disqualification of an accompanying delegation member. In the third quarter, a technical foul is called against the head coach for any other reason. In the fourth quarter, another technical foul is called against the head coach for any other reason.

Head coach	B2	B	B1	B1 GD
First assistant coach				
Penalty: 1 free throw				

Head coach is disqualified for 3 B-fouls

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



B-3 Examples of the player head coach fouls committed as a player and as a coach:

1. A player head coach has committed 4 fouls as a player and 1 technical foul as a head coach

Player 22 (CAP)	P	P ₂	P ₁	P ₂	B ₁
Head coach (CAP)	B ₁				
First assistant coach					
Penalty: 1 free throw					

Player head coach is an excluded player

2. A player head coach who has committed 1 technical foul as a player and 1 technical foul as a head coach

Player 22 (CAP)	P	T ₁	P ₂	B ₁	GD
Head coach (CAP)	B ₁				
First assistant coach					
Penalty: 1 free throw					

Player head coach is disqualified

APPENDIX F INSTANT REPLAY SYSTEM (IRS)

F-1 Definition

F.1.1 **Statement:** Before the game the crew chief shall approve the IRS equipment and inform both head coaches of its availability. Only the IRS equipment approved by the crew chief can be used for an IRS review

F-1.2 **Example:** A1 attempts a successful shot for a goal when the game clock signal sounds for the end of the game. There is no approved IRS equipment available. The team B manager states that they recorded the game with the team video camera from an elevated position and presents the video material to the referees for a review.

Interpretation: The team B manager's request to use the team's video for a review shall be denied.

F-2 General principles

F.2.1 **Statement:** In the case of an Instant Replay System (IRS) review at the end of a quarter or overtime, the referees shall keep both teams on the court. The interval of play between the quarters or before the overtime shall start only after the referee communicates the final decision.

F-2.2 **Example:** A1 attempts a successful shot for a goal. At approximately the same time the game clock signal sounds for the end of the quarter. The referees become uncertain whether the shot was released during playing time and decide to use the IRS review. The teams are moving to their benches.

Interpretation: The referees shall keep both teams on the court. The interval of play shall start after the referee communicates the final decision.

F-2.3 **Statement:** The IRS review shall be conducted by the referees at the first opportunity following the situation to be reviewed. This opportunity occurs when the game clock is stopped and the ball is dead. However, if after a successful goal the referees do not stop the game, the review shall be conducted at the first opportunity the referees stop the game without placing either team at a disadvantage

F-2.4 **Example:** A1 attempts a successful shot for a 3-point goal. The game is resumed with an immediate B1 throw-in and team B starts a fast break. The referees become uncertain whether A1's shot was released from the 3-point goal area and decide to use the IRS review.

Interpretation: The first opportunity to stop the game for the review is when the ball becomes dead after the goal. It may happen that during the game there might not be enough time for the referees to react for the review. In this case, the referees shall stop the game without placing team B at a disadvantage as soon as the fast break is finished or when the game is stopped for the first time after the goal.

F-2.5 **Statement:** A time-out or substitution request may be cancelled after the IRS review ends and the referee communicates the final decision

F-2.6 **Example:** A1 attempts a successful shot for a goal. The team B head coach requests a time-out. The referees become uncertain whether A1's shot was released from the 3-point goal area and decide to use the IRS review. During the review the team B head coach wants to cancel the request for a time-out.

Interpretation: The team B request for a time-out shall not be administered until after the referee communicates the final IRS decision. The time-out request may be withdrawn at any time during the review until after the referee communicates the final IRS decision and is ready to administer the time-out.

F-2.7 **Example:** B1 is charged with an unsportsmanlike foul. The team B head coach requests for a time-out. The referees become uncertain whether B1's foul was an unsportsmanlike foul. B6 requests a substitution for B1. During the review B6 returns to the team bench.

Interpretation: B6's request for a substitution and the team B head coach requests for a time-out that shall not be administered until after the referee communicates the final IRS decision. The substitution request may be withdrawn at any time during the review until after the referee communicates the final IRS decision and is ready to administer the time-out.

F-3.1 **At the end of the quarter or each overtime**

F-3.1.1 **Example:** A1 attempts a successful shot for a goal when the game clock signal sounds for the end of the quarter. The referees become uncertain whether A1's shot was released before the end of playing time.

Interpretation: The IRS review can be used to decide, at the end of the quarter, whether A1's successful shot was released before the game clock signal sounded for the end of the quarter.

If the review provides the ball was released before the end of playing time for the quarter, the crew chief shall confirm A1's goal as successful.

If the review provides the ball was released after the end of playing time for the quarter, A1's goal shall be cancelled.

F-3.1.2 **Example:** Team B is leading by 2 points. B1 fouls A1 when the game clock signal sounds for the end of the first overtime. This is the fifth team B foul in the fourth quarter. The referees become uncertain whether B1's foul occurred before the end of the first overtime.

Interpretation: The IRS review can be used to decide, at the end of each overtime, whether B1's foul occurred before the game clock signal sounded for the end of the first overtime.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



If the review provides that B1's foul occurred before the game clock signal sounded, A1 shall attempt 2 free throws. The game shall be resumed as after any last free throw with the time remaining on the game clock when the foul occurred.

If the review provides that B1's foul occurred after the game clock signal sounded, B1's foul shall be disregarded. Any unsportsmanlike action shall only be reported to the governing body of the competition..

F-3.1.3

Example: B1 fouls A1 on an unsuccessful shot for a 2-point goal when the game clock signal sounds for the end of the second overtime.

Interpretation: The IRS review can be used to decide, at the end of the second overtime, whether B1's foul occurred before the game clock signal sounded for the end of the second overtime.

If the review provides that B1's foul occurred before the game clock signal sounded, A1 shall attempt 2 free throws. The game shall be resumed as after any last free throw with the remaining time on the game clock.

If the review provides that B1's foul occurred after the game clock signal sounded, B1's foul shall be disregarded unless the foul meets the criteria of an unsportsmanlike foul or a disqualifying foul and there is a third overtime to follow.

F-3.1.4

Example: A1 attempts a successful shot for a 3-point goal when the game clock signal sounds for the end of the quarter. The referees become uncertain whether A1 touched the boundary line on the shot.

Interpretation: The IRS review can be used to decide, at the end of the quarter, whether A1's successful shot for a goal was released before the game clock signal sounded for the end of the quarter. If so, the review can furthermore be used to decide whether an out-of-bounds violation of the shooter occurred and if so, how much time shall be shown on the game clock.

F-3.1.5

Example: A1 attempts a successful shot for a 2-point goal when the game clock signal sounds for the end of the quarter. The referees become uncertain whether a shot clock violation by team A occurred.

Interpretation: The IRS review can be used to decide, at the end of the quarter, whether A1's successful shot for a goal was released before the game clock signal sounded for the end of the quarter. If so, the review can furthermore be used to decide whether a shot clock violation by team A occurred.

If the review provides A1's successful shot was released 0.4 of a second before the game clock signal sounded for the end of the quarter and, if the review furthermore provides the ball was still in A1's hands when the shot clock signal sounded of a 0.2 second prior to A1's successful shot for goal was released, A1's goal shall not count. The game shall be resumed with a team B throw-in from the place nearest to where the shot clock violation occurred. Team B

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



shall have 0.6 of a second on the game clock. The shot clock shall be switched off.

F-3.1.6

Example: A1 attempts a successful shot for a goal when the game clock signal sounds for the end of the second quarter. The referees become uncertain whether A1's successful shot for a goal was released before the game clock signal sounded for the end of the quarter and if so, whether team A violated the 8-second rule.

Interpretation: The IRS review can be used to decide, at the end of the quarter, whether A1's successful shot for a goal was released before the game clock signal sounded for the end of the quarter. The review can furthermore be used to decide whether an 8-second violation by team A occurred.

If the review provides A1's successful shot was released before the game clock signal sounded for the end of the quarter and, if the review furthermore provides that prior to the A1's shot for a successful goal team A violated the 8-second rule when the game clock showed 3.4 seconds, A1's goal shall not count. The game shall be resumed with a team B throw-in in its frontcourt from the place nearest to where the 8-second violation occurred. Team B shall have 3.4 seconds on the game clock. The shot clock shall be switched off.

If the review provides team A did not violate the 8-second rule, A1's goal shall count. The second quarter has ended. The second half shall be started with an alternating possession throw-in at the centre line extended.

F-3.1.7

Example: With 2.5 seconds on the game clock, A1 attempts a shot for a goal. The ball touches the ring, B1 rebounds it and starts a dribble. At this time, the game clock signal sounds for the end of the game. The referees become uncertain whether B1 stepped out-of-bounds when catching the ball.

Interpretation: The IRS review cannot be used to decide, whether a non-shooting player was out-of-bounds.

F-3.2 The game clock shows 2:00 or less in the fourth quarter and in each overtime.

F-3.2.1

Example: With 1:41 on the game clock in the fourth quarter, A1 attempts a successful shot for a goal when the shot clock signal sounds. The referees become uncertain whether the ball was released before the shot clock signal sounded and

- a) before the ball is live for the team B throw-in after the goal.
- b) after the ball is live for the team B throw-in when, after the goal the first time the referees stop the game for any reason.
- c) after the ball is live following the first time the referees stop the game.

Interpretation: The IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter, whether A1's shot for a successful goal was released before the shot clock signal sounded.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



The referees are authorized to stop the game immediately to review whether a successful goal was released before the shot clock signal sounded before the ball enters the basket and the game clock is stopped. The review can occur at the latest until the ball became live following the first time the referees stopped the game.

In (a) the referees shall stop the game immediately and conduct the review before resuming the game.

In (b) the referees shall conduct the review when they have stopped the game for any reason, after the situation for the review occurred.

In (c) the time limit to use the review ended when the ball became live following the first time the referees stopped the game. The original decision remains valid.

In (a) or (b) if the review provides the ball was still in A1's hands when the shot clock signal sounded, this is a shot clock violation. A1's goal shall not count.

In (a) the game shall be resumed with a team B throw-in from the free-throw line extended.

In (b) the game shall be resumed with a throw-in for the team that had control of the ball or was entitled to the ball from the place nearest to where the ball was located when the game was stopped, or with free throws if applicable.

In (a) or (b) if the review provides the ball had left A1's hands on a shot before the shot clock signal sounded, the shot clock signal shall be disregarded. A1's goal shall count.

In (a) the game shall be resumed with a team B throw-in from behind its endline as after any successful goal.

In (b) the game shall be resumed with a throw-in for the team that had control of the ball or was entitled to the ball from the place nearest to where the ball was located when the game was stopped, or with free throws if applicable.

F-3.2.2 Example: With 1:39 on the game clock in the fourth quarter, A1 is in the act of shooting when a foul occurred away from the shooting situation. The personal foul is called against

a) B2 for fouling A2. This is the third team foul of the quarter.

b) B2 for fouling A2. This is the fifth team fouls of the quarter.

c) A2 for fouling B2.

Interpretation: IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter, whether

i) the act of shooting had started when the foul was called against an opponent of the shooter; or

ii) the ball was still in the hands of the shooter when the foul was called against a team-mate of the shooter.

In (a) if the review provides A1 was not in the act of shooting, the ball became dead when B2's foul occurred and the goal, if made, shall not count. If the review provides A1 was in the act of shooting, the goal, if made, shall count. In both cases, the game shall be resumed with a team A throw-in from the place nearest to where the B2's foul occurred.

In (b) if the review provides A1 was not in the act of shooting, the ball became dead when B2's foul occurred and the goal, if made, shall not count. If the review provides A1 was in the act of shooting the goal, if made, shall count. In both cases, A2 shall attempt 2 free throws as a result of the B2's foul. The game shall continue as after any last free throw.

In (c) if the review provides the ball has left the hands of the shooter the goal, if made, shall count. The game shall be resumed with a team B throw-in from the place nearest to where the A2's foul occurred. If the review provides the ball was still in the hands of the shooter, the ball became dead when the A2's foul occurred and the goal, if made, shall not count. The game shall be resumed with a team B throw-in from the free-throw line extended.

F-3.2.3 Example: With 1:37 on the game clock in the fourth quarter, the shot clock signal sounds. At approximately the same time, A1 scores a goal from the frontcourt and A2 fouls B2 away from the ball in team A's frontcourt. This is the third team A foul in the quarter. The referees become uncertain whether the ball was still in A1's hands when the shot clock signal sounded and when A2's foul occurred.

Interpretation: The IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter, whether the ball was still in the hands of the shooter when the shot clock signal sounded, and when the foul away from the shooting situation occurred.

a) If the review provides that the ball had left A1's hands before the shot clock signal sounded and before A2's foul occurred, A2's foul shall be charged and A1's goal shall count. The shot clock signal shall be disregarded.

b) If the review provides A2's foul occurred before the ball had left A1's hands and before the shot clock signal sounded, A2's foul shall be charged and A1's goal shall not count. The shot clock signal shall be disregarded.

c) If the review provides the shot clock signal sounded before the ball had left A1's hands and before A2's foul occurred, this is a shot clock violation by team A and A2's foul shall be disregarded. A1's goal shall not count.

In (a) the game shall be resumed with a team B throw-in from the place nearest to where A2's foul occurred.

In (b) and (c) the game shall be resumed with a team B throw-in in its backcourt from the free-throw line extended.

F-3.2.4 Example: With 1:34 on the game clock in the fourth quarter the shot clock signal sounds. At approximately the same time, A1 scores a goal from the frontcourt and B2 fouls A2 away from the ball in team A's frontcourt. This is the third team B foul

in the quarter. The referees become uncertain whether the ball was still in A1's hands when the shot clock signal sounded and when B2's foul occurred.

Interpretation: The IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter, whether the ball was still in the hands of the shooter when the shot clock signal sounded, and when the foul away from the shooting situation occurred.

If the review provides B2's foul occurred before the shot clock signal sounded and B2's foul occurred when A1 was in the act of shooting, B2's foul shall be charged and A1's goal shall count. The shot clock signal shall be disregarded. The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where B2's foul occurred. Team A shall have 14 seconds on the shot clock.

If the review provides the shot clock signal sounded before the ball had left A1's hands and before B2's foul occurred, this is a shot clock violation by team A. B2's foul shall be disregarded and A1's goal shall not count. The game shall be resumed with a team B throw-in in its backcourt from the free-throw line extended.

F-3.2.5 Example: With 1:39 on the game clock in the fourth quarter, B1 fouls A1 in the act of shooting. At approximately the same time, away from the shooting situation B2 fouls A2. This is the third team foul of the quarter.

Interpretation: The IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter, whether the act of shooting has started when B1's foul occurred and when B2's foul away from the shooting situation occurred.

If the review provides B1's foul occurred first and A1 was not in the act of shooting when B2's foul occurred, the ball became dead when B1's foul occurred and the goal, if made, shall not count. The game shall be resumed with a team A throw-in from the place nearest to where B1's foul occurred. B2's foul shall be disregarded, unless the foul meets the criteria for an unsportsmanlike foul or a disqualifying foul, as it occurred after the ball was dead.

If the review provides B1's foul occurred first and A1 was in the act of shooting when B1's foul occurred A1's goal, if made, shall count. A1 shall attempt 1 free throw. If the goal was not made, A1 shall attempt 2 or 3 free throws. The game shall continue as after any last free throw. B2's foul shall be disregarded, unless B2's foul meets the criteria for an unsportsmanlike foul or a disqualifying foul, as it occurred after the ball was dead.

If the review provides B2's foul occurred first and A1 was in the act of shooting when B1's foul occurred A1's goal, if made, shall count. If B2's foul is the third team B foul in the quarter the game shall be resumed with a team A throw-in from the place nearest to where B2's foul occurred. If B2's foul is the fifth team B foul in the quarter A2 shall attempt 2 free throws. The game shall continue as after any last free throw. B1's foul shall be disregarded, unless B1's foul meets the criteria of an unsportsmanlike foul or a disqualifying foul, as it occurred after the ball was dead.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



F-3.2.6 **Example:** With 7.5 seconds on the game clock in the fourth quarter and just before thrower-in A1 releases the ball from the frontcourt, B1 is charged with a technical foul. At approximately the same time, B2 is charged with an unsportsmanlike foul against A2 by another referee. The referees become uncertain in which order the fouls occurred.

Interpretation: The IRS review cannot be used to decide on the order of the fouls occurred. Both fouls shall remain valid. The penalty for a technical foul shall be administered first. Any team A player shall attempt 1 free throw with no line-up. A2 shall then attempt 2 free throws. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.

F-3.2.7 to F-3.2.19 **Not applicable**

F-3.2.20 **Example:** With 1:37 on the game clock in the fourth quarter the ball goes out-of-bounds. Team A is awarded a throw-in. Team A is granted a time-out. The referees become uncertain of the player who caused the ball to go out-of-bounds.

Interpretation: The IRS review can be used to identify, when the game clock shows **2:00 or less in the fourth quarter**, the player who caused the ball to go out-of-bounds. The time-out period shall not start until the review ends and the referee communicates the final decision.

F-3.2.21 **Example:** With 5:53 on the game clock in the first quarter, the ball rolls on the court close to the sideline when A1 and B1 try to gain control of the ball. The ball goes out-of-bounds. Team A is awarded a throw-in. The referees become uncertain of the player who caused the ball to go out-of-bounds.

Interpretation: The IRS review can be used to identify the player who caused the ball to go out-of-bounds only when the game clock shows 2:00 or less in the fourth quarter.

F-3.2.22 **Example:** With 1:45 on the game clock in the overtime A1 close to the sideline passes the ball to A2. During the pass B1 taps the ball out-of-bounds. The referees become uncertain whether A1 was already out-of-bounds when passing the ball to A2.

Interpretation: The IRS review cannot be used to decide, whether a non-shooting player was out-of-bounds.

F-3.3 **At any time of the game**

F-3.3.1 **Example:** B1 fouls A1 in the act of shooting. The ball enters the basket. The referees become uncertain whether

a) A1 had started the act of shooting when B1's foul occurred.

b) B1's foul occurred before A1's shot is completed, and they hand(s) complete its movement in the direction of the floor, the wheelchair or, in the case of an underhand shot, the basket.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



Interpretation: The IRS review cannot be used to decide, at any time of the game, whether B1's foul against A1 shall be considered as a foul against the shooter.

F-3.3.2 Example: With 3:47 on the game clock in the second quarter, A1 attempts a successful shot for a 3-point goal. The referees become uncertain whether the ball was released from the 2- or 3- point goal area

- a) before the ball is live for a team B throw-in after the goal.
- b) after the ball is live for a team B throw-in after the goal, when an immediate throw-in does not allow the referees to react for the IRS review.
- c) after the ball is live for a team B throw-in after the goal and the game is stopped for a team B time-out.

Interpretation: The IRS review can be used to decide, at any time of the game, whether A1's successful goal shall count for 2 or 3 points. The review shall be conducted at the first opportunity when the game clock is stopped and the ball is dead. However, the referees are authorised to stop the game for the review immediately. The referee shall in

- a) stop the game and conduct the review before the ball is live.
- b) stop the game immediately and conduct the review, without placing either team at a disadvantage. The review must take place after the goal when the referees have stopped the game for the first time for any reason and before the ball is then live again. This is valid also in the last 2 minutes of the fourth quarter or any overtime.
- c) conduct the review before the time-out is administered. After the final decision of the review is communicated, the time-out shall start, unless the head coach withdraws the request for the time-out.

In all cases, after the final decision is communicated, and in (c) after the time-out, the game shall be resumed with a team B throw-in from behind its endline as after any successful goal.

F-3.3.3 Example: With 3:44 on the game clock in the second quarter, A1 attempts a successful shot for a 3-point goal. The referees become uncertain whether the ball was released from the 2- or 3- point goal area after the ball is live for a team B throw-in after the goal, when the referees stop the game when B2 is fouled in the act of shooting by A2.

Interpretation: The IRS review can be used to decide, at any time of the game, whether A1's successful goal shall count for 2 or 3 points. The review shall be conducted at the first opportunity when the game clock is stopped and the ball is dead. However, the referees are authorized to stop the game for the review immediately.

The referees shall conduct the review when they have stopped the game for A2's foul as the game is stopped for the first time after the goal. After the final decision is communicated, the game shall be resumed with B2's free throw(s).

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



F-3.3.4 Example: With 3:43 on the game clock in the second quarter, A1 attempts a successful shot for a 3-point goal. The referees become uncertain whether the ball was released from the 2- or 3- point goal area after the ball is live for the team B throw-in after the goal, when B2 is fouled in the act of shooting by A2 and after the ball is live for B2's first or only free throw.

Interpretation: The time limit to use the IRS review ends when the ball becomes live for B2's first or only free throw. The original decision remains valid.

F-3.3.5 Example: B1 fouls A1 in the act of shooting. The ball does not enter the basket. A1 is awarded 3 free throws. The referees become uncertain whether A1's shot for a goal was released from the 3-point goal area.

Interpretation: The IRS review can be used to decide, at any time of the game, whether a player fouled while attempting a shot for goal shall be awarded 2 or 3 free throws. The review shall be conducted before the ball becomes live for the first free throw.

F-3.3.6 Example: With 40 seconds on the game clock in the fourth quarter, thrower-in A1 has the ball in the hands or at the disposal when an unsportsmanlike foul is called against B2 on the court. The referees become uncertain whether B2's contact has met the criteria of an unsportsmanlike foul.

Interpretation: The IRS review can be used to decide, at any time of the game, whether B2's unsportsmanlike foul shall be downgraded to a personal foul.

If the review provides the foul met the criteria of an unsportsmanlike foul, B2's foul shall remain an unsportsmanlike foul.

If the review provides the foul did not meet the criteria of an unsportsmanlike foul, B2's foul shall be downgraded to a personal foul. This is a throw-in foul.

F-3.3.7 Example: B1 is charged with an unsportsmanlike foul for hitting A1 with the elbow. The referees become uncertain whether B1 hit A1 with an elbow.

Interpretation: The IRS review can be used to decide, at any time of the game, whether a personal foul, an unsportsmanlike foul or a disqualifying foul shall be considered as a technical foul.

If the review provides no contact against A1 by B1 swinging an elbow occurred, B1's foul shall be changed to a technical foul.

F-3.3.8 Example: B1 is charged with a personal foul. The referees become uncertain whether the foul shall be upgraded to an unsportsmanlike foul or whether a contact occurred at all.

Interpretation: The IRS review can be used to decide, at any time of the game, whether a personal foul shall be upgraded to an unsportsmanlike foul. However, if the review provides there was no contact at all, the personal foul cannot be cancelled.

F-3.3.9 Example: A1 dribbles towards the basket on a fast break with no defensive player between A1 and the opponents' basket. B1 reaches for the ball with the arm and

contacts A1 from the side. B1 is charged with an unsportsmanlike foul. The referees become uncertain whether B1's foul was called correctly as an unsportsmanlike foul.

Interpretation: The IRS review can be used to decide, at any time of the game, whether an unsportsmanlike foul shall be downgraded to a personal foul or upgraded to a disqualifying foul. However, if the review provides A1 was responsible for the contact by hitting B1's arm, B1's defensive unsportsmanlike foul can be downgraded to a personal foul but cannot be cancelled or exchanged for A1's team control foul.

F-3.3.10 Example: B1 fouls dribbler A1. The referees become uncertain whether B1's foul shall be upgraded to an unsportsmanlike foul.

Interpretation: The IRS review can be used to decide, at any time of the game, whether a personal foul shall be upgraded to an unsportsmanlike foul. However, if the review provides A1 was responsible for the contact by charging into B1, B1's defensive foul cannot be cancelled or exchanged for A1's team control foul.

F-3.3.11 Example: Dribbler A1 commits a travelling violation followed by B1's unsportsmanlike foul against A1. The referees become uncertain whether B1's foul was called correctly as an unsportsmanlike foul.

Interpretation: The IRS review can be used to decide, at any time of the game, whether an unsportsmanlike foul shall be downgraded to a personal foul or upgraded to a disqualifying foul.

If the review provides B1's foul was an unsportsmanlike foul, the foul shall remain an unsportsmanlike foul.

If the review provides B1's foul was a personal foul, it shall be disregarded as it occurred after the travelling violation.

F-3.3.12 Example: B1 fouls A1 on an attempt for shot for a 2-point goal followed by B2's unsportsmanlike foul against A1 who is still in the act of shooting. The ball does not enter the basket. The referees become uncertain whether B2's foul was called correctly as an unsportsmanlike foul.

Interpretation: The IRS review can be used to decide, at any time during the game, whether an unsportsmanlike foul shall be downgraded to a personal foul or upgraded to a disqualifying foul.

If the review provides B2's foul was an unsportsmanlike foul, the foul shall remain an unsportsmanlike foul. A1 shall attempt 2 free throws with no line-up for B1's personal foul. A1 shall attempt another 2 free throws with no line-up for B2's unsportsmanlike foul. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

If the review provides B2's foul was a personal foul, it shall be disregarded as it occurred after the first foul. A1 shall attempt 2 free throws for B1's personal foul. The game shall be resumed as after any last free throw.

F-3.3.13 Example: In the third quarter, B1 is charged with an unsportsmanlike foul against A2. In the fourth quarter, B1 fouls A1 on a successful goal. The referees become uncertain whether B1's foul shall be upgraded to an unsportsmanlike foul. During the IRS review, B1 is charged with a technical foul.

Interpretation: If the review provides B1's foul against A1 was an unsportsmanlike foul, B1 shall be disqualified automatically for the second unsportsmanlike foul. B1's technical foul shall be disregarded and shall not be assessed either against B1 or against the team B head coach. A1 shall attempt 1 free throw with no line-up for B1's unsportsmanlike foul. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

If the review provides B1's foul against A1 was a personal foul, A1's goal shall count. B1 shall be disqualified as B1 is charged with 1 technical foul and 1 unsportsmanlike foul. Any team A player shall attempt 1 free throw with no line-up. Then A1 shall attempt 1 free throw. The game shall be resumed as after any last free throw.

F-3.3.14 Statement: The IRS review can be used to decide, at any of the game, after a malfunction of the game clock or the shot clock, how much time shall be displayed on the game or shot clock.

In determining the correct time to be displayed on the shot clock the referees shall consider whether the ball touches or misses the ring on a shot for a goal and whether a new team control was established before the game was stopped.

F-3.3.15 Example: With 57.8 seconds on the game clock in the second quarter and 0.7 of a second on the shot clock A1 attempts a shot for a 3-point goal. The shot is unsuccessful after which

(a) A2 gains a new control of the ball close to the basket

(b) B1 taps the ball out-of-bounds

(c) A2 gains a new control of the ball close to the basket, immediately after which B1 taps the ball out-of-bounds

The referees realise the shot clock has not display visible

Interpretation: The IRS review can be used to decide, at any time of the game, how much time shall be shown on the shot clock, in the event of a malfunction of the shot clock.

In (a) the referees shall stop the game immediately.

In all cases, if the review provides that the ball missed the ring and the referees decide that the shot clock would have expired before the games was stopped, a shot clock violation has occurred. The game shall be resumed with a team B throw-in from behind its endline with 24 seconds on the shot clock.

In all cases, if the review provides the ball touches the ring, a shot clock violation did not occur. The game shall be resumed with a team A throw-in from behind the endline in its frontcourt with 14 seconds on the shot clock.

F-3.3.16 Example: With 57.8 seconds on the game clock in the second quarter and 0.7 of a second on the shot clock A1 attempts a shot for a 3-point goal. The shot is unsuccessful after which

(a) B1 gains a new control of the ball close to the basket

(b) B1 gains a new control of the ball close to the basket and immediately causes the ball to go out-of bounds.

The referees realise the shot clock has not display visible.

Interpretation: The IRS review can be used to decide, at any time of the game, how much time shall be shown on the shot clock, in the event of a malfunction of the shot clock.

In (a) the referees shall stop the game immediately.

In both cases, if the review provides that the ball missed the ring and the referees decide that the shot clock would have expired before the games was stopped, a shot clock violation has occurred. The game shall be resumed with a team B throw-in from behind its endline with 24 seconds on the shot clock.

In (a) if the review provides the ball touches the ring, a shot clock violation did not occur. The game shall be resumed with a team B throw-in from behind the endline in its frontcourt with 24 seconds on the shot clock.

In (b) if the review provides the ball touches the ring, a shot clock violation did not occur. The game shall be resumed with a team A throw-in from behind the endline in its frontcourt with 14 seconds on the shot clock.

F-3.3.17 Example: With 42.2 seconds on the game clock in the second quarter, A1 dribbles towards the frontcourt. At this time, the referees realise that the game clock and shot clock have no display visible.

Interpretation: The game shall be stopped immediately. The IRS review can be used to decide, at any time of the game, how much time shall be shown on both clocks. After the review, the game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the game was stopped. Team A shall have the time remaining on the game clock and on the shot clock.

F-3.3.18 Example: A2 attempts a second free throw. The ball enters the basket. At this time, the referees become uncertain whether A2 was the correct free-throw shooter.

Interpretation: The IRS review can be used to identify, at any time of the game, the correct free-throw shooter before the ball becomes live following the first dead ball after the game clock started following error.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



If the review identifies a wrong free-throw shooter, a correctable error for permitting the wrong player to attempt the free throw(s) has occurred. A2's free throws, regardless of whether made or missed, shall be cancelled. The game shall be resumed with a team B throw-in from the free-throw line extended in its backcourt. Team B shall have 24 seconds on the shot clock.

F-3.3.19 Example: A1 and B1 start to throw punches at each other followed by more players and persons permitted to sit on the team benches entering the court, all getting involved in a fighting. After some minutes the referees restored order on the court.

Interpretation: After order is restored, the referees can use the IRS review to identify, at any time of the game, the involvement of other players and all persons permitted to sit on the team benches during any act of violence. After gathering clear and conclusive evidence of the fighting, the crew chief shall communicate the final decision in front of the scorer's table and to both head coaches.

F-3.3.20 Example: Two opponents start talking aggressively and slightly pushing each other. The referees stop the game. After order is restored on the court, the referees become uncertain of the players and persons involved.

Interpretation: After order is restored, the referees can use the IRS review to identify, at any time of the game, the involvement of players and persons permitted to sit on the team benches during any act of violence. After gathering clear and conclusive evidence of the fight, the crew chief shall communicate the final decision in front of the scorer's table and to both head coaches.

F-3.3.21 Example: The referees call a foul against B1. Before communicating the foul at the scorer's table, the referees become uncertain if after the foul was called an act of violence has occurred on the court.

Interpretation: The IRS review can be used to identify, at any time during the game, the involvement of the players in any act of violence. The referees may perform the review before they have communicated the foul to the scorer's table.

If the review provides that acts of violence have occurred, the referee communicates B1's foul followed by the act of violence and the game resumes with the penalties.

F-3.3.22 Statement: In situations when an act of violence occurs which is not called immediately, referees are authorised to stop the game at any time to review any act of violence or potential act of violence. The referees must identify the need for the IRS review and the review must take place when the referees have stopped the game for the first time.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



If the review provides an act of violence has occurred, the referees shall call the infraction and penalise all already called infractions including the act of violence in the order the infractions occurred. Whatever occurred between the act of violence and the game being stopped shall remain valid.

If the review provides there was no act of violence, the original decision remains valid. The game shall be resumed from the place nearest to where the game was interrupted for the review.

An act of violence is an act of force that causes or is intended to cause harm, or an act that results or could result in a risk of injury. An act that does not meet the criteria of a disqualifying foul or an unsportsmanlike foul, a technical foul, or does not meet the criteria for a threatened violence is not an act of violence.

F-3.3.23 Example: A1 dribbles when A2 hits B2 with an elbow. The referees do not call a foul against A2 and after 15 seconds the referees stop the game when

- a) A1 continues to dribble.
- b) team B causes the ball to go out-of-bounds.

Interpretation: In both cases, the IRS review can be used to identify, at any time during the game, the involvement of the team members during any act of violence. The referees are authorised to stop the game immediately without placing either team at a disadvantage or may use the stoppage of the game for the review.

If the review provides A2 has hit B2 with an elbow, the referees can charge A2 with an unsportsmanlike foul. B2 shall attempt 2 free throws with no line-up.

If the review provides that A2 has committed a personal foul or a technical foul that does not constitute an act of violence or has done nothing, a personal foul or technical foul cannot be charged.

In all cases the game shall be resumed with a team A throw-in from the place nearest where the game was stopped. The right to possession for the unsportsmanlike foul penalty is lost as a result of further action after the foul by A2.

Team A shall have the time remaining on the shot clock and the game clock shall continue from the point it was stopped.

F-3.3.24 Example: B1 fouls A1 in the act of shooting for a 2-point goal. A1 hits B1 with an elbow

- a) before the shot is released.
- b) after the shot is released.

The referees do not call a foul against A1. The ball enters the basket.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



Interpretation: In both cases, the IRS can be used to identify, at any time of the game, the involvement of team members during any act of violence. The IRS review provides that A1 has hit B1 with an elbow, before B1's foul.

The referees can charge A1 with an unsportsmanlike foul.

B1's foul shall also be charged. In both cases A1's goal shall count.

The foul penalties shall be administered in the order they occurred. B1 shall attempt 2 free throws with no line-up for A1's unsportsmanlike foul. The right to possession as part of the unsportsmanlike foul penalty is lost as a result of the B3 foul.

A1 shall be awarded 1 free throw and the game shall continue as after any last free throw. The game clock shall continue from the point it was stopped..

F-3.3.25 Example: A1 dribbles when A2 hits B2 with an elbow. The referees do not call a foul against A2. After another 5 seconds B3 fouls dribbler A1.

(a) B3's foul is the third team foul in the quarter.

(b) B3's foul is the fifth team foul in the quarter.

Interpretation: The IRS review can be used to identify, at any time during the game, the involvement of the team members during any act of violence.

If the review provides A2 has hit B2 with an elbow, the referees can charge A2 with an unsportsmanlike foul. B3's foul shall be disregarded. B2 shall attempt 2 free throws with no line-up.

The right to possession as part of the unsportsmanlike foul penalty is lost as a result of the B3 foul.

In (a) the game shall be resumed with a Team A throw-in nearest the place where the game was stopped.

In (b) A1 shall be awarded 2 free throws and the game shall continue as after any last free throw.

The game clock shall continue from the point it was stopped

F-3.3.26 Example: A1 dribbles when A2 hits B2 with an elbow. The referees do not call a foul against A2. After another 5 seconds a personal foul is called against dribbler A1 in

(a) The team A frontcourt

(b) The team A backcourt

Interpretation: The IRS review can be used to identify, at any time during the game, the involvement of the team members during any act of violence.

If the review provides A2 has hit B2 with an elbow, the referees can charge A2 with an unsportsmanlike foul. A1's foul shall also be charged.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



The foul penalties shall be administered in the order they occurred. B2 shall attempt 2 free throws with no line-up. The right to possession as part of the unsportsmanlike foul penalty is lost as a result of the subsequent foul by dribbler A1.

The game shall be resumed with a Team B throw-in at the point nearest where the game was stopped.

In (a) team B shall have 24 seconds on the shot clock In (b) team B shall have 14 seconds on the shot clock

The game clock shall continue from the point it was stopped

F-3.3.27 **Example:** A1 hits B1 with an elbow. The referees do not call a foul against A1. Four seconds later, B1 is charged with an unsportsmanlike foul against A1 in the act of shooting for a

(a) 2-point goal

(b) 3-point goal

The ball enters the basket

Interpretation: The IRS review can be used to identify, at any time during the game, the involvement of the team members during any act of violence.

If the review provides A1 has hit B1 with an elbow, the referees can charge A1 with an unsportsmanlike foul.

A1's goal, shall count.

In both cases, the unequal unsportsmanlike foul penalties shall be administered in the order they occurred.

B1 shall attempt two free throws with no line-up. The right to possession as part of the unsportsmanlike foul penalty is lost as a result of the subsequent unsportsmanlike foul by B1.

A1 shall attempt one free throw and the game shall be resumed with a Team A throw-in at the frontcourt throw-in line. Team A shall have 14 seconds on the shot clock.

The game clock shall continue from the point it was stopped.

F-3.3.28 **Example:** A1 dribbles when A2 hits B2 with an elbow. The referees do not call a foul against A2. After another 5 seconds a technical foul is called against A1 or B1.

Interpretation: The IRS review can be used to identify, at any time during the game, the involvement of the team members during any act of violence.

If the review provides A2 has hit B2 with an elbow, the referees can charge A2 with an unsportsmanlike foul. The penalty for a technical foul shall be

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



administered first. Any team B or team A player shall attempt 1 free throw with no line-up.

The right to possession for the unsportsmanlike foul penalty is lost as a result of further action after the foul by A2.

The game shall be resumed with a team A throw-in from the place nearest to where the game was stopped. Team A shall have time remaining on the shot clock.

In both cases the game clock shall continue from the point it was stopped

F-4 Head coach's challenge (HCC)

F-4.1 Statement: The head coach requesting an HCC shall establish visual contact with the nearest referee. The head coach shall say loudly in English "challenge" and show the HCC official signal, drawing a rectangle with the hands.

A head coach can challenge only the game situations mentioned in the OBR, Appendix F.3.

An HCC may be requested at any time of the game for all IRS reviewable situations, including when the game clock shows 2:00 or less in the fourth quarter or overtime

F-4.2 **Example:** The team B head coach requests an HCC. The head coach establishes visual contact with the nearest referee and says loudly in English "challenge", but shows the signal for the IRS review, rotating the hand with a horizontal extended index finger.

Interpretation: The team B HCC shall not be granted as the head coach did not show the official HCC signal, drawing a rectangle with the hands.

F-4.3 **Not applicable**

F-4.4 **Example:** With 4:16 on the game clock in the third quarter, A1 drives to the basket and scores a goal. The team B head coach believes that there was a clear travelling violation by A1 before the goal was scored. The team B head coach requests an HCC, using the proper procedure.

Interpretation: The team B HCC shall not be granted. Only the game situations as listed in the OWBRI, Appendix F.3 may be challenged. Travelling violations, regardless of whether called or not, cannot be challenged.

F-4.5 **Example:** With 9 seconds on the game clock in the fourth quarter A1 scores a 2-point goal. The score is now A 82 – B 80. After the team B throw-in from its endline, the team A head coach believes that A1's goal should count for 3 points and requests an HCC. The referees recognize the request while B1 dribbles in the frontcourt.

Interpretation: The team A HCC shall be granted. The referees shall stop the game immediately without placing either team at a disadvantage.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



If the IRS review provides A1's shot was attempted from the 2-point goal area the game shall be resumed with the score A 82 – B 80,

If the review provides A1's shot was attempted from the 3-point goal area the game shall be resumed with the score A 83 – B 80,

and in both cases, with a team B frontcourt throw-in from the place nearest to where the game was stopped during B1's dribbling and with the remaining time on the game clock.

F-4.6 Example: With 8 seconds on the game clock in the fourth quarter A1 scores a 2-point goal. The score is now A 82 – B 80. After the team B throw-in from its endline, the team A head coach believes that A1's goal should count for 3 points and requests an HCC. The referees recognize the request after B1 scores a 2-point goal with 1 second on the game clock. The score is now A 82 – B 82.

Interpretation: The team A HCC shall be granted. The referees shall stop the game immediately.

If the IRS review provides A1's shot was attempted from the 2-point goal area the game shall be resumed with the score A 82 – B 82, with a team A throw-in from behind its endline and with 1 second on the game clock.

If the review provides A1's shot was attempted from the 3-point goal area the game shall be resumed with the score A 83 – B 82, with a team A throw-in from its endline and with 1 second on the game clock.

F-4.7 Example: With 7 seconds on the game clock in the fourth quarter A1 scores a 2-point goal. The score is now A 82 – B 80. After the team B throw-in from its endline, the team A head coach believes that A1's goal should count for 3 points and requests an HCC. The referees recognize the request after B1 scores a 2-point goal and the game clock sounds while the ball was in the air for the end of the game. The score is now A 82 – B 82.

Interpretation: The team A HCC shall be granted. The referees shall conduct the IRS review before signing the scoresheet.

If the review provides A1's shot was attempted from the 2-point goal area the game shall be resumed with an overtime according to the alternating possession procedure.

If the review provides A1's shot was attempted from the 3-point goal area the game has ended with the final score A 83 – B 82.

F-4.8 Example: With 6 seconds on the game clock in the fourth quarter A1 scores a 2-point goal. The score is now A 82 – B 80. Then B1 attempts a successful shot for a 2-point goal while the ball is in the air the game clock sounds for the end of the game. The score is now A 82 – B 82. The team A head coach believes that A1's goal should count for 3 points and immediately requests an HCC using the proper procedure.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



Interpretation: The team A HCC shall be granted. The crew chief can use the IRS review for the HCC, at any time of the game, to decide whether the ball shall count for 2 or 3 points.

If the review provides A1's shot was attempted from the 2-point goal area the game shall be resumed with an overtime according to the alternation possession procedure.

If the review provides A1's shot was attempted from the 3-point goal area the game has ended with the final score A 83 – B 82.

F-4.9

Example: With 6:36 on the game clock in the fourth quarter the ball goes out-of-bounds. The referees award the ball to team A. Team A is granted a time-out. The team B head coach believes the decision is not correct and requests a challenge, using the proper procedure.

Interpretation: The team B HCC shall be granted. The IRS review can be used to decide on an HCC, at any time of the game, whether the out-of-bounds violation was called correctly.

The time-out period shall not start until the review ends and the referee communicates the final decision. The team A time-out request may be withdrawn at any time during the review until after the referee communicates the final IRS decision.

F-4.10

Example: With 5:28 on the game clock in the second quarter, A1 dribbles close to the sideline and passes the ball to A2 who scores a goal. The team B head coach believes that team A has committed a clear 8-second violation before A2 scored the goal. The team B head coach requests an HCC, using the proper procedure.

Interpretation: The team B HCC shall not be granted. Only the game situations in the OWBRI, Appendix F.3 may be challenged. An 8-second violation can only be reviewed when it involves in a game situation at the end of the quarter or overtime.

The goal shall count. The team B head coach has not yet used the 1 HCC team B is entitled to.

F-4.11

Example: With 2:30 on the game clock in the third quarter B1 fouls A1. B1 is then charged with a technical foul, followed by a B1 disqualification for the further verbal abuse of the referees. The team A head coach believes that the personal foul against B1 should be upgraded to an unsportsmanlike foul and requests an HCC.

Interpretation: The team A HCC shall be granted. The IRS review can be used to decide, at any time during the game, whether a personal foul shall be upgraded to an unsportsmanlike foul.

If the review foul provides B1's personal foul was an unsportsmanlike foul, B1's technical foul shall lead to B1's automatic disqualification. B1's disqualification for the further abuse of the referees can no longer be penalised in the game and shall be reported to the governing body of the competition. Any team A player shall

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



attempt 1 free throw with no line up. Then A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.

F-4.12 Example: With 43.4 seconds on the game clock in the third quarter and 1.2 seconds on the shot clock A1 attempts a shot for a 3-point goal. The shot is unsuccessful and misses the ring after which B1 touches the ball close to the basket and the ball immediately goes out-of-bounds. The referees award the throw-in to team B when the referees realise the shot clock has no display visible.

The team A head coach believes that B1 caused the ball to go out-of-bounds and requests an HCC.

Interpretation: The IRS review can be used to decide, at any time of the game if an HCC is granted, which team caused an out-of-bounds violation. If so, the review can furthermore be used to decide how much time shall be shown on the shot clock, in the event of a malfunction of the shot clock.

If the review provides that B1 has caused the ball to go out-of-bounds and the shot clock would have expired before the ball went out-of-bounds, there is no time remaining on the shot clock for team A, therefore this is a team A shot clock violation. The ball shall be awarded to team B for a throw-in from behind the endline with 24 seconds on the shot clock.

The team A head coach has not yet used the 1 HCC team A is entitled to.

If the review provides that the shot clock did not expire before the ball went out of bounds and

B1 has caused the ball to go out-of-bounds, the game shall be resumed with a team A throw-in from behind the endline in its frontcourt with the remaining time on the shot clock

The team A head coach has used the 1 HCC Team A is entitled to.

If the review provides that the shot clock did not expire before the ball went out of bounds and A1 has caused the ball to go out-of-bounds, the ball shall be awarded to team B for a throw-in from behind the endline with 24 seconds on the shot clock.

The team A head coach has used the 1 HCC Team A is entitled to

F-4.13 Statement: When an HCC is requested after a time-out from either team has started, that time-out shall continue without any interruption. The HCC request cannot be cancelled and the review shall be administered after the time-out

F-4.14 Example: A1 scores a 3-point goal. Team B requests a time-out at this time. During the time-out the team B head coach believes that A1 has stepped on the 3-point line before the shot was released and requests an HCC, using the proper procedure.

Interpretation: The team B HCC shall be granted. The IRS review can be used to decide on whether a successful goal was released from the 2- or 3-point area. The

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



time-out shall continue without any interruption. The HCC review shall be administered after the time-out.

F-4.15 **Statement:** In all games where the Instant Replay System (IRS) is used the head coach may be granted only one HCC. The time restrictions within OWBRI, Appendix F.3 do not apply

F-4.16 **Example:** With 3:23 on the game clock in the second quarter the ball goes out-of-bounds. The referees award the ball to team A. The team B head coach believes the decision is not correct and requests an HCC, using the proper procedure. This is

- a) the first team B HCC requested in the game.
- b) the second team B HCC requested in the game.

Interpretation:

a) The HCC shall be granted. The crew chief shall use the IRS review, at any time of the game, to decide whether the out-of-bounds violation was called correctly.

If the review provides the decision is correct, the game shall be resumed with a team A throw-in.

If the review provides the decision is not correct, the decision shall be corrected. The game shall be resumed with a team B throw-in.

In both cases, the team B head coach has used the 1 HCC team B is entitled to.

b) The team B head coach has already used the 1 HCC team B is entitled to. The request shall not be granted.

F-4.17 **Example:** With 3:21 on the game clock in the second quarter the ball goes out-of-bounds. The referees award the ball to team A. The team B head coach believes the decision is not correct and requests an HCC, using the proper procedure. The challenge is granted. Immediately after the team B head coach changes the mind and asks that the request be withdrawn. The referees accept the withdrawal.

Interpretation: Once the HCC is granted, the challenge request shall be final and irreversible.

F-4.18 **Example:** With 2:35 on the game clock in the second quarter, A1 scores a goal close to the end of the shot clock period and the game continues.

The team B head coach believes that the shot clock signal had sounded before the shot was released. B1 dribbles when the team B head coach requests an HCC, using the proper procedure.

Interpretation: The team B HCC shall be granted. The IRS review can be used to decide, at any time of the game, whether the ball had left A1's hands on a shot for a goal before the shot clock signal sounded. An HCC may be requested at any time in the game.

The referees are authorized to stop the game immediately and conduct a review.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



If the review provides the ball was released before the shot clock signal sounded, the goal shall count. The game shall be resumed with a team B throw-in from the place nearest to where the ball was located when the game was stopped. Team B shall have the time remaining on the shot clock.

If the review provides the ball was released after the shot clock signal sounded, the goal shall not count. The game shall be resumed with a team B throw-in from the place nearest to where the ball was located when the game was stopped. Team B shall have the time remaining on the shot clock.

In both cases, the team B head coach has used the 1 HCC team B is entitled to.

F-4.19 Example: With 2:29 on the game clock in the second quarter, A1 scores a goal close to the end of the shot clock period and the game continues.

The referees stop the game in the team B frontcourt when A2 causes the ball to go out-of-bounds. At that time, the team B head coach believes that the shot clock signal had sounded before the shot was released and requests an HCC, using the proper procedure.

Interpretation: An HCC may be requested, at any time of the game, at the latest when the referees have stopped the game for the first time after the decision. The team B HCC shall be granted. The IRS review can be used to decide, whether the ball had left A1's hands on a shot for a goal before the shot clock signal sounded.

If the review provides the ball was released before the shot clock signal sounded, the goal shall count.

If the review provides the ball was released after the shot clock signal sounded, the goal shall not count.

In both cases, the game shall be resumed with a team B throw-in from the place nearest where the ball went out-of-bounds. Team B shall have the time remaining on the shot clock. The team B head coach has used the 1 HCC team B is entitled to.

F-4.20 Example: With 7:22 on the game clock in the third quarter, B1 fouls dribbler A1. This is the second team B foul in the quarter.

The team A head coach believes that there was no legitimate attempt to play the ball and that B1's personal foul should be upgraded to an unsportsmanlike foul. The team A head coach requests an HCC, using the proper procedure.

Interpretation: The team A HCC shall be granted. The IRS review can be used to decide, at any time of the game, whether a personal foul, an unsportsmanlike foul or a disqualifying foul shall be upgraded or downgraded or shall be considered as a technical foul.

If the review provides the foul was a personal foul, the game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the personal foul was called.

2024 OFFICIAL WHEELCHAIR BASKETBALL RULES INTERPRETATIONS



If the review provides the personal foul was an unsportsmanlike foul, the personal foul shall be upgraded. The game shall be resumed as after any other unsportsmanlike foul.

In both cases, the team A head coach has used the 1 HCC team A is entitled to.

F-4.21 Example: With 7:16 on the game clock in the third quarter

a) B1 fouls dribbler A1. This is the second team B foul in the quarter. The game is resumed with a team A throw-in. A2 then scores a 2-point goal.

b) B1 fouls A1 in the act of shooting. The ball does not enter the basket. A1 has the ball at the disposal for the first free throw.

The team A head coach now believes that there was no legitimate attempt to play the ball and that B1's personal foul should be upgraded to an unsportsmanlike foul. The team A head coach requests an HCC, using the proper procedure.

Interpretation: The team A HCC shall not be granted. After the ball is at the team A player's disposal for the

a) throw-in,

b) first free throw,

it is too late for the HCC to be granted. The head coach must request the HCC and the IRS review must take place at the latest when the referees have stopped the game for the first time after the decision and before the ball becomes live again.

The team A head coach has not yet used the 1 HCC team A is entitled to.

F-4.22 Example: A1 scores a goal close to the end of the shot clock period and the game continues.

The team B first assistant coach believes that the shot clock signal had sounded before the shot was released and requests a challenge, using the correct procedure.

Interpretation: The team B first assistant coach request shall not be granted. The IRS review can be requested only by the team B head coach.

F-4.23 Example: The scorer shall enter all requested team HCCs on the scoresheet.

Interpretation: Only the granted HCC shall be entered on the scoresheet in the 2 boxes, next to the HCC. In the first box the scorer shall enter the quarter or overtime and in the second box the minute of the playing time in the quarter or overtime.

END OF COMMENTS AND INTERPRETATION



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