



Wheelchair Basketball

Wheelchair Basketball is a contact sport and injuries are a possibility. The department of University Recreation, Intramural Sports assumes no responsibility for injuries; however basic, first aid will be available.

Regulations published in the Intramural Sports Handbook will be the governing policies for all intramural sports. Participants are responsible for possessing a thorough understanding of these regulations and their implications.

Wheelchair Basketball will be conducted under the rules of the NFHS and WNBA. A review of these rules, along with the Intramural Sports modifications are as follows:

All Rule and Policy and Procedure updates/changes are highlighted in yellow.

ELIGIBILITY AND GUIDELINES

All participants must meet the eligibility guidelines as outlined in the Intramural Sports Participants Handbook.

PLAYERS AND ROSTERS

1. The game shall be played between two (2) teams of five (5) players each. Four (4) players required to begin a game.
 - a. Roster limit is twelve (12) players.
2. If, due to injuries, a team drops below the minimum number of players, four (4), it may continue if the Intramural Sports staff deems the game still competitive.

UNIFORMS AND EQUIPMENT

1. **Jewelry:** The following jewelry and hair piece types are not allowed: exposed ear, nose, or body piercing(s) that are dangling in nature, watches, fitness trackers, rings, claw clips, or necklaces that cannot be tucked under the participants shirt. Individuals will be allowed to tape over any piercing.
 - a. Rubber, cloth, or elastic bands may be used to control hair. Hard items including, but not limited to, beads, barrettes, bobby pins, and other adornments in the hair that are securely fastened to the head and do not present an increased risk to the player, teammates, or opponents, are allowed.
 - b. Medical Bracelets and religious medallions may be worn during

intramural sports

2. **Headwear:** No hard-billed hats (except during softball), bandanas or anything with a knot or unyielding material will not be allowed to be worn on the head during competition. Players may wear a one-piece elastic headband made of a soft, pliable material (i.e., sleeve, sweatband). Knit stocking caps will be allowed during cold weather.
3. **Shoes:** Athletic style shoes are preferred. Cleats are permitted for Intramural Sports Flag Football. NO metal cleats are permitted.
4. **Supports, Braces, & Pads:** No casts/splints will be allowed under any circumstances. No pads or braces will be allowed above the waist. Players who wear a knee brace with exposed metal or metal hinges are required to cover it. Kneepads of a soft pliable nature will be allowed below the waist. Any player wearing illegal or dangerous equipment shall not be permitted to play. All equipment shall be subject to the approval of the Intramural Sports Staff and their decisions shall be final.
5. **Wheelchairs:** Manual wheelchairs will be provided for all participants. You may bring your own court specific chair. Individuals who require electronic scooters may also participate in their own chair.

TIMING

1. Periods

- a. Games will consist of two (2) halves lasting 20 minutes each.
- b. In the second half, if a team is behind 30 points or more with five (5) minutes or 20 points with two (2) minutes or less remaining the game will end.
- c. At half-time, if a team is behind by 50 points or more, the captain of the team who is behind can elect to end the game if his/her team wishes.

1. 5-Minute Rule and Late Appearances

- a. If one team has below the minimum number of players at game time, the 5-Minute Rule will come into effect.
 - i. The team with less than the minimum will have 5 minutes to accrue the minimum number of players to begin the game
 - ii. In this 5 minutes, the other team will accrue three (3) point for each minute that passes.
 - iii. If the 5 minutes expires and the other team does *not* have the minimum number of players, the game will be forfeited and the team charged the forfeit fine.
 - iv. If the team gains the minimum number of players within the 5 minutes, the game will begin. The score will stand and the clock will begin at its current time.
2. If NO participants appear from either team, the game will be a double forfeit
3. If both teams have below the minimum number of players at game time, the 5-Minute Rule will go into effect for both teams.
4. Ex: Team A is on time and checked in prior to game time and Team B gains the minimum number of required players, 3 minutes late. The game will still be played but the starting score will be 9-0 and the game will begin with 17 minutes remaining in the first half.

3. Timing

- a. The clock will stop only for timeouts, injuries, ejections, and officials' timeouts.
- b. During the final two (2) minutes of the second half, the clock will stop on all officials' whistles. The clock will start back when the ball is touched legally by a player in bounds.

4. Timeouts

- a. Each team is granted two (2) timeouts per half.
- b. Timeouts can only come from players on the court, captains, or designated coaches.
 - i. Captains and coaches need to be identified in the pre-game captains' meeting.
- c. Officials, supervisors, and Intramural Sports staff have the right to suspend play of any game as deemed necessary.

OVERTIME (Playoffs ONLY)

1. Periods

- a. Overtime is two (2) minutes in length. If the score is still tied after the first overtime period, another overtime period will be played. Overtime periods will continue until a winner is determined.

2. Timing

- a. The clock will run the same as the last two (2) minutes of the second half, stopping on all officials' whistles.

3. Time-outs

- a. Teams will be awarded one (1) time-out during each overtime period.
- b. Timeouts will not carry over from regulation play or from period to period.

4. Other General Rules

- a. Each overtime period will start with a jump ball.
- b. ALL fouls will carry over from regulation play.
 - i. Both personal and technical fouls.
 - ii. If a team is in the bonus at the end of the 2nd half, that carries over to overtime.

5. OVERTIME WILL ONLY BE PLAYED IN PLAYOFFS.

FREE THROWS

1. Two (2) free throws will be awarded to a player fouled in the act of shooting anywhere within the three point arc.
2. Three (3) free throws will be awarded to a player fouled in the act of shooting an unsuccessful three-point shot.
3. Bonus Free throws (i.e. one and one) will begin on the seventh (7th) team foul in each half.
4. Starting on the tenth (10th) team foul in each half two (2) foul shots will be awarded.
5. Technical fouls will result in the other team shooting 2 free throws and getting possession of the ball.
6. During free throw attempts, players are allowed to occupy only marked lane spaces or are required to be behind the three-point line and the free throw line extended to the sides of the court.
 - a. Players that are occupying a marked lane space shall not break the plane of the free throw lane until the ball is released by the shooter.
 - b. The shooter and players outside of the ark must wait until the ball touches the rim or backboard.
7. Personal and technical fouls are combined for player disqualification and to reach the bonus.

FOULS

1. Each player can receive up to five (5) combined personal and technical fouls. On the 5th foul, the player “fouls out” and is removed from the game.
2. Type of Fouls:
 - a. Personal Foul: Any standard shooting or floor foul that is not excessive.
 - b. Technical Foul: The foul given for any unsporting act. If a player receives two of these in a game, they are ejected.
 - i. Administrative Technical Fouls: These are given if a player does not follow out administrative rules (jewelry, not signing in, not wearing appropriate attire, etc.). This will result in two foul shots and possession to the other team, but will NOT go towards the players or the team’s foul count.
 - c. Intentional Foul: Fouls that are deemed by the official to be excessive/dangerous. (Ex. Excessive contact that does not fit the play of the game). This will result in two foul shots and possession is awarded like a typical free throw administration.
 - d. Flagrant fouls will be called and administered as intentional fouls.

Wheelchair Basketball Specifics

1. Dribbling
 - a. When in possession of the ball you must dribble before your 3rd push or turn (turns count as a push)
2. Throw ins
 - i. The thrower must check the ball with an opponent before inbounding the ball to a teammate inbounds and may not touch the ball again until the chair is entirely inbounds
3. Defense
 - a. Players may not contact a ball in an opponents lap
 - b. All hitting fouls are the same as traditional basketball

c. You may bump your opponents chair

i. Exceptions:

1. You may not intentionally ram into an opponents shins/feet
2. You may not ram your feet or chair extremities into a person's wheel spoke

Half Court Specifics

1. Gameplay is 'make it, take it'
2. Before the contest begins a line will be denoted as the check line
3. After the ball has contact the rim, if the opposing team is the first to rebound the ball, they must take the ball back across the check line
4. If the ball is stolen or a rebound on a shot occurs in which the ball did not contact the rim, either team may shoot to score

PARTICIPANT CONDUCT POLICY

Intramural Sports prioritizes sportsmanship by all teams, spectators, and staff. The captain is responsible for the behavior of all its team members and representatives. Everyone is expected to conduct themselves in accordance with the The Code of Student Life, University conduct standards, and policies set forth by University Recreation. Actions by team members and representatives during intramural activities that extend beyond the realm of decency will not be tolerated. Individuals violating will be suspended until meeting with the Assistant Director and/or Coordinator of Club and Intramural Sports. We will be using a "2, 3, 4" method of determining eligibility for all leagues and major tournaments. The following will be in effect for the activity's season:

- a. The accumulation of TWO (2) unsporting conduct fouls in a game will result in the ejection of the individual from the game, and procedures outlined in the "Ejections" section.
- b. The accumulation of THREE (3) total unsporting conducts fouls during an activity's season will result in the dismissal of the individual from the activity for the remainder of its season. The accumulation of Three (3) unsporting conduct by a team will result in in the forfeiture of the contest
- c. The accumulation of FOUR (4) total unsporting conduct fouls by the team's individual participants during an activity's season will result in the dismissal of the team from the activity for the remainder of the season.

*Unsporting totals rollover to playoffs

PARTICIPANT CONDUCT FACTS

1. Any flagrant attempt to cause physical harm to another participant and/or staff member will result in immediate ejection and suspension from all UREC facilities and programming.
2. Any Participant Conduct will be reviewed by the Intramural Sports professional staff.