



NATIONAL WHEELCHAIR BASKETBALL ASSOCIATION

2023-2024
Official Rule Book

**YOUR ATTENTION IS CALLED TO THE OFFICIAL 2023-2024 MEN'S AND
WOMEN'S RULE BOOK PUBLISHED AND DISTRIBUTED BY THE NCAA
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**You can reference the NWBA rulebook and casebook at
NWBA.org/Learning/Officials/Resources. You will find 2023-2024 NWBA
Rulebook, Casebook, and Principles of Contact Resource Guide, IWB
Wheelchair Basketball Rules, and the NCAA2023-2024 Men's and Women's
rule.**

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

National Wheelchair Basketball Association - officials@NWBA.org

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NATIONAL WHEELCHAIR BASKETBALL ASSOCIATION OFFICIAL RULES

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

RULE 1 - COURT AND EQUIPMENT

Section 1. The high school playing court shall be a rectangular surface free from obstructions and with minimum dimensions of 84 feet (25.60 m) in length and 50 feet (15.24 m) in width. The collegiate playing court shall be rectangular surface free from obstructions and with minimum dimensions of 94 feet in length and 50 feet in width.

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

- (a) The maximum height from the floor to the top of the seat rail shall not exceed 21 inches. The rear casters shall be no more than 1" from the playing surface. These chairs are approved playing chairs by the NWBA. Measurements must be taken with the front castor(s) in the forward driving position and play may be asked to get out of the chair during the measurement. (Players currently on international rosters may use their international playing chairs. The chairs must meet IWBF measurement requirements and must be approved by the NWBA prior to playing in the chair. The front horizontal bar must be no more than 11cm off the floor. The rear casters shall be no more than 2cm from the playing surface. The maximum height from the floor to the top of the cushion, when a cushion is used, or the top of the seat platform, when a cushion is not used must not exceed: 63cm for players 1.0-3.0, 58cm for players 3.5-4.5. Rearwheels may not exceed 69cm in diameter

including the tires. IWBf rules 3.1.2-3.1.5.)

- (b) The part of the footrest or roll bar that projects forward the furthest and which would be the first point of contact with another wheelchair in head-on contact must be at a height of not more than five inches from the ground or court.
- (c) Use of a cushion is condoned, being of common understanding that it is specifically for therapeutic reasons. As such, it shall be composed of any therapeutic material as made by popular manufacturers and shall not exceed four inches at its highest point (thickness) for Class 1.0 - 3.0 players, no more than two inches at its highest point (thickness) for Class 3.5 - 4.5 players. Pneumatic cushions and contoured cushions are permissible providing they are commercially manufactured for therapeutic use and do not exceed thickness restrictions (above). Cushions composed of non-therapeutic materials, such as hard (non-pliable) rubber, wood, or other solid composition, shall not be acceptable. In all situations, the decision of the officials shall be final. In the Junior division – players designated at J1 can use up to a 4” cushion, players designated at J2 can only use a 2” cushion. Any devices or objects besides a designated wheelchair cushion may not be used as approved seating device, such as rolled up towels, clothing rolled up, etc.
- (d) The footrest must have rounded or smooth corners. Door bumpers, knobs, projections of folding footrest, or other projections from the body of the footrest, which may readily become entangled in the wheels and/or spokes of another chair or used to hook and/or hold an opponent, shall not be allowed.
- (e) Any chair equipped with either a horizontal bar behind the backrest or push handles extending to the rear, must have these areas sufficiently padded to prevent injury to another player.

- (f) When the chair is in the forward driving position the chair is permitted to have anti-tip casters attached to the underside or rear of the chair. The lowest point of the anti-tip caster cannot exceed one inch from the floor nor can any part of the anti-tip caster project from the chair rearward so that it would extend past any part of the rear wheels.

RULE 2 - OFFICIALS AND THEIR DUTIES

Section 1. All officials will be required to maintain active membership in the National Wheelchair Basketball Association and pass all certification, eligibility, training, and conduct requirements as stipulated by the NWBA.

Section 2. The Referee shall not permit any player to wear braces or other equipment, which in their judgment, are dangerous to other players or designed to increase height or to gain a physical advantage. The official shall not permit wheelchairs to be mechanized in any form for turning or for forward, backward or upward propulsion. The official will inspect wheelchairs and prohibit their use if said chairs deviate to be unfair or unsafe to others. The official shall have in their possession a metal tape rule to determine all wheelchair measuring parts such as: seat rail, foot platform, bumpers, and cushions. The official is required to inspect all wheelchairs prior to the starting of the game or prior to a player entering the game with a chair that was not inspected. An unsportsmanlike foul will be called for illegal measurements discovered while in play, providing the officials correctly measured the chair before it was put in play. The officials shall disqualify offenders for any repeated infraction of this rule. Players are allowed to use gloves when playing.

Section 3. An equipment timeout may be granted to the team in control of the ball or to any team during a dead ball. This shall be 45 seconds in length. A warning signal will be sounded fifteen seconds before the

expiration of the forty-five-second time limit to repair or replace a player's equipment or to replace the player or the player's wheelchair. The signal also shall be sounded at the end of forty-five seconds. A coach may request a timeout to have additional time to repair the chair.

RULE 3 - PLAYERS, SUBSTITUTES AND EQUIPMENT

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

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

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

Section 3. The official does not make determination or decisions regarding the classification of players. The classification of a player is listed by each coach in the official scorebook prior to the start of the game. The NWBA lists the classification of all players. If a disagreement with a players classification occurs at any time prior, during, or after the game between the teams, the representative for the team can file a formal protest with the NWBA. Officials only administer the classification rules, they do not determine players classification.

Section 4. The NCAA guidelines related on all issues regarding uniforms will be used. Players are required to play with sports related footwear. The NCAA guidelines will be followed for head bands, wrist bands, jewelry, and any undergarments or accessory equipment or clothing.

RULE 4 – DEFINITIONS

Section 1. Dribble

To execute a dribble, a player may:

- (a) Wheel the chair by two pushes on the wheels (one hand or two hands in either direction) of the chair followed by one or more dribbles of the ball to the floor, after which they may start pushing again.
- (b) The player may not push more than twice, in succession, with one hand or two hands in either direction. Taking more than two pushes in succession constitutes a traveling violation and the ball is awarded to the opposing team out of bounds. There is no “double dribble” in wheelchair basketball. There is no restriction as to how a ball may be carried while in control.

Section 2. Wheel position

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

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

When a team is passing the ball inbounds from out of bounds, all the wheels must be behind the line.

Section 3. Chair position

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

To establish position in the front court, the offensive player in possession of the ball moving from the back court to the front court must have all the wheels of the wheelchair and the possession of the ball in the front court.

Section 4. Pivot

It is legal to pivot as in regular basketball. A pivot takes place when a player who turns the chair to the left or right in a given place without specific direction.

This may be done:

- By a player who is in motion braking one of the wheels without forward or backward direction to the wheels. This is not a push and therefore could occur after the player with the ball has pushed two times.

- By a player who has not yet utilized two pushes, pushing with both hands simultaneously in opposite directions, constituting one of the two pushes to which they are entitled before passing, shooting, or dribbling.
- By a player with the ball pushing twice with one hand or two hands, constituting both pushes to which they are entitled before passing,
 - dribbling, or shooting the ball.

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

Section 5. Guarding Position

A defensive player has established a legal guarding position when:

- They have covered the path of an opponent, or
- They have established a position in the path of an opponent while, at the same time, allowing that opponent time to avoid contact.
- The path of a player is the direction that the player is moving,
- The path of a player is as wide as the parallels drawn from either side of the seat of a wheelchair in the direction that the wheelchair is traveling.

The parallel lines extending from either side of the seat will serve as a practical point of reference for the official. This definition does not imply that the wheels are not part of the wheelchair or part of the player.

To cover the path of an opponent, a player must position his wheelchair across the opponent's path, with his wheelchair extending from one side

of the path across to the other side.

Illegally crossing the path is personal contact that takes place when a player, with or without the ball, changes direction and attempts to cross into the path of an opponent without allowing that opponent time to stop or change direction.

A player that is tilting up lifting one wheel off the ground must be allowed to come back down in that same position. The defender may not move their chair under a player who has not returned to the floor.

Players on the same team are allowed to push a teammate forward or backward to assist them in chair positioning.

Section 6. Guarding a player who controls the ball

A player who stops in the path of a moving opponent must give the opponent time and distance to stop or change direction.

- Slight or incidental contact which disadvantages neither player may be disregarded.
- A player who covers the path of an opponent is considered to have given the opponent time and distance to avoid contact.

The player with the ball, while moving or stationary, must expect to be guarded and must be prepared to stop or change direction whenever an opponent takes a legal guarding position in front of him.

- The guarding (defensive) player must establish a legal guarding position without
- causing contact prior to taking that position.

- Once a defensive player has established a legal guarding position, he must
- maintain this position; that is, he may not extend his arms or move his wheelchair illegally to prevent the player with the ball from passing him by.

When Judging a Block/Charge situation a referee shall use the following principles:

- The defensive player must establish an initial legal guarding position by either;
- Covering the path of the opponent, or
- Establishing a position in the path of the opponent that allows the opponent time to avoid contact.
- The defensive player may remain stationary, or move forwards or backwards to
- re-establish the guarding position, particularly to cover the path of an opponent
- who is attempting to move away.
- The defensive player must be on the spot first. If this defensive player has legally
- covered the path of the opponent, the defensive player is considered to be on the spot first.

Section 7. Guarding player who does not have the ball

A player who does not control the ball is entitled to move freely on the playing court and take any position not already occupied by another player.

- In taking up a legal position close to an opponent, a player must occupy the position first.
- The defensive player must be on the spot first. The defensive player is considered to have a legal position if he reaches a spot before an opponent who does not control the ball.

Once a defensive player has taken a legal guarding position, he may not prevent an opponent from passing him by extending his arms into the opponent's path. He may, however, in order to prevent injury, turn or place his arms in front of his body, or turn his wheelchair, providing that in turning his chair he does not, in the opinion of the referee, significantly change his position in the path of the opponent.

Once a defensive player has taken a legal guarding position:

- They may remain stationary or move laterally or move away from the opponent
- in order to maintain his legal position in relation to the opponent.
- They may move towards his opponent; however, if contact occurs, he is
- responsible.

A defender who is stationary within a chair length of the braking area of a moving opponent who does not control the ball, and who then moves into the braking area of that opponent, must allow the opponent time and distance to avoid contact.

Section 8. Crossing the Path

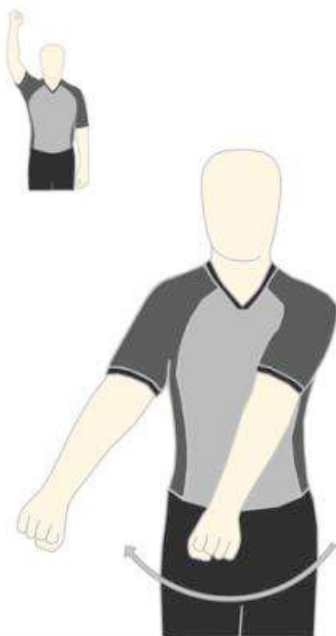
Crossing the path occurs when one of two opponents, traveling either parallel (in the same direction) or on converging paths, changes direction and turns

across into the path of the opponent.

A moving player with or without the ball may legally cross into the path of an opponent under the following conditions:

- The axle of the rear wheel of the player crossing the path can be seen in advance of the most forward part of the opponent's wheelchair, this is either the footrests or, in front of the most forward projection located in front of the wheelchair, in front of the most forward point of that projection.
- The player who crosses the path must allow the opponent time and distance to avoid contact.

If a player legally crosses the path of an opponent, then the opponent is responsible for contact. This is the signal for crossing too early in opponent's path.



Section 9. Act of shooting

A shot for a field goal or a free throw is when the ball is held in a player's hand(s) and is then thrown into the air towards the opponents' basket.

A tap for a field goal is when the ball is directed with the hand(s) towards the opponents' basket. A tap is also considered as a shot for a field goal.

A continuous movement on drives to the basket or other moving shots is an action of a player who catches the ball while he is progressing or upon completion of the dribble and then continues with the shooting motion, usually upwards.

The act of shooting on a shot:

- Begins when the player starts, in the judgement of a referee, to move the ball upwards towards the opponents' basket.
- Ends when the ball has left the player's hand(s), or if an entirely new act of shooting is made and the follow-through of the shot is completed (i.e., the shooter's hand(s) completes its movement in the direction of the floor, the wheelchair or, in the case of an underhand shot, the basket).

The act of shooting in a continuous movement on drives to the basket or other moving shots:

- Begins when the ball has come to rest in the player's hand(s), upon completion of the dribble and the player starts, in the judgment of the referee, the shooting motion preceding the release of the ball for a field goal.
- May include the player's arm(s) and/or body and/or wheelchair movement in his attempt to shoot for a field goal.
- Ends when the ball has left the player's hand(s), and the follow-through of the shot is completed (i.e., the shooter's hand(s) completes its movement in the direction of the floor, the wheelchair or, in the case of an underhand shot, the basket) or if an entirely new act of shooting is made.

There is no relationship between the number of legal pushes made and the act of shooting.

During the act of shooting the player might have his arm(s) held by an opponent, thus preventing him from scoring. In this case it is not essential that the ball leaves the player's hand(s). This act is an unsportsmanlike foul.

When a player is in the act of shooting and after being fouled, he passes the ball off, he is no longer considered to have been in the act of shooting.

Section 10. Cylinder principles

The cylinder principle is defined as the space within an imaginary cylinder occupied by a player and his wheelchair on the floor. It includes the space above the player and is limited to:

- The front by the palms of the hands and the footrest or the horizontal bar at front of the wheelchair,
- The rear by the back outside edge of the large wheels, and the sides by the outside edge of the large wheels where they touch the floor.
- The hands and arms may be extended in front of the torso no further than the position of the footrest or the horizontal bar at the front of the wheelchair, with the arms bent at the elbows so that the forearms and hands are raised.

The distance between the large wheels will vary according to the camber of the wheels.



Section 11. Principle of verticality

The cylinder is defined as the geometrical shape formed by the player, his wheelchair with all wheels including anti-tip castor(s) in contact with the floor as viewed from above.

On the basketball court, each player has the right to the space (cylinder) on court occupied by his wheelchair and his torso when in the upright seated position.

This principle protects the space on the floor which his wheelchair occupies and the air space above his torso and his wheelchair.

As soon as the player leaves his vertical position (cylinder) and body or wheelchair contact occurs with an opposing player who had already established his own vertical position (cylinder), the player who left his vertical position (cylinder) is responsible for the contact.

The defender must not be penalized for having his hands and arms extended above him and within his own cylinder.

The offensive player shall not cause contact with a defensive player in a legal guarding position by:

- Using his arms to create additional space for himself (clear-out).
- Spreading his legs or arms to cause contact during or immediately after a shot for a field goal.

Section 12. Time and Distance

Coming to an immediate stop with a wheelchair is impossible. Moving players who stop ahead of an opponent must allow sufficient distance between the wheelchairs in order to give the opponent the opportunity to brake or to change direction without causing severe contact. Slight contact can be regarded as incidental if a player tries to brake or to change the direction of his wheelchair.

The distance needed by a player to stop is directly proportional to the speed of his wheelchair.

Section 13. Screening

Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the playing court.

Legal screening takes place when the player who is screening an opponent:

- Is Stationary (inside his cylinder) when contact occurs.
- Has established a legal position on the floor.
- If the screen is set within the field of vision of a stationary opponent (front or lateral), the screener may establish the screen as close to the opponent as they wish, providing there is no contact.

- If the screen is set outside the field of vision of a stationary opponent (frontal or lateral), the screener may establish the screen as close to the opponent, short of contact, as they desire
- If the opponent is in motion, the elements of time and distance shall apply. The screener must either cover the path of the player who is being screened or leave enough space so that the player who is being screened is able to avoid the screen by stopping or changing direction.
- A player who is legally screened is responsible for any contact with the player who has set the screen.

Illegal screening takes place when the player who is screening an opponent:

- Was moving when contact occurred.
- Did not respect the elements of time and distance of an opponent in motion when contact occurred.
- Failed to cover the path of the opponent.
- Set a pick while moving with the footplate.

Section 14. Charging

Charging is illegal personal contact, with or without the ball, by pushing or moving into an opposing player's wheelchair.

Section 15. Blocking

Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball. A player who is attempting to screen is committing a blocking foul if contact occurs when he is moving and his opponent is stationary or retreating from him. If a player disregards the ball, faces an opponent and shifts

his position as the opponent shifts, he is primarily responsible for any contact that occurs, unless other factors are involved.

The expression 'unless other factors are involved' refers to deliberate pushing, charging or holding of the player who is being screened. It is legal for a player to extend his arm(s) or elbow(s) outside of his cylinder in taking position on the floor but they must be moved inside his cylinder when an opponent attempts to go by. If the arm(s) or elbow(s) are outside his cylinder and contact occurs, it is blocking or holding.

Section 16. Holding

Holding is illegal personal contact with an opponent that interferes with his freedom of movement or that of his wheelchair. This contact (holding) can occur with any part of the body or the wheelchair.

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.

Section 17. Pushing

Pushing is illegal personal contact with any part of the body or the wheelchair in which a player forcibly moves or attempts to move an opponent with or without control of the ball. Players on the same team may push a teammates chair to assist them in positioning the wheelchair.

Section 18. Unsportsmanlike foul

a) An unsportsmanlike foul is a player contact foul which, in the judgment of the official, is:

- Not a legitimate attempt to play the ball or take a position on the court within the spirit and intent of the rules. (Normal wheelchair basketball play).
 - Excessive, hard contact caused by a player in an effort to play the ball or gain a position on the court.
 - Contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break when no defensive player is between the offensive player and the opponent's basket, except if it is a legitimate attempt to cross the path of the offensive player laterally.
 - Contact by the defensive player on an opponent on the court when the ball dead, or out-of-bounds for a throw-in and still in the hands of the official.
- b) An unsportsmanlike foul is more serious than a normal personal foul but not necessarily serious enough to warrant disqualification.
- c) A player who commits a second unsportsmanlike foul must be disqualified for the remainder of the game.

RULE 5 - SCORING AND TIMING REGULATIONS

Section 1. For a successful three-point field goal, the large wheels of the chair in contact with the floor must be behind the three-point line when the player releases their attempt for a 3-point goal; however, the front casters may be over the line. There is no relation to the plane regarding the position of the shooter.

Section 2. The playing time for all adult divisions are listed below;

- The game shall consist of 4 - 10 minutes quarters each except Collegiate Men who will play 2 – 20 minutes halves.

- The halftime intermission shall be 10 minutes.
- Overtime periods shall be 5 minutes in length.
- The intermission between quarters shall be 1 minute.
- Collegiate Men, D1, D2, and D3, will play under NWBA rules and guidelines will receive ~~two~~ 30 second timeouts and four 75 second timeouts. In an extra period, each team will receive one additional .30 second timeout in addition to any unused timeouts from the regulation period.
- College Women and NWBA Women's Division will play under the NCAA Women's Collegiate rules. Teams will receive 2 full (60 second) timeouts and 3- 30 second timeouts.
- (Collegiate Men, D1, D2, and D3,) Permits a head coach to request and be granted a timeout when a player of that team has control of the ball in the last two minutes of the game and the last two minutes of each overtime period.
(Collegiate Women and NWBA Women) Coaches can call timeout anytime during the game.

Section 3. The playing time for the Junior division is as follows:

- Varsity – two 20-minute halves.
- Prep – 4 - 8-minute quarters.
- Intermission between quarters for prep shall be 60 seconds.
- Overtime periods shall be 2 minutes in length
- Timeouts for Juniors – 4 full timeouts and two 30-second timeouts
- Timeouts for prep – 4 full timeouts and head coaches can call timeouts during live play

- Any foul or violation that occurs in the back court the shot clock will reset to 30 seconds.
- All shot clock resets that occur in the front court with the shot clock below 20 seconds will reset the clock at 20 seconds. Any shot clock in the front court with the clock above 20 seconds will not be reset and remain as the time on the clock.
- If a gym is not equipped to resetting the shot clock to 20 seconds during live play on an offensive rebound, the shot clock will reset to 30 seconds.

Section 4. Teams will be granted a 45 second timeout to replace broken or damaged equipment. The coach must replace the player if the equipment cannot be fixed in the allotted time. The coach can be granted a time-out to fix the damaged equipment. The equipment timeout does not count toward the teams allotted time outs.

RULE 6 - LIVE BALL AND DEAD BALL

Section 1. For any jump ball, each jumper shall be firmly seated in the chair and shall have all wheels on or inside that half of the restraining circle that is farther from their own basket. An official shall toss the ball upward between the jumpers in a plane at right angles to the side lines, to a height greater than either of them can reach and so that it will drop between them. One or both jumpers may tap the ball after it reaches its highest point. If it touches the floor or lands on either jumper without being tapped by at least one of the jumpers, the official shall toss the ball again. Any ball that becomes lodged or located under a wheelchair, play shall be immediately stopped, and a jump ball will be awarded according to the alternating possession arrow.

RULE 7 - OUT OF BOUNDS AND THE THROW-IN

Section 1. A player is out of bounds when any part of their body or wheelchair touches the floor or any object on or outside of a boundary.

RULE 8 – VIOLATIONS

Section 1. Traveling

A player may progress with a live ball on the court in any direction within the following limits: braking a wheel without backward or forward movement of the hand(s) does not constitute a push. Any pivot movements shall be considered part of the dribble, and are limited to 2 consecutive pushes without dribbling the ball.

Section 2. Entering the free throw lane in the front court

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

Section 3. Three seconds in the lane

A player shall not remain in an opponent's three-second lane for more than three consecutive seconds while the ball is in control of that player's team in the frontcourt and the game clock is running. Players must leave the three-second lane on the playing floor. Players who leave the three-second lane by leaving the playing area will be assessed a Class B technical foul.

Allowances shall be made for a player who:

- Attempts to leave the three-second lane.
- Is in the three-second lane when their teammate is in the act of

shooting and the ball is leaving or has just left the player's hands on the shot for a goal.

- Dribbles in the three-second lane to shoot for a goal after having been there for less than three seconds. However, a player who passes the ball instead of trying for the goal and is in the lane longer than 3 seconds shall be called for a 3 second violation.
- Interlocks the wheelchair with an opponent.

Once the offensive player is moving to leave the lane they are not allowed to engage in any form of participation in the offensive play.

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

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

Section 4. Player falling from the chair. A player may not leave or fall out of the chair to gain or maintain possession of the ball or gain any other advantage.

- A player unintentionally falling out of chair and is in the direct line of play. The officials shall call time immediately. Ball is awarded out of bounds to team in possession at nearest point of infraction. If no possession is maintained when play is stopped, the officials will award the ball to the team according to alternating possession arrow.
- A player falling out of chair not directly in line of play while potential scoring play is in progress. Time will be called (only if fallen player is injured) in accordance with NCAA

procedures for stopping play due to an injury.

- A team loses possession if, in the judgment of the officials, a player falls out of their wheelchair to gain or maintain possession of the ball. If a player deliberately falls out of the chair or crawls into the line of play it is an unsportsmanlike foul.

Section 5. Throwing ball off the opponent's chair

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

Section 6. Tilting

A team loses possession when a player leans in the chair to the extent that the chair tilts and the any part of the chair other than the wheels touches the floor while gaining, maintaining, shooting, or retrieving the ball. The ball is then awarded to the opponent at the out of bounds spot nearest the violation and a tilting violation shall be called.



Section 7. Ten seconds in the back court

The team has caused the ball to go into its frontcourt whenever:

- player in the backcourt gains control of a live ball, or
- On a throw-in, the ball touches or is legally touched by any player in the back-court and the team of that player taking the throw-in remains in control of the ball in its backcourt, that team must cause the ball to go into its frontcourt within 10 seconds.
- The ball, not in control of any player, touches the frontcourt.
- The ball touches or is legally touched by an offensive player who has all wheels of their wheelchair and any anti-tip castor(s), which continuously come into contact with the floor completely in contact with the frontcourt.

- The ball touches or is legally touched by a defensive player who has part of their wheelchair in contact with the backcourt.
- The ball touches a referee who has part of their body in the frontcourt of the team in control of the ball.
- During a dribble from the backcourt to the frontcourt, the dribbler has the ball and all wheels of the wheelchair and any anti-tip castor(s), which continuously come into contact with the floor, are in completely contact with the frontcourt.

Section 8. Five seconds closely guarded

A player who is holding a live ball on the court is closely guarded when an opponent is in an active legal guarding position at a distance of no more than 6 feet.

A closely guarded player must pass, shoot or dribble the ball within 5 seconds.

Section 9. Shot clock

A player gains control of a live ball on the court:

- On a throw-in, the ball touches the wheelchair or touches or is legally touched by any player on the court and the team of that player taking the throw-in remains in control of the ball, that team must attempt a shot for a field goal within 30 seconds.

To constitute a shot for a field goal within 30 seconds:

- The ball must leave the player's hand(s) before the shot clock signal sounds, and
- After the ball has left the player's hand(s), the ball must touch the ring or enter the basket.

- When a shot for a goal is attempted near the end of the shot clock and the shot clock signal sounds while the ball is in the air:
- If the ball enters the basket, no violation has occurred, the signal shall be disregarded and the goal shall count.
- If the ball touches the ring but does not enter the basket, no violation has occurred, the signal shall be disregarded and the game shall continue.
- If the ball misses the ring, a violation has occurred. However, if the opponents gain immediate and clear control of the ball, the signal shall be disregarded and the game shall continue.
- When the backboard is equipped with lighting along its perimeter at the top, the lighting takes precedence over the shot clock signal sound.

After a tap-off or after a throw-in from the center line at the start of a quarter other than the first quarter or overtime, if a player gains control of a live ball on the court, regardless whether in the backcourt or frontcourt, the shot clock shall be started with 30 seconds.

Refer to NCAA Men's Rulebook for specific situation regarding shot clock violations for Collegiate Men, Junior, Division 1, 2 and 3 level play.

Refer to NCAA Women's Rulebook for specific situation regarding shot clock violations for Collegiate Women and Women's Division level play.

Section 10. Ball returned from front court to back court

A team is in control of a live ball in its frontcourt when:

A team in control of a live ball in the frontcourt has caused the ball to be illegally returned to its backcourt, if a player of that team is the last to touch the ball in their frontcourt and the ball is then first touched by a player of that team:

- A player of that team is touching their frontcourt with all parts of their wheelchair while holding, catching or dribbling the ball in their frontcourt, or
- The ball is passed between the players of that team in its frontcourt.
- Who has part of their wheelchair or their hand(s) in contact with the backcourt, or
- After the ball has touched the backcourt of that team.

This restriction does not apply to all a team's front court throw-in.

The ball shall be awarded to the opponents' team for a throw-in in its frontcourt at the place at 38-foot line or on the end line nearest the spot the infraction occurred.

RULE 9 - FOULS AND PENALTIES

Section 1. Personal Foul

A player shall not contact an opponent or opponent's wheelchair with their hand unless such contact is only with the opponent's hand while it is on the ball and is incidental to an attempt to play the ball. The wheelchair is considered a part of the player. The nature of the game, negligible contact is to the discretion of the officials. Intentional contact caused by a player to affect the progress or position of another player is a form of blocking, charging, holding or pushing. Contact caused by the momentum of a chair by a player who had made no visible effort to stop the wheel

chair while moving in for a goal is a charge. It is an unsportsmanlike foul for intentionally grabbing an opponent's wheelchair to gain an advantage.

The dynamics of the game and the athletic capabilities of the players have increased significantly. Because players in wheelchairs are accelerating much faster than in the past, more contact with other wheelchairs occurs. In wheelchair basketball this is true both for contact between players above the level of the seat and contact between the wheelchairs themselves. The officials should be tolerant of contact that causes no disadvantage to the player who is the subject of such contact. The officials should try to keep the play fluid and should avoid calling incidental contact as a foul.

A player who tilts up in the air and then falls forward or backward into a defender who is in a legally guarding position is a foul on the player who falls into another player in legally guarding position. If the tilting player's momentum carries them forward or backward so that they place their hands, arms or feet on the opposing player to stop their fall this is a foul.

Section 2. Physical Advantage Foul

All players must always remain firmly seated in the wheelchair, not using a functional leg or stump for physical advantage over an opponent (e.g., raising out of the chair, or using the heel on the floor to maneuver the chair, or leaning forward on the foot rests to guard a player).

- Any infraction of this constitutes a physical advantage foul (PAF). The offended team is awarded two free throws and is awarded the ball out of bounds at half court. The scorer will be officially responsible for recording these infractions with a "PAF" in the foul column.

- Three PAF fouls constitute an automatic dismissal from the game.
- Physical Advantage Fouls (PAF's) will be counted towards the total number of personal and team fouls.
- Strapping has increasingly become an accepted feature of a player's 'equipment' and lifting in consequence has become more difficult to detect. However, if in wheelchair basketball a player lifts both buttocks completely from his seat, a severe infraction of the rules occurs. Minimally, one part of the buttocks must have contact with the seat.
- The official should pay particular attention to the seat of the player at the moment of contact with the ball. Lifting is often best identified by watching the recovery or 'falling back' of the player onto his seat. Lifting is not only executed by players with 'functional' legs (compare 3 and 4-point players). Lifting of the buttocks is also possible by leaning to one side of the chair and propping on the wheel with an arm (compare 1 and 2-point players). This is the signal for PAF foul – lifting up from the seat, or lifting feet from chair to obtain rebound, lifting feet or leg to make a pass.



Section 3. Players leaving the court

Players who intentionally leave the playing court to gain an advantage shall be given a Class B technical foul for each infraction.

An example of this is when a player who is being defended by an opposing player goes out of bounds to gain a superior position on the playing floor.

Another example is the offensive player who cuts to the baseline in the front court and the defensive player has good chair position and does not allow the offensive player to cut into the lane area, the offensive player then leaves the playing court underneath the basket

moves to the other side of the court to gain the offensive advantage.

During the game a player's chair momentum and speed may cause the player to go out of bounds. The player shall return to play in the approximate location they left the court but cannot gain an advantage when returning to the playing court.

Players who have fallen down on the court may not leave the court for assistance in getting back into the chair. No personnel may enter the play floor during live play to assist the player into the wheelchair.

If a player leaves the court to get back in the chair during live play this is a Class B technical foul.

If a player's momentum carries the player out of bounds and they fall from the chair, they may not get back up into the chair with assistance from personnel until live play has stopped.

Players must allow opponents to enter the court to during play.

RULE 10 - PLAYER CLASSIFICATION AND TEAM BALANCE

Section 1. Purposes

- To encourage more individuals with severe disabilities to participate.
- To extend the opportunities of participation to more individuals.
- To encourage new teams.

- To make competition more equitable among existing and new teams.

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

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

Section 2. Player Classification

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

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

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

Class 2.5 Has characteristics of class one, but able to lean forward 90 degrees and return to upright sitting position without proper upper extremity assist with knees higher than hips, able to lean forward and rotate the upper trunk simultaneously, Able to lean forward and rotate the upper trunk simultaneously, active movement of both the Upper and

Lower Trunk but not coordinated or as 1-unit, lower Trunk is not against the backrest at all times, may have a lordosis (Curve in low back) to assist in returning to upright, and more stable than a Class 2.0 player but still has loss of stability in trunk.

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

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

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

Class 4.5 Displays the ability to move the trunk maximally in all planes of

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

Section 3. Team Balance

NWBA Division 1,2, and 3 teams is required to field a team of 15 points or less. Collegiate division uses 14 points or less. The Division 3 teams can only have 2 players on the floor at a time that are classified 3.5 or greater.

Junior division requirements -each junior athlete will be assigned a junior point value of one or two and denoted as "J1" or "J2" accordingly. Classifications are proposed by Team Classifiers and confirmed by at least two classifiers from another team. Teams of all male players can have a maximum of 8 total points in the game at one time. Teams with one female player in the game may play with a maximum of 9 total points in the game at one time. Lineups without a female player must have at least two J1 players in the game on the floor. Teams may play with fewer than 8 points in the game on the floor.

Teams may play a maximum of two J2-4.0 – 4.5 players at one time. These players are a subgroup of J2 called J2-4. Teams Reviewers that are unsure if a player on their own team or other rosters fit the J2-4 subgroup should request a player review by the NWBA Classification Committee.

All female players that are listed on a Men's divisional team will be listed in the scorebook as 1 point lower than the specified player classification.

An example is a female player who is classified as a 1.5 may play as a .5 on a men's team. A female player classified as 1.0 may play as a 0 on a men's team.

The Prep division does not use a point system.

Section 4. Procedures, Control and Enforcement

- (a) The coach, in placing their team's roster in the official scorebook before each game, will place the players classification in a common line between the player's name and jersey number designating that player's disability classification.

The official scorer will be responsible for monitoring that the players on the floor for either team at any given time do not exceed the team balance rule. If a coach believes another team is over the points total during live play, the coach can also notify the officials during live play and request to have the scorebook checked at the next dead ball.

Officials shall stop play at the next dead ball. All players will remain on the floor at half court in front of the score table. No substitutions will be allowed until the official scorebook is checked for player classification points by the official.

If the requesting coach who is correct, the opposing coach will be assessed a Class B technical, the coach will substitute players to meet the point total or forfeit if they cannot field a legal team.

If the team classification point total is correct after official reviews the scorebook, the team who requested the classification check is charged with a full timeout.

If the team does not have a full time out, they will be assessed a 30 second timeout. If the coach does not have any timeouts, he will be assessed a Class B technical foul for excessive timeouts.

If the score keeper believes an opposing team has too many

points on the floor, they will notify the officials during the next dead ball.

No penalty will be assessed to a coach if a player has not entered the game or if the player has been substituted out of the game prior to the infraction being discovered.

Checking of the scorebook before, after, and at any time during the game, remains a responsibility of the officials.

- (b) Any error in the listing of the classification of players in the scorebook, whether intentional or accidental, will be the responsibility of the coach and justification for forfeit. The officials will require all coaches to review and sign the scorebook for accuracy, prior to the start of the game.
- (c) If a team cannot start the game with a legal number of player points, the game will be a forfeit for the team over the point total. Once the game starts, if a team cannot field a legal number of points due to injury, disqualification, or ejection, the team must play with less than 5 players to meet the team point total.

RULE 11 – FREE THROW LANE REQUIREMENT

A maximum of six players (four players for the defensive team and two teammates of the offensive team) shall be permitted on the lane. All other players shall remain behind the free throw line extended and behind the three-point line. All players lined up on the free throw lane may enter the lane when the ball is released from the free throw shooter's hand. The shooter and all other players outside the free throw lane may not enter break the plane of the free throw line until the ball hits the basket.

- The two-lane spaces closest to the end line shall remain open.
- The first lane space on each side of the lane that is closer to the free thrower is designated for the opponents of the free thrower. The next space (center) on the lane is reserved for a teammate of the free thrower while the lowest spot of the lane is reserved for opponents of the free thrower. The lowest two space must be occupied by the opposing team.
- Teammates of the free thrower shall not occupy spaces designated for opponents of the free thrower; opponents of the free thrower shall not occupy spaces reserved for teammates of the free thrower.
- Wheelchairs that cannot fit inside the second or third free throw lane space will not be allowed entrance on the free throw lane during free throws. Players in the first lane spot may have their wheel located on the free throw lane block without violation.
- A free throw shooter may move their body to the front of the chair to shoot as long as the position of the chair behind the free throw line is legal.

RULES EMPHASIS

BENCH DECORUM

- Unsportsmanlike Conduct. Coaches and bench personnel are expected to adhere to the specific rule set forth for bench decorum.

Repeated or prolonged violations of these rules should result in a technical foul being assessed against the coach or other bench personnel. More egregious conduct violations, while inside or outside the coaching box, should be properly and consistently penalized with a technical foul without warning. Examples of egregious conduct include but not limited to, the following:

- Comments directed at or referring to any game official that questions the integrity of an official. i.e., references to the number of fouls called against a team, suggest an official is cheating a team, etc.
- Using profanity, taunting, or baiting another player or bench personnel, pointing a finger or making obscene gestures or derogatory remarks or personnel comments during the game about race, ethnicity, religion, gender, etc.
- Prolonged, negative responses to a call/no-call which is disrespectful or unprofessional such as thrashing of arms in disgust, running and jumping in disbelief, removing a coat and throwing coat, throwing objects or materials on sideline, approaching or charging official in aggressive manner.
- Continued criticism during a game regarding the same or previous incident.
- Coaching box. Failure to comply with the rule

results in a distinct advantage that is not within the spirit and intent of the rules. After a warning for the first violation, a technical foul should be assessed for any subsequent violation.

- Assistant coaches and bench personnel. All bench personnel are required to be seated except the head coach while the ball is live except to react to spontaneously to an outstanding play then they must immediately sit down. The official should warn the head coach of any violations and ask the coach to take care of the situation. This is the official warning. Any future violation or blatant violation shall result in a Class B technical foul that is assessed to the head coach.

INCIDENTAL AND INTENTIONAL PERSONAL CONTACT

When ten players in wheelchairs are moving rapidly in a limited area, some contact is certain to occur. Contact, which is entirely incidental to an effort by opponents to reach a loose ball, or accidental contact, which may result when opponents are in equally favorable positions to perform normal defensive or offensive movements should not be considered illegal. Likewise, accidental contact which does not hinder the opponent from participating in normal defensive or offensive movements, and which is not the result of carelessness, should be considered incidental. If, however, a player approaches an opponent from behind or from an unfavorable position, such that they have no reasonable chance to play

the ball without making contact, the responsibility is on the player in the unfavorable position.

Intentional chair contact caused by a player to affect the progress or position of another player is a form of blocking, charging, holding or pushing. Note: Players that jam an opponent intentionally with their footplates to stop the movement of the opposing player is a foul. This commonly happens when the offensive team makes a shot, then transitions into a full court defense, and the defensive players will jam their footplates into their opponents that are moving toward their frontcourt.

SEAT RAIL MEASUREMENT

Some wheelchairs have a continuous seat/back rail that obscures the appropriate measurement point of the seat rail. Generally, the continuous rail has a horizontal portion that supports the seat fabric, a curved (upward) portion near the rear of the seat area, and a vertical portion that supports the back of the wheelchair. The measurement point for a continuous seat/back rail should be at the highest point of that portion of the rail with seat fabric attached; thus, the curved portion should not be measured unless there is seat fabric attached.

USE OF CUSHIONS

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

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

NWBA THREE SECOND RULE

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

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

the anticipated shot attempt) shall be called for a 3 second violation.

THROW-IN

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

The player who administers the throw in may bounce the ball before throwing the ball in, as long as the ball bounces touches the out of bounds area during the bounce.

COURT DIMENSIONS

When tournaments are played on multiple courts with different 3-point line distances, the officials will use the 3-point line distance that is consistent on all floors. Prep teams will use high school 3-point line distance (19' 9"). All other divisions will use the NCAA 3-point line distance (22' 1 $\frac{3}{4}$ ").

The restricted area in front of the baskets will not be enforced according to the NCAA Rule Book at all levels of the NWBA. Very few floors have this restricted area marked on the playing floor and it would pose a problem of consistency in the NWBA.

The rule regarding resetting the shot clock on offensive rebounds to 20 seconds during live play will be used when all shot clock on all courts in a specific tournament can be reset during live play. If a tournament is played in multiple gyms, then all the shot clocks must be able to be reset to 20 seconds during live play. If the clocks are not able to be reset to 20 seconds during live play, the games will be played with a full 30 second reset on the shot clock with each offensive rebound.

JUNIOR DIVISION PLAYING RULES

National Wheelchair Basketball Association Junior Division Playing Rules		
	Varsity	Prep
Age	21 and Under AND enrolled in a recognized high school program.	A player is eligible for Prep play if they meet the following requirements: * Male 13 years and under ^ Female 13 years and under ^ A Prep Exemption is available for players of limited functional ability age 13 and up.
Basket Height	10'	8-1/2'
Free Throw Line	15'	** 13'
		Regulation lane for 3 sec calls. *** Officials will line up players for free throws to accommodate for add-on baskets for 8-1/2 foot or baskets that can be lowered.
Ball Size	Molten BG4500 (Size 7)	Size 27.5 Spalding NBA Rookie Gear Composite
3-Point	19'9"	* Yes

Shot Clock	NCAA - 30 Seconds	None
		* Game clock will stop after a made basket with 1-minute left in game.
Periods	2 – 20-minute halves	4 - 8 Minute Quarters.
Intermission	N/A	1 minute Between Quarters
Overtime	2 Minute	2 Minute Intermission

	Intermission 5 Minute Overtime Period	2 Minute Overtime Period
Time Outs	4 – 75 second 2 – 30 second	4 – 60 second Head coaches can call timeouts during live play
Jump Ball	NCAA Alternating Possession	NCAA Alternating Possession
Fouls	NCAA - 5	NCAA - 5
Defense		^No press in the backcourt. If the offensive team calls a timeout in their backcourt, the defense may apply a full court press immediately after the timeout. The 10 second backcourt violation rule applies throughout the game.

	A team with a 20-point lead in the second half may only apply a half-court defense, i.e., no full court press. Defense must give the offense one chair length beyond the mid-court line before defending the opponents in the front court. If the team that is down by 20 or more points begins to press, then both teams may press.	
Offense*		When a change of possession occurs, the offense cannot prevent the defense from crossing the mid-court line into their defensive positions, i.e., no back-picking by an offensive player on a defensive player in the offensive team's backcourt.

Classification and Points	See NWBA rulebook	No Point System Classification Form OR Completed Minimum Disability Form
Chair Specifications	NWBA rule	Chair must be safe for all players on the court. * No Power Chairs.

If the offensive team calls a timeout in the backcourt, the defense may apply a full court press immediately following the timeout (PREP ONLY).

PREP ELIGIBILITY:

1. All players 12 and under with physical disabilities meeting the requirements of the NWBA Youth League.
2. All players 13 and up (still in high school) with significant neurological (i.e., muscular dystrophy, cerebral palsy) and/or cognitive disabilities (i.e., cerebral palsy, traumatic brain injury, spina bifida with hydrocephalus/shunt malfunctions) which affect mobility, coordinated movement, strength, and endurance.
 - These athletes will be reviewed by a selected committee of NWBA Youth League coaches and/or team representatives for eligibility.
 - An athlete meeting these requirements cannot compete in any tournament in the Varsity League.
 - At the start of the tournament, these players will be reviewed and have consent from at least 2 coaches to remain in the prep league.

WOMEN'S DIVISION RULES

The Women's Division of the National Wheelchair Basketball Association (NWBA) plays according to the Official Rules of the NWBA and NCAA Women's Collegiate rules.

RULE 1 - COURT AND EQUIPMENT

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