
UTC Campus Recreation

INTRAMURALS

WHEELCHAIR BASKETBALL RULES

All games will be governed by the National Wheelchair Basketball Association's Rules Book with the following UTC Intramural Sports modifications:

Section 1: PLAYERS AND EQUIPMENT

1. Each participant must present a current, **valid UTC student or faculty/staff ID** card and be a member of the Aquatics and Recreation Center in order to be eligible to participate.
2. Each Men's and Women's team shall consist of 3 players. Each team must have a minimum of 2 players in order to begin a game.
3. **Shoes:** Tennis shoes are the recommended footwear. No black-soled shoes which may mark the floor are permitted. No street shoes, combat boots, or hiking boots may be worn. Barefoot and stocking feet are not allowed.
4. No denim shorts or pants will be permitted. The intramural supervisor will have the final discretion on the legality of apparel.
5. **Jewelry:** No jewelry or any other item deemed dangerous by the official may be worn during play. Any player wearing exposed permanent jewelry (i.e. body piercing) will not be permitted to play. Religious & Medical emblems are permitted, pending that they are taped and secured to the players' body

Section 2: GAME FORMAT

1. A game will consist of a 5-minute warm-up period followed by two 10-minute halves with an intermission of 3 minutes after the conclusion of the first half. There will be a running clock, except for substitutions and the last one minute remaining in the second half when the clock will stop for every dead ball situation. The clock will also stop for any made basket under one minute in the second half. It will start once the ball is back in play.
Game time is forfeit time. A team must have the minimum number of players to start a game. If there are an insufficient number of players, the opposing captain has the option of taking the win or waiting for the minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and game clocks will be adjusted accordingly. If a team decides to wait, it will be required to wait a maximum of 10 minutes and play will start as soon as the opposing team has the minimum number of players present. The minimum number of players to start a game is four.
2. **Time-outs:** Each team will be given one (1) time-outs per half and one (1) time-out per overtime period (30 seconds in duration). Time-outs **DO NOT** carry over from half to half or from overtime to overtime. The clock stops during all time-outs.
3. **Overtime:** If the score remains tied at the end of regulation play, an overtime period of two (2) minutes will be played. A jump ball will be administered at center court to start the overtime period. The overtime period shall consist of a running clock for the first minute and will stop on every dead-ball situation for the last minute. This procedure will be repeated until a winner is determined.
4. **Substitutions:** A substitute must report to the scorekeeper and be recognized by a game official before he/she may enter the game. A substitute can only enter the game during a dead-ball situation.

Section 3: Fouls & Penalties

1. To start the game, the referee will administer a coin toss. The possession arrow will be established by the results of the coin toss. The winner of the toss will start the game with possession of the ball.
2. Each team shall bring the ball back beyond the three-point line in order to clear the ball for each new possession. Any time a new possession is gained, all players of that team must clear the three-point line before making any offensive attempt with the ball. A player who makes an offensive attempt with the ball before clearing the three-point line will be penalized with a turnover.
3. To execute a dribble a player may:
 - a. Wheel the chair by 2 pushes on the wheels (one hand or two hands in either direction) of the chair followed by one or more taps of the ball to the floor, after which he/she may start pushing again.
 - b. Wheel the chair and bounce the ball simultaneously just as a player may run and bounce the ball simultaneously in regular basketball. He/she may not push more than twice in succession with one hand or two hands in either direction. Taking more than 2 pushes in succession constitutes a traveling violation and the ball is awarded to the opposing team out of bounds. There is no penalty for a double dribble, as players are allowed to rest the ball in their lap while pushing the wheelchair.
4. A team loses possession when a player leans forward in the chair to the extent that the chair tilts and the footrest or the person's feet touch the floor while gaining, maintaining, shooting, or retrieving the ball. The ball is then awarded to a nearby opponent at the out of bounds spot nearest the violation.
5. Any resumption of play, which includes all changes of possession during a dead ball period, will result in the ball being inbounded by the offense from the top of the key. There will be no inbound passes from the sidelines or the baseline.
6. Pivot: A pivot takes place when a player who is holding the ball turns the chair to the left or right in a given place without specific direction. This may be done:
 - a. 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.
 - b. 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 he/she is entitled before passing, shooting, or dribbling.
 - c. By a player with the ball pushing twice with one hand or two hands, constituting both pushes to which he/she is entitled before passing, dribbling, or shooting the ball.
7. 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. If a player falls out of the chair directly into line of play, the officials shall stop play immediately. The ball is awarded out of bounds to the team in possession at a spot nearest the point of infraction. If no possession is maintained when play is stopped, the officials will award the ball to a team according to alternating possession arrow.
 - b. If a player falls out of a chair not directly in line of play while a potential scoring play is in progress, then play will be stopped (only if fallen player needs help) in accordance with NCAA procedures for stopping play due to an injury.
 - c. A team loses possession if, in the judgment of the officials, a player falls out of his wheelchair to gain or maintain possession of the ball.

8. 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 is concerned.
9. 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.
10. A player is not permitted to have any part of his body in the lane for more than three consecutive seconds while the ball is in control of his team in his front court.
 - a. A three-second count shall be suspended when a player who has been in the lane for fewer than three seconds has made a conscientious effort to leave the lane, usually by the shortest distance possible.
11. When an offensive player in control of the ball throws the ball off of a defensive player or his/her chair with intent and the ball goes out of bounds, it is a violation on the offense. The ball will be given out of bounds to the defensive team.
12. The wheelchair is considered to be a part of the player. General rules of contact apply in wheelchair basketball. Because of the nature of the game, negligible contact is at the discretion of the officials. 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. Contact caused by the momentum of a chair by a player who had made no visible effort to stop his/her chair while moving in for a goal is a charge. Contact after the ball is dead is unsporting conduct.
 - a. When six 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 he/she has no reasonable chance to play the ball without making contact, the responsibility is on the player in the unfavorable position

