
INTRAMURAL SPORTS



Wheelchair Basketball Rules 2009

ELIGIBILITY

- In order to be eligible to participate in intramural activities, players must be current OSU students enrolled in one or more credit hours, or faculty/staff members who have purchased a Colvin Center Activity Card. All players must present a valid OSU I.D. at each game.
- Names cannot be added by phone. Teams are able to add at the game site on the score sheet. These players will be added onto the permanent team roster and will need their OSU CWID.
- Team Captains and players are responsible for checking their eligibility status. A complete list of intramural eligibility regulations is available in the Intramural Sports Policies and Procedures, which can be obtained in the Intramural Office.

For any additional information on eligibility please see the Intramural Sports 2008-2009 Policies and Procedures Handbook which can be viewed online at <http://campusrec.okstate.edu/> or visit the Intramural Sports Office in Rm 104 Colvin Recreation Center

EQUIPMENT

- The Intramural office will provide the "game" ball for each scheduled contest. It may not be used for warm-ups.
- Athletic attire is required. (No jeans, or jean shorts, etc)
- Participants must remove all jewelry prior to competing.
- No Hats!

PLAYERS

- A player may play on one (1) wheelchair basketball team. Players must have a valid OSU I.D. to be listed on the roster.
- A team consists of five (5) players, however a team may start a game with a minimum of four (4) players.

FORFEITS

- Forfeit time is the scheduled starting time of the contest. A team must be present and ready to play at the scheduled starting time to avoid a Forfeit.
- In order to claim a forfeit, a team must have the correct number of players present and ready to play.
- If neither team is able to field a team, a double forfeit will be declared.
- A \$25.00 Forfeit Fee will be assessed should a team forfeit a contest. This Fee can be paid in the intramural office the following business day or it will be charged to the Captain's Bursar Account.

- A second forfeit within the same sport will result in that team being dropped from League play and an additional Forfeit Fee charged.

PLAY

- Length of Game
 - A game will consist of two **20-minute halves** (running clock).
 - During regulation play, the clock will only stop for time-outs and injuries.
 - The clock will stop on every official's whistle in the last two (2) minutes of each half.
 - A three (3) minute halftime will separate the first and second halves (if possible).
 - ****Playoffs**** A tie score after regulation time will result in a two (2) minute overtime period. The clock stops during the last minute for all whistles. If the score is tied at the end of the first overtime period, each overtime period thereafter is one (1) minute in length. All whistles will stop the clock.
- Time-outs
 - Teams are allowed two (2) time-outs per half of 30 seconds in length. One (1) time-out is allowed during each overtime period. Time-outs do not carry from the first half into the second half, or from the second half to overtime.
- Mercy Rule
 - The IM mercy rule states that during the second half, at the two (2) minute mark and beyond, if a team leads by 20 points at any point, the game is called.
 - At any point inside of the two (2) minute mark of each half, if a team leads by **15** points or more, **THE CLOCK WILL CONTINUE TO RUN**. If the losing team cuts the lead back down below 15 points, the clock will begin to stop as regular two (2) minute rules will once again apply.
 - At the end of the first half, if a team is ahead by forty (40) or more points the game will be called. Additionally if a team gains a forty (40) or more point advantage in the second half the game will be called.

GENERAL RULES

- A player must dribble the ball once for every 2 pushes of his/her wheelchair.
- The wheelchair is considered part of the player's body.
- Personal Advantage Foul (PAF): All players must remain firmly seated in the wheelchair at all times when attempting to play the ball. No player shall use his/her lower extremity to gain an advantage. PAFs act as a technical foul towards the offending player.
- A turnover occurs if the footplate or front of the wheelchair touches the floor while the player is in possession of the ball.
- When the ball is in-bounded on the offensive end of the floor, the offensive players cannot vacate a spot in the offensive lane, until the ball is handed to the in-bounder.
- The offensive player has only 4 seconds in the offensive lane before a lane violation occurs. When any part of the wheelchair is in the lane, the count begins.

MISCELLANEOUS

- Team captains and manager/coaches are responsible for the conduct of their players and fans.
- The coach/manager must stay on the team sideline during play. Violation will result in the ejection of the coach/manager.
- Acts of unsportsmanlike conduct include arguing with supervisors, fighting, abusive language directed towards supervisors/opponents. Any of these actions will result in the player(s) involved being ejected from the game.
- Any player ejected from a game must leave the playing area, and will be ineligible to participate in any intramural sport until he/she meets with the Intramural Sports GA (Bonnie Mitchell).
- Penalties for ejected players may include, but are not limited to the following: probation, suspension from one or more contests, disqualification for the remainder of the sport and/or upcoming sports, being barred from Intramural competition for the remainder of that school year, or future years.
- The team captain must enter the names of all players on the score sheet prior to the start of each contest. Players must be present at the beginning of the game to play. No players may enter the game if they have not shown their ID to the Supervisor when he/she checks the ID's prior to the beginning of each game.
- The Intramural Office does not provide insurance and assumes no responsibility for accidents or injuries incurred.

For additional rules and definitions visit www.nwba.org

INTRAMURAL SPORTS OFFICE (744-7407)