



Indoor Wheelchair Soccer

Rule Book

(Version 8)

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ADDENDUM	IWS Policies & Procedures	FILE Name
Part I	Policies Related to Rules	IWS PolPro
Part II	Policies Related to Procedures	IWS PolPro
Part III	Functional Classification Profiles	IWS PolPro
Part IV	Forms	IWS Forms
	- Eligibility Roster, Rule Amendment, Protest	
	- Score Sheet	

RULE 1 THE FIELD OF PLAY

1.1 **Playing area:** The playing area should be situated indoors and when possible played on a gymnasium floor. Playing outdoors on concrete or an asphalt surface is not recommended.

1.2 **Dimensions:** For national competition, the court dimensions should be no smaller than a small high school basketball court [50'w x 84'L] and not larger than the dimensions of a college basketball court [50'W X 94'L].

1.3 **Marking:** The court shall be marked with distinctive lines, not more than 2" wide. A center line shall be marked out across the court. A circle shall indicate the center of the court.

1.4 **Goal Area:** The Goal Area is directly in front of both goals. It is marked by tape, Rule 1.3, on a 10-foot arc from the center point on the end line between the sidelines. This taped line separating the goal area from the court shall be called the crease. The tape should be laid to measure 10 feet to the outside of the tape. Local officials are referred to the court diagram located in the IWS Policy and Procedures for directions on laying this line.

1.5 **Corner mark:** The corner marks used for a throw-in will be marked at each sideline at the 5' mark from the end line. This line should run perpendicular to the sideline and extend outward 1' from the sideline.

1.6 **Goals:** The goals should be placed at the center of each goal line and shall consist of 2 upright posts, equidistant from the corners and 5' feet apart [inside measurement] joined by a horizontal cross bar, the lower edge of which shall be 5'-6" from the surface. The width and depth of the goal posts and crossbars shall not exceed 5". The goal posts and crossbars shall have the same width. The depth of the goals shall be 4'. Nets shall be attached to the posts, crossbars and to the floor or bottom rear of the goals. They should be appropriately supported and be so placed as to allow the goalie ample room. (Refer to Policy and Procedures for directions on goal construction)

The goals' dimensions will be 5' wide and 5'-6" high. They may be made out of any material, including wood, metal or plastic. Recommended material is 3" schedule 40 white PVC available at home improvement stores.

1.7 **Player Benches:** Player benches for each team must be separated from each other by a suitable partition. Individual facilities may have different dimensions for bench areas. However, both bench areas must be identical in size and access to the court and scorer's table.

1.8 **Penalty Boxes:** Penalty boxes for each team shall be located at mid court on the opposite side of the team benches. Each team will have a 10' area on their half of the court.

1.9 **Penalty shot line:** A penalty shot line should be marked at a line 12' from the end line extending across the entire length of the court from sideline to sideline.

1.10 **Game Clock** shall be visible from both benches.

RULE 2 PLAYERS

Rule 2.1 To qualify for national competition in Indoor Wheelchair Soccer, a player need not qualify in any individual sport. Players who are not attached to any established team may play at Nationals under policy and procedures set forth by the IWS.

All players are required by IWS to have a medical form completed by a licensed physician within 12 months prior to the tournament. All players and participants must have signed all appropriate IWS and local forms including the player medical before participating in an IWS sanctioned event.

Signature on the IWS release form will signify a full and complete understanding of the IWS Rule Book and its Code of Conduct located in the IWS Policies and Procedures. Failure to read and understand all of the rules and policies is neither an excuse for failure to comply nor a reason for leniency.

2.2 A **player must be a minimum of 14 years old** on the first day of the tournament to participate in a national championship. If a player under the age of 18 plays first with an adult team and then decides to play on a junior team, he or she may do so but they are not eligible to return to an adult team until the age of 18. If a player between 18 and 21 years of age plays for a junior team and then decides to play for an adult team, he or she may do so but may not return to a junior team. Local and non-sanctioned tournaments are free to set age restrictions as deemed appropriate by the local organizing committee.

2.3 **Only players with neurological**, neuromuscular, muscular, bone and joint (orthopedic), and amputation disabilities, either congenital or acquired, progressive or non-progressive, ambulatory or non-ambulatory, are eligible to play and will be classified in wheelchairs for the purpose of competition in indoor wheelchair soccer. All players are required by to have a medical form completed by a licensed physician within 12 months prior to the tournament. See Rule 2.1 above

2.4 **Players will be placed in one** of 25 different classes. The functional profiles listed in the addendum outline five different classes for five different disability categories. Each numerical class will be worth an equivalent number of point. For example a class 5 is worth 5 points; a class 4 is worth 4 points etc.

2.5 **Teams from either division** may field any combination of players totaling no more than 21 points with the following exceptions. Every team must field at least one player in a power chair from either Class 1 or 2 and no more than two players from Class 5. Possible line-up scenarios are shown below. Teams that violate the point total will be subject to a Team Time Penalty for an illegal substitution.

<i>TEAM Scenarios</i>	A	B	C	D	E	F	G	H
Player 1	5	5	5	5	5	5	4	4
Player 2	5	5	5	5	4	4	4	4
Player 3	4	4	4	3	4	4	4	4
Player 4	4	3	3	3	4	3	4	4
Player 5	2	3	2	3	3	3	3	4
Player 6	1	1	2	2	1	2	2	1

2.6 **A game shall be played by two [2] teams**, each consisting of not more than six [6] or less than four [4] players on the court, one of whom shall be the goalie. If multiple time penalties are being served, there shall be a minimum of four [4] players per team, including the goalie on the court. A team **unable to field six [6] players** at the scheduled starting time may forfeit the game.

2.7 **All team bench personnel** and players listed on the team roster are subject to the authority and jurisdiction of the referee.

2.8 **Substitutions:** During the game substitutions for field players and goalies can occur anytime that play is stopped, regardless of possession. The clock will stop for all substitutions. All substitutions must first be reported to the scorer's table, and then the player(s) must wait at the 10' mark from the table to be called in by the referee. The scorer's table will notify the Head Referee when play has stopped with a distinctive sound. Violation of this rule may be considered an illegal substitution.

2.9 **A team roster** limit is 14 players for a National Tournament.

2.10 **No player may accept direct financial** compensation for his or her play for any team. Teams may pay expenses related to travel, room and board. Violation of this rule may result in a loss of eligibility to play for a length of time to be determined by the IWS Management Team.

2.11 **A team may enter in one of two divisions**, Division A or Open Division. It is the teams responsibility to enter the appropriate division. Essentially the difference between the two divisions is the caliber of player. Please refer to Rule 3 below and the Policy on Divisions in the Addendum. Violation of

this rule may result in a loss of eligibility to compete at subsequent National Tournaments. The IWS Management Team will set forth the guidelines for eligibility which will be listed in the entry packet.

RULE 3 PLAYER ELIGIBILITY

3.1 During **the period of time from** the end of a National Championships up to three [3] months prior to the next National Championships players are free to register with any team they choose.

3.2 A team must **submit a Player Eligibility Roster** each year *to the IWS office* three [3] months prior to the National Championships. These rosters should list the names *of all players who might play for that team*. Player Eligibility Roster forms must contain player signatures. A form for a single player's consent signature can replace a player's roster signature. These rosters will be active until the end of the National Championships. See Policy and Procedures in Addendum.

3.3 After a Player Eligibility Roster has been submitted, the only way **a player can move from one team to another** is by the written release from the head coach of the team they are currently registered with, submitted to and approved by the IWS office.

3.4 **All forms**, with signatures and release letters must be on file with the National office prior to the due date of the National Tournament Roster in order for a team or player to be eligible to compete in the National Tournament.

3.5 **Any team may add new players** to its roster at any time up to the due date of the National Tournament Team Roster that is 30 days prior to the first day. Their signatures must not appear on any other player roster on file with IWS. Players have the option to play with any team they choose, provided they adhere to the above policy. Teams should use the form in the Addendum to register their team.

3.6 **Teams adding new players** to its eligibility roster must submit a brief sports history with any known classification(s). This history should include both sports played and class. This information will assist the IWS in placing teams in appropriate divisions. This bio is required at the time the Eligibility Roster is required or when a player is added to it.

3.7 **Players may apply for independent status** with the IWS office by using the Independent Roster Form or declaring via e-mail to the IWS office. The deadline for this is also 90 days prior to tournament. Once a player declares his independent status then he cannot be added to a team's Player Eligibility Roster. He must go through the IWS draft process as prescribed in the Policy and Procedures.

RULE 4 THE BALL

The official ball will be an optic yellow #10 Play Ground ball with a bladder. Both Sportime [product# 1-03554-841] and Flaghouse [product# G6838] make a ball acceptable to the IWS. The ball used at IWS sanctioned events must be approved by the IWS MT Lead Official.

RULE 5 EQUIPMENT [general]

5.1 All players must play in a wheelchair; power, standard and sports chairs are acceptable in accordance with their classification. Motorized scooters or carts and similar equipment are not allowed.

5.2 The wheelchair shall have four wheels, i.e.: two (2) large in the back and two small in the front of the chair on separate axles at least 8 inches apart. The large wheels shall have a maximum diameter of seventy (70) cc. Rule 6.3 describes anti-tip limitations. The maximum height of the seat rail (frame) on all manual chairs shall be no higher than 21" from the floor with a maximum height of 4" on one cushion.

5.3 **All modifications** of wheelchairs will be subject to the review of the referees for safety or rule violation(s). If officials find material in violation, alterations will have to be made before the player is allowed to play.

5.4 **The height** of the foot platforms at its forward most point which would be the first point of contact with another wheelchair can be no more than 5" from the floor.

5.5 **The foot platforms** must have rounded or smooth corners. Door Bumpers, knobs, projections of folding footrest, or other projections from the body of the footrest, which may readily become entangled in the wheels and/or spokes of another chair, or used to hook and/or hold an opponent, shall not be allowed.

5.6 **For those players requiring higher platforms** for proper positioning, material may be added to the underneath or top portion of the foot platform in order to meet the 5" requirement. The primary frame of the adaptations must be metal and firmly attached to the frame of the chair. The adapted foot platform must comply with all appropriate Sections of Rule 5. All players were expected to be in full compliance with this rule by the tournament in 2006.

5.7 **If the frame of a wheelchair** with no footrest protrudes in any way so as to create an unsafe object to other players, then that chair must comply with Rules 5.4, 5.5 and 5.6.

5.8 **All wheelchairs**, [except foot propelled] must have strap(s) extending from one side of the chair to the other side, behind the player's legs, and must be within 6" above the point where the player's feet make contact with the foot platform[s].

5.9 **This strap** [Rule 5.8] must be drawn taut enough to prevent the feet from falling off the platforms and being injured or used as a brake. Straps must be made of material capable of being drawn taut.

5.10 **Players** are not allowed to wear jewelry of any kind during the game. This includes but is not restricted to: watches, rings, earrings, necklaces and bracelets. In the case when a ring cannot be removed from a player's finger, the player will be required to tape the finger in an appropriate manner so as to reduce the likelihood of injury. The referee will review any such taping.

5.11 **Any chair equipped** with either a horizontal bar behind the backrest or push handles extending to the rear, must have these areas sufficiently padded so as to prevent injury to another player.

RULE 6 EQUIPMENT [protective]

6.1 For those **players prone to falling** from their wheelchairs and/or who do not have the ability to protect their head and face from an oncoming ball, the use of protective headgear is recommended. If falling is problematic the referee may mandate the use of straps or remove the player from the game.

6.2 For those players who wear **eyeglasses**, the use of eyeglasses with safety glass is recommended.

6.3 The use of **anti-tip devices** and safety strapping is recommended for players who are prone to tipping over backwards and/or who have difficulty keeping their lower extremities on their foot rest. The anti-tip(s) may touch the floor at the same time as the four primary wheels but may not be in continuous contact. Anti-tip(s) may not extend rearward beyond the vertical plane that touches the furthest most point of the wheels or chair so as to be an unsafe object. The player in a power chair is exempt from the restrictions on anti-tips.

6.4 **If materials and/or protective devices** on platforms touch the floor while a player has the ball or attempts to possess the ball, the other team will be given a throw-in at the nearest sideline. Players away from the ball in violation will be warned by the officials to correct the equipment problem.

6.5 An equipment time-out may be given if necessary for up to two minutes. The Head Referee should warn the bench of a second occurrence. A second occurrence on the same piece of equipment may result in the player being cited for a court violation. A substitute must play until the problem is corrected. If the breakdown occurs on a defensive chair during an offensive shot attempt, officials should follow the Continuation Play-On Rule 17.2. Excessive equipment failure in one or more chairs may result in a Team Time Penalty. Anti-tips will be exempt from this rule.

RULE 7 UNIFORMS

7.1 **All players** of the same team must wear the same color jersey except the goalie who must wear colors which distinguish themselves from the other players and referees.

7.2 **All players** must display a unique competition number on the front of their jersey and on either the back of their chair or the back of their uniform.

7.3 **Competition numbers** must be represented by a digital number and be a minimum of 4" in height. Competition numbers must be clearly visible to the referees. The goalie's jersey is unnumbered.

7.4 Any field **player who replaces the goalie** must wear a goalie's jersey as outlined in Rule 7.1 above.

7.5 Teams shall be able to wear **a jersey of either a light or a dark color**. The Home Team or the highest seeded team will have preference of color. This preference shall be made public once both teams are known.

RULE 8 REFEREES

8.1 **A system** will be used with 2 or 3 referees on the floor. All floor referees shall have the full power granted them in the rules. Their authority begins when they enter the field of play. They are responsible for keeping record of the game, the control of the timekeeper and allowing the full or agreed to time. The IWS Lead Official is responsible for the tournament schedules, officials, training and evaluation. Each game will have one Head Referee and at least one Line Referee. Two are recommended by IWS.

8.1.1 **Rule interpretation is the authority** of the IWS Management Team according to policy set forth in the addendum. This includes handling of all protests. The IWS Lead Official and Team Representative or its Head Coach may submit questions in writing [or email] for clarification on Rules or Procedures to the Management Team. The questions must be submitted to the Committee no later than 15 days prior to the National Tournament.

8.1.2 The **IWS Management Team shall have sole authority** to amend the rulebook under a due process procedure set forth by the committee. Policy and procedures are set forth in the addendum of this rulebook.

8.2 **The referee's power** of penalizing extends to offenses committed when play has been temporarily suspended or when ball is out of play. All **referee's decisions on points of fact** or judgment of a rule **connected with play shall be final so far as the result of the game is concerned** They shall:

[a] Enforce the rules as written or interpreted by the IWS Management Team under Rule 8.1.1 and in no other manner. Failure to so enforce the rulebook in this manner shall be grounds for a protest.

[b] Should a player commit 2 infractions of a different nature *concurrently*, the referee shall penalize the more serious offense. All penalties shall be recorded. All penalties shall be assessed at the time of the infraction(s). Penalties for an infraction cannot be assessed retroactively.

[c] Refrain from penalizing in cases where they are satisfied that by so doing they would give an advantage to the offending team.

[d] The referees have the **discretionary power** to stop the game for any infringement of the rules and to suspend or terminate the game by reason of the elements, interference by spectators, or other cause should they deem stoppage necessary. In such cases a detailed report shall be submitted to the games organizers and the Management Chair.

[e] The referees will stop the game clock for all infractions that result in penalty shots (Rule 17.4.2) or any time penalty. The game clock will not stop for plays or infractions that result in a loss of possession (Rule 17.4.1). Following a loss of possession play or violation, the referees shall within 5 seconds signal both verbally and physically the team that will gain possession. And within 15 seconds, they shall start the out-of-bounds play. If for any reason the referees cannot execute the out-of-bounds play within the time limits outlined above, they must stop the clock.

[f] From the time they enter the field of play, **penalize any player** or non-playing team personnel guilty of misconduct, caution and show the Yellow Card to any player for Unsportsmanship behavior. If they persist they should be ejected from the game. This should be indicated by showing the Red Card. In such cases the referee shall report the offender to the games organizer and the Management Chair.

[g] Send **off the field of play** any player who, in their opinion, is guilty of any infraction in Rule 17.5.4, Section 1, Ejection Time Penalties.

[h] Allow **no person** other than the players and assistant referees to enter the field without permission.

RULE 8.2 Referee's Powers, Cont'd

[i] Stop the game if in their opinion, a player has been seriously injured **or has blood on his body or uniform; have the player removed from the field of play as soon as possible and immediately resume play. If in the official's opinion, a player has been slightly injured, the game shall not be stopped until the ball ceases to be in play or if the downed player is in jeopardy of being injured further or will interfere with play. Any player sent off for treatment may not return until deemed fit by the official. A player whose uniform is stained with blood may in accordance with the rules and with the approval of the referee wear alternative clothing if no substitute uniform exists.**

[j] **Signal** for the restart of the game after all stoppages.

[k] **Decide** that the ball for the match meets the requirements in Rule 4.

[l] **Examine** team's score sheets before the start of the game ensuring both team's line-ups are in compliance with Rule 2.5. He should sign the score sheet after the game verifying the results.

RULE 9 OFFICIAL SCOREKEEPER/TIME KEEPER

9.1 **The official scorekeeper** will be responsible for the following:

[a] Proper class team point total of players on the court as per Rule 2.5. Since a player's class equals his point value, a team cannot field more than 21 points. Notify Head Referee of violations immediately.

[b] Signaling the referee when a substitution is to be made using a noise tone very different from the referee's whistle. This procedure should be decided on between the referee and the scorekeeper prior to the start of the game.

[c] Record penalties assessed to each player.

[d] Record the penalty start time of players.

[e] Accumulated playing time of goalies.

[f] Record goals scored by each team.

[g] Record timeouts taken by each team. Inform the official if no timeouts remain.

[h] Keep track of who has turnover advantage.

9.2 **The timekeeper** will be responsible for monitoring the following:

[a] Operation of the time clock.

[b] Stopping the clock when:

[1] Signaled by the referee to do so.

[2] When a goal is scored.

[3] When a penalty kick is awarded.

[4] For substitutions when the referee calls in the player.

[c] The clock should be started under Rule 12.2 and 13.13.

[d] Half time interval fifteen [15] minutes, notifying the referees two [2] minutes in advance of the start of the second half, and if necessary, keeping track of the overtime interval five [5] minutes.

[e] Ensure the game clock is visible to both benches.

RULE 10 PRE-GAME PROCEDURES

10.1 **Prior to the start of the game**, each team shall present the IWS Tournament team score sheet with designated starters to the scorer's table. Team rosters must be in compliance with Rule 2.5. Failure to be in compliance will result in a Team Time Penalty for illegal substitution. An inaccurate pre-game score sheet will be considered in violation with the start of play. A maximum of two players may be designated as Captains with starting line-up. Upon substitution for both Captains a designee may be appointed by the Head Coach or his designee.

10.2 **All equipment is subject to review by the referees.** This review should take place no later than forty five [45] minutes prior to the start of the first game of the day, thus allowing a player to make equipment changes if found necessary. Subsequent equipment checks will be set in agreement of both coaches. Officials must be made aware of any substantial modification made after the initial equipment check. Failure to do so may result in a Team Time Penalty.

10.3 During this time, **coaches should identify** those players [e.g. hemiplegics] unable to make a throw-in correctly or execute a moving penalty shot. Referees will make a formal note of each player's functional limitations.

RULE 11 DURATION OF THE GAME

11.1 The **duration of the game** shall be two [2] equal halves of 25 minutes. Play shall be extended to permit the taking of a penalty shot if an infraction occurred immediately prior to the expiration of time.

11.2 **The interval** between halves will be fifteen [15] minutes.

11.3 Each team will be allowed **two time-outs** each half. The duration of the time-outs will be two minutes. Unused time-outs cannot be carried over to the next half or overtime.

11.4 **During any team time-out**, all players except the goalie must leave the field of play for the entire two minutes. The Defensive team will be first to establish position on the court.

11.5 **The Captain(s), the player with the ball or the Head Coach may call for a time-out** from any referee. Either team can call for a time-out when the clock is stopped or a dead ball situation exists. It is a Team Time Penalty to call for a time-out when the team is out of time-outs or is not in possession of the ball during a live clock. If a team is not playing its Captains and/or its Head Coach is not on the bench, a team may verbally designate a substitute to fulfill their responsibilities. This is to be done with the Head Official and the scorer's table.

11.6 In tournament play and during playoff matches, **the duration of the halves** and duration of the half times may be changed as deemed appropriate by the tournament committee. Altering of game time is not allowed at national championships.

11.7 **Local and regional** tournaments may change the duration of the games to fit any format.

RULE 12 THE START OF PLAY

12.1 In tournament play **the higher seed** will determine home team status. The visiting team will call the coin toss. The winner of the coin toss will choose either first possession or which side of the court to defend. The loser of the coin toss will receive the option not chosen. Each team will receive the opposite option for the start of the second half.

12.2 After the referee has signaled by lowering his arm, **time will start** with a legal start.

12.3 **A legal start** will be executed with an offensive player taking the ball inside the center circle and moving the ball the distance of its own circumference in a direction parallel to or behind the center line. Players shall be in their half of the court and outside the center circle. Players of the team without the ball shall remain at least 15 feet from the ball until it travels the distance of its own circumference. The player starting the ball shall not touch the ball a second time until another player has touched it. **At least one player must touch** the ball before a goal can be scored.

12.4 If **any offensive player commits a violation** prior to the kicker's initial play on the ball, the kickoff shall be awarded to the opposing team. If the defensive team violates the rule, an offensive restart would occur if in the official's judgment the defensive team gained an unfair advantage.

12.5 **After any goal**, the game shall be restarted in a like manner by a player of the team that was scored upon.

12.6 **After half time**, teams shall exchange ends of the court and the team that did not have first possession in the first half will have first possession in the second half.

12.7 **When restarting** the game for any other reason not mentioned elsewhere in these rules the referee shall award a side out. The team receiving the side out shall throw-in the ball from the closest sideline to the occurrence.

12.8 **Failure by a team to put the ball into play** within five [5] seconds as signaled by the referee shall result in a possession turnover to the opponent.

RULE 13 BALL IN AND OUT OF PLAY

13.1 The **ball is in play** at all times from the start of the game to the finish including:

[a] If it rebounds from a goal post, crossbar into the field of play.

[b] If it rebounds off a referee if they are in the field of play.

RULE 13 BALL IN AND OUT OF PLAY, Cont'd

[c] In the event of a supposed infringement of the rules until the referee has blown his whistle to stop play.

[d] A team shall be considered "in possession" of the ball when the official hands the ball to its player to start a play and at all times it remains in control of the ball. When the whistle blows for a loss of possession play with the clock running, this is considered a "dead ball" with no team having possession.

13.2 The **ball is out of play**;

[a] When it has completely crossed the vertical plane of the sideline or end line.

[b] When it has made contact with any part of the building superstructure above the field of play or the top netting. For such contact a throw-in will be given to the opposing team at the appropriate sideline or corner mark.

[c] When the game clock has been stopped by one of the referees. This time is known as a "stoppage".

[d] When players of the last team to touch the ball with any part of their bodies or their chairs have committed an out-of-bounds infraction.

[e] When a player or any part of his chair touches the out-of-bounds line while in contact with the ball, the ball will be considered out.

13.3 Executing the **Throw-in**: When executing the throw-in, the player must:

[a] Throw the ball with two [2] hands from over and behind the head. Due to a player's disability, he may use one hand as long as the throw is initiated from behind the head.

[b] Throw the ball within five [5] seconds from the time the referee indicates the start of play, usually by blowing the whistle once.

[c] If a player is unable to throw-in the ball as described in [a] or [b] above, they should be identified for the referees during the equipment inspection period prior to the game. See Rule 10.3

[d] If the player does not throw-in the ball as described in [a] and [b] above, a turn over will occur to the opposite team who will throw-in from the same spot.

13.4 A **minimum of one** [1] player, not including the defending goalie must touch the ball following a throw-in before a goal can be scored.

13.5 **All throw-in** plays are taken from the sideline within the two corner marks when the ball goes out over a sideline. Balls going out over the end line are put into play between the nearest corner mark and the end line.

13.6 If, **when executing a throw-in**, the ball goes directly out on any other sideline or end line of the court without being touched by another player, it is considered to have been touched last by the team

executing the throw-in. A court violation will be assessed and the ball awarded to the opposing team with a throw-in from the location of the previous throw-in. If time is stopped, then no time shall leave the clock. If the clock is running, the officials may stop the clock under Rule 8.2 [d], [e] or assess an Unsportsmanship penalty under Rule 17.5.2, Section 1[i].

13.7 If the **player throwing-in** the ball does not do so in the air [i.e. ball bounces on or outside the line], the ball is awarded to the opposing team at the same location.

13.8 The **ball is out-of-bounds** when it has completely crossed over the sideline or end line. Therefore, a player who is completely out-of-bounds and is hit by the ball has no effect on the determination of possession.

13.9 The **thrown-in ball** must be touched by another player or chair before the throw-in player may touch the ball again. Violation of this rule results in the other team being awarded a throw-in from the same location.

13.10 **No player**, [offense or defense] may be closer than three [3] feet to the throw-in player during the throw-in. Infraction by the offensive team will result in the ball being awarded to the other team for a throw-in from the same location. Infraction by the defensive team will result in a re-throw by the offensive team.

13.11 **Defensive players** may not interfere with the throw-in player's re-entry to the court after the throw-in.

13.12 If a player **dribbles the ball** while throwing-in it will be considered as his throw-in attempt. The ball would then be awarded to the opposing team to throw-in from the same location.

13.13 In all cases, **the Referee will signal the start of time** with the lowering of his arm.

RULE 14 BALL MOVEMENT

14.1 A **player may use hands**, feet, chair or any part of the body to move the ball.

14.2 A **player may dribble the ball** with one or two hands.

14.3 Once a player has possession of the ball, they have three [3] seconds in which to pass, shoot or dribble. If the player fails to do so, play is stopped and the ball will be awarded to the other team for a throw-in at the nearest sideline to the point of the infraction.

14.4 **When a player falls out of his chair** and is not in danger of being hurt, play will continue until a dead ball situation occurs or a goal is scored. If in the view of the referee the player is hurt, play will be stopped immediately. The player's coach will be asked to assist the player as needed. If the player is injured, medical personnel may attend the player in accordance with Rule 8.2, Section [i]. The team who had possession of the ball when play stopped will be given a throw-in at the nearest sideline to the ball.

14.5 A player **may not touch the playing surface** while in possession of the ball or in an attempt to obtain possession of the ball. The exceptions are the goalie and players who propel their chair with their feet. Those players may trap the ball to the floor with their feet.

14.6 If a **goalie has possession** of the ball and leaves the goal area, or leaves the goal area to gain possession of the ball, he will have three [3] seconds in which to dribble, pass or shoot the ball. The goalie may not return to the goal area while in possession of the ball.

14.7 If the **ball is in the goal area**, the goalie must make an attempt to gain possession of the ball within five [5] seconds. Contact with the ball in any manner will be considered possession. Once the goalie has made contact with the ball inside the goal area, his team will be awarded a throw-in after five [5] seconds at the nearest corner mark. Failure to make an attempt may result in either a court violation or an unsportsmanlike penalty.

14.8 **While the ball is in the goal area**, other players may attempt to gain possession as long as they do not:

[a] Touch any part of the goal area with any part of their wheelchairs or bodies.

[b] Physically interfere with the goalie's possession or attempt to gain possession of the ball.

Possession in this case is defined as simple touch control (hand on the ball on the floor).

14.9 A **violation** of 14.8[a] above by an offensive player will result in the other team being awarded a throw-in at the closest corner mark.

14.10 A **violation** of 14.8[a] by the defensive team or 14.8[b] by the offense (now defense due to loss of possession to the goalie) will result in the other team being awarded a penalty shot.

14.11 The **ball is considered tied-up** during play if neither team is able to move it for two [2] seconds. The team not having first possession at the beginning of the game/half shall be given the turnover advantage for the first tie-up in the game/half. This throw-in shall take place at the nearest sideline. Further tie-ups will result in the alternating of possession for the throw-in.

RULE 15 A SCORED GOAL

15.1 Except as otherwise provided by the rules, a **goal is scored when** the entire ball has passed through the plane of the goal line. The goal line plane is defined as the end line between the goal posts and under the crossbar. The plane of the goal line is always stationary even if the goal post moves.

15.2 A **goal cannot**, in any case, be allowed if some object out of the field of play has touched the ball. If this happens in the normal course of play, the game shall be restarted in accordance with Rule 12.7.

15.3 The **referee will** make the final judgment and **award** all goals scored.

15.4 **After each goal**, time is called, the ball is returned to center court, and the team scored upon will gain possession of the ball as outlined in Rule 12.

RULE 16 PENALTY SHOTS

When a penalty shot is awarded to a team, any offensive player including the goalie who is on the court at the time of the violation may take the penalty shot.

[a] The player will be given the ball at mid-court within the circle.

[b] The player may take the shot at any time without touching the penalty shot line. The penalty shot line will be at 12 feet from the end line. If a player cannot execute a moving penalty shot due to his abilities, then he can choose a stationary penalty shot at the penalty shot line. He will have 5 seconds to execute his shot. Coaches are expected to comply with Rule 10.3 for these players.

[c] The player will have ten [10] seconds to take the shot after being signaled by the referee, usually by a whistle. The player is free to move forward toward the goalie. The player can neither stop nor turn his back on the goalie until he executes the penalty shot. "Turning his back" occurs when in the judgment of the official the player while in possession of the ball turns one degree beyond a line parallel with the penalty shot line. Any of these violations results in a loss of possession by the offense.

[d] All other players, except the defensive team's goalie, must be behind the center court line.

[e] If any defensive player commits a violation during the penalty shot, the offensive team will be awarded another penalty shot if the attempt failed. If any offensive player commits a violation during a penalty shot, the defensive team will be given a throw-in at the nearest corner mark. A goal cannot score on an offensive violation.

[f] If a goal is scored, the game will restart according to Rule 12. The team that committed the violation will gain possession.

[g] If the shot is unsuccessful for any reason, the offensive team shall be given a throw-in at the corner mark as determined by the referee. The defensive team shall be allowed to establish position before the offensive team.

RULE 17 VIOLATIONS, FOULS AND TIME PENALTIES

17.1 Definitions

[a] A scoring attempt is defined as any offensive maneuver(s) anywhere on the court.

[b] A **Power Play Time Penalty** results when a player must sit in the penalty box while his team plays short handed. Time Penalties that result in a power play are the following sections of Rule 17.5.1; Section 1d, e, g, i, j, k, l; Rule 17.5.2, Section 1.

[c] Penalty **time is** measured on the game clock. The scorer's table will record the time of the infraction.
Example: If a player enters the box for a two [2] minute penalty at 12:33 of the Game, then he is out at 10:33.

[d] **All Personal fouls** and unsportsmanlike conduct will be recorded by the scorer's table. Accumulating personal fouls will result in an automatic time penalty, UTP, under Rule 17.5.2, Sect.1 [k]. Accumulating time penalties will lead to an Ejection Time Penalty under Rule 17.5.4 Section 1 [b].

[e] **Position is** a matter of which chair arrives first at an intersection of any two wheelchairs. The one that arrives first is considered to "have position" while the second one to arrive may be in violation of ramming or hooking. If in the judgment of the officials, chair "A" leading edge arrives at the intersection before chair "B" then "B" may be in violation of a rule. If in the judgment of the official both chairs arrive at the same time, then, if a violation occurs, it is to be treated as a "tie-up" per Rule 14.11 after all violations have been recorded for both players. If no violations occur it is to be treated as incidental contact.

[f] **Blocking**, "a legal move", is defined as any move by a player who has position to impede the movement of another player. Although incidental contact may occur, ramming into another wheelchair is not allowed.

[g] **Ramming**, "an illegal move", is defined as a collision from any angle in which a player fails to gain position, or make an attempt to either stop the chair or alter its path. Players are expected to have control of their wheelchairs at all times.

17.1 Definitions, cont'd

[h] **Hooking**, "an illegal move", is defined as when a player's progress is impeded by another player using any part of his body or chair to hook onto any part of the first player's chair. Officials should use Rule 17.1e to determine if it was hooking or if the player had "position" and the other player created the "hook" with his own maneuvers. However, under normal circumstances it is the player's responsibility to comply with Rule 5.5.

[j] Holding:

- a. Blocking by more than one chair becomes illegal, or **penning (holding with chairs)**, when after three seconds of legal blocking they continue to impede the opponent from moving from one position. A block will remain legal if in the judgment of the official the player being blocked is free to execute a pivot, a move and or change the chair's position on the court.
- b. This situation does not apply to offensive players who are within one chair width of their offensive crease. However, during any dead-ball or time-out situation penning is NOT legal within one chair width of the crease. All players must be able to move freely to any other part of the court. The defense can, of course, shadow the opponent's movement but not impede it.
- a. **Holding with the hands** occurs when a player physically grabs hold of any portion of a player's body or chair to impede his progress.

17.2 Continuation Play Rule Defined [Delayed Penalties]:

When the referee wants to penalize a player for any infraction while at the same time not wanting to punish the Offensive Team by stopping play, **the Continuation Play Rule** shall apply from any place on the court. The referees will acknowledge the violation with a hand signal by raising their arms over head allowing play to continue until such time as one of the following occurs at which time play is stopped:

[a] The **defensive team gains possession** of the ball: the violation with the appropriate penalty is assessed and recorded on the offending player. Play will restart at the nearest sideline to the ball with a throw-in by the offensive team. Possession shall be defined as a player having control for more than [1] second.

[b] A **goal is scored**: the violation with the appropriate penalty is assessed and recorded on the offending player. No time penalty will be served when a goal is scored: however, all personal fouls will be recorded.

[c] **The defensive team commits a second violation**: the violations with the appropriate penalties are assessed and recorded on offending player(s). Penalties will comply with all applicable rules. After all

appropriate penalties have been assessed; the Head Referee will then assess a “**technical penalty shot**” if the second violation falls under Rule 17.4.2, 17.5.2, 17.5.3, 17.5.4.

A successful penalty shot for the first offense will only erase the time for that violation. A time penalty for the second violation must be served to its end or until a subsequent goal is scored. The “technical penalty shot” does not erase any time penalty. If the offensive team violates Rule 16[c] executing a penalty shot for either the first or second violations, it will still receive the technical penalty shot but will lose possession of the ball

[d] **The offense commits the second penalty:** the violation with the appropriate penalty is assessed and recorded on the offending player. Unless the violation falls under Rule 17.5.2, 17.5.3 or 17.5.4, the offense will retain possession of the ball. If the violation does fall under Rule 17.5.2, 17.5.3 or 17.5.4, then the defense will be awarded the ball. There will be no “technical penalty shot” in this scenario.

17.3 Goalie Privileges

[a] Any **time penalties** assessed against the goalie, with the exception of misconduct penalties, may be served by another member of his team on the court. All time penalties so served shall be charged against the goalie. This includes instances when the goalie is playing as the sixth attacker. A goalie using the privilege set forth in this section may play only in the goal area during the course of the time penalty.

[b] If **the goalie has possession** of the ball in the goal area for five [5] seconds, or if the ball is in the goal area and unable to be reached by the goalie or another player for five seconds, the goalie’s team will be awarded a throw-in at the corner mark at the nearest sideline.

Rule 17.4 Violations and Fouls

17.4.1 Court Violations

A court violation will result when a player commits any of the following infractions at any time. Court violations will result in a loss of possession with a throw-in awarded to the opposing team. All throw-ins will occur at the nearest sideline or corner mark determined by the officials.

[a] When an offensive player enters his team’s goal area gaining an unfair advantage. The exception to this is when during a dead ball situation the offensive player who will be in-bounding the ball may pass through the goal area to get to the other side. All others from both teams must go around.

[b] When a player raises both buttocks off the chair gaining an unfair advantage.

[c] When a player touches the floor as per Rule 14.5 or any part of a player’s wheelchair touches the floor as per Rule 6.4.

[d] When one or more players prevent another player from re-entering the court.

[e] When both players cause a ram and neither has possession of the ball, then Rule 14.11 shall apply.

[f] When a player covers the ball with his wheelchair for three [3] seconds.

[g] When a player leaves the court or does not enter the court immediately to gain an advantage.

[h] When a defensive player goes into the goal area without gaining an unfair advantage.

[i] When a goalie returns to the goal area with the ball. [Same infraction just edited down]

[j] When a player sustains multiple equipment failure resulting in the delay of the game.

17.4.2 Personal Fouls

A personal foul will result when a player commits any of the following infractions at any time. Each personal foul will be recorded by the scorer’s table and accumulate toward an UTP. The offensive team shall be awarded a penalty shot when the defense commits a personal foul within the offense’s 12 foot penalty line. At all other times, a personal foul will result in a loss of possession.

[a] When a player rams an opponent’s body or chair

[b] When a player holds an opponent’s body or chair.

[c] When a player pushes an opponent’s body or chair.

[d] When a player hooks an opponent’s body or chair.

[e] When a player plays in an unsafe and/or aggressive manner.

[f] When a defensive player enters the opponent’s goal area gaining an unfair advantage.

[g] When a defensive player pushes an offensive player into the offensive goal area, Rule 17.2 will apply. However, the offensive player may not touch the ball while in the goal area as touching the ball will end the play. The offense will not be penalized and the player not be allowed to score.

17.5 Time Penalty Violations

Section 1 Time Penalties Defined

Time penalties that can be issued to players or non-players after the start of the tournament whether the clock is running or not are divided into the following categories:

Team Time Penalty	TTP	2 minutes
Unsportsmanship Time Penalty	UTP	2 minutes
Ejection Time Penalty	ETP	5 minutes
Misconduct Time Penalty	MTT	2 minutes

Section 2 Procedures for all Time Penalties

[a] The referee will show;

- A BLUE CARD for the **first** personal foul and the **first** Unsportsmanlike Time Penalty; and Team Time Penalties #1 (one) through #4 (four).
- A YELLOW CARD when the **second** personal foul warning a UTP for the third personal foul in Rule 17.5.2, Section 1[k]; or
- A YELLOW CARD to the bench for the fifth TTP in Rule 17.5.1, Section 1[j], warning the next will result in Team Time Penalty for a player.
- A YELLOW CARD warning the next time penalty (other than a TTP) will result in an Ejection Time Penalty in Rule 17.5.4, Section 1[b].
- A RED CARD will be used for Ejection Time Penalties.

Section 2 Procedures for all Time Penalties, Cont'd

[b] The referee should not stop the game to administer a caution or time penalty for the first offense of the defending team. Rule 17.2 shall apply. Play should stop if the penalty is on the offensive team or for the second defensive violation.

[c] A player whose time penalty has expired must leave the penalty box subject to other restrictions in this section.

[d] If a penalized player is in the penalty box for a personal foul that led to the awarding of a penalty shot, then that player shall be released if the penalty shot is scored. The player must be in the box during the penalty shot attempt.

[e] In the event of misconduct time penalty by non-player personnel in the bench area no time penalties will be served. If the misconduct of that non-player warrants ejection, that person will be sent from the area of the field of play. If that person is a coach he will be allowed no further contact with his team for the duration of that game.

[f] If a team with two players serving power-play time penalties is scored upon by a shot other than a penalty shot, then only the player with the least amount of unserved time may return to the field of play.

[g] When one player from each team is serving a mutual penalty and a goal is scored, neither player shall be released, and it shall be of no consequence in the releasing of a player. Each must serve the entire time. No time penalty shall be voided in such cases.

[h] A maximum of two penalties shall count down simultaneously. If a player is penalized when two teammates are serving penalties, then the penalty time for the next player shall not start until the penalty time of either player has ended.

[i] If a team has two [2] players serving time penalties and a third player of the team receives a penalty, the third player must go to the penalty box. The team must replace him on the court with a substitute. If the offended team scores a power-play goal, the player in the box with the least amount of unserved time on a power-play penalty shall be released first.

[j] When a team has three [3] or more players serving time penalties at the same time and a substitute for the third offender is on the court, the first player whose time has expired may not return to the game or to the bench until play is stopped in accordance with the rules. When play is stopped he may either enter the game in accordance with the rules or go to the bench, but the team shall still not have more than four [4] players on the court. If penalties of two players from the same team expire at the same time, the captain or coach will advise the referee which player will be released first.

[k] A player shall not leave the penalty box unless released at one of the specific allowable occasions listed below:

- [1] The expiration of his time penalty provided that the player does not place too many players from his team on the court.
- [2] At the end of a half or the game to consult with his team. They shall return before play is restarted.
- [3] A power play goal scored against his team.

17.5.1 Team Time Penalty (TTP)

Section 1 Violations

- [a] Illegal Substitutions
- [b] Excess number of players.
- [c] Playing without a designated goalie.
- [d] PP Illegal substitution of a goalie [two goalies on the court].
- [e] PP Substitution of improper class exceeding point total allowed.
- [f] Delay of substitution after the 2-minute warning.
- [g] PP Leaving the bench to join a confrontation, fracas or melee with players or referees.
- [h] Situations where players congregate around referees in order to dissent against or dispute decisions made by the referee.
- [i] PP Bench Misconduct. This shall be defined as physical or verbal abuse of the referee where the offender is not identifiable.
- [j] PP Every sixth violation listed in this Section committed by a team in one half.
- [k] PP Failure to report substantive modifications to a wheelchair after the initial inspection.
- [l] PP A team calls for a time-out when it doesn't have possession or is out of time-outs.
- [m] A delay of game occurs due to excessive equipment failures in one or more chairs.

Section 2 Procedures

A Team Time Penalty shall be served by a player designated by the coach from players currently on the court for any of the offenses above in Section 1, [d], [e], [g], [i], [j], [k], [l]. These violations result in a Power Play under Rule 17.1b labeled "PP" above. The player chosen shall not be charged with the penalty for the purposes of counting time penalties leading to a UTP or ejection. When a Team Time Penalty is assessed the game will restart with a throw-in by a player of the victimized team at mid-court. Substitution will be allowed only for the following violations: [a], [b], [c], [f], [h], [m].

17.5.2 Unsportsmanlike Time Penalty (UTP)

Section 1 Violations

A penalty may be assessed to any player deemed **guilty of unsportsmanlike conduct**. Official(s) should differentiate between unsportsmanlike and ejection-able behavior based on grounds of severity and/or frequency. A player shall serve a time penalty for unsportsmanlike conduct and the opposing team shall be awarded a throw-in at mid court when a player:

- [a] Commits a severe, tactical or blatant personal foul [Rule 17.4.2] as deemed by the referee to be of a serious nature.
- [b] Threatens to; attempts to; or actually strikes, elbows or spits-on an opponent.
- [c] Kicks or threatens to kick an opponent.
- [d] Plays in a dangerous manner.
- [e] Displays unnecessary roughness or Unsportsmanship conduct towards another player.
- [f] Uses foul or abusive language toward an opponent, referee or teammate.
- [g] The goalie intentionally strikes an opponent violently with the ball. The referee shall caution or send off as appropriate and award a penalty shot if the offense was initiated from inside the goal area.
- [h] Reenters the game having failed to carry out a previous equipment adjustment ordered by the referee in violation of the delay of game.
- [i] Or players engage in tactics that delay the game or otherwise waste time following the referee's whistle to stop play. A player shall be deemed to be engaging in delaying tactics or wasting time if, in the opinion of the referee, a player(s) intentionally causes in any way the delay of the game. Such delaying tactics would include any behavior that would take the officials away from the tasks demanded from the stoppage to deal with such behavior.
- [j] Commits any infringement pertaining to Rule 17.5.1 outlined in Section 1h.

[k] Accumulates 3 personal fouls under Rule 17.4.2. A player will be issued a U.T.P. for every third personal foul.

[l] Engages in unsafe play during a game stoppage. Such unsafe play could include but not limited to fast sprints, sharp cuts and setting blocks placing officials and others at risk.

17.5.3 Misconduct Time Penalty (MTP)

Section 1 Violations

[a] Visible or verbal misconduct directed at any referee in dissent of a decision or directed toward anyone other than an opponent shall be considered misconduct for which the player shall be assessed a penalty. Only designated captains may ask for an explanation of the violation from the Head Official.

[b] A player or non-playing team personnel makes physical contact with a referee or other game official as an act of dissent toward a referee's decision.

[c] If a player serving any time penalty leaves the box prematurely for any reason, his actions shall be considered misconduct for which he shall be sent off. If that player was serving a power-play time penalty, his team shall have a substitute serve the remainder of the time.

Section 2 Procedures

[a] A power-play shall not result directly from a misconduct penalty. The player assessed the misconduct penalty shall, in all circumstances, serve the entire assessed time and shall not be allowed to exit the penalty box until play has stopped in accordance with these rules.

[b] A penalized player shall proceed immediately to the penalty box. If the original penalty would have resulted in a power play, a substitute will serve the original power-play penalty while the offending player will serve the two [2] minute misconduct penalty. Any penalized player who challenges the referee's ruling shall be assessed an additional two minute penalty.

17.5.4 Ejection Time Penalty (ETP)

Section 1 Violations

A player shall be sent off of the court when any player is guilty of:

[a] Violent conduct or serious foul play.

[b] Receiving a third Time Penalty.

[c] A player guilty of violent conduct toward a teammate, non-playing opponent, coach or spectator shall be sent off.

[d] Spitting at other persons or other unseemly inappropriate behavior shall be considered to be violent conduct.

[e] When a player commits a second violation before the referee has assessed the first penalty, the player shall be sent off the court.

Section 2 Procedures

[a] When a player is sent off for violent conduct or serious foul play, a five minute time penalty shall be assessed. If a player is sent off for offenses described in section 17.5.3, the appropriate time penalty shall be assessed. If the penalty sending the player off results in a power play, another player shall serve the penalty from his team.

[b] A single incident shall be defined as occurring from the original stoppage of play continuing until play is restarted.

[c] If play is stopped for a player to be sent off the court for an offense without a separate breach of the rules having been committed, the game shall be resumed by a throw-in awarded to the opposing team at the closest sideline.

[d] A player who has been sent off the court shall not return to the game. They will be required to leave the bench area. If they go into the stands and become a problem they will be required to leave the facility. Failure to comply with this rule will result in the termination of the game and forfeiture by the team of the player in question.

[e] When two players on opposing teams are in a single incident involving two [2] or more simultaneous Ejection Time Penalties, equal numbers of time penalties shall negate one another on a one for one basis.

- [f] Regardless of the number or nature of penalties assessed for a single incident, no player or substitute for a player sent off shall serve more than the maximum of a five [5] minute time penalty.
- [g] When a referee sends a player off, the restart shall not be taken until that player has left the court.

RULE 18 OVERTIME SITUATIONS – SUDDEN DEATH

18.1 If **the score is tied** at the completion of regulation time, the game will go into one, ten minute overtime period with the team scoring first winning the game. Rule 12.1 will be followed to determine possession and end of court. If a player is serving a time penalty at the end of regulation time, the player must return to the penalty box at the beginning of overtime.

18.2 There will be a **five [5] minute intermission** between the conclusion of regulation play and kick-off to begin the overtime period.

18.3 The **first team to score** in the overtime period will win the game.

18.4 If, at the **conclusion of the sudden death** overtime period the score is still tied, a winner will be determined by penalty shots.

[a] Each team will choose five players.

[b] Each player will attempt to score from the penalty shot line. The team not awarded the kick-off at the start of the overtime period will have the option of shooting first or second. Players will shoot on a rotating basis. Team A will shoot one penalty shot, then team B will shoot one penalty shot, etc. At the conclusion of a round of five [5] shots for each team the goals will be added up. The team with the most scored goals will be declared the winner.

[c] All shots will be conducted according to the penalty shot procedures outlined in Rule 16.

[d] The goalie must have played in the goal at least one [1] full quarter during regulation play, [12 ½ minutes], and must have played goalie during the ten [10] minute overtime period, except in the case of an injury.


RULE 18 OVERTIME SITUATIONS – SUDDEN DEATH, Cont'd

[e] If, after five [5] rounds of penalty shots, a winner is not declared, the same five players will alternate equal number of penalty shots. The team that scores when the other team does not is declared the winner. The team choosing not to shoot first in Rule 18.4.b shall have the choice to shoot first or second.


18.5 Each team will be allowed one [1] time-out during the overtime period. Time-outs may not be carried over from regulation play.




OFFICIAL SIGNALS




RAMMING




HOLDING/HOOKING




ELBOWING




PUSHING




ILLEGAL BLOCKING




CHAIR MOVEMENT VIOLATION




TIME OUT



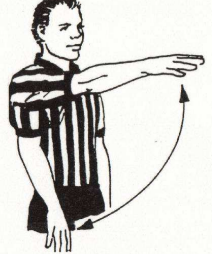
GOAL




DISALLOWED GOAL




TWO SECOND TIE-UP



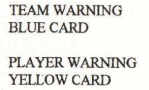
GOAL AREA VIOLATION



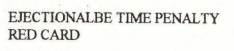
CENTER LINE SHOT VIOLATION/ILLEGAL GOAL




TEAM WARNING
BLUE CARD




PLAYER WARNING
YELLOW CARD




EJECTION/BLUE TIME PENALTY
RED CARD



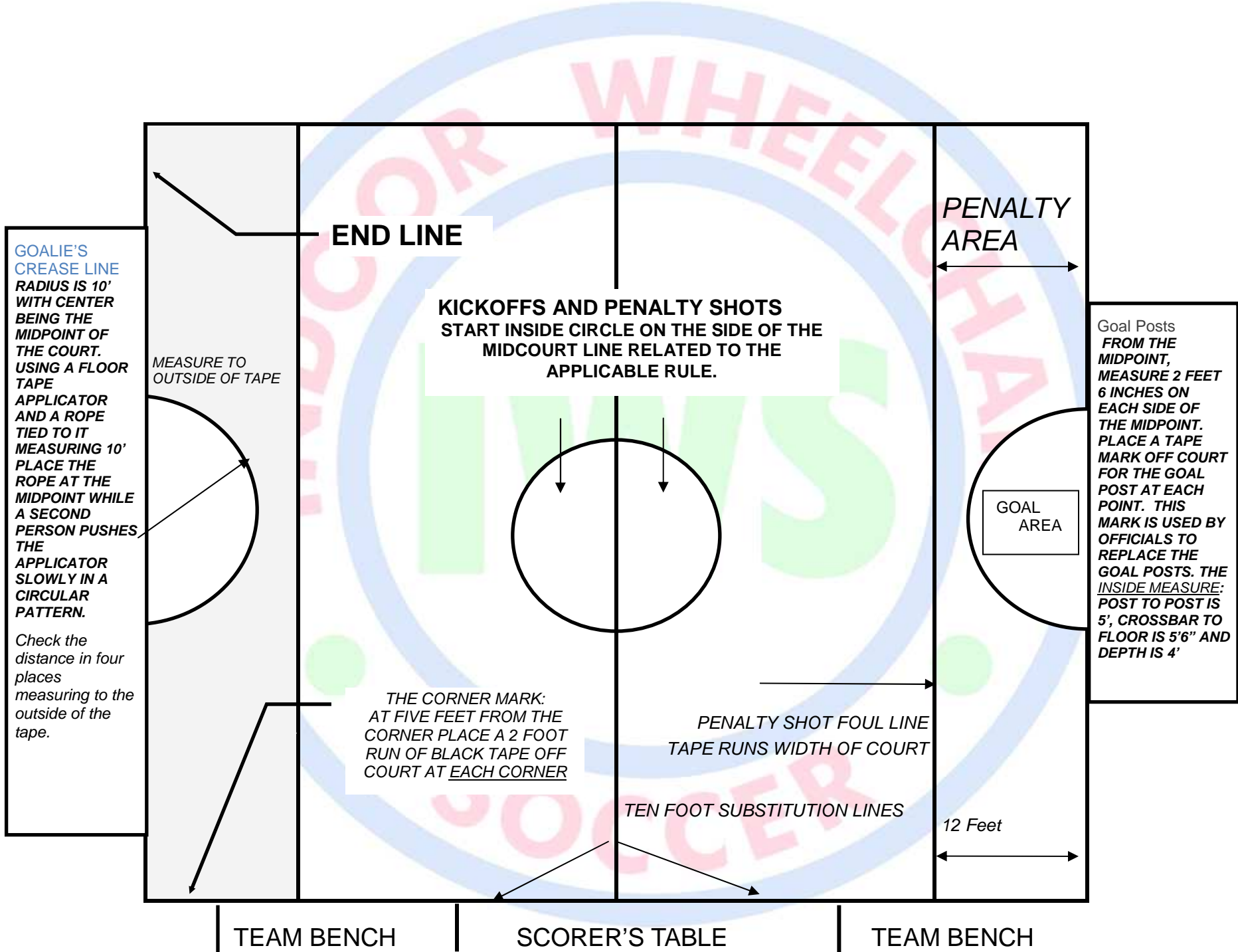
UNSPORTMAN LIKE CONDUCT



PLAYER MISCONDUCT



PLAYER RAISING OUT OF SEAT



END OF RULE BOOK

