



NATIONAL WHEELCHAIR BASKETBALL ASSOCIATION

2015-2016

Official Case Book





CASE BOOK

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NATIONAL WHEELCHAIR BASKETBALL ASSOCIATION OFFICIAL CASE BOOK

The Official NWBA Case Book presents interpretations of current National Wheelchair Basketball Association rules by specifying the appropriate ruling in selected wheelchair basketball situations. The primary purpose of this document is to provide a vehicle for national standardization of NWBA officiating, and situations considered unique to wheelchair basketball. The Case Book, prepared by the Rules Committee of the National Wheelchair Basketball Association, serves exclusively as a supplement to the Official NWBA Rules and is intended to clarify and amplify the rulings contained therein. Whenever possible, the appropriate reference (Rule, Section and Paragraph) for each interpretation has been included for clarification.

RULE 1 – COURT AND EQUIPMENT

101. **PLAY** - A2 comes onto the playing floor with a wheelchair failing to meet the specifications of the NWBA Official Rules.

RULING - The chair is not legal. It should not be necessary for a team to protest the use of illegal chairs or equipment. It is the duty of the referee to see that this equipment is not used and it is the obligation of the offending team to secure proper equipment or adequately alter the illegal item so that it conforms to legal specifications.

- 101A. **PLAY** - A2 has secured a strap to the underside of the seat, which raises the surface of the seat considerably above the height of the chair's 21-inch seat rail.

RULING - The chair is not legal. Although the chair is legitimate as defined by Rule 1, Section 24a, the intent of this rule is to limit the height of the chair's seating surface. Any device used to raise the top of the seat more than 1/4-inch (allowing for seat thickness) above the height of a 21-inch seat rail must result in the chair being disqualified from play until such device is removed.

- 101B. **PLAY** - A3 enters the game with a strap securing his/her left leg to the wheelchair's foot platform.

RULING - Legal. There is no restriction to securing any portion of a player's body to the wheelchair.

- 101C. **PLAY** -During a time-out, Team A's captain objects to B1's use of a strap around his/her knees. This strap, in addition to providing support for B1's knees, serves as a "cradle" to prevent the ball from rolling forward off of B1's lap.

RULING - No violation. There are no stated or implied restrictions to using a strap (or other device) to provide support for a player or his/her extremities. Neither are there restrictions to such a device also providing support for the ball.

- 101D. **PLAY** - B1 attempts to enter the game using a "therapeutic" cushion with cut-out portions to conform to his/her legs and buttocks.

RULING - The cushion is legal; such cushions are not prohibited, providing they are composed of appropriate materials and do not exceed thickness restrictions.

- 101E. **PLAY** - During play, A2 rests his/her foot upon the strap attached to the telescope bar of the foot rest platform.

RULING - No violation. Foot straps are not a requirement for players.

- 101F. **PLAY** - As the referee and umpire are measuring and inspecting the wheelchairs before a game, they notice that player A1 has no strap attached to the footrest bar. A1 argues that since he/she is a bilateral above the knee amputee, he/she is not required to have a "leg strap".

RULING – Foot straps are not required equipment.

- 101G. **PLAY** - As the referee and umpire are measuring and inspecting the wheelchairs before a game, they notice that player A1 has 2 horizontal bars behind the backrest. Diagonal bars connect the bars to each other. Only the top horizontal bar is padded.

RULING – A1 must put padding on the second horizontal bar and the diagonal bar. The purpose of the rule is to prevent injury to a player in the event he/she collides with the rear of A1's chair.

- 101H. **PLAY** – While measuring Team A's chairs prior to the start of the game, the officials back the players against a wall to verify that no rear casters extend beyond the rear wheels. At that time an official sees that A2's 5th wheel caster is contacting the floor at all times.

RULING – Chair is legal. There is no minimum height from the floor specified in the NWBA Rulebook.

RULE 2 – OFFICIALS AND THEIR DUTIES

201. **PLAY** - During play, it is discovered that B4 is using an illegal cushion. A Flagrant 1 technical foul is called and the cushion is removed from play. Later in the game, the official notices that Player B4 is again using the illegal cushion.

RULING – Flagrant 1 technical foul; Team A is awarded two (2) free throws and Player B4 is disqualified.

202. **PLAY** - Play is stopped after A5's wheelchair breaks an axle, and Team A's equipment manager is having difficulty making an immediate repair.

RULING – The official instructs the scoring table that Team A is charged an equipment timeout, and start the 45 second clock. The timer will sound the horn when 15 seconds is remaining in the time out. The official should instruct Team A to either (a) replace the damaged chair, (b) substitute for A5, or (c) call a time-out (which is charged to the team) when the horn is sounded.

- 202A. **PLAY** - Player A1, prior to attempting a free throw, requests that an official grant an uncharged time-out in order to: (a) make a change in the location of his/her wheel axles; or (b) change from one properly functioning wheelchair to another.

RULING – In both (a) and (b), an uncharged time-out is not granted. Although allowance is made for an uncharged time-out (45 seconds) to repair or replace malfunctioning wheelchair equipment, no such allowance is made for altering or replacing equipment that is functioning properly.

- 202B. **PLAY** – Referee administers the ball to player A1 for a free throw. B1 who is positioned at the top of the three-point line yells instructions to his/her teammates. Player A1 a) makes the free throw or b) misses the free throw.

RULING – In a) play continues with team B throwing the ball in bounds. In b) the referee awards A1 a substitute free throw. The rules make no provisions on what type of behaviors or vocalizations are not disconcerting to the free thrower or for where on or off the court an opponent may behave in a manner that disconcerts the free thrower. After the ball is administered to the free thrower the referee must interrupt such behavior is disconcerting the free throw shooter. This would include members of the opponent's team on the bench as well as players lined up on the free throw lane.

RULE 3 - PLAYERS, SUBSTITUTES AND EQUIPMENT

301. **PLAY** - A4 uses a wide strap to secure him/herself to the wheelchair. In so doing, the strap covers (or obscures) the numbers on the front of the player's jersey.

RULING - The numbers on the front of a player's jersey should be visible to officials at all times. The official should instruct A4 to ensure that his/her number is visible by adjusting, replacing, or removing the strap.

- 301A. **PLAY** - As the referee and umpire are measuring and inspecting the wheelchairs before a game they notice that player A1 is wearing (a) a pierced earring or (b) a wedding ring. The referee advises the player to remove (a) the earring or (b) the wedding ring. In both instances, A1 enters the court before the opening tip with tape covering the jewelry.

RULING - In both (a) and (b) the referee shall not permit A1 to participate in the game wearing jewelry. There are no provisions in the rules for allowing

players to participate with tape covered earrings or rings.

RULE 4 – DEFINITIONS

401. **PLAY** - A5 has used the two (2) pushes to which he/she is entitled. A5 subsequently begins a dribble. After the ball has left his/her hand, but before it strikes the floor, A5 takes an additional push.

RULING - Violation. Two (2) legal pushes must be followed by one (1) or more taps of the ball to the floor before additional pushes are allowed.

- 401A. **PLAY** - A4, after securing control, tosses the ball down the court and pushes to retrieve the ball. In so doing, A4 takes a third consecutive push: (a) prior to the ball striking the floor; or (b) after the ball strikes the floor.

RULING - In (a), a violation should be called. A4 began a dribble by tossing the ball into the air. Thus, taking a third consecutive push prior to the tap of the ball to the floor constitutes a traveling violation. In (b), no violation occurs and A4 may continue to push the wheelchair without penalty while the ball is bouncing or rolling on the floor.

- 401B. **PLAY** - A5 executes a dribble by pushing the ball to the floor with both hands and continues to dribble by simultaneously batting the ball to the floor with both hands.

RULING - Legal maneuver. There is no double dribble violation in wheelchair basketball.

- 401C. **PLAY** - While executing a legal push on the wheelchair, A4 carries the ball wedged between his/her legs below the knees.

RULING - Legal. There is no restriction as to how a ball may be carried while in control.

- 401D. **PLAY** - A1 possesses the ball and takes his/her two pushes. While holding the ball with one or both hands and before any dribble, A1 pushes on his/her right wheel with one elbow or simultaneously on both wheels with both elbows.

RULING - In either case, it is a traveling violation.

402. **PLAY** - A3 executes a successful free throw with the forward portion of his/her large wheels extending over the vertical plane of the free throw line, but not in contact with the line.

RULING - No violation. One (1) point is awarded. During a free throw, the point of reference is where the large wheels make contact with the floor. Therefore, the wheels may break the vertical plane but not come into contact with the floor beyond the edge of the free throw lane, which is farthest from the basket.

- 402A. **PLAY** - During a free throw by A4, A3 assumes his/her position along the lane. Although his/her front casters are behind the line, his/her footrest platforms are penetrating the vertical plane of the lane boundary.

RULING - Legal position. No infraction is called unless the casters cross the lane boundary prior to the shooter releasing the ball.

NOTE: The location of a player remains as defined in NWBA Rule 4, Section 25 and Rule 7, Section 1. This also applies to all wheelchair basketball situations involving NCAA "vertical plane" rules (i.e., jump ball and free throws).

- 402B. **PLAY** - A3 prepares to execute a free throw. After legally positioning his/her wheelchair, A3 slides his/her buttocks forward to the front edge of his/her seat and executes a successful free throw.

RULING - Legal maneuver. The player may slide forward on the seat provided he/she remains firmly seated in the wheelchair.

403. **PLAY** - A2 intercepts a pass (gaining possession) from Team B while in Team A's front court. Before A2 can stop his/her momentum, the front casters of the chair cross the division line into the back court.

RULING - A2 has caused the ball to go from the frontcourt to the back court and, therefore, has committed a violation. The ball is awarded to Team B.

404. **PLAY** - A4, having utilized both pushes to which he/she is entitled, executes a pivot by braking the forward motion on one wheel (without forward or backward direction to the wheel).

RULING - Legal maneuver. A4 must now dribble, pass or shoot prior to exerting further forward or backward motion on either or both wheels.

- 404A. **PLAY** - A1, having utilized both pushes to which he/she is entitled, changes the direction of his/her moving wheelchair to the left by pressing one hand against the left wheel (without forward or backward direction to the wheel). Then, without dribbling, A1 changes direction a second time by pressing one hand against the right wheel, causing the moving wheelchair to veer to the right.

RULING - Legal maneuver, providing A1 does not exert forward or backward motion on either wheel prior to dribbling, passing or shooting. Repeated changes of direction to a moving wheelchair, as described above, do not constitute pushes unless forward or backward motion is exerted on one or both wheels.

- 404B. **PLAY** - A4 rebounds a shot and then executes a legal pivot by pushing with both hands simultaneously in opposite directions. Subsequently, A4 takes two (2) pushes without dribbling, passing or shooting.

RULING - Violation. The pivot constituted one (1) of the two (2) pushes to which A4 was entitled. The third consecutive push resulted in a traveling violation.

- 404C. **PLAY** – A1 is dribbling the ball in the front court when the ball momentarily gets away from him/her. While the dribble is interrupted: (a) A1 pushes B2 while trying to retrieve the ball; (b) A2 is in the lane for three seconds; or (c) A1 calls a timeout.

RULING – In (a), team-control foul called on A. In (b), three-second violation on A2; or (c) a timeout shall not be acknowledged during an interrupted dribble.

RULE 5 - SCORING AND TIMING REGULATIONS

501. **PLAY** - Player A1 releases a successful try for a goal. Although the points of contact for the large wheels of A1's wheelchair are behind the three-point line, the front casters are over (or in contact with) the line.

RULING - A three-point field goal is awarded to A1. The points of reference for awarding a three-point field goal are the contact points of the large wheels with the floor as the try is released; therefore, the front casters may be in contact with, or extend over, the three-point line. The points of contact for both large wheels must be behind the line when the try is released.

502. **PLAY** - Subsequent to establishing control, A1 drops the ball and it begins rolling toward the sideline. A1 anticipates that he/she will be unable to regain control prior to the ball going out of bounds. To avoid losing team control, A1 immediately requests a time out from the nearest official.

RULING - The official should not acknowledge the time out request.

RULE 6 – LIVE BALL AND DEAD BALL

601. **PLAY** - During a jump ball. A3 places his/her non-tapping hand on the wheel and/or hand rim for balance.

RULING - No violation. Although such a maneuver is often used to gain an advantage, prohibiting its use would constitute a potential hazard to players with poor balance. If possible, the official not tossing the ball should be positioned to observe that neither jumper commits a Physical Advantage Foul by rising from his/her seat during the tap.

602. **PLAY** - B2 and A4 are involved in a jump ball. Prior to tossing the ball, however, the official notices that both players are facing in the same direction.

RULING - Legal alignment. The official should toss the ball. Requiring that players face in opposite directions on a jump ball would dictate the use of the

same tapping hand by each player. Such a situation could result in an unfair advantage to one of the competitors.

603. **PLAY** - Teams A and B line up for a jump ball. B5, rather than facing toward the jumpers, positions his/her chair parallel to the restraining circle. Subsequently: (a) no objection is raised by Team A; or (b) A1 requests that the official instructs B5 to face toward the jumpers so that A1 can occupy a portion of the area assumed by B5.

RULING - In (a), no adjustment in B5's position is required. In (b), A1's objection is valid and the official should instruct B5 to either turn his/her chair to face the jumpers or move to occupy an uncontested area.

NOTE: This interpretation corresponds to NCAA rulings where an able bodied player is only allowed to occupy an area equal to his/her body width - he/she may not, therefore, spread his/her legs or arms to increase his/her floor area along the restraining circle.

604. **PLAY** - Team A requests and receives a timeout during the second half. Team B's bench is in Team A's back court. Team A breaks from their timeout after the first horn and A3, A4 and A5 go to the back court and begin to back pick B1, B2 and B3 after they leave their huddle. The referee instructs Team A to retreat to their frontcourt and stop legally obstructing members of Team B.

RULING - The referee is incorrect. There is no rule that prevents a player from legally obstructing an opponent during a live ball or a dead ball. It is the duty of the officials to officiate during a dead ball.

RULE 8 – VIOLATIONS AND PENALTIES

801. **PLAY** - During a free throw by A5, A2 takes a position along the free throw lane in space two. Prior to placing the ball at the disposal of A5, one official notes that one of Player A2's wheels is breaking the vertical plane. A2 informs the official that his/her wheels are spaced (or cambered) such that they do not fit within the space allotted along the lane.

RULING - A2 must leave his/her position along the lane. If a player chooses to use a wheelchair with wheels that do not fit within the lane spaces, he/she relinquishes the opportunity to occupy such space.

Question: In the situation described above, may Player A2 legally back his/her wheelchair slightly so that the wheels do not come in contact with the painted lane space markings?

Answer: No. While only the area 8 inches by 12 inches is painted on the court, the neutral zone is 12 inches wide and extends back from the nearer free-throw-lane boundary for 36 inches. Breaking the plane of any boundary of either the neutral zone or spaces along the lane is a violation.

802. **PLAY** -Team B causes the ball to go out of bounds in Team A's front court. A3 enters the free-throw lane: (a) before the official is ready to place the ball at the disposal of the thrower-in; or (b) as the official places the ball at the disposal of the thrower-in.

RULING - In (a), no violation is called. Players of either team may enter the free-throw lane prior to the official preparing to place the ball at the disposal of the thrower-in; however, players from Team A must vacate the lane prior to the official placing the ball at Team A's disposal. In (b), a violation is called. At the moment the official completes placing the ball at the disposal of the thrower-in, no players of Team A shall be located within the free-throw lane.

NOTE: The free-throw lane restriction and three-second rule applies only to the team with the ball, and only in the frontcourt. Thus, in the above situation, players from Team B are entitled to remain in the free-throw lane before and during the throw in. If the above situation had occurred in Team A's back court, neither team would be restricted from entering the free-throw lane.

- 803A. **PLAY** - Player A1 remains in the three-second lane of his/her opponent for more than three seconds because Team B's defensive alignment prevents the player from leaving the lane. During this time, A1 attempts to leave the lane.

RULING - No violation. An allowance is made for a player who makes an attempt to leave the three-second lane.

- 803B. **PLAY** - Player A1 remains in the three-second lane for two seconds. As the official's count reaches three-seconds, A1 dribbles towards the basket and (a) shoots for a goal or (b) passes the ball to A2.

RULING - In situation (a), there is no violation. An allowance is made for a player who is in the three-second lane for less than three seconds who dribbles in the lane and shoots for a goal. In situation (b), this is a three-second violation. No allowance is made for a player who is in the three-second lane for less than three seconds who dribbles in the lane and passes the ball to a teammate.

804. **PLAY** – (a) A4 is closely guarded in the front court area. Without moving, A4 dribbles for several seconds, and then holds the ball for several seconds. He/she continues to alternate between dribbling and holding the ball, while remaining in the frontcourt area, (b) player A4 is closely guard for a period of 5 seconds without dribbling.

RULING – No violation in (a) or (b). The 5 second closely guarded rule was removed in 2015.

805. **PLAY** - A5 leans over to gain control of the ball. While in contact with the ball, A5's chair tilts to one side and his/her right wheel and caster leave the floor.

RULING - No violation is called providing neither the player's foot/feet nor the footrests or anti-tip (safety) casters come in contact with the floor.

806. **PLAY** - Player A1 loses his/her balance while in possession of the ball, and places one hand on the floor to prevent falling from the chair.

RULING - No violation. A player in possession of the ball may touch his/her hand(s) to the floor without penalty providing the player's feet and the wheelchair's footrests or front anti-tip (safety) casters do not come into contact with the floor.

- 806A. **PLAY** - B4, while in the key, falls from the chair and is unable to regain his/her seat without assistance. As he/she falls, Team A has a potential scoring play in progress. Player A2 releases a try for a goal that is: (a) successful; (b) unsuccessful, and Player A3 gains possession of the rebound.

RULING - Play is stopped after team A's try is released. In (a), the field goal is awarded to Team A, and the ball is put into play with a throw-in by Team B. In (b), play is stopped before Player A3 gains possession, and the ball is awarded to the team next entitled to the throw-in using the alternating jump ball process.

- 806B. **PLAY** - B2 attempts to prevent a ball from going out of bounds. In doing so he/she loses his/her balance and falls from the chair after tapping the ball to a teammate.

RULING - No violation occurs and play should continue unless B2 falls into the line of play or is unable to regain his/her chair without assistance. If, however, the official rules that Player B2 deliberately left his/her chair in order to gain an advantage, this constitutes a Physical Advantage Foul.

- 806C. **PLAY** – Offensive player A2, while in chair, falls in the key and then crawls out of the key to prevent a three-second count.

RULING – It is a violation on A2 and the ball is awarded to the defensive team.

- 806D. **PLAY** – Defensive player D2, while in chair, falls in the key to prevent offensive player A1 from attempting a drive to the basket.

RULING – It is a Flagrant 1 technical foul on D2 for unsporting conduct.

RULE 9 - FOULS AND PENALTIES

- 901 **PLAY** - A2's chair makes "negligible" contact with the spokes of B1's chair. Subsequently, A2 maintains pressure against B1's spokes and prevents B1's advancement.

RULING – Negligible contact is a judgment call, contact is part of the game, the official should determine advantage or disadvantage with all negligible contact. The subsequent pressure constitutes chair contact affecting the progress or position of another player is a personal foul on A2.

- 901A. **PLAY** – A1 controls the ball and is advancing down the court. B1 passes A1, i.e. his/her rear axles and rear wheels are ahead of A1. B1 stops and A1 collides with B1's rear wheel.

RULING – This is a player control foul on A1. Since B1's rear axle was beyond A1's foot platforms, he/she has legal guarding position.

- 901B. **PLAY** - A1 is driving for the basket and is in the act of trying for a goal. B4, while following A1; (a) attempts to play the ball. In so doing, B4 allows his/her chair to come into contact with one rear wheel of A1, thus altering the direction or speed of A1's chair; (b) does not attempt to play the ball, and allows his/her chair to come into contact with A1's chair to the extent that A1 is (or could be) caused to fall from the wheelchair.

RULING - In (a), a personal foul is assessed against B4. Such contact with the chair of a player in the act of trying for a goal should not be considered negligible. In (b), a flagrant 2 foul is assessed against B4 because of the severity of the foul; two (2) free throws are awarded to A1, and B4 will be ejected and the ball is awarded to Team A.

- 901C. **PLAY** - B1 positions his/her chair to impede the progress of A2 in Team A's back court area. As A2 attempts to go around B1, Player B1 uses his/her superior maneuvering ability to adjust his/her position and continues to block A2's advance into the front court. No chair or player contact occurs.

RULING - No foul or violation. Play continues unless either B1 or A2 initiates contact with the opponents.

- 901D. **PLAY** – A2, while in possession of the ball, establishes a straight-line path toward the basket. B5 legally establishes a stationary position in A2's path, but B5's wheelchair is perpendicular (sideways) to A2. Without further movement by B5, A2's wheelchair collides with the side of B5's wheelchair.

RULING - Player control foul is assessed against A2. In wheelchair basketball, a player is not required to face the wheelchair directly toward an opponent in order to establish a legitimate defensive position.

- 901E. **PLAY** – A5 is pursuing a loose ball, but appears unable to secure the ball prior to the ball going out of bounds. At this point, A3, who is screened from the ball by A5, pushes teammate A5 from behind in order to assist his/her pursuit of the ball. So aided, A5 secures the ball prior to the ball going out of bounds.

RULING - No violation. Players may push or otherwise assist teammates, providing such actions are not performed in an unsporting manner.

- 901F. **PLAY** – A1 is back picking B1. As A1 releases from the back pick, he/she turns abruptly into B1 displacing B1 from B1's path.

RULING – Foul on A1.

- 901G. **PLAY** – As A1 controls the ball, B1 comes from across the court and is a) stationary or b) moving when A1 runs into his/her rear wheel. The rear wheel in both instances is perpendicular to collinear with A1's path.

RULING – In both a) and b) A1 has committed a player control foul unless the contact is incidental.

- 901H. **PLAY** – A2 sets a legal pick on B1. A1 tries to roll off the pick but B1 presses his/her foot platform so hard against A1's rear wheel that A1 cannot roll to the basket.

RULING – B1 is holding and should be charged with a foul.

- 901I. **PLAY** – A3 leaves the court at the baseline under his/her goal in order to get to the other side of the lane.

RULING – This is a Class B technical foul. Any member of Team B may shoot two (2) free throws. Team A then puts the ball in play at the point of interruption.

902. **PLAY** - A1 lifts one (1) foot off the foot platform and swings it to the side of the chair in order to increase his/her leverage while executing a down court pass.

RULING - Physical Advantage Foul. Team B is awarded two (2) free throws and is given the ball out-of-bounds at the division line. It should be stressed, however, that inadvertently lifting one (1) or both feet from the platform is not a Physical Advantage Foul. The official must determine if the player uses such a maneuver to gain an advantage over his/her opponent.

- 902A. **PLAY** - A2, having already received one Class A technical foul for unsporting conduct, commits a Physical Advantage Foul (his/her first PAF of the game).

RULING - The player is not dismissed from the game. Although a Physical Advantage Foul is penalized like a Class B technical foul, it must be considered separately for disqualification from play.

- 902B. **PLAY** - A5 is driving toward the goal. While A5 is releasing the try for goal, B4 rises from the seat and, at approximately the same time, commits a personal foul against A5. A5's try for goal is successful.

RULING - The official should determine whether B4 rose from the seat prior to contact with A5, or vice versa. If B4 left the seat prior to contact with A5, a Physical Advantage Foul is called. If, however, contact occurred prior to B4 leaving the seat, a personal foul is charged. In either case, the successful field goal is allowed.

- 902C. **PLAY** - B2 attempts to rebound a missed try for goal by A1. In so doing, B2 rises from the wheelchair and (a) successfully secures the rebound, or (b) is unsuccessful and fails to touch the ball.

RULING - In both (a) and (b), a Physical Advantage Foul (PAF) is assessed against B2. It is not necessary for a player to actually touch the ball to be assessed a Physical Advantage Foul (PAF) for rising out of the seat.

- 902D. **PLAY** - B4, who is securely strapped into the wheelchair, secures a position in front of A3 to prevent A3 from receiving a pass. A high pass is made to A3 out of the reach of B4. However, B4 forcefully thrusts his/ her body and arms into the air to the extent that all wheels of the wheelchair "jump" from the floor. In so doing, (a) B4 deflects the pass while the wheelchair is off of the ground; or (b) B4 fails to deflect the pass. B4's strap keeps his/her buttocks in contact with the seat throughout this maneuver.

RULING - In both (a) and (b), Physical Advantage Foul (PAF) is assessed against B4. The use of a strap allowed B4 to remain in contact with the seat; however, the strap also enabled B4 to use functional trunk muscles to gain an advantage over an opponent (i.e., raise all wheels of the wheelchair off of the floor without holding onto the wheels or hand rims).

NOTE: "Jumping" a wheelchair by using both hands on the wheels or hand rims is neither a PAF nor a violation. This maneuver is commonly used to move laterally short distances or to disengage interlocked wheelchairs.

- 902E. **PLAY** - A5, during the execution of his/her free throw, steadies his/her chair by placing one (1) foot: (a) against one (1) wheel; (b) on the floor beside the chair.

RULING - In both (a) and (b), a Physical Advantage Foul (PAF) is assessed due to A5's use of a functional leg to gain an advantage. The free throw in

progress is disallowed and Team B is awarded two (2) free throws for the PAF violation. Play resumes with the ball awarded to Team B out of bounds at either end of the division line.

- 902F. **PLAY** – A3, a lower extremity amputee, is advancing toward the goal with both hands holding the ball. As B2 approaches from the side, A3 presses his/her functional leg stump against one (1) wheel, thus maneuvering the chair away from the defender.

RULING - A Physical Advantage Foul (PAF) is assessed against A3 due to his/her use of a functional leg stump to gain an advantage over an opponent.

- 902G. **PLAY** - A2 attempts to execute a bounce pass to a teammate. Defender B1 deflects the pass by extending a functional leg and "kicking" the ball.

RULING - Physical Advantage Foul (PAF). A player may not use a functional leg to gain an advantage over an opponent.

- 902H. **PLAY** - B1 slides forward on his/her seat, leans to the right and deflects a pass from A3 to A5. In so doing, the chair's footrests do not come into contact with the floor, and (a) both buttocks maintain contact with the seat, or (b) his/her left buttock loses contact with seat; however, the right buttock remains in contact with the seat.

RULING - In (a), legal maneuver, the player may slide forward on the seat provided he/she remains firmly seated in the wheelchair. In (b), a Physical Advantage Foul (PAF) is assessed against B1. Both buttocks must maintain contact with seat (or cushion) during play.

- 902I. **PLAY** - B2 has been assessed four (4) personal fouls, but no technical fouls. Subsequently, he/she: (a) uses profanity in protesting an official's decision and is charged with a Class A technical foul; or (b) raises from the seat during play and is charged with a Physical Advantage Foul (PAF).

RULING - B2 is disqualified in situations (a) & (b). In (a), B2 is disqualified because the technical foul constitutes his/her fifth foul. Also, the technical foul counts toward Team B's fouls in reaching bonus free throw situations. In (b), B2 is disqualified because PAFs are now considered for disqualification from play. Moreover, PAFs now do count toward team fouls in reaching bonus free throw situations.

RULE 10 - PLAYER CLASSIFICATION AND TEAM BALANCE

1001. **PLAY** - Team B begins a game with five (5) players (15 points), but subsequently: (a) is forced to continue with four (4) players due to a disqualification of their only Class I player; or (b) voluntarily continues with only four (4) players by removing their Class I from the floor.

RULING - In (a), no infraction is called and Team B is allowed to continue with four (4) players provided the team does not violate the team balance rule and is unable to maintain a five player, 15-point team through substitution. In (b), Team B is not allowed to continue with four (4) players. If eligible players are available, a team must complete with five (5) players.

- 1001A. **PLAY** - Team A begins the game with 16 points on the floor. After the tap, the official scorer discovers the error and alerts the referee to this infraction. Team A, unable to meet the 15-point requirement, attempts to continue the game with only four (4) players on the floor.

RULING - Forfeit; Team A loses to Team B. Although the error was discovered after the opening tap, the game must begin with five (5) eligible players (15 points or less) and Team A was unable to meet the requirement.