**RULES OF GAME OF WHEELCHAIR BASKETBALL**

The game is played in accordance with the rules of the International Wheelchair Basketball Federation (IWBF) and of FIBA (International Basketball Federation (FIBA).

The IWBF is the international governing body for wheelchair sports. It formulates the rules, classification systems, and policies in relation to wheelchair sports.

A majority of the rules are the same as those played in the able-bodied. The size of the court, height of basket, foul line and three point lines are the same.

The chair is considered as part of the body in respect of charging, pushing and blocking fouls. All four, five or six wheels are used to determine if a player is in the front or back courts, in or out of the key, and in or out of bounds.

**Travel**

A player may hold on to the ball without dribbling for two pushes of the chair only. A third push without a dribble is called a travel. Players can glide as much as they want between pushes.

**Foul Shots and Three Point Shots**

The front wheels of the chair may be in front of the foul line or three-point line, point of reference for a violation is the main wheelchair axel.

**Lifting**

Players may lift both back wheels of the chair off the ground simultaneously as long as he or she does not lift their bottom off the seat. Players are not permitted to put their feet on the floor during this play as this is a violation.

**Side line and end line out of bounds**

No player from the offensive side may cut through the key until the ball has been passed by the player inbounding the ball.

**Cutting out of bounds**

No player from the offensive or defensive teams may cut out of bounds at any stage that the ball is in play.

**Principles of contact defending the player who has the ball**

When a defender Player A attempts to establish a legal position in the path of an opponent Player B who has the ball, the official must consider the following principles:

When both players are **MOVING:**

Did defender Player A cover the path of ball carrier Player B before contact occurred? Or was the ball carrier Player B given time and distance to avoid contact?

When the player with the ball is **STATIONARY:**

The defender Player A can take a position as close as possible to opponent Player B, short of contact, without invading the space occupied by Player B.

**Principles of contact defending a player who does not have the ball**

When both players are **MOVING**:

Did Player A establish a legal position first by reaching the position before opponent Player B?

When the Player being guarded is **STATIONARY**:

Player A can take a position as close as possible to opponent Player B, short of contact, without invading the space occupied by Player B.

When the defender **MOVES** after being **STATIONARY**:

Within a chair length into the braking area of a moving opponent who does not have the ball, he must allow that opponent time to avoid contact.

**Screening: a basic position**

While the player should be stationary to set screen, they may be moving to effect a screen in transition.

**Screening: a stationary opponent**

The screener can set the screen anywhere as close as possible short of contact.

**Screening: a moving opponent the screener must either:**

Cover the path of the opponent being screened, or

Allow the opponent time and distance to avoid contact.