



**NATIONAL WHEELCHAIR
BASKETBALL ASSOCIATION**

NATIONAL WHEELCHAIR BASKETBALL ASSOCIATION

2017-2018
Official Rule Book



RULE BOOK

Your attention is called to the Official 2017-18 Men's and Women's Rules Book published and distributed by the NCAA Publishing Service and copyright by:

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P.O Box 6222

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(317) 917-6222

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Requests for interpretations of wheelchair basketball (NWBA) rules or play situations should be addressed to:

National Wheelchair Basketball Association

info@nwba.org

or

Mike Woodard – Chairman of Rules Committee

m.w7591@yahoo.com

Wheelchair Basketball is played according to the rules of the National Collegiate Athletic Association, except wherein modifications, deletions and additions have been made, as follows:

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RULE 1 - COURT AND EQUIPMENT

Section 1. The playing court shall be a rectangular surface free from obstructions and with minimum dimensions of 84 feet (25.60 m) in length and 50 feet (15.24 m) in width.

Section 2. The wheelchair used in tournament and league competition shall meet the following requirements:

- (a) The maximum height from the floor to the top of the seat rail shall not exceed 21 inches. These chairs are approved playing chairs by the NWBA. Measurements must be taken with the front castor(s) in the forward driving position and play may be asked to get out of the chair during the measurement. **Players currently on international rosters may use their international playing chairs. The chairs must meet IWBF measurement requirements and must be approved by the NWBA prior to playing in the chair.**
- (b) The part of the footrest or roll bar that projects forward the furthest and which would be the first point of contact with another wheelchair in head-on contact must be at a height of not more than five inches from the ground or court.
- (c) Use of a cushion is condoned, being of common understanding that it is specifically for therapeutic reasons. As such, it shall be composed of any therapeutic material as made by popular manufacturers, and shall not exceed four inches at its highest point (thickness) for Class 1.0-3.0 players, no more than two inches at its highest point (thickness) for Class 3.5-4.5 players. Pneumatic cushions and contoured cushions are permissible providing they are commercially manufactured for therapeutic use and do not exceed thickness restrictions (above). Cushions composed of non-therapeutic materials, such as hard (non-pliable) rubber, wood, or other solid composition, shall not be acceptable. In all situations, the decision of the officials shall be final.
- (d) The footrest must have rounded or smooth corners. Door bumpers, knobs, projections of folding footrest, or other projections from the body of the footrest, which may readily become entangled in the wheels and/or spokes of another chair, or used to hook and/or hold an opponent, shall not be allowed.
- (e) Any chair equipped with either a horizontal bar behind the backrest or push handles extending to the rear, must have these areas sufficiently padded so as to prevent injury to another player.
- (f) When the chair is in the forward driving position the chair is permitted to have anti-tip casters attached to the underside or rear of the chair. The lowest point of the anti-tip caster cannot exceed one inch from the floor nor can any part of the anti-tip caster project from the chair rearward so that it would extend past any part of the rear wheels.

RULE 2 - OFFICIALS AND THEIR DUTIES

Section 1. **The National Wheelchair Basketball Association shall accredit the Officials through the NWBOA. All officials will be required to maintain active membership in the National Wheelchair Basketball Officials Association and pass all certification, eligibility, and conduct requirements as stipulated by the NWBA and NWBOA.**

Section 2. The Referee shall not permit any player to wear braces or other equipment, which in his/her judgment, are dangerous to other players or designed to increase height or to gain a physical advantage. The official shall not permit wheelchairs to be mechanized in any form for turning or for forward, backward or upward propulsion. The official

shall inspect wheelchairs and prohibit their use if said chairs deviate so as to be unfair or unsafe to others. The official shall have in their possession a metal tape rule to determine all wheelchair measuring parts such as: seat rail, foot platform, bumpers, and cushions. The official will inspect all wheelchairs prior to the starting of the game or prior to a player entering the game with a chair that was not inspected. A Class A technical foul will be called for illegal measurements discovered while in play, providing the officials correctly measured the chair before it was put in play. The officials shall disqualify offenders for any repeated infraction of this rule.

Section 3. A warning signal will be sounded fifteen seconds before the expiration of the forty-five-second time limit to repair or replace a player's equipment or to replace the player or the player's wheelchair. The signal also shall be sounded at the end of forty-five seconds.

RULE 3 - PLAYERS, SUBSTITUTES AND EQUIPMENT

Section 1. In order to be eligible for play in the NWBA, **an athlete must be on an active NWBA roster approved by the NWBA**, and have a lasting lower extremity disability that consistently interferes with mobility as quantified by standard medical examination and/or testing. Such conditions may include, but are not limited to, paralysis, amputation, radiological evidence of limb shortening, and partial to full joint ankylosis or replacement. Findings such as soft tissue contracture, ligamentous instability, edema or disuse atrophy, or symptoms such as pain or numbness without other objective findings shall not be considered a lasting lower extremity disability.

If a player's leg must protrude beyond the footrest because of fusion of the knee or some other acceptable reason, this player should be examined and properly advised prior to the beginning of the game. When an individual requires elevation because of short legs or some other physical difference, the difference in elevation must be remedied by means that will not require the raising of the foot platform above the specified level, or extend beyond the standard length for the prescribed playing chair. In all cases, the individual will require the approval for play by the game officials. It is granted that such player not be barred from competition so long as he/she does not use the leg as a physical advantage over another player nor to create a hazard to other players.

Section 2. When a coach is also a player for the team, he or she must designate a player other than himself or herself to serve as the floor captain.

RULE 4 - DEFINITIONS

Section 1. To execute a dribble, a player may:

- (a) Wheel the chair by two pushes on the wheels (one hand or two hands in either direction) of the chair followed by one or more **dribbles** of the ball to the floor, after which he/she may start pushing again.
- (b) The player may not push more than twice, in succession, with one hand or two hands in either direction. Taking more than two pushes in succession constitutes a traveling violation and the ball is awarded to the opposing team out of bounds.

Section 2. The large wheels of the chair must be behind and not over the free throw line. The point of contact for the large wheels of the chair with the floor must be behind the free throw line, however, the front casters may be on or over the line.

The large wheels of the chair must be behind the 3-point line. The front casters of the chair may be on or over the line”

Section 3. The location of a player is determined by where any part of the chair is touching the floor as far as being inbounds or out of bounds or being in the front court or back court.

Section 4. Pivot - It is legal to pivot as in regular basketball. A pivot takes place when a player, who is holding the ball, turns the chair to the left or right in a given place without specific direction.

This may be done:

- (a) By a player who is in motion braking one of the wheels without forward or backward direction to the wheels. This is not a push and therefore could occur after the player with the ball has pushed two times.
- (b) By a player who has not yet utilized two pushes, pushing with both hands simultaneously in opposite directions, constituting one of the two pushes to which he/she is entitled before passing, shooting, or dribbling.
- (c) By a player with the ball pushing twice with one hand or two hands, constituting both pushes to which he/she is entitled before passing, dribbling, or shooting the ball.

A pivot can occur with or without deliberate action by the player on the wheels (pushes). When the player with the ball does exercise deliberate actions on the wheels (pushes) in pivoting, these are counted against the two pushes to which he/she is entitled and limited without passing, dribbling or shooting the ball.

RULE 5 - SCORING AND TIMING REGULATIONS

Section 1. For a successful three-point field goal, the large wheels of the chair with the floor must be behind the three-point line when the player attempts the shot; however, the front casters may be over the line. There is no relation to the plane regarding the position of the shooter.

RULE 6 - LIVE BALL AND DEAD BALL

Section 1. For any jump ball, each jumper shall be firmly seated in the chair and shall have all wheels on or inside that half of the restraining circle that is farther from his/her own basket. An official shall toss the ball upward between the jumpers in a plane at right angles to the side lines, to a height greater than either of them can reach and so that it will drop between them. One or both of the jumpers must tap the ball after it reaches its highest point. If it touches the floor or lands on either jumper without being tapped by at least one of the jumpers, the official shall toss the ball again.

Any ball that becomes lodge or is located under a wheelchair shall be immediately blown dead, and a jump ball will be awarded by the alternating possession arrow.

RULE 7 - OUT OF BOUNDS AND THE THROW-IN

Section 1. 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.

RULE 8 - VIOLATIONS AND PENALTIES

4. **Section 1.** No player of the team with a throw-in in the frontcourt shall enter the free-throw lane until the throw-in starts. **Before placing the ball at the disposal of the in-bounder, you should check the lane for offensive players. If an offensive player is in the lane, ask the player to leave the lane area, prior to giving the ball to the in-bounder**

Section 2. A player shall not remain in an opponent's three-second lane for more than three consecutive seconds while the ball is in control of that player's team in the frontcourt and the game clock is running. Allowances shall be made for a player who:

- (a) Makes an attempt to leave the three-second lane.
- (b) Is in the three-second lane when he/she or a teammate is in the act of shooting and the ball is leaving or has just left the player's hand on the shot for a goal.
- (c) Dribbles in the three-second lane to shoot for a goal after having been there for less than three seconds. However, a player shall not pass the ball instead of trying for the goal.
- (d) Interlocks his/her wheelchair with an opponent.

Once the offensive player is moving to leave the lane they will not be allowed to engage in any form of participation in the offensive play" i.e. – Player A1 is in the lane 2 seconds when he/she turns and moves to leave the lane, they stop in the lane to assist in setting a pick for player A2". This is a 3 second violation.

A player establishes himself/herself outside of the three-second lane by placing all wheels of his/her wheelchair and any anti-tip caster(s), which continuously come into contact with the floor outside of the three-second lane.

NOTE: The three-second rule does not apply when the ball is dead or is in flight on a try because the team is not in control, but does apply during an interrupted dribble.

Section 3. Tilting Chair. A team loses possession when a player leans forward in the chair to the extent that the chair tilts and the footrest touches the floor while gaining, maintaining, shooting, or retrieving the ball. The ball is then awarded to the opponent at the out of bounds spot nearest the violation.

Section 4. Players Falling Out of the Chair. A player may not leave, or fall out of the chair to gain or maintain possession of the ball or gain any other advantage.

- (a) A player **unintentionally** falling out of chair directly into line of play. The officials shall call time immediately. Ball is awarded out of bounds to team in possession at nearest point of infraction. If no possession is maintained when play is stopped, the officials will award the ball to the team according to alternating possession arrow.
- (b) A player falling out of chair not directly in line of play while potential scoring play is in progress. Time will be called (only if fallen player is injured) in accordance with NCAA procedures for stopping play due to an injury.
- (d) A team loses possession if, in the judgment of the officials, a player falls out of his/her wheelchair to gain or maintain possession of the ball. If a player deliberately falls or crawls into the line of play it is a Flagrant 1 Technical foul.
- (e) **If a player intentionally falls out of the chair to stop play against the opposing team, this is a Class A technical foul.**

Section 5. When an offensive player, in control of the ball, throws the ball off of a defensive player or their chair with the intent to gain an advantage, it is a violation on the offense. The ball will be given out of bounds at the closest point of the violation to the defensive team.

RULE 9 – FOULS AND PENALTIES

Section 1. Personal Foul. A player shall not contact an opponent or opponent's wheelchair with his/her hand unless such contact is only with the opponent's hand while it is on the ball and is incidental to an attempt to play the ball. The wheelchair is considered a part of the player. The nature of the game, negligible contact is to the discretion of the officials. Intentional chair contact caused by a player to affect the ~~movement~~ or position of another player is a form of blocking, charging, holding or pushing. Contact caused by the ^{PAGE 7} ~~movement~~ 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. **It is a Class B technical foul for intentionally grabbing an opponent's wheelchair to gain an advantage.**

Section 2. Physical Advantage Foul - 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/her 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.

- (a) Any infraction of this constitutes a physical advantage foul (PAF). The offended team is awarded two free throws and is awarded the ball out of bounds at either end of the division line.
- (b) The scorer will be officially responsible for recording these infractions with a "PAF" in the foul column.
- (c) Three of these infractions, (i.e., three physical advantage fouls) constitute an automatic dismissal from the game.
- (d) Physical Advantage Fouls (PAF's) will be counted towards the total number of personal and team fouls.

RULE 10 - PLAYER CLASSIFICATION AND TEAM BALANCE

Section 1. Purposes

- To encourage more individuals with severe disabilities to participate.
- To extend the opportunities of participation to more individuals.
- To encourage new teams.
- To make competition more equitable among existing and new teams.

To counter a tendency on the part of some teams to use exclusively players with lesser disabilities, thereby seemingly discouraging people with severe disabilities and making for inequitable competition.

- To maintain high standards of competition, quality of play and spectator or interest.

Section 2. Player Classification

Class 1.0 No active movement of the trunk in the vertical, forward or sideways plane

Class 1.5 Has characteristics of a class one, but able to move partially out into forward plane, able to rotate upper trunk, able to transition from catching to passing or shooter faster than class 1.0, more stable upon contact than class 1.0, and more at ease with ball within cylinder of movement.

Class 2.0 Has active use of upper trunk in the vertical and forward planes, able to rotate the upper trunk while upright in both directions, able to hold the ball forward with both arms extended, able to lean the trunk into the forward plane about 45 degrees with control and return to the upright sitting position, able to actively bring upper trunk off the backrest of the chair, and uses hands to return to upright of trunk if no thighs-unless knees are significantly higher than the hips.

Class 2.5 Has characteristics of class one, but able to lean forward 90 degrees and return to upright sitting position without proper upper extremity assist with knees higher than hips, able to lean forward and rotate the upper trunk simultaneously, Able to lean forward and rotate the upper trunk simultaneously, active movement of both the Upper and Lower Trunk but not coordinated or as 1 unit, lower Trunk is not against the backrest at all times, may have a lordosis (Curve in low back) to assist in returning to upright, and more stable than a Class 2.0 player but still has loss of stability in trunk.

Class 3.0 Displays active use of the upper and lower trunk in the forward and vertical planes: Can lean forward 90 degrees, placing chest on thighs and return to upright with ease without knees significantly higher than hips, can hold the ball with both hands outstretched in front of face without loss of stability, can rotate upper and lower trunk as a unit not supported by wheelchair backrest, rotation of the trunk occurs at the level of the pelvis not the waist, unable to maintain stability leaning sideways, and works within a 'Cylinder'

Class 3.5 Has characteristics of a class 3.0, but able to Able to move partially out into the sideways plane and return to upright sitting, able to remain upright in hard contact situations forward, able to sit with hips higher than knees, often raises and lowers trunk with each push, able to generate some power in legs with pushing, able to retrieve a ball with two hands on the floor slightly to the side and return to upright position, can lean to the side but remains within his base of support, plays within a WIDER cylinder than a Class 3.0 player, does not have full volume of action to either side.

Class 4.0 Displays the ability to move the trunk maximally in all planes of movement with weakness to one side, has one strong side and one weaker side, able to lean strongly to one side, usually able to lean to weak side slightly, can hold the ball with outstretched hands in front or overhead without loss of stability even in contact situations, no need to counterbalance even in contact situations unless contact is forceful and directed into the weaker side.

Class 4.5 Displays the ability to move the trunk maximally in all planes of movement with no significant weakness in any direction, full volume of action in all planes, displays ability to lean to either side during shooting, passing, contesting a shot or trying to intercept a pass.

Section 3. Team Balance

All teams will be required to field a team of 15 points or less.

The Adult Division and Women's Division will play with **15 points** on the court. An Adult Division III team can only have 2 players at a time on the floor with classifications of 3.5 or greater. College Division should refer to the College Division Guidelines for points clarifications. Please refer to <http://www.nwba.org/juniorclassification> for clarification on classification points for the Junior Division.

All women that play on Championship and Division III teams will drop 1 point. Exception: No female player may drop below a class 1.0 at any time.

Section 4. Procedures, Control and Enforcement

- (a) The coach, in placing his/her team's roster in the official scorebook before each game, will place the players classification in a common line between the player's name and jersey number designating that player's disability classification.
- (b) The official scorer will be responsible for monitoring that the players on the floor for either team at any given time do not exceed the team balance rule. This will only have to be checked at the start of each half and at the time of substitutions.
- (c) Checking of the scorebook before, after, and at any time during the game, remains a responsibility of the Game Officials.
- (d) If, at any time during a game, it is identified by the scorer that a team exceeds the "player point limit," an administrative technical foul will be called against the violating teams coach and handled as are all other administrative technical fouls, with a correction in the lineup being made at that time.
- (e) Any error in the listing of the classification of players in the scorebook, whether intentional or accidental, will be the responsibility of the particular coach and justification for forfeit. The officials will require all coaches to review and sign the scorebook for accuracy, prior to the start of the game.

RULE 11 – FREE THROW LANE REQUIREMENT

A maximum of six players (four players for the defensive team and two teammates of the offensive team) shall be permitted on the lane. All of the other players shall remain behind the free throw line extended and behind the three-point line.

- (a) The two lane spaces closest to the end line shall remain open.
- (b) The first lane space on each side of the lane that is closer to the free thrower is designated for the opponents of the free thrower. The next space (center) on the lane is reserved for a teammate of the free thrower while the lowest spot of the lane is reserved for opponents of the free thrower and these spaces must be filled by the opposing team.
- (c) Teammates of the free thrower shall not occupy spaces designated for opponents of the free thrower; opponents of the free thrower shall not occupy spaces reserved for teammates of the free thrower.
- (d) Wheelchairs that cannot fit inside the second or third free throw lane space will not be allowed entrance on the free throw lane during free throws.

COMMENTS ON THE RULES

PLAYING COURT DIMENSIONS

Regular season conference games may be played on courts with substandard dimensions only if both competing teams agree to the game site in advance. Notifications of substandard court size and team agreement procedures shall be governed by conference regulations. Any game played on a substandard court without conforming to appropriate notification and agreement procedures shall be subject to forfeiture by the home team. Exceptions to playing court minimum dimensions will not be made for Regional and Championship games.

INCIDENTAL and INTENTIONAL PERSONAL CONTACT

When ten players in wheelchairs are moving rapidly in a limited area, some contact is certain to occur. Contact, which is entirely incidental to an effort by opponents to reach a loose ball, or accidental contact, which may result when opponents are in equally favorable positions to perform normal defensive or offensive movements should not be considered illegal. Likewise, accidental contact which does not hinder the opponent from participating in normal defensive or offensive movements, and which is not the result of carelessness, should be considered incidental. If, however, a player approaches an opponent from behind or from an unfavorable position, such that he/she has no reasonable chance to play the ball without making contact, the responsibility is on the player in the unfavorable position.

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. Note: Players that jam an opponent intentionally with their footplates to stop the movement of the opposing player is a foul. This commonly happens when the offensive team makes a shot, then transitions into a full court defense, and the defensive players will jam their footplates into their opponents that are moving toward there frontcourt.

IN SCREENING SITUATIONS

- (a) If offensive player takes a position behind and so close to stationary defensive player that a contact foul occurs when the defensive player makes normal chair movement, the offensive player is responsible for the foul. If the offensive screener is at the side or in front of the stationary defensive player, any distance short of contact is legal.
- (b) If offensive player takes a position in the path of moving defensive player, who does not have the ball, so quickly that the defensive player cannot stop or change direction in time to avoid contact, then the offensive player is responsible if a contact foul occurs.

SEAT RAIL MEASUREMENT

Some wheelchairs have a continuous seat/back rail that obscures the appropriate measurement point of the seat rail. Generally, the continuous rail has a horizontal portion that supports the seat fabric, a curved (upward) portion near the rear of the seat area, and a vertical portion that supports the back of the wheelchair. The measurement point for a

continuous seat/back rail should be at the highest point of that portion of the rail with seat fabric attached; thus, the curved portion should not be measured unless there is seat fabric attached.

USE OF CUSHIONS

This rule is quite clear and concise and should be rigidly enforced. The only exception to this is the special modification permitted for spinal cord injured Class I players with a single-leg, above the knee (AK) amputation. Modifications in the dimensions of the cushion for such players may be made as follows:

- (a) An extension of the cushion beyond the front edge of the seat may be constructed on the side of the amputation which shall not extend more than 1" past the vertical line drawn from the most forward part of the player's knee to the ground.
- (b) The thickness of the extended portion of the cushion may be increased to accommodate a concave pocket which shall have a depth and width no greater than 1/4 of the diameter of the basketball (i.e., 2 1/2").
- (e) The extension shall be of the same material prescribed for all cushions and shall not contain or consist of any material that is rigid or non-flexible.

ANTI-TIP CASTERS

This rule concerns the use of a caster, or casters at the rear of the chair. To clarify, there is no restriction as to the number of these casters. Manufacturers generally build the chairs with one; however, more than one is legal. The caster or casters may touch the floor at all times. There is no minimum height specified in the rule. However, the maximum height from the floor cannot exceed 1 inch. The caster, or casters, cannot protrude beyond the rear wheels of the chair in the drive position. The drive position is when the caster or casters is in a rearward position as if the player is moving forward.

NWBA THREE SECOND RULE

The player shall not remain for 3 seconds in the free throw lane between the end boundary and the farthest edge of the free throw line while the ball is in control of the player's team in his or her frontcourt.

Allowances shall be made if the wheels of the opposing players should lock together, or, for a player who having been in the restricted area for less than 3 seconds, dribbles pivots, or moves in for a try for a goal. If the player passes the ball instead of trying for a goal, the player will be called for a violation. The count shall not be terminated during an interrupted dribble. All lines designating the free throw lane are part of the lane, and touching these lines with one or more wheels constitutes being in the lane. A player shall not be whistled for a three second violation if they are attempting to leave the free throw lane area. Any player attempting to leave the lane area that becomes involved in the play, (setting a pick for a player driving to the basket, or prior to a shot attempt does not clear the lane area, then turns their chair to gain a better rebounding position on the anticipated shot attempt) shall be whistled for a 3 second violation.

PHYSICAL ADVANTAGE FOUL

A physical advantage incorporates the concept that those players able to use their legs should not be permitted to do so as an advantage over others. The official can only rule objectively in any circumstance where a player is seen to exercise a physical advantage as described without regard to physical classification or degree of paralysis.

THROW-IN

This rule is intended to eliminate dead ball fouls in the free-throw lane prior to a throw-in. Before placing the ball at the disposal of the thrower-in (in his/her frontcourt), officials should ensure that no teammates of the in-bounding team is located within the free-throw lane. The ball is "placed at the disposal of the thrower-in" when the official completes the act of offering the ball to the thrower-in (or when the official places the ball on the floor if no player of the team entitled to the throw-in is present). Thus, it is not necessary for the thrower-in to touch the ball in order for a lane violation to be assessed.

SHOT CLOCK

All divisions will use the 30 second shot clock. (Prep Division does not use a shot clock). If such devices are not provided at the site, teams are encouraged to purchase their own visible shot clocks. It is recognized that the expense of these items may be prohibitive for some NWBA teams. If shot clocks are not available for any game, a stop-watch (or similar device) may be used by the 30-second shot clock operator.

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Junior Division Playing Rules

National Wheelchair Basketball Association Junior Division Playing Rules Adopted March 15, 2001, * Revised 03/15/05, ** 03/23/06, *** 2008, † 2009 **** Adopted 4/19/13, †† Pilot for 2017-18 Season		
	Varsity	Prep
Age	4 years of eligibility once starting high school or turning 15, whichever comes first. Players who wish to extend their eligibility beyond the four years due to reasons related to their disability need to petition the Executive Committee. No player older than 21 may play in the Junior Division.	13 years or younger.
Basket Height	10'	8-1/2'
Free Throw Line	15'	** 13'
		Regulation lane for 3 sec calls.*** Officials will line up kids for free throws to accommodate for add-on baskets for 8-1/2 foot or baskets that can be lowered.
Ball Size	** Official NWBA 29.5 (Molten BGL-7X Men's Ball)	**** Spalding Rookie Gear Youth Basketball (†† Molten BGM5X encouraged for evaluation and acceptable in sanctioned games)
3-Point	Yes	* Yes
Shot Clock	NCAA - 35 Seconds	None
		* Game clock will stop after a made basket with 1 minute left in game.
Periods	20 Minute Halves	8 Minute Quarters. Clock stops on whistles.
Intermission	10 Minutes	1 minute Between Quarters 10 Minutes Between Halves
Overtime	5 Minute Intermission 5 Minute Overtime Period	2 Minute Intermission 2 Minute Overtime Period

Time Outs	NCAA 4 - Full 2 - 30 Second	4 – Full
Jump Ball	NCAA Alternating Possession	NCAA Alternating Possession
Fouls	NCAA - 5	NCAA - 5
Defense		No press in the backcourt for 10 seconds. If the offensive team calls a timeout in their backcourt, the defense may apply a full court press immediately after the timeout.
	A team with a 20 point lead in the second half may only apply a half-court defense, i.e. no press. Defense must give the offense one chair length beyond the mid-court line before defending the opponents. If the team that is down by 20 or more points begins to press, then both teams may press. †	
Offense*		When a change of possession occurs, the offense cannot prevent the defense from crossing the mid-court line into their defensive positions, i.e. no back picking by an offensive player on a defensive player in the offensive team's backcourt.
Classification and Points	†† 8-point Junior Classification AND Completed Minimum Disability Form Required for Every Sanctioned Game	Completed Minimum Disability Form; No Classification Point System
Chair Specifications	NWBA	Chair must be safe for all players on the court. * No Power Chairs.
All other NWBA and NCAA rules as applied to the higher divisions will be applied to the Junior and Prep Divisions.		

WOMEN'S DIVISION RULES

The Women's Division of the National Wheelchair Basketball Association (NWBA) plays according to the Official Rules of the NWBA and the NCAA men's rules except wherein modifications, deletions and additions have been made, as follows:

RULE 1 COURT AND EQUIPMENT

The ball used for play in the NWBA's Women's Division shall conform to specifications in The NCAA's Women's Rules.

The Women's division will follow the NCAA Women's rules of play regarding the advance of the ball in the last minute of the game.

- During the last 59.9 seconds of the game (fourth period or any extra period) when the team in control of the ball, or the team who is to be awarded a throw-in in their backcourt, is granted a timeout, the team will have the option to move the throw-in spot to the 28-foot line in the frontcourt on the same side of the playing court as the scorers' table.

[Click here to view the guidelines for this option to advance the ball as outlined by the NCAA](#)

Adult Division Rules

The Adult Division of the National Wheelchair Basketball Association (NWBA) plays according to the Official Rules of the NWBA and the NCAA men's rules except wherein modifications, deletions and additions have been made, as follows:

RULE 5 ---- SCORING AND TIMING REGULATIONS

The playing time for Adult Division I, Adult Division II and Adult Division III shall follow the following timing regulations.

- The game shall consist of 4 periods of 10 minutes each.
- The halftime intermission is 10 minutes
- Extra periods shall be five minutes in length with one-minute intermission between each.
- The intermission between the quarters (first and second, third and fourth) shall be 75 seconds.
- Each team receives three 30 second timeouts and two 60 second timeouts. Four timeouts will carry over to the second half. In an extra period, each team receives one 30 second timeout in addition to any timeouts that were not used in regulation.