

WHEELCHAIR 3X3 BASKETBALL

Quick Start information

Full 3x3 Basketball guidelines on the UniSport Nationals 3x3 Basketball webpage

RULE	Wheelchair 3X3
TEAM SIZE	4 players + 1 bench mechanic (cannot coach)
WHEELCHAIR REQUIREMENTS	Wheelchair requirements for 3x3 Wheelchair basketball are as per the IWBFF Official Wheelchair Basketball Rules (Rules 3.1)
COURT BOUNDARIES	<p>The baseline and the sidelines are out of bounds. Restart is via a check ball situation.</p> <p>The 2 point arc is the re-set from defence to offence. A player is considered outside the arc when all wheels (Incl. castors in contact with the floor) pass over the arc. The arc line is considered inside, so all wheels must clear the furthest part of the arc</p>
PLAYERS ON COURT	3 players (points total cannot exceed 9.0)
BENCH SIZE	1 player + 1 mechanic
PLAYER POINT CLASSIFICATIONS	<p>Wheelchair basketball athlete classifications shall be administered by Basketball Australia and range from 1.0 to 4.5 points</p> <p>Participants without a disability, provisional classification or classification will be classified as 4.5 point players.</p>
BALL	Both Men and Women use a 3x3 Ball (size 6, weighed as 7)
PLAYING TIME	10 minutes of game time
CLOCK STOPPAGE	<p>Dead Ball incl. non shooting fouls / FT / Time Out</p> <p>Wheelchair becoming nonfunctional or unsafe. This will give 50 seconds for the equipment to be fixed from referee stoppage. If unable to fix, player must be substituted.</p> <p>Player fallen out of the wheelchair. Referee can signal stoppage to protect player.</p>
GAME ENDS	<p>If a team scores 21 points or more first.</p> <p>10 minutes of game time expires</p>
SHOT CLOCK	12 seconds
SCORING	<p>Free Throw (FT) = 1 pt</p> <p>Field Goal (FG) = 1 pt</p> <p>Outside the arc (2FG) = 2 pts</p>
AFTER SCORING	Ball and full wheelchair must enter the 'no charge' circle to commence the possession.

	<p>Defending team must not play at the ball within 1m to the no charge circle. Offensive team can pass or dribble the ball beyond the arc to enable a scoring opportunity.</p> <p>Player inside the no charge circle must clear the keyway</p>
PERSONAL FOULS	<p>Player cannot foul out of a 3X3 game.</p> <p>Player is disqualified from the game for Unsportsmanlike / Technical Fouls.</p> <p>Unsportsmanlike or Tech fouls are penalized with 2FT and possession</p>
TEAM FOULS	<p>Team Foul 1-6 (non shooting) results is a check ball at the top of the arc.</p> <p>Team Foul (non shooting) 7, 8 or 9 results in 2FT for the offensive team.</p> <p>Team Foul (non shooting) 10+ results in 2FT and possession for the offensive team.</p>
FORFEITS	<p>Unable to start the game with 2 or 3 players equal to or under the 9.0 classification.</p> <p>Unable to continue in a game situation with 2 or 3 players equal or under the 9.0 classification.</p>
GAME STARTS	<p>Coin Flip.</p> <p>Winner of the coin flip can decide if they start the game with the ball, or they start a potential OT with the ball.</p> <p>If a coin flip is not available players decide via 'rock, paper, scissors'</p>
SUBSTITUTIONS	<p>Does not require any notification to the score bench or officials.</p> <p>Can only take place on a dead ball situation.</p> <p>Player exiting the game must enter the 'sub zone' and contact (e.g. high five) the player entering the game.</p>
COACHING / BENCH STAFF	<p>No coaching allowed on court or remotely during the game.</p> <p>Bench staff is limited to a mechanic.</p> <p>Any coaching during the game will result in a violation (tech foul) situation.</p>
OVERTIME	<p>Commences with possession based on the initial coin flip.</p> <p>First team to score 2 points (total) in OT.</p>
WARM UP	<p>Timed. Both teams warm up on the same court.</p>
HELD BALL	<p>Possession to last defending team</p>