



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	<u>Regular Games</u> – a draw will be honoured; <u>Semi-Finals & Finals</u> – 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.

SPORT WHEELCHAIRS Cont.	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.
UNIFORMS	If there is a colour clash and <u>BOTH</u> teams has alternate uniforms – Team B must change. If there is a colour clash and <u>ONLY ONE</u> 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 & 1 st half – opposite end to own bench Half-time, 2 nd half & overtime (finals only) – own bench end

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