



**NATIONAL WHEELCHAIR
BASKETBALL ASSOCIATION**

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**2023-2024
Official Case Book**



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. Interpretations were also used from the NCAA Rulebook, IWBF Rulebook, and Principles of Contact.

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RULE 1 – COURT AND EQUIPMENT

101. 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.

102. 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. The player shall receive a Class B technical foul.

103. A3 enters the game with a strap securing their left leg to the wheelchair's foot platform.

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

104. During a timeout, Team A's captain objects to B1's use of a strap around their knees. This strap, in addition to providing support for B1's knees, serves as a "cradle" to prevent the ball from rolling forward off B1's lap.

RULING: There are no stated or implied restrictions to using a strap (or other device) to provide support for a player or their extremities. Neither are there restrictions to such a device also providing support for the ball.

105. B1 attempts to enter the game using a "therapeutic" cushion with cut-out portions to conform to their 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.

106. During play, A2 rests their foot upon the strap attached to the telescope bar of the footrest platform.

RULING: Foot straps are not a requirement for players.

107. 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 they are a bilateral above the knee amputee, they are not required to have a "leg strap".

RULING: Foot straps are not required equipment.

108. 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 rules to prevent injury to a player in the event they collide with the rear of A1's chair.

109. While measuring Team A's chairs prior to the start of the game, the officials back the players chair 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: There is no minimum height from the floor specified. NWBA Rulebook Rule 1-Section 2.

110. During play, it is discovered that B4 is using an illegal cushion. A Class B 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: Class B technical foul; Team A is awarded one (1) free throw and return to the point of interruption (POI) of play. See NCAA rulebook Appendix IV Foul/Penalty Chart for combination of fouls that may result in disqualification.

111. Play is stopped after A5's wheelchair breaks an axle, and Team A's equipment manager is having difficulty making an immediate repair within the 45 second equipment time out.

RULING: The timer will sound the horn when 15 seconds is remaining in the equipment 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.

112. Player A1, prior to attempting a free throw, requests that an official grant an equipment time-out to: (a) make a change in the location of the wheel axles or (b) change from one properly functioning wheelchair to another.

RULING: In both (a) and (b), an equipment time-out is not granted. Although allowance 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.

113. A4 uses a wide strap to secure 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 always be visible to officials. The official should instruct A4 to ensure that the number is visible by adjusting, replacing, or removing the strap.

114. A1 is playing with socks instead of shoes.

RULING: Only sports-related shoes are permitted. Playing with only socks, or bare feet is not permitted. NWBA Rule 3 Section 4

RULE 2 – OFFICIALS AND THEIR DUTIES

201. The 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 their 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 can award Player 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. This would include members of the opponent's team on the bench as well as players lined up on the free throw lane.

202. The officials leave the playing area at the end of the game, and while they are in the locker room, it is discovered that there is a mistake in the score or that there was a request for a correctable error (NCAA Rule 2-12).

RULING: When the officials leave the visual confines of the playing court when the last period is over, the score has been approved and the game is over. (NCAA Rule 2-4.3)

RULE 3 – PLAYERS, SUBSTITUTES AND UNIFORM

301. 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 nose ring. The referee advises the player to remove (a) the earring (b) the nose 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.

COMMENT: If a player is wearing equipment, hair accessories, or jewelry that cannot be removed, they are not allowed to play. An exception is wedding rings, which if cannot be removed, can be taped up. Officials shall not wear jewelry with the exception of wedding rings.

302. May a player remain in the game when he is wearing an illegal undershirt or undergarment?

RULING: No. Similar to the rule regarding jewelry, illegal undershirts or undergarments shall not be worn. The player shall leave the game and remove the illegal apparel; however, no technical foul shall be assessed. (NCAA Rule 1-23.1 and .2 and 10-2.3.c)

303. Substitute A6 attempts to enter the playing court with a headband or wristband that is not a single, dominant color of the game jersey, black, white, or beige.

RULING: Substitute A6 shall not be permitted to enter the game before either wearing the appropriate headband or wristband or removing the illegal ones. (NCAA Rule 1-24.1 and .2)

304. Male player A1 enters the court wearing a headband or hair control device that is tied at the back of A1's head with a tail or tails hanging from the knot.

RULING: A player may not play wearing an illegal headband or hair control device. All such devices must be unadorned and conform to all of the provisions of NCAA Men's 1-24.1 rule.

305. Player A1 makes a very sudden turn in their chair and falls from the chair behind the play in the back court. Player A1 is not able to get themselves back into their chair without assistance. Play continues and Team B gets a defense rebound and then officials stop play to get A1 back into the chair. (A) The assistant coach asks to go onto the floor to help player A1, (B) The trainer is beckoned onto the floor to assist A1, (C) The parent of A1 enters the court from the sideline to assist A1.

RULING: (A) Legal, the coach, assistant coach, substitutes, and team personnel may enter the court at the invitation of the official, to assist the player back into their chair without sanction. (B) Legal, if the officials observes that the player is receiving medical treatment the injured player must be removed from the game and a substitute player must enter immediately. (c) Illegal, no one other than team personnel on the team bench will be allowed on the playing court during the game. The offending parent will be removed from the gym.

RULE 4 – DEFINITIONS

401. A5 has used two (2) pushes to which they are entitled. A5 subsequently begins to dribble. After the ball has left their hand before it strikes the floor, A5 takes an additional push.

RULING: Traveling 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. NWBA Rule 4 Section 1

402. 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. NWBA Rule 4 Section 1

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

403. While executing a legal push on the wheelchair, A4 carries the ball wedged between their legs below the knees.

RULING: Legal - There is no restriction as to how a ball may be carried while in control. NWBA Rule 4 Section 1

404. A1 possesses the ball and takes two pushes. While holding the ball with one or both hands and before any dribble, A1 pushes on the wheel with one elbow or simultaneously on both wheels with both elbows.

RULING: Traveling violation in both cases. NWBA Rule 4 Section 1

405. A4, having utilized both pushes to which they are entitled, executes a pivot by braking the forward motion on one wheel (without forward or backward direction to the wheel).

RULING: A4 must now dribble, pass, or shoot prior to exerting further forward or backward motion on either or both wheels. NWBA Rule 4 Section 1

406. A1, having utilized both pushes to which they are entitled, changes the direction of the 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: This is legal 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. NWBA Rule 4 Section 1

407. 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: The pivot constituted one (1) of the two (2) pushes to which A4 was entitled. The third consecutive push resulted in a traveling violation. NWBA Rule 4 Section 1

408. A1 is dribbling the ball in the frontcourt when the ball momentarily gets away from . 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.

409. Team A is not ready to take the playing court after the second signal sounds indicating the end of the halftime intermission.

RULING: The referee should ask the timer to start the digital device used to time timeouts. When Team A is not ready to play at the expiration of one minute, Team A shall be assessed an administrative technical foul for delay of game. Team B shall be awarded one free throw and play shall be resumed at the point of interruption. When Team A is entitled to the alternating-possession arrow, it shall not lose control of the arrow until the throw-in ends. (NCAA Rule 4-10.1. b, 6-3.6 and 10-2.5. a)

410. A1 is in the act of shooting and B1 attempts to defend the try. The official, in anticipation of a foul that was not committed, inadvertently blows a whistle: 1. Before the release of the ball; or 2. After the try for goal was released and hit the ring but was unsuccessful.

RULING 1: Since A1 did not release the ball and was in control of the ball when the inadvertent whistle was blown, Team A shall be awarded the ball at a designated spot nearest to where the dead ball occurred with no reset of the shot clock.

RULING 2: The inadvertent whistle occurred when there was no team control. When the try was unsuccessful, the ball is awarded to the team entitled to the alternating-possession arrow using the procedures in Rule 7-3.2. If the offensive team is entitled to the ball, the shot clock shall be reset to 20 seconds. If the defensive team is entitled to the ball, the shot clock shall be reset to 30 seconds. When the try for goal was successful, the inadvertent whistle shall be ignored, and the team not credited with the score shall be awarded the ball at the end line with that team being entitled to run the end line and the shot clock shall be reset to 30 seconds. (NCAA Rule 4-20, 4-28.1. a, 2-11.6. a.6, 2-11.6. b.8, 2-11.6. c.3, 7-3.2 and 7-5.1. a and c)

411. Team A has been awarded a throw-in after a violation. A1, during the throw-in, breaks the boundary plane with the ball and extends the ball over the playing court. B1 causes a held ball.

The possession arrow favors Team A.

RULING: A1's breaking the boundary plane and extending the ball over the playing court does not violate throw-in provisions. B1 legally grabbed a live ball and caused a held ball. The ball shall be awarded to Team A for an alternating-possession procedure. (NCAA Rule 6-4.2 and 6-4.1. a)

412. An official calls a held ball and the alternating-possession arrow favors Team A. After the whistle is blown, A1 shoves B1 and an official calls A1 with a dead ball contact technical foul. How is the play adjudicated?

RULING: The penalty for the dead ball contact technical must be adjudicated first - any player on Team B may attempt the free throws. Part of the penalty is also a throw-in by the offended team. Therefore, Team B shall inbound the ball from a designated spot using the procedures in NCAA Rule 7-3.2. The alternating-possession arrow will not change and still favors Team A. (NCAA Rule 7-4.15. a)

RULE 5 – SCORING AND TIMING REGULATIONS

501. 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 the 3-point line.

RULING: A three-point field goal is awarded too 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. Subsequent to establishing control, A1 drops the ball and it begins rolling toward the sideline. A1 anticipates that they 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. Team A does not have possession of the ball.

503. With the alternating-possession arrow favoring Team A and 20 seconds remaining on the shot clock, A1's tries for goal lodges between the backboard and the ring/flange.

RULING: Team A shall be awarded possession for a throw-in and the shot clock shall be reset to 20 seconds. (NCAA Rule 2-11.6. d.4)

504. After the bonus is in effect, B1 is penalized for holding A1. A1 erroneously is not awarded a free throw. Team A is awarded the ball out of bounds and A1 completes the throw-in to A2. The coach of Team A notifies the official scorer that the coach wants to meet with the official concerning a correctable error. When Team A scores a field goal, the official scorer sounds the game-clock horn and advises the official of the coach's request for the conference. The official recognizes the correctable error after talking with the coach and official scorer.

RULING: The field goal by Team A shall count. This error is correctable because it happened within the prescribed time limit of Rule 2-12. A1 shall be awarded all merited free throw(s) and

play shall be resumed with a throw-in by Team B, which is entitled to run the end line. (NCAA Rule 2-12.1. a, 2-12.5, 2-12.2 and 2-10.13. a)

505. B1 fouls A1 and it is Team B's ninth foul of the second half. The official erroneously awards A1 two free throws instead of a one-and-one. A1: 1. Makes two free throws; or 2. Misses the first free throw and makes the second free throw; or 3. Misses both free throws. Within the correctable-error time limitations, the officials are notified of their error.

RULING 1: A1 was entitled to the second free throw because the first free throw was successful. Both free throws shall count, and play shall be resumed at the point of interruption, which is where play was stopped to correct the error.

RULING 2: A1's first free throw, to which he was entitled as the first part of a one-and-one, was unsuccessful and the player should not have been awarded a second free throw. The successful second free throw shall be nullified, and play shall be resumed at the point of interruption, which is where play was stopped to correct the error.

RULING 3: A1's unmerited second free throw was unsuccessful, so it shall be ignored, and play shall be resumed at the point of interruption, which is where play was stopped to correct the error. (NCAA Rule 2-12.1. b, 2-12.5 and 2-12.2)

506. B1 blocks A1's try for goal and the shot clock expires. The shot-clock horn sounds after B2 have clearly gained possession of the ball.

RULING: The shot-clock horn shall be ignored; the shot clock shall be reset, and play shall continue. (NCAA Rule 9-11.3 and 2-11.6. b)

507. A player who has committed a fifth foul (any combination of personal fouls and Class A technical fouls) continues to play because the scorers have failed to notify the officials.

RULING: As soon as the scorers discover the irregularity, they should sound the game-clock horn as soon as the ball is in control of the offending team or is dead. The disqualified player shall be removed immediately. Any points that may have been scored while such a player was illegally in the game shall count. (NCAA Rule 2-9.4)

508. The official scorer fails to record two points awarded to Team A by an official during the first half as a result of basket interference by B2.

RULING: The scorer's mistake shall be rectified at any time until the referee approves the final score. (NCAA Rule 2-9.16)

509. With 0:00.2 minutes (2/10 seconds) left on the game clock, A 1 secures control of A2's throw-in pass and releases a try for a goal before the game clock signal sounds to end the quarter. 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.

510. 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.

RULE 6 – LIVE BALL AND DEAD BALL

601. During jump ball, A3 places their 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 the seat during the tap.

602. 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: 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. Teams A and B line up for a jump ball. B5, rather than facing toward the jumpers, positions the 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 the 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 their body width, therefore, spread their legs or arms to increase the floor area along the restraining circle.

604. Team A requests and receives a timeout during the second half. Team B's bench area is in Team A's back court. Team A breaks from their time out 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: 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.

605. Team A scores with 59.9 seconds left to play in the second half. 1. The timer fails to stop the game clock. The official blows a whistle to stop the clock and to correct the mistake. During this stoppage, Team A requests a timeout; or 2. The official inadvertently blows a whistle to recognize a timeout request by Team A when the ball is at Team B's disposal for a throw-in; or 3. Team B is having difficulty inbound the ball because of defensive pressure and requests a timeout. May these timeout requests be granted and when are substitutions permitted to enter the game?

RULING 1: The request by either team for a timeout shall be recognized and granted since the request was made during a dead ball. Substitutions are permitted during this timeout period. However, when a timeout is not requested, there shall be no substitution during the dead-ball period created by the timer's mistake.

RULING 2: The inadvertent whistle shall be ignored. When Team A requests a timeout during this dead ball, the timeout shall be recognized and granted since the request occurred during the dead

ball created by the inadvertent whistle. Substitutions are permitted during this timeout period. However, when a timeout is not requested, there shall be no substitution during the dead-ball period created by the inadvertent whistle. Team B's request for a timeout shall be recognized and granted because a player of that team is in control of the ball. Substitutions are permitted during this timeout. (NCAA Rule 3-6.1.h)

606. Player A1 loses their balance while in possession of the ball, and places one hand on the floor to prevent falling from the chair.

RULING: A player in possession of the ball may touch their hand(s) to the floor without penalty providing the player's foot/feet or any part of the player's chair other than the wheels come into contact with the floor while the player is touching the ball.

607. A5 leans over to gain control of the ball. While in contact with the ball, A5's chair tilts to one side and the right wheel and caster leave the floor.

RULING: No violation is called providing neither the player's foot/feet nor any part of the chair other than the wheels meet the floor as the player is touching the ball.

608. B4, while in the key, falls from the chair and is unable to regain their seat without assistance. 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 A gains possession, and the ball is awarded to the team next entitled to the throw-in using the alternating jump ball process.

609. B2 attempts to prevent a ball from going out of bounds. In doing so they lose their balance and fall 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 get into their chair without assistance.

610. Team A is in control of the ball. A1 falls out of his wheelchair during a struggle to gain a favorable 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.

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

611. 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 his chair beneath the basket.

RULING: The official 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 20 or more seconds are

displayed, and will be reset to 20 seconds if 19 seconds or less are displayed

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

RULING:

1. The official shall not assist the player back into his wheelchair during live play.
2. If A1 is in no danger, play is not immediately stopped.
3. If, however, in the opinion of the official there is some doubt as to the ability of A1 to get back into his 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.

COMMENT: However, if in the above situation the injured or fallen player is in danger, the official may interrupt the game immediately.

613. 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.

RULING: Since the control of a live ball on the playing court has not yet been established, the official cannot use the alternating possession procedure. The crew chief shall administer another tap-off in the center circle and A2 and B2 shall be the player involved in the tap-off. Whatever time has passed on the game clock, after the ball is legally tapped and before the held ball/double foul situation is called, shall remain consumed.

614. 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.

RULING: In both cases, team B is awarded a throw-in as the result of A1's violation. Team B shall have 30 seconds on the shot clock if the throw-in is administered in the backcourt and 20 seconds on the shot clock if in the frontcourt. After the throw-in, the team that does not gain control of the live ball on the playing court shall be entitled to the first alternating possession at the place nearest to where the next tap-off situation has occurred.

615. A1 has passed the ball to A2 from out-of-bounds. Afterwards, B1 prevents A1 from re-entering the court by remaining on his 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. A1 must be allowed to enter the court at the place where the ball was placed at his disposal.

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 his wheelchair laterally more than 3 feet along the sidelines or endlines, but a player is permitted to move directly backwards from the lines

616. As the official is about to hand the ball in the frontcourt to A1 for a throw-in, he realizes that A2 has not left the restricted area.

RULING: The official advises A2 to leave the restricted area before he hands the ball to A1. (Preventative officiating).

617. Just before the official 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.

618. 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.

619. Teams must remain in their time-out team bench area until the official beckons them back on the playing court to avoid any advantage of taking a position on court before the time-out quarter ends.

RULING: 15 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 15 second warning signal sounds and to avoid any delay to restarting play after the 2nd warning signal has sounded.

620. Team A finishes the time-out when 45 seconds of the 75 second 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 15 second before the end of the time out. A warning must be given to the coach that if the same behavior is repeated a technical foul will be charged against the coach of team A.

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.

RULE 7 – OUT OF BOUNDS AND THROW-IN

701. 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) 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 front court. 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.

702. A1 is moving toward Team A's basket in an attempt to stop the ball from going out of bounds. A1 bats the ball backwards to prevent it from going out over the end line. However, A1's momentum causes A1 to go out of bounds. A1 immediately returns inbounds and resumes position on the floor with the wheelchair before grabbing the ball and successfully scoring a basket.

RULING: The basket shall count. (NCAA Rule 9-3.1 b)

703. Team A scores a field goal. Team B requests and is granted a charged timeout.

RULING: When the timeout ends, Team B may make the throw-in from anywhere behind the end line. Team B's charged timeout does not eliminate the privilege of a throw-in from anywhere behind the end line. The same applies to a timeout after a successful free throw. (NCAA Rule 7-4.6. a.4)

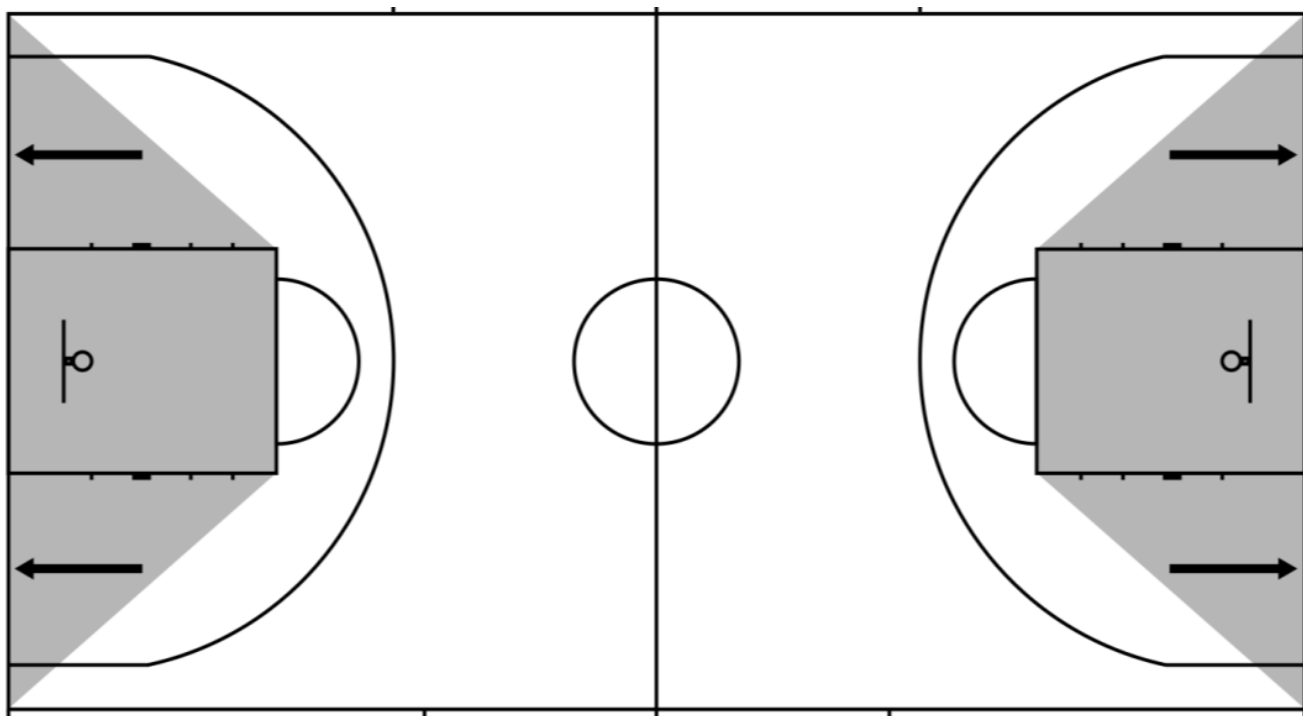
704. A ball passed by Team A touches an official and goes out of bounds.

RULING: Out-of-bounds violation. Team B's ball. (NCAA Rule 7-2.1)

705. While the ball is being taken out by A1 who is out of bounds, B1 makes contact with ball.

RULING: A defensive player shall not interfere with the ball, which in this case, has not been thrown in. A Class B technical foul is assessed to B1. (NCAA Rule 7-6.9. b, 7-4.6. b, and 10-4.1. i)

COMMENT: In order to assist the officials 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.



706. 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.

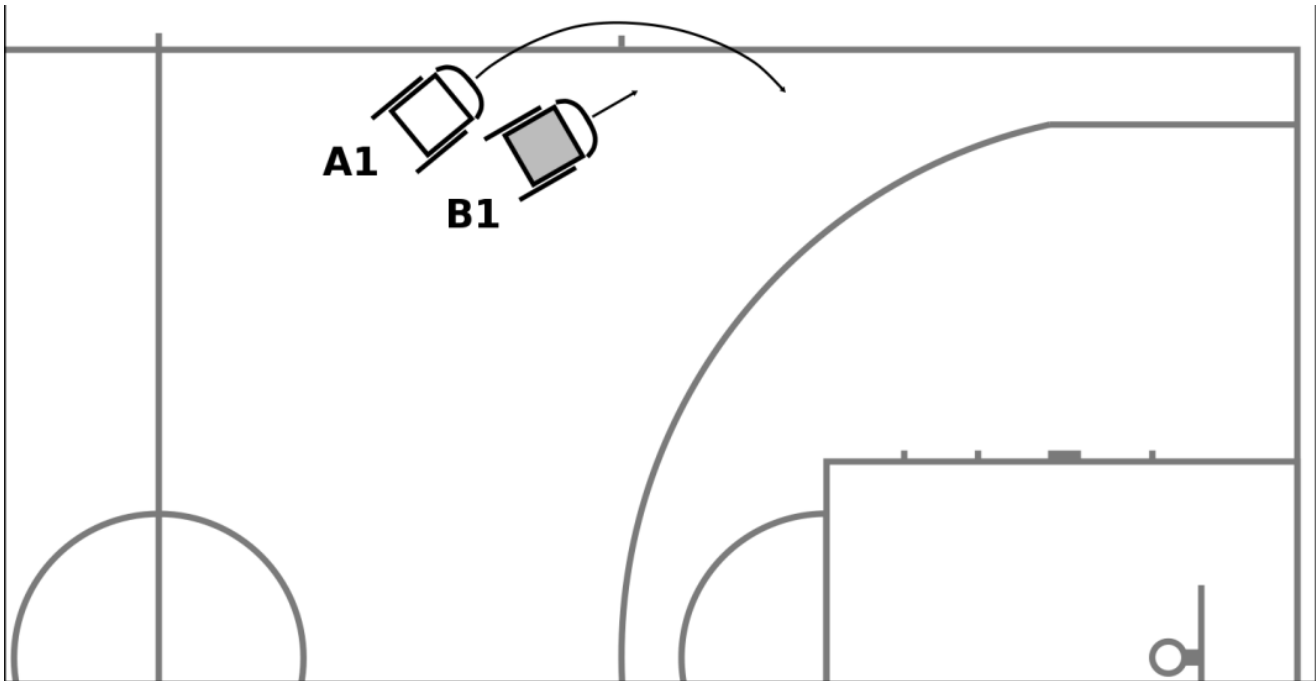
707. A1 successfully prevents a ball from going out-of-bounds but, in doing so, and while not in contact with the ball, goes out-of-bounds. He immediately re-enters the court and takes control of the ball.

RULING: Legal.

708. A4 is 'forced' by the tactics of defender 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 he left the court in order to gain an advantage. If, however, in the judgement of the official it was inadvertent, no violation should be called.

709. A1 is trapped at the sideline by the good defensive tactics of B1. A1 cuts past the wheelchair of B1 by leaving the court.



RULING: Class B technical foul to player A1. 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. The Class B technical foul counts toward ejection of the player. It is not recorded as a team foul or a personal foul.

710. Offensive player A1 cuts past B1 by crossing the sideline with the two right (or left) wheels and re-enters the court at the endline.

RULING: Class B technical foul to player A1. 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. The Class B technical foul counts toward ejection of the player. It is not recorded as a team foul or a personal foul.

711. Defender B1 avoids a legal screen set by A1 near the endline, by leaving and re-entering the court to gain an advantage.

RULING: Class B technical foul to player A1. 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. The Class B technical foul counts toward ejection of the player. It is not recorded as a team foul or a personal foul.

RULE 8 – VIOLATIONS

801. Offensive player A2, falls from the chair while 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 opposing team.

802. (a) A4 is closely guarded in the frontcourt area. Without moving, A4 dribbles for several seconds, and then holds the ball for 4 seconds. They continue to alternate between dribbling and holding the ball, while remaining in the frontcourt area, (b) A4 is closely guard for a period of 5 seconds without dribbling.

RULING: (a) This is not a closely guarded violation. (b) This is a 5 second closely guarded violation.

803. 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. The ball is loose during team control as in an interrupted dribble.

RULING: The three-second count shall be in effect. The team that had control before the loose ball or during an interrupted dribble maintains team control until the opponent secures control. (NCAA Rule 9-9 and 4-9.3)

805. The game clock indicates that 29 seconds remain, and the shot clock is turned off, so the official is using a visible count to count 10 seconds in the backcourt. Team A makes a throw-in after a charged timeout and, with 20 seconds on the game clock, Team A is charged with a 10-second backcourt violation, but the game clock shows that only nine seconds were used. The official timer indicates that the game clock started when the throw-in was touched by a player on the playing court.

RULING: Violation. Team B shall be awarded a throw-in at a designated spot nearest to where the violation occurred. The correctable-error rule does not provide for the correction of an error made in the referee's counting of seconds. (NCAA Rule 9-10, 2-7.9 and 7-4.1)

806. A1 is in the backcourt and has dribbled for eight seconds when he passes the ball forward toward A2 in the frontcourt. While the ball is in the air, going from backcourt to frontcourt, the 10-second count expires.

RULING: Violation. The ball shall be awarded to Team B at a designated spot nearest to where A1 was standing when he threw the ball. (NCAA Rule 9-10, 9-12.3. b and 7-4.1)

807. Team A has control of the ball in the backcourt with two seconds remaining in the 10-second backcourt count and any of the following occur: 1. A1 is granted a timeout while any Team A player has control of the ball. 2. B1 knocks the ball out of bounds in the backcourt. After the ball becomes dead, the Team A coach is granted a timeout. 3. B1 knocks the ball out of bounds and Team B is granted a timeout or an electronic-media timeout occurs.

RULING 1 and 2: Team A receives a reset of the 10-second backcourt count since Team A was charged with a timeout in both cases. When Team A is charged with a timeout, they have "bought" a reset of the 10-second backcourt count.

RULING 3: Since neither of the timeouts was charged to Team A, there is no reset of the 10-second backcourt count. (NCAA Rule 9-10)

808. With 30 seconds on the shot clock, Team A inbounds the ball from their own end line. The shot clock starts when A2 legally touches the ball in the backcourt. With 17 seconds showing on the shot clock, B1 slaps the ball out of bounds. The official checks the clocks after the whistle and both the game clock and the shot clock stop on the whistle, so there is no timing mistake. The official realizes that the shot clock displays 17 seconds and that there should have been a 10-second backcourt violation when the shot clock reached 20 with Team A still in control in the backcourt.

RULING: The officiating crew has erred in not stopping the shot clock when it reached 20 seconds and failing to call a 10-second backcourt violation. The ball should be awarded to Team B at a designated spot nearest to where the violation occurred, and the game clock reset to the time when the violation occurred. (NCAA Rule 9-10, 2-11.1, 5-12 and 11-2.1.c)

809. Player A1 rebounds a missed shot and holds the ball under the chin or against the body with arms and elbows extended. Player A1 does not pivot or swing the elbows. Player B1 is positioned a foot from the end of one of A1's elbows as A1 looks at B1. There is no contact with B1. An official shall call either: 1. A violation on A1; or 2. A technical foul on A1.

RULING 1: No. There can be no violation unless A1 excessively swings the elbow without contact. (NCAA Rule 9-13.1 and Penalty)

810. A player rolls the wheelchair out of bounds to avoid contact.

RULING: This shall not be called a Class B technical foul unless the player leaves the playing court to deceive or gain a more advantageous position in some way. When the player is a dribbler, the ball shall be ruled out of bounds. When the player returns to the playing floor and is the first to touch the ball, a violation has occurred since the player left the playing court under the player's own volition. (NCAA Rule 10-4.1. j and 9-3.1)

811. A4, after securing control, tosses the ball down the court and pushes to retrieve the ball. In so doing, A4 takes 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 to dribble by tossing the ball into the air. 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.

812. A2 intercepts a pass (gaining possession) from Team B while in Team A's front court. Before A2 can stop their momentum, the front casters of the chair cross the division line into the backcourt.

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

813. Player A1 remains in the three-second lane of the opponent for more than three seconds because Team B's defensive alignment prevents the player from leaving the lane. During this time, A1 is attempting to leave the lane.

RULING: There is no 3 second violation. A1 is attempting to leave the three-second lane. NWBA Rule 8 Section 3

814. A1 progresses with the ball by pushing it along the floor with his footrest or dribbling the ball with his 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.

815. A1 deliberately pushes the ball with any part of the leg while in contact with the wheelchair.

RULING: a violation is called.

816. A1, in possession of the ball, starts tipping forward. To prevent his wheelchair from touching the floor, he pushes with the ball against the floor and regains his position.

RULING: Legal. Propping with the ball is judged to be the same as propping with the hand, which is legal. NWBA Rule 8 Section 4

817. B1 tries to prevent the ball from going out-of-bounds. In doing so, he loses balance and falls out of his wheelchair. While still in bounds but lying on the floor he taps the ball to his team-mate B2.

RULING: Tilting violation by team B; a throw-in is awarded to team A from the nearest point out-of-bounds. NWBA Rule 8 Section 6

818. A1 leans sideways to gain possession of the ball. In so doing, his 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. NWBA Rule 8 Section ^

819. A player in possession of the ball starts tipping forward with his wheelchair. Just before any part of his chair, other than the tires(s)/castor(s), touch the floor, he bounces the ball to the floor.

RULING: No tilting violation. NWBA Rule 8 Section 6

820. A1 remains in the opponent's restricted area longer than 3 seconds because players of team B hinder his 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. NWBA Rule 8 Section 3

821. 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, his rear wheels are still touching the restricted area.

RULING: No call by the official as long as A1 does not receive a pass or attempts to become actively involved in the play. NWBA Rule 8 Section 3

822. A1 remains in the opponent's restricted area in excess of 3 seconds because his wheelchair has become interlocked with that of his 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.

823. A1 dribbles in his backcourt and stops his forward motion still dribbling while:

a) Straddling the center line.

b) All his wheels of his 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 his wheels of his 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 his wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, to his backcourt.

RULING: In all cases dribbler A1 continues to be in the backcourt until all his wheels of his 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 10 second count shall continue in each situation.

RULE 9 – FOULS

901. 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 for holding the chair of B1.

902. A1 controls the ball and is advancing down the court. B1 passes A1 and the rear axles and rear wheels are ahead of A1 footplate and the path is covered. 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 and the path were covered, B1 has legal guarding position. NWBA Rule 4 Section 8

903. 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 their chair to come into contraction rear wheel of A1, thus, altering the direction or speed of A1's chair;(b) does not attempt to play the ball, the chair comes into contact with A1's chair to the extent that A1 is (or could be) caused to fall from the wheelchair. Contact is deemed excessive by the official. This is Flagrant 1 foul that is excessive but not based on severity. Flagrant 2 in this situation must be based on severe or extreme contact and the player is automatically ejected from the game. Award 2 free throws and the ball is awarded to the offending team.

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.

904. B1 positions their chair to impede the progress of A2 in Team A's back court area. As A2 attempts to go around B1, Player B1 uses their superior maneuvering ability to adjust the position and continues to block A2's advance into the frontcourt. No chair or player contact occurs.

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

905. 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: A 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.

906. 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 their pursuit of the ball. So aided, A5 secures the ball prior to the ball going out of bounds.

RULING: Players may push or otherwise assist teammates. NWBA Rule 4 Section 5

907. A1 is back picking B1. As A1 releases has B1 pinned on the sideline. B1 pushes the chair out of bound to get around A1.

RULING: This is a Class B technical foul, Award 1 free throw and return play at point of interruption. NWBA Rule 9 Section 3

908. As A1 controls the ball, B1 comes from across the court and is (a) stationary, or (b) moving when A1 runs into their rear wheel. The rear wheel in both instances is perpendicular with A1's path.

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

909. A2 sets legal pick on B1. A1 tries to move from the pick but B1 presses their foot platform so hard against A1's rear wheel that A1 cannot move the chair.

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

910. A3 leaves the court at the baseline under their 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 one (1) free throw. Team A then puts the ball in play at the point of interruption.

911. A1 lifts one (1) foot off the foot platform and swings it to the side of the chair in order to increase their leverage while attempting a pass down the court.

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 their opponent. NWBA Rule 9 Section 2

912. A2, having already received one Class A technical foul for unsporting conduct, commits a Physical Advantage Foul (their first PAF of the game).

RULING: The player is not dismissed from the game. PAF is not considered a technical foul. It counts as a personal foul and toward the team foul total. NWBA Rule 9 Section 2

913. 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.

914. 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 touch the ball to be assessed a Physical Advantage Foul (PAF) for rising out of the seat. NWBA Rule 9 Section 2

915. A5, during the execution of their free throw, steadies the 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. NWBA Rule 9 Section 2

916. 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 an unsportsmanlike technical foul on D2 for unsporting conduct. NWBA Rule 8 Section 4

917. A1 causes the ball to be out of bounds. Following the dead ball A2 and B2 are both assessed a dead-ball contact technical foul.

RULING: Since the fouls occurred during a stopped-clock dead ball, all fouls shall be charged but no free throws shall be awarded because the free throw penalties are equal. Play shall be resumed with a throw-in by Team B at the point of interruption using the procedures in Rule 7-3.2. (NCAA Rule 10-1 Penalty h.)

918. After a one-and-one is shot by Team A and during the first dead ball after the game clock was started after the missed free throw, the coach of Team B requests an appeal stating that Team A was not in the bonus and should not have shot the one-and-one. The official finds that Team A was indeed in the bonus and charges Team B with a timeout. Team B does not have any timeouts left.

RULING: Team B shall be charged with an administrative technical foul for calling an excessive timeout. Any player from Team A shall shoot two free throws with the lane cleared and the ball shall be put back in play at the point of interruption. (NCAA Rule 10-2.7, 4-28.1. e, 7-5.1. a and. b, 5-14.1. d)

919. The official is advancing up the playing court to cover the play and as the official passes Team A's bench with the official's back to it, someone on that bench uses profanity. The official is certain from which bench the profanity came but not from which party.

RULING: When the official cannot, with assurance, determine the violator, the official shall assess a Class A technical foul to the head coach. The official alone shall decide to whom a technical foul shall be charged. It is not the prerogative of the coach or other bench personnel to come forward as the party guilty of unsportsmanlike bench decorum. (NCAA Rule 10-3.2.c)

920. The head coach of Team A is standing within the coaching box. Two assistant coaches and 10 squad

members also are standing in the bench area while the game clock is running, and the ball is live.

RULING: This is permitted only when bench personnel rise from the bench to spontaneously react to an outstanding play, then immediately sit down on the bench. When only one other person is illegally standing, an official shall assess the individual illegally standing with a Class B technical foul, which is also charged to the head coach as a Class B technical foul. When more than one other person is standing, an official shall assess a Class B technical foul to the head coach only. (NCAA Rule 10-4.2. f and Penalty)

921. A1 wheels into the vicinity of the basket when he receives a waist high pass beneath the outstretched arms of defender B1. B1 immediately brings his arms down, establishing contact with A1 as the latter begins to move his 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. NWBA Rule 4 Section 9

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 his 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 he cannot jump. Particular attention must, therefore, be placed on the upward movement of the arm(s).

COMMENT: Continuous Movement is that movement which habitually precedes a shot and includes anybody, 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.

922. 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.

923. 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 his 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.

b) The ball is considered dead when A1's original movement ceased. No goal can be scored. A1 is

awarded 2 free throws.

924. A1 jumps the wheelchair laterally by lifting upwards and sideward as one or both hands are exerting force to the wheels.

RULING: Legal

925. A1 lifts from his seat in an attempt to secure a rebound. He touches the ball with his fingers but is unable to secure it.

RULING: Personal Advantage Foul (PAF) charged against A1. 2 free throws shall be awarded to team B followed by a throw-in administered to team B at the center court line. PAF fouls count as a team foul towards the bonus, a personal foul towards disqualification, and counts as a technical foul towards disqualification. NWBA Rule 9 Section 2

926. A1 contesting a tap-off at the beginning of the game lifts from his seat but fails to touch the ball.

RULING: Personal Advantage Foul (PAF) charged against A1. 2 free throws shall be awarded to team B followed by a throw-in administered to team B at the center court line. NWBA Rule 9 Section 2

927. During an attempt to block a shot that has left the hand(s) of A1, B1 lifts from his seat. They succeed in touching and changing the direction of the ball, which does not enter the basket.

RULING: Personal Advantage Foul (PAF) charged against A1. 2 free throws shall be awarded to team B followed by a throw-in administered to team B at the center court line. NWBA Rule 9 Section 2

928. A1 tilts his chair legally as he attempts to shoot. As he releases the shot, he tilts too far and makes contact with B1.

RULING: Offensive foul charged to A1 who has left his cylinder and made contact in B1's cylinder. NWBA Rule 9 Section 1

929. A1 leaves his position by tilting on one wheel. B1 moves into the position that A1 has vacated during tilting and positions his footrest under A1's raised wheel so that when A1's wheel returns to its original position, he 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 his raised wheel has vacated as long as he remains in his cylinder. NWBA Rule 4 Section 5

930. 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.

931. 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.

932. 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.

933. 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.

RULING: Foul charged against A1. NWBA Rule 4 Section 5

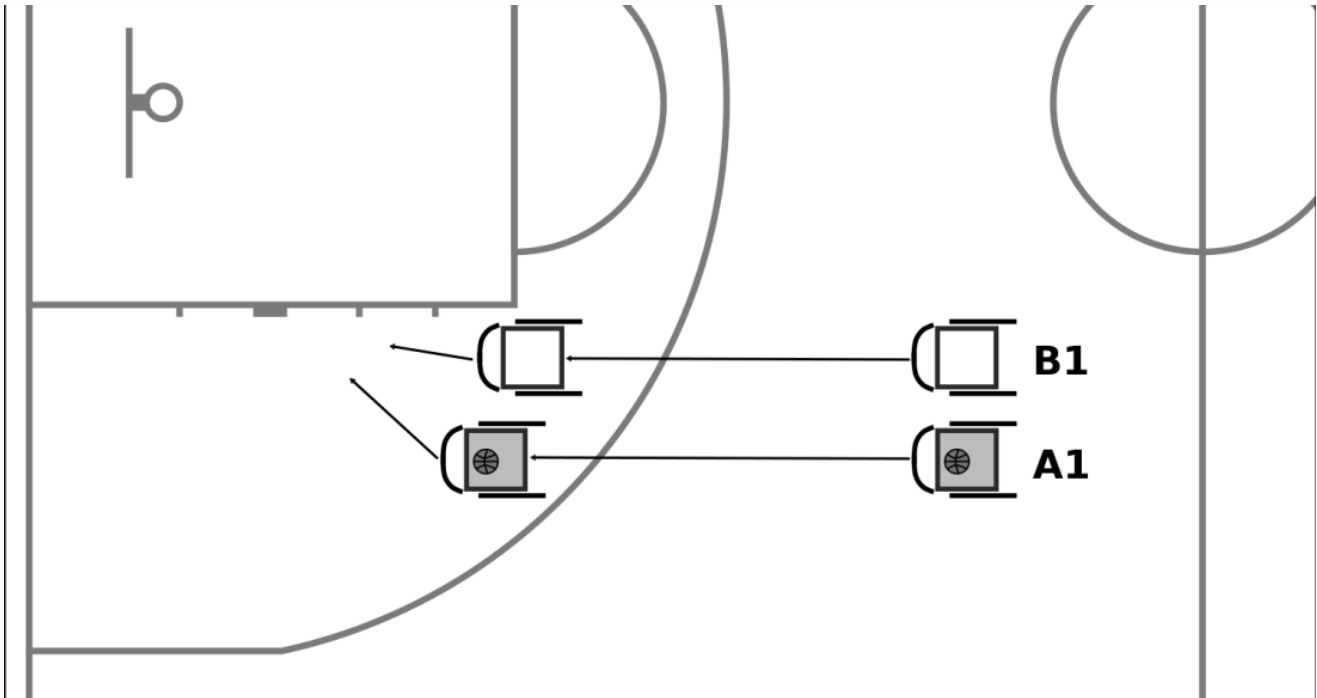
1. If successful, the basket is awarded to A1, and the game shall be resumed with a throw-in from behind the endline by team B.
2. If unsuccessful, the game shall be resumed with a throw-in to team B from the nearest point out-of-bounds.
3. If team A is in the team foul penalty,
 - if successful, the basket is awarded to A1 and 2 free throws are awarded to B1
 - if unsuccessful, 2 free throws are awarded to B1.

934. Same situation as above but in this case the shooting player A1 succeeds in braking after the shot. Nevertheless, he slightly charges defender B1.

RULING: A1's contact is considered incidental; no foul charged.

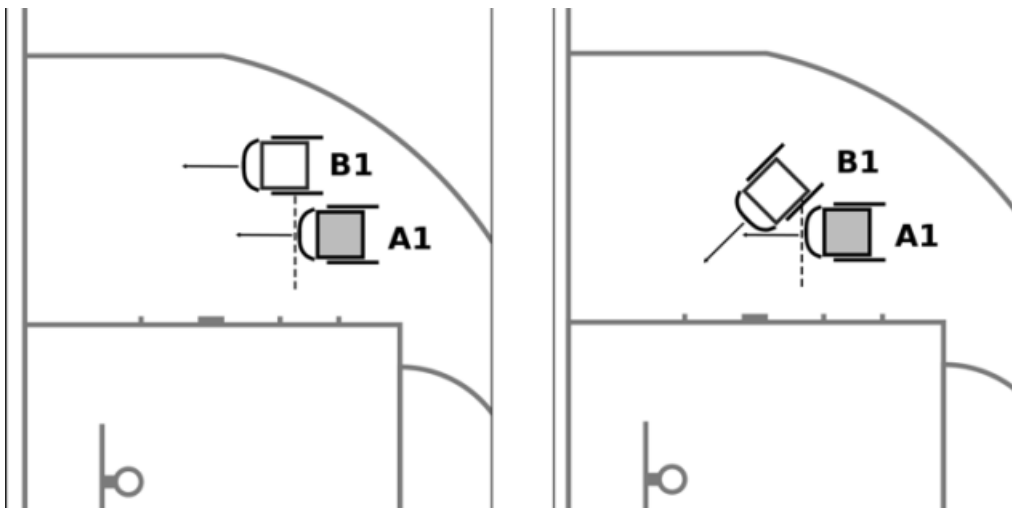
COMMENT: Charging must be officiated carefully. If a player is still moving when shooting or passing, he obviously risks charging into an opponent by neglecting to brake. A foul is called on the charging player in these circumstances if he ignores his responsibility to avoid contact. However, contact which the officials consider incidental should be tolerated.

935. 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 he cannot approach the basket for a layup without correcting his direction. A1's footrest is ahead of B1's. A1 brakes his inner wheel to move his wheelchair in the direction of the basket. B1 contacts A1 with his footrests and the contact causes A1 to fall out of his wheelchair.



RULING: Foul charged against A1 because he crossed the path of B1 too early. Ball awarded to team B for a throw-in from the nearest point out-of-bounds.

936. 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 his wheelchair at a 45-degree angle into the path of A1. In so doing, severe contact occurs between A1 and B1.

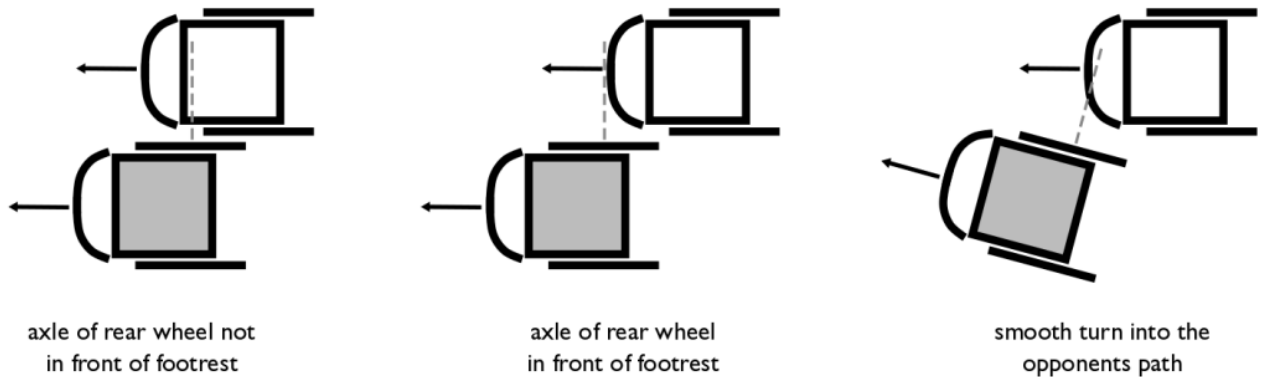


RULING: Foul charged against B1 who has not respected the principle of crossing the path Team A is awarded a throw-in from the nearest point out-of-bounds. NWBA Rule 4 Section 6

937. 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 his 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.

RULING: A1's contact is considered incidental; no foul charged. When viewed from the side, the rear wheels of both wheelchairs might be seen to describe a horizontal figure '8'. If B4 is legally able to achieve a position in advance of A4, the responsibility to avoid any ensuing contact is then A4's.

COMMENT: Charging must be officiated carefully. If a player is still moving when shooting or passing, he obviously risks charging into an opponent by neglecting to brake. A foul is called on the charging player in these circumstances if he ignores his responsibility to avoid contact. However, contact which the officials consider incidental should be tolerated.



938. A3, a lower extremity amputee, is advancing toward the goal with both hands holding the ball. As B2 approaches from the side, A3 presses their 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 their use of a functional leg stump to gain an advantage over an opponent. NWBA Rule 9 Section 2

939. 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. NWBA Rule 9 Section 2

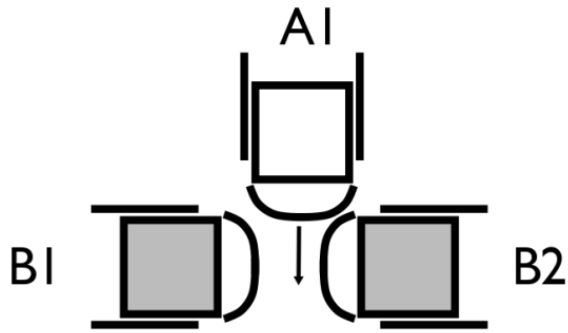
940. B1 slides forward on their seat, leans to the right and deflects a pass from A3 to A5. In so doing, the chair's footrests do not come into contact with the floor, and (a) both buttocks maintain contact with the seat, or (b) their left buttock loses contact with seat; however, the right buttock remains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

RULING: In (a) legal maneuver, the player may slide forward on the seat provided they remain 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. NWBA Rule 9 Section 2

941. B2 has been assessed four (4) personal fouls, but no technical fouls. Subsequently, they: (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).

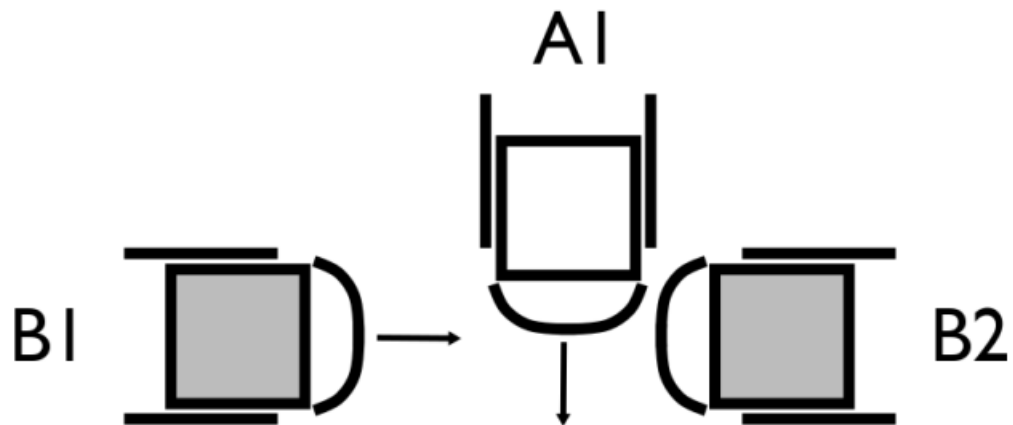
RULING: B2 is disqualified in situations (a) & (b). In (a) B2 is disqualified because the technical foul constitutes their fifth foul. Also, the technical foul counts toward Team B's team fouls in reaching bonus free throw situations. In (b) B2 is disqualified because PAFs are considered for disqualification from play. PAF's count as personal and team fouls in reaching bonus free throw situations. NWBA Rule 9 Section 2

942. 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 his wheelchair into the small gap, causing the wheelchairs of B1 and B2 to part by forcibly using the front of his wheelchair as a lever in order to enter the restricted area.



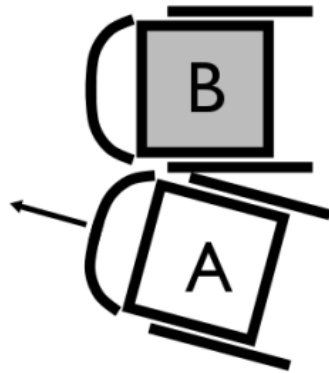
RULING: Foul charged against A1. Ball awarded to team B for a throw-in from the nearest point out-of-bounds.

943. As above: 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 him by reducing the gap, causing contact after A1 has established his position.

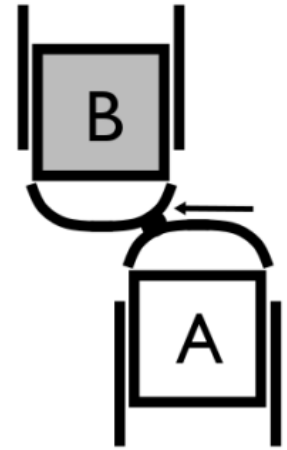


RULING: Foul charged against B1, and the ball awarded to team A for a throw-in from the nearest point out-of-bounds.

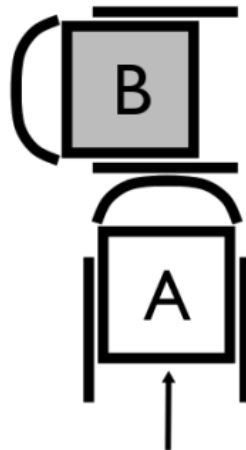
COMMENT: Holding an opponent's wheelchair occurs very often in wheelchair basketball. The offending player might hold with his hand, his wheel, footrest bar or feet. A foul should be called when a player who is trying to move away is unable to free his wheelchair because of the persistent contact of his opponent.



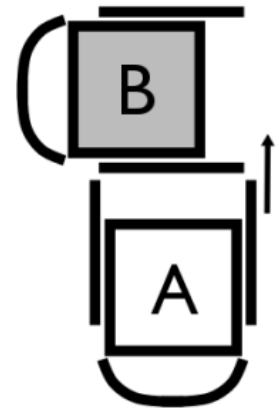
holding
at the side



locking
at the front



holding or
pushing forward



holding
backwards

944. B1 sits footrest to footrest opposite A1 who has the ball in his hands and is in the act of shooting. During the shot, B1 pushes A1 slightly backward by moving his 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.

945. A1 is in the act of shooting for a field goal when B1 attempts to distract A1 by shouting loudly. The shot for a field goal is:

- a) Successful.
- b) Unsuccessful.

RULING:

- a) A1's goal counts. B1 shall be given a warning which shall also be communicated to coach B. If team B members have already been given a warning for a similar behavior, B1 shall be charged with a technical foul.
- b) B1 shall be charged with a technical foul.

946. A1 rebounds a ball and returns to the floor. A1 is immediately closely guarded by B1. Without contacting B1, A1 excessively swings the elbows in an attempt to intimidate B1 or to clear enough space to pivot, pass, or dribble.

RULING: A1's action does not conform to the spirit and intent of the rules. A technical foul may be charged against A1.

947. 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 his footrest.

RULING: In both cases, the official may assess the actions of B1 as unsportsmanlike actions and will charge the player with an unsportsmanlike foul

RULE 10 – PLAYER CLASSIFICATION AND TEAM BALANCE

1001. 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 can 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 compete with five (5) players.

1002. 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.

1003. After a one-and-one is shot by Team A and during the first dead ball after the game clock was started after the missed free throw, the coach of Team B requests an appeal stating that Team A was over the limit on team points. The official finds that Team B was indeed legal with team points and charges Team B with a timeout. Team B does not have any timeouts left.

RULING: Team B shall be charged with an administrative technical foul for calling an excessive timeout. Any player from Team A shall shoot two free throws with the lane cleared and the ball shall be put back in play at the point of interruption. (NCAA Rule 10-2.7, 4-28.1. e, 7-5.1. a and. b, 5-14.1. d)

RULE 11 – FREE THROW LANE REQUIREMENTS

1101. A2 attempts a free throw that should have been taken by A1.

RULING: When the attempt by A2 is due to a justifiable misunderstanding, there shall be no penalty. When it is reasonable to believe that A2 knew that A1 was the designated shooter, a Class B technical foul shall be assessed. In such a case, the technical foul penalty shall be administered, and the game shall be resumed at the point of interruption. In both cases, when the error of permitting the wrong player to attempt a free throw is recognized during the correctable-error time frame, that error shall be corrected by canceling any successful free throw by A2 and awarding A1 the free throw(s) which is the point of interruption. (NCAA Rule 8-3.1, 2-12.4 and .5, and 10-4.1.c)

1102. The official informs the players along the free-throw lane that two free throws shall be awarded when a one-and-one bonus is in effect. A1's first free throw is unsuccessful. 1. While all other players remain inactive, A2 rebounds the ball and successfully scores a goal. The official discovers that he misinformed the players; or 2. B2 rebounds the ball and passes it to the official, who is positioned out of bounds. The official discovers that he misinformed the players.

RULING: The official's misinformation to the players caused the inactivity. As a result, in both (1) and (2), the ball shall be put in play with the use of the alternating-possession arrow. In (1), A2's goal shall not count. A1 did attempt the merited free throw, so there is no error to correct. When any time has elapsed off the game clock and the official have knowledge of this time, he shall rectify the situation. (NCAA Rule 8-7, 7-5.1.c and 5-12.1)

1103. A2 and B2 commit lane violations (simultaneous violations) during: 1. The first free throw of a one-and-one by A1; 2. The first of two free throws by A1; or 3. The last or only free throw.

RULING 1 and 3: When the official is unable to discern which player committed the first violation, the free throw shall be canceled, and the ball shall be awarded to the team entitled to the alternating-possession throw-in at a designated spot nearest to where the violations occurred.

RULING 2: The first free throw shall be canceled, and the second free throw shall be administered normally. (Rule 9-1 Penalty c)

1104. During free throw by A4, A3 assumes their position along the lane. Although the front casters are behind the line, the footrest platforms are penetrating the vertical plane of the lane boundary.

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

1105. A3 executes a successful free throw with the forward portion of the large wheels extending over the vertical plane of the free throw line, but not in contact with the line.

RULING: 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.

1106. A3 prepares to execute a free throw. After legally positioning the wheelchair, A3 slides their buttocks forward to the front edge of their seat and executes a successful free throw.

RULING: The player may slide forward on the seat provided they remain firmly seated in the wheelchair.

1107. 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 notice that one of Player A2's wheels is breaking the vertical plane. A2 informs the official that their wheels are spaced (or cambered) such that they do not fit within the space allotted along the lane.

RULING: Player A2 must leave their position along the lane. If a player chooses to use a wheelchair with wheels that do not fit within the lane's paces, they relinquish the opportunity to occupy such space.

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

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.