



Team Information

Rules of Play

If you have played “the running game”, the rules of basketball are already familiar to you. Virtually all of the same rules apply to the wheelchair game. However, there are a couple of significant differences. Each team will be assigned a “coach” for the day. The coaches are current or past high performance wheelchair basketball players.

Traveling and Double Dribble

Similar to the running game, you are allowed 2 “steps” before a travelling violation is called. When you are in the chair, you are allowed 2 pushes or “touches” (of the wheel rim) and then you must take at least a single dribble, or shoot or pass. If you take a dribble, you can put the ball back into your lap and take two more pushes before having to take a single dribble again. As a result, there is no such thing as “double dribble” in wheelchair basketball.

Other

You have to keep your butt in the chair at all times and your feet on the footplate. If your butt some off the seat and/or your feet come off the footplate, the referee will call a “physical advantage foul”.

Pushing a chair takes a toll on hands! Some players bring fingerless gloves though that does affect your ballhandling and shooting skills so most athletes prefer using tape to protect parts of the hands that start getting “hot spots”. Bring tape and use it before a hot spot becomes a blister!

Specific Rules for Hoopfest 2012

- Games are 20 minutes running time – the clock in each gym will start at the scheduled time so make sure you go directly to your next game...
- If someone is fouled in the act of shooting they get 1 point automatically and the ball back on the sideline
- If they score the basket when fouled, they still get the extra 1 point (3 total), but the opposing team brings in the ball from the end line
- There will not be overtime - if the score is tied, the game is registered as a tie.