



PAN PACIFIC MASTERS GAMES

GOLD COAST AUSTRALIA 5-14 NOVEMBER 2021

IT'S LIVE!
in Queensland

Wheelchair Basketball Quick Rule Guide

MINIMUM WARM-UP TIME

3 minutes minimum, may be increased if previous game finishes early

GAME TIMING

2 halves of 18 minutes, running clock.

Last 2 minutes of second half is fully-timed

(clock stops for all whistles and on all made baskets)

TIME-OUTS ALLOWED

TWO (2) per half. No timeouts permitted in last 1:00 of first half.

Overtime (finals only): ONE (1) per period

(unused time-outs do not carry over)

TIME-OUT DURATION

50 seconds, with 10 second warning

HALF-TIME

3 minutes

FINAL RESULT

Regular Games – a draw will be honoured;

Semi-Finals & Finals – Overtime will be played (see below)

OVERTIME

Played in FINALS ONLY – Periods of 3 minutes (until the tie is broken)

BREAK PRIOR TO OVERTIME PERIODS

1 minute

CLASSIFICATION & DEDUCTIONS

- Players must be able to provide evidence of classification if required.
- Able Bodied players will be classified as 4.5
- Teams will play up to 16 classification points on the competition floor.
- Female players and male players aged 50+ will be attributed a 1 point deduction. Two players with deductions are permitted on court at one time.

SPORTS WHEELCHAIRS

- All participants are responsible for the provision of their own sports wheelchair.
- All player's basketball wheelchairs must be courtside 10 minutes before their first game for the referees to conduct a safety check. Referees must have access to cushions to check seating heights if requested.
- Large wheel height maximum is 69cms.
- Any sharp edges must be covered with a rubber plug or tape.
- If a wheelchair is ruled to be unsafe by the referees then the player is unable to play until the necessary adjustments are made so that it meets regulations.

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UNIFORMS

If there is a colour clash and BOTH teams has alternate uniforms – Team B must change.

If there is a colour clash and ONLY ONE team has an alternate uniform - They must change.

SINGLET NUMBERS

00, 0, 1 to 99

BALL SIZE USED

Open – Size 7

MAX. PLAYERS ALLOWED

12 per game

MIN. PLAYERS TO START

5 registered players, dressed & ready to play

TIME ALLOWED PRIOR TO FORFEIT

10 minutes after scheduled starting time

PENALTY FOR LATENESS

2 points per minute, to maximum of 20 points

SCORETABLE

ONE from each team from the prior game – e.g. teams playing in an 8:00am game will do bench for the 8:50am game.

Teams can engage outside scorebench people or members of other teams to do this, however teams are solely responsible for this. Teams who fail to supply one person for their game will forfeit that game.

SCORESHEET

Not to be altered, except by Tournament Office (Nick Such)

Must be signed by both referees once result is confirmed post-game, with name PRINTED at top of scoresheet.

24 SECOND CLOCK

Not used on any games

BENCHES USED

Team A has bench on left-hand side of scorer's table (when facing the court)

BASKET USED

Wam-up & 1st half – opposite end to own bench

Half-time, 2nd half & overtime (finals only) – own bench end

Competition is proudly presented by:



With support from:



**SPORTING WHEELIES
AND DISABLED ASSOCIATION**

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