



***A SPORT GOVERNED BY
THE NATIONAL DISABILITY SPORTS ALLIANCE***

ADDENDUM Part I, II, III

PART I: Policies & Procedures Related to Specific Rules

PART II: Policies Related to Procedures

PART III: NDSA-IWS Functional Classification Profiles

FILE IS FORMATTED FOR TWO-SIDED PRINTING

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National Disability Sports Alliance



PART I: Policies & Procedures related to specific rules.

Rules 1.4 & 1.6 Procedures: Directions for goal construction and laying a ten foot arc. Overall goal measurements are 5'6" high, 5' wide and 4' deep. These are inside measurements. In other words, the goal posts need to be outside these measures. Read the entire set of directions before beginning. Contact Dave Stephenson with any questions. If you let him know in advance, he will be available by the phone when you are building them. 832.689.6469, cell ddstephenson@earthlink.net

ITEMS NEEDED TO BUILD one Set of Goals for one court. To host a tournament, you will need one set for each court.

1. **ESSENTIAL:** A Person(s), who knows how to measure, cut and glue PVC pipe.
2. **Circular saw** with a blade for **Aluminum/PLASTIC**. (or Table Saw)
3. **Nine, 10 foot sections** of 3" Schedule 40 white PVC pipe per set of goals. White PVC plumbing pipe is available at Home Depot or Lowe's.
4. **PVC glue and Pipe Prep**, two different products. Buy enough for 20 joints per goal.
5. **16 Elbows Total, 8 per goal.**
6. **8 Tees Total, 4 per goal.** Make sure to buy the tee that makes a 90-degree. The tee has a curve like a freeway off-ramp curve but ends at 90 degrees from origin.
7. **Black duct tape** (or vinyl floor tape however this is more expensive). Tape is used on the finished goal to contrast color on the crossbar and down bars facing the court.
8. **A rubber mallet** (preferred) or a block of wood and hammer to seat the sections onto the pipe. Do not use a regular hammer on PVC as it will crack. Try to assemble in a warm area as PVC becomes more brittle in cold. When gluing, be sure the area is well ventilated.
9. **Metal file and towel** to remove burrs and clean ends of pipe after the cuts.

ASSEMBLY TIPS:

1. **READ THESE DIRECTIONS FIRST**
2. Not all joints are glued.
3. All elbow & tee sections have an inch and one half insert, 1 1/2".
4. At each step, assemble **without glue** and measure to insure correct distance.

When assembling the crossbars:

1. Since the tees have a slight curve, assemble the tees going the same way on **both** crossbars. This is so the when assembling the support units the two crossbars will be in alignment.
2. The end elbow opening is pointing down while the tee opening is pointing back. The openings of the two elbows can't be going the same or opposite direction as the tee.

Make and assemble one crossbar at a time (**no glue**). This will enable you to correct any mistakes, Then build the second crossbar.

Continue with the first goal for the same reason. Make sure at each step the assembled pieces meet the required measurements.

Then make multiple cuts of pipe to assemble the remaining goal sections.

POSSIBLE ERRORS IN MEASUREMENTS!

NOTE: Goal measurements should be within **a degree of error of 1/2 inch either way.**

- The seating pipes into joints can be cause for error in over all measure. Make sure the pipe is seated using the rubber mallet to strike the PVC firmly. Check to see if it is in as far as possible by looking into the joint from the other side to see.
- Cutting anything can cause errors. Make sure the cut is straight across with no uneven burrs. If you create a burr, file it off to make the circular surface flat.

BUILD THE CROSSBARS FIRST

1. **CUT TWO PIECES OF 9" EACH.** Always file and clean ends after cutting.
2. Assemble the end pieces to the crossbar (without glue). With one elbow, insert and seat the 9" pipe, then attach a 90 degree tee. Seat the pipe with a rubber mallet.
3. Now measure, the tee is 7 7/8 inch from the store, the pipe should have 6" exposed and the elbow should measure 2 1/2 inch from pipe edge to the inside edge (not outside edge). This should total to 16 3/8 inch.



BUILD THE CROSSBARS FIRST, cont

4. Repeat Step two for other end. Make sure the tee openings are the same direction.
5. Cut the crossbar pipe **last** after the two end pieces are assembled (**without glue**). This allows you to adjust the length to compensate for any errors in the length of the two end pieces. However, make sure to correct any incorrect seating of pipe & joint.

However, the crossbar pipe should be 27 ¼ inch exposed. If the two end pieces measure 16 3/8 inches or 32 ¾ inches total, then the pipe connecting the two end sections needs to be (60" minus 32 ¾ ") 27 ¼ " exposed. Add 3" for the seat making the crossbar length is 30 ¼ inches. Remember the entire crossbar needs to measure 5' from inside elbow to inside elbow of the exposed opening.

BUILD SUPPORT UNITS – Four per goal. A support unit looks like the letter "L". One side is longer with the Elbow connecting it to the shorter.

1. Up Piece is 4' 10" exposed or 4' 11 ½ " total
2. Cross Piece is 3' 4" exposed or 3' 5 ½ " total
3. File and prep each end.
4. Seat into an elbow. Repeat three more times.

ASSEMBLE YOUR FIRST GOAL

- Check the measurements. **Do not glue until you confirm required dimensions.**
Repeat Steps for One more Goal, check your finished measurements then glue both goals.

TIPS on GLUING: Glue the Crossbars at all joints EXCEPT THE OPEN ENDS THAT CONNECT TO THE SUPPORT UNITS. Glue the Support Units at the elbow. **Do not glue them to the crossbars.** You should end up with four support units glued at an elbow and two crossbars glued at each joint except the hole to connect to the support units.

Do not use the "Pipe Prep" product on any elbow or pipe that will not be glued. Doing this will make daily set-up and break-down harder as it makes the connection sticky.

BLACK TAPE: Use 2" black duct tape or vinyl floor tape on those goal pipes that face the court. Duct tape is easier as it tears with the hands, vinyl tape must be cut with a tool. Three adjacent lines of tape circling the pipe only once create a 6 inch band. Create 6" of black tape at 6" intervals create a visually contrasting goal post. Avoid taping the joints.

START TAPING

On the Crossbar, start a 6" run from the glued elbow. Skip the tee then create a 6" run from the tee inward. This will give you four 6" runs per crossbar. On the support units, start from the elbow and move up with 6" intervals. **Be sure to leave at least 1 ½ inch at the end of pipe** so it can seat into the joint when assembled. Tape will make this connection impossible.

Rule 1.6 TAPING A 10' FOOT ARC

Step One

ITEMS NEEDED TO TAPE AN ARC

Two people capable of crawling/kneeling on the floor

1 Tape Measure

2" Vinyl Court Tape – Color unique to other lines on the respective gym

(At a National Championship, the color will be determined by the officials)

1 pair of scissors, vinyl tape does not tear easily

1 Dry Erase Marker, **Do Not** use any marker that is not erasable

Step Two

Find the mid-point of the court on the end line with tape measure. Mark that point first with the marker then with a short piece of tape (needed for the game)

Step Three

With one person holding and rotating the tape measure at zero on the mid-point mark, the second person finds the ten foot mark on the end line. He/she should mark the floor with the dry erase marker starting at the end line and placing a mark every 8 to ten inches in an arc to the other side of the end line.



Rule 1.6 TAPING 10 FOOT ARC, cont.

TIP 1: The closer the marks are to each other the easier it is to lay the tape in a curved line.

TIP 2: When you reach 12 o'clock (perpendicular to the end line) stop and mark the 12 foot mark for the penalty shot line to be taped later. It is just two feet further out.

Step Four

Start taping with one person holding and feeding the tape while the second person lays the tape on the floor **on the inside of the marks**. This is a coordinated effort between the two as the person feeding the tape has to constantly adjust the roll as the tape is laid. When the tape reaches a mark on the floor, the feeder should then pull out excess tape for the next section.

TIP: In this manner it is easy to pull the tape up by section and re-lay the tape correcting an error.

Player Qualifications and Classifications

Rule 2.1 POLICY: To qualify for and participate in national competition, a person, team and local organizing committee must sign all waivers and releases including a medical form or staff health form. The exception is the Photo Waiver which is NOT required just recommended to help NDSA-IWS promote the sport. A participant's signature on the Rule Book/ Code of Conduct section of the waiver/release signifies that said person has a "full and complete understanding" of the NDSA-IWS Rule Book, Code of Conduct and its Policies and Procedures. Failure to read and understand these documents is considered neither an excuse for failure to comply nor a reason for leniency.

NDSA Code of Conduct Policy

Participating in a NDSA Event is an honor - a distinction few achieve and a real accomplishment. Your responsibilities include obligations to do your best for yourself, your local team, and NDSA.

I pledge to uphold **the spirit of this Code of Conduct** ("this Code" or "the Code") that **offers a general guide** to my conduct as a participant in an NDSA Event. I recognize that this Code **does not establish a complete set of rules** that prescribes all aspect of appropriate behavior.

By signing the Code, in its unaltered form, I **(a) accept admission to** the NDSA Event; **(b) agree to abide by** the Code and the attached Grievance Procedures which will be used by the NDSA Event Coordinating Committee to resolve any alleged violations of the Code occurring between my initial date of arrival to the NDSA Event and my departure from the event; **(c) agree to submit any** dispute to the NDSA Event Coordinating Committee pursuant to the Grievance Procedures and **(d) acknowledge** that the Code and the Grievance Procedures **apply immediately upon my arrival** to the NDSA Event.

I have familiarized myself with the spirit of the Code, and understand that acceptance of it provisions as written **is a condition of my participation in a NDSA Event**.

To that end I Pledge to:

Act in a sportsmanlike manner consistent with the spirit of fair play and responsible conduct; **avoid criminal behavior; not use any medication or substance** on the U.S. Olympic Committee ("USOC") **banned substance** list nor violate any procedures relating to use of banned substances; not use substances nor violate procedures of the USOC and/or NDSA Anti-Doping Program [applies only where drug testing is scheduled]; **refrain from conduct detracting from my peak performance** or that of my teammate(s); **refrain from the use of, or the providing of , alcohol or drugs** in violation of local, state or national law; **respect the property of others** whether personal or public; **respect members** of my team, other teams, spectators and officials; **engage in no form of verbal, physical or sexual harassment or abuse; follow my team's rules**, including, by way of example, rules regarding curfew, required attendance at team meetings or functions; follow other such rules as may be in force during my attendance at a NDSA Event; **act in a way that will bring** respect and honor to myself, my team, NDSA, and the NDSA-IWS National Championships; **remember** that at all times **I am an ambassador** for my sport, my team and the Disability Sport movement.



Code of Conduct Grievance Procedure

1. **Introduction:** These procedures will be followed when a participant in a NDSA Event is accused of a violation of the Code of Conduct. These procedures are established to ensure a fair, equitable, independent, and final grievance procedure.
2. **Jurisdiction:** Each NDSA Event participant is a member in good standing of NDSA or other National DSO and has been approved in advance by NDSA to participate. Once approved to participate in the event, the NDSA Event Committee shall have jurisdiction over all disputes, complaints or challenges regarding participation in the event, with their resolution to be in accordance with the Procedures listed below.
NDSA jurisdiction shall begin no earlier than 6:00 a.m. [of the first day] and end no later than 6:00 p.m. [of the last day]. [Time specific for each event]
3. **Filing a Complaint:** After approval by NDSA for participation in the sanctioned event, any participant (the complainant) of the official NDSA Event may file a Complaint with the NDSA Event Committee relating to any dispute arising under the Code of Conduct. **A Complaint must:**
 - a. Be submitted in writing or by electronic transmission (facsimile) to the NDSA Event Director;
 - b. Be signed by the Complainant; and
 - c. Include a concise statement of the alleged grounds of noncompliance, breach of the Code or nature of the dispute, as well as the individual or organization responsible for the Complaint and the relief requested.
4. **Processing the Complaint:** Upon receipt of the Complaint, the NDSA Event Director, or his/her designee, will promptly:
 - a. Begin an investigation of the complaint;
 - b. Send the complainant a notice acknowledging receipt of the complaint and a copy of these Grievance Procedures;
 - c. Send to any individual or organization (team) whose conduct is the subject of the complaint (the "Adverse Party"):
 - 1) a notice of the filing of the complaint;
 - 2) a copy of the complaint;
 - 3) an invitation to respond in writing to the complaint; and
 - 4) a copy of these Grievance Procedures.
 - d. notify the team coach of the complaint and supply each with a copy of the complaint.
5. **Investigation of the complaint:** The complainant, the Adverse Party and other persons having information related to the subject matter of the complaint shall be available in connection with the NDSA Event Director, or his/her designee's, investigation and shall cooperate in the collection of all relevant documents and the conduct of interviews. Failure by any party to cooperate may be commented upon at any hearing.
6. **Resolution of the Complaint:** Following the investigation, the NDSA Event Director, or his/her designee, may attempt to resolve the dispute to the satisfaction of the parties. Any agreed-upon resolution must include the written acknowledgment by the parties of that resolution.
7. **Hearing:** If the NDSA Event Director is unable to resolve the dispute, the matter shall be immediately referred to the NDSA Senior Staff in attendance at the event who shall determine if they wish to have a full NDSA Event Committee or a hearing panel made up of a maximum of five (5) of its members conduct a hearing.
8. **Decision:** If the full NDSA Event Committee hears the dispute, it will render a decision. Any hearing panel recommendation shall be reported to the NDSA Event Committee which will accept, modify or reject the recommendation. The decision will be final and binding and not subject to appeal. The decision will be reported to the parties involved.



9. **Penalties:** The NDSA Event Committee may impose any one of more of the following penalties:
- Expulsion from the NDSA Event and mandated staying away from official event or team areas, regardless of whether or not the participant's competition has taken place;
 - Recommendation to the NDSA Board of Directors of the loss of privilege to participate in future NDSA National Events;
 - Restriction of the participant to his/her room or other controlled area(s);
 - Performance of a specified task(s), such as a formal written and/or oral apology or restitution;
 - Any other penalty that may be deemed appropriate for the particular violation.
10. **General:** All notices, reports and decisions under these Grievance Procedures shall be in writing and delivered in person, with a signed record of receipt required.

NDSA-IWS Classification

Rule 2.4 Players will be placed in one of 25 different classes by certified classifiers. The functional profiles listed in the Addendum Part III outline the five different classes for five different disability categories. Each numerical class will be worth an equivalent point. For example a class 5 is worth 5 points, a class 4 is worth 4 points etc.

Policy and Procedure: See the Functional Classification Profiles in Part III below for specific descriptions. IWS players who have not been classified yet should do their best to find the profile that best fits them. Upon arrival the IWS classifiers will review all previously unclassified. New players to IWS should do the same and be prepared to have both a brief history of his or her sports played with respective class.

Competition Divisions: Placement and Movement

Rule 2.10 A team may enter in one of two divisions; Division A or Open Division. It is the responsibility of the team to place itself in the appropriate division. 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. The LOC (local organizing committee) will list guidelines in the entry packet.

Guidelines for Team Divisions

A. Eligibility for Open Division: Teams must play in this division (are not eligible for Division A) if they meet the following criteria. Any team may enter the Open Division if it **does not** meet these criteria.

- The team has played in Open Division in the past. (Grandfather clause)
- The team has player(s) in Class 4 or 5 with the ability to play competitively in wheelchair basketball.

B. Eligibility for Division A: Teams are eligible for Division A if they meet the following criteria.

- The team has played in Division A in the past. (Grandfather clause)
- The team has no player(s) in Class 4 or 5 with the ability to play competitively in wheelchair basketball.

C. Division Movement: Teams **will (can) change** Divisions under the following conditions.

- It wins the title in Division A automatically moves to the Open Division.
- An Open team may petition to move to Division A if it finishes in last place for two consecutive tournaments.
- Teams from Division A that have added player(s) from Class 4 or 5 during the off-season who have the ability to play competitive wheelchair basketball are expected to enter the appropriate Division under Rule 2.10. Teams can move from Division A to Open without petition.



Guidelines for Team Divisions, cont

D. **Petitions to Move:** A team may petition the IWS Management Team in writing to change division:

1. To rescind the automatic move to Open Division if the team experienced a substantial loss of key player(s) in Class 4 or 5 during the off-season.
2. Petitions are to be received by the IWS MT in writing on or before the due date of team's preliminary roster that is 60 days prior to the tournament. (Emails are permitted). The team preliminary roster should be included with the petition. Petitions can be denied without cause.

E. **New Teams:** (first tournament) Must declare the sports bio on players in Class 4 or 5. Brief history of sports competition of these players must be submitted to the IWS Management Team with the required eligibility roster (Rule 3). The IWS Management Team will then place a team based on the caliber of players in Class 4 or 5.

F. The **IWS Management Team** has the authority to change a team's division if it determines the team has entered an inappropriate division. This decision can occur anytime up to 15 days prior to the tournament. After that time the team's division will stand throughout the tournament. It is the responsibility of the team to enter the appropriate division. Failure to do so may result in a loss of eligibility to compete at subsequent National Tournaments.

G. In order for **NDSA to award trophies in a division**, there needs to be at least three teams entered in that division by the final roster deadline of 30 days prior to the tournament. NDSA and the IWS MT reserves the right to consolidate divisions to accommodate the teams entered in tournament play.

Player Eligibility and Team Rosters

Rule 3.2 A team must submit a Player Eligibility Roster each year to the NDSA 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.

Policy and Procedures: Use the forms below to register all of the players who might play for your team. Although the number is unlimited, each player must sign and he/she can only appear on your roster. It is not the final team roster that is due 30 days prior to the tournament. However, all players on that final roster must be on the Eligibility roster. Once the Player Eligibility Roster is sent to NDSA offices, they will check each player's eligibility on such issues as but not limited to money due NDSA or appearance on another team's roster.

Rule 3.7 Players may apply for independent status with the NDSA office by using the Independent Roster Form or declaring via e-mail to the NDSA 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. See forms below.

Independent Players

1. Player must indicate a desire to play in writing (e-mail is ok) to the NDSA main office by 90 days prior to the National Championship using the Form E for independent players. Any player new to NDSA must declare a brief history in sports with any known classification(s) for any sport played. Exceptions to the timeline can be made for extenuating circumstances. (Form-P) A player may also send an expression of interest to an IWS Management Team member who then can submit their names to the NDSA.
2. The IWS Management Team **may choose to do one of the following:**
 - A. The IWS Management Team may **choose not** to place any independent players.
 - B. Form a team of independents including a staff of no less than two coaches.



Independent Players, cont

- C. Seek placement of player(s) on existing teams under the following conditions.
1. The IWS Management Team will establish a list of teams in order of the lowest seeded team as number one as defined by the results of the previous tournament. The last team will be the team that won Nationals. The Division A (old B) seed will be placed above its respective Open Division (old A) counterpart. Teams with no history of National competition will be placed one slot above the National champions of either division.
 2. The IWS Management Team will go from one team to the next seeded team seeking selection of a player from the pool of independents until all teams have selected players. The IWS Team may set specific guidelines for this procedure to take place in a timely manner.
 3. Teams must be committed to blending independent players into its system. Teams must be ready to support any drafted player with information such as plays or fund raising materials.
 4. The financial issues related to independent players are the responsibility of the teams and players with the exception of compensation as set forth in Rule 2.9. (See below) If the IWS Management Team chooses to "form a team" as described above, it may elect to hold a draft after Nationals to place independent players for the following year.

Rule Amendment and Rule Interpretation

Rule 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 Procedure:

1. IWS Management Team will solicit suggestions for amendments to the rulebook annually in the following manner.
 - a) **Team Representative** must submit all suggestions. Anyone can make one but the Team Representative as the liaison for all Team-IWS communication submits them.
 - b) **Suggestions must be on the IWS Form RW** with all required information.
 - c) Suggestions must be **submitted within a 60-day** window beginning 30 days after Nationals and ending 90 days after Nationals.
 - d) Suggestions received after 90-day window will not be considered.
2. The IWS Management Team will then **select a docket from the suggestions** submitted to be considered for amending the rules. This process will take no longer than 30 days. The selection process will create the docket by a simple majority of the voting members of the IWS Committee. It reserves the right to reject any suggestion on its face without consideration.
3. Once the docket of amendments is created, the IWS Management Team will immediately **consider each docket item for the next 30 days**. Voting members will communicate via phone, e-mail, fax, one-on-one or group. Before the passing of 30 days, the IWS Management Team will vote each docket item up or down. IWS Management Team reserves the right to make amendments to docket items. The docket of items passed will be presented to all voting members for a 14-day review. In that 14-day window, voting members may upon reflection and debate decide to call for a referendum on any item passed. Rules will be amended 150 days (5 months) after Nationals.
4. If any one voting member feels strongly that an **amendment should be put to a vote of the teams**, then he/she could call for a referendum. A majority is not required to call for a referendum. This is to include voting members that may not have been in attendance at the meeting when the docket items were voted upon. If during the review phase, he/she wants a referendum any member may call for one.
5. The IWS MT will set a date for **the referendum vote** that is appropriate to that docket item. It could be anywhere from 15 days up to the time of the National Championship. Voting teams will have up to 30 days upon receipt of the referendum item(s) to vote. Failure to vote is a loss of vote. A simple majority of voting teams must **vote and be in favor** of a referendum in order for an item to pass. For example, if only 4 of 8 eligible teams vote, the item will fail even if all voted for the item because a majority didn't vote. If teams don't participate they lose representation.
6. **It is one team one vote**. The only teams with a vote will be those that played in the previous national championship tournament. The IWS Committee will communicate the referendum item only to the Team Representative. How each team handles the internal matter of voting for a referendum item is the business of the team. It is one team one vote.



7. The Team Representative is expected to **serve an annual term** from immediately following IWS Nationals through the next Nationals. It is the team's responsibility to appoint representatives and communicate those names to the committee.

Rule 8.1.1 Rule interpretation is the authority of the IWS Management Team according to policy set forth in the addendum. This includes the handling of all protests. The Lead Official, Head Referee, Team Representatives or Head Coaches may **submit questions in writing** [or e-mail] for clarification on Rules or Procedures to the IWS Management Team. The questions must be submitted to the IWS Management Team no later than **30 days prior** to the National Tournament.

Rule 8.1.1 Policy and Procedure:

The IWS Management Team shall appoint at least three members of its team to comply with Rule 8.1.1 during the year and at the tournament. This Rule Group shall consist of at least one player and shall not consist of officials as per Rule 8.1.1. All interpretation rulings by the Rule Group should be made known to all Team Representatives in a timely manner.

PART II: Policies Related to Procedures

Protest Procedure

Procedure for handling the protest of any game should occur in the following manner. The Rule Group of the IWS Management Team shall handle the protest. Any member of the Group who is directly involved in the protest should step down. The Rule Group should then move to replace the member maintaining a minimum of three without an official.

First, all are advised of Rule 8.2 that states "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." IWS Management's advice is that any protest on these matters be a strong case.

Second, any protest of a call during a game needs to be made at the time of the incident that is the basis for the protest. The coach needs to communicate it to the Lead Official and the scorer's table. Failure to protest at the time of the incident renders any formal protests void of merit.

The scorekeeper will make notations of the exact place of the game on the score sheet. Such information should include the time, the score, timeouts, etc, essentially capturing a snapshot of the game at the time including player's penalty violation number. All of this information can be simply designated by drawing a line through the box separating in a before and after fashion.

Third, the coach has 15 minutes following the game to file the formal written protest with all pertinent information required on the form including the filing fee. The coach may choose not to exercise his option to file a protest. Protest forms shall be kept at the scorer's table.

Policy on Tardy Forms

It is the policy of NDSA that the IWS Management Team may assess fines up to \$25 per person for late forms and fees **with deadlines** required to make commitments to properly execute a quality tournament. Teams may submit to LOC or NDSA-IWS all other forms up to the starting time of the tournament. Medical must be completed on both sides signed and dated by a licensed physician within 12 months prior to the tournament. However, the medical forms must have been completed with a doctor's signature upon arrival. Players who show up without properly completed medicals forms will not be allowed to play. No exceptions! Players may show up after the start of the tournament but their forms need to be turned in by the start of the first game.

Each head coach is entitled to a copy of every opponent's roster within respective divisions at least 12 hours prior to the start of the first game. The IWS MT will supply a game score sheet to the teams for each game.



All-Star Game Procedures

Players will select All-stars from a ballot listing all players from both Divisions. Players will vote for no more than two players from each class. All votes must be cast on an IWS-MT Official Team ballot issued to each team. A Team Representative according the ballot directions will gather votes from each player. Block voting is not permitted and may cause the ballot to be invalidated. Ballots are to be turned in by 9 pm of the first day of competition.

Head Coaches will come from the two winning teams from the previous Championship. If he or she is not in attendance, the IWS MT will select a replacement. These Head Coaches will select two additional players to round out their roster to 12 players. These may be new players or ones who may have had an outstanding tournament but weren't selected.

These players may not start the game. The Head Coach will also select up to three additional coaches to form a staff of four. He or she is to have made these selections by 9 pm of the second day of competition.

IWS MT will place the top twenty vote getters plus the four selections on two separate teams creating an East and a West. IWS MT will assign the coaching staffs to a respective team. Geography will not be considered in the placement of players. The top two vote getters from each class will be the starters. Every player must play a minimum of five minutes per half. The All-Star Game will consist of no less than 15 minutes halves with no less than a five-minute intermission.

Policy on SITE BID PROCESS

The National Disability Sports Alliance (NDSA) is looking for cities to bid on its National Indoor Wheelchair Soccer Tournament. The tournament is an eight to ten team national championship in two divisions. Teams come from both coasts and the heartland of America.

Local organizing committees (LOC) that are interested in placing a bid are encouraged to obtain a bid packet from NDSA headquarters. The Packet should be submitted by May 31 a year and a half prior to the proposed date. The packet should include a letter of interest from the LOC stating the local entities supporting the event such as parks and recreations or YMCA's. The facility site should be booked with tentative dates. All other facilities can be booked after your city is selected.

The Indoor Wheelchair Soccer Management Team of NDSA will be actively involved in the running of the competition aspect of the tournament. The LOC will handle the structural aspects such as transportation, volunteers and facilities. For more information contact the IWS Management co-chairs as note below.

MORE INFORMATION OR TO START THE BID PROCESS

National Disability Sports Alliance; www.ndsaonline.org
Jerry McCole, jmccole@ndsaonline.org
25 West Independence Way, Kingston, RI 02881, 401-792-7130

IWS Management Team Co-Leaders
Carin Mancini, CMAM627@aol.com
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832-689-6469-cell w/voice mail



PART III: NDSA-IWS FUNCTIONAL CLASSIFICATION PROFILES

PHILOSOPHY

National Disability Sports Alliance created these functional profiles with the objective of equality within each class across every disability group. The charge was to develop profiles that met the following standard: Given all players being of an elite caliber, the profile for each disability category would be within an acceptable range of equality. For example, elite class 3 players with cerebral palsy would be competitive with elite class 3 players with spinal cord injury within an acceptable range of equality.

The level of training was not taken into account in the development of the profiles. It should not be taken into account in the classification of any one player. The classification of players should be based on the functional characteristics outlined below regardless of his or her ability level. Ability levels are controlled elsewhere in the rulebook under divisions.

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 be classified in wheelchairs for the purpose of competition in indoor wheelchair soccer.

The major considerations in the classification of indoor wheelchair soccer players is his or her ability and function in relation to:

1. The operation of a wheelchair,
2. Sitting balance,
3. Catching, throwing, and manipulating an indoor wheelchair soccer ball.

The following 5 class profiles are presented for use in classification of indoor wheelchair soccer players

CLASS I - GENERAL OVERVIEW

Players may have severe disabilities of the upper extremities, trunk, and lower extremities that require the use of a motorized wheelchair for functional mobility. Non-functional propulsion of a manual wheelchair with the upper or lower extremities, and the inability to functionally manipulate, catch, or throw an indoor wheelchair soccer ball are the main characteristics of this class.

SPECIFIC DISABILITY CHARACTERISTICS:

1A-BRAIN INJURY, CEREBRAL PALSY, AND STROKE

- Severe spasticity, athetosis, ataxia or mixed quadriplegia
- Severely reduced range of motion and /or severe motor control problems in the upper extremities.
- No overhead throw
- Non-existent to poor trunk control
- Severely reduced or non-existent active/passive range of motion and/or motor control in the lower extremities.

1B-NEURO-MUSCULAR/ MUSCULAR

- Severe weakness and/or motor control problems in both upper extremities
- Severe bilateral limitation of upper extremity function against gravity
- Non-functional over head throw
- No dynamic trunk control
- Legs non-functional for manual wheelchair propulsion

or

- Uses motorized wheelchair due to endurance and/or functional limitations (need for this must be documented by physician)



1-C-BONE AND JOINT (ORTHOPEDIC)

- Severe deformity and/or contractures in both upper extremities with severe limitation of range of motion of the shoulders, elbows, and hands, or combination thereof, making them non-functional to propel a wheelchair or functionally manipulate an indoor wheelchair soccer ball
- Severe trunk deformity with non-existent to poor trunk control or severe limitation of trunk movements
- Severe to moderate deformity or joint limitation of one or both lower extremities

1D-SPINAL CORD INJURY

- C6 or above quadriplegia
- Functional to non-functional elbow flexors, wrist extensors – not able to functionally propel a manual wheelchair
- Non-functional elbow extensors, finger flexors, and intrinsic muscles
- Non-functional trunk or lower extremities
- Players with a C6 spinal lesion able to operate a manual wheelchair functionally would be considered class 2

1E-AMPUTATION

- Bilateral above elbow amputation with ankle disarticulation or higher of at least one lower extremity
 - Non-functional operation of a manual wheelchair with lower extremity
- or
- One above and one below elbow with the below elbow stump less than 3 inches, with ankle disarticulation or higher of at least one lower extremity – non-functional operation of a manual wheelchair with lower extremity

CLASS II - GENERAL OVERVIEW

Players may have severe to moderate disabilities of one or both upper extremities and trunk, and severe to minimal or no disability of one or both lower extremities. Player has the ability to functionally propel a manual wheelchair with one or both hands, one or both feet, or a combination of one foot and one hand.

Player may be able to use at least one arm at shoulder height or above. He/she may be able to trap-catch, catch, or throw an indoor wheelchair soccer ball with limited trunk function, and limited control of catch and throw. If a player fits the above description for Class II, he may use either a manual or a power chair in competition. That player will play as a Class II.

CLASS II SPECIFIC DISABILITY CHARACTERISTICS

2A-BRAIN INJURY, CEREBRAL PALSY, AND STROKE

- Severe to moderate spasticity, athetosis, ataxia or mixed quadriplegia, triplegia, or hemiplegia
- Severe to moderate reduction of function, range of motion, and/or motor control in one or both upper extremities
- Poor to fair functional trunk control/sitting balance (determining factor in placing hemiplegic in class II)
- Severe to moderate reduction of range of motion and/or motor control in one or both lower extremities

2B-NEURO-MUSCULAR/ MUSCULAR

- Severe to moderate weakness or coordination problems in both upper extremities, with or without involvement in lower extremities
- Poor to fair trunk control

2C-BONE AND JOINT (ORTHOPEDIC)

- Severe to moderate deformity or joint movement limitation of one or both upper extremities
- Severe to moderate limitation of trunk control
- Severe to normal lower extremities
- Unable to functionally throw an indoor wheelchair soccer ball with both hands above shoulder height



2D-SPINAL CORD INJURY

- C7 level (C6 if can propel manual wheelchair functionally)
- Functional elbow flexors and wrist extensors
- Functional elbow extension against gravity (triceps)
- No functional finger flexors, wrist flexors, or intrinsic muscles
- No trunk balance
- Able to raise extended arms over head

2E-AMPUTATION

- Bilateral below elbow amputation with stumps 3 in. or less
Or
- One above elbow and one below elbow amputation (stumps 3 in. or longer)

CLASS III - GENERAL OVERVIEW

Players may have moderate to minimal disability affecting one or both upper extremities. Trunk control will be affected in brain injury, CP, stroke, neuromuscular/muscular, and spinal cord injury. However, amputee and bone and joint (orthopedic) may have good to normal trunk control that assists in propulsion of the chair with one or both lower extremities may be severely to minimally involved. Players may have the ability to functionally propel a manual wheelchair with one or both hands, one or both feet, or a combination of one foot and one hand, catch, manipulate, and throw an indoor wheelchair soccer ball with one or both hands with minimal difficulty. The class III spinal cord injured player has poor trunk control with near - normal to normal upper extremities.

SPECIFIC DISABILITY CHARACTERISTICS

3A-BRAIN INJURY, CEREBRAL PALSY, AND STROKE

- Moderate to mild spastic, athetoid, ataxic or mixed quadriplegia, triplegia, diplegia, or hemiplegia
- Moderate to mild range of motion and/or motor control problems in upper extremities.
- May have minimal upper extremity involvement bilaterally
- Minimal trunk involvement
- Severe to mild involvement in one or more lower extremities
- Hemiplegics may have severe to minimal involvement in affected arm and hand

3B-NEUROMUSCULAR / MUSCULAR

- Moderate to minimal weakness or coordination problems in one upper extremity – may or may not have involvement in lower extremities
- Minimal trunk involvement
or
- Minimal weakness or coordination problems in both upper extremities and shoulder girdle
- Good to normal trunk control (sitting balance)
- May or may not have weakness or coordination problems in one or both lower extremities

3C-BONE AND JOINT (ORTHOPEDIC)

- Severe to moderate deformity or contracture in one upper extremity
or
- Minimal deformity or contracture in both upper extremities
or
- Severe to moderate trunk involvement/ deformity
- May or may not have lower extremity involvement

3D-SPINAL CORD INJURY

- C8 to T5 spinal cord injury – functional elbow, wrist, finger flexors and extensors to fully functional upper extremities
- Functional trunk control non-existent - (T5 has upper trunk extension – no abdominal muscles)

3E-AMPUTATION

- Unilateral BE amputation - 3 in. stump or less.
or
- Partial hand amputation bilaterally (at least one thumb remaining)



CLASS IV - GENERAL OVERVIEW

Players with brain injury, cerebral palsy, or stroke, with minimal involvement in one or more limbs who show near normal function in the upper extremities and good to normal trunk control. Players who have spinal cord injuries, T6 to T9, with none to partial abdominal muscle innervations, no lower spinal extension. Players who have a neuromuscular/muscular or bone and joint disabilities with one upper extremity minimally affected and lower extremities that may be fully functional to severely involved. These players may have some spinal deformity, which does not interfere with functional trunk movements for the sport. Players with partial amputation of one hand with at least thumb and 2 fingers remaining. May have lower extremity amputations.

SPECIFIC DISABILITY CHARACTERISTICS

4A-BRAIN INJURY, CEREBRAL PALSY, AND STROKE

- Minimally hemiplegic, diplegic, upper extremity monoplegic (athetosis, spasticity, ataxia or mixed involvement)
- Minimal range of motion and/or motor control involvement in one or both arms.
- Good trunk control (spasm or motor control may limit dynamic trunk function during sport)
- Severe to no range of motion or motor control problems in one or both lower extremities

4B-NEUROMUSCULAR / MUSCULAR

- Minimal weakness or coordination problems in one upper extremity plus or minus leg involvement
- May have minimal involvement of trunk

4C-BONE AND JOINT (ORTHOPEDIC)

- Minimal involvement in one upper extremity (involvement must affect sport)
- Severe to no contracture or deformity in one or both lower extremities
- Good to normal trunk control (sitting balance) – may have minimal trunk deformity

4D-SPINAL CORD INJURY

- T6 to T9
- Fully functional upper extremities
- Poor to moderate trunk control depending on level of injury
- None to ½ abdominal muscles
- Non-functional lower extremities

4E-AMPUTATION

- Partial amputation of one hand with at least thumb and two fingers remaining
- May have leg or foot amputations as well (which do not affect sitting balance)
- or
- Hemi-pelvectomy, which affects sitting balance

CLASS V - GENERAL OVERVIEW

Players may have a brain injury, CP, or stroke with no involvement in upper extremities or trunk (leg monoplegia). Players with spinal cord injuries (T10 and below) have most of their abdominal muscles and trunk extensors intact. Players with neuromuscular/muscular involvement or bone and joint (orthopedic) involvement that only functionally affect the lower extremities. Players may have unilateral or bilateral lower extremity amputations below the hip joint.

SPECIFIC DISABILITY CHARACTERISTICS

5A-BRAIN INJURY, CEREBRAL PALSY, AND STROKE

- Monoplegia – leg – mild to severe involvement
- No trunk involvement
- No upper extremity involvement

5B- NEUROMUSCULAR / MUSCULAR

- No weakness in upper extremities
- Near normal to normal trunk strength (if near normal, does not affect sport)
- Severe to minimal weakness in one or both lower extremities



5C- BONE AND JOINT (ORTHOPEDIC)

- No involvement in upper extremities
- No trunk deformity
- Severe to mild deformities in one or both lower extremities

5D-SPINAL CORD INJURY

- T10 and below
- Functional trunk control
- F+ to normal abdominal muscles
- F+ to normal low back extensors
- Must have muscle weakness in lower extremities to be eligible for participation in sport

5E-AMPUTATION

- Mid-foot or higher amputation of one or both lower extremities