



2010 Warrior Games Wheelchair Basketball Rules

The classification rules category were modified to suit the population of the Warrior Games

Team Composition

This tournament will consist of four (4), ten (10) player (Maximum) teams. The four (4) teams will represent the Army, Navy, Air Force and Marines. Teams will play four (4) games, the first three in a round-robin format, and will then be reseeded to play their final game. The schedule is listed below.

Games will consist of two 20-minute halves, with a 35-second shot clock. A running clock will be in effect for the first 18 minutes of each half, with the clock stopping at the whistle in the last 2 minutes of each half. Teams will be required to have at a minimum of 2 players with lower limb impairments (i.e. spinal cord injuries, amputations, etc.) on the court at all times.

A player will be disqualified from play when he receives any of the following: Two (2) Direct Technical's, Three (3) Physical Advantage Foul (PAF'S) (see definitions on following page), Five (5) total fouls (which may include technical and PAF's).

Wheelchair Basketball follows the same rules as the NCAA with a few modifications to accommodate the wheelchair game.

**A complete rulebook can be found in PDF format by following the link:
http://www.nwba.org/index.php?option=com_content&view=article&id=14&Itemid=121**

Key Rule Modifications for Wheelchair Basketball:

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

A player shall not contact an opponent or opponent's wheelchair with his/her hand unless the contact is incidental in an attempt to play the ball. General rules of contact apply in wheelchair basketball. Intentional chair contact caused by a player to affect the

progress or position of another player is a form of blocking, charging, holding or pushing. Contact caused by the momentum of a chair by a player who had made no visible effort to stop his/her chair while moving in for a goal is a charge. Contact after the ball is dead is unsporting conduct.

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

To execute a dribble, players must allow for one (1) bounce of the ball for every two (2) pushes of their chair. Taking more than two (2) pushes in succession constitutes a traveling violation and the ball is awarded to the other team out-of-bounds.

During a free throw attempt a maximum of six (6) players (four opponents for the free thrower and two teammates of the free thrower) shall be permitted on the lane. The two lane spaces closest to the end line shall remain open. All of the other players shall remain behind the free throw line extended and behind the three-point line.

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

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

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

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

If you have any further questions or need rule clarifications; please contact Todd Hatfield at: todihatfield@nwba.org

TENTATIVE SCHEDULE

Tuesday May 11 Sports Center I 6:00 pm – 9:00 pm

Court 1

Team #1 vs Team #4

Team #1 vs Team #3

Court 2

Team #2 vs Team #3

Team #2 vs Team #4

Wednesday May 12 Sports Center I 6:00 pm – 9:00 pm

Court 1

Team #1 vs Team #2

Championship Round (Teams Reseeded after Round Robin)

Seed #3 vs Seed #4 - 3rd/4th Place

Court 2

Team #3 vs Team #4

Thursday May 13 Sports Center ? 7:30 pm – 10:00 pm

Court 1 Championship Game

Seed #1 vs Seed #2 - 1st/2nd Place

