



**Winter Iowa Games
Wheelchair Basketball Rules**

DRIBBLING

1. 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 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. The player may not push more than twice in succession with one hand or two hands in either direction.
 - i. Taking more than two pushes in succession without dribbling constitutes a traveling violation and the ball is awarded to the opposing team out of bounds.
 - ii.

FREE THROWS

1. The large wheels of the chair must be behind and not over the free throw line.
 - a. 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

SCORING

1. For a successful three-point field goal, the point of contact for the large wheels of the chair with the floor must be behind the three-point line when the player attempts the shot; however, the front casters may be over the line.

FOULS AND PENALTIES

1. **Personal Foul.** A player shall not contact an opponent or opponent's wheelchair with his/her 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.
2. The wheelchair is considered a part of the player. General rules of contact apply in wheelchair basketball. Because of the nature of the game, negligible contact is to 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 unsportsmanlike conduct.
3. **Physical Advantage Foul.** All players must remain firmly seated in the wheelchair at all times, not using a functional leg or stump for physical advantage over an opponent (e.g., raising out of his/her 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," which is penalized like a non-contact technical foul. The offended team is awarded two free throws and is awarded the ball out of bounds at either end of the division line.
 - Physical Advantage Fouls (PAF's) will be counted towards the total number of PERSONAL and TEAM FOULS.