

2016 DOD WARRIOR GAMES WHEELCHAIR BASKETBALL

2016 DoD Warrior Games is not a qualifying event for the Paralympic Games or any other U.S. Paralympics or International Paralympic Committee (IPC) sanctioned event and follows the same rules as the National Wheelchair Basketball Association (NWBA) with few modifications.

1. WHEELCHAIR BASKETBALL CLASSIFICATIONS:

- 1.1. Classification 6.0 athletes (6 Points)
 - 1.1.1. PTSD with no physical impairments.
 - 1.1.2. Traumatic Brain Injury (TBI) with no physical or cognitive impairments.
- 1.2. Classification 5.0 athletes (5 Points)
 - 1.2.1. TBI with physical or moderate cognitive impairments (moderate level: unable to follow three or more step commands).
 - 1.2.2. No impairment in trunk control or mobility.
 - 1.2.3. Minimal (fair or below sitting balance) physical impairments may be evident caused by brain injury.
 - 1.2.4. Cognitive impairments may include but not limited to; memory loss, decreased organizational skills.
- 1.3. Classification 4.5 athletes (4.5 Points)
 - 1.3.1. Moderate cognitive ability (moderate level: unable to follow two or more step commands).
 - 1.3.2. Normal trunk movements in forward, sideways, and vertical planes as evidenced by a functionality test.
 - 1.3.3. Lower limb amputations meeting the following criteria:
 - Single below the knee amputation (BKA)
 - Single below the knee amputation (AKA)
 - Bilateral BKA with knee sockets
 - Single BKA with knee socket with opposing limb AKA
- 1.4. Classification 4.0 athletes (4 Points)
 - 1.4.1. Normal trunk movements in the forward and vertical planes evidenced by a functionality test.
 - 1.4.2. Severe cognitive ability (can only follow two step commands).
 - 1.4.3. May present with decreased trunk control in the sideways plane evidenced by a functionality test.
 - 1.4.4. Lower limb amputations meeting the following criteria:
 - Single hip disarticulation
 - Bilateral AKA with greater than 2/3 in both residual limbs
 - Bilateral BKA without knee sockets



2016 DOD WARRIOR GAMES: WHEELCHAIR BASKETBALL

- 1.5. Classification 3.5 athletes (3.5 Points)
 - 1.5.1. Complete trunk movements in the forward and vertical planes evidenced by a functionality test.
 - 1.5.2. Severe cognitive impairment (can only follow two-step command).
 - 1.5.3. May present with decreased trunk control in the sideways plane evidenced by a functional test.
 - 1.5.4. Upper limb amputations or dysfunction meeting the following criteria:
 - Below the elbow amputation
 - Below the elbow dysfunction in the elbow and/or wrist joints
 - 1.5.5. Lower limb amputations meeting the following criteria:
 - Single hemipelvectomy.
 - Single AKA with greater than 2/3 residual limb and single AKA with less than 2/3 residual limb.
 - Single hemipelvectomy and single BKA with knee socket.
- 1.6. Classification 3.0 athletes (3 Points)
 - 1.6.1. Complete controlled movements in the forward and vertical planes as evidenced by a functionality test.
 - 1.6.2. Severe cognitive ability (one step command).
 - 1.6.3. No controlled movements in the sideways plane as evidenced through a functionality test
 - 1.6.4. Active rotation in both the upper and lower trunk.
 - 1.6.5. Upper limb amputations or dysfunction meeting the following criteria:
 - Above elbow amputation.
 - Above elbow dysfunction in the shoulder joint
 - 1.6.6. Lower limb amputations meeting the following criteria:
 - Bilateral AKA with less than 2/3 residual limbs.
 - Hemipelvectomy with single BKA without knee socket.
 - Hemipelvectomy and single AKA with greater than 2/3 residual limb.
- 1.7. Classification 2.5 athletes (2.5 Points)
 - 1.7.1. Partially controlled movements in the forward and vertical planes as evidenced by functionality test.
 - 1.7.2. No controlled movements in the sideways plane as evidenced through a functionality test.
 - 1.7.3. Active rotation in both the upper and lower trunk.
 - 1.7.4. Lower limb amputations meeting the following criteria:
 - Hemipelvectomy and AKA with less than 2/3 residual limb.
 - Bilateral hip disarticulation.

2016 DOD WARRIOR GAMES: WHEELCHAIR BASKETBALL

- 1.8. Classification 2.0 athletes (2 Points)
 - 1.8.1. Minimally controlled movements in the forward, and vertical planes as evidenced by a functionality test.
 - 1.8.2. Active upper trunk rotation but no lower trunk function.
 - 1.8.3. No controlled movements in the sideways plane evidenced through a functionality test.
 - 1.8.4. Upper limb amputations or dysfunction meeting the following criteria:
 - Bilateral below elbow amputations.
 - Bilateral below elbow dysfunction in the elbow and/or wrist joints.
- 1.9. Classification 1.0 athletes (1 Point)
 - 1.9.1. Little or no controlled trunk movements in the forward, sideways, or vertical plane as evidenced by a functionality test.
 - 1.9.2. Little to no functional trunk rotation.
 - 1.9.3. Balance in both the forward and sideways planes is significantly impaired.
 - 1.9.4. Players rely on their arms to return to the upright position when unbalanced.
 - 1.9.5. Upper limb amputations or dysfunction meeting the following criteria: bilateral above elbow amputations and bilateral above elbow dysfunction in the shoulder joint.

2. **GENERAL WHEELCHAIR BASKETBALL WCBB TOURNAMENT RULES:**

- 2.1. Double elimination tournament format:
 - 2.1.1. A double-elimination tournament is a type of elimination tournament competition in which a participant ceases to be eligible to win the tournament's championship upon having lost two games or matches. Teams are seeded based on their WCBB performance at the 2015 Warrior Games.
 - 2.1.2. Figure 12 represents the 2016 DoD Warrior Games double elimination format.
 - 2.1.3. Each WCBB game has two (2) 20-minute halves.
 - 2.1.4. Running clock consists of :
 - 2.1.4.1. Stopping at the whistle the last two minutes of each half
 - 2.1.4.2. A 30-second shot clock (Reference: www.nwba.org); one five (5)-minute halftime. Overtime will consist of a single three (3)-minute period with the clock stopping at the whistle.
- 2.2. No substitutions/changes will occur to the roster after the first game.
- 2.3. A player will be disqualified and removed from play when he receives two (2) direct technical fouls or three (3) physical advantage fouls (PAFs).



2016 DOD WARRIOR GAMES: WHEELCHAIR BASKETBALL

- 2.3.1. Direct technical fouls occur when the ball is active. For example: It is a direct technical foul for a wheelchair basketball player to assist a slower teammate horizontally by pushing them.
- 2.3.2. Indirect technical fouls occur when the ball is dead.
- 2.3.3. PAFs: Athletes must remain firmly seated in the wheelchair at all times. Athletes are not permitted to use functional leg or residual limb for physical advantage over an opponent (e.g., raising out of his chair, or using the heel on the floor to maneuver the chair, or leaning forward on the foot rests to guard a player). A defensive player guarding an offensive player may not gain an advantage by leaning so far forward that his/her foot rests touch the floor. Three (3) PAFs constitute automatic dismissal from the game or five (5) total fouls (which may include technical and PAFs).

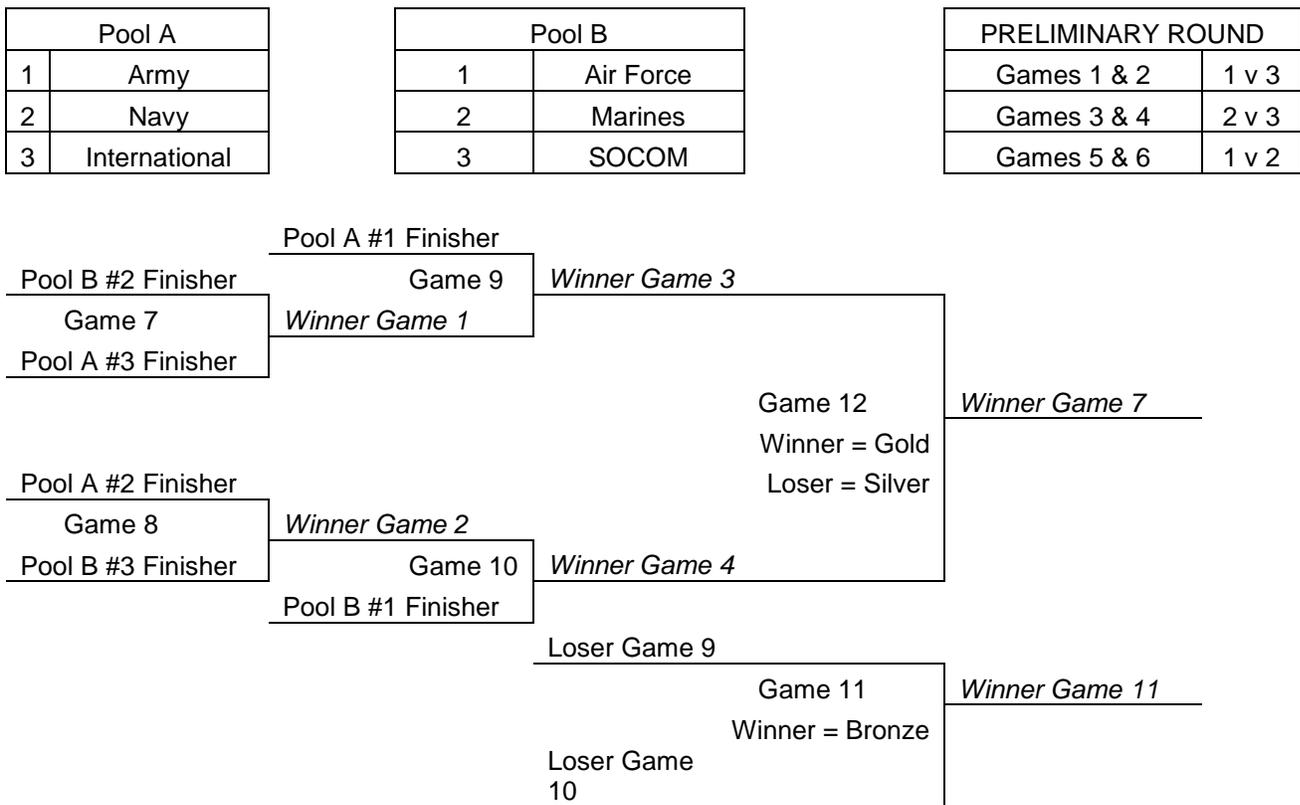


Figure 12: Wheelchair Double Elimination Tournament Bracket.

3. WHEELCHAIR BASKETBALL KEY DIFFERENCES:

- 3.1. The chair is considered to be part of the body. For example: a player is out-of-bounds when any part of his/her body or wheelchair touches the floor or any object on or outside of a boundary line.
- 3.2. A player cannot contact an opponent or opponent's wheelchair with his/her hand unless the contact is incidental in an attempt to play the ball.
- 3.3. General rules of contact apply in wheelchair basketball.
- 3.4. Intentional chair contact caused by a player to affect the progress or position of another player is a form of blocking, charging, holding or pushing.
- 3.5. Contact caused by the momentum of a chair by a player who had made no visible effort to stop his/her chair while moving in for a goal is a charge.
- 3.6. Contact after the ball is dead, is unsportsmanlike conduct.
- 3.7. To officially score a three (3) point shot or a free throw shot:
 - 3.7.1. The large wheels of the chair must be behind the line when the player attempts the shot.
 - 3.7.2. The front casters may be over the line.
 - 3.7.3. It is acceptable to roll the chair forward while shooting, yet the ball must be released before the large wheels cross the line.
- 3.8. Dribbling: To execute a dribble, players must allow for one bounce of the ball for every two (2) pushes of their chair.
- 3.9. Traveling: Taking more than two (2) pushes in succession constitutes a traveling violation and the ball is awarded to the other team out-of-bounds.
- 3.10. Player regulations free throws:
 - 3.10.1. During a free throw attempt a maximum of six (6) players (four opponents for the free thrower and two teammates of the free thrower) shall be permitted on the lane.
 - 3.10.2. The two (2) lane spaces closest to the end line shall remain open.
 - 3.10.3. All of the other players shall remain behind the free throw line extended and behind the three (3)-point line.
- 3.11. Wheelchair rules:
 - 3.11.1. A player may not leave or fall out of the chair to gain or maintain possession of the ball or gain any other advantage.
 - 3.11.2. This includes a player falling out of chair directly into line of play, and a player falling out of chair not directly in line of play while potential scoring play is in progress.
 - 3.11.3. The play is stopped immediately when an injury is anticipated to a seated or fallen player, and the team will lose possession if in the judgment of the officials, a player falls out of his wheelchair to gain or maintain possession of the ball.



2016 DOD WARRIOR GAMES: WHEELCHAIR BASKETBALL

3.12. Tilting wheelchair:

3.12.1. A team loses possession when a player leans forward in the chair to the extent that the chair tilts and the footrest or the person's feet touch the floor while gaining, maintaining, shooting, or retrieving the ball.

3.12.2. The ball is then awarded to a nearby opponent at the out of bounds spot nearest the violation.

3.13. Out-of-bounds:

3.13.1. When an offensive player in control of the ball throws the ball off of a defensive player or his/her chair, and goes out of bounds, it is a violation on the offense.

3.13.2. The ball will be awarded out-of-bounds to the defensive team.

4. **TEAM COMPOSITION:**

4.1. This tournament will consist of five (5), ten-player (10) (maximum, no substitute) teams. (Possible 6 Teams – International Team)

4.2. The five (5) teams will represent the Air Force, Army, Marine Corps, Navy/Coast Guard, and SOCOM. (Possible 6 Teams – International Team)

4.3. 24-Point team limit: At no time in a game shall a team have players on the court and participating whose *total assigned point value* exceed the 24-point limit.

Players will be assigned a point (classification) from one (1) to six (6) based on their function in relation to wheelchair. Players in each point group have different volumes of action, and this is what determines the final point value. All women will drop 1 point. Exception: No female player may drop below a class 1.0 at any time. Reference: www.nwba.org / Rule 10 (classification) section 3.

4.4. The volume of action of a player is described as: the limit to which a player can move voluntarily in any direction, and with control return to the upright seated position, without holding the wheelchair for support or to aid the movement. The volume of action includes all directions, and describes the position of the ball when held with both hands.

4.5. Assigned points for each player are reflected by their specific classification.

- Player Classified as a 6.0 will be counted as 6 points
- Player Classified as a 5.5 will be counted as 5.5 points
- Player Classified as a 5.0 will be counted as 5 points
- Player Classified as a 4.5 will be counted as 4.5 points
- Player Classified as a 4.0 will be counted as 4 points
- Player Classified as a 3.5 will be counted as 3.5 points
- Player Classified as a 3.0 will be counted as 3 points
- Player Classified as a 2.5 will be counted as 2.5 points
- Player Classified as a 2.0 will be counted as 2 points
- Player Classified as a 1.0 will be counted as 1 point.



5. WHEELCHAIR BASKETBALL EQUIPMENT:

- 5.1. Teams are required to provide their own basketball wheelchairs that meet the NWBA regulations.
- 5.2. Equipment may be subject to inspection by officials.
- 5.3. Equipment Failures:
 - 5.3.1. Any issues with wheelchairs or safety equipment will require replacement or adjustments.
 - 5.3.2. When repairs cannot be made the equipment will not be used.
 - 5.3.3. Wheelchair seat height:
 - The height of the seat rail must be no more than 21 inches.
 - Measurement must be made from ground or court to the top of the seat rail bar (highest point) with player in the chair.
 - 5.3.4. Foot rest height:
 - That part of the footrest or roll bar that projects forward the furthest and which would be the first point of contact with another wheelchair in head-on contact, must be at a height of NOT more than five (5) inches from the ground or court.
 - The footrest must have rounded or smooth corners. Door bumpers, knobs, projections of folding footrest, or other projection 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.
 - 5.3.5. Foot strap specifications:
 - A foot strap must be attached firmly and drawn taut to the telescope bar of the foot rest platform.
 - Foot strap width: This strap shall measure NO less than one and one- (1 ½) half inches in width
 - Foot strap attachment: The bottom of the strap must be attached within six (6) inches of the foot rests.
 - Foot strap security: In the case of all players, this strap should be drawn taut so that a foot may not be used as a brake.
 - 5.3.6. Seat cushion:
 - Use of a cushion is condoned, being of common understanding that it is for therapeutic reasons specifically.
 - Cushion material and thickness/height:
 - Seat cushion may be composed of any therapeutic material as made by popular manufacturers.
 - Seat cushion shall not exceed four (4) inches at its highest point (thickness) for Class I and II players.
 - Seat cushion shall not exceed two (2) inches at its highest point (thickness) for Class III players.



2016 DOD WARRIOR GAMES: WHEELCHAIR BASKETBALL

- Pneumatic cushions and contoured cushions are permissible providing they are commercially manufactured for therapeutic use and do not exceed thickness restrictions as noted above).
 - Seat cushions composed of non-therapeutic materials, such as hard (non-pliable) rubber, wood, or other solid composition, are not acceptable.
 - In all situations, the decision of the officials shall be final.
- 5.3.7. Seat roll bar: Each chair must be equipped with a roll bar, or the foot platforms must be adequately covered on their undersides to insure against damage to the playing surface.
- 5.3.8. Padding: 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.
- 5.3.9. Anti-Tip casters:
- A chair is permitted to have anti-tip casters attached to the underside or rear of the chair.
 - The lowest point of the anti-tip caster cannot exceed one (1) inch from the floor.
 - No part of the anti-tip caster may project from the chair rearward so that it would extend past any part of the rear wheels.

6. **OFFICIALS AND THEIR DUTIES:**

- 6.1. 2016 DoD Warrior Games Administrative Official shall be responsible for the supervision of the following:
- 6.1.1. Athlete entry and registration process
- 6.1.1.1. Timing equipment operator
 - 6.1.1.2. Timer
 - 6.1.1.3. Score keeper
 - 6.1.1.4. Other administrative personnel as identified
- 6.2. Competition officials per game:
- 6.2.1. The chief referee is responsible for enforcement of the 2016 DoD Warrior Games WCBB Rules and Regulations.
- 6.2.2. The referee shall not permit:
- Any player to wear braces or other equipment, which in his/her judgment, are dangerous to other players
 - Any player to wear braces or other equipment designed to increase height or to gain a physical advantage.
 - The official shall not permit wheelchairs to be mechanized in any form for turning or for forward, backward or upward propulsion.
 - The official shall inspect wheelchairs and prohibit their use if said chairs deviate so as to be unfair or unsafe to others.



2016 DOD WARRIOR GAMES: WHEELCHAIR BASKETBALL

- The official shall have in their possession a metal tape rule to determine all wheelchair measuring parts such as: seat rail, foot platform, bumpers, and cushions.
 - The official will inspect all wheelchairs prior to the starting of the game or prior to a player entering the game with a chair that was not inspected.
 - A technical foul will be called for illegal measurements discovered while in play, providing the officials correctly measured the chair before it was put in play.
 - The officials shall disqualify offenders for any repeated infraction of this rule.
- 6.3. Time keeper. The time keeper is responsible for keeping time on the electronic scoreboard.
- 6.4. Scorer. The scorer keeps the score sheet according to the governing rules and in cooperation with the second (2nd) referee
- 6.5. Announcer.

