



Wales Wheelchair Basketball Association 3x3 Rules of the Game

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The Official IWBF Wheelchair Basketball Rules of the Game are valid for all game situations not specifically mentioned in these WWBA 3x3 Rules of the Game.

Art. 1 Court and Ball

The game will be played on a 3x3 basketball court with 1 basket. A regular 3x3 court playing surface is 15m (width) x 11m (length). The court shall have a regular basketball playing court sized zone, including a free throw line (5.80m) and a two point line (6.75m). Half a traditional basketball court may be used.

The official 3x3 ball shall be used in all categories.

Note 1 : at grassroots level, 3x3 can be played anywhere; court markings – if any are used –shall be adapted to the available space.

Note 2 : Note 2: IWBF 3x3 Official Competitions must fully comply with the above specifications incl. baskets with the 18 seconds shot clock integrated in the backstop padding.

Art. 2 Teams

Each team shall not have more than five players (three players on the court and two substitutes) and one bench personnel.

Art.3 Game Officials

The game officials shall consist of 1 or 2 referees and time/score keepers.

Art. 4 Beginning of the Game

- 4.1. Both teams shall warm-up simultaneously prior to the game.
- 4.2. A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.
- 4.3. The game must start with three players on the court.

Art. 5 Scoring

- 5.1. Every shot inside the arc shall be awarded 1 point.
- 5.2. Every shot behind the arc shall be awarded 2 points.
- 5.3. Every successful free throw shall be awarded 1 point.

Art. 6 Playing time/Winner of a Game

- 6.1. The regular playing time shall be as follows: one period of 10 minutes playing time. The clock shall be stopped during dead ball situations and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team's hands).
- 6.2. However the first team which scores 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).
- 6.3. If the score is tied at the end of playing time, an extra period of time will be played. There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.
- 6.4. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play.

In case of a forfeit, the game score is marked with a w-0 or 0-w ("w" standing for win).
- 6.5. A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, whilst the defaulting team's score is set to 0 in any case.
- 6.6 A team losing by default or forfeit will be disqualified from the competition.

Note: if a game clock is not available the running time's length and/or required points for sudden death is at the organiser's discretion. IWBf recommends setting the score limit in line with the game's duration [10 minutes/10 points; 15 minutes/15 points; 21 minutes/21 points].

Art.7 Fouls/Free throws

7.1. A team is in a penalty situation after it has committed 6 fouls. Players are not excluded based on the number of personal fouls subject to art. 15.

7.2. Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.

7.3. Fouls during the act of shooting followed by a successful field goal shall be awarded one (1) additional free-throw.

7.4. Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul will be awarded with 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules 7.2 and 7.3.

7.5. All technical fouls will be always awarded with 1 free throw and ball possession; whilst unsportsmanlike fouls will be awarded with 2 free throws and ball possession. The game shall continue with an exchange of the ball behind the arc at the top of the court after a technical or unsportsmanlike foul.

Note: no free throws are awarded after offensive foul.

Art. 8 How the Ball is played

8.1 Following each successful field goal or last free-throw (except those followed by ball possession):

- A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.

8.2 Following each unsuccessful field goal or last free-throw (except those followed by ball possession):

- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
- If the defensive team rebounds the ball, it must return the ball behind the arc (by passing or dribbling).

8.3 If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling).

8.4 Possession of the ball given to either team following any dead ball situation shall start with a check-ball i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

8.5 A player is considered to be “behind the arc” when all the wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor are outside the arc.

Note: The line that forms the arc is considered to be inside the arc.

8.6 In the event of a tap-off situation, the defensive team shall be awarded the ball.

8.7 In all cases of article 8, when the ball must be played from behind the arc the offensive team must move outside the restricted area before the ball may be played inside the arc (by dribbling, passing or shooting).

8.8 The ball is considered to be played inside the arc **when**:

- The ball leaves the hand(s) of the player inside the arc for a pass or a shot OR
- The wheelchair (including any wheels and/or anti-tip castor(s)) of a player with the ball who is outside the arc comes into contact with the arc or the floor inside the arc OR
- The ball comes into contact with the arc or the floor inside the arc.

8.9 If the ball is played inside the arc before the offensive team has moved outside the restricted area it is a violation.

Art. 9 Stalling

9.1. Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.

9.2. If the court is equipped with a shot clock, a team must attempt a shot within 18 seconds. The clock shall start as soon as the ball is in the offensive players' hands (following the exchange with the defensive player or after a successful field goal underneath the basket).

Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last five (5) seconds.

Art. 10 Substitution

10.1 Substitutions can be done by any team when the ball becomes dead, prior to the check-ball or free throw. The substitute can enter the game after his teammate has left the court by making contact with any part of his wheelchair off the court. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.

Art. 11 Time-outs

11.1. Each team is granted one team time-out. Any player can call the time-out in a dead ball situation.

11.2. In case of TV production, the organiser can decide to apply two TV time-outs that will be called at the first dead ball after respectively the game clock showing 6:59 and 3:59 in all games.

11.3. All time-outs have a length of 30 seconds.

Note: time-outs and substitutions can only be called in dead ball situations and cannot be called when the ball is live pursuant 8.1.

Art. 12 Player classification points system

At no time in a game shall a team have players participating whose total points value exceed the 8.5-point limit.

Note: If female player(s) are part of the team there shall be no reduction in their classification points when on the floor.

Art 13. Protest Procedure

In case a team believes its interests have been adversely affected by a decision of an official or by any event that took place during a game, it must proceed in the following manner:

1. A player of that team shall sign the score sheet immediately at the end of the game and before the referee signs it.
2. Within 30 minutes, the team should present a written explanation of the case, as well as a security deposit of £200 to the Sports Director. If the protest is accepted, then the security deposit is refunded.
3. Video materials may be used only to decide if a last shot for a field goal at the end of the game was released during playing time and/or whether that shot for a field goal counts for 1 or 2 points

Art. 14 Standing of Teams

Both in pools and in overall competition standings, the following rules apply. If teams that have reached the same stage of the competition are tied after the first step, refer to the next one – and so on.

1. Most wins (or win ratio in case of unequal number of games in inter-pool comparison);
2. Head-to-head confrontation (only taking win/loss into account and applies within a pool only);
3. Most points scored in average (without considering winning score of forfeits).

If teams are still tied after those three steps, the one(s) with the highest seeding win(s) the tie-breaker.

Art. 15 Disqualification

15.1 A player committing 2 unsportsmanlike fouls (not applicable to technical fouls) will be disqualified from the game by the referees and may be disqualified from the event by the organiser. Independent thereof, the organiser will disqualify the player(s) concerned from the event for acts of violence, verbal or physical aggression, tortuous interference in game results, a violation of IWBF's Anti-Doping regulations or any other breach of the IWBF Code of Ethics. The organiser may also disqualify the entire team from the event depending on the other team members' contribution (also through non-action) to the aforementioned behaviour. IWBF's right to impose disciplinary sanctions under the regulatory framework of the event, the Terms and Conditions of play and the IWBF Internal Regulations remains unaffected by any disqualification under this Article.